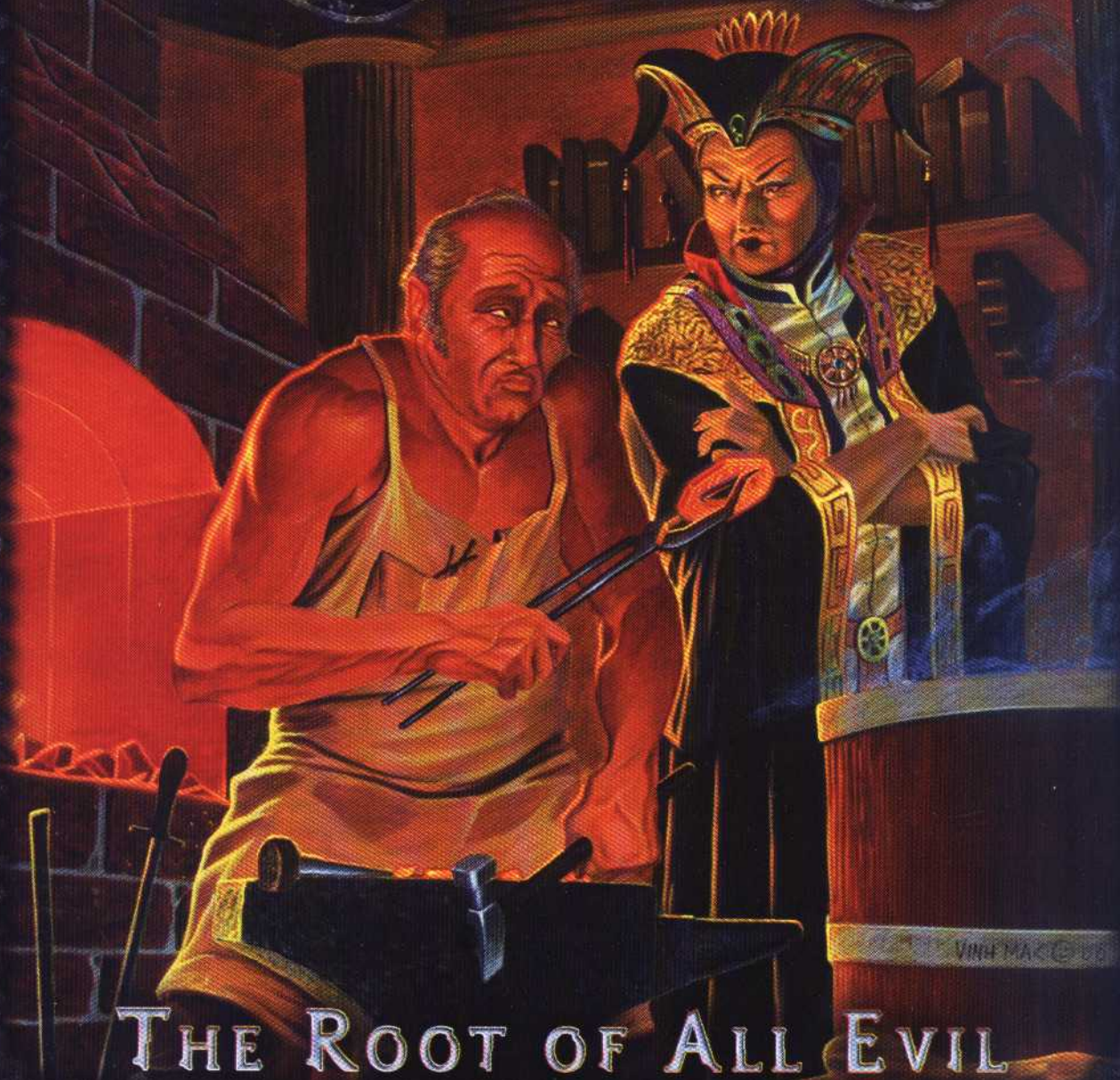


DUNGEONS
DRAGONS®

Kingdoms of Kalamark



THE ROOT OF ALL EVIL

THE CITY OF ZOA



THE ROOT OF ALL EVIL

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INTRODUCTION

"The Root of All Evil" is a DUNGEONS & DRAGONS® adventure for four to six 1st-level adventurers. The adventure takes place across the Reanaaria Bay area of Tellene, from Skarna to the corner of the Reelio Jungle. By the time the Player Characters (PCs) complete this quest, they should reach 3rd level. This adventure can be used stand-alone or as a part of a trilogy continuing in "Forging Darkness" and concluding with "Coin's End."

You, the DM, will need a copy of the *D & D Player's Handbook*, *DUNGEON MASTER's Guide*, and the *Monster Manual* for this adventure. One can find statistics for monsters and key Non-Player Character's (NPCs) in the Appendix at the back of this book. As the adventure takes place in the Kingdoms of Kalamar campaign setting, the DM should also have the *KINGDOMS OF KALAMAR* core sourcebook.

The ImageQuest™ Adventure Illustrator is located in the center section of the book for easy removal and use during game play. Throughout the adventure, you will find cues to refer to a DM Map, show a featured Illustration, or distribute Player's Aids.

The story opens in the small independent town of Haanex, on the Reanaaria Bay coast, just south of the Lands of Skarna. The game can begin with the PCs already acquainted or the PCs can meet for the first time in Haanex.

BACKGROUND

Legend of the Falling Star

A little over a hundred years ago the Star fell from the sky — or so the legend goes. It fell this time of year, on a quiet night with just the slightest chill of winter in the air. The ones who saw it said that it flashed blue and white and screamed as it fell. Many felt it was a sign of the gods.

It fell northwest of town, far away in the Vrykarr Mountains where the giant-kin rule. Most believed the Falling Star destroyed itself when it struck the earth. Still, many foolhardy souls sought the Star. None succeeded and few have returned. Eventually, the people forgot the Falling Star.

Years later, the great sage Caaranian proved that stars are made of mithral, a magical metal that takes enchantment much more readily than normal steel and is stronger than that metal as well. Sages agree that the site of a fallen star is often a good place to find mithral. When the locals heard of these findings and remembered the legend of the Star that Fell, they once again searched the hills and mountains for the Star.

All met with failure.

The Story of Dairoo and his Map

Save one man, Dairoo, who was found just west of town almost dead from exposure and wounds. He claimed that he had found the Star but that wizards and monsters guarded it. He carried in his pockets a few bits of an odd, silvery metal that the town blacksmith could not work. No matter how hot the forge, the metal simply refused to melt. Dairoo claimed it was mithral but refused to reveal where he had found it. He would only say that it lay in the evil lands to the west and was not worth what he had seen to get it.

He never did tell exactly where the Star was located, but he did draw a map for himself. The map long outlived its master, who died the following harvest of a mysterious wasting disease. Dairoo seemed to just waste away over the course of a month. He blamed a curse but would say no more about it. He called his son to his bed just before the end and held a whispered conversation with the youth. Then he expired, his flesh seeming to wither even as he lay there.

The map was handed down from father to son in the Dairoo family, until the last son who had no children. During the harvest of his twenty-fifth year, he died of the same disease that befell his ancestors. No one knows for sure, but some suspect that the map was buried with him in the cemetery outside of town. Legend has it that the Dairoo curse continues even after death. Fear of the curse has kept even the most determined grave robbers away.

That is all I know of the map and the Fallen Star.

DM BACKGROUND

The story is true. A meteorite composed of rock and a small amount of mithral fell into Tellene's atmosphere and landed mostly intact. The year was 640 YND and many along the northwestern coast of the Bay witnessed the descent of the star. The town of Haanex was the closest human settlement to the Falling Star and many Haanexians searched for it. None have returned from the Vrykarrs.

After the (false) scientific discovery that all stars are made of mithral, a few people in Haanex remembered the fallen star and greed sent many northwest to search for it. Only "Walker" Dairoo returned. Since then, every male of the Dairoo family died the same way on the same date that Walker had died. The last of the line was Atuur Dairoo who refused to marry, or could not find a woman willing to marry him. The map, which had been handed down by Walker to his sons, was buried with Atuur in accordance to his wishes. As last of the line, he was to keep what had killed all the rest.

Two years ago, the wizard Veoden, a native of Geanavue, moved to quiet Haanex for a life of tinkering and enchanting. He learned of the Legend of the Fallen Star and the map itself last month. His curiosity and desire to obtain the mithral have caused him to seek out a company of hardy souls to retrieve it.

ADVENTURE SYNOPSIS

The wizard Veoden hires the PCs to do a simple job: retrieve some mithral said to have fallen from the sky somewhere west of town. First they must find the map, which lies buried with the last descendent of the man who found it generations ago. They then go to the graveyard to dig up the map, avoiding skeletons who reside there and attempting to defeat the undead corpse (a ghoul) of the man who has the map. Exploring the landmarks identified on the map, the group locates a small valley (impact crater) but find that someone else has beaten them to the spot. Clearly visible in the center of the crater is the 3-foot wide boulder of metal (with a mithral core). But near the crater stands a small shack, an eerie glow coming from its windows. Further signs of habitation include two cave entrances dug into the side of the crater wall.

Investigating the small shack will introduce the PCs to the alchemist, Arowain. He tells them that a wizard named Daresh is forcing him to create a powerful magical artifact called the *Coin of Power*. He warns that the evil thing can increase one's power significantly and that he's almost finished with it. Just then, Daresh bursts into the hut and uses magic to pull the still-molten *Coin* from the furnace and into her open hand. The *Coin* burns into her palm and she flees, but not before using its power to try to kill one of the adventurers. Arowain flings himself in the way and Daresh blasts him with the awesome power of the *Coin*. Before he dies, he tells the group there is one other man (Halaan) who knows the secret of creating the *Coin*, and only he has the power to destroy the first *Coin* and stop Daresh.

When the group returns to Veoden, he tells them they must find Halaan and create another *Coin* to stop the first. Research indicates that the owner of such a *Coin* will eventually use its wicked powers for evil. He advises them to go to the city of Zoa on the southern shores of Reanaaria Bay and consult the wizard Geolain, a sage known for discovering information.

On the journey south, whether by land or by sea, the PCs will have several random or planned encounters.

In Zoa, Geolain has a favor to ask of the PCs before he helps them. He asks them to retrieve a book that a secret society named the Sentinels of the True Way is planning to burn the next day. In return, he informs them that the alchemist Halaan went on an expedition to the Reelio Jungle months ago, and has yet to return. He gives the adventurers a map to the location and recommends they get out of town before they are caught for the book theft.

On the journey south there will be more opportunity for both random and planned encounters. They finally find an abandoned castle on the coast of the jungle (where Geolain's map is marked with an "X").

Exploring the castle leads the group to find a *scroll of divination* that Halaan left so that anyone following him could find him. Before the PCs can use the scroll, they are ambushed by cannibals and then rescued by friendly tribesmen. The latter group wants the adventurer's help in solving a riddle. The PCs learn that the chief of the tribe is offering a great reward to those who can solve the riddle and they have abducted Halaan to study the writing and come up with a solution. The PCs are able to rescue the alchemist and head back toward Zoa, where Geolain can help him begin to assemble the ingredients to craft another *Coin of Power* that will be used to destroy the first.

THE TOWN OF HAANEX

The Town of Haanex lies nestled on the northwestern edge of Reanaaria Bay, just south of Skarrna and the lands of the Skryvalkker Hurrkal. Primarily a fishing and trade town, the 350 inhabitants of Haanex welcome the merchants heading to or from Skarrna along the coast. Little more than an overnight stop, the village grew around the fortified hostel and a fishery. Most businesses involve the fishing industry or provide goods and services for travelers.

Some local farmers work the fields west of town and several shepherds also live in the area. Veoden came to Haanex two years ago. He built a tower of quality material on a site he claimed had been touched by the spirits of the air. The local men

told him it was touched by the spirits of the swamp, as the spot was too soft to hold up a building.

A month after Veoden's workers completed the tower, the old men were proven right. The tall building began to settle. In a year, the tower had become unstable, resulting in the makeshift construction of wood, stone, and metal that now holds it all in place. Veoden still believes the spot is blessed or enchanted and refuses to abandon the tower. At the moment, it has not actually fallen (a fact he points to as proof of his claim).

A mayor elected for life by the local business owners rules the tiny town. He commands the militia and the town's sheriff, Seegio, who is in charge of the tiny militia. Foosiwain, the current mayor, generally tends to keep an eye on the fiscal well being of the town while the sheriff is in charge militarily.

Haanex boasts a single fine inn: the Ki-Ren's Rest. This large establishment has long been the lifeblood of the town and is one of the original buildings around which the whole town formed. One small and dirty tavern, the Thirsty Hound, competes (poorly) with the Ki-Ren's rest. The Thirsty Hound is a low-life establishment where the dregs of the town go — mostly travelers passing through who wish to keep a low profile or have little money. The beer there is cheap and the food is terrible.

ENTER THE PCs

Soon after the PCs enter Haanex (either alone or as a group) they notice handbills posted around town. The PCs have plenty of time to get ready should they choose to answer the handbill.

DISTRIBUTE PLAYER'S AID 1 ON IQ13.

The leaning tower can be seen from anywhere in town, as it is taller than any other building. Any locals who are asked directions give the PC a funny look and then look at the tower and point it out to them. They then condescendingly ask if the PC wants directions as well.

Other Adventure Hooks

Here are some other suggested ways to get the PCs involved in the storyline of the adventure.

1) Veoden's associate, Arowain the alchemist, has been kidnapped. Arowain's daughter hires the PCs to find him. He's been missing for almost two months and everyone else who she paid to find him just ran off with her money. Arowain was last heard of in Haanex.

2) The PCs are drinking in a tavern (i. e. the Thirsty Hound or the Ki-Ren's Rest) when they hear stories of the crazy wizard in the leaning tower who's looking for adventurers.

3) The PCs are drinking in a tavern (i. e. the Thirsty Hound or the Ki-Ren's Rest) when they hear stories of mysterious sounds coming from the mausoleum of the Dairoo family in the old graveyard outside of town.

4) The PCs are sold a map that supposedly leads to the final resting place of the fallen star.

Haanex (hamlet):
Conventional; AL NG; 100-gp limit; assets 1,750 gp; population 350; isolated (human 97%, dwarf 2%, other 1%).

Authority Figures: Mayor Foosiwain, male human Nob5.

Important Characters: Veoden, male human Wiz7; Elskin Torris, male human Clr5 (Holy Mother/home); Fortis Aluz, male human Ftr4 (garrison commandant); Alexis, female human Clr4 (Lord of Silver Linings/healer).

Others: Town guards, War1 (x50); Exp2 (x6); Exp1 (x12); Com1 (x276).



Veoden's Tower



Veoden

5) Agents of Skryvalkker Hurrkal (in the nearby Lands of Skarrna) could hire the PCs to find the fallen star and return the mithral ore to him. Skryvalkker Hurrkal rules the territory in southwest Skarrna close to where the village of Haanex lies. Skryvalkker Hurrkal has recently learned of the legend of the Falling Star but has no knowledge of any maps of the area. (See the *KINGDOMS OF KALAMAR* campaign setting source-book page 110 for more information on Skarrna and the Skryvalkkers.)

VEODEN'S TOWER

DISPLAY ILLUSTRATION 1 ON IQ1. The leaning tower is just that: a clumsy, flimsy affair of brick, stone, and wood leaning at several odd and unstable-looking angles. Solid wooden supports brace the sides, back, and front to keep it from falling. Read the following to the PCs:

The tower is an architect's nightmare. At least 50 feet tall and 10 feet on a side, the square tower leans like a drunken man who has had his body snapped at several key points. Cracks in the mortar and the huge wooden supports make the place look like it could topple over at any moment. Even the tiled roof has holes in it, though the tall lightning rod atop it seems to be perpendicular to the ground.

DISPLAY ILLUSTRATION 2 ON IQ1. If the PCs come to the tower at sunset (or later) and knock, a sleepy man will answer the door. He will blink at the PCs and ask what they want. If they explain they are answering the handbill, he will consider a moment, then remember and invite them in. He will take them into his sitting room and ask them to make themselves comfortable.

Each floor of the tower has a wood ceiling that is approximately 9 feet high and stone walls. The floors are mostly level though the walls lean at odd angles. A solid wooden staircase connects each floor of the tower via an open trap door. Each level is one large room. Iron latticework protects the windows. All windows and doors of the place have an *arcane lock* spell cast on them at 7th level.

1) Ground floor. A sitting room dominates this level, decorated with comfortable chairs covered with dark blue material. Several small tables adorned with large candles sit in the corners and a cabinet stands against one wall. The fireplace is bare. A closed trapdoor leads down to the cellar. A wooden toy horse sits in the corner of the room near a set of small wooden blocks with letters on them.

2) Cellar. Completely underground, this room remains cool year-round. Shelves hold various food and beverages.

3) Kitchen. This large but typical kitchen contains cabinets, tables, chairs, a fireplace, and an iron stove. The tapestry hanging from the eastern wall shows the scene of a sylvan glen.

4) Bedroom. The third floor of the tower holds Veoden's bedchamber. A large, four-poster bed stands against the west

wall, a wooden chest at its foot. A desk and chair stand against the east wall across from a dresser and a large wardrobe on the opposite side of the room. A tall, silvered mirror in a wooden frame stands in one corner and a cushioned bench rests near the stairs. The door leads to a small privy with a single pot.

5) Lab. A large wizard's lab stands on the fourth floor of the tower. Shelves and cabinets line several of the walls. The lab smells like chemicals but is otherwise clean and looks fairly bare. The tables have no equipment on them and the cabinets are closed and locked.

6) Library. The top floor of the tower houses an impressive library. Shelves groaning under the weight of numerous books stand against all of the walls. A table covered with open tomes and candlesticks dominates the center of the room, while two comfortable chairs sit in front of a cold fireplace. If one thoroughly searches Veoden's library, he or she may find detailed information on the manufacture, powers and side effects of a *Coin of Power* (see Appendix).

THE ASSIGNMENT

After all are comfortably seated in Veoden's sitting room, he takes his seat in the center of the room and looks the PCs over for a moment. He then tells them "The Legend of the Falling Star" (see the Background text) except the story of Dairoo and his map.

The wizard looks each of you square in the eye. "Mithral is used to make magic swords, armor, weapons, and other enchanted things," he finally says. "I want some. I'm willing to pay you 100 gold pieces for one pound of the metal, proportionally more if you bring me more. Are you willing to seek out this metal?"

Note that Veoden is willing to increase his initial offer up to 500 gp per pound if the PCs can successfully negotiate with him. If the PCs agree, he reveals the last part of the story that tells where the map is to be found. The only map that can lead them to the mithral lies with the body of Atuur Dairoo in the cemetery a few miles east of town. Veoden believes Atuur Dairoo is interred in the mausoleum found in the center of the cemetery and will suggest that the PCs look for him there. (He is mistaken; all the Dairoos are buried in normal graves within the cemetery). If the PCs return to Veoden and tell him that he was wrong about the body being contained in the mausoleum, he will be surprised and suggest that they search the rest of the cemetery. He has several shovels and picks to offer them in the storage room of the tower.

"Tonight would be a good night to start," he tells you.

If PCs have alignment problems with going to the graveyard to recover a map simply for profit, Veoden will admit that he has other motives. (See Other Adventure Hooks.) He will tell the PCs that his good friend Arowain is missing. He's been missing for almost two months and Veoden believes that his disappearance is somehow connected to the meteor because the two were working on a "mithral experiment." He will not go into any more detail than that but the pair were, in fact, trying to work out

a way to make a *Coin of Power* without the dangerous and corrupting side effects. Veoden fears Arowain has been kidnapped and killed or even worse, that someone is trying to steal his knowledge about the rituals associated with making such an artifact. He will not tell the PCs the full story since he does not want them to know that he and Arowain were working on a safer version of the *Coin of Power*. In the name of saving the life of a close friend he will beg them to take on the task. In truth, Veoden does feel guilty about Arowain's disappearance because, among other reasons, he has been getting letters from Arowain's daughter in Saaniema inquiring as to the whereabouts of her father.

Veoden cannot assist the PCs on the task because he must care for his eight year old adopted son, Boelain. Boelain hails from a farm outside the city of Giilia. Veoden discovered the boy on his way from Geanavue to Haanex; when he came upon the remains of the boy's family, who had been feasted upon by ghouls. Boelain survived by hiding. His heart broken by pity, Veoden vowed to take the boy under his wing.

THE GRAVEYARD

Southwest of Haanex, just off the road, lies the town's cemetery. REFER TO DM MAP 4 ON IQ16. Read the following:

The only sounds on the road from Haanex are those made by your party. The wind blows softly from the north and the nearly full Veshemo makes the road and surrounding farmlands look pale and eerie. Soon you see the low walls and iron gate of the cemetery ahead, not far from the road.

Two trees flank the massive iron gates that look to be the only break in the six-foot high stone wall surrounding the place. A large lock and heavy iron chains on the gate clangs mournfully in the wind. The trees move oddly, almost seeming to whisper to you. From within the cemetery you think you hear the sound of footfalls but likely it is just your imagination. Who would come to this macabre place after dark?

1) Main gates.

The iron lock on the gates, though unsophisticated, is old and rusty (DC 25). The chains and gates are heavy and resist any attempts to damage them. **Iron Gates:** 1 inch thick; Hardness 10; hp 60; Break DC 28. **Iron chains:** Hardness 10; hp 20; Break DC 23.

Once inside the cemetery, some possible names that can be viewed on tombstones include the following: Feasiari, Feaveu, Foormau, Gazee, Huuraew, Laaria, Leenoorva, Nae, Naizix, Nartuir, Peer, Reemae, Rooxeea, Seetoov, Sumorna, Tarealeon, Vaotal, Xookaer.

2) Mausoleum. (EL 1)

In addition to the numerous stones leaning at odd angles and a few leafless trees with twisted trunks and limbs, the largest structure in the cemetery is an ornate mausoleum. The stone building stands ten feet wide and twice as long.

Two trees flank the mausoleum entrance, both sickly and twisted. Stone gargoyle faces leer from the corners of the roof and over the entrance. Barely visible in the moonlight, is the name "Baolo." The door is locked with a simple, old rusted lock.

DISPLAY ILLUSTRATION 4 ON IQ2. **Lock:** Open Lock DC 10.

This is the final resting-place for the most influential family in Haanex. The family degenerated over the years and became twisted and evil followers of Xiznoon, the Harvester of Souls. The last of that evil family died twenty years ago, but they did not rest easy; Xiznoon granted them undead status as zombies. As if being relegated to zombie status for eternity was not humiliation enough, the unfortunate Baolo family were trapped within the locked mausoleum. With no creator or master and left to their own devices, the zombies began to eat one another. Eventually, only skeletons remained. Now four medium sized skeletons haunt the Baolo mausoleum.

Skeletons (4): CR 1/3; Medium-sized Undead (6 ft. tall), HD 1d12; hp 11, 8, 7, 5. (See the D & D Monster Manual Page 165.)

Treasure: The interior of the mausoleum is a mess. Coffins are strewn about and bones and debris fill the place. Scattered on the floor and in coffins are 295 cp; 146 sp; seven gems worth 50 gp (x2), 10 gp (x2), and 5 gp (x3); and a divine scroll of *protection from evil* in a bone scroll tube. The treasure is scattered about the place and searching thoroughly enough to find everything takes at least an hour.



Mausoleum

3) Atuur Dairoo's grave. (EL 1)

The PCs will need to take 1d4 hours of searching the cemetery to locate the grave of Atuur Dairoo. A successful Search skill check (DC 15) cuts this time by 75%. The northwest section of the cemetery is dedicated to the Dairoo family. If the PCs start their search in that area it should only take 1d20 minutes to find the tombstone (again cut the time by 75% with a successful Search check (DC 15)).

DISPLAY ILLUSTRATION 5 ON IQ3.



Atuur Dairoo's grave

You found it! Under one of the twisted and evil-looking trees in this morbid place lies the tombstone for which you've been searching. Beneath a carved human face, the inscription simply states, "Atuur Dairoo, b.10 Harvest, 713 YND; d.18 Harvest, 738 YND; Last of the Dairoo line; may the gods watch over him and keep him. The curse is ended."

If the PCs examine the other gravestones in the area, they may note that all male Dairoos who died after 667 YND did so on the same date: 18 Harvest. Atuur's ancestor, Walker Dairoo's grave can be found as well, the first to die on that date in 667 YND. The inscription reads "May the gods have pity on his poor, cursed soul." (See the sidebar "The Curse of Walker Dairoo" on the following page.)

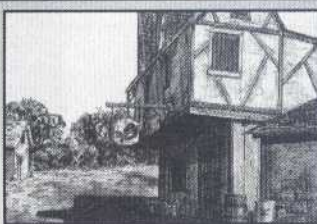
The Curse of Walker Dairoo

As part of the curse brought back from the hills by Walker Dairoo, anyone who fell to the wasting disease must live for eternity in the shell of his dead body as a ghoul. The existence is hellish and maddening, especially when one is buried and unable to escape the chained, graverobber-proof coffin. By destroying the body of Atuur, the PCs are doing him a favor by releasing his soul to the afterlife.

The other Dairoo graves also have ghouls in them. All are trapped in their coffins and, like Atuur, have gone insane, though some of the older ones are close to breaking through their rotted coffins. In the coming months, they will begin the tortuously slow process of wiggling free of their chains and digging their way to the surface.



Atuur Dairoo



The Thirsty Hound

If the PCs have the shovels Veoden offered them, it only takes 30 minutes (with two people digging) to uncover the coffin of Atuur. The casket is wrapped in steel chains and held by two stout locks. The lid is tightly shut but easily opened once the chains are removed, to reveal the decaying body of Atuur Dairoo.

Iron Coffin: 1 inch thick; Hardness 10; hp 40; Open DC (nailed down) 25.

Rusted Iron Chains: Hardness 10; hp 10; Break DC 20.

Locks (2): Hardness 10; hp 10; Break DC 20; Pick DC 30.

The corpse is shrunken and the skin still clings to its bones. Purple blotches cover Atuur's decaying face and hands. The corpse wears once fine, now rotted, clothing. In one hand, Atuur clutches a small piece of paper.

DISPLAY ILLUSTRATION 5 ON IQ3. The corpse tightly holds the paper and it is impossible to remove without some force. When the PCs disturb the corpse, read:

Atuur's bulbous eyes snap open!
"Doom!" the corpse shrieks in a voice like the crack of lightning. "Doom on those who rob my grave! My curse keeps my spirit tied to this dead shell — it will allow me to destroy the defilers of my resting place!"

Creatures (EL 1): The curse has changed the corpse of Atuur Dairoo into a ghoul.

Atuur Dairoo (ghoul): CR 1; Medium-sized Undead (6 ft. tall), HD 2d12; hp 24; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk +3 melee (1d6 + paralysis, bite) and +0 melee (1d3/1d3 + paralysis, 2 claws); SA paralysis, create spawn; SQ undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

SA — Paralysis (Ex), Create Spawn (Su).

SQ — Undead.

In addition to the map and his rotted clothing, the body also has a gem-encrusted stickpin worth 50 gp on its coat. The paper that was held

by the corpse of Dairoo is a map of the area. The map contains clues that will lead the PCs to the site of the meteor. Once the PCs get the map, they can return to Veoden for advice or simply follow the map. If they go to see the wizard, he suggests they find a local guide. He knows a man named Girion who often frequents the Thirsty Hound Tavern and advises them to find that man and hire his services.

THE THIRSTY HOUND

DISPLAY ILLUSTRATION 3 ON IQ2. The Thirsty Hound is a dive of the worst sort. Outside the door is a sign with a crudely drawn picture of a spotted beagle lapping up some unidentifiable substance. Next to the dog is a drawing of a beer tankard and above the picture are the words "Thirsty Hound" in Merchant's Tongue. Read the following to the PCs when they enter:

This cheap tavern has a unique smell of sweat, vomit and stale beer. The few dim lanterns in the place barely illuminate the sawdust-covered wooden floor. Several tables and chairs fill the room and a long bar stands against the nearby wall.

After the PCs enter and look around, read:

A fat, dirty barkeep, who seems to pick his nose constantly, serves drinks and talks to two women at the bar who wear dark armor and cloaks. Across the room a man plucks at a lyre and sings battle hymns and songs of war. A few other men at one table cheer him on.

The room is full of rough-and-tumble folks. The two women at the bar (a) are Tharggy mercenaries, looking for work in the area. In the near corner (b) are a group of green-cloaked and hooded elves on their way to the Rokk Woods sitting with a shorthaired blonde woman. These folk are simply passing through town on their way north. Nearer the door (c) are five Drhokkeran tribesmen in furs, all drinking the local beer. They came to Haanex to sell furs and are enjoying the profits of the deal they made. Close by them (d) are a small group of the locals. A group of dwarves dressed for road travel (e) sits at a small table silently drinking. These traders in gems and precious metal hail from Zoa. Ardorr-Norr is their destination. A number of large, rough-looking men in chainmail and tall helmets sit (f) near the bard (g) cheering him on and singing along off-key. These men are Skarrns. Finally, in one corner, a kobold sits alone (h), crying into a mug of ale almost as big as he is. Kreeka is the last of his tribe slaughtered by goblins in the highlands northwest of Haanex and has found a home in the village. In the farthest corner of the room, a green cloaked man, his hood pulled low, sits (i) drinking beer and listening to the music. This is Girion the guide. The place is fairly rowdy and though the barkeep's disgusting habit might put some off, the ale is cold and while the food tastes terrible, it is edible. Everyone in the room is armed (even the kobold has a sharp knife).

The Thirsty Hound has two floors but only the first floor is open to the public. The barkeep lives above. Storage and a kitchen are in the basement. Prices here are about normal. The barkeep does rent out the common room to folks after closing, for one copper piece a night. Patrons who choose to stay here must sleep on the floor.

Girion, a native of Haanex, is fairly cautious when dealing with people, though friendly. If asked to be a guide, he will warn the PCs of the headlands. He will take them but his price is an equal share of all treasure and magic if he goes. The ranger was most recently a member of "Bloody" Bouzaar's Bandits, a group

that raided the rich and gave to the poor. The entire bandit group was wiped out a week ago and Girion (as far as he knows) was the only survivor. Girion is detailed in the NPC appendix.

The Map

The half-rotten map that the PCs captured from the creature that was once Atuur Dairoo notes many areas that are not specifically detailed in the adventure. DMs are encouraged to devise encounters in the area if they wish. REFER TO DM MAP 1 ON IQ 15, AND DISTRIBUTE PLAYER AID 4 ON IQ14. A brief description of the map locations follows.

Doowar Feanetai "Dwarf Tombs": Several dozen flat-topped stone buildings with doors no more than five feet tall stand in the valley. All of them are solidly made of stone at least five-foot thick. Each of the tombs has many traps and the remains of a dwarf from when a clan of that folk once lived in the area. Each tomb has the symbol of a broken axe and anvil over the door.

Oogir Heut "Ogres Here": A small gang of ogres has made their home in this valley. The creatures are small for their kind (averaging 8 1/2 feet tall) and extremely stupid and gullible. Most intelligent creatures therefore easily avoid them. The creatures live in natural caves in the area that include some tunnels that look to have been carved out of the earth by civilized hands. (MM p.144).

Dai Dirounai Heekaan "the Darkwood": This forest is primarily made up of oak trees with almost black bark and very dark leaves. Twisted trees form odd shapes and when the leaves blow in the wind they seem to whisper and hiss things just beyond understanding. Sometimes the tree's branches seem to blow in the wind when there is none — or actually move against the blowing wind. Odd lights are often seen here at night.

Diread Oosooka "Evil Obelisk": This tall obelisk of gray stone dominates the clearing in the center of Darkwood. Standing some 50 feet high and ten feet wide at the base, the obelisk comes to a point at the top, where several outcroppings of rock seem to ring it. Viewers can make out a huge, frowning face at the bottom of the thing. A nighttime viewer can see lights around this thing and mysterious shadowy figures that haunt the place.

Adear Loafar "Sodden Copse": These wet woods are more a swamp than a forest. Dirty brown water gathers everywhere on the soft ground. The smell of rot fills the place and even the trees and leaves seem rotten to the touch.

Oodum Waif "Mud Flats": These moors are covered with tough and crooked bushes and scrub brush. The ground is very wet and the wind always seems to blow here. At night, lights can sometimes be seen across the moors and near the Black Lake.

Neer Rool, "Black Lake": The water of this small lake looks black and unwholesome. Peculiar ripples form in the waters, like something huge has just passed beneath. There are no ordinary fish in the lake and though the water is full of silt, it is drinkable. Something mysterious inhabits this lake, however.

Dai Weenoo "The Mounds": This wide valley, perpetually full of a low-lying mist, is the home of three large mounds, each over 100 yards across and 60 feet high. Each mound is perfectly round and apparently man-made though none of them has entrances or other features. At night, those in the vicinity can hear a noise like the beating of a drum or an impossibly huge

heartbeat throughout the valley. The sound seems to come from each of the mounds.

Dai Dirounai Ielilio "The Dark Hills": This section of the Vry Naasu Headlands is almost a small mountain range twenty miles long and half as wide. The hills are steep and treacherous, dangerous and dark. Crevasses and dark gullies, some of which are hidden by deadfalls or accumulation of leaves or debris make the place even more hazardous. The trees that grow here are stunted and warped. In the very center of the hills is the crater of the meteor.

Humanoids that are most prevalent here are goblins, trolls and ogres, though the latter two are a stupid lot and PCs should have no trouble avoiding them. Most creatures stay far away from the meteor's impact crater, mostly due to racial memory and myth about it being a place of death and destruction. Many trolls and ogres were wiped out when the meteor fell generations ago and their descendants pass down the stories of the huge fireball from the sky and the rain of mud, dirt, and flame shortly after.

THE CRATER

1) Goblin Guards (EL 1)

The weather worsens as the PCs approach the crater. DISPLAY ILLUSTRATION 7 ON IQ4.

The constant cold wind that has blasted you since you entered the Dark Hills is getting stronger. Dark clouds crest the Vrykarrs from the west. Soon, it is as dark as night, save for the flashes of lightning closely followed by the ominous grumble of thunder that fills the air. You cross yet another hill in the desolate place but instead of the usual barren landscape, a unique sight greets you.

A bowl-shaped valley, at least 50 yards across, stretches before you. This bowl shaped depression is about 25 feet deep. A three-foot-tall irregular boulder rests in the center of the pit. On one side of the impression you can make out two dark cave openings. On the other side of the crater, above the rim, stands a small, crudely built hut. Smoke boils out of the crooked stone chimney and candlelight peeks out between shuttered windows.

2) Goblin lair. (EL Variable)

If the PCs observe the crater carefully read the following:

On the side of the depression that holds the cave openings, one can make out several humanoid shapes moving about slowly.

The Evil Eye Tribe

Until recently, the Evil Eye goblin tribe ruled the crater and this portion of the Dark Hills. They moved into the valley almost a hundred years ago, following a shaman who claimed the fireball from the sky was a sign and would create a new place for them to live. Only a small part of a larger tribe from the northwest followed that shaman on his journey.

He led them unerringly to this spot and soon they had carved out a place to live in the Hills. Since the other denizens of the Hills avoided the crater, the goblins had a relatively safe place to live. The shaman had been correct. Within a year of the tribe's splitting, gnolls hunted the entire northwestern portion of the goblin tribe to extinction.



The Fallen Star

Someone has beaten the PCs to the site of the mithral. The crater is now under the control of the wizard Daresh. About five months ago, Daresh arrived at the crater and subjugated the tribe that has lived there since just after the meteor fell. Since that time, the goblins have been put to work as slaves, mining the meteor for mithral, building the alchemist's shack and performing menial chores. They hate the wizard but fear her power more.

The lair is carved out of the dirt and shored up with soot-smearred wooden beams taken from the remains of the forest that grew here before the meteor fell. Torches set at irregular places in the corridors and rooms light the lair (this was done at the command of Daresh). Though the construction is rather shoddy, it is adequate to house the goblins. Ceiling height is 7 feet unless otherwise noted. Room descriptions assume that the goblins have not mobilized in response to an assault upon their home. If the goblins mobilize due to an intruder alert, most of the tribe will go to fight the invaders as quickly as they can.

The goblin guards, who ordinarily watch the cave entrances from just inside the openings, have been conscripted from the Evil Eye tribe and only grudgingly work for the wizard under threat of death, torture, and worse. If they spot intruders to their lair, one of them will retreat to alert others while the remaining three deal with the intruders.

Goblins Guards (4): hp 8, 4, 3(x2).

If the PCs remain hidden and observe activity at the crater for a long period of time, they will periodically see goblins going in and out of the lair. Some of them come out to mine the meteor, practice their combat skills with one another, empty chamber pots or fetch water from a nearby stream. They are more active at night, even allowing their young to come out and play.

If the PCs investigate the shack outside the crater first, it is assumed that Daresh is initially inside the goblin lair. If the PCs investigate the goblin lair first, it is assumed that Daresh is inside the cabin.

a) Entrance guardroom (EL 1/2).

Two goblins armed with short swords lazily stand guard here.

They have 7 and 4 hp, short swords (1d6/crit 19-20/x2).

b) Goblin barracks (EL 3).

Five small crude bunk beds line the walls of this room. In one corner several large, blackened chunks of wood (that serve as stools) surround a rough table. Ten goblins are here, resting in the bunks or gambling at the table.

Only 1d4 of them are armed and ready. The rest must either fight unarmored (AR 12) or take one minute to hastily don studded leather armor (resulting in AC14). All of them are armed with morningstars and javelins. Hp 8, 6(x2), 3, 2(x4), 1 (x2). A secret compartment (Search DC 20) crudely fashioned into the foot of one of the bunk beds contains a one-pound chunk of nearly pure mithral ore.

c) Lieutenant's barracks (EL 1).

Four crude beds and a large table fill this room. Upon each bed lies a humanoid figure.

On the table is a rough map showing the Dark Hills area and environs. Certain areas are marked in goblin "trolls", "ogres", or "evil magic." The room is the barracks of the four toughest goblins left in the place, one-time assistants to the chief. They are all armed with longswords that they wield two-handed (1d8/crit 19-20/x2). Hp 8 (x2), 7 (x2).

d) Guard barracks (EL 3).

Five small crude bunk beds line the walls of this room. In one corner, several large, blackened chunks of wood (that serve as stools) surround a rough table. Ten goblins occupy this room, resting in the bunks or talking at the back table.

This was once used as the guard barracks for the chief's room. Otherwise the place is identical to "b" above, with 10 goblins armed with morningstars and javelins. Hp 8(x3), 6(x2), 5, 4, 3, 2, 1. One of the largest wears a necklace that holds a shiny metallic stone. This stone is a bit of mithral ore worth about 25 gp. Another (5hp) has fashioned a belt buckle set with a polished piece of mithral ore (worth 30 gp). But he now keeps it hidden under his clothing for fear of losing it to Daresh.

e) Chief's room.

Nailed to the front of this door is a large badly charred goblin head. Burns mar the door itself in several locations.

Trap (EL 2): The door to this room is protected by a mechanical flaming oil trap, set to go off if the door is disturbed. Two charred goblin bodies lie near the door, mute testimony to the trap upon it. Daresh set this trap after she took over the crater to further frighten the goblins. When someone attempts to open the door, a trip wire causes a burning lantern to fall into an oil reservoir. This is concealed overhead in a compartment. The compartment then opens, splashing flaming oil onto those below in a 6 foot diameter.

