

DUNGEONS & DRAGONS®

Expert Game Adventure

Drums on Fire Mountain

by Grame Morris and Tom Kirby

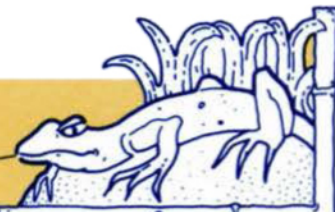


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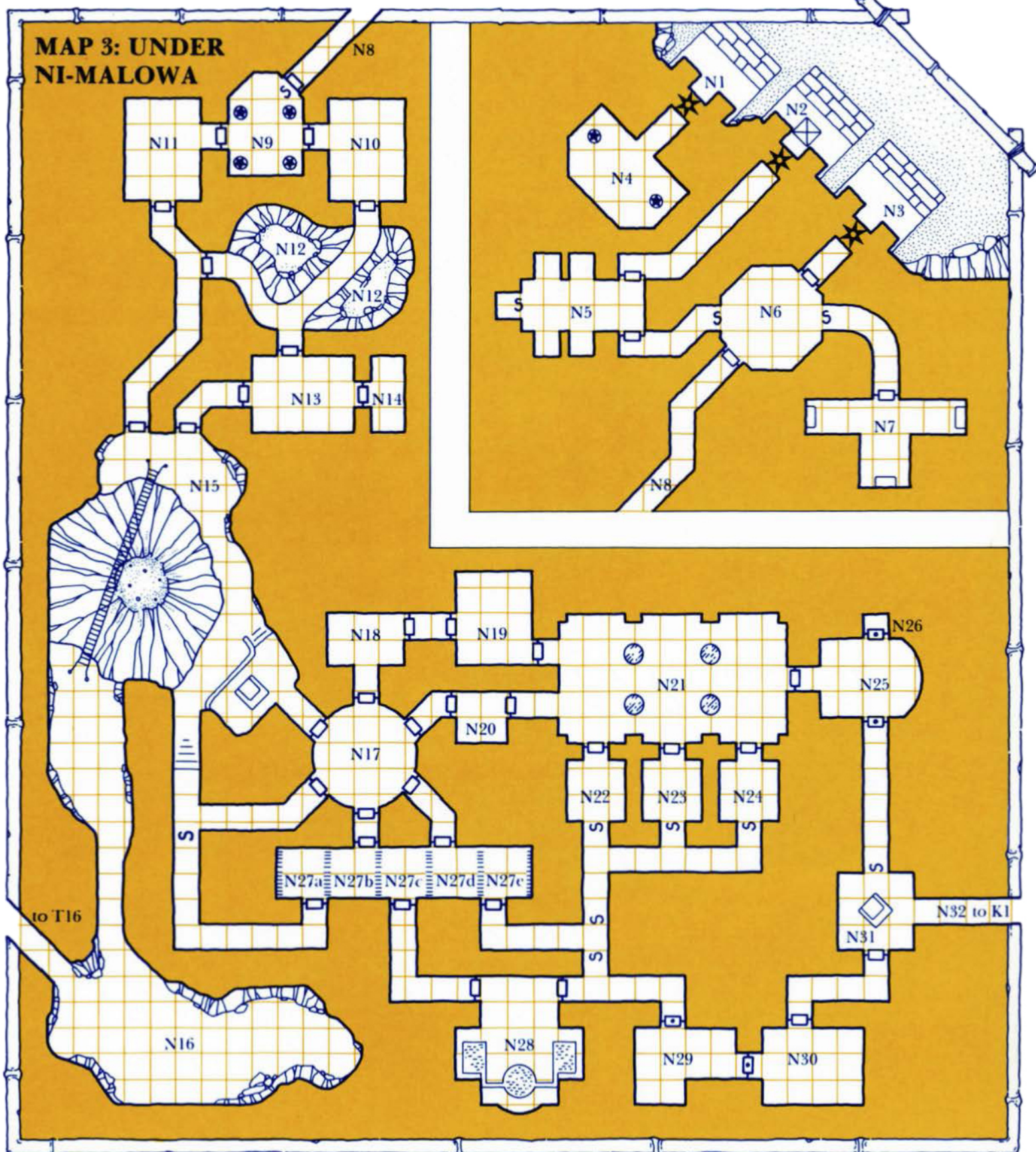
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TEKI-NURA-RIA



**MAP 3: UNDER
NI-MALOWA**



DUNGEONS & DRAGONS®

Expert Game Adventure from the UK
for 5-8 characters of levels 5-8

DRUMS ON FIRE MOUNTAIN

by Graeme Morris and Tom Kirby



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TABLE OF CONTENTS

INTRODUCTION

Background, The Adventure	2
Abbreviations	3



TEKI-NURA-RIA (Encounter areas T1-T17: Map 2)

The Voyage, The Island's Surface	4
Eastern Jungle, Southern Swamp	6
Trail of the Dead	6
Northern Swamp	7
Slopes of Ni-Malowa, Village/Harbour	8



UNDER NI-MALOWA (Encounter areas N1-N32: Map 3)

Manwu-papas' Tombs	9
Kara-kara Chambers	11
KalnaKaa's Rooms	13

TEAR-OUT SHEET between pages 14 & 15

Maerie	i
KalnaKaa	ii
Players' Sketch Map	iii
Illustration 1, Illustration 2	iii
Illustration 3, Illustration 4	iv



UNDER KI-ATA (Encounter area K1-K46: Maps 4a-d)

Pursuing KalnaKaa, Standard Features	18
Valley Gate (Map 4a)	19
Village Gate (Map 4b)	20
Heart of the Mountain (Map 4c)	21
Sea Gate (Map 4d)	25
Going Back	26

NEW MONSTERS

Kara-kara, Fundamental	27
Topi, Agarar, Kal-muru	28

LIST OF TABLES

Table 1: Wandering Monsters	5
Table 2: Kara-kara War Canoe	8
Table 3: Wandering Monsters Under Ki-ata	18