Flaming Oil Splash Cone: CR 2; 1 ft. wide at base, 6 ft. wide on floor (2d6); Reflex save (DC 13) avoids; Search (DC20); Disable Device (DC21).

If the PCs enter the room read the following:

A small bed and two tables both lie on the ground, smashed to pieces. Fragments of paper are littered about the floor and a broken chest in one corner lies empty.

After taking over the place, Daresh ransacked the room. The paper fragments were once maps of the area. A thorough search (20 minutes) will turn up 13 cp scattered about the place.

f) Torture chamber.

This room has a crude rack, a small fire pit and various torture instruments (knives, curved hooks and such). In

the eastern alcove lies a small bed. A figure covered with a blanket occupies the bed. The stink of rot permeates the area.

This is the remains of the goblin shaman, slain by Daresh and left as a reminder of her power. Little is left of the body but a skeleton. A secret door connects to "k" below.

g) Back Door (EL 1).

Four inattentive goblins armed with morningstars and javelins guard this area. There is a door opposite the cave entrance on the back wall.

The door to the interior is locked and barred and these goblins do not have the key. Hp 6, 2(x2), 1.

Locked Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 23.

h) Rear guard (EL 1/2).

Two more goblins armed with morningstars and javelins are stationed here. They appear to be sleeping.

Hp 8, 3. The smaller one holds the key to the back door.

i) Young's room.

Several small piles of furs and leaves make up the furniture of this room. There are over a dozen young goblins here.

These goblins (23) are the non-combatant young of the lair.

j) Great hall.

The ceiling of this large room peaks at just over 10 feet. A large, crudely made table surrounded by broken chairs and benches dominates the room. A firepit occupies the northeast corner. It vents the room. Ten female goblins scurry about this room working to prepare food.

This is where the goblins take their meals and where the females live (non-combatants). Ten of the loathsome creatures (four of them pregnant) live in this room and keep the males fed as best they can. Four of the goblins are wearing earrings set with tiny polished mithral stones. These crude pieces of jewelry are worth about 1 gp each for the value of the metal.

k) Prison.

Several sets of shackles are set into the wooden supports of this room. There are presently no prisoners, though the darkly stained dirt floor bears evidence of past victims.

3) Alchemist's Hut.

DISPLAY ILLUSTRATION 6 ON IQ3.

This small, crudely built hut stands alone on the far side of the crater above the rim. Built from what appears to be charred wood, the ramshackle shed stands unguarded.

Poorly laid wooden shingles top the shack, though the chimney and exterior of an obvious fireplace of stone and mortar appear better constructed.



Alchemist's Hut

The lone door to the place is locked by a chain and lock (DC 25) on the outside, both are steel and very new.

Locked Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 23.

Shuttered windows appear on the northwest and northeast sides of the main structure as well as the south-west side of the small, adjoining area. All are bolted from within.

Shutters: 1 in. thick, Hardness 5; hp 10; Break DC 15.

If anyone breaks into the hut or peeks in through the cracks between the shutters, they see:

Several candles and a fire in the fireplace illuminate this room. Standing in the center of the room is a short, fat man with curly gray hair on the sides of his balding head. He wears an odd cap that seems to be simply a bill strapped to his head. His rough clothing is covered by a leather apron out of the pockets of which jut several pieces of chalk, small tools, and a long piece of charcoal. A chain connects the manacle on his leg to the largest stone in the fireplace. A tiny silver piece glows in the coals of the furnace.

A large forge, bellows and two barrels full of a dark liquid stand near the fireplace. Three tables covered with lab equipment, papers, scrolls and books, almost fill the room. The stench of sulfur, chemicals, blood and smoke lay heavy upon the place. A tapestry hanging from a rod covers another room or closet across from the fireplace.

Creatures. The man is the alchemist Arowain, kidnapped by Daresh almost two months ago.

Arowain Fain, male human Wiz5: CR 5; Size M (5 ft. 4 in. tall); HD 5d4; hp 18; Init 0; Spd 30 ft.; AC 12; Atk +2 melee (currently unarmed); SV Fort +2, Ref +1, Will +4; AL CG; Str 10, Dex 14, Con 12, Int 17, Wis 9, Cha 11.

Skills: Alchemy +8, Craft (metalwork) +8; Knowledge (arcana) +8, Knowledge (history) +8, Spellcraft +7. **Feats:** Brew Potion, Craft Wondrous Item, Scribe Scroll, Skill Focus (alchemy).

Wizard Spells: None presently — no access to spell books.

Possessions: tools, clothes, leather apron.

The alchemist has been forced by Daresh to create something that only he and one other on Tellene know how to make: the *Coin of Power*. This minor artifact, created mostly through alchemy, can double a person's powers. Unfortunately, the coin is inherently evil and inevitably destroys itself and those who use or own it after only a short time.

In return for his help, Daresh swore she would free him, though Arowain does not believe her, and hopes only for a quick death. The alchemist fears pain above everything else and eventually agreed to help her.

Arowain will be quite friendly though confused as to how the PCs found him. He will be happy to tell them about the happenings in the crater and the terrible evil he is creating. He tells the group that the coin is almost finished.

Just as Arowain finishes telling the PCs about the *Coin* or someone moves to retrieve it from the forge, the door to the hut will burst open.

The wind rushes into the hut as the door flies open, blowing out the candles. Standing in the doorway, illuminated by the light of fire and forge, stands a slim, tan Deji woman with long, dark hair. Her black robes are trimmed with silver on the wide cuffs and a silver sash, loose end hanging almost to her feet, girds her waist, held by a round, golden clasp. A golden amulet hangs from her neck.

"Who are you? What is this disturbance?" she says imperiously.

The wizard came to check on her charge and overheard most of the conversation. She is incensed at the betrayal but smart enough to have cast *protection from arrows* (10/+2/90 points damage total) and *shield* (+7 AC, +3 reflex save) on herself before bursting into the room, giving her an effective AC 20. Her full statistics are in the Appendix.

No answer from the PCs will satisfy her. She will use her *ring of telekinesis* to draw the *Coin* from the furnace, grabbing it tightly with her right hand.

"It's MINE! MI—AAAAIEEEEE!" the woman suddenly screams as a hiss and a puff of steam blow out of her closed fist. She stumbles against the doorjamb as the storm breaks outside, rain pouring down out of a sky lit with flashes of lightning and the low growls of thunder.

"No!" the little alchemist yells. "It's not finished yet! The last formula!"

The woman glares at you, her eyes squinting in pain. "The pain..." the woman says, almost below your hearing with the storm raging without. She cradles her right hand. "What have I done?"

"You've disfigured me!" she shrieks. "You bastards! You BASTARDS!"

Daresh points her closed fist at one of the PCs, preferably the one who spoke to her the most or was rudest to her. When she opens her hand, palm outward toward that PC, everyone in the room will see that the *Coin* has grafted itself to her palm. The skin around it is burned and red and the coin glistens with blood and fluid. What looks like little bolts of black lightning begin to flash around her whole hand.

"You will DIE for this," she mutters.
"NO!" screams Arowain as he throws himself in front of [insert PC's name here].

A black bolt of energy flies forth from the *Coin*, striking the alchemist in the shoulder. His arm rips from its socket, then explodes into hundreds of pieces of flesh

while black tendrils of crackling power dance across his body. Arowain writhes in pain and his skin seems to tighten on his withering frame, blood bursting from his cloven shoulder and seeping from his eyes, ears, nose, and mouth. He falls to the ground with a sickening splat.

Confused by the events that have transpired, Daresh mumbles the words of her *teleport* spell (or *dimension door* if the *teleport* spell is ruined by the actions of the PCs) and vanishes.

As you blink at the open door where the wizard once stood, you hear a gasp and choked cough coming from the alchemist.

Arowain's body is withered and covered with blood. He gasps again and lifts one claw-like hand as if trying to rise.

"Leave me, don't touch me, you'll die too," the man mumbles. "She took the *Coin* too early. She is linked to it now. The final sacrifice was to be blood. The blood becomes part of the *Coin*. She took it too soon. They are one. She and the *Coin*. Neither can be destroyed unless the other also is." He closes his eyes, blood dripping from them like grotesque tears.

"Her power could enslave nations when she learns to control the *Coin*. After she masters it, none can stand against her. Unless..."

"Another has the same skills I do: the power to make a *Coin of Power*. His name is Halaan — I have not seen him in years but he, too, knows the secret of creating the *Coin*. The lost secret. Find him. Make another *Coin*. Stop her. You must tell Veoden what has happened. He can help."

Arowain is past all help and the black energy of the *Coin* keeps even pain-reducing magic from easing him into the next life. He lives long enough to express how important it is to stop Daresh, then he dies.

Behind the tapestry of the hut is a small, spartan living space. The notes on the tables are not very useful and Arowain burned all of the pertinent notes about the *Coin's* creation before the PCs arrived. The power of the *Coin* negates any attempts to talk to him using a *speak with dead* spell. It is almost as if his soul has been destroyed along with his body.

4) Mithral meteor.

In the very center of the crater is the mithral for which the PCs came. The meteor holds about 1.5 pounds of the metal, but someone with the Profession (mining) skill must carve it out of the rock. Otherwise, PCs may make an untrained skill check (DC 21) in order to successfully extract a piece of ore that contains 1 pound of mithral (losing the other 1/2 pound). The crater itself is littered with smaller rocks. Most of these are the result of the meteor impact and are of terrestrial origin. However, if one spent a considerable amount of time (months) searching for mithral among the debris, those searching could eventually gain an additional 10 pounds of the valuable metal in very tiny fragments.

Aftermath

The storm that bursts as Daresh gains the evil coin lessens visibility to 20 feet and requires anyone running in it to make a Dexterity check (DC20) to keep their footing. The rain quickly destroys all tracks leading to or from the crater.

Daresh flees the crater. She heads north to her tower to heal and begin to consolidate her power. The pain in her hand is great, debilitating and almost killing her.

RETURNING TO HAANEX

Here is a short detailed encounter for use when the PCs return to Haanex. The DM can use this in addition to or in lieu of rolling for random encounters.

Dinner anyone? (EL 4)

As they camp in the forest one night, the PCs spot a fire off in the distance, barely visible through the trees. If they investigate, they find a clearing some 30 feet across.

Tending a spit over a large fire are two massive humanoid creatures, at least eight feet tall. Warts cover their dull brown skin, black greasy hair grows atop their enormous heads. Both wear furs. One sports a belt that glimmers golden in the firelight. Suspended from the other's belt like a pouch is a large sack. He holds a massive tree branch in his left hand. A crudely-made spear stands nearby, stuck into the earth.

A good-sized bag rests beside the creature with the club. A thick rope holds the top of the sack tight. The sack moves and shakes as something struggles within. The shape in the bag looks to be the size of a bear club.

Creatures (EL 4). The two ogre brothers are arguing in their own tongue over who will get the first taste of "dinner" and who must cook it. Each believes they should get the first taste and that the other should cook. If not interfered with, they finally agree that Grumm will do both: cook and get the first taste. He's the elder one with the club and the pouch. They younger brother, Blash, has the shiny gold belt and the spear.

Grumm (ogre): CR 2; Large giant (8 ft. tall), HD 4d8+8; hp 27; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, +5 natural, +3 hide); Atk +8 melee (2d6+7, huge greatclub); AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2.

Feats: Weapon Focus (great club).

Possessions: great club, pouch with 67 gp (27 of which belong to the dwarf in the bag), small ornate silver dagger worth 20 gp (also the dwarf's).

Blash (ogre): CR 2; Large giant (8 ft. tall), HD 4d8+8; hp 29; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, +5 natural, +3 hide); Atk +8 melee or +1 ranged (2d6+7, huge greatspear); AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2.

Feats: Weapon Focus (great spear).

Possessions: huge great spear, gold belt with three ruby chips forming the eyes and mouth of a skull (rubies 50 gp each, belt as whole 200 gp).

When someone opens the bag, the shape turns out to be a dwarf wearing fine clothing. He claims he is from the south and brigands attacked his caravan. Stiruck managed to escape but then ran into the ogres. Both the silver dagger and some of the gold is his, the gold being easy to identify by the dwarven mint mark. He will be more than happy to give up half the money if the group escorts him to a nearby city.

Stiruck, male dwarf (Exp2): CR 1; Size M (4 ft. 6 in. tall), HD 2d8+2; hp 12; Init +0; Spd 20 ft.; AC 10; Atk +1 melee (1d4/crit 19-20/x2, dagger); AL LG; SV Fort +1, Ref +0, Will +3; Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8.

Skills: Appraise +5, Craft (gemcutting) +5, Craft (copper smith) +5, Craft (goldsmith) +5, Craft (platinum smith) +5, Craft (silversmith) +5.

Feats: Exotic Weapon Proficiency (dwarven waraxe).

Possessions: none — the ogres hold everything he owns.

Stiruck is a typical hill dwarf with graying beard held in place with a well-carved copper comb. He is a merchant by trade though he knows how to swing an ax and use a dagger. He has no extra money to reward the PCs but he knows some dwarves in Zoa, who owe him a favor and if they are in need of hospitality they should look up Purguld the blacksmith. Stiruck will provide the PCs with a note bearing his mark if requested.

After the PCs return to Haanex, Veoden will receive them much as he did before, looking like they woke him from a sound sleep. He will take the PCs up to his lab and carefully weigh the mithral, taking as much as the PCs have to offer.

He is very curious as to the location of the mithral, and will ask about their adventures in great detail. He will also ask if they encountered any other wizards in the wilderness (Arowain) and will be greatly saddened by any news of Arowain's death.

If the PCs do not tell Veoden about Arowain, he will tell them that he wants to retain their services for another task. At this point he will make the following proposal to them:

My good friend Arowain has been missing for almost two months. I believe his disappearance is somehow connected to the meteor because he and I were working on a "mithral experiment". I fear that he has been kidnapped and that someone is trying to steal his knowledge about the handling of such metal. If you can help me find him alive I will give you 500 gp. I suggest you search the area surrounding where you found the meteor site to look for clues.

At this point, if the PCs do not admit that they found Arowain, he will suggest they return to the crash site at once.

If they tell him of Daresh and the *Coin of Power*, he will look concerned and usher his guests out of the tower, asking them to stay in Haanex until he contacts them. He will claim to have another task for them — a much more important one. A few hours later, the PCs will receive a note, delivered by one of Veoden's friends:

Please come to my tower at your earliest convenience. There is something we must discuss.

Veoden

When the PCs arrive, Veoden will receive them, looking fully rested for the first time. He will usher them into the sitting room and once they are all comfortable, he will say:

"Something of terrible import has happened. The *Coin* you witnessed Arowain make is an item of great strength. It is my understanding that its power continues to grow as long as its owner lives. Furthermore, using the *Coin* will corrupt the wielder to embrace the ways of evil. Normally this would not trouble me, for the *Coin* tends to destroy the one who uses it after only a few days or weeks. Unfortunately, from what you have said about this wizard Daresh and what happened to her, this is not the case. The *Coin* will not destroy her. The two will feed off each other and that will keep her alive. Her powers will continue to grow.

I've not heard of this Halaan that Arowain recommended but I do know someone who can possibly tell you how to find him. Seek out the Wizard Geolain in the city of Zoa to the south and tell him that I've sent you. He is a friend of mine from days past and he is very good at getting information. He can tell you how to locate Halaan.

If the PCs agree to take up this quest, Veoden will thank them and give them directions to Geolain's tower in Zoa. He will urge them to be on their way as quickly as possible and can assist them in chartering a boat. As before, he cannot accompany the PCs because he must stay and care for his young son. However, if the PCs suggest that they might need additional help for a task of this magnitude, he will attempt to hire others to assist them.

THE BOAT TO ZOA

It would take the PCs at least twenty days and possibly longer to reach Zoa from Haanex overland with horses. This trip could also be fraught with dangerous random encounters. Thus, sea travel is the best option. Veoden can charter a merchant vessel called the *Forsaken* for the PCs without difficulty.

The Forsaken

A cog named the *Forsaken* is being loaded at the docks and will set sail with the evening tide. The ship is heading south with a shipment of fine Tharggy cloth, lumber and gems. Their destination is Zoa. The first mate, the only one available to deal with the PCs, will tell them that they can book passage for 10 gp each. If PCs wish to charter the ship for their own use, he cannot help them and says only Captain Pocaat can help them. The Captain is not due back until just before the ship sails.

The *Forsaken* is a cog out of Zoa. She is a well-built ship owned and captained by Haager Pocaat, a giant of a Reanaarian. The ship is a sailing vessel and can sail 2 mph or 48 miles per day (See the D & D *DUNGEON MASTER'S Guide* Page 143). The *Forsaken* often brings goods to trade from Zoa.

Creatures. The ship has a crew of 18 and three officers. Most go about unarmed, although there are enough short swords to equip the crew and a half-dozen light crossbows in the armory. A few crewmen carry knives and all of them are handy with belaying pins (treat as clubs), which are plentiful on board.

Sailors, male and female human Exp1 (18): CR 1/2; Size M (5 ft. 6 in. tall), HD 1d6; hp 3 each; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d6/crit 19-20/x2, short sword); or +0 Melee (1d6/crit x2, club (belaying pin)); or +0 ranged (1d8/crit 19-20/x2, light crossbow); AL LN; SV Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +4, Climb +2, Intuit Direction +2, Profession (sailor) +4, Spot +4, Swim +4, Use Rope +4; Endurance, Great Fortitude.

The crew is divided into port and starboard watches with the 1st mate being in charge of the former and the 2nd mate in command of the latter. The watches change every eight hours.

The captain usually stands with the day watch and keeps a regular schedule. He runs the ship like a military vessel and conducts regular practice drills with the ballista.

Lanterns can be hung from a secure hook in the ceiling of most rooms to provide light below decks. During bad weather, both the galley stove and the lanterns are put out. None of the portholes have glass in them, but are shuttered in bad weather.

1) Foredeck. A small rise in the deck leaves space for storage of the 400 pound anchor and chain beneath. The ship has no capstan.

2) Dingy. A small 10-foot-long dinghy is lashed to the deck. Stored in it are oars for up to four people to row.

3) Deck Cover. The large hatch cover takes up the main deck of the ship with a small hatch built into it. When the ship is being loaded or unloaded the entire wooden cover is removed. In bad weather, a tarpaulin is pulled taught over the whole thing to keep water out.

4) Mast. The mast rises over 60 feet above the main deck. Though the vessel has no crow's nest, a sailor usually straddles the gaff to keep watch. There is no boom.

5) Quarterdeck. Twin ladders lead up to this area from the main deck. A door in the deck leads from the main deck to the companionway.

6) Ballista. The ship's ballista stands here. The weapon has the following statistics: 3d6 points of damage, crit x2, range increment 120 ft., crew 1. Next to the machine is a quiver of 20 ballista bolts.

7) Helm. A helmsman mans the tiller at all times. Usually one can find the captain here on his watch, advising the helmsman.

8) Companionway. A small hatch leads down into the cargo deck.

9) Sail locker. The sail locker holds enough extra sail and rigging to completely replace the sheet and rope already used. The ship's crossbows and extra weapons are also stored here.

10) Galley. A small stove and pantry are here. Food is stored in this place as well.

11) Mates' cabins. Home to the two mates of the ship, each of these small rooms holds a hammock, footlocker, desk, and stool. The port cabin is the first mate's and the starboard is the second mate's.

12) Captain's cabin. By far the largest private space on the ship, this cabin has a small desk and chair, a wardrobe, a footlocker, and two small storage cabinets. Due to the curve of the ship's aft deck, the room contains a small loft, upon which sits a small bunk; the only real bed on board. Four portholes look out of the room.

13) Crew quarters. The crew quarters are forward, complete with triple hammocks, the highest at a height of almost 10 feet

above the deck. A long table surrounded by stools stands in one corner and there are 20 small sea chests with clothing and personal belonging of the crew.

14) Hold. The cargo deck holds water barrels and pumps aft. The hold itself is full of bolts of silk and cotton and large boards of teak and mahogany (the gems are locked in the captain's cabin). Everything is securely lashed down. Ladders lead up to deck hatches on the main deck and in the companionway. Two more hatches lead down to the bilge.

15) Bilge. The bilge is only 2-foot-deep and filled with large rocks, sand, and water that has seeped into the ship. A few rats scurry around the place as well.

PCs are billeted in the aft section of the cargo deck on hammocks. All of them should make Fortitude saving throws (DC10) the first day at sea to see if they get seasick. If they fail the roll, they are deathly ill for 1d4 hours and may make another check after that. Once each PC makes a check, she is considered to have gotten her sea legs and does not get sick any longer. Any PC who fails five consecutive rolls remains sick the rest of the day though she can thereafter check every day to see if the sickness remains. Seasick PCs fight at -1 to all dice rolls.

Captain Pocaat (detailed in the NPC appendix) is more than happy to make a little more money from passengers, though he and the crew watch them very carefully to make sure they do not try to hijack the vessel. If PCs ask about chartering the ship to go to the Reelio Jungle, he is willing to do so for 500 gp, though the price is negotiable. He will not go for less than 100 gp as the risk of encountering pirates is greater in that area.

The ship averages 48 miles a day (with decent wind). Pocaat hopes to reach Zoa in 17 days (more or less), weather permitting.

ENCOUNTERS AT SEA

These encounters (and more at the judgment of the DM) all take place between the time the PCs leave Haanex and arrive at Zoa. Some or all of them can be used later during the voyage to the Reelio Jungle. Note that there are two opportunities for the PCs to gain control of their own ship. However, if the PCs defeat the pirates, Captain Pocaat will consider that ship, the Dragon's Breath, to be his property. If the PCs want to take that ship for themselves, they will need to negotiate terms to buy it from Pocaat. It is worth approximately 10,000 gp. On the other hand, the Captain of the Forsaken wants nothing to do with the Death Ship, the Hyperion, and will insist that the PCs set it adrift or take it and part ways. He is not accustomed to the dangers that he has seen while sailing with the PCs and blames them for bringing bad luck to him and his crew.

1) Becalmed.

Several days after the ship sets out, the wind dies and the sails fall limp. All is calm. The rest of the day, the ship simply sits in the sea, the crew becoming restless and the captain and officers nervous.

If a PC asks about it, the crew replies that the weather doesn't feel natural — the winds are usually reliable in this region. In

truth, this is a natural variation in the weather. The dead calm lasts 1d4 days. The day after the becalming, the breezes begin to blow again.

Creatures (EL varies — first night 4, second night 7, third night 10). Each night of the calm brings a cumulative 20% chance that two sahuagin come to investigate the ship. The creatures climb up the sides of the ship and attack those on deck. The first indication of the creatures' presence is when one of the crew lets out a shout as the things stab her.

DISPLAY ILLUSTRATION 9 ON IQ6.

Sahuagin: CR 2; Size M (aquatic) (6 ft. tall), HD 2d8+2; hp 13, 7; Init +1 (Dex); Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atk +3 melee (1d8+2/crit x2, trident), +1 melee (1d4+2/1d4+2, 2 rakes); or +3 melee (1d4+1/1d4+1, 2 rakes), +1 melee (1d2+1/1d2+1, claws); or +1 melee (1d4+1, bite); or +2 ranged (1d10/crit 19-20/x2, heavy crossbow); SA blood frenzy; SQ speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1; Multiattack.

SA — Blood Frenzy.

SQ — Underwater Sense (Ex.), Light Blindness (Ex.), Amphibious (Ex.)

Possessions: trident, serrated dagger. Each of them also has a small, eel-skin pouch that holds 1d6 pp of an unusual make and mint (the image of a fish).

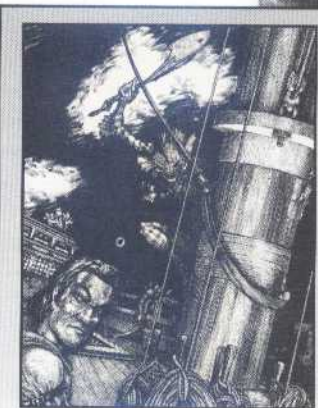
Development: The sahuagin will attempt to throw their victims overboard and then leap off the ship to fight in their own element. They are here for sport and each tries to kill one man or woman, cut off the head, and take it with them. If any escape the ship after the first attack, they return to their underwater lair and three more will join them the next night. This time the crew of the Forsaken are ready for them, with all on night watch armed with crossbows. If any from that group escape, the survivors again return with three more the next night.

2) Sea serpent.

Only three days out of Haanex, the watchman cries out and points frantically to the northeast. There, a quarter mile away and making a lazy course in your direction, is a serpent at least 30 feet long. Captain Pocaat orders the helmsman to bring the ship about and to the southwest but the serpent by then is making a course directly toward the Forsaken.

Creature (EL 5): The serpent is closing with the vessel and attacks the ship in 15 rounds. It takes the crew 20 rounds to distribute the few crossbows on board (at 1 per round) and 3 rounds to ready the ballista. The snake starts at 420 feet and closes with the vessel 30 feet per round, attacking on round 15.

Giant constricting sea snake (1): CR 5; Huge animal (30 ft. long), HD 11d8+11; hp 55; Init +3 (+3 Dex); Spd 20 ft., swim 30 ft.; AC 15 (-2 size, +3 Dex, +4 natural); Atk +13 melee (1d8+10, bite);



Sahuagin Attack

SA improved grab, constrict (1d8+10); SQ scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills: Climb +18, Hide +3, Swim +11, Listen +9, Spot +9.

Development: If the serpent takes more than 10 hp damage as it approaches, it submerges and swims to the ship underwater, attacking once it arrives. If the serpent takes more than 25 hp damage, it will flee.

3) Pirates!

REFER TO THE DM MAP 2 ON IQ15.

Early in the morning, the lookout shouts out, "Sail ho!" He is pointing ahead, about 20° off the starboard bow.

On the horizon, about eight miles out, viewers can see a single sail. The sail gets larger as it heads in the general direction of the Forsaken. With full rigging, it is closing with the Forsaken at maximum speed (about 3 miles per hour) while the Forsaken makes its way towards the ship at about 2 miles per hour. At present speed the two will meet in a little over an hour.

A half hour later, the ship is moving on a definite intercept course, and Pocaat begins ordering the crew to battle stations.

The ship unfurls a black flag on her mast. Pocaat looks at the ship through his spyglass and mutters, "Pirates!"

The pirate ship is a modified knarr with a single lower deck (unlike most ships of that class). Called the Dragon's Breath, the knarr is a type of longship that can travel at 3 miles per hour or 72 miles a day with sail or oar. It is armed with two ballista.

Creatures (EL 10). The ship has a crew of 10 pirates and 10 slaves. A man who calls himself Captain Vile commands it. The pirates have been at sea for a long time and are desperate for action. They believe they can beat anyone, even a ship with a crew two times their size.

The only missile weapons of any consequence on the ship are two light ballista, 3d6 points of damage, critical x3, range increment 120 ft., crew 1. Mounted to the deck just below the weapon is a rack that resembles a wooden quiver that holds 15 large bolts. Each ballista is manned by one crewman. They fire at anyone on deck as soon as they are within range.

Pirates, male human War1 (10): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 8, 7, 6, 5, 4, 3 (x2), 2 (x2), 1; Init +0; Spd 30 ft.; AC 13 (+2 leather armor, +1 shield); Atk +0 melee (1d6/crit 19-20/x2, short sword); or +0 ranged (1d6/crit x2, throwing axe); AL CN/CE/NE; SV Fort +2, Ref +0, Will -0; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +4, Profession (Sailor) +2; Endurance, Great Fortitude.

Possessions: Each pirate has leather armor, shield, short sword, and hand axe.

Captain Vile male human Ftr 3: CR 3; Size M (6 ft. tall); HD 3d10; hp 20; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 leather armor, +1 shield); Atk +2 melee (1d8+1/crit x2, morningstar); SV Fort +3, Ref +1, Will +1; AL LE; Str 13, Dex 15, Con 11, Int 9, Wis 8, Cha 13.

Skills and Feats: Climb +4, Jump +4, Swim +6, Profession (sailor) +2; Power Attack, Cleave, Improved Bull Rush, Weapon Focus (morningstar)

Possessions: Leather armor, shield, morningstar, 10 cp, 11 ep, 7 gp, and a 100 gp gem (pink coral). He stays out of sight until the ships grapple and then crosses to attack.

Development: As the ship approaches the Forsaken, the pirates benefit from 50% cover behind mast, figurehead and rails. (effective AC18). As the grappling lines are thrown, half of them will fling their axes.

1) Figurehead. A figurehead of a blue dragon dominates the front of the ship.

2) Stove. A small, round, pot-bellied stove is bolted to the deck. It is used by the ship's cook due to the lack of space below decks. During the battle, its fire is out.

3) Deck hatch. This hatch leads directly to the crew quarters. It can be bolted from below but presently is not.

4) Capstan. A small capstan stands here. The poles can be removed and are stowed on deck near the device.

5) Dingy. A small dinghy almost 10-foot-long is lashed to the deck. Under it are stowed enough oars for four rowers.

6) Mast. The mast of the knarr has no crow's nest. A masthead usually keeps watch straddling the ship's gaff. There is no boom on the ship. A single ratline goes up to the mast top.

7) Deck cover. A large deck cover, complete with a small hatch built into it, lies amidships. The entire hatch can be moved to facilitate loading the cargo hold.

8) Helm. The ship's tiller is always manned.

9) Aft ballista. These two weapons fire only aft. Beside each is a quarrel of ballista bolts similar to that described in (1) above.

10) Storage. Each of these rooms is used for storage. The port is a makeshift sail locker and food storage. The starboard is a small armory, holding empty racks. Another score of ballista bolts stands in one corner.

11) Crew quarters. A dozen hammocks hang from pillars mounted in this room, half of them over the other half. A dozen foot lockers lie about the floor and in the center of the room is a small table. The door leads to the cargo hold (12) while a ladder goes up to the hatch to the main deck (3). Nine of the lockers hold only dirty clothes; the rest are empty.

12) Cargo hold/rowers. Ten benches are set up on the walls of this hold, each of them with a man or woman chained to it. Ten oars are also stowed here (and are out if the ship had to resort to its oars to catch the Forsaken). Aft are two large, covered water barrels, the cargo hatch tarpaulin thrown over one. A ladder leads up to the hatch above, while a hatch on the floor leads down to the bilge. Two pillars, each near a hatch up or down, stand in the room as well. The bilge is only a couple of feet deep.

Creatures (EL 0). The ten men and woman here are grateful to be rescued and could even act as a crew if the ship were taken as a prize (most of them are captured sailors). Their statistics are similar to Captain Pocaat's crew.

The rowing benches are bolted to the floor but can be removed and stowed to make more room in the hold. Stout shutters can be closed over the oarlock windows and a barrel of beeswax stands in one corner. The wax is used to seal the shutters in bad weather.

13) Cabin. Aft is the captain's cabin, with twin bunks (only the lower one shows any sign of use), a chest bolted to the deck

(full of clothes), a plush chair, a small table with a map of the area, two straight-back chairs, and a spyglass.

The ship is well-built; if the PCs decide to keep the vessel, the slaves gladly volunteer to help crew it. The pirate crew likewise volunteers to help the PCs rather than face the wrath of Captain Pocaat, who mutters about a quick trial at sea and hangings.

4) Death Ship.

Two days after the encounter with the pirates, another cry of "Sail ho!" goes up from the crow's nest. Once again, he points in the general direction the ship is sailing, a little off the port bow this time. Pocaat immediately looks at it through the spyglass, but it is still little more than a silhouette against the sky.

The Forsaken closes with the ship, taking a good hour to get within four miles. It is evident that the other cog is abandoned.

The sails are in tatters and the lines and rigging hang loose. It indeed looks dead, though a figure is visible hanging over the wheel.

DISPLAY ILLUSTRATION 8 ON IQ5. In another half hour, the Forsaken is within a mile of the vessel. Through the spyglass, the Captain can see that the man in ragged clothing might still be alive. Another figure appears to be perched on top of the mast. The word "Hyperion" is barely visible on the sun bleached side of the hull.

Pocaat refuses to bring the Forsaken closer than a half mile, to avoid the possibility of plague or evil on the abandoned vessel. But he grudgingly lets the PCs take the dinghy over to the ship to investigate if they want. Likewise, if the PCs are aboard the pirate ship Dragon's Breath, one of their new crewmates advises against risking the whole ship.

The ship is a cog and the layout is very similar to the Forsaken (both ships were built in the same yard). See the sidebar "Fate of the Hyperion" above. **REFER TO THE DM MAP 2 ON IQ15.**

As you approach the other vessel, the man tied to the wheel suddenly raises his head. His face is emaciated and thin with starvation.

"No!" he screams. "Get out! Get out!" Then he coughs and his head falls down on the wheel of the ship again. He moves no more.

The captain of the Hyperion has finally succumbed to exposure. He is merely unconscious at present but will die if not tended to within an hour.

His cries alert Varin, the Harvester cleric in his temple (area 12). He comes to the companionway and hides there, waiting for the PCs to engage the undead on deck before he calls the lacedons to attack.

The Hyperion is eerily like the Forsaken, but in terrible shape. The decks and hull without are sun-bleached and warped. Decks below have numerous bloodstains and scratches. Her original

crew and passengers are still on board, though all of them have been changed to undead, lacedons, or food.

Use the deck plans for the Forsaken for this ship. The main deck is about four feet above the waterline.

1) **Foredeck.** The anchor is gone from its storage space. The chains remain.

2) **Dingy.** The dinghy lashed here has had the bottom stoved in. Scratches line the sides of the boat.

3) **Deck Cover.** The main deck cover has several holes smashed in it and the tarpaulin is gone.

Trap (EL 4): The hatch here is guarded by a *glyph of warding* that inflicts 5d4 points of electrical damage on anyone of non-evil alignment that opens it. The *glyph* is easily visible on the outside of the hatch and looks to be drawn in blood.

4) Mast.

Lying all around the mast are several dead bodies still dressed in the ragged clothes of sailors. Loose bones, many of which look to have been gnawed, are scattered about the deck. The aft door to the lower deck is gone, leaving a black, gaping hole in the quarterdeck. A body has been lashed to the top of the mast. It has no head.

Creatures (Zombies EL 3, Ghouls EL 2). The intact bodies on the deck are all zombies, animated by the cleric Varin. As soon as any PC begins to look around the deck, a scream of "Attack!" comes from the companionway (which is very dark) and the creatures do so. The shout also alerts the lacedons that lay in wait under the ship and they attack anyone still in the dinghy and then climb up onto deck to kill as many as they can.

Human Zombies (5): CR 1/2; Medium-sized Undead (6 ft. tall), HD 2d12+3 (includes Toughness feat); hp 21, 18 (x2), 16, 15; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atk +2 melee (1d6+1, buffet); SQ may take one partial action per round, undead; AL N; SV Fort +0, Ref +1, Will +2; Str 13, Dex 10, Con -, Int -, Wis 10, Cha 11.

Feats: Toughness.

SQ—Undead.

Lacedons (sea ghouls) (2): CR 1; Medium-sized Undead (6 ft. tall), HD 2d12; hp 15, 14, Init +2 (Dex); Spd 30 ft., swim 30 ft.; AC 14 (+2 Dex, +2 natural); Atk +3 melee (1d6 + paralysis, bite) and +0 melee (1d3/1d3 + paralysis, claws); SA paralysis, create spawn; SQ undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +3; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Fate of the Hyperion

The Hyperion was once a merchant cog out of Zoa that made regular and profitable runs to Kalamar. The captain made the mistake of taking on a passenger during his last stop at Bet Kalamar. The mysterious man turned out to be a worshipper of Galapiti, the Harvester of Souls. One night, as the ship sailed through calm waters, it was attacked by lacedons. The priest brought these nightmarish aquatic ghouls under his control but instead of destroying them as the captain wanted, he turned against the living aboard the ship and ordered the beasts to destroy them all.

Unfortunately, the cleric knew nothing about sailing and found himself trapped aboard the ill-fated Hyperion with no way out. He has run out of food and is short on water. The Hyperion has been drifting off course for some time. Several previous battles have left the once-glorious vessel in poor repair.

When the PCs come upon the ship, they find the captain, Wien, who has been tortured by the priest in hopes of forcing Wien to navigate the ship. To his credit, the captain has not broken yet.



Death Ship - the Hyperion

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7, Multiattack, Weapon Finesse (bite).

SA — Paralysis (Ex.), Create Spawn (Su).

SQ — Undead.

Though they do not like the sunlight, they follow the orders of Varin. One of these was originally a crewman.

Varin, male human Clr 5 (Harvester of Souls/death): CR 5; Size M (5 ft. 7 in. tall); HD 5d8-5; hp 20; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 half plate); Atk +3 melee (1d6/crit x2, sickle); SA death touch, necromancer spells; SV Fort +3 (includes -1 Con), Ref +0 (includes -1 Dex), Will +8 (includes Iron Will and +2 Wisdom bonus); AL LE; Str 10, Dex 8, Con 9, Int 7, Wis 15, Cha 10.

Skills and Feats: Concentration +6; Knowledge (religion) +4, Spellcraft +8; Combat Casting, Spell Focus (necromancy, +2 DC vs. his spells), Iron Will.

Priest Spells: 0 — *create water, guidance, purify food and drink* (x3); 1st — *inflict light wounds* (x2), *sanctuary, chill touch**; 2nd — *silence, death knell, spectral hand**; 3rd — *vampiric touch** (* indicates necromancer wizard spell)

Domain Spells (Death and Evil): 1st — *cause fear*; 2nd — *deseccate*; 3rd — *animate dead*.

SA — Death Touch (Su), Evil Spells (Su).

Possessions: half plate, sickle, potion of cure serious wounds, potion of invisibility.

Varin is an unattractive little man. Small, thin, and stinking of sweat, his bald head usually glistens with perspiration. He wears black robes with an azurite pin and displays his golden sickle holy symbol openly.

Development: Varin tries to stay out of sight in the companionway, using his *spectral hand* spell to cast *inflict light wounds* and *chill touch*. If harmed, he uses *vampiric touch* or *death knell* as soon as possible. If badly injured, he retreats to his temple in the captain's cabin (12 below) to make his last stand.

5) Quarterdeck. The port ladder has been smashed to pieces and the door to the companionway is completely gone. There are numerous bloodstains here.

6) Wheel. Unlike the *Forsaken*, the *Hyperion* has no tiller, but an actual wheel built onto a small housing. Tied to this device is a tortured man, Captain Wien. He is alive, but unable to talk or move. He needs several days to recover from the horrible ordeal he has been through.

Wien is grateful to his rescuers and could make a good henchman or ship's mate. He is detailed in the NPC appendix.

7) Helm. A rudder runs down the aft end of the ship, but no tiller is here.

8) Companionway.

Glyphs and runes cover every available surface of this short corridor. They appear to have been drawn in blood. Deep claw marks are also visible on the walls and doors.

Traps (EL 4 each). The small hatch that leads down into the cargo deck has a *glyph of warding* drawn upon it. Anyone crossing this *glyph* or opening the hatch without saying "Praise Galapiti" (in the Kalamaran tongue) is paralyzed for 10 rounds,

half that time if a Fortitude saving throw is successfully made (DC 16). The *glyph* disappears after it is activated.

Likewise, the door to the captain's cabin is inscribed with a *glyph* that does 2d8 points of cold damage to anyone who is not a cleric of the Harvester who opens it (half with a Fortitude Check (DC 16)).

9) Sail locker. Any extra sails are gone, as are any weapons. A few broken and gnawed bones lie on the bloodstained floor.

10) Galley.

The partially butchered body of a man lies on the floor in the forward port corner of the room. The corpse turns its head and stares at you, lifting up a knife that was hidden behind it. As you watch in horror, the thing cuts at its left forearm until the appendage falls off, then pushes it toward the stove by the porthole.

Creatures (EL 1/2). Varin ran out of food and animated this zombie to butcher itself whenever anyone enters the room. He has been eating of this meat, using *purify food and drink* spells to keep it from poisoning him. The zombie only attacks if PCs attack it.

Human Zombie: CR 1/2; hp 7. (MM p. 191.)

11) Mates' cabins. The starboard cabin has a corpse, packed in salt (the replacement for the current zombie in the galley). The port cabin looks lived in (Varin has been using it). There are bloodstains on the floor but nothing of value.

12) Captain's cabin.

On either side of the door and in each corner of the room stands a skeleton that turns to face you.

Creatures (EL 2). If Varin was able to retreat to this place, he has taken his *potion of invisibility* and is crouched by the altar, some 4 feet above the deck. The skeletons immediately attack.

Human Skeletons (4): CR 1/3; Medium-sized Undead (6 ft. tall), HD 1d12; hp 9, 7, 6, 1; Init +5 (+1 Dex, improved initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk +0 melee (1d4/1d4, claws); SQ undead; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ — Undead.

Torn, bloodstained strips of canvas line the walls, giving it the feel of an abattoir. The sunlight coming through the bloodstained sails makes the whole place dim and red. Other than what looks like a small bloodstained chest on the loft aft at the top of a short ladder, no other furniture stands within. On the wall above the chest a skull hangs on a nail beside a large scythe.

This small temple to the Harvester of Souls has only been in use a week or so, but it is already a place of death and decay. Varin has been using the chest as an altar and already sacrificed more than one crew member and several valuables as well.

Trap (EL 4): The chest is protected by another *glyph*, this one exploding for 5d4 points of fire damage if anyone touches it. A fire here could easily spread to the "tapestries," walls, or deck of the ship. In the chest are 1121 gp and 18 gems worth 500 gp, 100 gp (x2), and 50 gp (x15). Also in the chest are a *potion of fly*, a *potion of gaseous form*, and a *potion of heroism*. Everything is bloodstained.

13) Crew quarters. This room is empty aside from a few bloodstains and torn hammocks.

14) Hold. The water barrels are still intact and full, though the pumps have been destroyed. A cargo of lumber (mostly pine planks) and crates of salt fill the cargo hold.

15) Bilge. The bilge is only 2-feet-deep and filled with large rocks, sand, and water that has seeped into the ship.

Creatures (EL 2). The rats on the vessel were captured by Varin, eaten, and then animated. Most of them found their way down here.

Animal Skeletons (11): CR 1/4; hp 6 (x4), 5, 4 (x3), 3 (x2), 2; (See the D & D Monster Manual p. 165.)

The ship itself is salvageable, but the sails are ruined and it takes at least a week of hard work to get the ship seaworthy again.

THE CITY-STATE OF ZOA

DISPLAY ILLUSTRATION 10 ON IQ7.

Zoa (Metropolis): Conventional; AL LN; 100,000-gp limit; assets 235 million gp;

Important Characters: Geolain, male human Wiz7; Neila Tarealeon, male human Clr12 (Landlord/Money); Vascan Gray, male human Clr10 (The Holy Mother/Home); Dargus, male human Clr10 (The Eternal Lantern/Day); Hashees, male human Clr9 (The Pure One/Love); Mist, male human Clr14 (The Traveler/Travel).

Population: 49,400 Primarily Reanaarians with about 3,000 recent dwarven and gnomish refugees. Other inhabitants include elves, half-elves, halflings (about 2,000 of each) and a sprinkling of human merchants of various races from other seafaring nations in Tellene.

At a Glance: The city is known for its large, airy wooden buildings. Even most dwarves bow to local custom; they too live in spacious homes with many rooms and wide open windows. The temperate weather allows for shutterless windows in most seasons, with a thin sealskin curtain (seals live on the islands south of the Zoan peninsula) pulled across the window during the rare summer rains.

Economy: Zoa holds the busiest market on Tellene. Farmers, herdsmen, and craftsmen from the dozens of small villages along the coast of Reanaaria Bay meet merchants from as far as Svimohzia and Kalamar here. Additionally, elves hailing from strange, far away lands alien to Tellene occasionally come to trade exotic goods.

Because it produces surpluses of all of its own basic needs, Zoa imports exotic luxuries and oddities not available for hundreds of miles. Strange live animals, intricate spell components, rare spices, and powerful perfumes arrive on foreign ships. The port assaults the senses with screeching animals, brilliant cloths and the pungent odors of sailors and marines from around the world.

Recently there has been an enormous influx of dwarven and gnomish refugees. The demi-humans have flooded the market with finely crafted weapons, armor and jewelry. There is growing animosity between the city's long-time merchant guilds and these

new craftsmen who charge outlandishly low prices. Thus far the council has kept the peace, but unless the outsiders leave soon the situation may change for the worse.

Military: Zoa's military force of 400 infantry (mostly gnome crossbowmen and sturdy dwarven soldiers) ranges from the coast to the borders of Xaarum, defending the nearly continuous train of merchants that attracts desperate bandits.

Recently, an uprising in Small Town - where gnomes and dwarves live and work - has caused the council to post a small garrison smack in the middle of the demi-human center of Zoa. Instead of quelling the unrest, the garrison has created a focus for their anger. The dissatisfaction of the dwarves and gnomes was due to an edict (put forth by City Council Member Werlen) that placed pricing standards on weapons and armor; these standards worked to smother the high-quality, low-cost arms the superior demi-human smiths were producing. The demi-humans rose in arms against the Smith's Guild, which they felt (correctly) was behind the new law.

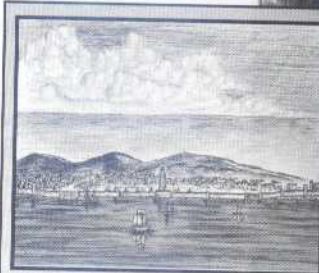
A contingent of 100 cavalry supports the garrison. This division of the city-state's formerly tightly-knit group of cavalry weakens the mounted raids against the small bands of humanoids (mostly bugbears and ogre families) that dot the peninsula. Therefore, the bands have been moving about more frequently and the outlying farmers say that a couple of the bands have joined together into larger, bolder groups.

Underworld: Stolen goods from around the world are likely to end up in Zoa, where they might have changed hands a dozen times. Smuggling is an activity often tried but rarely successful in Zoa. The punishment for selling smuggled goods is confiscation of the property and fines of up to three times its value on the supposition that the seller has bought smuggled items before. The steep punishment has put merchants out of business more than once.

Because foreigners are commonplace in the city, Zoa is an ideal place to hide from unwanted attention. Refugees from across Kalamar and Svimohzia flock to the city to hide among its ever-changing masses. They might be hiding from assassins or fleeing religious persecution, or they might be exiles from their native lands.

Interesting Sites: The market is a festive, busy place where nearly anything can be traded. Even minor magical items appear in the market, along with observant guards. At least two slave auctions take place each day, one in the morning, and one in the afternoon. Strangely, thieves caught in the marketplace are not often turned in to the authorities. The merchants (and eager bystanders) bear thieves bloody and laugh the incident off. As a result, prospective buyers who appear to be injured draw a great deal of attention and have a hard time convincing merchants to trust them.

Special Notes: The spirits of six dwarves who were massacred by city police in a riot two years ago haunt the city's streets at night. These ungrateful undead do not gather together, but their immaterial forms sometimes appear before late-night pedestrians as beaten and bloody workmen. They follow people harmlessly; however, if the living threaten violence, the spirits destroy them. If a person goes through the motions of healing a spirit's wounds, on the other hand (casting healing spells,



The City-State of Zoa

applying bandages that fall to the ground, etc.), the spirit disappears. That spirit will not bother the helpful one again and, additionally, she will find some beneficial treasure before she reaches her door.

Recent Developments: The problems with the dwarven and gnomish refugees from the Ka'Asa Mountains grows. More and more of the small folk continue to come down from the mountains. Zoan jewelers and smiths travel the streets spreading words of hatred against the dwarves and gnomes, while the latter simply try to survive in their new environment. Many of Zoa's rich are trying to force the council to have the dwarves and gnomes simply removed, but certain council members (notably the non-humans) resist these overtures.

Laws and their enforcement: Centuries ago the Zoans adopted elven laws and customs, but later, as trade became prevalent, Zoa adopted Ahznomahnii law codes and now boasts a Court of Equity and a Court of Law. The city militia (separate from the army) enforces the laws of Zoa. These men, typically first level warriors, all wear dark blue cloaks held in place by a clasp depicting a symbol of the city. They wear chainmail and each carries a longsword and throwing ax. All wear open-faced helmets topped with a spike.

The city's symbol, a black ship on a blue sea, flies from every tower and gatehouse.

Religion in Zoa

Though the city council sees to the running of Zoa and command of its army, navy, and militia, the temples of the state have a great influence on the people and the council leaders. Most of the temples in the city are situated in a large plaza near the bay and adjacent to the marketplace. Temples that are largest in the Circle of the Gods include the Hall of the Coin (Parish of the Prolific Coin), which actually acts as a connecting street between the that place and the Circle. The Home Foundation (a long tall building); the Sun Spire (Assembly of Light), a tall, well-fortified building; and the House of the Silver Rose (Parish of Love) all feature prominently. Other notable temples include the House of Waves (Mother of the Elements), which actually stands a little offshore in the waters of the bay, the Theater of the Arts, the Temple of the Stars, the Order of the Passionate One, the Guardian, the Old Man, the Storm Lord, and Risk.

OVERVIEW OF ZOA

The city of Zoa, situated on a small bay off Reanaaria Bay is well built and defended. Stout walls surround the city, 20 feet tall and built by followers of Gaaria (the Founder). The walls are well constructed and contain many stones with small engravings, runes, or prayers to the Founder. Three stout gatehouses guard the paved roads that lead to the city, each filled with militia.

Built directly into the reef, the walls to the east of Zoa tower over the waters of Reanaaria Bay. A large "sea gate" stands at either end of the coral reef, each at least 100 feet wide and deep enough to allow entrance to the largest of ships. An inverted portcullis protects each gate; the militia raises them at night or when the city it under attack, preventing any ship larger than a longboat from entering or leaving. A 100 foot tall statue of Huunaav (The Traveler) stands in the midst of the sea wall, his ancient face looking out toward the sea with a grin.

Most buildings in Zoa are tall. Most stand three stories high and many rise as high as six. Occasionally, a bridge spans the distance between two buildings.

REFER TO THE MAP OF ZOA INSIDE THE FRONT COVER.

Neighborhoods of Zoa

1) The Market. The huge Zoan Marketplace stretches from Sinking Bay all the way to the Circle of the Gods. Shoppers can find merchants and wares from all over Tellene at this place. Most of the market consists of small tents or booths, though a few permanent buildings do exist on the perimeter. The Hall of the Coin connects the north end of the market to the Circle of the Gods. Moneylenders and moneychangers do business out of this temple. Businessmen and merchants who can afford the tithes and tariffs demanded by the Parish also set up small booths in front of the Parish in the Circle of the Gods.

The city-state of Zoa, and the market in particular, is filled with a wide variety of people from all walks of life. Several encounters are described here which you may include in the adventure to give the PCs more experience, to divest them of goods or money, or simply as red herrings.

Scam A) Please Sir, May I Have Some More?

The streets of Zoa are a tough place to grow up. Realizing that there is strength in numbers, many children have gathered together into small gangs. They roam the streets in pairs or small groups, looking for prospects. Once they spot a likely target, they move in. They surround the "hero" with the kindest face and begin pulling on his or her clothing as they beg for coins and food. While the shouting and tugging distracts the hero, the most nimble-fingered child picks the target's pockets.

If the target realizes he is being scammed, the children scatter in all directions. If caught, the pickpocket struggles wildly before giving up and bursting into tears. If the victim releases the child, even for an instant, he will run away at full speed.

With an appropriate amount of kindness and/or bribery, the PCs might be able to befriend the pickpocket, whose uncanny knowledge of the back alleys and underworld hot spots might be useful. Not all of these children are abandoned or orphaned. Many of them steal in the marketplace with the encouragement and approval of their similarly immoral parents.

Evloir, male human Rog2: CR 2; Size M (4 ft. 2 in. tall); HD 2d6; hp 6; Init +1; Speed 30 ft.; AC 11, touch 11, flat-footed 9; Atk -1 melee (1d4-2 dmg, 19-20/x2 crit, dagger), or +2 ranged (1d4 dmg, 19-20/x2 crit, dagger); SA sneak attack +1d6; SQ evasion; SV Fort -2, Ref +6, Will -1; AL CG; Str 7, Dex 12, Con 6, Int 11, Wis 8, Cha 11.

Skills and Feats: Balance +4, Climb +2, Gather Information +4, Hide +5, Intuit Direction +2, Jump +2, Listen +3, Move Silently +5, Pickpocket +6, Read Lips +1, Search +3, Spot +2, Use Rope +4; Lightning Reflexes, Run

Languages: Merchants Tongue (common)

Possessions: a small piece of chalk, some sealing wax, a signal whistle, some string, and his latest profits.

Evloir is an unremarkable-looking street urchin with dark brown hair and brown eyes, and a constant habit of nose scratching. His small size helps him to fade into a crowd, and enables him to go places older thieves cannot reach. He can be persuaded to help others, but only if they offer a sizable reward—and as long as it involves no risk to himself.

Scam B) Sleight of Hand

Like the street urchins, adult pickpockets also work in groups, and pick their victims carefully. A character with flashy clothing and jewelry is an obvious mark, though any PCs distracted by the hustle and bustle of the marketplace can expect to leave Zoa somewhat poorer than when they arrived.

However, some accused pickpockets have an airtight defense – they do not have the items on them. The usual operation involves two or more thieves working together. The first thief will 'accidentally' bump into the victim and deftly retrieve his catch at the same time. In moments he crosses paths with a compatriot, to whom he quickly transfers the goods.

If the PC discovers he has been robbed, the thief will not have the goods on his person. The thieves can do the transfer of goods multiple times, so even if the PC notices the first transfer, he or she may not notice the next few switches.

Beriece, male human Rog4: CR 4; Size M (5 ft. 11 in. tall); HD 4d6+8; hp 30; Init +4 (Dex); Speed 30 ft.; AC 14, touch 14, flat-footed 14 [[+2 Dex]]; Atk +5 melee (1d4+2 dmg, 19-20/x2 crit, dagger), or +7 ranged (1d8 dmg, 19-20/x2 crit, light crossbow); SA sneak attack +2d6; SQ evasion; SV Fort +4, Ref +10, Will +3; AL NE; Str 15, Dex 18, Con 16, Int 16, Wis 14, Cha 9.

Skills and Feats: Appraise +5, Balance +7, Bluff +4, Diplomacy +2, Escape Artist +8, Handle Animal +1, Heal +3, Open Lock +7, Pickpocket +9, Ride +6, Swim +2, Tumble +7, Use Magic Device +1; Ambidexterity, Lightning Reflexes, Simple Weapon Proficiency

Languages: Merchants Tongue (common), Dwarven, Hobgoblin

Possessions: bag of caltrops, *ring of nondetection*, case of crossbow bolts (13), pouch containing 9 gp and 28 sp.

Beriece is dressed in dark brown breeches, a loose green shirt and a dark green jacket. He has shaggy blond hair and blue eyes, along with a large walrus-shaped moustache. He speaks in a gruff voice and tends to walk lightly, often on the balls of his feet.

Scam C) Going Once, Going Twice, Sold!

The numerous stalls and shops in the Zoan marketplace present the perfect opportunity for a crafty merchant to swindle customers. The merchant attempts to catch his customer using all the elegant language and sales talk at his command. When the PCs show interest and start bargaining, one or two other citizens in the crowd become interested and start bidding against the PCs. Of course, these new bidders are partners of the thieving merchant, attempting to drive up the price. The con artists have a natural instinct for this scam, and seem to know just when the PC is about to give up. Then they back out, claiming a lack of money, even while they congratulate the PC on his good fortune and falsely moan about how much they wanted the item.

If the PCs challenge the other bidders, they will present a large sack full of gold to prove their case. If the PCs are still skeptical, they will proceed to buy the item and leave. Their money is counterfeit, of course. Later, out of sight of prying eyes, they will return the item to the merchant in exchange for the return of their fake gold.

Miana Reemae, female human Rog6: CR 6; Size M (5 ft. 1 in. tall); HD 6d6+6; hp 32; Init +6 (Dex); Speed 30 ft.; AC 12, touch 12, flat-footed 12 [[+2 Dex]]; Atk +5 melee (1d4+1 dmg, 19-20/x2 crit, dagger), or +6 ranged (1d4+1 dmg, 19-20/x2 crit, dagger); SA

sneak attack +3d6; SQ evasion; SV Fort +3, Ref +7, Will +3; AL NE; Str 11, Dex 14, Con 13, Int 13, Wis 11, Cha 14

Skills and Feats: Appraise 7, Bluff 3, Diplomacy 2, Forgery 6, Gather Information 2, Innuendo 4, Listen 7, Open Lock 4, Read Lips 4, Search 5, Sense Motive 4, Spot 7, Use Magic Device 1, Profession Merchant 6; Alertness, Improved Initiative, Leadership, Simple Weapon Proficiency

Languages: Merchants tongue (common), Elven

Possessions: +1 dagger, merchant's scale, small pouch of trinkets for sale, pouch containing 11 gp, 39 sp, and 19 cp.

Miana dresses in black boots, a bright blue skirt and shirt, and a cloak of the deepest black. Her voice is alluring as her face is beautiful, which she uses to full advantage when trying to get the most out of a customer. When she thinks it might be useful, she claims to be descended from elves – though she is not.

Scam D) Now You See It . . .

This scam is often used with the false bidding war (see above), but can be performed separately by the conniving merchant. This con is easiest with a small item, like a piece of jewelry, though a thief with fast hands could work the scam with larger items as well.

The merchant attempts to catch his customer's eye with a piece of jewelry set in a small wooden case. Once he has the PC's attention, he uses his natural salesmanship and years of experience to convince them the object is worth having. If the PCs are suspicious, they are allowed, even encouraged, to examine the object. If they are convinced enough to purchase the object, the merchant secretly pushes a hidden button on the case, flipping the insides over to reveal an identical, but fake item. The authentic jewelry remains in the case, which the merchant keeps. See Miana above for a possible NPC to use with this scam.

Scam E) In a Hurry

This encounter entails four thieves working together. They look for a group of three or more. One (a barbarian) pickpockets the nearest PC. If he is noticed, he makes a commotion then runs toward his allies (who act as if they do not know him). If the PC and friends chase the barbarian, the other three rogues attempt to pickpocket the PCs as they pass by (hopefully distracted by the barbarian who simply outruns his pursuers with his superior speed).

Semaj, male human Bar3: CR 3; Size M (6 ft. 1 in. tall); HD 3d6+3; hp 20; Init +6 (Dex and Feat); Speed 30 ft.; AC 14, touch 12, flat-footed 12 [[+2 Dex]]; Atk +6 melee (1d8+3 dmg, x3 crit, battleaxe), or +5 ranged (1d8+3 dmg, x3 crit, battleaxe); SV Fort +3, Ref +3, Will +1; AL NE; Str 16, Dex 14, Con 10, Int 9, Wis 10, Cha 8

Skills and Feats: Handle Animal 1, Listen 2, Pickpocket 4, Search 1, Spot 1, Swim 3, Tumble 4, Wilderness Lore 1; Combat Reflexes, Improved Initiative, Run.

Possessions: Leather armor, battleaxe, pouch (5 sp and 27 cp).

Semaj's long red hair hangs in matted clumps down onto his scuffed and dirty leather armor. He washes rarely, and anyone approaching Semaj is usually obliged to hold their breath. Several months ago, Semaj traveled south from Skarrna looking for adventure and riches. He lacks self-control, and spends what money he earns or steals almost as soon as he lays his hands on it.

Thieves, male human Rog3 (3): CR3; Size M (5ft 5in tall); HD 3d6-3; hp 9, 11, 14; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30

ft.; AC 11 (+1 Dex); Attack +2 melee, or +3 ranged; SV Fort +0, Ref +4, Will +3; AL NE; Str 10, Dex 13, Con 8, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +6, Climb +6, Disguise +2, Escape Artist +7, Hide +7, Intuit Direction +8, Listen +2, Move Silently +6, Perform +2, Pick Pocket +9, Search +6, Sense Motive +7, Spot +2, Use Rope +3; Improved Initiative, Skill Focus (Move Silently), Skill Focus (Pick Pocket).

2) Docks. The main city docks butt up to the market directly and it is not unusual to see a ship being unloaded and goods taken directly to a booth where they are then sold to buyers. Both areas are loud with sellers and filled with the smell of cooked food and exotic spices.

Docking a ship in Zoa costs 1 sp per foot of the ship. Setting up a booth in the marketplace costs 10% of all sales that day. Docking at the low docks only costs 1 cp per foot of the ship but ships in this area are likely (50%) to get robbed every day they are here unless they are guarded at all times.

3) Circle of the Gods. Temples of the various gods surround this large plaza on all sides. Most noticeable is the Hall of the Coin, standing to the south and connecting the Circle to the Market. The Sun Spire is large and impressive as well while the House of Waves is interesting if for no other reason than it sits atop the waters of the harbor.

The center of the plaza is an immense reflecting pool, 40 feet across with seats all around, making it a comfortable place to sit and read on warm days. Artists often bring their easels to the square and one can find any number of paintings of the temples, the water itself, or various persons in the marketplace.

4) The Citadel. This castle holds a force of 400 infantry soldiers and the 100 cavalry of Zoa. It stands on the promontory and is used to watch for any threats from land or sea. Civilians are not allowed in the place.

5) The Coins. This part of town consists of large houses and small estates of the richest merchants, sea captains, and landowners of Zoa. Most of these people resent the growing number of dwarves, gnomes, and "outsiders" that have taken up residence in the Forges, to their west.

The entire neighborhood rests on a hill 50 feet high, just behind the Circle of the Gods. This gives the rich merchants of Zoa a good view of the bay and many ship owners have a tower affixed to his home where he can watch for his ships to return.

The Lower Coins lies directly west of the main hill, the only part of the western Coins not overrun by dwarven immigrants.

6) Small Town. Until very recently, this area was part of the Lower Coins. An influx of dwarves and gnomes from the mountains inhabited a growing shanty town outside the north gate. Seeing a way to increase revenues, the council passed an edict trebling the gate entry. Angered by this action, the dwarves and gnomes hatched an ingenious scheme.

The refugees quickly gathered all their wealth and descended en masse on the southern part of the Lower Coins. They bought up as many local homes and as much land as they could and converted the area into a small dwarven burrough. Before those in the Coins realized what was happening, the dwarves owned the entire section of town right next door. By spring of the present year, the dwarves and gnomes thoroughly entrenched themselves in the second richest section of town.

The artisans of town resented the dwarves' new "artisan district" almost as much as the rich resented the (now) poor

dwarves living in close proximity to them. Add to that the noise from smithies and the unique smells from the smelting houses and tanneries, and the tension rose.

It has not improved. The area is heavily patrolled by the city militia, especially by men on the Coins side. Dwarves have their own patrols, though they have no authority from the city. A city garrison, recently placed in Small Town, keeps the peace as well.

If the PCs seek Purguld, friend to the dwarven merchant Stiruck (See "Dinner Anyone?", p. 11.), they will find him in this part of town. He will be suspicious at first, but if the PCs have a note from Stiruck, he will be willing to lend them a reasonable amount of hospitality or aid within the city.

Purguld, male dwarf (Exp2): CR 1; Size M (4 ft. 6 in. tall), HD 2d8+2; hp 14; Init +0; Spd 20 ft.; AC 16 (+5 chainmail, +1 Dex); Atk +1 melee (1d4+2/crit 19-20/x2, dagger); AL LG; SV Fort +3, Ref +0, Will +3; Str 14, Dex 13, Con 13, Int 9, Wis 11, Cha 10.

Skills and Feats: Appraise +3, Bluff +2, Craft (blacksmith) +5, Craft (bronze smith) +5, Craft (armoror) +5, Craft (weaponsmith) +5, handle animal +5; Great Fortitude.

7) Artisan District. From the north end of the marketplace down to the wall separating the city from the Dregs is Artisan's Way, a long street full of shops. All that Zoa produces in the way of crafts are on this road and the streets near it. Since most of the craftsmen of the city (including dwarves) live out of the same building they work from, it is also a heavily inhabited area.

8) Sinking Bay. The largest concentration of the navy lies within the Sinking Bay to the southwest of the main bay. This place is surrounded by 50 foot walls and holds two strong fortresses. Any naval ships not on patrol are kept safely here.

9) The Dregs. This is where the original town of Zoa began and where the oldest buildings in the city still stand. Home to the poorest citizens, this area is rarely patrolled by militia. Thieves, criminals, and the poor rub shoulders anonymously. The houses here are run down and often propped up, though some of them show the signs of having once been nicer.

At night the gates between the artisan's district and the Dregs are locked until morning. Anyone found trying to climb over the walls going either way is flogged and fined (10 gp). The original castle of Zoa still stands on the promontory to the north-east of the area. It is used as a lookout on the Bay and a prison.

10) Low Market. The low market is the place to buy large amounts of grains or cheaper items. This place strives to be as great as the main marketplace but falls far short. It is inhabited and used by the poor of the town.

Specific locations in Zoa

11) The Lighthouse. A 90-foot-tall lighthouse stands atop Zoa's north promontory (which itself is 160 feet high). The structure is one of the few like it in the world and boasts a large, magnifying glass and huge whale oil lantern in its highest room. Prisoners from Castle Zoa are used to turn the massive light during darkness and other times of poor visibility, warning ships of the land that juts out into Reanaaria Bay.

12) Castle Zoa. Twin walls 40 feet high guard this place from the poor and criminal citizens of the Dregs. The original Castle Zoa stands here, a dark and lonely monument to the cruelty man can do to man. Prisoners rarely last longer than six months before they die.

13) Geolain's Tower. The tower of the mage is detailed below.

14) **The Council Hall.** This large and impressive building straddles the main crossroads of the city. Actually four large buildings connected by massive spans and bridges, the Council Hall is the largest building in Zoa. All legal business of the city is resolved here. The city council meets monthly in a room perched 60 feet over the crossroads.

15) **The Crossed Cutlasses.** This five story inn is one of the best in town for the money. Many militia frequent it in their off-duty hours.

16) **The Unicorn's Horn.** Though only four stories tall, and not quite as inexpensive as the Crossed Cutlasses, this inn has style and charm. Rather pricey, the rich primarily frequent it. Its claim to fame is a stuffed unicorn's head (with horn) mounted in the main taproom.

17) **The Ivory Privy.** Another expensive and somewhat stuffy place, this tavern sells drink and food, though it does not have rooms to rent. A large bathhouse is in the back.

18) **The Black Dog.** This inn is six stories tall, though the top two levels seem to lean, especially in a strong wind. Originally a fine hostel of Zoa, the place has gone downhill in the last twenty years. Now it is a rough and tumble dive where fights break out almost every night.

19) **The Willing Maid.** This tavern, inn, and brothel is a sleazy and expensive place to eat, sleep, or indulge in the baser instincts. Four stories and leaky in the rain, the place is relatively safe, though some patrons have been known to disappear in the night. Some believe this is due to the owner's dishonesty, others believe that the patrons merely skip out on paying their bills.

20) **The Blind Beggar Inn.** This seedy public establishment is detailed below.

21) **Driscall's House.** This dwelling is detailed below.

For the DM

Not all of the buildings, houses, inns and taverns are detailed here. In a city the size of Zoa, such an undertaking would be far beyond the scope of this adventure. You should add whatever businesses and establishments you feel appropriate. There are certainly more inns and taverns; only a few have been cited as examples.

ENTERING ZOA

The city of Zoa is something indeed. The place is huge! Buildings seem to be everywhere and you've never seen so many people in the same place before in your life. The noise is amazing. Somewhere off in the distance, the sound of metal on metal rings out, while on a nearby corner, a vender sells his wares, shouting out "Sausages!" every few seconds. Men and women in robes, togas, and furs wander the street. It is truly remarkable.

If the PCs came via land to Zoa, they see handbills on the walls, advertisements for hiring mercenaries, selling wares, and even a few papers that look official (recent edicts, the various laws of Zoa, etc.). If they came by ship, they are met at the dock, boarded and their ship searched for taxable goods.

Finding Geolain's tower is no easy task. In a city this large, most do not know their way to the far reaches of the city.

Additionally, if the PCs remain near the bay the vast majority of individuals they encounter are foreign sailors and traders. Following Veoden's directions, the PCs will need to ask a dock worker's help to get to the right part of town.

Geolain's Tower

Behind walls nearly 15 feet high and an iron gate stands the 60-foot tower of the man you seek. Next to the gate, a large bell is set into the stone wall. A thick rope dangles from it.

If anyone pulls the rope and rings the bell, the door of the tower opens a few moments later and a young man emerges.

A few moments after the bell rings out, the door to the tower opens. A young man wearing dark tight robes and a leather apron approaches the gate. He smiles politely through the bars, "Hallo and good day to you. May I ask your names and business here?"

If the PCs do not mention Veoden's name, Joa firmly but politely dismisses them. If the PCs mention Veoden's name, he leaves the gate for only a few minutes before returning to let them into the courtyard and the tower.

The young man returns, "Geolain will see you now." He opens the gate and with a deep bow, bids you enter, "My name is Joa, apprentice to Geolain. Please follow." Joa escorts you through the tower doorway and into a drawing room. "Please, make yourself comfortable," and with that, Joa turns on a heel and exits through a door on the far wall.

Geolain has furnished the drawing room with a comfortable couch, several chairs and a rug. Hooks for storing cloaks jut out from the wall to one side of the door. A small mirror and some pleasant paintings depicting landscapes adorn the walls.

Moments later, lovely young women whisk into the room. They bear trays of cookies, cakes, and sweetmeats. One carries a small barrel of ale and another brings a delicate decanter full of sweet wine. Shortly after the girls leave, an old man with thin white hair on top of his head enters the drawing room,

"Greetings. I am Geolain the Wizard."

Geolain wears fine gray robes, cinched tight with a simple leather belt.



Meeting Geolain

DISPLAY ILLUSTRATION 11 ON IQ7. If the PCs tell Geolain that they seek Halaan, Geolain will claim he can find out where Halaan is but the party will have to do something for him. He will tell them to return the next evening, an hour before dusk,

and he will have their answer then. He will then dismiss the PCs and exit the drawing room. The PCs have the next day to explore and roam Zoa.

If they return to Geolain's tower at the scheduled time and ring the bell, read the following text:

You wait only a fleeting moment before Joa arrives, "Welcome, friends." Joa leads you into the tower as before. This time the servants provide a more bracing selection of bread, cheese, cold meat, and wine.

Let the players wait a few moments and chat among themselves before reading:

The door creaks open and Geolain steps into the room bearing a large sack. "I want you to rescue some things for me. Some idiots who call themselves the Sentinels of the True Way have stolen several books from around Zoa. They plan to burn them tomorrow morning – barbarians! I want you save the books before the heathens destroy them."

If the PCs agree, he hands over the large sack. The scroll is blank. The sack contains three more nondescript large sacks.

"Simply save the books and bring them to me. Once you've accomplished this, I will draw you a map to Halaan. You need to be careful though. The Sentinels of the True Way have many allies, not the least of which is the House of Scorn."

At this point Geolain will field any questions that the players may have. He does not know exactly where the Sentinels are holding the books, but he does know of one who should: Driscall. Driscall, a Brandobian, owns the Blind Beggar Inn. The PCs can find this inn in the Dregs neighborhood. Geolain will give them directions.

The Blind Beggar Inn

A full-sized wooden beggar, eyes wrapped in cloth, stands by the front door holding out a wooden cup. Next to the door, weathered to the point where it is almost impossible to read, is a sign that says "Blind Beggar" in the merchant's tongue.

When the PCs enter, read:

The inside of the Inn is dark and dirty. A small bar with some rickety-looking tables and chairs populate the main room, accessible from the entrance. A stone fireplace, blackened with soot, lies on the north wall. A stairway leads up to the second floor but it is roped off and looks unused. A man stands behind the bar in front of a door that apparently leads to a back room.

Two commoners sit by the bar milking their beers while another man lies face down at a table with a half-full mug of beer beside him.

Refer to DM Map 2 on IQ15.

20) The Blind Beggar Inn. This run-down inn has not housed ordinary overnight guests in years. The only people who spend the night in this place are those who have passed out on the floor and physically cannot return to their homes. It is primarily a place where those down on their luck come to drown their sorrows in cheap beer.

The door behind the bar leads to a small back room where Driscall can prepare limited meals if the mood strikes him. That room has two more doors. One of them leads out to the back alley and the other one leads down some creaking wooden steps to a relatively spacious cellar. The upstairs "Inn" portion is virtually gutted and unusable from past roof damage. Driscall does not go up there often, as the old floorboards creak extensively when he does and he fears the entire second floor may collapse.

When the PCs enter, Driscall is tending the bar. If they ask him his name, where they can find "Driscall", or mention the Sentinels, he lies and says his name is Helmit and that Driscall went to visit the Willing Maid and will not likely return until tomorrow. He then asks them to buy drinks and will give no further information. If the PCs leave the Blind Beggar or give Driscall a chance to go to the kitchen, he will slip out the back and flee to his home. Half of the patrons know where he lives and a successful intimidate roll (DC 15) or a bribe of more than 5 gp will reveal the answer. These patrons are members of the Sentinels and might encounter the PCs later during the meeting in the cellar.

Sentinels, male human (3) Com1: CR 1/2; Size M (6 ft. tall), HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d4/crit 19-20/x2, dagger); AL NE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Profession (laborer) +4, Balance +4; Iron Will, Quick Draw.

Possessions: dagger.

Driscall's House.

21) Driscall's House. Driscall lives in the Dregs neighborhood close to the Blind Beggar Inn. It is two stories high; the upper level overhangs the street. Right next door to a weaver, the small house looks dark and locked. There is no back door, giving Driscall few options once the PCs arrive.

Downstairs is a small sitting room and even smaller kitchen while the entire upstairs is his bedroom. A window (sealskin covering) looks out from the top floor. If it is dark by the time the PCs seek Driscall, candlelight shines from the upper floor.

REFER TO THE DM MAP 2 ON IQ15.

Creature (EL 1/2). Driscall is upstairs, packing for a long visit with relatives to the north. He wants no part of strangers asking about him. The last time strangers came calling, he was severely beaten. He will do his best to flee the PCs. To get information from Driscall the PCs can intimidate him (DC 20), beat him to half his hit points or bribe him (100 gp or more will do the trick).

Driscall, male human Com1: CR 1/2; Size M (6 ft. tall), HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d4/crit 19-20/x2, dagger); AL NE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Profession (tavern upkeep) +4, Spot +4; Endurance, Skill Focus.

Possessions: dagger.

Driscall is a mean little coward. He lost his eye during a childhood game. He greatly fears the other Sentinels (he is a member as well), but in the end he does anything to save his own skin. He knows where the books are being held: in his own wine cellar! He also knows that the Sentinels have guards down there now and a meeting will take place there this evening. He will share this last piece of information only if he accepted a bribe. If the PCs beat him or intimidated him into snitching, he will keep this information secret in the hopes of seeing his fellow Sentinels defeat his new hated enemies (the PCs).

The Sentinels of the True Way (EL Variable)

The Sentinels have a fear and hatred of all magic. They seek to destroy magic items in all forms, including magical creatures. They are not necessarily evil as they only wish to return the world to simpler times. Although their main prejudice is against magic of the arcane variety, they are also distrustful of priests, druids, rangers, bards and paladins. Though they are a secretive society, they often anonymously rally people in public for ceremonies involving the destruction of magic items to bring attention to their cause.

Faupel, Daarle, Vaeniv, Suetin; Cellar Guards, male human War1 (4): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 11 each; Init +0; Spd 20 ft.; AC 15 (+5 chainmail armor); Atk +1 melee (1d8 + 1/crit 19-20/x2, longsword); or +0 ranged (1d6/crit x2, javelin); AL LN; SV Fort +2, Ref +0, Will -1; Str 10, Dex 11, Con 11, Int 9, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Weapon Focus (longsword), Toughness

Possessions: Chainmail armor, longsword, javelin.

Development: If the PCs enter prior to that evening's meeting, they will encounter the four men who guard the books. These men know that allies from the Sentinels will be arriving by early evening, so they will do their best to parley and delay the PCs in hopes that their additional forces will overcome the intruders. If a battle goes severely against these men, they will surrender rather than risk death.

The additional members of the Sentinels can arrive all at once or at intervals, at the DM's discretion. If the battle goes against them, a Sentinel will kick over a lantern near the books to set them on fire (50% chance). Those who surrender will promise that even greater magical treasures are to be brought to the stash for ceremonial destruction the next day.

If the PCs go to the cellar in the evening or are delayed there long enough, they will encounter additional members of the Sentinels (see below) who resent the interruption. Note that this part of town is not patrolled regularly, so any commotion short of a fire or spectacular magical effects will likely go unnoticed for a considerable amount of time.

Neaboo, Kaizil; Sentinels. Male human War1 (2): CR 1/2; Size M (6 ft. tall), HD 1d8, hp 7, 6; Init +4; Spd 20 ft.; AC 14 (+4 Brigandine armor); Atk +1 melee (1d6 hand ax); or +0 ranged (1d6 hand ax); AL N, SV Fort +0, Ref +0, Will +2; Str 10, Dex 11, Con 11, Int 9, Wis 10, Cha 10

Skills and Feats: Climb +4, Intimidate +4; Improved Initiative, Quick Draw.

Possessions: Brigandine armor, hand ax.

Tealia; Female human Aristocrat2 (1): CR 1, Size M (6 ft. tall), HD 2d8, hp 12; Init +0; Spd 30 ft.; AC 13 (+1 bracers of armor, +2 Dex); Atk +1 melee (1d8 longsword); or +2 ranged (1d8 light crossbow); AL NE, SV Fort +0, Ref +0, Will +3; Str 10, Dex 15, Con 11, Int 12, Wis 10, Cha 14

Skills (30) and Feats: Bluff +5, Disguise +5, Forgery +4, Gather Information +4, Innuendo +3, Ride +2, Sense Motive +5, Swim +1, Read Lips +1; Improved Initiative, Quick Draw.

Possessions: +1 bracers of armor, cloak, longsword, light crossbow and quiver with 10 bolts, 10 gp in a small pouch.

Motivations: Daughter to a family of good standing in Zoa, Tealia was once magically charmed by a suitor who then took advantage of her. Consequently she has an intense hatred of all who use magic. She is a fervent supporter of the Sentinels but she is also very concerned about keeping her true identity a secret. She has disguised herself as a man.