LIST OF MAPS

Map 1: Sea of Dread	Outside Cover
Map 2: Teki-nura-ria	Outside Cover
Map 3: Under Ni-malowa	Inside Cover
Map 4: Under Ki-ata	Inside Cover
Map 4a: Valley Gate	Inside Cover
Map 4b: Village Gate	Inside Cover
Map 4c: Heart of the Mountain	Inside Cover
Map 4d: Sea Gate	Inside Cover
Diagrams 1-2	Inside Cover
Diagram 3	Outside Cover

INTRODUCTION

-WE KARA-KARA -GREATEST OF ALL TRIBES -
 CHILDREN OF TAPU GOD OF PIGS -
 -LONG TIME AGO -DU-ARNA -THE SEA-WIFE
 OF TAPU -MADE AN ISLAND FOR KARA-KARA -
 NAMED IT TEKİ-NURA-RIA
 -DEEP IN ISLAND HEART -THERE WERE BORN OUR
 ANCESTORS -THERE THEY LIVED IN DARKNESS -
 GROWING
 -THEN TAPU CALLED LOUD -ALL EARTH BURST OPEN -
 OUT CAME ANCESTORS FROM DARKNESS -
 KARA-KARA WERE BORN
 -TAPU GIVES US PIGS -DU-ARNA AND HER GREAT
 FOG -KAL-MURU -BRING US SHIPS -
 OUR SONS ARE STRONG
 WE ARE KARA-KARA

Kara-kara Creation Myth

and for this reason the wise mariner will always have two buckets.

SHIP-BANE

The wise mariner will beware the Sea of Dread, but more so the waters south-east of Thyatis. Here the east winds blow great waves from the very edges of the world and many ships sailing hence have not returned. It is said that only the voracious, green-skinned pirates known as "orks of the sea" or "green reapers" (see page 168) may sail this windswept ocean safely.

Though pirates are, sadly, a common scourge upon the high seas, it is our purpose here to record such as is known of a stranger threat reported by those bold enough to seek their fortune in these waters.

These reports, some from seafarers of high repute, concern a fog which moves against the strongest wind and which is filled with horrors to drive men insane and lead ships to their doom. By some it is named Ship-Bane. Little more of Ship-Bane is said, and this guide can offer no set opinion concerning its nature or its existence.

SHIPS' BISCUITS

These are often home to many unwelcome "guests". The wise mariner will shake his biscuits well before eating and soak them

101

BACKGROUND

Teki-nura-ria

Teki-nura-ria is a jungle-covered island located amid the stormy waters south-east of the Empire of Thyatis (see Maps 1 & 2).

Long ago it was the home of a decadent people who increasingly took to a life below ground and were eventually destroyed by their own excesses and attacks from a primitive, humanoid race known as the kara-kara (see **NEW MONSTERS** - page 27). The kara-kara occupied the island and gave it its name, which means "mountain of death". Over the years, their tribal memory of how they gained the island faded and they came to regard the former occupants as their "Ancestors".

The waters around Teki-nura-ria were not only stormy but also roamed by kal-murus (ship-bane: see **NEW MONSTERS** - page 28), elemental beasts which attacked the crews of ships from the civilised lands to the north-west. The kara-kara learned to take advantage of this by plundering ships which the kal-murus had ravaged.

KalnaKaa

KalnaKaa is a magic-user/devil swine, driven from his home after contracting

lycanthropy. He is cunning and cruel and his appearance befits his animal form. He is fat and swarthy, with small, piggy eyes, black, bristly hair and a matching beard and moustache.

He had fled with his daughter Maerie and three charmed henchmen, and arrived by chance at the island. At first the kara-kara were hostile, but when they saw KalnaKaa in his swine form, they hailed him as their pig god, Tapu, and accepted him as their master.

Having found a secure base at last, KalnaKaa found and explored parts of the network of the "Ancestors" chambers, and took up residence in some of them. He also found the kal-murus and bent them to his will. Then he began to coordinate the attacks of the kara-kara and the elementals into a campaign of piracy and revenge against those who had driven him from his home.

Rollo Bargmann

The attacks began to cost the members of the Thyatis Seafaring Merchants' Guild dear, and one of them, Rollo Bargmann, volunteered to send out two of his ships (the Belle Venture and the Dawn Lark) to investigate the rumours of unnatural fogs and green-skinned pirates.

Only the Venture returned, but it brought a kara-kara captive. Rollo Bargmann was not a man to resort to torture, but the use of magic gave him subtler means of interrogation. Eventually the kara-kara became insane and killed itself, but by then Rollo Bargmann knew enough to send an expedition to destroy the threat of Teki-nura-ria, and all he needed was a group of bold adventurers...

THE ADVENTURE

The adventure begins in the city port of Thyatis (see Map 1), where the party will be approached by Malmir, the elven sea captain (fully recovered after his adventure). Malmir will introduce himself and explain that his master, Rollo Bargmann, wishes to hire the adventurers for a dangerous but profitable voyage and will ask them to visit Rollo Bargmann at their very earliest convenience.

If they ask, Malmir will tell the adventurers where the merchant's house is, but it is well known amongst the citizens of Thyatis, who will also vouch for the good character of Malmir and Rollo Bargmann.

When the adventurers go to Rollo Bargmann's house, he will welcome them in and, after the usual introductions, will explain the problem which is crippling the

How well I hate civilisations and the men who make them. It was such men that drove me from my home.

To them I was 'the Pig' or 'the devil swine', cursed as I was with the bite of a lycanthrope, and of all those I knew, only my daughter Maerie stood by me. But here on this island amid the stormy ocean I have found a race of green-skinned savages, half-men untouched by civilisation, who treat me with the fear and honour due me.

To them I am Topu, god of pigs, their father and their absolute master. They are the kara-kara, warriors and pirates, and their island is Teki-nura-ria... Mountain of Death.

The kara-kara are primitive, having no metals save those they steal, but beneath the island I have found the chambers of a more developed, but long departed race, those whom the kara-kara call the Arcestors. The chambers are now home to many dangerous monsters, amongst which I have found powerful allies; elemental creatures of fog with the power to destroy the minds and bodies of men.

The kara-kara have long lived by scavenging ships whose crews the fog beasts had killed. Now, with the savages and the fog beasts under my sole command, both a sweet revenge on civilised men and the wealth of their cargoes shall be mine.