Fulkaft, Kazuk, Borli; Male Dwarf, Expert1(miners) (3): CR 1/2, Size M (4 ft. tall), HD 1d8+1, hp 5, 6, 7; Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Atk +1 melee (1d8 warhammer); AL N, SV Fort +5, Ref +0, Will +2; Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8

Skills (24) and Feats: Appraise +4, Craft (metalworking) +4, Craft (mining) +4, Hide +2, Listen +4, Search +2, Spot +4; Great Fortitude.

SQ: Darkvision 60'

Possessions: Scale mail, warhammer.

Kibik; Male Half-Orc, Barbarian (1): CR 1, Size M (6 ft. tall), HD 1d12, hp 13; Init +1 (Dex); Spd 40 ft.; AC 14 (+3 studded leather, +1 Dex); Atk +4 melee (1d10+4 great club) or +2 ranged (1d6 shortbow); AL CN, SV Fort +4, Ref +1, Will +1; Str 17, Dex 13, Con 15, Int 10, Wis 12, Cha 9

Skills and Feats: Climb +4 (-1 armor), Wilderness Lore +4, Listen +4, Jump +4, Handle Animal +4 (-1 cha), Ride +4, Intimidate +4, Intuit Direction +4, Spot +2; Weapon Focus (great club)

SA: Rage 1/day

SQ: Darkvision 60'

Possessions: studded leather, great club, shortbow, quiver with 20 arrows, 3 sp, small sack, 50' hemp rope.

Kibik keeps to himself, but has a good working relationship with the three Dwarves, Fulkaft, Kazuk, and Borli.

Male human Rogue (1): CR 1/2, Size M (6 ft. tall), HD 1d8, hp 7; Init +2 (Dex); Spd 30 ft.; AC 15 (+3 studded leather, +2 Dex); Atk +1 melee (1d6+1 rapier) or +2 ranged (1d8 light crossbow); AL CN, SV Fort +1, Ref +4, Will +2; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 10

Skills and Feats: Appraise +4, Bluff +4, Decipher Script +4, Disable Device +4, Escape Artist +4, Hide +4, Listen +4, Move Silently +4, Open Lock +4, Search +4, Spot +4; Ambidexterity, Two-Weapon Fighting

SA: Sneak Attack (+1d6).

Possessions: studded leather, rapier, light crossbow, quiver with 10 bolts, 8 cp, small sack.

Treasure: On the table is a pile of books that the Sentinels intend to publicly burn the next day. They include:

Raspar's Silver Book. The covers of this book are made of very thinly pounded silver, bound with copper wire. On the front of

the book is a symbol: a serpent wrapped around a hand, and the name "RASPAR." It contains the following spells: 0 — *dancing lights, detect magic, ghost sound, read magic*; 1st — *Change self, silent image*; 2nd — *hypnotic pattern, invisibility, minor image*.

Raspar was a weak illusionist with delusions of grandeur. The tales about him are great but his actual experiences were rather mediocre. He died choking on a chicken bone in 731 YND (550 IR) and his book was donated to the library. The covers are worth 3 gp each though the book itself is considerably more valuable.

Book of Carlisle. The book's covers were once fine leather but have been bleached by the sun and look water damaged as well. The pages are all dogeared, though the spells within are intact. They include: 0 — *dancing lights, detect magic, read magic*; 1st — *alarm, charm person, color spray, hypnotism, sleep*; 2nd — *glitterdust, knock, scare, Tasha's hideous laughter, web*.

Carlisle was a minor enchanter who was too cocky. After using his charm person spell to con many merchants in Zoa, he was found by his creditors, dragged out into the street, lynched, then burned at the stake, and finally thrown into the sea.

The Leaf and Twig. This druidic book of herbs and medicine allows anyone to learn the Profession (herbalism) proficiency as if it were a class skill so long as she has the book to reference (else it drops to a cross-class skill). Anyone studying the book who already has both Healing and Profession (herbalism) may increase her ability to heal wounds via herbs from a +2 synergy bonus to a +3 bonus with one month's study and the book for continued reference.

A total of 35 books are on the table, including those mentioned above. Most of the books discuss magical, scientific or even depraved, evil philosophy. All are scheduled to be burned the next day and are destroyed if not rescued. Each book can be sold for 1-100 gp (except the spell books described above and The Leaf and Twig which would sell for much more).

If the PCs manage to return any of the books to Geolain, he will draw them the map to Halaan. Geolain also suggests that the PCs charter a ship or book passage on one heading south.

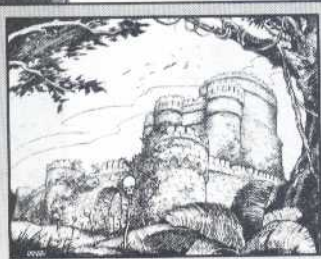
DISTRIBUTE PLAYER'S AID 3 ON IQ 14.

THE REELIO JUNGLE

The Reelio, or Obakasek Jungle as it is called by Reanaarians, includes the tropical forest lands covering the eastern slopes of the Lopoliri Mountains and extends to the shores of Reanaaria Bay. Tribal groups of primitive humans and humanoids (mostly orcs) dwell within and consequently make most of the region inhospitable to civilized visitors. Thick vegetation makes overland travel difficult except on the few narrow paths carved by the indigenous inhabitants over the centuries.

The PCs should be encouraged to travel to the Jungle by sea rather than by land. Entire villages full of orcs are known to dot the coast just north of the Jungle and overland travel through this

territory' would most certainly be more dangerous and time consuming than the more direct path by sea.



The Fallen Castle

THE FALLEN CASTLE

Some 30 years ago, in 532 IR, a group of pirates completed construction on a great castle in the Reelio Jungle. They hoped to

rule the "uninhabited" land and retire in peace. Unfortunately, the savages there attacked the place. Though the pirates were powerful, they could not hold off the combined might of an entire tribe of headhunters called the Hachita. The pirates and their henchmen were killed and the cannibals declared it a forbidden area. The castle became hidden by foliage from casual observation by sea.

A year ago, Halaan and his expedition came to the Reelio. They stumbled across the fallen castle and made their base camp there. Halaan soon left with a small number of bearers and fellow alchemists for the jungle's interior. Soon after that, the Hachita again attacked the castle and the men at the base camp were killed or abducted.

Halaan has since been captured by another tribe, the Belsona, who want him to solve a riddle that will help them gain a military advantage over their rivals, the Hachita. Before leaving the castle, Halaan hid a *scroll of divination* within its walls that would allow his comrades to find him should he not return. It remains hidden in the place and can help the PCs find the alchemist.

A. Castle Exterior

REFER TO THE MAP OF THE FALLEN CASTLE INSIDE THE BACK COVER. As the PCs approach the place on Geolain's map where the "x" is marked, they see little but jungle. If they bring their ship within a mile of shore, search carefully and use the map, they soon spot the remains of what looks like a large stone castle. The place stands a hundred yards from the sea and is covered in vines. Unless one knew exactly where to look and came within a mile or so of the place, it is completely hidden.

A closer look at the place (from shore) shows that it is evidently abandoned. When the PCs approach the castle, read:

As you hack through the thick foliage of the jungle, huge mosquitoes swarm about your head, landing on any exposed flesh. Finally you break through to a cleared area and see the amazing sight of a castle hidden among the jungle foliage.

The castle looks uninhabited. Across the cleared area filled with grass at least three feet tall, you can see that the walls are covered with vines. Merlons are missing from the battlements and the walls are broken in places. A gaping black hole stands at the foot of the outer wall, protected by neither gate nor portcullis. Several sticks stand just outside of the gaping hole, each of them topped with a skull. A grim silence fills the area.

DISPLAY ILLUSTRATION 12 ON IQ8. The walls of the castle are 20 feet high with a plinth of about 10 feet. The tapered wall closes to about 5 feet wide at the top. The keep climbs to a fantastic 80 feet at its highest point high over the trees in the area. From the sea, it looks like a tall hill.

The skulls and poles are a dark warning from the Hachita tribe: keep out!

1) Outer bailey.

Tall grass grows in the courtyard in front of the keep. Two large, rotted, wooden doors lay on the ground just

within the main entrance, the iron that once bound them little more than rust. The blowing breeze makes the grass ripple as if it were alive. You can see more of the skull-topped poles standing near a large, iron bound door in the wall of the keep.

The outer bailey is uninhabited though the tall grass often shifts as if something incredibly large is moving through it. An animal track leads from the main gates to the inner bailey (used by the apes there). A tunnel goes through the wall between the two areas and the doors there are slightly ajar.

2) Towers.

If the PCs examine the towers read the following:

Each of these towers is about 20 feet high. Light catapults top the southeast and southwest towers, while the southernmost tower sports a ballista.

The towers that support siege equipment are solid and have no interiors. The siege equipment is rusted and beyond repair. The other two outer towers contain two floors with 9 foot ceilings. The doors from the inner bailey to these towers is locked and the lock is rusted through. It cannot be picked.

Locked Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 23.

The lowest floor of each tower contains rotted bunks for a dozen men. The uppermost floor is the remains of an armory though the weapons are rusted or rotten to uselessness. A trapdoor opens in the roof of the tower.

3) Inner bailey.

Tall grass fills this area though a few paths look to have been made through it.

Creatures (EL 4). Hiding in the tall grass are two apes. They attempt to ambush anyone who comes into the inner bailey or those who make noise (such as the clanking of armor) in the outer.

Apes (2): CR 2; Large animal (7 ft. tall), HD 4d8+8; hp 27, 24; Init +2 (Dex); Spd 30 ft., climb 30 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk +2 melee (1d6+2, bite); or +7 melee (1d6+5/1d6+5, 2 claws); SQ scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skill: Climb +18, Listen +6, Spot +6.

SQ — Scent (Ex).

From this area it is possible to see the balcony set into the back wall of the main keep tower, seventy feet above. The door between the inner and outer baileys is open about three feet.

4) Defensive wall.

This area is forty feet above the ground and is detailed at area 47 (the Rooftop) below.

B) Keep Interior — Ground Floor

5) Main keep.

All of the ceilings of the keep are approximately 9 feet high unless otherwise noted. The floors are approximately 1 foot thick. The walls are unfinished stone with wooden beams built in to help support the wooden floors and ceilings. All show signs of aging in the hostile environment of the Reelio Jungle

(covered in cracks and foliage). Strong wooden doors fill the place. Most are swollen and stuck from the humidity.

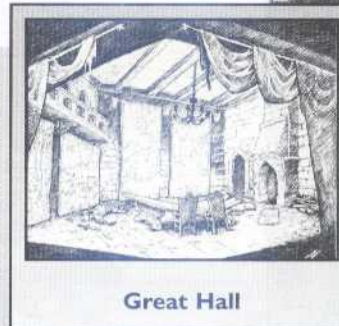
Strong Wooden Door: Thickness 2 in.; Hardness 5; hp 20; Break (stuck 23, locked 25).

Throughout the keep, the PCs will need light to see. None of the lower floors have windows or arrow slits, making it as dark as any dungeon within. Those places with access to the outside might be lit during the day and are noted below.

Fireplaces in the keep are all connected to a major shaft that runs from the ground floor to a short chimney on the roof of the main keep. The shaft itself is only 2 feet in diameter and a tight squeeze for anyone except a halfling or a gnome. Thick metal grills separate the shaft between each floor of the keep.

6) Great hall.

Rotten tapestries still cling to the walls of this large room. A broken table lies beneath a chandelier of silver and crystal that hangs from the ceiling 20 feet above, just higher than a balcony that runs along the south and east walls. The balcony is 10 feet above the floor. A body lies on the floor near a broken longsword.



Great Hall

The tapestries hang from beneath the balconies and show scenes of rustic woodlands and sylvan groves. Those tapestries on the west wall hang from the ceiling.

DISPLAY ILLUSTRATION 13 ON IQ9. The tapestries to the south conceal a stairwell that goes up to the second floor. Underneath the steps is a small closet full of rotted mops, brooms, buckets, and soap.

Closer examination of the room reveals that the body, dressed in rags and rusting chainmail, is only a few months old. Two bedrolls lie near the fireplace (which holds relatively fresh ashes). Several logs sit next to the hearth and the northernmost tapestry on the east wall has either fallen or been torn down along with the bar that held it.

In one of the bedrolls lies a journal with the name "Halaan" on the cover. Most of the entries deal with the expedition which set forth overland from Zoa over a year ago, following the coast. It notes the loss of bearers and mercenaries quite often. The entries near the end are the most interesting. They read:

26 Famine, 563 (est.)

Stumbling upon the castle before dark was a stroke of great luck. It can be used for shelter and a base camp. There are only four armed men, six scientists (including myself) and a dozen or so native bearers left.

28 Famine, 563 (est.)

Native drums are beating and beating. I fear there may be cannibals and that we have intruded upon their lands. It would be best to depart this place, but the shelter it offers is excellent and it is a good place to set up a signal to any passing ships.

29 Famine, 563 (est.)
I have taken the liberty of placing a magical device in the highest tower with the aid of our priest, allowing any who follow to find me. Tomorrow I will take the bearers, men, and two mercenaries into the interior to search for the city where the ice lays. I will leave this journal to aid any who might follow.

Use the magic to find me. The drums are louder. This place, once a godsend, might well become a prison.

There are no more entries.

7) Ruined room.

A pile of burned debris fills the center of this room. The walls and ceiling are blackened by smoke.

The cannibals destroyed whatever was once in this room thirty years ago. Nothing identifiable remains.

8) Secret stairs.

This dark and dusty chamber reveals a lightly used stairway going up.

The doors to this area are well hidden from both sides and require the use of secret buttons to open. A tiny peephole is situated at eye level and looks into the great hall.

9) Kitchen.

As soon as you open the door to this room, the stench of rotten food hits you, almost making you gag. Amid the tables and cabinets in the room something moves making a scratching noise on the stone.

Creatures (EL 3). Nine dire rats have made a home of this room. They attack anyone entering.

Dire rats (9): CR 1/3; Small animal (3 ft. long), HD 1d8+1; hp 9, 8, 7 (x2), 6 (x3), 5, 3, Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); Atk +4-melee (1d4 and disease, bite); SA disease; SQ scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skill: Climb +11, Hide +11, Move Silently +6, Spot +6.

Feats: Weapon Finesse (bite).

SA — Disease (Ex), Scent (Ex).

The food in the room was stored here by Halaan's expedition and is only a few months old, though it is rotten and ruined by the rats. Both doors leading from this room have large holes gnawed in the base though it looks like someone repaired the northern door and the rats gnawed through the repair as well. The north door leads into storage rooms full of rat holes, droppings, and broken pieces of wood or cloth. The rats have already eaten all of the thirty-year-old food once stored here.

10) Servant's room.

Two beds and a small desk and chair stand in this room, all of them covered with dust. Bedcovers have been

thrown on the floor and all of the desk drawers are open and empty.

C. Second Floor

11) Balcony and landing.

A solid balcony with an ornate stone railing circles most of the great hall below. A few doors lead off on the east wall.

Creatures (EL 1/3). On one of the doors, supported by a primitive-looking spear, is the skeletal remains of a servant, still held together by a few leather-like ligaments and muscles. The creature is animated through the hate that consumed the servant as he died. With plenty of room between his bones, the skeleton can easily release himself from the pinning of the spear.

Human Skeleton: CR 1/3; Size M (6 ft. tall), HD 1d12; hp 5; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk +0 melee (1d4/1d4, 2 claws); SQ undead; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ — Undead.

On the steps of the landing leading up lies another skeleton. This one is not animated. Connected to the rail of the balcony is a large iron winch that can be used to raise and lower the chandelier mentioned in area 6 previously.

12) Secret stairs.

This area is identical to area 8 mentioned previously.

13) Guest rooms.

Each room has a single bed, teak wardrobe, and a teak chest of drawers.

Neither door is locked. The wardrobe and chest of drawers are in good condition and worth 300 gp and 100 gp respectively. Neither of them contain anything of value.

14) Guest room.

The door to this room will not budge and is stuck fast (DC 30). If the PCs get in, read the following text.

Every piece of furniture in the room has been piled up against the door. Teak wardrobe, desk, chest of drawers, chest, and even the big bed are all pushed up to form a barricade behind the door. In the far corner of the room lies a skeleton clad in the remains of fine clothing, a spear by his side, and a ring on one of his fingers.

The ring is a *ring of minor elemental resistance* (fire). This is all that remains of a pirate who arrived to visit the castle just before the Hachita attacked some thirty years ago.

The wardrobe is still in good shape, as are the desk and chest of drawers. They are all teak and could be sold for 300 gp, 100 gp, and 100 gp respectively.

15) Guest room.

Though this room has obviously been ransacked and the

chest of drawers even toppled over, it shows no signs of habitation for years. Thick dust covers the bed, wardrobe, desk, chair, and chest.

Items in the room are otherwise identical to 14 above except for the corpse.

16) **Linen closet.**

This is a typical linen closet, full of rotting linens.

D. Third Floor

17) **Landing.**

A staircase leading up from the hallway outside the Guest Room (area 14) ends here. Spiral steps continue up from this level to a landing above (area 26).

18) **Secret passage.**

On the floor are two skeletons. One is dwarven and wears the rusted remains of a chainmail shirt and leggings. A few tufts of hair still coat his chin. The other wears only a loincloth. Nearby lie a battle ax covered with dwarven runes, a small metal shield with what appear to be red dragon's scale mounted on it, and a javelin.

The shield is actually a *fire resistance shield* though the other items are not magical.

19) **Storage room.**

This room is full of shelves, most of which are empty. Jars of bootblack, polish, weapon oil, and other essential martial supplies line the rest. A table stands in the north corner of the room.

Eighty percent of the martial supplies have spoiled or rotted.

20) **Barracks.**

Broken cots and beds lie around this room, one even stuffed into the fireplace. Two skeletons are on the floor, one still clutching a rusted sword. Other bones and debris are also evident.

There is nothing of value in this room.

21) **Great room.**

Another wrecked room stands before you. In the center is a large table with a blackened hole in it, the rest of it partially burned. Fallen metal rods lie on top of ashes near the north wall while another that has fallen from the west wall lies in the rotten tapestry it once held. An intact tapestry still hangs from the east wall and shows a mighty battle. Toppled chairs are scattered about the room and at least two full skeletons are here.

The doors on the south side of the room are very ornate.

Their face and the floor directly before them are both blackened. Before them lies a skeleton.

The doors on the east wall are double locked, requiring two pick-locks checks (DC20). The trap one of the cannibals set off long ago no longer functions.

Locked Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25.

22) **Armory.**

Weapon racks fill the place though most of the swords and other weapons look rusted beyond repair. Two crumbling skeletons lie on the floor.

Most of the weapons are damaged beyond repair. However, one heavy crossbow is intact, as well as three short swords, a halberd, and a mighty composite longbow (+4 Str bonus). The stairs leading up from the Balcony (area 11) end at a door here. Another set of stairs curves up into the darkness (area 24).

23) **Treasure Room.**

As the doors to this room slowly open, the sight in front of the rich, velvet curtain on the far side of the room grabs your attention immediately.

In the center of the turret, steps lead up a few feet to a dais on which stands an ornately decorated throne of brilliant gold. Next to it is a heavy chest upon which sits a small, dark-colored cat!



Treasure Room

DISPLAY ILLUSTRATION 18 ON IQ12. In addition to the items visible from the door is another chest, shoved into the western corner of the turret.

Creatures (EL 9). A guardian familiar, a rare type of magical guardian, guards the main chest. It will fight to the death (several times) to protect the chest and keep anyone from touching it or opening it.

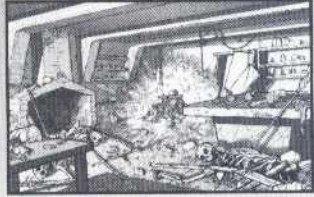
Guardian Familiar (1): CR 9; Small outsider (1 ft. long to start), HD 1d8 (9d8); hp 6; Init +5 (+1 Dex, +4 increased initiative); Spd 30 ft.; AC 12 (+1 Dex, +1 size); Atk +0 melee (1d4/1d4, bite) and +0 melee (1d6, bite); SA nine lives and increase power; AL LG; SV Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 2, Wis 10, Cha 10.

Skills and Feats: Listen +10, Spot +10; Increased initiative, Multiattack.

SA— Nine Lives increase power (Ex).

The increasing power of the familiar can be stopped by any of the following spells: *disintegrate*, *flesh to stone*, *temporal stasis*, or *wish*. An *unholy word* spell banishes it back to its plane of origin. It has only animal intelligence and returns to the chest and its original shape if melee is suspended, regaining any of the lives it lost as well. Though it starts out as a small black cat, it reaches the size of a bobcat by its largest growth.

Treasure: The throne is indeed solid gold and is worth a good 10,000 gp to the right buyer but is securely bolted and held to the



Laboratory

floor with an *arcane lock* cast by a 10th level wizard. It would be a major undertaking to remove or even move it. It weighs 500 pounds. A potion of *detect thoughts* lies on its cushioned seat.

The chest the familiar guards is *arcane locked* (10th level) and holds seven pieces of jewelry: a gold crown studded with gems (6000 gp), an ornate spyglass (900 gp), a silver tiara with small sapphires (2,000 gp), a platinum scepter studded with rubies (7,000 gp), a jade bracelet of intricate

design (1,400 gp), a pair of silver and gold earrings (300 gp each, 800 gp for the set), and an ivory armband (600 gp).

Trap (EL 1): The second chest is locked (DC 15) and has a poison needle in the lock with medium sized spider poison on the needle (DC14/1d4 Str/1d6 Str). In the chest are 2,730 sp.

Locked wooden chest: 1 in. thick; Hardness 5; hp 5; DC 15.

Development: The guardian familiar will not voluntarily leave the room, but it can cross the threshold if necessary in order to engage foes who use missile weapons on it. Once the PCs defeat this creature once or twice, they should realize that it is a formidable foe as it gets stronger each time. Wise PCs would do well to leave it alone and possibly return when they are stronger. A clever PC might be able to get around it and gain some of the treasure by trapping it with a *web* spell, for example, and quickly searching the chest before it can stop them.

E. Fourth Floor

24) Landing.

The description of this room assumes it is daylight outside and should be changed if not.

Rays of sunlight filter into this landing area from the ceiling to the east. A dozen small, pod-like shapes hang from the ceiling there.

Creatures (EL 4). The pod-like things are stirges that entered the room through a hole in the ceiling and use the place as their lair. If molested or the PCs who enter here are not very quiet, they rouse and attack. They are most active at night and though most of them will be out hunting at that time, 1d4 will remain.

Stirges (9): CR 1/2; Tiny Beasts (1 ft. long), HD 1d10; hp 10 (x2), 7, 6, 5, 4 (x3), 3; Init +4 (Dex); Spd 10 ft., fly 40 ft. (average); AC 16 (+2 size, +4 Dex); Atk +6 melee (1d3, touch); SA attach, blood drain; AL N; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills and Feats: Hide +14; Weapon Finesse (touch).

SA — Attach (Ex), Blood Drain (Ex).

25) Secret stairs.

This is the top floor of the spiral steps that connect the secret passages. The secret door to the east actually causes the whole bookcase to pivot into the secret room.

26) Tower stairs.

The circular stairway continues to ascend from this level to the tower above.

27) Bedroom.

This room contains a wardrobe, chairs, chest of drawers, foot locker, and bed. All are a mess, having been ransacked long before your arrival.

This room was the private quarters of one of the pirates who built the castle. All of the furniture has been damaged by the cannibals and is worthless.

28) Corridor.

The corridor is full of dust, but at the north end lies a door with a hole burned in it. Two skeletons, both clad in the rotten remains of loincloths, lie in the corridor.

Rotten spears with stone heads lie nearby.

The door has been torn off the hinges of room 29.

29) Laboratory.

This room is a mess! Skeletons in rotten loincloths and broken or rotted spears, arrows, and axes, all with stone heads, litter the place. Broken glass and twisted metal stand on the two tables. Debris litters the cabinets and shelves that line the south and west walls. Black marks cover the floor in the corner near the door and in the southeast corner lies the remains of a skeleton in burned and blackened robes. The walls, ceiling, and floor around the figure are all burned.

DISPLAY ILLUSTRATION 14 ON IQ10. This is the remains of the wizard's lab. He fought the invading primitives, taking several with him before they began to overwhelm him. Finally, in an act of desperation, he dropped a *fireball* right under his own feet, taking himself and several others with him.

The south corner of the laboratory is unsafe and if more than 200 pounds is placed on it, it may (60%) collapse to the great hall below, causing 1d6 damage to anyone standing on it.

Creatures (EL 4). If PCs are in the room longer than five minutes or anyone searches the fireplace, they disturb the centipedes that live there.

Medium-sized monstrous centipedes (8): CR 1/2; Medium-sized vermin (8 ft. long), HD 1d8; hp 8, 7 (x2), 6 (x2), 4, 3 (x2); Init +2 (Dex); Spd 40 ft.; AC 14 (+2 Dex, +2 natural); Atk +2 melee (1d6 and poison, bite); SA poison; SQ vermin; AL N; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +7, Spot +7; Weapon Finesse (bite).

SA — Poison (Ex).

SQ — Vermin (Ex).

30) Library.

Books lie everywhere around this room. While a few still stand on the shelves that line the walls, most are scattered about, spines broken and pages torn. On the good-sized, bloodstained table in the room lies a

skeleton. A torn, stuffed chair stands nearby next to a smaller table.

This was once a full-sized wizard's library, though now it is in sorry shape. About 50% of the books here could be salvaged to give any wizard a start on his own library (and cut the cost of such by 50%). Unfortunately, sorting through the books is a daunting task and would take 20 man-hours of work. The salvageable books weigh a total of 500 pounds. Most of them are written in Merchant's Tongue or Reanaarian, though a few are Kalamaran or Svimohzish. Some sample titles include "Making glass", "Uses of Common Animals in Magic," The Magical Properties of Gemstones," etc..

The ghost of the man murdered here haunts the room. **DISPLAY ILLUSTRATION 15 ON IQ10.** Only a minute or so after the PCs enter the room read the following:

You suddenly see a man appear seated at the table, reading a book. He has dark hair and wears out of date clothing. As you watch, he looks fearfully towards the door, is then lifted by unseen hands and placed on the table. Though he struggles, cuts begin to appear on his arms, face, and chest. Suddenly, his chest seems to burst open and he lets out a final, fearful scream before lying still. The body fades away, leaving only the skeleton on the table.

Anyone who views the scene must make a Will Check (DC 15) or immediately panic. Unlike most fear encounters, those who fail the save are rooted to the spot and must watch the whole grisly thing.

The ghost appears at erratic times. It neither harms, nor interacts with the PCs.

31) Study.

Bookcases still full of books stand on two walls while in the far turret are several broken chairs and a broken table with a thick layer of dust.

Most striking about the room is a large circle made of precious metals set into the floor. Silver and gold are interwoven with iron and steel in a double circle with runes between the two rings. Two braziers stand close by the edge of the circle, while a third lies toppled on the floor across the room. Within the circle stands a raven, peering right at you.

This is the remains of the wizard's study. Even the Hachita were wise enough to recognize the protection circle and avoid what lay within it.

Creatures (EL 2). If anyone breaks the circle, even by laying a piece of paper across the metal, the imp escapes.

Imp: CR 2; Tiny outsider (1 ft. tall), HD 3d8; hp 15; Init +3 (Dex); Spd 20 ft., fly 50 ft. (perfect); AC 18 (+2 size, +3 Dex, +3 natural); Atk +8 melee (1d4 plus poison, sting); SA spell-like ability, poison; SQ damage reduction 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Dodge, Weapon Finesse (string).

SA — Spell-like Ability, Poison (Ex), Polymorph (Su).

SQ — Regeneration 2 (Ex).

Development: The imp does anything to free itself of the prison it has been in for the last 30 years. It was originally caught by the mage who lived in the castle when it came to try to tempt that man to evil. He used it to answer questions, promising its freedom one day if it behaved. Now it wants to escape and uses all the means at its disposal.

First the creature tries to convince the PCs to pick it up and remove it from the circle.

Failing this, it resumes its true shape and tries to talk them into breaking the circle, going so far as using its *suggestion* on one of them. Failing even this, it empties out the coins in its pouch (20 cp and 30 sp) and begs the PCs to read a simple rhyme from one of the books on the shelf, claiming that will send it back to hell. If the rhyme is read, it turns itself *invisible* and waits for someone to enter the circle, killing them if possible and making sure the body falls over the circle. The creature is ruthless and PCs should be awarded half experience points if they deal with the imp and manage to escape the room without freeing it.

It keeps its word if forced to give it, but does its best to find a loophole or twist the intentions of any promise it makes.

The books in the shelf detail the outer planes and their denizens. The page listing the imp has a bookmark on it.

32) Wizard's room.

An *arcane lock*, 10th level, holds the door to this room.

Though this room is dusty, it is in immaculate shape. Near a fine desk and chair stands a wardrobe. A stuffed chair stands next to a small table and a very large bed is next to a night stand against the far wall. On both the night stand and the small table rests a candle in a holder, the top of each candle is covered in a piece of black cloth.

These "candles" are made of pure ivory and carved to look exactly like tapers, even with "wax" melting down the sides. Each is worth 50 gp and is further enchanted with a *continual flame* spell. Covering them is a piece of thick black velvet. Each of the candle holders is solid silver and worth 50 gp. The wardrobe is fine teak and worth 300 gp.

Clothing and a few pairs of boots are in the wardrobe. The door across from the entrance leads to a small privy, which is empty except for a chamber pot.

F. Fifth Floor

33) Landing.

This landing is essentially identical to area 26.

34) Captain's Quarters.

This room has not been damaged though the dust and cobwebs are heavy. A closed wardrobe, desk and chair, bed, foot locker, and two chairs stand in the room.



Library Ghost

This room is empty. A few rotted tatters of clothing hang in the wardrobe.

35) Kitchen

This small room is filled with cabinets and shelves. A table and chairs sits in the middle of it. It resembles a kitchen.

The cabinets hold rotten food, utensils, dishes, cups, and even a few barrels of rotten ale.

Creatures (EL 2). The northernmost cabinet on the west wall is the home of three adders which attack if molested. They ordinarily feed on the rats that inhabit the castle.

Adders (3): CR 1/2; small animal (2 ft. long), HD 1d8; hp 7, 6, 5; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, +3 Dex, +3 natural); Atk +4 melee (1d2-2 and poison, bite); SA poison; SQ scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9; Weapon Finesse (bite).

SA — Poison (Ex).

SQ — Scent (Ex).

36) Lieutenant's Quarters.

A skeleton covered in cobwebs lies in the dust in the center of this room. Near it lies a broken bed and a wardrobe that has been tipped over and is leaning on the broken desk before it. Two chairs have been tossed against one wall.

Creatures (EL 4). Those who search can find a few rat skeletons tangled in spider webs. Living in the wardrobe filled with webs are eight small monstrous spiders.

Small monstrous spiders (8): CR 1/2; Small vermin (3 ft. diameter), HD 1d8; hp 8, 6, 5, 4, 3, 2 (x3); Init +3 (Dex); Spd 30 ft., climb 20 ft. (40 ft., climb 20 ft.); AC 14 (+3 Dex, +1 natural); Atk +4 melee (1d2 and poison, bite); SA poison, web; SQ vermin; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +14, Jump -2, Spot +7; Weapon Finesse (bite).

SA — Poison (Ex), Web (Ex).

SQ — Vermin (Ex).

Development: Anyone sticking his hand into the wardrobe must make a successful Spot check (DC 20) or his hand will become entangled.

37) West Closet.

This room holds a light catapult mounted on a mobile base. It appears to be in good condition. Several larger rocks lie in the corner.

This war machine weighs about 400 pounds. If anyone enters this room, the floor creaks ominously. The floor is unsafe and if more than 200 additional pounds is placed on it, it may (60%)

collapse to the room below, causing 1d6 damage to anyone standing on it.

38) East Closet

This room holds a light ballista mounted on a mobile base. It appears to be in good condition. A rack of 10 light ballista bolts stands on the south wall.

This war machine weighs about 400 pounds. If anyone enters this room, the floor creaks ominously. The floor is unsafe and if more than 200 additional pounds is placed on it, it may (60%) collapse to the room below, causing 1d6 damage to anyone standing on it.

39) Rooftop.

A dazzling view of the jungle roof is visible from this perch, fifty feet above the ground. It is spoiled only by the scattered bits of two skeletons that lay here.

Each skeleton is mostly intact though scavengers have preyed upon them. They look to have been pulled apart.

G. Sixth Floor

40) Landing.

Identical to area 33.

41) Trophy Room.

As the door opens, you see a huge snake, arched up and ready to meet you. Its large fangs glisten and its eyes glitter at you. The thing towers at least ten feet high! Behind it, you glimpse a creature with six legs made entirely of stone.

DISPLAY ILLUSTRATION 16 ON IQ11. The snake, the remains of a large venomous serpent, is stuffed and the skin is beginning to rot away, though the eyes, teeth, and bones are still quite intact. Scattered on the floor in front of the visage is the skeleton of a tribesman.

Behind the stuffed snake, in the center of the room, is a stone basilisk. In the southeast corner is a stuffed deinonychus (a 12 foot tall dinosaur with large gutting talons on its hind feet). Mounted on the southwest corner are the jaws of a giant shark.

42) Training room.

This large room is filled with equipment. Dominating the center is a large, rotted mat, the sand spilling out of the sides. A small desk stands to one side and mounted on the walls are weapon racks holding all kinds of swords, spears, axes, and pole arms, several of them made entirely of wood. Off to the left are two dummies, one of them mounted with several swords and the other covered with steel plates.

This was a combat practice room. All of the weapons are rusted and ruined beyond repair and the equipment here is old and in bad shape.



Trophy Room

43) Quarters.

Rotted tapestries depicting dwarves at work at forges or battling orcs decorate the walls of this room. All of the furniture is low to the floor and the bed appears to be only five feet long. Even the wardrobe in the corner is short. Sunlight pours in through a window opening on the south wall.

This was the quarters of the keep's Dwarven warrior, who died in the secret room on the third floor. The furnishings are rotten and worthless, mostly due to their exposure to the elements via the window. There is nothing of value here.

H. Seventh Floor

44) Landing.

Identical to area 33.

45) Bedroom.

DISPLAY ILLUSTRATION 17 ON IQ11.

Sagging tapestries cover all the walls of this large room. An open fire pit surrounds a shaft that goes from floor to ceiling and on the far side is what looks to be a round bed covered in bloody sheets. A figure lies under them. A tall wardrobe stands to one side and a chest of drawers to another. Tucked off to one side is a desk and chair. Sunlight streams into the room through a pair of doors set with numerous panes of glass. Something stirs beyond them, throwing its shadow across the room.

The figure under the bloody sheets is a small skeleton (about 5 feet tall) of a woman. The tapestries are faded, but once depicted street scenes from some large city.

The wardrobe and chest of drawers still hold the rotting remains of what was once fine clothing. The desk is empty except for three sets of thieves picks and tools, a glass cutter, and several hundred caltrops in the bottom drawer.

Creatures (EL 5). The doors lead to the balcony 70 feet above the inner bailey. Two giant owls and their brood have made a nest here. They resent any intruders but will not attack unless they or their young are threatened.

Giant Owls (2): CR 3; Large magical beast (9 ft. tall), HD 4d10+4; hp 26, 24; Init +3 (Dex); Spd 10 ft., fly 70 ft.; AC 15 (-1 size, +3 Dex, +3 natural); Atk +7 melee (1d6+4/1d6+4, 2 claws); or +2 melee (1d8+2, bite); SQ superior low-light vision; AL NG; SV Fort +5, Ref +7, Will +3; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills: Knowledge (nature) +6, Listen +16, Move Silently +9, Spot +10.

SQ— Superior Low-Light Vision (Ex).

Owl Young (3): CR 2; Medium magical beast (7 ft. tall), HD 2d8+2; hp 15, 13, 9; Init +3 (Dex); Spd 10 ft., fly 70 ft.; AC 15 (-1 size, +3 Dex, +3 natural); Atk +4 melee (1d4+1/1d4+1, claws); or +0 melee (1d6+1, bite); SQ superior low-light vision; AL NG; SV Fort +3, Ref +6, Will +2; Str 17, Dex 16, Con 11, Int 10, Wis 14, Cha 10.

Skills: Knowledge (nature) +4, Listen +10, Move Silently +8, Spot +6.

SQ— Superior Low-Light Vision (Ex).

Treasure: Hidden in the nest are 15 gems worth 500 gp (x5), 50 gp (x5) and 10 gp (x5).

I. Eighth Floor

46) Landing.

Identical to 33.

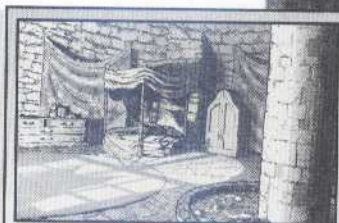
47) Sitting room.

A table and three ladder back chairs are in this room, one of them toppled over. A skeleton lies in the corner. A piece of parchment has been nailed to the eastern door.

The parchment has the name "Halaan" on it but is otherwise blank. The skeleton is that of a cannibal.

48) Office.

This room has also been damaged. A skeleton in the rotted remains of a loincloth lies near a toppled desk. The desk has the remains of rotted papers. A smashed inkwell and several pen nibs are scattered around the floor.



Bedroom

49) Cleric's quarters.

The walls of this room are unadorned and the remains of a rotted bed, wardrobe, and chest of drawers stand in the place. Two stuffed chairs are near the cold fireplace. Light comes into the room through two open windows.

The clothing in the wardrobe is the rotted remains of finely crafted robes and vestments. The cleric who lived here was a Profiteer of Fealain the Landlord.

50) Temple.

Tapestries that depict a woman with golden silk pants and a silver cloak adorn the walls of this room. She is shown with great riches and commoners bowing down before her feet. All of the tapestries are sagging and rotten, most of them with large rips and tears.

Several skeletons lay on the floor, all with loincloths and clutching various weapons. In the center of this massacre lies a bone scroll tube.

Creatures (EL 5). As soon as anyone crosses the threshold of this room, the six skeletons animated by the cleric who once lived here rise and attack. They ask and give no quarter.

Human Skeletons (6): CR 1/3; Medium-sized Undead (6 ft. tall), HD 1d12; hp 12, 11 (x2), 9, 8, 7; Init +5 (+1 Dex, improved initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk +0 melee (1d4/1d4, claws); SQ undead; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ— Undead.

The Hamlet of Belsona

Belsona (hamlet): AL LN; 40-gp limit; assets 100 gp; population 91; isolated (human 100%)

Authority Figures: Krunk, male human War1.

Important Characters: Halaan, male human Wiz4

Others: Hunters, War1 (x58); Exp6 (x1); Exp3 (x12); Com1 (x22).

Most of the city remains overgrown and partially in ruins. A few areas (noted in the text) are cleared of jungle foliage and repairs have been made on them. Several of the larger structures (mostly temples) are still overgrown. If the PCs ever wish to return to this site at a later date, there is most certainly adventure to be found within the ruins of the ancient Belsona city.

The village consists of 58 tribesmen (seven serving as elite guards for Krunk), 25 women (half of which fight as tribesmen), and ten children. Tribesmen have the same statistics as the Belsona in the text.

The souls of the dead Hachita tribesmen are held to the room and as each skeleton is destroyed, its spirit is finally freed. Unfortunately, they are still trapped in the room itself. Once freed of their skeletal bodies, they become poltergeists.

Poltergeists (6): CR 1/2; Medium-sized Undead (6 ft. tall), HD 1d4; hp 4, 2 (x3), 1 (x2); Init +3 Dex; Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk +5 melee; SQ invisibility, fear, undead, damage reduction 10/silver; AL LE; SV Fort +0, Ref +2, Will +3; Str 10, Dex 15, Con -, Int 10, Wis 10, Cha 11.

SQ — Fear (Su), Invisibility (Su), Undead, Damage Reduction (Ex).

The scroll tube in the center of the room contains a *scroll of divination*.

THE ATTACK

Soon after the PCs find the scroll, they begin to hear drums in the jungle. They seem to come from all directions and, in fact, are the sign that the Hachita tribe, whose scouts saw the PCs enter the place, are ready to attack.

Any PCs looking out of windows or upper levels of the castle note tribesmen converging on the place. Within 10 minutes, they begin moving into the outer bailey, then into the castle proper, killing anyone not of their tribe that they find.

Hachita tribesmen, male human War1 (51): CR 1/2; Size M (6 ft. tall), HD 1d8+1; hp 7 each; Init +0; Spd 30 ft.; AC 12 (+2 leather tunic); Atk +1 melee (1d6+1/crit x2, club); or +1 ranged (1d6+1/crit x2, javelin); AL LE; SV Fort +3, Ref

+0, Will +0; Str 13, Dex 11, Con 12, Int 7, Wis 10, Cha 9.

Skills and Feats: Climb +4, Wilderness Lore +2; Great Fortitude.

Possessions: club, javelin, leather tunic.

PCs can defend the keep however they want: using the siege weaponry on the sixth floor, setting ambushes and traps, or other methods. Magic, especially illusion magic, is very effective against the Hachita as they neither understand it nor are they used to dealing with it. The headhunters have no mages or clerics in their whole tribe.

The Hachita are not the only ones who noted the PCs arrival. A scout of the Belsona tribe to the north of the castle also saw them enter the place and went to retrieve his own allies. If the melee goes against the PCs or if they manage to rout the Hachita, they hear several horns around the castle. A few arrows seem to sprout from the chests or backs of some of the headhunters and they flee the castle and the PCs, recognizing the red shafts of the Belsona. In truth, only ten members of that tribe have come to the castle hoping to find allies to bring back to their "city" of Belsona.

Belsona tribesmen, male human War1 (10): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 6 each; Init +6 (+2 Dex, Increased Initiative); Spd 30 ft.; AC 13 (+2 Dex, +1 shield); Atk +0 melee (1d6/crit x3, throwing axe); or +2 ranged (1d6/crit x3, short bow); AL LN; SV Fort +0, Ref +2, Will +0; Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 11.

Skills and Feats: Hide +2, Wilderness Lore +2; Improved Initiative

Possessions: short bow (20 arrows), hand axe, wooden shield.

Once the Hachita are dispatched or routed, a Belsona tribesman carefully approach the PCs. In broken Reanaarian, he tells the PCs that the tribe needs their help in defeating a great evil that oppresses them. The Belsona do not take no for an answer and assume that saving the PCs makes them indebted to the tribesmen.

THE BELSONA

The Belsona tribe inhabits the lost city of Belsona, once a great and powerful culture which is now reduced to savages. Still living in the ruins of their once-great capital, the Belsona had a hard time of it for centuries and were constantly at war with the Hachita tribe, their cannibal neighbors. It is a losing battle and the Belsona are slowly but surely dying out. The tribe has dwindled down to less than 100 men, women and children and it seems to be only a matter of time before the Hachita overwhelm and destroy them all.

However, a new leader named Krunk has recently emerged. He has proven his prowess as a warrior, leading his tribe to fend off recent attacks by the Hachita. Additionally, he insists that the tribe pay homage to its roots and ancestors by attempting to rebuild their lost civilization in preparation for the tribe's greatest days to come. Thus, the city and the tribe are actually being rejuvenated, with one ancient temple already repaired and another in the process of repair.

Krunk found an ancient riddle inside one of the abandoned stone buildings and it is said that when the riddle is solved, the Belsona society will once again become great. Krunk has offered great rewards to anyone in the tribe who could answer the riddle, but no one has succeeded yet.

Six months ago, the Belsona tribesmen captured Halaan, rescuing him from an Hachita headhunting party. Recognizing him as a scholar, they have kept him in hopes he could solve the riddle that they believe is the key to their future.

Development: The Belsona will bring the PCs to their city. They will quickly usher the PCs to where they are keeping Halaan and request that the PCs help solve the riddle. If the PCs can solve the riddle, the Belsona will take control of the golem and eventually use it to destroy their rivals, the Hachita tribe. It is up to the DM to determine if he or she wants to complicate the scenario by having the rebel Belsona described in area E (below) get involved.

In either case, if the PCs solve the riddle, both the PCs and Halaan will be free to leave on good terms. If the PCs cannot solve the riddle they will be given other options to return the favor that they owe the Belsona and gain both their own and Halaan's freedom. The first option would be to request an audience with Krunk and present a sufficient gift. The Belsona have little need for money or jewelry. They are most interested in military technology that is beyond their own capabilities. A magic item that would help them fight the Hachita would be warmly received as would suits of armor or superior weapons.

If the PCs will not offer a suitable gift, then the Belsona will insist that the PCs return four Hachita heads each to the tribe in order to settle their "debt" and leave in peace. If the PCs opt for this solution, it will not be difficult for them to find additional

Hachita tribesmen. They need only return to the castle for a while to attract another attack but this time the Hachita will not be cowed by magic if they were so before. Clever PCs may go back to the site of their previous battle with the Hachita and gather the heads of the fallen to present to the Belsona.

City of Belsona

(See the sidebar item "The Hamlet of Belsona" for details.)

REFER TO THE DM MAP 4 ON IQ16.

A) Flagstone square.

A large area in what used to be the heart of the city of Belsona has been restored to its former glory, a beautiful sight. Polished flagstones form a giant mosaic of a golden eagle in whose eye has been built a great reflecting pool. Belsona women use the pool for washing and many children play in the shallow pool during the day. The cool water in it is remarkably clean and pure.

B) Fire God temple.

This large ziggurat stands some forty feet tall. There are steps leading to the top.

Steps from the top lead down to living quarters and bath chambers within. This building was an ancient Belsona temple dedicated to Zeenoa the Grand Incinerator (god of elements). Krunk now uses it as his headquarters and personal living space.

Creatures (EL 4). The only entrance, at the top of the steps, is guarded by two tribesmen, the most loyal of Krunk's guards.

Belsona tribesmen, male human War1 (4): CR 1/2; Size M (6 ft. tall), HD 1d8; hp 6 each; Init +6 (+2 Dex, Increased Initiative); Spd 30 ft.; AC 13 (+2 Dex, +1 shield); Atk +0 melee (1d6/crit 19-20/x2, short sword); or +2 ranged (1d6/crit x3, short bow); AL LN; SV Fort +0, Ref +2, Will +0; Str 10, Dex 14, Con 10, Int 9, Wis 10, Cha 11.

Skills and Feats: Hide +2, Wilderness Lore +2; Increased Initiative

Possessions: short bow (20 arrows, short sword, wooden shield.

C) Village proper.

This small area is studded with carefully maintained grass huts.

Until the city is ready for the people to move back in properly, they continue to live as they have.

D) Aqueduct.

This large stone structure is actually about three miles long, a testimony to ancient Belsona engineering. With only a little repair, it now functions again, water flowing

down its length toward the heart of the ancient city.

The Aqueduct brings water from the nearest river and ceramic pipes take it to the reflecting pool in the square and several of the temples.

E) Rebel Camp.

A tiny rebel group of five Belsona tribesmen uses this small, overgrown temple as their headquarters. Though they dare not show themselves on top of the temple, they have made a hidden camp on the south side where part of the wall has broken away. Rough stone steps lead down into a chamber 30 feet by 30 feet where the men meet to plan Krunk's demise.

Although Krunk has brought nothing but goodness to the tribe, these men are jealous of his success and wish to take over the tribe themselves. Thus, they will try to be present should someone solve the riddle of the golem so that they can take credit and command it to do their bidding. If they are successful in gaining control of the golem (with the aid of the PCs) they will first turn it against Krunk. This would cause a bloody civil war as the rest of the tribe, though fearful of the golem, would support Krunk.

F) Repaired temple.

Scaffolding of sturdy wood lashed with vines surrounds this crumbling stone structure.

Under Krunk's constant direction, the Belsonans are repairing this ancient temple and removing the undergrowth that has covered it. Krunk plans to use it as the first shelter in Belsona for his people. Work proceeds in this area during all daylight hours.

G) Guardian Temple.

This is the temple where Halaan lives and tries to find the answer to the riddle that will mean his freedom. REFER TO THE DM MAP 2 ON IQ15.

This building is a solid stone and flat-topped pyramid. On top of the structure stands a small stone building with a single stone door in the west wall. The exterior is overgrown, including the flagstones leading to it and the steps that climb its side.

1) Entrance.

The stone door shows obvious signs of having been recently opened and closed again. Jungle vines and plants appear to have been deliberately placed over the entrance to give it the illusion of disuse. Most of these plants are dead.

2) Temple interior.

Entering this place from the sweltering jungle is a very



Meeting Halaan

Riddle of the Stone Golem

It's sought by all
but found by few;
Sum of the law
combined with truth;
Often twisted and
often missed;
Fair when kept
with disinterest.

pleasant experience. The temperature is noticeably cooler than the oppressive heat of the tropical sun. At the bottom of the long flight of steps is another door, this one of wood.

3) Halaan.

The door opens into a room where, standing before you, is a 9-foot-tall bipedal creature. It takes a moment for you to realize that this is simply a great statue built of stone. Odd runes, shaped like dancing men in different positions, are carved on the statue's chest. A circle is etched on the floor, arcane runes evident around the edges.

In one corner of the room a small tent has been set up. You can hear a muttering coming from within it.

The statue in the room is actually a stone golem that is presently "shut down" and ordered to obey anyone who can state the correct answer to the riddle that is written on its chest. Halaan is trying to figure out some way to control it so he can leave his jungle prison. To date, he has

only managed to translate the riddle.

DISPLAY ILLUSTRATION 19 ON IQ 12. The mumbling from the tent is Halaan looking over notes in an attempt to try to figure out how to control the stone golem. He is happy to see other "civilized folk" and glad to leave the place with or without helping the Belsona. He simply wants to return to civilization.

If the PCs wish to help the Belsona tribesmen, Halaan can give them the translation of the riddle. (See the sidebar item, "Riddle of the Stone Golem" above.)

Creature (EL 4). Anyone who says the word "Delakka" (the Belsona word for "justice") can control the stone golem. However, its primary directive is the defense of Belsona and it will not leave the city unless under the direct command of a Belsona (and none of the PCs fit the bill unless the DM wishes them to keep the golem).

Stone golem: CR 11; Large construct (9 ft. tall), HD 14d10; hp 56; Init -1 (Dex); Spd 20 ft. (cannot run); AC 26 (-1 Dex, -1 size, +18 natural); Atk +18 melee (2d10+9/2d10+9 2 slams); SA slow; SQ construct, magic immunity, damage reduction 30/+2; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

SA — Slow (Su).

SQ — Construct, Magic immunities (Ex).

CONCLUSION

Halaan is glad to help the PCs and immediately agrees to make the coin. He is quite upset at the news of Arowain's death. He insists upon traveling to Zoa if he learns that the PCs know the Wizard Geolain, stating that he will be able to fully research the coin at the man's library.

Soon after his arrival in Zoa, Halaan will send the PCs to find the three essential ingredients he is unable to procure

from the wizard Geolain. The first is a diamond touched by death, which the PCs must retrieve from the crypt of a cursed family of madmen and malcontents. The second ingredient is blue dragon's breath - lightning. Geolain advises them to travel across the Sea of the Dead to the Khydoban Desert, where they will find a blue dragon's rumored lair. Finally, Halaan will send the PCs to get the last ingredient: devil's blood spilled by a coward. Will the heroes have the mettle to accomplish such brave deeds? Find out with the next D&D KINGDOMS OF KALAMAR adventure: *Forging Darkness!*

APPENDIX

NPCs (IN ORDER OF APPEARANCE)

Veoden, male human Wiz7:

CR 7; Size M (5 ft. 10 in. tall); HD 7d4+7; hp 29; Init +1 (Dex); Spd 30 ft.; AC 15, touch 13, flat-footed 14 (+1 Dex, +1 ring, +3 bracers); Atk +4 ranged (1d4+1/crit 19-20, dagger); SQ spells; AL NG; SV Fort +3, Ref +3, Will +8; Str 9, Dex 13, Con 14, Int 18, Wis 16, Cha 16.

Skills and Feats: Alchemy +14, Concentration +11, Craft (blacksmithing) +9, Craft (carpentry) +9, Knowledge (arcana) +14, Knowledge (history) +14, Scry +14, Spellcraft +14; Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Dodge, Scribe Scroll.

Spells Prepared (4/5/4/3/2): 0th — *daze, flare, mending, open/close*; 1st — *charm person, color spray, magic missile, sleep, unseen servant*; 2nd — *flaming sphere, invisibility, levitate, mirror image*; 3rd — *fireball, hold person, lightning bolt*; 4th — *dimension door, polymorph self*.

Spellbook: 0th — all; 1st — *burning hands, charm person, color spray, feather fall, identify, light, magic missile, shocking grasp, sleep, spider climb, unseen servant*; 2nd — *alter self, continual flame, detect thoughts, flaming sphere, invisibility, levitate, mirror image, see invisibility, web*; 3rd — *fireball, greater magic weapon, halt undead, hold person, lightning bolt*; 4th — *enervation, dimension door, polymorph self*.

Possessions: dagger, +3 bracers of armor, +1 ring of protection, *potion of fly* (5th level), *potion of cure light wounds* (1st level), scroll of *lightning bolt* (9th level) and scroll of *magic missile* (9th level).

Veoden is a native of Geanavue. He wears a long, blue, sleeveless jacket over an even longer, long-sleeved tunic. His boots reach up to his knees and he carries a large pouch on his belt opposite the dagger on his right hip. His brown hair is parted down the middle and long in the back. He looks a good five years younger than his 27 years. His face is clean shaven.

The wizard is friendly and definitely a night person. He is in the habit of working until early in the morning and then sleeping late during the day (sometimes all day). Though he is messy and a bit of a slob, he thinks fairly highly of himself and his own powers. His arrogance is less pronounced than most wizards but sometimes creeps out in his speech.

Girion, male human Rgr 1:

CR 1; Size M (5 ft. 6 in. tall); HD 1d10+2; hp 12; Init +3 (Dex); Spd 30 ft.; AC 19 (+6 chainmail, +3 Dex); Atk +4 melee (1d8+3 (Str)/crit 19-20/x2, longsword); or +4 melee (1d4+3/crit 19-20/x2, silvered dagger); or +4 ranged (1d6/crit x3, composite

short bow); SQ favored enemy; SV Fort +4, Ref +3, Will +1; AL NG; Str 16, Dex 17, Con 15, Int 13, Wis 12, Cha 8.

Skills and Feats: Animal Empathy +4, Craft (bowmaking) +3, Handle Animals +2, Hide +3, Knowledge (nature) +2, Spot +2, Wilderness Lore +4; Far Shot, Point Blank Shot, Track.

Languages: merchant tongue (common), Fhokki, Elf.

SQ—Favored enemy (Ex.): +1 damage bonus vs. trolls.

Possessions: *Elven chainmail +1* (+6 AC), composite short bow, quiver of 20 arrows (4 silvered), longsword, silvered dagger.

Girion is a woodland ranger and generally dresses in forest green cloak and garb. Born in the southern Rokk Woods near Haanex, he is Reanaarian. With sandy brown hair, mustache, and dark brown eyes, he stands about five and a half feet tall and claims to have a little Elven blood, several generations back. He calls himself Girion Greenfoot or Girion Elf-friend, though his true surname is Aleis.

Girion is friendly with non-evil beings, easy to get along with, and protective of those he calls friends. Though he can fight two-handed with no penalty, he rarely does so, depending more on his bow than his sword if possible. He only keeps what treasure he can carry, preferring to travel light. Most recently, he was a member of "Bloody" Bouzaar's Bandits in southern Skarrna.

Daresh, female human Wiz9:

CR 9; Size M (5 ft. 9 in. tall); HD 9d4+18; hp 42; Init +3 (Dex); Spd 30 ft.; AC 13 (Dex); Atk +3 melee (1d4-1/crit 19-20/x2, dagger); or ranged (1d4-1/crit x2, dart); SA poison;; SV Fort +5, Ref +6, Will +6; AL LE; Str 8, Dex 16, Con 15, Int 18, Wis 11, Cha 10.

Skills and Feats: Alchemy +5, Concentration +13, Diplomacy +4, Knowledge (arcana) +6, Knowledge (history) +6, knowledge (geography) +10, Listen +5, Scry +13, Spellcraft +13; Alertness, Combat Casting, Brew Potion, Spell Penetration, Craft Wand.

Wizard Spells (4/5/5/4/3/2): 0 — *arcane mark, detect magic, mage hand, read magic*; 1st — *charm person, magic missile (x2), shield, shocking grasp*; 2nd — *darkness, knock, mirror image, protection from arrows, web*; 3rd — *blink, hold person, suggestion, tongues*; 4th — *emotion, polymorph other, polymorph self*; 5th — *telekinesis, teleport*.

Spellbook: 0 — *arcane mark, detect magic, mage hand, read magic*; 1st — *charm person, identify, magic missile, message, shield, shocking grasp, sleep, reduce*; 2nd — *darkness, daylight, fog cloud, knock, levitate, locate object, mirror image, protection from arrows, web*; 3rd — *blink, fireball, hold person, suggestion, tongues*; 4th — *dimension door, emotion, fire trap, locate creature, polymorph other, polymorph self, enervation, scrying*; 5th — *lesser planar binding, greater shadow conjuration, magic jar, telekinesis, teleport*.

Possessions: *ring of telekinesis, wand of fear, potion of alter self, potion of fly, potion of charisma, potion of cure serious wounds, dagger, 3 darts, and a vial with 5 doses of purple worm poison (1d6 Str/1d6 Str).*

Daresh is a 45 years old, with dark hair and eyes, standing 5 ft. 9 in. tall. She wears fine robes of black silk with silver trim. The trim is usually on her sleeves and sash. She always wears a golden amulet.

Self centered and evil, Daresh cares only about herself. She was born and raised in Skarrna. She has no loyalty to her country (other than a goal to become its sole leader). Her tower is

approximately 40 miles north of the Dark Hills: a tall foreboding tower made of a black, coal-like stone.

She learned of the possibility of mithral lying somewhere near her home country of Skarrna and has searched for it for the last five years. In her search, she also learned of the *Coin* and the potential it could unleash. With the capture of Arowain, who knew how to create the *Coin*, her goals were finally in sight. Now she plans even bigger things.

Geolain, male human Wiz7:

CR 7; Size M (5 ft. 6 in. tall); HD 7d4+21; hp 40; Init +2 (Dex); Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 bracers); Atk +3 melee (1d6/crit x2, quarterstaff); SQ spells; AL LG; SV Fort +5, Ref +4, Will +11; Str 10, Dex 14, Con 16, Int 18, Wis 18, Cha 17.

Skills and Feats: Alchemy +10, Concentration +10, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (geography) +10, Scry +10, Spellcraft +10, Knowledge (nature) +7; Brew Potion, Craft Wand, Craft Wondrous Item, Iron Will, Scribe Scroll, Spell Penetration.

Spells Prepared (4/5/4/3/1): 0th — *detect poison, light, detect magic, read magic*; 1st — *color spray, comprehend languages, identify, mage armor, magic missile*; 2nd — *locate object, see invisibility, Tasha's hideous laughter, web*; 3rd — *dispel magic, lightning bolt, suggestion*; 4th — *locate creature*.

Spellbook: 0th — all; 1st — *color spray, comprehend languages, grease, identify, mage armor, magic missile, protection from evil, summon monster I*; 2nd — *detect thoughts, locate object, see invisibility, Tasha's hideous laughter, web*; 3rd — *dispel magic, lightning bolt, suggestion, tongues*; 4th — *enervation, locate creature*.

Possessions: *quarterstaff, +2 bracers of armor, ring of invisibility, scroll of finger of death and wand of hold person (12 charges).*

Geolain has long white hair that circles his bald head. His beard, also long and white, is immaculately groomed. He always wears gray robes and, when traveling, a pointed hat with a wide brim. He looks very old and pretends to be hard of hearing.

Haager Pocaat, male human Ftr2:

CR 2; Size M (6 ft. 4 in. tall); HD 2d10; hp 11; Init +6 (Dex +2, improved initiative +4); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atk +4 melee (1d6+2/crit 19-20/x2, short sword); or +4 melee (1d4+2/crit 19-20/x2, dagger) SV Fort +5, Ref +2, Will -1; AL LN; Str 14, Dex 15, Con 10, Int 15, Wis 8, Cha 11.

Skills and Feats: Balance +2, Climb +5, Jump +5, Knowledge (geography) +2, Profession (sailor) +2, Swim +4; Ambidexterity, Dodge, Great Fortitude, Improved Initiative.

Possessions: *leather armor, short sword, dagger.*

Captain Pocaat is the owner of the cog Forsaken. His hair is sun-bleached blonde and his skin dark brown. He has striking green eyes. He typically wears breeches and a shirt, though he has a long blue coat that he sometimes wears in bad weather.

Pocaat is adventurous though he prizes his ship and crew over everything else and will not risk either one if he has another choice in any circumstance. He is level-headed and an excellent pilot and navigator.

Born in one of the cities of Reanaaria Bay (not even he is sure which one), Pocaat took to the seas as a youth and never left. By the time he was 20, he owned his own ship with which he began

to run around the Beak to the western lands. He made great profit from this and could probably retire at any time but he loves sailing far too much. More recently he has restricted his travels within Reanaaria Bay.

Captain Wien, male human Ftr2:

CR 2; Size M (6 ft. tall); HD 2d10; hp 12; Init -1 (Dex -1); Spd 30 ft.; AC 9 (-1 Dex); Atk +1 melee (1d6-1/crit 19-20/x2, short sword) SV Fort +3, Ref -1, Will -1; AL LN; Str 8, Dex 9, Con 10, Int 14, Wis 9, Cha 17.

Skills and Feats: Balance +2, Climb +4, Intuit Direction +2, Knowledge (geography) +2, profession (sailor) +2, Swim +5; Expertise, Improved Disarm, Improved Trip, Weapon Focus (short sword).

Possessions: none.

A tall, blonde, tanned man, Captain Wien is a native of Fymor (Fhokki) and has sailed between there and Svimohzia for almost a decade. He is handsome and easy to get along with.

Halaan, male human Wiz5:

CR 5; Size M (5 ft. 3 in. tall); HD 5d4; hp 14; Init -1; Spd 30 ft.; AC 12; Atk -2 melee (no weapons); SV Fort +1, Ref +0, Will +7; AL CG; Str 7, Dex 9, Con 11, Int 18, Wis 16, Cha 7.

Skills and Feats: Alchemy +8, Appraise +2, Craft (precious metal) +8, Gather Information +4, Knowledge (arcana) +8, Knowledge (history) +8, Spellcraft +8; Brew Potion, Craft Wondrous Item, Skill Focus (alchemy), Scribe Scroll.

Wizard Spells: None presently; no access to spell books.

Possessions: torn robes.

Halaan is a little old bald man in his 90's. Curly gray hair still sprouts from the sides of his head (and out of his ears). He keeps his pudgy face clean shaven and is very pale (and liable to sunburn if exposed to too much sun). He smells like chemicals.

Halaan is a grumpy old man, unkind and bitter about everything. Only when some experiment goes right with the alchemist crack a smile and demand to celebrate with wine. He lost his spell book years ago and now focuses on alchemy only.

Krunk, male human War5:

CR 4; Size M (6 ft. 2 in. tall); HD 5d8+10; hp 35; Init +5 (Dex); Spd 20 ft.; AC 12 [shield, +1 Dex], touch 12, flat-footed 10; Atk +9 melee (1d6+4); AL LN; SV Fort +6, Ref +2, Will +1; Str 18, Dex 13, Con 15, Int 14, Wis 10, Cha 15.

Skills/feats: Climb +6, Diplomacy +2, Handle Animal +6 Intimidate +6, Jump +6, Ride +6, Swim +2; Cleave, Improved Initiative, Power Attack.

Possessions: shield, short sword, shortbow and arrows.

SPECIAL ATTACKS AND QUALITIES

All Special Attacks (SA) and Special Qualities (SQ) for every creature in this adventure is listed in alphabetical order here for convenient reference during game play.

SA—Special Attacks

SA — Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12.

SA — Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of temporary Constitution damage each round it remains

attached. Once it has drained 4 points of Constitution, it detaches and flies off to digest the meal.

SA — Blood Frenzy: Once per day, a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution, +2 Strength, and suffers a -2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

SA — Constriction (Ex): If the snake encounters a ship and wraps itself around it, it can crush the ship in 10 rounds. The snake can no longer use its Dexterity bonus for AC (resulting in an AC of 12 so long as it constricts a ship).

SA — Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of those humanoid victims lie where they fell to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation.

SA — Death Touch (Su), Varin. Once a day Varin can use a death touch. Upon his touch, roll 5d6. If the total is greater than his opponent's remaining hit points, the victim dies.

SA — Disease (Ex), Dire Rats: Filth fever — bite, Fortitude Save (DC12), incubation period 1d3 days, damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

SA — Disease (Ex), Larvae: A successful bite attack causes the victim to make a Fortitude saving throw (DC 18) or contract demon fever. The disease incubates for 1 day and then causes 1d6 points of Constitution damage per day until the disease is healed. Each day the check does not succeed, the victim must make another saving throw or 1 point of the Constitution loss is permanent (see disease section on pg. 74 of the DMG).

SA — Evil Spells (Su), Varin: Varin casts Evil spells as a 6th level cleric.

SA — Improved Grab (Ex): If the snake hits with its bite attack, it can grapple as a free action without provoking an attack of opportunity, grabbing its opponent with its coils and dealing 1d8+10 automatic damage each round until the opponent escapes or dies.

SA — Nine Lives increase power (Ex), Guardian Familiar: The guardian familiar has nine lives. Each time it is slain, up to the 9th time, it is instantly reborn stronger than before. At each rebirth, add 1 to its number of Hit Dice (and +1 to its melee attacks), 5 feet to its movement, +1 to its AC, and one point of damage to each of its attacks. Thus, if it is slain four times, it will be reborn at 5th level and have an AC 16, Spd 50 ft., HD 5d8, and do 1d4+4/1d4+4 points of damage with its claws and 1d6+4 damage with its bite.

SA — Paralysis (Ex): Those struck by the ghouls' attack must succeed a Fortitude Check (DC14) or be paralyzed for 1d6+2 minutes. Elves are immune to the paralysis.

SA — Poison (Ex), Adders: Bite, Fortitude Check (DC11); initial and secondary damage 1d6 temporary Constitution.

SA — Poison (Ex), Centipede: Any PC bitten by a centipede must make a successful Fortitude saving throw (DC 11) after 1 minute or take 1d2 points of temporary Dexterity damage.

SA — Poison (Ex), Imp: Sting, Fortitude save DC 13; initial damage 1d4 temporary Dexterity; secondary damage 2d4 temporary Dexterity.

SA — Poison (Ex), Spiders: Any PC bitten by a spider must make a successful Fortitude saving throw (DC 11) or suffer an initial damage of 1d3 points of temporary Strength damage.

SA — Polymorph (Su), Imp: The imp can assume other forms at will as a standard action. This ability functions as a *polymorph* self cast by a 12th level sorcerer, except the individual imp can assume only one or two forms no larger than medium sized. This imp's forms are a raven and a rat.

SA — Slow (Su), Stone Golem: The golem can use *slow* as a free action once every two rounds. The effect has a range of 10 feet and a duration of two rounds, requiring a successful Will Save (DC 13) to negate. The ability is otherwise the same as the spell.

SA — Spell-like Ability, Imp: At will — *detect good, detect magic, and invisibility* (self only); 1/day — *suggestion*. These are as spells cast by a 6th level sorcerer (save DC 10 + spell level). Once per week the imp can *commune* and ask 6 questions. The ability otherwise works as the spell cast by a 12th level cleric.

SA — Web (Ex), Spiders: The spider produces silk. The spider gets a +8 competence bonus to Hide and Move Silently checks when using webs. They can also cast web (8/day). Similar to a net attack, it has a limited range of 50 feet, range increment 10 ft., and effects only targets one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 18) or burst it with a Strength check (DC 24). Both are standard actions.

SA — Wounding (Su), Larvae: With a bite attack, the opponent must make a Fortitude saving throw (DC10) or lose 1 point of Constitution per round from profuse bleeding until the wound is bound or healed. Once the wound is bound, the blood loss stops. The Constitution loss is a temporary condition.

SQ—Special Qualities

SQ — Amphibious (Ex), Sahuagin: Sahuagin can survive out of water for 1 hour per 2 points of Constitution (after that refer to the drowning rules on page 85 of the *DUNGEON MASTER'S Guide*).

SQ — Construct, Stone Golem: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

SQ — Damage Reduction (Ex), Imp, Poltergeist, Stone Golem: Damage reduction of 5-10/silver. See the encounter description.

SQ — Darkvision 60', Goblins: Goblins can see via darkvision.

SQ — Fear (Su): Any PCs struck by any of the items a poltergeist wields must make a Will saving throw (DC 15) or flee in terror for 2d12 rounds, dropping items held 50% of the time. Those that cannot flee cower in the corner.

SQ — Invisibility (Su): Poltergeists are partially intangible as well as invisible and make no noise when they move. Items picked up by the creatures remain visible however. See the D & D *DUNGEON MASTER'S Guide* pg 77-78 for details on invisibility.

SQ — Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or daylight spells) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves and checks while operating in bright light.

SQ — Magic immunities (Ex): Golems completely resist most magic and supernatural effects. A stone golem is immune to all spells, spell-like abilities, and supernatural effects except as follows. A *transmute rock to mud* spell slows it (as a *slow* spell)

for 2d6 rounds with no saving throw while a *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the golems structure but makes it vulnerable to any normal attacks for the following round (this does not include spells except those that cause damage).

SQ — Regeneration 2 (Ex), Imp: Imps take normal damage from acid and from holy and blessed weapons (if silver or enchanted).

SQ — Scent (Ex): Detect within 30 feet by sense of smell. If opponents are upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

SQ — Undead: Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects; not subject to critical hits, sneak attacks, ability damage, ability drain, energy drain, and death from massive damage.

SQ — Underwater Sense (Ex): A sahuagin can locate creatures underwater within a 30 foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems such as undead, oozes, and constructs. A sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater.

SQ — Vermin (Ex): Immune to all mind influence effects (charms, compulsions, phantasms, and moral spells).

The Coin of Power

The item appears to be an odd-looking coin made of mithral with a small hole in the center. Strange runes cover both faces of the piece. Only four ingredients are known outside of alchemical circles for making the device. They are a pound of pure mithral, a diamond touched by death, blue dragon's breath, and the blood of a demon spilled by a coward. Many complicated steps and other ingredients are required by the alchemist daring to produce such an item.

NEW MAGIC ITEM

The Coin of Power

Tirisus the alchemist forged the first *Coin of Power* hundreds of years ago for a Skarrn warrior named Hekkel. Hekkel used the *Coin* during the Battle of Sturgard in which he and his band of Skarrn mercenaries aided dwarves of the Vrykarrs against raiding giants. Numerous skirmishes occurred over a period of many months, composing the Battle of Sturgard. Accounts of the time tell of the great warrior Hekkel who was able to strike down powerful giants with a frightening bolt of black magical energy that he commanded forth from a coin hanging from his neck. In the heat of one of the final confrontations, Hekkel was lost. Neither his body nor the *Coin* were ever recovered. Sages speculate that he was consumed by the *Coin* as payback for the unrighteous power he had released. Since that time, the formula for crafting the *Coin* has been lost to all but the students of Tirisus. The only known alchemists who presently know how to craft the *Coin* are Arowain Fain and Halaan. (See the sidebar item "The *Coin of Power*" for details.)

The *Coin* houses a malevolent force which bestows the following powers:

•**Enhanced power:** Imbued by the power of the *Coin*, the owner gains two class levels. Additional Skills, Feats, and an increase in ability scores go with this increase in level. The owner can only gain additional levels in a class that the owner already holds and these levels are lost should the owner lose the *Coin*.

•**Black bolt:** On command, the *Coin* casts forth a black bolt of energy that can kill whomever it strikes. The wielder of the

Coin must make a successful ranged touch attack. The victim remains unharmed if he makes a successful Fortitude roll. The bolt has an effective range of 30 yards and affects any living thing. Anyone killed by such a bolt dies an agonizing death by withering; resurrection or raising is impossible. The bolt cannot affect someone holding another *Coin*. This power can be used once per month and only affects one target. Those who make their Fortitude roll become immune to the effect if exposed at a later date.

The *Coin* also has several drawbacks:

•**Burn out:** Each use of the *Coin* has a 2% cumulative chance of backlashing and blasting the user with the *black bolt of withering* (no save). When this happens, both the *Coin* and its owner are destroyed. The *Coin* Daresh holds does not have this drawback since it is a part of her.

•**Corruption:** The user of the *Coin* begins to turn evil. Each time the *Coin* is used, he or she must make a Will saving throw or begin to change. Every time the PC does not make the save, she has a 10% chance (cumulative) of slipping one step closer to evil alignment. Note that this is without any of the normal penalties for alignment change.

•**Dependence:** The *Coin* forces the user to become dependent upon it. The chances of this are the same as corruption: a Will saving throw each time the *Coin* is used or a 10% (cumulative) chance of the dependence starting. Each time the PC fails her roll and becomes more dependent, there is a 50% chance that she becomes totally dependent, never letting it out of her sight and dying before she'll give it up. This leads to madness.

•**Madness:** Once the PC becomes constantly dependent on the *Coin*, she begins to go mad. She believes that someone is always out to get her and fears even her friends and henchmen. At this point, her alignment shifts to chaotic without any of the usual penalties associated with that change.

Usually, the burn out of the *Coin* destroys its owners before they can suffer many of the other effects. Since Daresh's *Coin* is inexorably linked to her, that function cannot affect her and the other powers of the *Coin* are able to take hold.

Coins of Power are not effective against each other. All of their powers are useless against someone who holds another *Coin*. Though the black bolt strikes the holder of another *Coin*, for example, it has no effect.

The *Coins* cannot be destroyed by normal means, although they react badly to each other. If the *Coins* come in contact with each other they react violently, destroying each other and causing 10d10 damage to everything else in a 20 foot radius.

Caster level: 5th

Prerequisites: Craft Wondrous Item and Knowledge (arcana) +4. In addition, whoever wants to craft the coin must obtain the information from one of Tirisus' apprentices.

Spells required: Enervation, Finger of Death.

Materials Required: Alchemist's lab, 2 oz. mithral, a diamond touched by death, a blue dragon's breath, the blood of a devil spilled by a coward.

Market Price: 20,000 gp.

Weight: 1.5 oz.

Zoa city encounter notes:

While the city is busy most of the time, every hour or so (or at the DM's discretion) there is a 40% chance someone takes an interest in the party.

For each city encounter, choose a race (human, elf, dwarf, etc.) or roll on the race subtable. Characters of a given race tend to stick with their own kind.

Roll (d%)	Character race
01-04	Dwarf
05-08	Elf
09-10	Gnome
11-14	Half-elf
15-18	Halfling
19	Half-orc
20-25	Human, Brandobian
26-28	Human, Deji
29	Human, Fhokki
30-39	Human, Kalamaran
40-93	Human, Reanaarian
94-99	Human, Svimohzish
00	Sil-karg (Half-hobgoblin)

Arcane Spellcaster: The arcane spellcaster is probably a foreigner passing through town. Likely he is seeking supplies for a journey or for his research. The 1st to 4th-level spellcaster may be accompanied by 0-5 fighter or warrior guards (d6-1) of 1st to 3rd level (40% chance), 1st to 2nd level apprentices (50%), or fellow adventurers (10%). There is a 25% chance that he is fleeing "trouble back home" and is extremely sensitive to pursuit, perhaps even to the point of making a pre-emptive strike.

Roll (d%)	Spellcaster type
01-05	Abjurer
06-10	Conjurer
11-15	Diviner
16-20	Enchanter
21-25	Illusionist
26-30	Invoker
31-35	Necromancer
36-50	Sorcerer
51-55	Transmuter
56-00	Wizard

Adventuring Party: An adventuring party consists of 1d4+2 characters of varied class (1st through 4th levels) who may see the PCs as rivals, colleagues, competitors or enemies.

Armorer: The armorer (or any craftsman - armorer, basketweaver, blacksmith, bookbinder, carpenter, cobbler, cooper, jeweler/gemcutter, locksmith, potter, sculptor, shipwright, stonemason or tailor) is a master (2nd to 5th-level expert) half the time or a journeyman (1st to 3rd-level expert) the other half, with an apprentice or two. The craftsman may be out to get supplies, deal with customers or out on errands unrelated to his craft. Craftspeople tend to be on friendly terms with the watch.

Artist: The character is a 2nd to 5th-level expert or aristocrat who fancies himself an fine artist. An aristocrat artist considers himself above the rabble in the streets; an expert may see some artistic value in the PCs or try to sell them work. Two artists will

be a master with a student or admirer. An apprentice is at least one level lower than his mentor. Admirers are 1st-level aristocrats or commoners.

Assassin: This encounter depends on locale and situation. The assassin may be passing time, on a mission not involving the PCs or their friends, enemies, or contacts. A possible target could be an NPC who is connected to the party, or possibly even one of the PCs. In the last case, the assassin will be scouting the target before making a move, to avoid being seen. At night, the assassin may try to take advantage of the situation if there are few people around and he thinks he can complete the mission. A 1st to 6th-level assassin may work with 0-2 (d3-1) assistants. The assistants are as likely to be hired for a specific task (such as distraction) as to be fighters or even assassins themselves. Assistants are 1st to 3rd-level fighters, rogues, or assassins.

Because even a 1st-level assassin must have been at least a 5th-level rogue, the DM may decide to make "assassin" a job description instead of a class, and make the main character of this encounter a 2nd to 5th-level rogue or even fighter. Also, if none of the PCs have earned the ire of someone who could or would hire an assassin, this roll should be ignored.

Bards: Bards need both adulation and coin, though 25% are adventurers. A single bard is a lone traveler, two bards are a master and an apprentice. The main bard will be 2nd to 5th-level; an apprentice would be a 1st to 2nd-level bard and at least one level lower than his master.

Basketweaver: See the entry for Armorer.

Beggar: One or more people seek sympathy in the form of hard currency. Beggars are usually very old or very young and are frequently maimed (or at least appear so). They typically receive copper or silver, though they never allow too much coin to show at once. Beggars can be very observant: there is a 10% for a beggar to know information a PC might want, if asked after receiving alms. A beggar is a 1st or 2nd-level commoner. There is a 20% chance the beggar is actually a 1st to 3rd-level rogue in disguise.