Extract from the Personal Notes of KalnaKaa

Day 127 in my 3rd Year

At first light, word was brought that my ships had been sighted nearing the harbour. I dressed and hurried to the dock to meet them, but my hopes soon faded as I watched the Belle Venture along with the Dawn Lark, the morning tide. Her rigging was torn, the timbers rent, and of the 40 brave men who had set out in her, barely 10 remained. Worse still, there was no sign of the Dawn Lark.

I sent at once for healers but Captain Malmir was half-crazed and, refusing all succour, repeated over and over the same awful tale, his elvish eyes filled with horror. Nine days out into the waters south-east of Thyatis, the two ships had been riding out a mild squall when an unnatural fog had settled upon the Dawn Lark, despite the wind. Terrible screams had been heard and when the fog cleared, the Lark was a floundering hulk manned only by corpses. Then a strange galley, cutting lightly through the waves, bore down upon the Venture, its green-skinned crew attacking like demons. It was only a further worsening of the weather which enabled the Venture and her crew to escape, with nothing to show for the experience but a single captive from the galley.

Their prisoner, a veritable "orc of the sea", now lies chained in my cellar - little compensation for three score bold crewmen and a fine ship. Yet it may still serve honest men, if only we may divine from it how to rid the seas of the "green reapers". Only time will tell.

Seafaring Merchants' Guild. He will tell them all he knows about the kara-kara, their island and the ocean around it. Some of the information which the DM should give the players is contained in the page from the **Wise Mariner's Almanac** and the page from the **Diary of Rollo Bargmann**. The rest was extracted by Rollo Bargmann from the kara-kara captive, and is listed below:

- the shape of the kara-kara island (the DM should give the players the **Sketch Map** from the **Pull-out Sheet**)
- the kara-kara have a long, annual ceremony during which most of them will be in their underground temple; drums beat for the duration of the ceremony
- there are hundreds of kara-kara and an open attack on them would be suicidal
- a tunnel, forbidden to ordinary kara-kara, leads north-west from the Trail of the Dead (shown on the **Sketch Map**); the tunnel is said to lead to a valley of tombs where there is a secret way into the underground temple
- the kara-kara have a new leader under whom they have plundered more ships than ever

Rollo will ask the party to help him and his fellow merchants by eliminating the kara-kara's new leader. It should not be necessary, he will explain, to destroy the kara-kara themselves since until recently they have been thought of only as a nuisance. If the adventurers accept in principle, Rollo will offer the party a formal, written contract with the following terms:

- the party will leave Thyatis on the morning tide aboard the Belle Venture which has been repaired after its earlier voyage (the urgent departure is in order to arrive during the kara-kara ceremony)
- the ship will take them to the island of the kara-kara where they will eliminate the savages' new leader
- on board ship the adventurers will be under the command of Captain Malmir, but may do as they see fit on the island
- neither the captain or his crew will help the party on the island
- the party may keep anything (including treasure) which is found on the island
- upon completion of the mission and their return to Thyatis, each surviving party member will receive 5,000gp from the Seafaring Merchants' Guild.

ABBREVIATIONS

Monster statistics are listed in the following order:

Number; Name; Armour class (AC); Hit dice (HD); Hit points (hp); Movement rates (MV); Number of attacks (#AT); Damage (D); Save as (Save); Morale (ML); Alignment (AL); Experience point value (XP); Roll needed to hit armour class zero (THACO - see below); Source (book and page number).

The following abbreviations are used:

C — cleric; F — fighter; MU — magic-user; E — elf; L — lawful; N — neutral; C — chaotic; S — strength; I — intelligence; W — wisdom; D — dexterity; C — constitution; CH — charisma; B — D&D® Dungeon Masters Rulebook; E — D&D Expert Rulebook.

THACO = To Hit Armour Class Zero. This is the roll on 1d20 needed by a creature to hit an opponent with AC 0. In most cases, the roll needed to hit other armour classes = THACO minus AC.

TEKI-NURA-RIA

(Encounter areas T1 - T17: Map 2)



THE VOYAGE

The voyage to Teki-nura-ria is rough but uneventful. Captain Malmir and his crew are highly skilled mariners, and will firmly refuse any and all offers of help from the party. Malmir will navigate the *Belle Venture* on a wide sweep around the island and approach it from the east. The *Venture* will arrive at the island (see area T1) at dawn on the ninth day of the voyage.

The adventurers will be put ashore in a lifeboat (see Expert rulebook - p43) and Malmir will tell them that the ship will wait 5 days. He will teach them a special whistle to be used as a signal on their return. The DM should use the **Sketch Map** (on the **Pull-out Sheet**) to show the players where the ship is anchored (area T1).

Malmir will disguise the ship as a rock using a **hallucinatory terrain** spell from a scroll. Neither he nor any of his crew will willingly accompany the adventurers onto the island. Even if **charmed**, Malmir and/or the crewmen would be very reluctant companions since their first loyalty is to Rollo Bargman who ordered them to stay on the ship.

The kara-kara will not see the *Belle Venture* arrive and will not spot it while it waits, hidden, for the party.

THE ISLAND'S SURFACE

Teki-nura-ria can be thought of as consisting of six areas as shown on **Map 2**: the **Eastern Jungle** (p6), the **Southern Swamp** (p6), the **Trail of the Dead** (p6), the **Northern Swamp** (p7), the **Slopes of Ni-malowa** (p8) and the **Village/Harbour** (p8). Each of these areas has one or more fixed encounters and most have wandering monsters.

Movement

Nearly the whole of Teki-nura-ria is covered by dense vegetation. This makes movement difficult, and so the DM should use underground movement rates for monsters and characters at all times.

The Kara-kara

The annual ceremony of the kara-kara starts at dawn on the appointed day and lasts for four days and four nights, ending at dawn on the fifth day. The adventurers arrive at the island at dawn on the third day and so they will have 48 hours before the ceremony ends. So long as the ceremony is in progress, the drums in the volcano temple (area N15) can be heard all over the surface of the island.