When giving charity to a beggar, there is a 50% chance of attracting the attention of others nearby.

Blacksmith: See the entry for Armorer.

Bookbinder: See the entry for Armorer.

Bruised "thief": Crowds deal with thieves by beating them, not bothering to involve the city watch. Thus battered people are eyed suspiciously. The individual may actually have been caught stealing, falsely accused, in unfortunate coincidental circumstances (just fought off muggers), or part of an elaborate scheme. Roll again to determine the "thief's" class.

Carpenter: See the entry for Armorer.

Cat: This is a domestic cat. At the DM's discretion (or roll with a 5% chance), it may be a familiar for a sorcerer or wizard. (See the D & D Monster Manual page 195.)

City guard: These are 3-12 (3d4) soldiers. They may currently be stationed in the city, in which case they will act much like the watch. Otherwise they are on leave or traveling between assignments. The guard is less likely to harass people than the watch, and generally is better disciplined. Fighting the city guard is a good way to make a lot of enemies quickly. Most guards are 1st to 2nd-level warriors. For every 8 soldiers, there will be one 3rd-level warrior sergeant. Ignore the race roll and use the guard subtable. An individual unit will consist entirely of one race (all humans or all gnomes, etc.).

Roll (d%)	Guard's Race
01-25	Human infantry
26-65	Dwarf soldiers
66-00	Gnome crossbowmen

City official: Usually a minor official in city government, he will be haughty and care more about technicalities than anything else. Each travels with 0-3 (1d4-1) guards or assistants, have their own agenda and rarely deign to deal with anyone not on it. The official is a 1st to 3rd-level commoner (70%), expert (25%), or aristocrat (5%). His assistants are 1st to 2nd-level commoners and his guards are 1st to 2nd-level warriors.

There is a 10% chance the official is actually a bigwig, a 2% chance it is a random member of the twelve-man city council, and a 1% chance the official is Werlen himself (see the city description of Zoa under "Government").

City Watch: The watch is charged with keeping order within the city. Usually humans, they are likely to question suspicious persons, arrest lawbreakers, investigate accusations, harass good citizens for no real reason, etc. The watch patrols in a group of 3-6 (1d4+2). There will be one 1st to 4th-level fighter and 2-4 warriors of 1st to 3rd-level under his command.

Clerics: Generally they are on some temple mission, anything from courier services to preaching and/or attempting to gain converts. The leader will be a 1st to 6th-level cleric, his companions will be 1st to 3rd level.

The initial attitude of the clerics depends on their specific faith. For clerics of "other" faiths (those not as well represented in Zoa, substitute any faith that seems appropriate).

Cobbler: See the entry for Armorer.

Cooper: See the entry for Armorer.

Dire Rats: Dire rats are only encountered in and near ruins and dark places. There will be 11-20 (1d10+10). See the D & D Monster Manual page 56.

Dogs: There are 1d3 dogs. Stray dogs have a 25% chance to have rabies. Pets have a 5% chance, but are probably not yet at the "foaming at the mouth" stage. [DISEASE: Rabies: Injury, Fort save DC12, Incubation 1d4 days, Damage 1d3 temporary Con]. See the D & D Monster Manual page 195 (small animal), or page 196 (medium animal - use riding dog statistics).

Doppelganger: A doppelganger uses its shapeshifting ability to appear as someone the party might trust. If it succeeds, it remains with the party until it feels the time is right to rob or kill them, often when they are asleep. There are one or two doppelgangers. See the D & D Monster Manual page 60.

Druid: This encounter involves a 1st to 6th level-druid, who may be in town for a lark or just passing through.

Drunk: Drunks often mistake PCs for old friends or hated enemies. Those encountered well before sunset are likely (80%) alcoholics. If threatened, the DM may decide (or roll for a 20% chance) that the drunks sober up. Roll again to determine the drunks' class (sorcerers, mercenaries, etc.), otherwise they are commoners.

Dwarf spirit: One of the six dwarven spirits native to Zoa appears. (See the city description for Zoa under "Special Notes").

Farmer: The main farmer is a 1st to 3rd-level commoner. He and 0-3 companions (1st to 2nd-level commoners) are in town on business, either selling their wares or getting supplies. They may try to sell something to the PCs.

Fighter: This encounter is with a 1st to 4th-level fighter and 0-3 (1d4-1) followers (1st to 2nd-level fighters). The leader is a current or former adventurer 50% of the time, the other 50% of the time he is a current or former military type, possibly from another city, town, or nation.

Fop: This foppish dandy is a 1st to 6th-level aristocrat. He is out on the town with 1-4 sycophants (1st to 3rd-level aristocrats). Fops are extremely sensitive to rude remarks and likely to demand satisfaction. A fop seeks revenge by causing trouble with officials or may even personally challenge a PC to a duel.

Gentlewoman: A noblewoman (a 1st to 3rd level Aristocrat) and 1d4 guards (1st to 3rd-level warriors) or companions (1st to 2nd-level aristocrats) (50% chance of either) may be shopping or on an errand. Like all aristocrats, gentlewomen are easily offended. They are more likely to seek a champion than personally duel, if the offense is great. The first choice is to make trouble for the offenders by involving officials or the watch.

Ghast: Undead encounters only occur at night near cemeteries, charnel houses, or ruins. The ghast will be alone (75%) or accompanied by 1d3 ghouls (25%). See the D & D Monster Manual page 97.

Ghoul: Undead encounters only occur at night near cemeteries, charnel houses, or ruins. There will be 2-4 (1d3+1) ghouls. See the D & D Monster Manual page 97.

Goodwife: A 1st level commoner, a goodwife is married to a local peasant or craftsman (lower or middle class). Typically she is doing chores or socializing with 0-2 companions (1st level commoners) who may be friends or relatives. If threatened she screams for help, accusing the party of moderate to severe crimes (real or imagined). Half of the time, a goodwife knows an interesting bit of gossip.

Harlot: Members of the oldest profession, harlots range from the slovenly trull to a haughty courtesan to an aged madam. Harlots are only interested in money and quickly move on if a prospective customer does not have enough. There is a 20% chance the harlot has valuable information and a 50% chance she will make something up. Some harlots (30%) work with thieves and seek to relieve the PCs of their wealth.

On a roll of 01-75, the harlot is a 1st to 3rd-level commoner, for 76-98 a 1st to 3rd-level expert or aristocrat, and for 99-00 she is a 1st to 4th-level expert Performer or an aristocrat.

Herdsmen: The main herdsman is a 1st to 3rd-level commoner. He and any companions (1st to 2nd-level commoners) are in town on business, either selling their wares or getting supplies. They may try to sell something to the PCs.

Jeweler/Gemcutter: See the entry for Armorer.

Laborers: Several (3d4) unskilled or semi-skilled workers (1st to 3rd-level commoners) travel together on their way to or from work. They are without any particular leader. Laborers often have friends on the city watch. Some (10%) moonlight with the watch themselves.

Locksmith: See the entry for Armorer.

Mercenaries: These are 3-12 (3d4) people who are on a job, looking for work, or celebrating a payday (in which case there is a 25% chance they are drunk). Most have chain shirts or chainmail armor and common weapons (longswords or battleaxes). They may be willing to hire on with the party. For every 6 mercenaries (1st-level warriors), one is a 2nd or 3rd-level sergeant (warrior or fighter). If 10 or more are encountered, the leader is a 4th to 6th-level fighter.

Merchants: A merchant will probably try to sell wares to the PCs. Low merchants have hit hard times or deal with smalltime goods (such as carved wooden forks). Rich merchants only deal with aristocrats, those who look and act like aristocrats, or the very wealthy. Most merchants are somewhere in the middle. Merchants are likely to travel with assistants, apprentices, family members, and/or several guards.

The merchant himself is a 1st to 4th-level commoner or expert. A low merchant may travel with 0-3 (d4-1) assistants (1st to 2nd-level commoners). A middle merchant is a 1st to 4th-level expert. He will have 0-2 (1d3-1) assistants. There is a 50% chance he travels with 1d4 guards (1st to 3rd-level warriors).

Monk: The PCs encounter a single 1st to 6th-level monk.

Muggers: A band of 3d4 toughs has decided to take whatever they can. The muggers are 1st to 2nd-level warriors. The leader is a 3rd to 6th-level warrior or fighter.

Musicians: Musicians may be indistinguishable from bards. The primary musician is a 1st to 4th-level expert or an

Roll	Encounter	Roll	Encounter
01-03	Adventuring Party	596-605	Locksmith
04-14	Arcane spellcaster	606-620	Mercenary
15-24	Armorer	621-630	Merchant, low
25-34	Artist	631-650	Merchant, middle
35-39	Assassin	651-655	Merchant, rich
40-69	Bard	656-658	Monk
70-90	Basketweaver	659-684	Mugger
91-130	Beggar	685-694	Musician
131-140	Blacksmith	695-697	Paladin
141-150	Bookbinder	698-720	Peddler
151-160	Bruised "thief"	721-740	Pickpocket
161-190	Carpenter	741-750	Pilgrim
191-215	City guard	751-760	Potter
216-220	City official	761-780	Press gang
221-245	City watchmen	781-800	Rake
246-254	Cleric, Profiteer	801-803	Ranger
255-264	Cleric, Home Foundation	804-813	Rats
265-274	Cleric, Assembly of Light	814-823	Refugee
275-284	Cleric, Parish of Love	824-843	Rogue
285-294	Cleric, Temple of the Stars	844-863	Ruffian
295-304	Cleric, Passionate One	864-867	Sage
305-325	Cleric, other	868-877	Sailor
326-335	Cobbler	878-880	Scribe
336-345	Cooper	881-890	Sculptor
346-354	Dire Rats	891-895	Sea captain
355-357	Doppelganger	896	Shadow
358-360	Druid	897-906	Shipwright
361-400	Drunk	907-909	Slave, escaped
401-412	Dwarf Spirit	910-920	Slaver
413-452	Farmer	921-930	Smuggler
453-475	Fop	931-940	Stonemason
476-495	Gentlewoman	941-950	Stablehand
496	Ghast	951-960	Tailor
497	Ghoul	961-974	Warrior
498-530	Goodwife	975-994	Weaponsmith
531-550	Harlot	995-999	Werewerats
551-560	Jeweler/Gemcutter	000	Wight
561-595	Laborer		

aristocrat who fancies himself a melody maker. Musicians travel with 0-2 apprentices (1d3-1) 50% of the time.

Paladin: A holy warrior unlikely to be mistaken for a mere fighter, a paladin is usually on a specific mission, although he may be between missions. A paladin (2nd to 5th level) travels with 0-2 squires.

Peddler: He is always eager to sell his wares, although generally his purpose in town is to get supplies before travelling to smaller towns. A Peddler is a 1st to 4th-level commoner or expert, usually traveling with an apprentice of 1st to 2nd-level. In dangerous times, Peddlers travel with 2d4 guards (1st to 3rd-level warriors).

Pickpocket: One of the PCs discovers he has been robbed. The DM should determine what was stolen. There is a 45% chance the Pickpocket is gone, a 45% chance the PC notices a running figure, and a 10% chance that the thief is caught in the act. The Pickpocket is a 1st to 4th-level rogue.

Pilgrim: This group of 3d12 people is very focused on reaching a particular religious destination. While pilgrims can be of any alignment, the group will be the same alignment. The leader is often a cleric, fighter, or warrior of 1st to 4th-level. The others are 1st to 3rd-level commoners.

Potter: See the entry for Armorer.

Press Gang: Consisting of 2d8 burly, club-wielding sailors, press gangs seek the weak and outnumbered. They attempt to knock targets unconscious and force them to join their crew at sea. Most of the gang are 1st-level warriors, the leader is a 3rd to 6th-level warrior or fighter.

Rake: A young, frequently rude aristocrat, a rake often attempts to draw out a challenge with sarcasm and taunts. Even more sensitive than fops, rakes are very likely to demand satisfaction for the slightest perceived offense. The rake himself is a 1st to 4th-level aristocrat or rogue. He travels with 0-3 (1d4-1) 1st to 2nd-level aristocrats or rogues. Even when not actually drunk, a rake is at least tipsy.

Ranger: A ranger encounter is with a 1st to 6th-level ranger. He is just passing through, perhaps seeking supplies or waiting for new weapons/armor to be completed. Rangers travel alone.

Rats: A swarm of 10-100 rats assaults the PCs. Rat encounters only occur in or near dark places, though they live everywhere. Rats usually have fleas, and there is a 1 to 5% chance (DM choice) that some of these fleas carry the Black Plague [DISEASE: Injury, Fort save DC14, Incubation 1d3 days, Damage 1d3 temporary Strength, 1d6 temporary Con. When damaged, the character must succeed at another Fortitude save (DC14), or 1 point of Con loss is permanent]. See the D & D Monster Manual page 201.

Refugees: These are dwarves or gnomes recently arrived in town. They are 1st to 3rd-level commoners. Chances are they are short on possessions and cash, and may be willing to work for the PCs in some way. They will want to avoid trouble.

Rogue: One to three of these specialists may be cat burglars, smugglers or even adventurers. They are unlikely to directly confront the party. If they see something worthy of stealing, they may plan to help themselves later after the victims have been properly scouted. The leader is a rogue of 1st to 6th-level. His accessories are rogues, fighters, or experts of 1st to 4th-level.

Ruffians: Ruffians tend to be shabbily dressed and carry concealed weapons. They travel in packs (1d6+6), looking for an excuse to make trouble. While they are mainly out to intimidate

people, they can kill when pushed. Usually they would rather beat someone and take a coin pouch. Ruffians are 1st or 2nd-level warriors with a 3rd to 6th-level warrior or fighter as their ringleader.

Sage: A sage is likely to be preoccupied with matters of knowledge. If encountered on the street, he is probably seeking a tome or meeting with another expert of some kind, though he may simply be buying groceries. A sage is a 1st to 6th-level expert. There is a 1% chance the sage is actually the gnome tutor Restam, the former miner Sutiola "Sooty" Suoriina or Ziliana Abeilua (see the city description for Zoa under "Mages & Sages").

Sailors: This encounter is with a group of 3d4 sailors. They are probably drinking, heading to their next assignment, or celebrating their last successful trip. They may be on the run from a cruel captain (especially if they were initially impressed into service) or simply looking for another ship on which to sign on for a mission. Sailors are 1st to 3rd-level commoners or experts. There is a 40% chance there is a 4th to 6th-level expert or fighter among them.

Scribe: A scribe is either moving between jobs, going home or to work, or looking for someone who might partake of his services. A scribe is a 1st to 3rd-level expert.

Sculptor: See the entry for Armorer.

Sea Captain: A sea captain is a 1st to 6th-level expert. He is bragging about his exploits, celebrating a successful voyage, resting between trips or seeking crew members that are trying to shirk duty. If the captain is 2nd level or higher there is a 50% chance his mate is with him. The captain's mate is an expert at least one level lower than his commander.

Shadow: Undead encounters only occur at night near cemeteries, charnel houses, or ruins. One or two shadows lie in wait for a chance to wreak vengeance on the living. See the D & D Monster Manual page 161.

Shipwright: See the entry for Armorer.

Slave, escaped: Escaped slaves are concerned with getting away from their former masters and the law in general. They will either try to avoid the party or seek assistance if it seems the PCs might be willing to help. Escaped slaves will flee combat, only fighting if cornered and desperate. A slave is a 1st to 2nd-level commoner. One or two appear at a time. If there are two, the second might be in hiding, waiting to see what happens to his companion.

Slavers: Generally a slaver has little interest in a party unless he is seeking an escaped slave. He may be seeking new slaves and unconcerned how he acquires them (though it is unlikely that a group of PCs will appear to be a good target). A slaver is a 1st to 4th-level expert or commoner. He travels with 1 to 2 assistants (1st to 2nd-level commoners), 0-5 (1d6-1) guards (1st to 4th-level warriors or fighters), and 0-4 (usually chained) slaves (1st to 2nd-level commoners).

Smuggler: A smuggler may approach the PCs to sell them something if the PCs look wealthy enough (and unlikely to tell authorities). A smuggler is a 1st to 6th-level expert or a 1st to 4th-level rogue. He has 0-2 (1d3-1) assistants (1st to 2nd-level experts or commoners) and 0-3 (1d4-1) guards (1st to 3rd-level warriors).

Stable hand: A stable hand encounter is with 1d3 hands. They may have lost a horse and be out trying to retrieve it, else they are running errands or fleeing cruel masters. There is a 10% chance a stable hand is actually in league with thieves and out scouting rich victims - i.e. people who can afford horses. A stable hand is a 1st to 3rd-level commoner or expert.

Stonemason: See the entry for Armorer.

Tailor: See the entry for Armorer.

Warrior: This encounter is with a 1st to 6th level warrior.

Weaponsmith, gnome: These are "Small Towners" who resent the current garrison in Small Town. They were very unhappy about Werlen's pricing standardization law (passed at the behest of the human Smith's Guild) and took up arms against them. Though the uprising is behind them, tension still runs high. Weaponsmiths are 1st to 5th-level experts who travel in a group of 1d6.

Weaponsmith, dwarf: See the entry for Weaponsmith, gnome.

Weaponsmith, Smith's Guild: See the entry for Weaponsmith, gnome and dwarf. The Smith's Guild resented the high quality, lower priced work of the gnomes and dwarves and put Werlen up to passing the edict. They feel their action is justified to protect their livelihood. Many are quite racist against gnomes and dwarves. Human weaponsmiths are experts of 1st to 5th-level. Currently they travel in a group of 1d4.

Wererats: One to three wererats will try to set up an ambush if they see an opportunity to expand the pack or get some treasure. During the day they will be in human form, at night they will be in human form (50%), rat form (30%), or hybrid form (20%) on first appearance. See the D & D Monster Manual page 219.

Wight: Undead encounters only occur at night near cemeteries, charnel houses, or ruins. There will be one or two wights. See the D & D Monster Manual page 183.

GLOSSARY OF TERMS

Ardarr-Norr – largest city in the Lands of Skarrna, also known as the City of Pearls, see *KINGDOMS OF KALAMAR* p110.

Ballista – military equipment used to hurl stones and other missiles over a distance.

Baolo – family name of the most influential villagers in Haanex, p5.

Belsona – savage human tribe inhabiting the lost city of Belsona, within the Reelio Jungle, p32.

Beriece – male human Rogue encountered in Zoa, p19.

Bet Kalamar – capital city of the Kingdom of Kalamar, the largest and most opulent city on Tellene, see *KINGDOMS OF KALAMAR* p38.

Blash – ogre, brother of Grumm, p11.

Blind Beggar Inn – small, low-class tavern in Zoa, p22.

Boelain – orphaned child adopted by Veoden, p5.

Cog – single-masted sailing vessel with a large carrying capacity.

Coin of Power – powerful magical artifact which corrupts the user for evil, p10, 37.

Dairoo, Atuur – last of the Dairoo line, was buried with Walker Dairoo's map, p2, 6.

Dairoo, Walker – ancestor of Atuur, drew a map to the Fallen Star, p2, 6.

Daresh – female human Wizard, 10, 35.

Dragon's Breath, The – pirate ship owned by the fierce pirate Captain Vile, p14.

Draska, Kingdom of – Dwarven Kingdom located in the Byth Mountains, see *KINGDOMS OF KALAMAR* p123.

Driscall – owner of the Blind Beggar Inn, p22.

Drhokker – loose confederation of towns and villages, from the Rokk Woods to the northern tip of the Narrajy Forest, and

from the southern edge of the Rytart Woods to Lake Adesh, see *KINGDOMS OF KALAMAR* p102.

Evloir – young rogue encountered in the city of Zoa, p18.

Fain, Arowain – alchemist, captured by Daresh and forced to create a *Coin of Power*, p10.

Fallen Star – mithral meteor which landed in the Vrykart Mountains over 100 years ago, p2.

Fapeki – Kalamaran name for the goddess of justice and truth, see *KINGDOMS OF KALAMAR* p192.

Fautee Forest – small woodland covering the lower reaches of the Faunee Rise, extending into the peninsula below, see *KINGDOMS OF KALAMAR* p140.

Fhokki – one of the human races of Tellene, usually large, muscular, and fair-skinned, see *KINGDOMS OF KALAMAR*, p7.

Foosiwain – mayor of Haanex, p3.

Forsaken, The – merchant vessel located at the Haanex docks, captained by Haager Pocaat, p12.

Geanavue – city-state located inland from the west coast of Reanaaria Bay, on the eastern edge of the southern Counai Heights, see *KINGDOMS OF KALAMAR* p131.

Geolain – male human Wizard, p21.

Girion – male human Ranger, able to guide the players through the Vry Naasu Headlands, p6, 34.

Grumm – ogre, brother of Blash, p11.

Haanex – small fishing and trading town located on the northwestern edge of Reanaaria Bay, just south of Skarrna, p3.

Hachita – savage and cannibalistic human tribe inhabiting the Reelio Jungle, p24.

Halaan – alchemist held captive by the Belsona to solve a riddle, has the ability to make a *Coin of Power*, p34, 36.

Harvest – the tenth month of the year, see *Kingdoms of Kalamar* core setting p233.

Harvester of Souls – a common name for the god of death and the underworld, see *KINGDOMS OF KALAMAR* p217.

House of Scorn – Church of the Emperor of Scorn, god of hate and bigotry, see *KINGDOMS OF KALAMAR* p219.

Hurrkal – Skryvalkker who rules the territory in southwest Skarrna near the village of Haanex, p3.

Hyperion, The – drifting merchant cog occupied by lacedons and Harvester priest Varin, p15.

Joa – servant of Geolain the Wizard, p21.

Kalamar – largest and most populous nation on Tellene, Kalamar is the central kingdom of the vast Kalamaran empire, see *KINGDOMS OF KALAMAR* p37.

Kalamaran Rosaleta – aged sweet red wine, produced in the city of Rosaleta, much prized by the Kalamaran nobility.

Ki-Ren's Rest, The – large inn located in Haanex, p3.

Knarr – heavy cargo ship used for long voyages.

Krunk – leader of the Belsona tribe, p32.

Legend of the Fallen Star – a mysterious tale told by inhabitants of northern Reanaaria Bay, p2.

Lopoliri Mountains – mountains to the south of the P'Rorul Peaks, on the Obakasek Peninsula, p24.

Obakasek Jungle – jungle spanning the southwestern slopes of the Lopolirir Mountains to the Kalamaran Sea, home to many goblinoid tribes, see *KINGDOMS OF KALAMAR* p68.

Pekal Stout – type of dark ale brewed exclusively in Pekal.

Pocaat, Captain Haager – Reanaarian-born captain of the cog named Forsaken, encountered in Zoa, p12, 35.

Purguld – dwarf living in Zoa who may offer the PCs hospitality or aid, p20.

Reanaaria Bay – large, deep bay in eastern Tellene, see *KINGDOMS OF KALAMAR* p141.

Reelio Jungle – another name for the Obakasek Jungle, covering the eastern slopes of the Lopoliri Mountains to the shores of Reanaaria Bay, see *KINGDOMS OF KALAMAR* p32.

Reemae, Miana – female human Rogue, merchant encountered in the city of Zoa, p19.

Rokk Woods – hardwood forest on the edge of the Vrykarr range, see *KINGDOMS OF KALAMAR* p122.

Sea of the Dead – haunted ocean, south of the Khydoban Desert and east of the Obakasek peninsula, see *KINGDOMS OF KALAMAR* p141.

Semaj – male human Barbarian, thief encountered in the city of Zoa – p19.

Sentinels of the True Way – a group that seeks to destroy magic in all forms, see *KINGDOMS OF KALAMAR* p172.

Shyff – city-state located on the northern coast of Reanaaria Bay, see *KINGDOMS OF KALAMAR* p121.

Skarnna – country located south of Drhokker, see *KINGDOMS OF KALAMAR* p110.

Skryvalkker – title for local rulers in the Lands of Skarnna, see *KINGDOMS OF KALAMAR* p110.

Struck – male dwarf, held captive by ogre brothers Blash and Grumm, p11.

Tellene – a large continent, though it's inhabitants believe it encompasses the entirety of the planet, see *KINGDOMS OF KALAMAR* p5.

Thirsty Hound, The – small, cheap tavern in Haanex, p6.

Varin – Harvester priest found on the abandoned merchant ship Hyperion, p15.

Veoden – male human Wizard who needs mithril for his experiments, p4.

Veshemo – largest of the three moons of Tellene, see *KINGDOMS OF KALAMAR* p230.

Vile, Captain – a pirate ship captain, owner of the Dragon's Breath, p14.

Vry Naasu Headlands – barren, rocky hills on the north-western shore of Reanaaria Bay, see *KINGDOMS OF KALAMAR* p141.

Vrykarr Mountains – northeastern arm of the Ka'Asa mountains, see *KINGDOMS OF KALAMAR* p124.

Wien, Captain – former captain of the Hyperion, p15.

Xaarum – Reanaarian city-state on the Zoan peninsula, see *KINGDOMS OF KALAMAR* p137.

Xiznoom – Reanaarese name for the god of death and the underworld, see *KINGDOMS OF KALAMAR* p217.

RANDOM ENCOUNTER TABLE:

Using the table below, check for random encounters three times per day. If you determine that there is an encounter, roll on the chart (1-10,000; roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then the 10s, then ones). You may also use the detailed encounters described throughout the text, either when the foe described in the encounter appears on the table, or in place of whatever you actually rolled. See page 132 of the D & D Dungeon Master's Guide for more information.

Encounter	Vrykarr Mountains	Vry Naasu Headlands	Rokk Woods	Reelio Jungle	Skarnna Plains	Vry Naasu Plains	Kenoa Plains	Sotai-Gaglia Plains	Fautee Peninsula	Neebau Plains
Abandoned cabin	-	-	-	-	1-10	-	1-20	1-50	1-15	1-30
Abandoned equipment	-	-	-	-	11-20	-	21-40	51-100	-	31-40
Abandoned hut	-	-	-	1-10	-	-	-	-	-	-
Allip	1-3	-	-	11-15	-	-	-	101-150	16-20	-
Ancient ruins	-	-	-	16-35	21-30	-	41-60	151-160	-	41-60
Androsphinx	-	-	-	36	-	-	-	-	-	-
Ankheg	-	-	1-5	-	-	1-3	61-63	-	21-23	61-63
Annis	4-13	1-5	6-10	37-41	31-40	4-13	64-73	-	-	64-73
Ant, Giant	-	6-105	11-20	42-141	41-50	14-28	74-103	161-175	24-33	74-83
Antelope	-	-	21-120	-	51-90	29-68	104-143	176-195	-	-
Ape, Common	-	-	-	142-381	-	-	-	-	-	-
Ape, Dire	-	-	-	382-401	-	-	-	-	-	-
Aranea	-	-	121-125	402-411	-	-	-	-	-	-
Archon, Hound	14	-	-	-	-	-	-	-	-	-
Archon, Lantern	15	-	-	-	-	-	-	-	-	-
Archon, Trumpet	16	-	-	-	-	-	-	-	-	-
Arrowhawk	17	-	-	-	-	-	-	-	-	-
Assassin Vine	-	-	126-130	412-431	-	-	-	-	-	-
Astral deva	18	-	-	-	-	-	-	-	-	-
Athach	19-20	106-125	-	-	-	-	-	-	-	-
Avoral (guardinal - Celestial)	21	-	-	-	-	-	-	-	-	-
Azer	22	-	-	-	-	-	-	-	-	-
Badger	-	126-135	-	-	91-150	69-118	144-163	196-215	-	-
Badger, Dire	-	-	131-140	-	151	119	-	-	-	-
Basilisk	23-27	136-138	-	432	-	-	-	-	-	84-88
Bat	-	139-438	141-160	433-532	152-161	120-169	164-263	216-1315	34-43	89-188
Bat, Dire	-	439-448	161-165	533	-	170-171	264-265	1316-1325	-	189-198
Bear, Black	28-527	449-798	166-265	-	-	172-191	266-275	1326-1330	-	-
Bear, Brown	528-1027	799-1148	266-365	-	-	192-211	276-285	1331-1335	-	-
Bear, Dire	1028-1057	1149-1168	366-370	-	162-163	212-213	286	-	-	-
Bee, Giant	1058-1062	1169-1178	371-375	534-548	164-165	214-216	287-291	1336-1337	44-45	199-208
Beehive	-	-	376-475	549-648	166-215	217-266	292-341	1338-1387	46-95	209-308
Beetle, Giant Bombardier	1063-1069	1179-1228	476-495	649-698	216-265	267-326	342-441	1388-1437	96-145	309-388

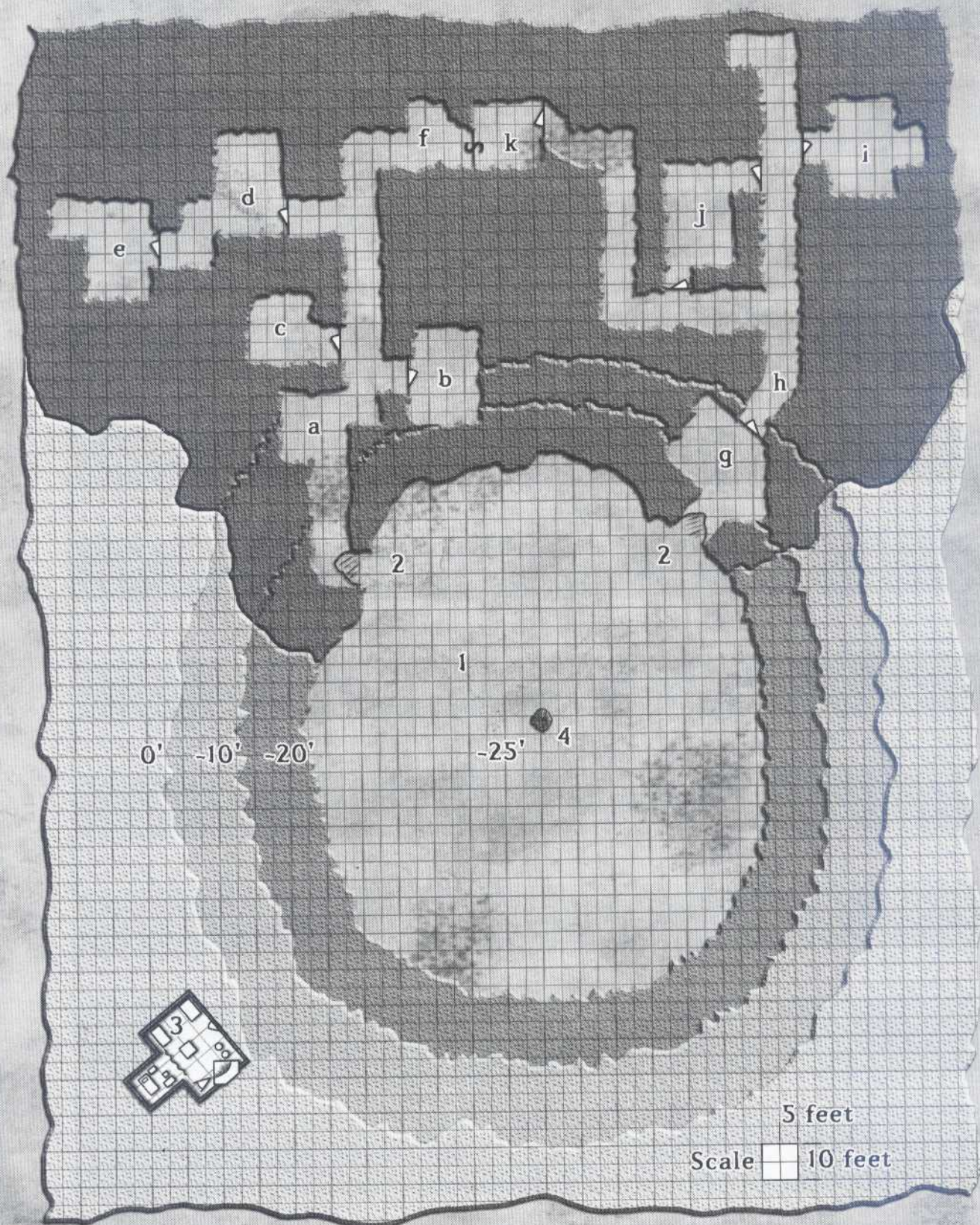
Encounter	Vrykarr Mountains	Vry Naasu Headlands	Rokk Woods	Reelio Jungle	Skarrna Plains	Vry Naasu Plains	Kenoa Plains	Sotal-Gaglia Plains	Fautee Peninsula	Neebau Plains
Beetle, Giant Fire	1070-1076	1229-1238	496-515	699-748	266-315	327-386	442-541	1438-1487	146-195	389-468
Beetle, Giant Stag	-	-	516-535	749-798	-	-	-	-	-	469-478
Behir	1077	-	-	799-808	-	-	-	-	-	-
Beholder	1078	-	-	809-810	-	-	-	-	-	-
Belker	1079	-	-	-	-	-	-	-	-	-
Berry Bushes	-	-	536-635	811-1310	316-365	387-446	542-641	1488-1537	196-275	479-628
Birds, Common	-	-	636-1135	1311-2810	366-1065	447-846	642-1341	1538-1937	276-1075	629-1328
Bison	-	-	-	-	1066-1465	847-1146	1342-1351	1938-1957	-	-
Blink Dog	-	-	-	-	1466-1505	1147-1196	1352-1391	-	-	-
Boar	-	-	1136-1635	2811-3010	-	-	-	-	-	-
Boar, Dire	-	-	1636-1685	3011-3030	-	-	-	-	-	-
Bodak	-	-	-	3031-3035	-	-	-	1958-1962	-	-
Bugbear	-	-	-	-	-	-	-	1963-2012	1076-1275	1329-1388
Bulette	1080-1082	1239-1243	-	-	1506-1525	1197-1226	1392-1411	2013-2032	-	-
Camel	-	-	-	-	-	-	-	-	-	-
Campsite	-	-	1686-1690	3036-3055	1526-1565	1227-1286	1412-1481	2033-2042	1276-1305	1389-1478
Cat	-	-	1691-1710	3056-3060	1566-1595	-	-	-	1306-1355	1479-1528
Cattle	-	-	-	-	1596-2595	1287-1486	1482-1781	2043-2242	1356-1755	1529-1628
Celestial creature	1083	-	-	-	-	-	-	-	-	-
Centaur	-	-	1711-1750	-	-	-	-	-	-	-
Chaos beast	1084	-	-	-	-	-	-	-	-	-
Cheetah	-	-	-	3061-3210	-	-	-	-	1756-1765	1629-1698
Chimera	1085-1087	1244-1246	-	3211	-	-	-	-	-	-
Chuul	-	-	-	3212-3214	-	-	-	-	-	-
Cockatrice	1088-1092	1247-1251	-	3215-3217	-	-	-	2243-2262	-	1699-1708
Couatl	-	-	-	3218-3247	-	-	-	-	-	-
Coyote	-	1252-1266	1751-1900	-	2596-2895	1487-1686	1782-1981	2263-2482	-	-
Criosphinx	-	-	-	3248	-	-	-	-	-	-
Crocodile	-	-	-	3249-3398	-	-	-	-	-	-
Deer	-	-	1901-3400	-	2896-3095	1687-1886	1982-2181	2483-2682	1766-1965	1709-1808
Deinonychus	-	-	-	3399-3438	-	-	-	-	-	1809-1828
Digester	-	-	-	3439-3488	-	-	-	-	-	1829-1848
Displacer Beast	1093-1094	1267-1268	3401-3410	-	-	-	-	-	-	-
Djinni	1095	-	-	-	-	-	-	-	-	-
Dog	-	-	3411-3460	-	3096-3115	1887-1896	2182-2201	2683-2692	1966-1985	1849-1868
Dog, Riding	-	-	3461-3510	-	3116-3135	1897-1906	2202-2211	-	1986-2005	1869-1878
Dog, Wild	1096-1145	1269-1368	3511-3610	3489-3638	3136-3155	1907-1936	2212-2231	-	2006-2015	1879-1918
Donkey	-	-	3611-3620	3639-3643	3156-3175	1937-1946	2232-2251	-	2016-2045	1919-1938
Doppelganger	1146-1153	1369-1376	3621-3630	3644-3648	3176-3185	1947-1956	2252-2261	-	2046-2055	1939-1948
Dragon, Brass	-	-	-	-	3186-3190	1957-1966	2262-2266	2693-2697	-	1949-1953
Dragon, Copper	1154-1173	1377-1396	-	-	-	-	-	-	-	-
Dragon, Gold	1174-1193	1397-1416	3631-3640	3649	3191-3195	1967-1976	2267-2271	2698-2702	2056-2060	1954-1958
Dragon, Green	-	-	3641-3650	3650-3689	-	-	-	-	-	-
Dragon, Red	1194-1213	1417-1436	-	-	-	-	-	-	-	-
Dragon, Silver	1214-1233	-	-	-	-	-	-	-	-	-
Dragonne	-	1437-1456	-	-	-	-	-	-	-	-
Drhokkeran Charger	-	-	3651-3660	-	3196-3245	-	-	-	-	-
Dryad	-	-	3661-3750	3690-3699	-	-	-	-	-	-
Dwarf, Hill	1234-1323	1457-1556	-	-	-	-	2272-2371	2703-2712	2061-2160	1959-2408
Dwarf, Mountain	1324-1413	-	-	-	-	-	2372-2471	2713-2722	2261-2460	2409-2858
Eagle	1414-1663	1557-1756	-	-	3246-3265	1977-2001	2472-2491	2723-2737	2461-2470	-
Eagle, Giant	1664-1688	1757-1781	3751-3760	-	-	2002	-	-	-	-
Elemental, Air	1689	-	-	-	-	-	-	-	-	-
Elemental, Earth	1690	-	-	-	-	-	-	-	-	-
Elephant	-	-	-	3700-3849	-	-	-	-	-	2859-2908
Elf, Grey	1691	-	3761-3800	-	-	-	-	2738-2747	2471-2490	-
Elf, High	-	-	3801-3840	-	-	-	-	2748-2797	2491-2590	2909-2913
Elf, Wild	-	-	3841-3880	3850-3859	-	-	-	-	2591-2640	-
Elf, Wood	-	-	3881-3920	-	-	-	-	-	2641-2650	-
Ethereal Filcher	1692-1694	-	-	-	-	-	-	2798-2897	2641-2650	2914-2933
Ettercap	-	-	3921-3970	3860-3869	-	-	-	-	-	-
Ettin	1695-1794	1782-1881	-	-	-	-	-	-	-	-
Fox	-	-	3971-4070	-	3266-3365	2003-2052	2492-2566	2898-2922	2651-2725	-
Fruit Trees	-	-	4071-4570	3870-4869	3366-3465	2053-2102	2567-2716	2923-3022	2726-2925	2934-3233
Gaketan Mare	-	-	-	-	-	-	-	-	-	-
Gargoyle	1795-1799	1882-1886	-	4870-4874	-	-	2717-2721	3023-3025	-	3234-3238
Geese	-	-	4571-4670	-	3466-3965	2103-2602	2722-3221	3026-3225	2926-3125	3239-3438
Ghast	-	-	-	4875-4879	3966-3985	-	-	3226-3325	3126-3130	3439-3440
Ghost	-	-	-	-	-	2603-2612	3222-3231	3326-3375	3131-3130	3441-3450