During the ceremony, most of the kara-kara will be in the village (area T16) or the caverns under the volcano Ni-malowa (areas N9-N16). The only exceptions to this will be the guards on the **Trail of the Dead** (area T4) and the kara-kara patrols (see **Wandering Monsters**). These kara-kara will attack any intruders on sight but, if they fail a morale check during combat, they will attempt to flee back to their village. Any kara-kara warriors killed on patrol should be deducted from the total number given for the dancing chamber (area N16).

If any attacking kara-kara elude the party, the tribe will be warned that there are intruders on the island. If none of the warriors in a patrol escapes, the tribe will still realise that there are intruders on the island, but not until 3 hours later, when the patrol fails to return to the village.

The kara-kara will not want to disrupt the ceremony in order to deal with intruders, and will increase the size of their patrols from 9 to 13 warriors. However, if and when the adventurers halt the ceremony in the volcano temple (area N15), the kara-kara will make every attempt to destroy them. If they are unable to follow the party underground, the kara-kara will send out extra patrols over the whole island (see **Wandering Monsters**).



Apart from this, it is up to the DM to decide exactly how the kara-kara will react, bearing the following in mind:

- the kara-kara will not be able to re-build the rope bridge in the volcano temple (area N15) if it is cut.
- the kara-kara will only be able to go through the entrances to the tombs of the manwu-papas (areas N1-N8) if they are led by a manwu-papa.
- none of the kara-kara will go through the Room of Crystals (area N17).
- none of the kara-kara knows of the secret entrances to the chambers under Ki-ata (areas K1-K46).
- the kara-kara fear the shadows and other creatures which roam the island during the hours of darkness, and will not be found above ground at night, except in the village or at the guard post on the Trail of the Dead (area T4).

The kara-kara believe that KalnaKaa is their pig god, Tapu, and will tell the party this if interrogated.

Wandering Monsters

There are no wandering monsters on the **Trail of the Dead** or in the kara-kara **Village/Harbour**. Elsewhere on the surface of the island, the DM should check for wandering monsters every 6 turns by rolling 1d6.

In the **Eastern Jungle** a roll of 1 indicates that a wandering monster has appeared. Wandering monsters appear in the **Southern Swamp**, **Northern Swamp** and **Slopes of Ni-malowa** on a roll of 1 or 2.

The type of monster appearing is found by rolling 1d20 and checking the score against the appropriate column in **TABLE 1**. Wandering monsters marked (D) appear only during the day and monsters marked (N) appear only at night. If one of these monsters is rolled at the wrong time, the DM should re-roll. Monsters marked (A) can appear at any time.

Once the kara-kara ceremony has been disrupted, a roll of 4 or 5 on 1d6 (during daylight hours only), when checking for wandering monsters, means that the party has encountered a patrol of 13 kara-kara.

Except for the kara-kara (see above), slain wandering monsters are not deducted from the numbers shown in the fixed encounters. The same kind of wandering monster can appear any number of times.

TABLE 1 — WANDERING MONSTERS

Eastern Jungle	Swamps	Ni-malowa	Monster
1-4 (A)	-	1-5 (A)	Boars (1-4): AC 7; HD 3; hp 15 each; MV 90' (30'); #AT 1 tusk; D 2-8; Save F2; ML 9; AL N; XP 35 each; THACO 17; B27.
5-6 (D)	-	-	Giant horned chameleon lizards (1-2): AC 2; HD 5*; hp 23 each; MV 120' (40'); #AT 1 bite/1 horn + special; D 2-8/1-6; Save F3; ML 7; AL N; XP 300 each; THACO 15; B32.
-	1-6 (A)	-	Normal crocodiles (2-7): AC 5; HD 2; hp 9 each; MV 90' (30'); #AT 1 bite; D 1-8; Save F1; ML 7; AL N; XP 35 each; THACO 18; E47.
7-8 (N)	-	-	Giant gecko lizards (1-3): AC 5; HD 3+1; hp 14 each; MV 120' (40'); #AT 1 bite; D 1-8; Save F2; ML 7; AL N; XP 50 each; THACO 16; B32.
-	7-10 (D)	-	Insect swarm* (1): AC 7; HD 4*; hp 22; MV 60' (20'); #AT 10'x10'x30' area effect; D 2 or 4; Save NM; ML 11; AL N; XP 125; THACO Automatic hit; E52.
9-10 (D)	-	6-8 (D)	Kara-kara patrol (9 or 13): AC 8; HD 1+1 (1+4); hp 9(12), 8x5(8); MV 120' (40'); #AT 1 weapon; D 1-6; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THACO 18; New monster. The kara-kara will chant if possible. They each have 10gp worth of coral and jade jewellery.
11-13 (D)	-	-	Giant racer snakes (1-4): AC 5; HD 2; hp 9 each; MV 120' (40'); #AT 1 bite; D 1-6; Save F1; ML 7; AL N; XP 20 each; THACO 18; B37.
14-17 (N)	11-14 (N)	9-11 (N)	Shadows* (3): AC 7; HD 2+2*; hp 11 each; MV 90' (30'); #AT 1 touch; D 1-4 + Drain 1 point of strength for 8 turns; Save F2; ML 12; AL C; XP 35 each; THACO 17; B36.
-	15-20 (A)	12-15 (A)	Stirges (3-6): AC 7; HD 1*; hp 4 each; MV 180' (60'); #AT 1 beak; D 1-3 + drain blood; Save F2; ML 9; AL N; XP 13 each; THACO 19 (17 on first attack); B38.
-	-	16-20 (A)	Topis (5-8): AC 6; HD 3*; hp 12 each; MV 120' (40'); #AT 2 claws; D 1-6/1-6 + Special; Save F2; ML 12; AL C; XP 50 each; THACO 17; New monster.
18-20 (N)	-	-	White apes (1-4): AC 6; HD 4; hp 19 each; MV 120' (40'); #AT 2 claws; D 1-4/1-4; Save F2; ML 7; AL N; XP 75 each; THACO 16; B25.



TEKI-NURA-RIA (Encounter areas T1-5)

Magical Portals

There are magical portals at areas T3, T6 and K46 (in the sea-cave at the north-eastern corner of the island). The party will not be able to find these except under very special circumstances (see page 18).

EASTERN JUNGLE

The eastern jungle is a dense mass of tall, tropical trees and undergrowth. The kara-kara use it only as a place for their pigs (boars) to forage.

Fixed Encounters

T1. Anchorage

The party's ship, the *Belle Venture*, will be anchored in this bay on the eastern side of the island (see **THE VOYAGE** - page 4).

T2. Tarantella

No matter what route they take through the jungle, the adventurers will come across this clearing after 6 turns:

You have come to a circular clearing where the ground has been flattened as if by many feet. In the centre is the gnarled stump of a huge tree.

The clearing is about 50 feet in diameter. The ground was trampled by the dancing victims of a tarantella which lives inside the hollow tree stump. Its nest inside the tree is made of bones and contains a necklace of black pearls (value - 2670gp). The spider will attack if the adventurers approach the stump.

1 tarantella: AC 5; HD 4*; hp 24; MV 120' (40'); #AT 1 bite; D 1-8 + poison; Save F2; ML 8; AL N; XP 125; THACO 16; B38.

Anyone bitten by the tarantella must make a saving throw vs. Poison or be convulsed by painful spasms resembling a frantic dance, for 2-12 turns. Anyone watching the dance must then make a saving throw vs. Spells or start to dance in the same way. Dancing victims attack at -4 to hit and attacks against them are at +4 to hit. Dancing characters collapse from exhaustion after 5 turns and are then helpless against attacks.

T3. Old Village

The jungle thins a little, and you find the ruins of a village choked by trees and undergrowth. The roofs of the long, wooden huts have collapsed, leaving bare bamboo frames. Only one building remains standing; a stone tower built against the mountainside.

This village was abandoned long ago by the kara-kara, and the ruins of the wooden huts contain nothing of interest or value. The stone tower is about 50 feet square in plan and originally had three floors, but these have collapsed. It stands with its eastern wall against the mountain.

There is a magical portal into the chambers under Ki-ata (see area K15) at ground level in the eastern wall of the tower, but the adventurers will not be able to find it from this side (see page 18). The entrance to the tower is through an open doorway on the western side. Just inside the doorway on the right hand side, stone steps lead down 20 feet to a 20-foot-square cellar. This is the lair of three white apes which will attack any intruders.

3 white apes: AC 6; HD 4; hp 24, 20, 17; MV 120' (40'); #AT 2 claws; D 1-4/1-4; Save F2; ML 7; AL N; XP 75 each; THACO 16; B25.

Concealed by the rubbish on the floor is a gold and ivory sword hilt (value - 1210gp).

SOUTHERN SWAMP

Once this area was a bay which the kara-kara used as a harbour for their old village (area T3). When the village was abandoned, the bay silted up and is now covered by a swamp of knee-deep, murky water. The swamp itself is not dangerous, but it is overgrown by mangrove trees whose roots form a tangled mass beneath the water.

TRAIL OF THE DEAD

An old path runs along a gully between the two volcanoes Ni-malowa and Ki-ata. From the kara-kara guard post (area T4) at the south-western end, the path climbs up to where two side valleys (areas T7 and T6) branch off, and then runs down to the causeway into the northern swamp (areas T12 and T13).

Fixed encounters

T4. Mounted Guards

The jungle gives way to the bare rock floor of a narrow valley running up between the mountains. A little way up the valley, in a strange, bone enclosure are half a dozen kara-kara, two of them on giant lizards.

The six kara-kara guards and their two giant horned chameleon lizards will attack the party on sight. The guards will chant if possible (see **NEW MONSTERS, Kara-kara** - page 27). Each lizard has the same morale as its rider, but this drops to 5 if its rider is killed. The kara-kara all have shields and each has two wooden spears and a wooden pick. Each has 10gp worth of crude ivory or coral jewellery.

6 kara-kara warriors: AC 8; HD 1+1 (1+4); hp 5(8) each; MV 120' (40'); #AT 1 weapon; D 1-6; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THACO 18; New Monster.

2 giant horned chameleon lizards: AC 2; HD 5*; hp 28 each; MV 120' (40'); #AT 1 bite/1 horn + special; D 2-8/1-6; Save F3; ML 9 (11) or 5; AL N; XP 300 each; THACO 15; B32.

Characters hit by a horned chameleon's 5-foot-long tongue will be pulled to its mouth and bitten for 2-8 points of damage. A hit by its tail will prevent a character from attacking in the next round.

The enclosure has a low wall made of bones lashed together. It is roughly square with an entrance on each side. The kara-kara believe, wrongly, that it keeps out the shadows which roam the island at night.

T5. Trap on the Path

A trail runs along the floor of the gully, marked by huge, worn paving slabs and rounded steps where the path is steepest. At intervals of ten paces, pairs of stone statues face each other across the path. Their shapes were once humanoid but nearly all have lost a head, an arm or both. Some have fallen over completely.

The statues line both sides of the trail from one end of it to the other, but there is only



one pair of undamaged statues. This pair is at the point marked T5 on Map 2.

These two intact statues are magically trapped and will fire one **lightning bolt** each round at one of the characters (chosen at random) passing between them during that round. Each **lightning bolt** will inflict 4d6 points of damage (halved if the character makes a saving throw vs. Spells).

T6. South-eastern Side Valley

This side valley is the home of a rock python. It will attack the party if disturbed. It has no treasure.

1 rock python: AC 6; HD 5*; hp 35; MV 90' (30'); #AT 1 bite + squeeze; D 1-4 + 2-8; Save F3; ML 8; AL N; XP 300; THACO 15; B37.

If the python's bite is successful, it coils around the victim and constricts in the same round, doing a further 2d4 points of damage. Constriction damage will be automatic in subsequent rounds once the bite has hit.

The adventurers will not be able to find the magical portal (see page 18) into the chambers under Ki-ata (see area K4) at the end of this side valley.

T7. North-western Side Valley

At the far end of this dusty side valley you see a dark opening leading into the mountainside. The opening is blocked by a gate of brightly painted bamboo poles adorned with bones.

The gate can be opened easily.