Encounter	Vrykarr Mountains	Vry Naasu Headlands	Rokk Woods	Reelio Jungle	Skarna Plains	Vry Naasu Plains	Kenoa Plains	Sotai-Gaglia Plains	Fautee Peninsula	Neebau Plains
Ghoul				4880-4884				3376-3575	3151-3180	3451-3460
Giant, Cloud	1800-2099									
Giant, Fire	2100-2399	1887-2236		4885-4904		2613-2812	3232-3241	3576-3775		
Giant, Hill	2400-2799	2237-3136				2813-3212	3242-3291	3776-3825		
Giant, Stone	2800-3199							3826-4025		
Giant, Storm	3200-3399									
Gibbering Moulder	3400-3401	3137-3138		4905-4909		3213				3461
Girallon				4910-4959	3986-4035					
Gnoll	3402-4201	3139-4138	4671-4770			3214-3713	3292-3331	4026-4045		3462-3481
Gnome, Forest			4771-4870	4960-4964				4046-4245	3181-3380	3482-4131
Gnome, Rock	4202-6601	4139-5138	4871-4880			3714-3913	3332-3431	4246-4445	3381-3580	4132-4781
Gnome, Svirfneblin	6602-6701									
Goat					4036-4135	3914-4113	3432-3631	4446-4545		
Goblin	6702-8451	5139-6138	4881-4930	4965-5264		4114-4513	3632-3731	4546-5045		4782-4821
Golem, Clay, Berserk	8452			5265				5046	3581	
Golem, Flesh, Berserk	8453			5266				5047-5048	3582-3583	
Golem, Iron										
Golem, Stone				5267						
Gorgon	8454-8455	6139-6140					3732			
Green Hag				5268-5272						
Grey Render	8456-8465	6141-6150		5273						
Griffon	8466-8505	6151-6200								
Grig			4931-5030	5274-5278						
Grimlock	8506-8510									
Gynosphinx				5279						
Half-elf								5049-5068	3584-3603	
Half-hobgoblin	8511-8515	6201-6210								
Half-orc	8516-8520	6211-6220		5280-5329						
Halfing, Deep	8521-8525	6221-6240					3733-3734		3604-3608	4822-4941
Halfing, Lightfoot	8526-8530	6241-6260	5031-5080		4136-4155	4514-4543	3735-3854	5069-5098	3609-3808	4942-4981
Halfing, Tallfellow			5081-5130							
Harpy	8531-8535	6261-6262	5131-5140	5330-5331						4982-4983
Hawk			5141-5240		4156-4255	4544-4643	3855-3954	5099-5178	3809-3898	4984-5003
Hell hound	8536-8537									
Herd Animals					4256-4455	4644-4743	3955-4154	5179-5278	3899-3998	5004-5203
Hippogriff		6263-6362			4456-4475	4744-4793	4155-4204	5279-5298		5204-5223
Hippopotamus										5224-5273
Hobgoblin	8538-8637	6363-6462			4476-4485	4794-4833	4205-4214	5299-5308		5274-5283
Homunculous										
Horse, Heavy			5241-5250		4486-4505	4834-4848	4215-4224	5309-5313	3999-4003	5284-5288
Horse, Heavy War			5251-5260		4506-4525	4849-4863	4225-4234	5314-5318	4004-4008	5289-5293
Horse, Light			5261-5270		4526-4545	4864-4878	4235-4244	5319-5323	4009-4023	5294-5308
Horse, Light War			5271-5280		4546-4565	4879-4893	4245-4254	5324-5328	4024-4033	5309-5318
Jackal				5332-5391			4255-4264			
Janni	8638									
Kobold										
Krenshar			5281-5290	5392-5401					4034-4043	5319-5418
Lamia		6463-6472								
Lammasu				5402-5411					4044-4093	
Leopard				5412-5451						5419-5478
Lilend	8639						4265-4269			
Lion										
Lion, Dire	8640-8644	6473-6477		5452-5461						5479-5538
Lizard				5462-5861			4270-4274		4094-4103	5539
Lizard, Giant				5862-5961						5540-5639
Manicore	8645-8649	6478-6482		5962-5964		4894				5640-5689
Medusa	8650-8653	6483-6484		5965-5967						
Megaraptor				5968-5987						
Men, Adventurers				5988-6007	4566-4615	4895-4944	4275-4324	5329-5528	4104-4303	5690-5719
Men, Bandits	8654-8663	6485-6504	5291-5340		4616-4665	4945-5044	4325-4924	5529-5828	4304-4703	5720-5819
Men, Berserkers	8664-8673	6505-6554	5341-5360		4666-4685	5045-5054				5820-5869
Men, Farmers					4686-5865	5055-6054	4925-5924	5829-6428	4704-6003	5870-5969
Men, Herders					5866-6165	6055-6254	5925-6224	6429-6628	6004-6203	5970-6169
Men, Hunters				6008-6057	6166-6215	6255-6654	6225-6424	6629-6728	6204-6253	6170-6369
Men, Merchants	8674-8683	6555-6564	5361-5380		6216-6365	6655-6704	6425-6484	6729-6748	6254-6753	6370-6419
Men, Miners										6420-6719
Men, Minstrels/Actors					6366-6375	6705-6709	6485-6494	6749-6753	6754-6773	
Men, Nomads	8684-8693	6565-7064	5381-5430	6058-6107	6376-6425	6710-6909	6495-6504	6754-6803		6720-6769
Men, Patrol, Heavy Cavalry					6426-6825				6774-6898	

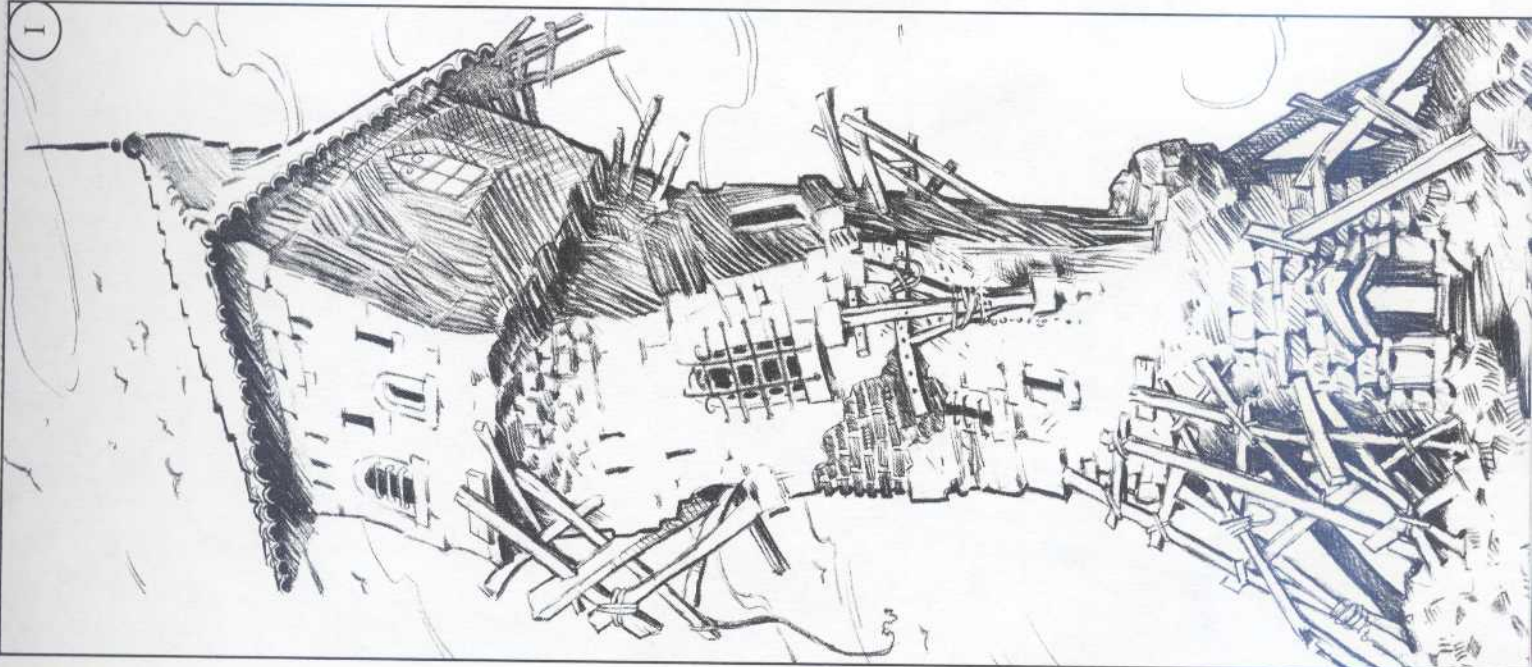
Encounter	Vrykarr Mountains	Vry Naasu Headlands	Rokk Woods	Reelio Jungle	Skarrna Plains	Vry Naasu Plains	Kenoa Plains	Sotai-Gaglia Plains	Fautee Peninsula	Neebau Plains
Men, Patrol, Heavy Infantry	-	-	-	-	6826-6875	-	6505-6509	6804-6853	6899-7080	-
Men, Patrol, Light Cavalry	-	-	-	-	6876-7025	6910-6959	6510-6559	-	7081-7180	-
Men, Patrol, Lt Inf - archer	-	-	-	-	-	-	-	6854-6903	7181-7230	-
Men, Patrol, Lt Inf - crossbow	-	-	-	-	-	-	6560-6564	-	7231-7330	-
Men, Pilgrims	8694-8703	7065-7074	5431-5440	6108-6109	7026-7105	6960-7009	6565-6614	6904-6953	7331-7430	6770-6789
Men, Pirates	-	-	-	6110-6119	-	-	6615-6624	-	7431-7440	6790-6829
Men, Raiders, Heavy Cavalry	-	7075-7084	-	-	-	-	-	-	-	-
Men, Raiders, Heavy Infantry	-	7085-7094	-	-	-	-	-	-	-	-
Men, Raiders, HI - hobilar	-	7095-7104	-	-	7106-7205	-	-	-	-	-
Men, Raiders, HI - pikemen	-	7105-7114	-	-	-	-	-	-	-	-
Men, Raiders, Light Cavalry	-	7115-7124	-	-	-	-	-	-	-	-
Men, Raiders, Lt Inf - archer	-	7125-7134	-	-	-	-	-	-	-	-
Men, Raiders, Lt Inf - crossbow	-	7135-7144	-	-	-	-	-	-	-	-
Men, Raiders, Marines	-	7145-7154	-	-	-	-	-	-	-	-
Men, Shepherds	-	-	5441-5460	-	7206-7505	7010-7209	6625-6924	6954-7153	7441-7640	6830-6879
Men, Travelers	-	-	-	-	7506-7605	7210-7309	6925-7024	7154-7203	7641-7790	6880-6909
Men, Tribesmen	-	7155-7254	5461-5510	6120-6619	7606-7805	7310-7509	7025-7044	-	-	6910-6959
Mephit, Air	8704-8705	-	-	-	-	-	-	-	-	-
Mephit, Dust	8706-8707	-	-	-	-	-	-	-	-	-
Mephit, Earth	8708-8709	-	-	-	-	-	-	-	-	-
Mephit, Fire	8710	-	-	-	-	-	-	-	-	-
Mephit, Ooze	8711	-	-	-	-	-	-	-	-	-
Mephit, Salt	8712	-	-	-	-	-	-	-	-	-
Mimic	8713	7255	-	-	-	-	-	-	-	-
Mohrg	8714-8715	-	-	6620	-	-	-	7204-7208	-	-
Monkey	-	-	-	6621-7120	-	-	-	-	7791-7830	6960-7039
Monstrous Centipede	8716-8735	7256-7355	5511-5560	7121-7125	7806-7855	7510-7609	7045-7144	7209-7258	7831-7930	7040-7089
Monstrous Scorpion	-	-	-	7126-7155	-	-	-	-	-	7090-7139
Monstrous Spider	8736-8775	7356-7425	5561-5660	7156-7185	7856-7865	7610-7629	7145-7244	7259-7280	7931-7940	7140-7159
Mule	-	-	5661-5680	-	7866-7875	7630-7634	7245-7249	7281-7285	7941-7950	7160-7164
Mummy	-	-	-	7186-7190	-	-	-	-	-	7165-7174
Naga, Dark	-	-	-	7191-7200	-	-	-	-	-	7175-7184
Naga, Guardian	-	-	-	7201-7210	-	-	-	-	-	-
Naga, Spirit	-	-	-	7211-7220	-	-	-	-	-	7185-7194
Natural Spring	-	-	5681-5690	7221-7320	7876-7885	7635-7644	7250-7259	7286-7295	7951-7960	7195-7204
Night hag	8776	-	-	-	-	-	-	-	-	-
Nightcrawler	-	-	-	7321	-	-	-	-	-	-
Nightwalker	-	-	-	7322-7323	-	-	-	-	-	-
Nightwing	-	-	-	7324-7326	-	-	-	-	-	-
Normal Benevolent Animals	-	-	5691-6220	7327-8826	7886-8585	7645-8244	7260-7959	7296-7795	7961-8660	7205-7904
Nymph	-	-	6221-6320	-	-	-	-	-	8661-8662	-
Ogre	8777-8778	7426-7625	-	-	-	8245-8274	7960-7979	-	8663-8862	7905-7994
Ogre Mage	8779-8881	7626-7655	-	-	-	8275	-	-	-	7995-7996
Orc	8882-8951	7656-7725	-	8827-9026	-	8276-8285	7980-8009	7796-7805	8863-8872	7997-8796
Owl	-	-	6321-6620	-	8586-8615	8286-8315	8010-8039	7806-7835	8873-8902	8797-8806
Owl, Giant	8952-8971	7726-7775	6621-6650	-	8616-8618	8316-8318	8040-8041	7836-7837	8903-8904	-
Owlbear	-	-	6651-6700	-	-	-	-	-	-	-
Pegasus	-	-	6701-6750	-	-	-	-	-	-	-
Phase Spider	8972-8974	-	-	9027	-	-	-	7838-7847	-	-
Phasm	8975-8977	7776-7778	-	9028	-	8319	8042	-	-	8807
Pixie	-	-	6751-6800	-	-	-	-	-	-	-
Pony	-	-	6801-6830	-	8619-8628	8320-8324	8043-8052	-	8905-8914	-
Pony, War	-	-	6831-6840	-	8629	-	8053	-	8915	-
Praying Mantis, Giant	-	7779-7838	6841-6850	9029-9033	8630-8634	8325-8334	8054-8063	7848-7852	8916-8920	8808-8817
Pseudodragon	-	-	6851-6900	-	-	-	-	-	-	-
Rabbits	-	-	6901-7500	-	8635-8734	8335-8434	8064-8263	7853-7902	-	-
Raccoon	-	-	7501-8000	-	8735-8834	8435-8534	8264-8363	7903-7952	-	-
Rakshasa	-	-	-	9034-9035	-	-	-	-	-	-
Rat	8978-9077	7839-7843	8001-8100	9036-9210	8835-8934	8535-8634	8364-8563	7953-8052	8921-9120	8818-8967
Rat, Dire	9078-9087	7844-7858	8101-8105	9211-9220	8935-8944	8635-8644	8564-8583	8053-8062	9121-9140	8968-8977
Raven	-	-	8106-8205	-	8945-9044	8645-8744	8584-8783	8063-8162	9141-9240	8978-9077
Rhinoceros	-	-	-	-	-	-	-	-	-	9078-9137
Satyr	-	-	8206-8255	-	-	-	-	-	-	-
Shadow	9088-9092	-	-	9221-9225	-	-	-	8163-8262	9241-9245	-
Shambling Mound	-	-	-	9226-9245	-	-	-	-	-	-
Sheep	-	-	8256-8305	-	-	8745-9244	8784-9283	8263-8562	9246-9745	9138-9537
Skeleton	9093-9102	-	-	9246-9250	9045-9644	-	9284-9288	8563-8862	9746-9765	9538-9577
Skunk	-	-	8306-8385	-	-	9245-9344	-	8863-8912	9766-9775	9578-9627
Snake, Constrictor	-	-	-	9251-9450	9645-9694	-	-	-	-	-

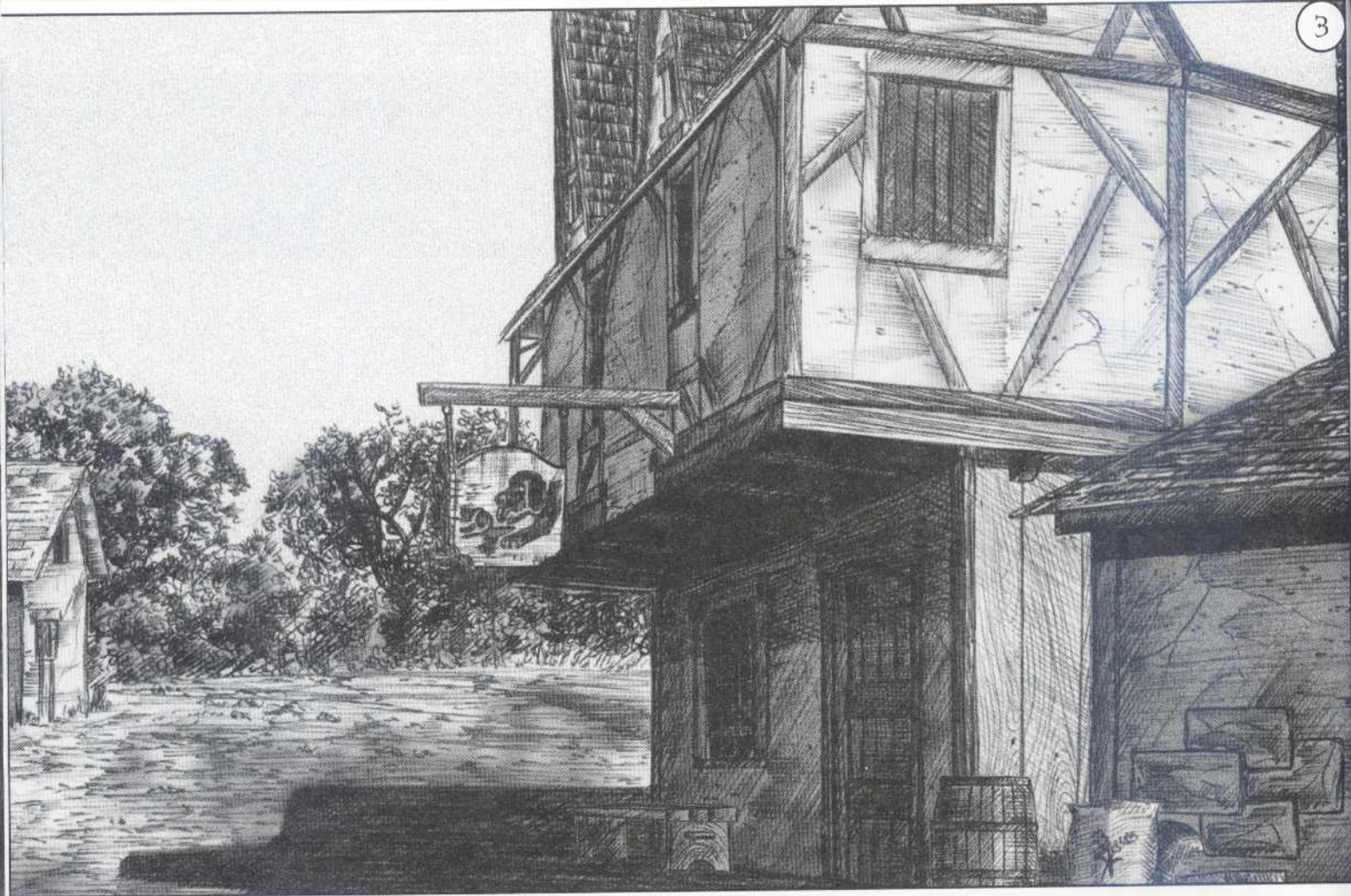
Encounter	Vrykarr Mountains	Vry Naasu Headlands	Rokk Woods	Reelio Jungle	Skarrna Plains	Vry Naasu Plains	Kenoa Plains	Sotai-Gaglia Plains	Fautee Peninsula	Neebau Plains
Snake, Giant Constrictor				9451-9490						
Snake, Viper			8386-8405	9491-9540		9345-9364	9364-9403	8913-8927	9776-9825	9628-9727
Spectre	9103			9641-9644	9695-9710			8928-8932		
Spider Eater	9104-9107	7859-8148	8406-8425			9365-9384	9404-9411	8933-8934		9728-9729
Spooky Carcass			8426-8525	9645-9664	9711-9712	9385-9404	9412-9431	8935-8984		9730-9779
Sprite			8526-8575		9713-9722					
Squirrel			8576-9075							
Stirge			9076-9175	9665-9704	9723-9872	9405-9504	9432-9531	8985-9034		
Tarrasque										
Tendriculous		8149-8158		9705-9724						
Tiger	9108-9187	8159-8208		9725-9894			9532-9533		9826-9830	9780-9829
Tiger, Dire	9188-9192	8209		9895-9903						9830
Titan	9193									
Treant			9176-9475	9904-9908						
Triceratops										9831-9850
Troglodyte	9194-9198									
Troll	9199-9248	8210-8409	9476-9495	9909-9948		9505-9554	9534-9583	9035-9054	9831-9840	9851-9890
Tyranosaurus				9949						
Unicorn			9496-9545							
Vampire						9555-9556	9584-9585	9055-9056	9841-9842	
Vampire Spawn	9249				9873			9057-9156	9843-9844	9891
Vargouille							9586			
Wasp, Giant	9250-9254	8410-8419	9546-9605	9950-9954		9557-9560	9587-9596	9157-9158	9845-9846	9892-9901
Weasel			9606-9655		9874-9875	9561-9580	9597-9616	9159-9168		
Weasel, Dire	9255-9259	8420-8429	9656-9660		9876-9885	9581-9582	9617-9618	9169		
Werebear	9260-9299	8430-8459	9661-9670		9886					
Wereboar			9671-9680	9955-9956						
Wererat	9300-9304	8460-8464	9681-9690	9957		9583-9892	9619-9628	9170-9179	9847-9851	9902-9911
Weretiger	9305-9309	8465		9958-9977	9887-9891					9912-9916
Werewolf	9310-9319	8466-8475				9593-9595	9629-9633	9180-9184	9852	9917-9918
Wight	9320-9322			9978-9982	9892-9893			9185-9284	9853-9857	9919-9928
Wolf	9323-9922	8476-9375	9691-9780			9596-9895	9634-9883	9285-9584	9858-9957	9929-9978
Wolf, Dire	9923-9932	9376-9390	9781-9790		9894-9987	9896	9884	9585	9958	
Wolf, Sturm					9988					
Wolverine		9391-9940	9791-9890			9897-9996	9885-9984	9586-9685		
Wolverine, Dire		9941-9950	9891-9900		9989-9998	9997	9985			
Worg	9933-9982	9951-9990	9901-9950			9998-10000	9986-9990	9686-9690		9979-9980
Wraith	9983-9984			9983-9985	9999-10000			9691-9700	9959-9960	
Wyvern	9985-9994	9991-10000	9951-10000	9986-9995						
Xorn	9995									
Zombie	9996-10000			9996-10000			9991-10000	9701-10000	9961-10000	9981-10000

The Meteor Crater (Dark Hills)

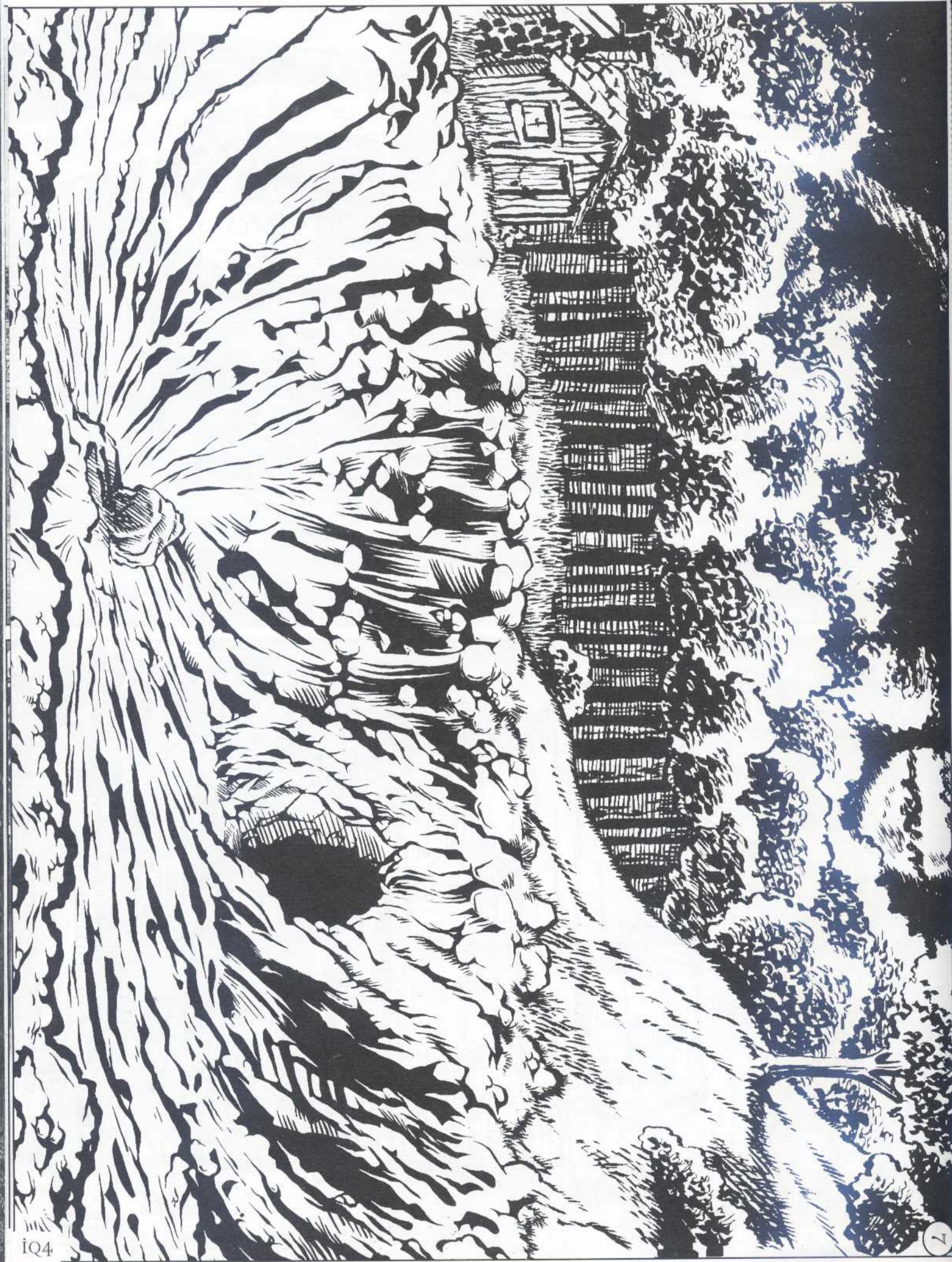


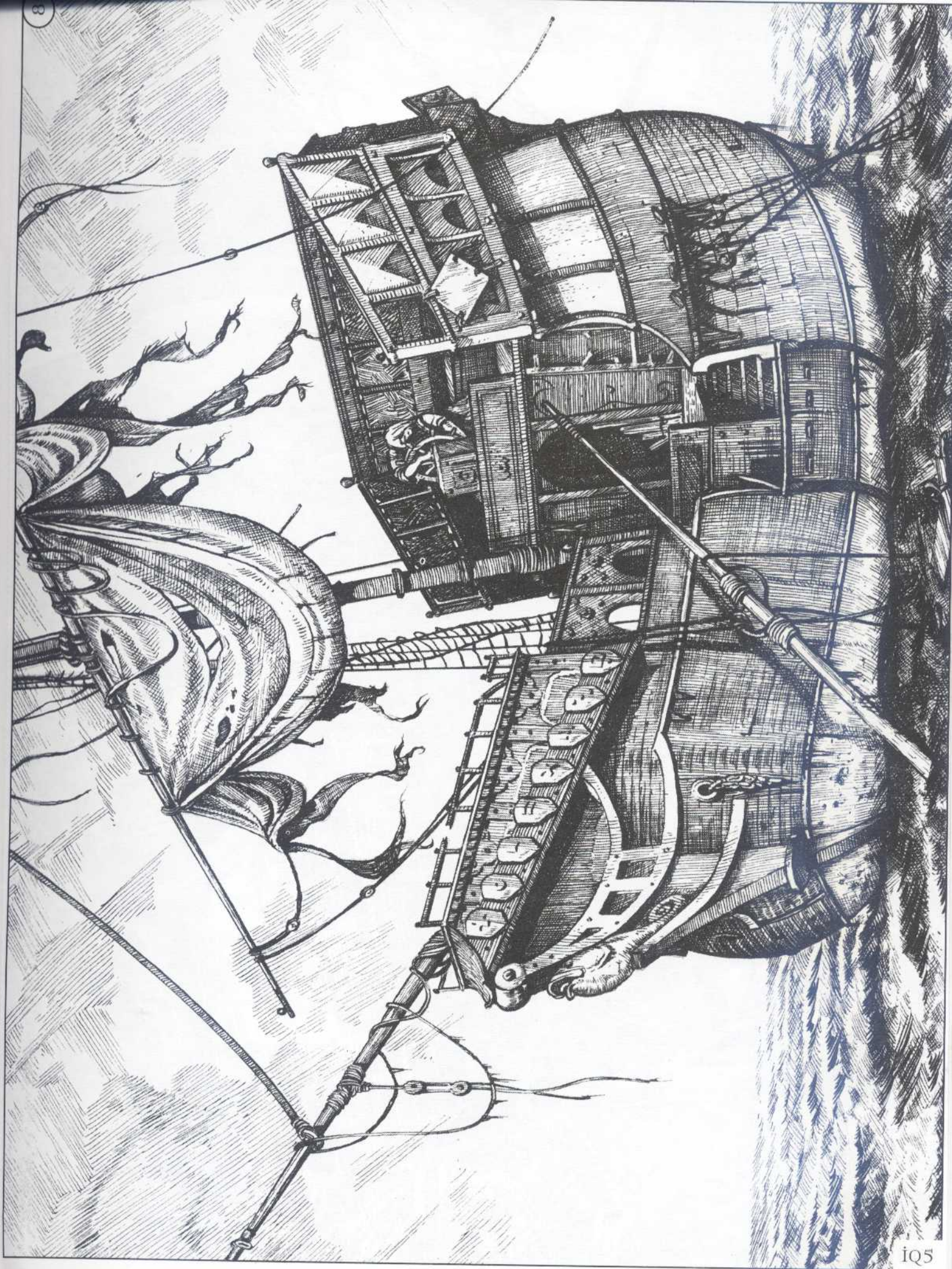
The ImageQuest™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. DMs should also fold the booklet so that only one image is visible when showing the players. The maps at the end of the section are for DM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.