Tunnel (Diagram 3)

If the adventurers enter this tunnel at the south-eastern end, they will see what appears to be light at the other end — 160 feet away. This is actually the result of a **hallucinatory terrain** spell (see area T10).

T8. Iron Gates

Two thick, iron gates block your way, lashed together with an intricately knotted rope.

The gates have hinges set into the walls of the tunnel. The knot is magical; a thief has the same chance of untying it as of picking a lock. Any other character will automatically fail. Any unsuccessful attempt to untie the knot will tighten it and make it impossible to untie, even if the thief makes a successful pick locks roll.

The knot may be cut or burned easily, but this will trigger a trap which will cause a shower of rubble to fall from the ceiling. All characters within 20 feet of the gates will suffer 2d8 points of damage (halved if they make a successful saving throw vs. Wands).

T9. Mud Patch

Beyond the iron gates, the floor of the tunnel dips down slightly and is covered by a layer of mud about 1 inch thick. This muddy patch extends right across the tunnel and is 30 feet long.

Hidden in the mud are hundreds of strong, sharp, metal spikes which are tipped with poison. Unless they take suitable precautions, characters walking through the mud will step on 1d6-1 spikes. Probing the mud ahead with a pole, for example, will allow characters to avoid treading on the spikes.

Each spike inflicts 1 point of damage when it is trodden on. The poison causes a painful swelling of the legs, halving the character's movement rate for 3d4 hours. The effects of the poison are negated by a successful saving throw vs. Poison.

T10. Illusion and Spider's Lair

The light at the end of the tunnel is caused by a **hallucinatory terrain** spell which will be broken as soon as the adventurers reach it:

You press on towards the distant light at the end of the tunnel. Suddenly, your vision wavers... the light vanishes and instead you see a mass of dusty webs blocking your way.

The web is the home of an old, giant black widow spider. She will attack the adventurers as soon as they walk through the illusion. Her poison causes 18 points of damage (negated if the victim makes a

successful saving throw vs. Poison). Entangled in her web are 20 gems (value - 100gp each).

1 giant black widow spider: AC 6; HD 3*; hp 16; MV 60' (20') or 120' (40') in web; #AT 1 bite; D 2-12 + poison (18 hp); Save F2; ML 8; AL N; XP 50; THACO 17; B38.

T11. Exit to the Valley of Tombs

If the adventurers go through the secret door near the iron gates (area T8) the tunnel beyond will lead them to the valley where they will find the entrances to the tombs of the manwu-papas. The DM should refer to the **MANWU-PAPAS' TOMBS** on page 9.

NORTHERN SWAMP

The swamp is an area of muddy pools overgrown by trees and other plants. Visibility is poor, and progress will often be barred by tangled vegetation, but the swamp is not, in itself, dangerous.

Fixed Encounters

T12. Wooden Causeway

An old, 10-foot-wide wooden causeway runs into the swamp from the north-eastern end of the Trail of the Dead. It is solid and safe, but blocked at many points by trees and other plants which spread across it from either side. It ends at a 20-foot-square platform, surrounded by swamp.

If they have not already encountered the hydra which lives in the swamp (see area T13), the adventurers will be attacked by it when they reach the platform.

T13. Hydra

When the adventurers reach the platform at the end of the wooden causeway (area T12) or 3 turns after they enter the swamp (whichever is sooner) they will be attacked by an eight-headed hydra.

1 eight-headed hydra: AC 5; HD 8; hp 64; MV 120' (40'); #AT 8 bites; D 1-10 (x8); Save F8; ML 11; AL N; XP 650; THACO 12; E52.

For every 8 points of damage taken by the hydra, one head is destroyed. The creature has no treasure.



TEKI-NURA-RIA (Encounter areas T14-17)

SLOPES OF NI-MALOWA

The slopes of Ni-malowa are covered in the same kind of dense jungle as the eastern part of the island. The volcano is dormant, and the crater is plugged with hardened lava (see area T15).

If the party comes to the edge of the valley containing the entrances to the tombs of the manwu-papas, the DM should refer to **THE MANWU-PAPAS' TOMBS** on page 9. The slopes down into the valley are steep but can be climbed safely.

Fixed Encounters

T14. Surrounded!

Whatever route is taken across the slopes of Ni-malowa, the party will be attacked by a group of topis after 2 turns:

There is a movement in the undergrowth behind you... then another in front... and on either side... In an instant you are beset from all sides by a horde of tiny, silent humanoids, leaping towards you with outstretched claws.

These topis are in addition to any encountered as wandering monsters.

10 topis: AC 6; HD 3*; hp 18,16,15,14,13 (x3),11,9,8; MV 120' (40'); #AT 2 claws; D 1-6/1-6 + Special; Save F2; ML 12; AL C; XP 50 each; THACO 17; New monster.

Characters hit by a topi must make a saving throw vs. Poison or be affected by the equivalent of a **slow** spell for 1-2 turns. Topis are immune to spells such as **sleep** and **charm**, and turn as wights. Non-edged weapons do only half damage to them but knock them off-balance for 1 round.

T15. Crater at the Summit

The jungle comes to a sudden end and you find that you have reached the top of the mountain. At your feet the ground drops away into a steep-sided crater with a still, emerald green pool at the bottom.

The pool is roughly circular and about 30 feet across. It is warmed and enriched with

minerals by the volcano below, and an unusual, outdoor variety of green slime has grown in a thin layer across its surface. It looks like a layer of weed or algae but is otherwise identical to the underground variety. It will attack any characters who come down to its pool. Because of the water in the pool, non-magical fire will only inflict half damage on the slime. Characters hit by the monster will turn to green slime in 1-4 rounds unless the slime is burned off or a **cure disease** spell is used.

1 green slime: AC Always hit; HD 2**; hp 16; MV 3' (1'); #AT 1 touch; D Turns flesh into slime; Save F1; ML 7; AL L; XP 30; THACO 18; B31.

The pool is 20 feet deep. At the bottom is a large gold amulet bearing a star sapphire (value - 3000gp), three gems (value - 540gp each), and a pair of matching silver armbands (value - 335gp each).

VILLAGE/HARBOUR

The adventurers should be discouraged from attacking the kara-kara village, since there are so many of these humanoids here and in the underground chambers (areas N15 and N16) that they are likely to overcome the party in a straight fight. When the adventurers can first see into the village, the DM should read out the following description:

Cradled between two jungle-covered arms of the mountain is a village of long, wooden huts with scores of kara-kara dancing in the open space between them. At the back of the village is the mouth of a large cave, filled with the flickering light of torches. From the depths of the cave comes the echoing beat of drums and raucous chanting. One glance is enough to convince you that Rollo Bargmann's warning about the dangers of attacking the tribe openly was no exaggeration.

In front of the village is a small bay, where five large outrigger canoes lie drawn up on the beach.

T16. Village

There are 180 kara-kara in the village during the ceremony (the others are in areas N15 and N16).

30 kara-kara warriors: AC 8; HD 1+1 (1+4); hp 3x 9(12), 27x 5(8); MV 120' (40'); #AT 1 weapon; D 1-6; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THACO 18; New monster.
130 kara-kara females: AC 9; HD 1+1; hp 5 each; MV 120' (40'); #AT 1 weapon; D 1-4; Save F1; ML 9; AL C; XP 15 each; THACO 18; New monster.
20 kara-kara young: AC 9; HD 1+1; hp 3 each; MV 120' (40'); #AT 0; D 0; Save F1; ML 2; AL C; XP 0; New monster.

The warriors all have shields and are armed with two wooden spears and either a wooden pick or a stone-headed mace (see **NEW MONSTERS, Kara-kara** - page 27). They will attack the party on sight and begin their chant in order to improve their hit points, saving throws and morale. The females have stone daggers, and will only fight in self-defence. The young will not fight. The warriors each have 10gp in crude coral jewellery.

Every 2 rounds after the adventurers begin to fight the warriors in the village, 10 more chanting kara-kara (nine warriors and a 9-hit-point leader) will emerge from the caverns behind the village (areas N15 and N16). There will be a total of 190 male kara-kara (171 warriors and 19 leaders) in these caverns, minus any previously killed as wandering monsters.

If the adventurers flee from the village, only nine warriors and a leader will chase after them, while the rest of the tribe return to the ceremony. From then on, however, all patrols of kara-kara encountered as wandering monsters will contain 13 rather than 9 kara-kara.

The 10 village huts are each 40 feet long and 20 feet wide. They contain only bedding, stores of food, primitive tools and domestic utensils.

T17. Harbour

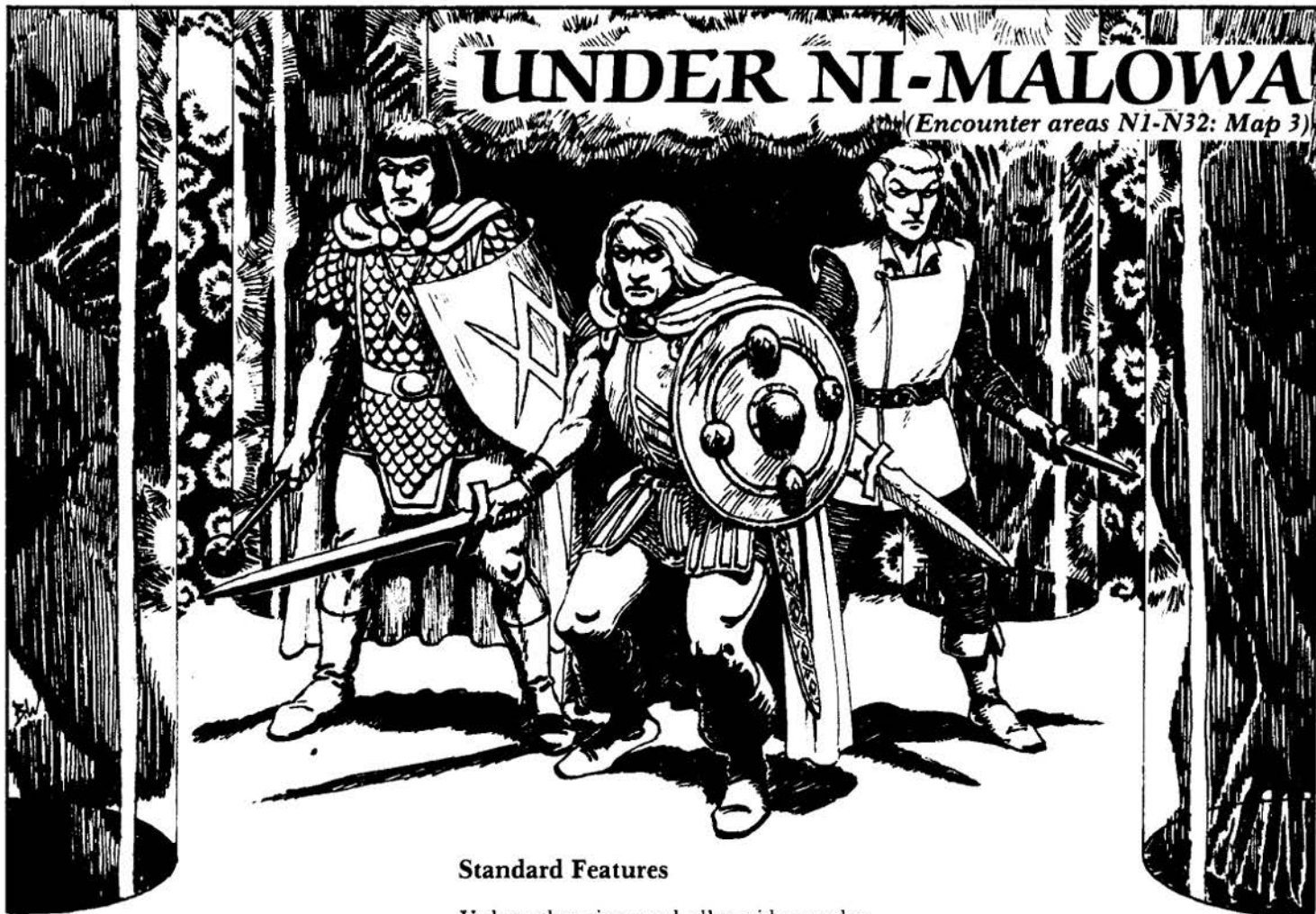
There are five ornately carved war canoes with outriggers pulled up on the beach. They have no sails and require at least 35 rowers to move at full speed.