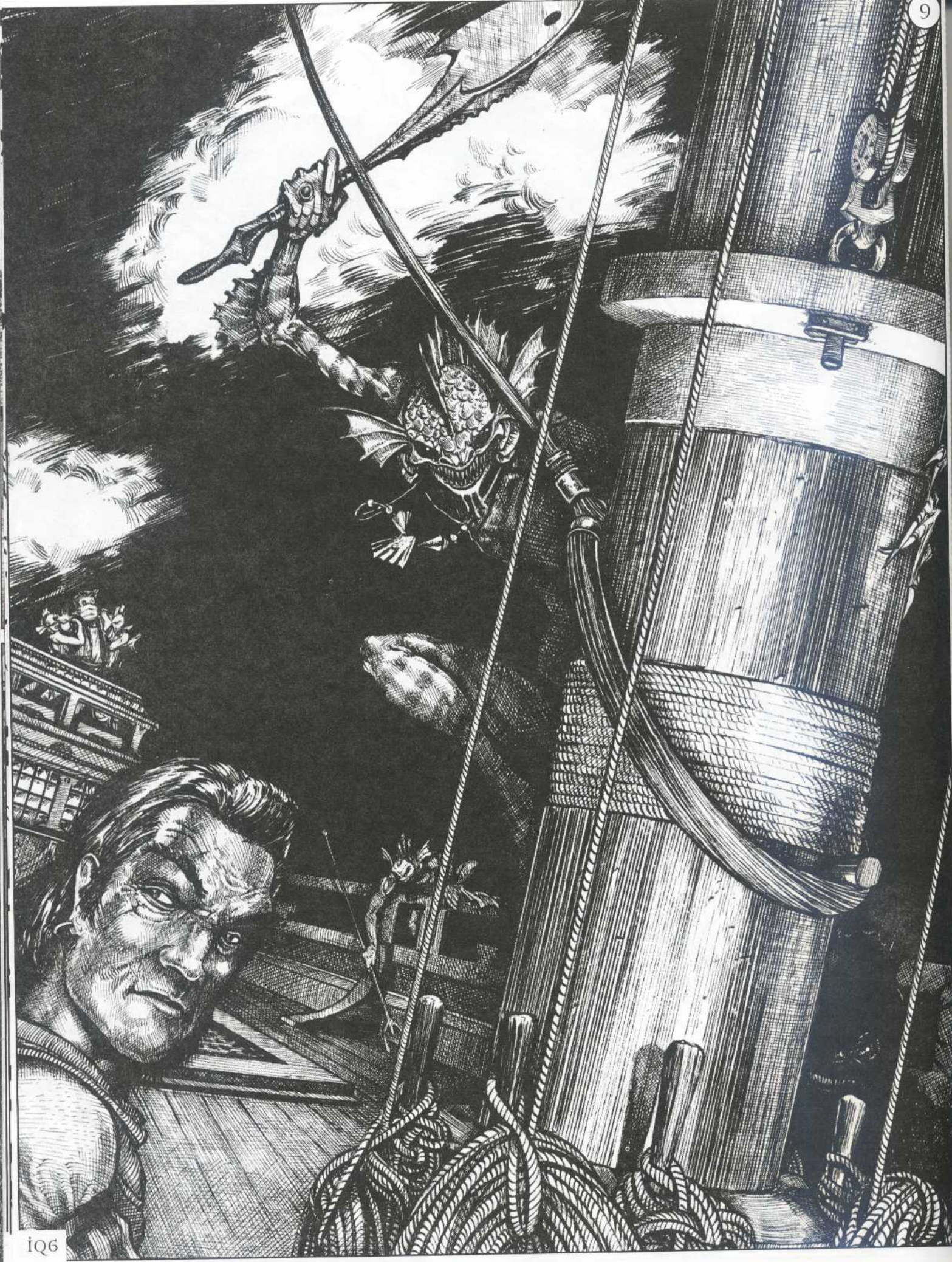




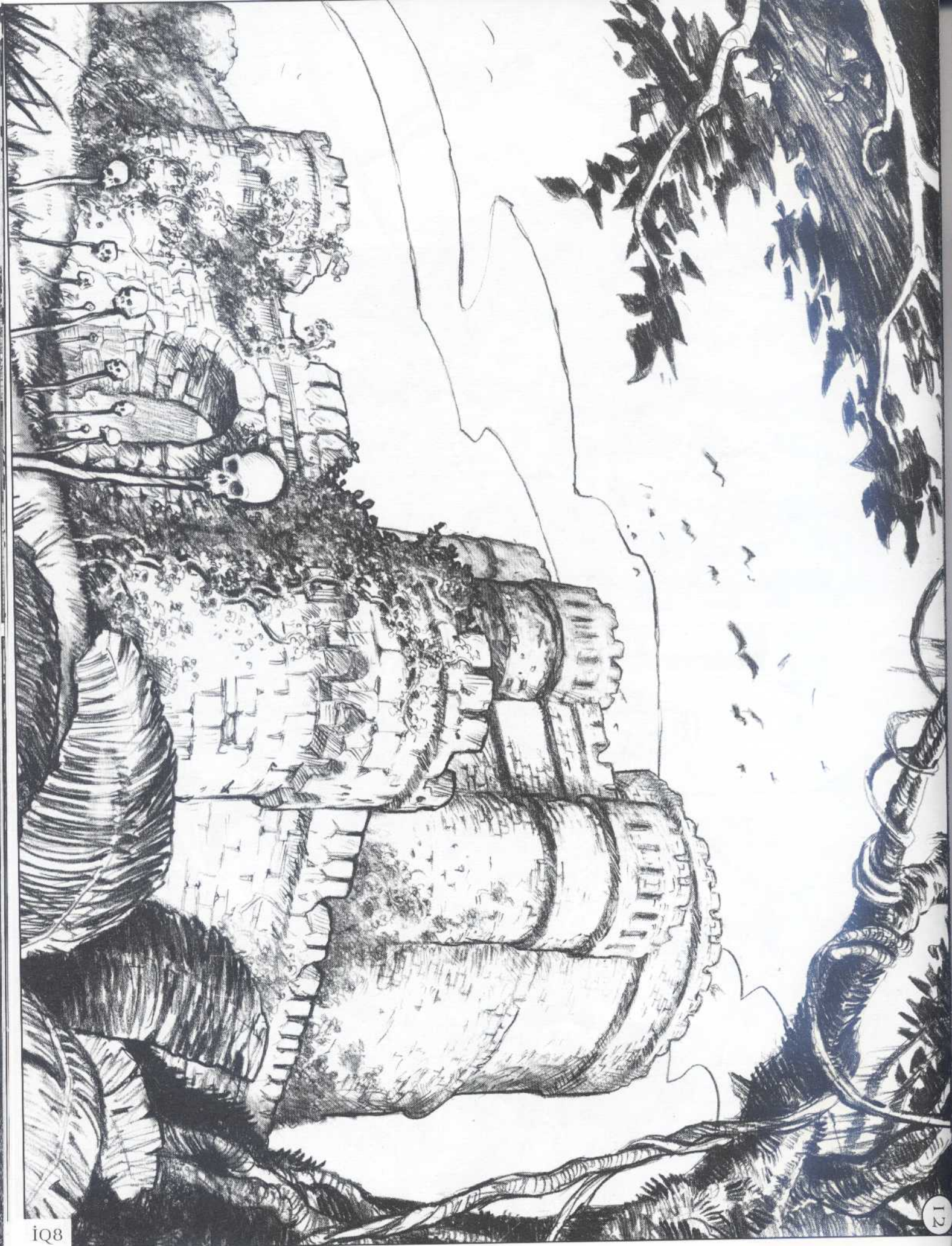


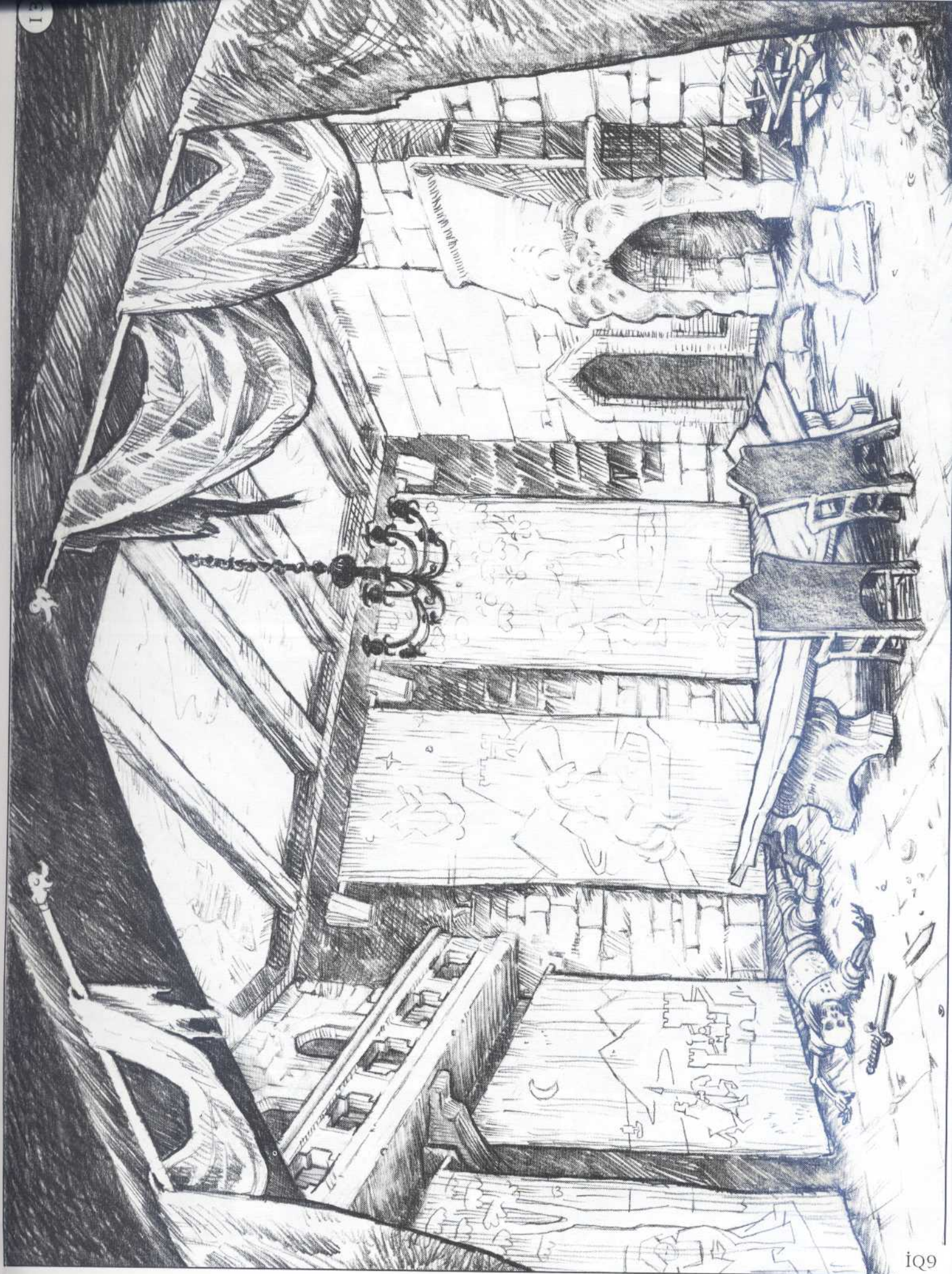


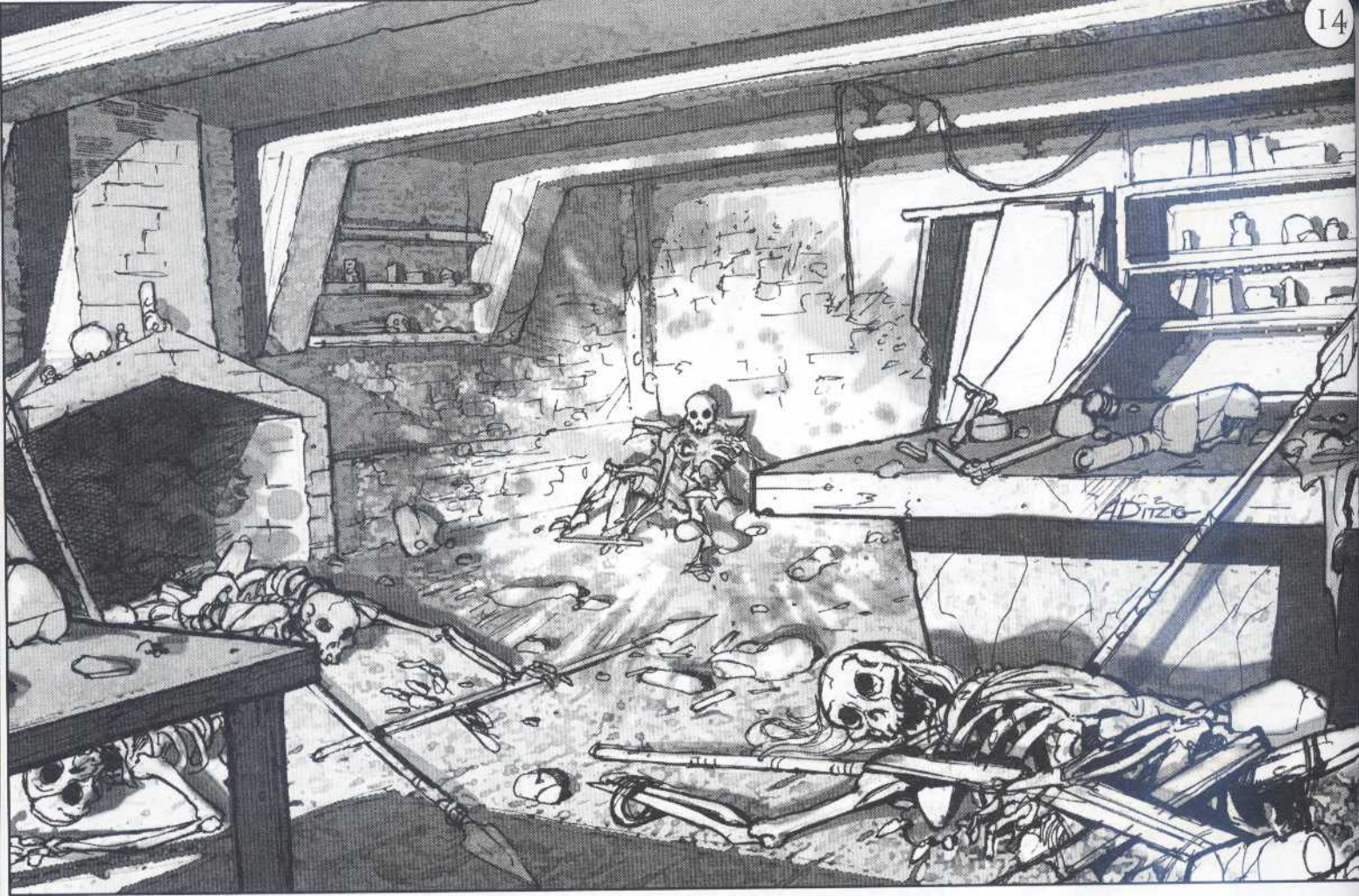


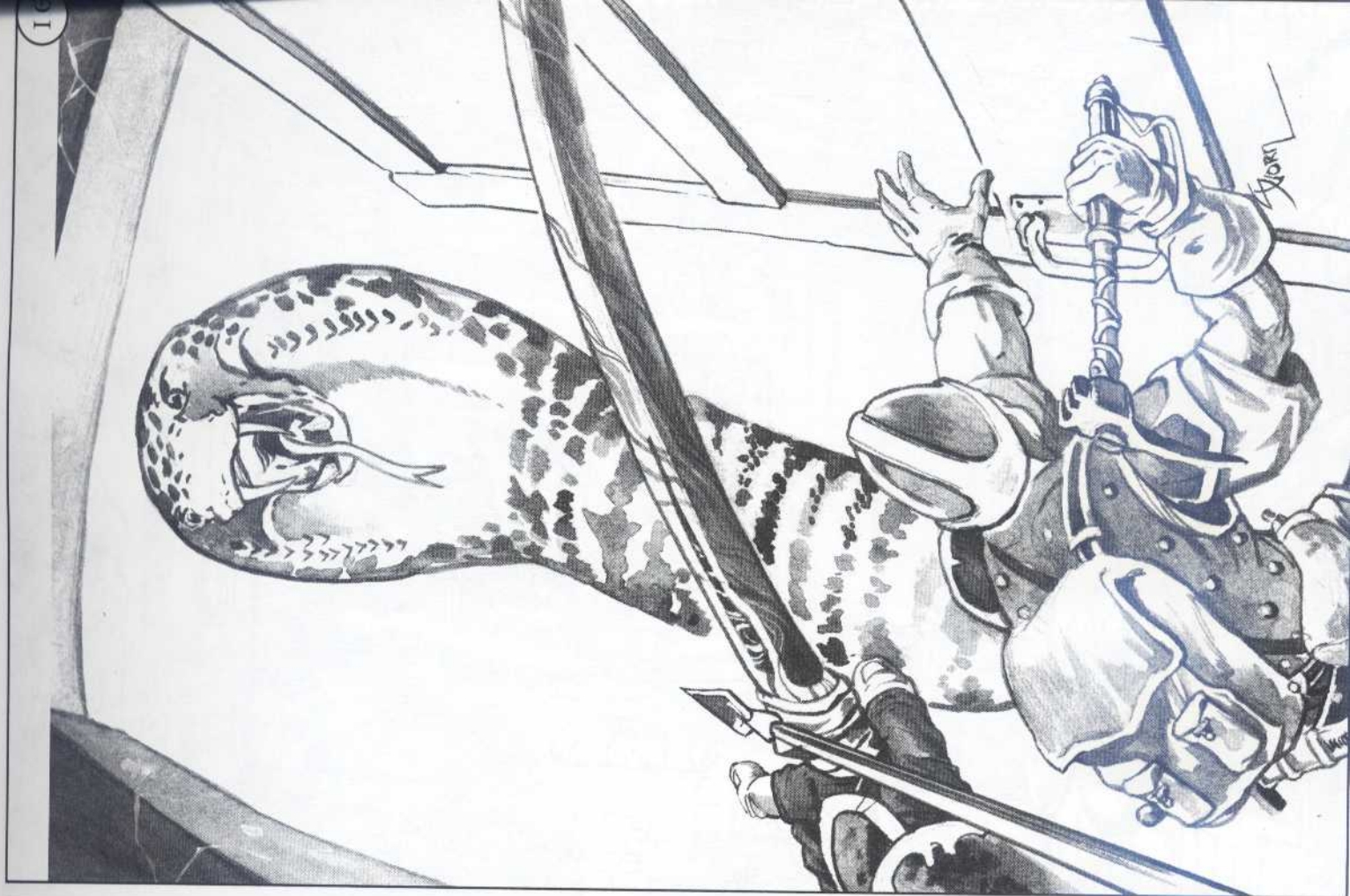














Player Aid #1

ADVENTURERS NEEDED

to undergo a quest to find

VALUABLE TREASURE

some danger involved

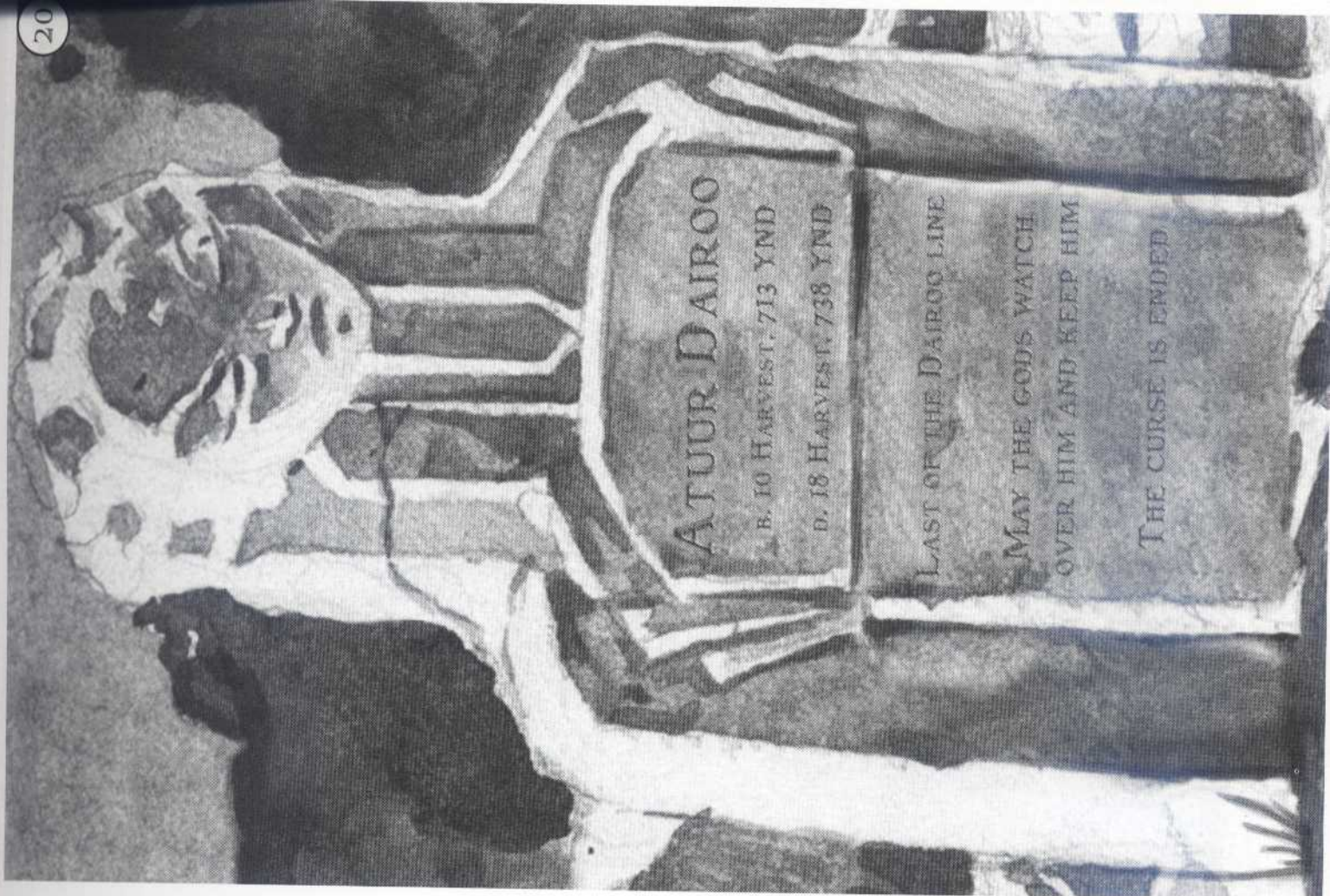
100 gold pieces to be paid

to any survivors

Contact Yeoden in

Leaning Tower

at sunset



'Tis a fate worse than death,
 a knowledge once learned
 most would soon forget.
 Something I've known
 since my father passed.
 I tried to skip that day,
 but the die had been cast.



Dai Dirounai Teelio
 Harvest 18, 738

Dai Dirounai Heekear

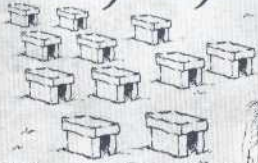
Renewal 21, 719

Diread Ososoka

Oogir Hout
 Mustering 3, 699

Adear Loafar
 Arid 17, 750

Doowar Feanteai
 Replanting 6, 725



Dai Weenoo
 Frosting 11, 640

Neer Rool
 Snowfall 1, 650



Oodum Wait
 Famine 13, 701

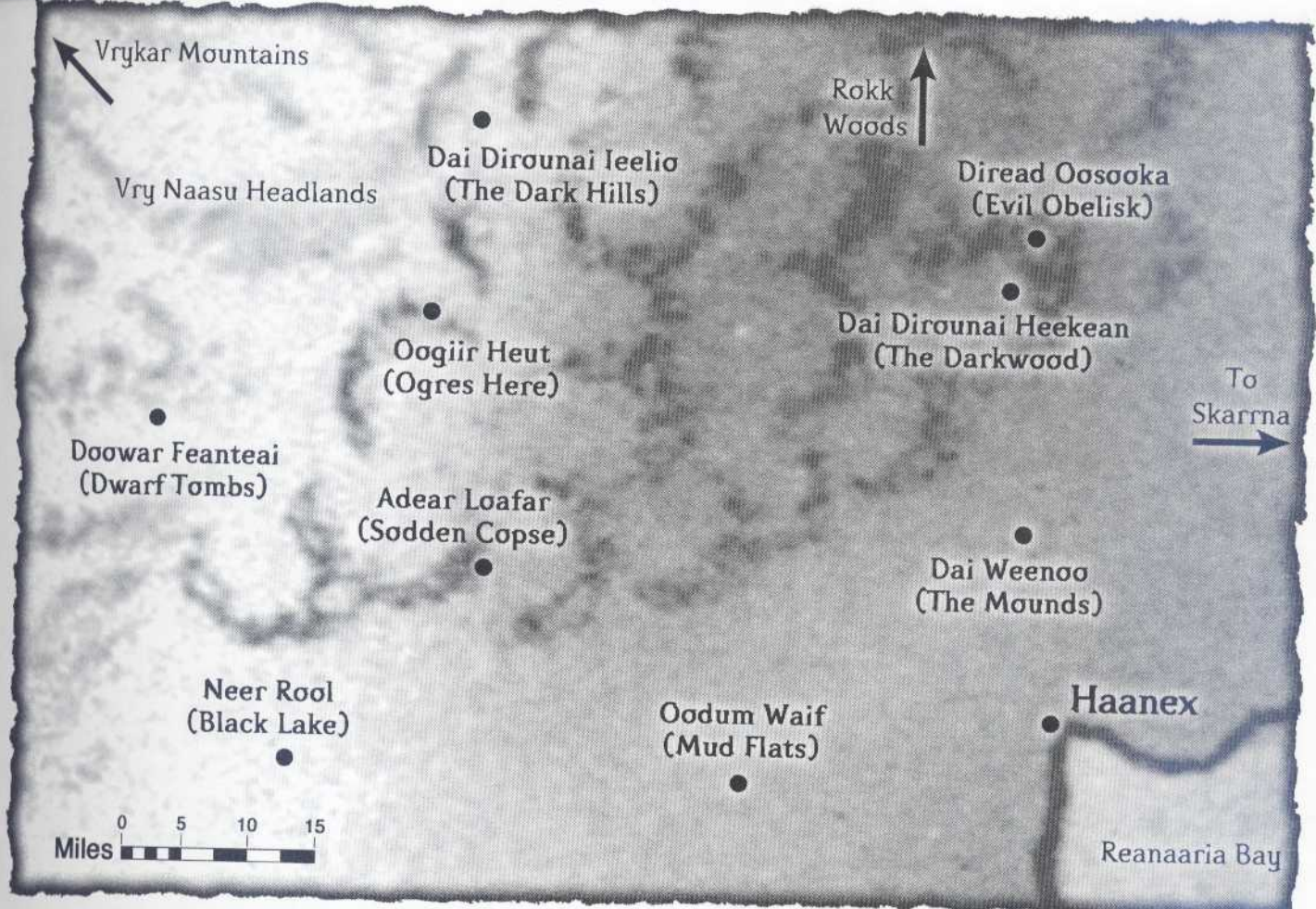


HAANEX

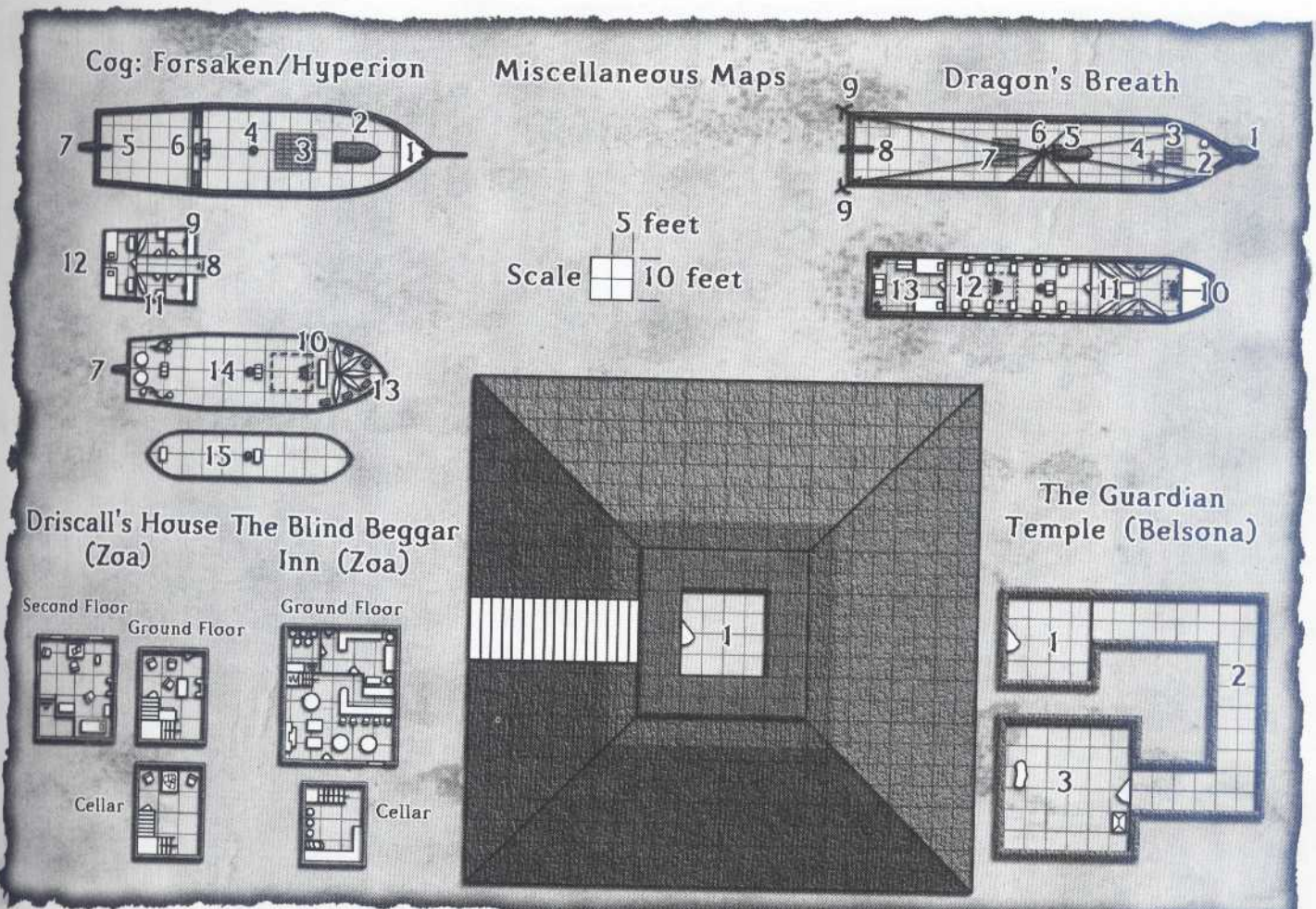
Player Aid #2



Player Aid #3

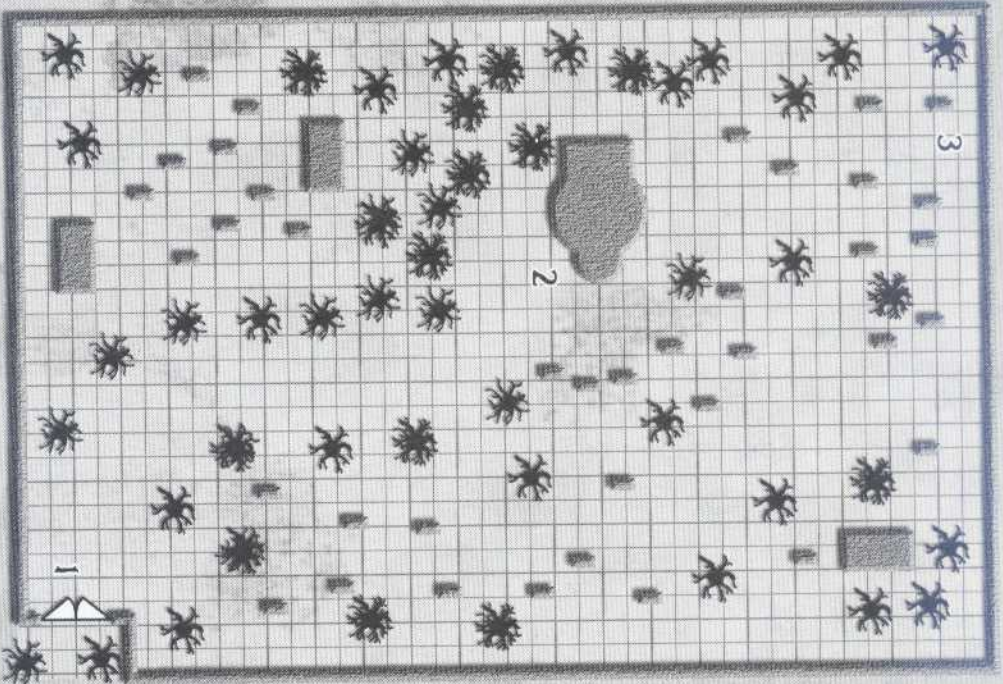


DM Map #1



DM Map #2

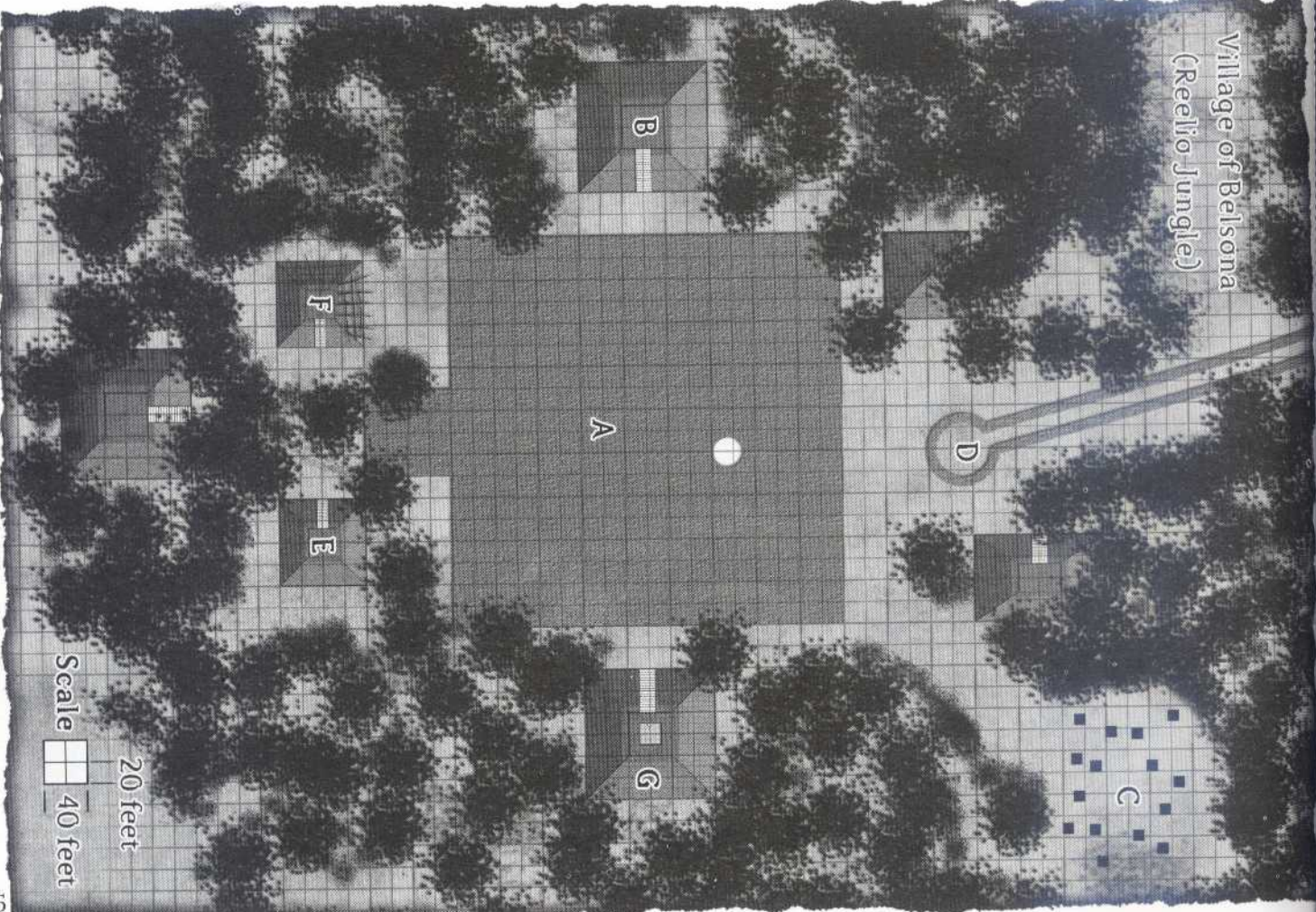
The Haanex Graveyard
(Southwest of Haanex)



5 feet
Scale 10 feet

DM Map #3

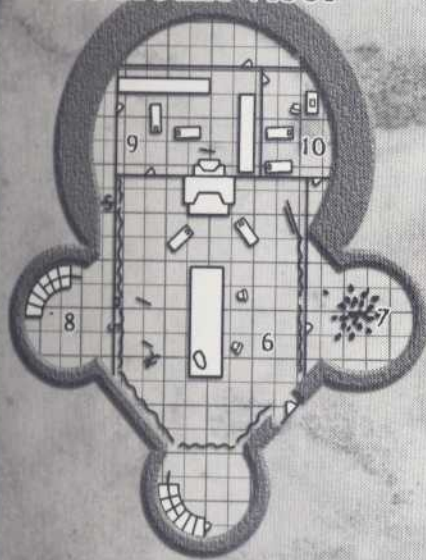
Village of Belsona
(Reelio Jungle)



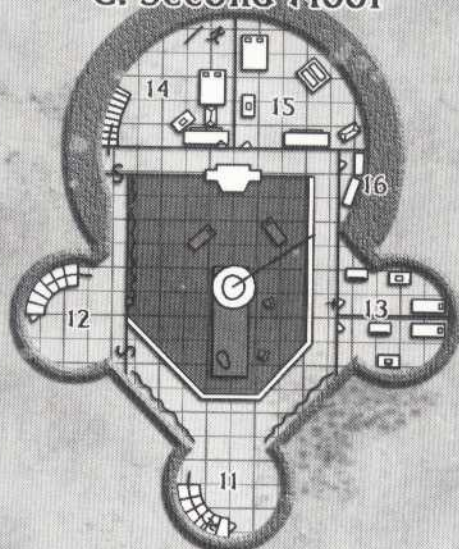
20 feet
Scale 40 feet

DM Map #4

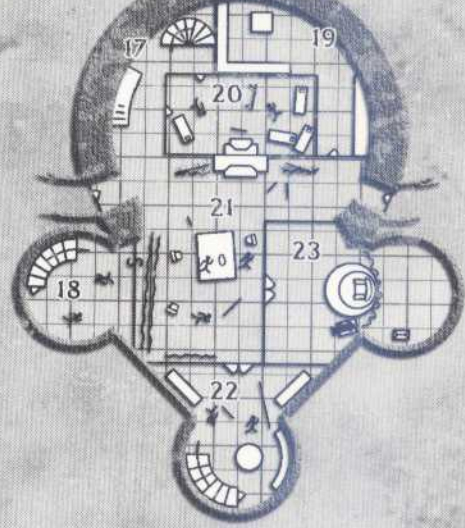
B. Ground Floor



C. Second Floor

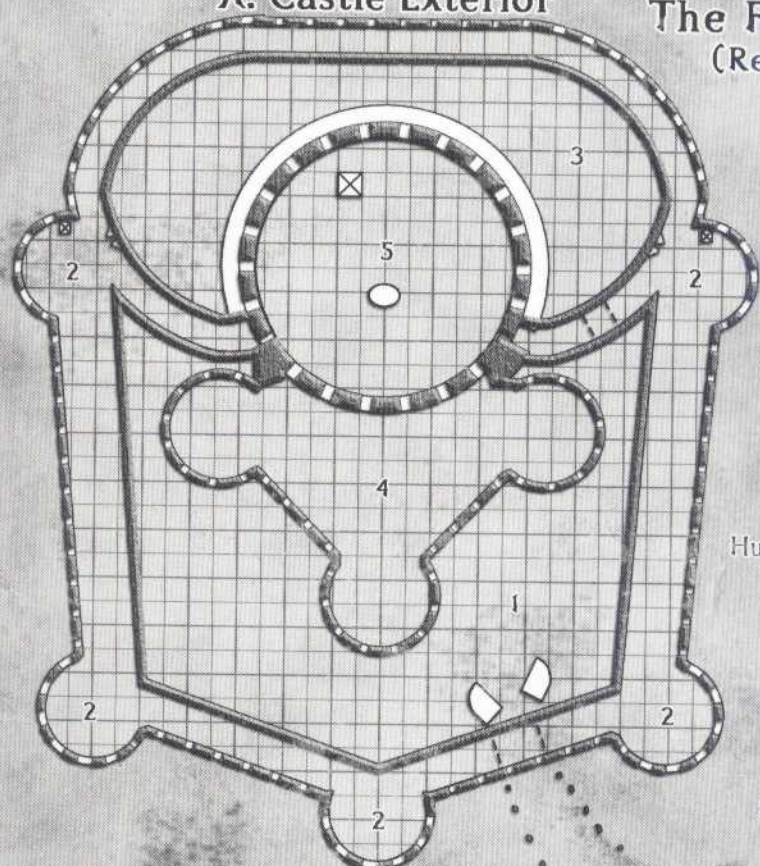


D Third Floor

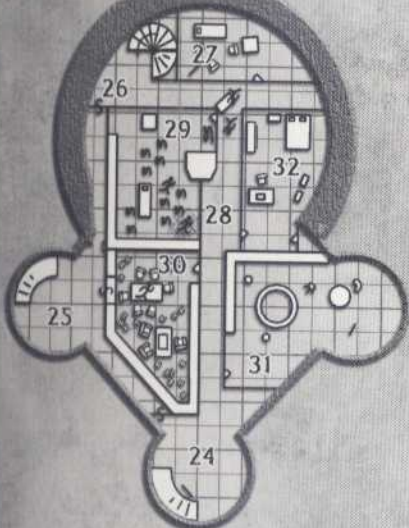


A. Castle Exterior

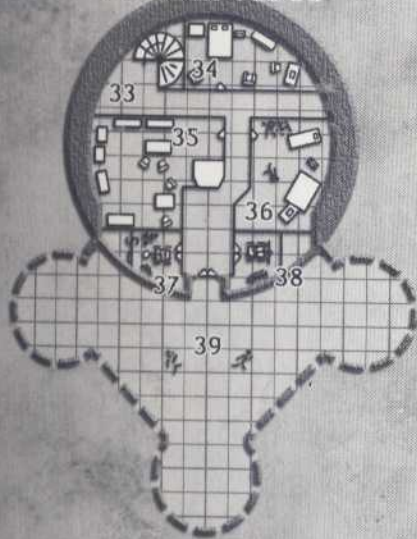
The Fallen Castle (Reelio Jungle)



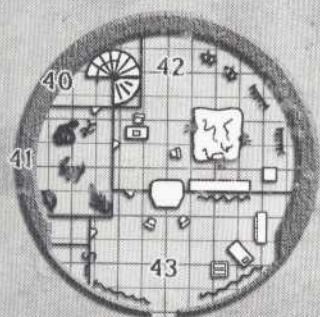
E. Fourth Floor



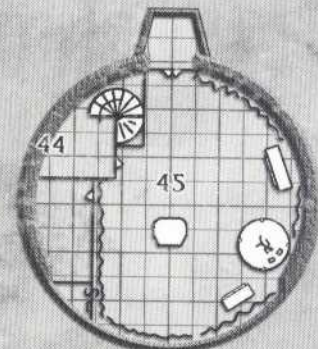
F. Fifth Floor



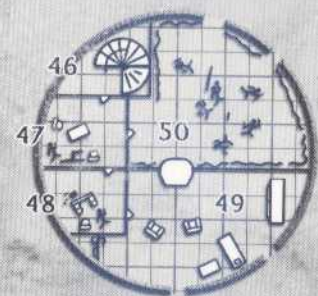
G. Sixth Floor



H. Seventh Floor



I. Eighth Floor



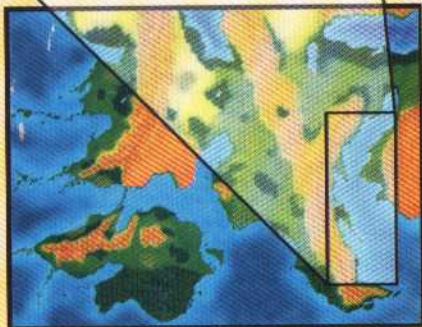
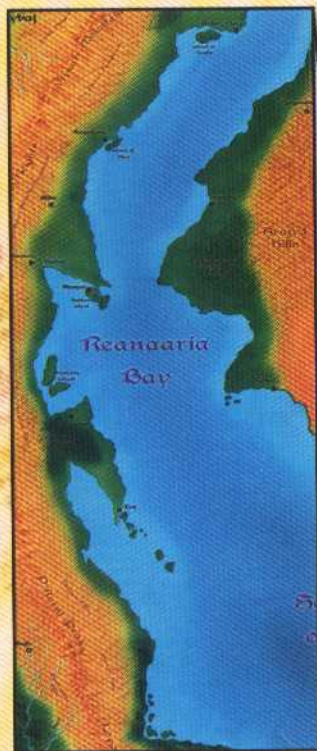
Key

- Door (opens toward triangle)
- Secret Door
- Trapdoor
- Human Remains
- Stairs Up
- Stairs Down

5 feet
Scale 10 feet

THE ROOT OF ALL EVIL

This was supposed to be a simple job!



In the small town of Haanex on Reanaaria Bay, the wizard Veoden assembles the PCs to do a simple job: find the remnants of a meteor said to be made of the rare substance mithral. First they must find a map that local rumor tells is guarded by the spirits of the dead.

Upon recovering the map and locating the crater, they uncover a plot to create a powerful magical item called the Coin of Power. This artifact is a tool for wickedness and the players soon find themselves on a quest to learn the means to destroy this evil item and its insidious master before she destroys them.

Complicating matters is the fact that the one man who can help them was lost during an expedition to the Reelio Jungle months ago and is yet to return. Will the PCs be able to survive the rigors of the jungle and solve the riddle of the tribesmen who live there? The lives of innocents might depend upon it! This accessory provides characters with an elaborate storyline and a chance for many varied types of adventure. You will take your PCs from the quiet village of Haanex in northern Reanaaria Bay to the Vry Naasu Headlands, the City-State of Zoa and finally the forlorn Reelio Jungle.

The Root of All Evil fantasy game supplement is set in the popular Kingdoms of Kalamar™ Dungeons & Dragons campaign setting but can be adapted for use in any setting! The Root of All Evil is a Dungeons & Dragons adventure for 1st level characters.

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To use this adventure, a Dungeon Master also needs the *Player's Handbook*, the *DUNGEON MASTER'S Guide*, and the *Monster Manual*. We also recommend the use of the *KINGDOMS OF KALAMAR Campaign Setting Sourcebook*.

For 1st-level Characters



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