Table 2 — Kara-Kara War Canoe

Movement:	18 miles/day, 90 feet/round
Crew:	40 (all rowers)
Hull Points:	41-50
Armour Class:	8
Capacity:	20,000 cn

UNDER NI-MALOWA

(Encounter areas N1-N32: Map 3)



Standard Features

These chambers under the volcano Ni-malowa were originally dug by the "Ancestors" — the race which inhabited Tekinura-ria before the kara-kara. They can now be divided into three areas:

A: THE MANWU-PAPAS' TOMBS (areas N1-N8). These rooms have been modified by the kara-kara to serve as burial chambers for their manwu-papas (witch-doctors). One of the tombs (that of Kota-ef-nitek — areas N3 and N6) is sometimes used by KalnaKaa and the living manwu-papas as a secret entrance to the chambers under the mountain.

B: KARA-KARA CHAMBERS (areas N9-N16). These have long been used by the kara-kara for the ceremonies of their pig cult. KalnaKaa is regarded by the kara-kara as a pig god and will be presiding over a ceremony involving most of the kara-kara when the party arrives on the island.

C: KALNAKAA'S ROOMS (areas N17-N32). The room of hanging crystals (area N17) has always prevented the kara-kara from entering this area. KalnaKaa, his daughter and henchmen have taken up residence here. A tunnel (area N32/K1) leads from these chambers to the more extensive complexes under the island's other volcano — Ki-ata (areas K1 - K46).

Unless otherwise stated, all corridors under Ni-malowa are 15 feet high, all rooms and chambers are 20 feet high, and all doors are made of slabs of stone held in iron frames. Many of the rooms are illuminated, but otherwise the descriptions assume that the party has some source of light. If not, the DM must amend them accordingly.

The drums in the volcano temple (area N15) cannot be heard in areas N4-N7.

MANWU-PAPAS' TOMBS

The entrances to the tombs of the manwu-papas are in a dusty valley on the north-eastern side of the volcano Ni-malowa:

Before you is a short, steep-sided valley, which looks out over the ocean to the north-east. Jungle trees grow right up to the sides of the valley but there seems to be no life amid the dusty rocks on the valley floor. At the head of the valley, three, stark stone structures complete the sense of desolation.

After reading this description, the DM should show the players **Illustration 1** from the **Pull-out Sheet**.

Each structure has a rectangular platform extending out from the valley wall, with steps leading up to it at the front. The platforms and steps are built of massive stone slabs. The platforms are about 6 feet high, 32 feet long and 20 feet wide. The tops of the upper slabs are about 15 feet above the platforms.

At the back of each platform is a pair of rectangular pillars, which support one or more large horizontal stone slabs. Between each pair of pillars is a magical portal which leads through the 10-foot-thick, solid rock wall to one of the tombs of the manwu-papas.

Inscriptions on the stones give clues as to how each of the magical portals can be opened. When the party performs the correct actions, a passage (created by a **pass-wall**) will appear through the rock face between the pillars. The portals can be opened from the inside by touching the place where the passage will appear. The portals remain open for 1 turn, and can be reopened any number of times.

The sources of the portals are yellow, painted circles on the end walls of the corridors behind the entrances. These are the only parts of the portals which have a magical aura.



UNDER NI-MALOWA (Encounter areas N1-5)

N1. Entrance to the Tomb of Su-hana-ko

The DM should show the players **Illustration 2** from the **Pull-out Sheet**.

The three niches in the slabs above the portal each contain a jaw-bone from a large pig. They have value only to the kara-kara.

The horizontal lines with jagged lines between them are kara-kara writing. The writing above the portal reads "Su-hana-ko", a name which means "dancer". The name can be read and its meaning understood by the use of a **read languages** spell or similar means.

The **pass-wall** portal will open if any character performs (even approximately) the dance shown by the six carved panels on the stones beside the opening. The DM may even insist that the player concerned performs the dance!

N2. Entrance to the Tomb of Kono-ti

The DM should show the players **Illustration 3** from the **Pull-out Sheet**.

There are three sets of inscriptions on the entrance. These can be read by means of a **read languages** spell, and a thief (4th level or above) has an 80% chance of understanding each inscription. They read as follows:

- on the horizontal slab: "Na-ho-kono-ti" meaning "Tomb of Kono-ti". On reading the inscription it will be clear that "Kono-ti" is a name meaning "wise one".
- on the left-hand pillar: "Lowa-nek" meaning "Order in ...".
- on the right-hand pillar: "Set-ato" meaning "... all things".

The three panels in the centre of the top slab represent (from left to right) a spider, a bird and a fish. They can be pushed in about half an inch and slide back out again when released.

These panels, and the similar ones on the pillars, are arranged in five of the six possible orders in which the three symbols can be put. If the adventurers realise this and push the panels of the top stone in the remaining order, that is: bird - fish - spider, the **pass-wall** will open through to the passage beyond. The inscriptions on the pillars should serve the party as clues to how the tomb is entered.

If the panels are pressed in any other order, the hidden trap-door in the platform in front of the portal will open, dropping anybody on it into a 20-foot-deep pit (2d6 points of damage each). This trap cannot be disarmed, but it can be avoided. Setting off the trap will not prevent the **pass-wall** from opening if the panels are pressed in the correct order afterwards.

The carved "faces" on the portal and at each end of the top slab are only decoration.

N3. Entrance to the Tomb of Kota-ef-nitek

The DM should show the players **Illustration 4** from the **Pull-out Sheet**.

The inscription on the top slab reads "Kota-ef-nitek", a name meaning "the twin". This can be read and understood by the use of a **read languages** spell or similar means, and a thief (4th level or above) has an 80% chance of understanding it.

The face on the figure between the pillars and the one on the bottom right-hand panel of the right-hand pillar are very similar. The inscription is a clue to this and, if they are touched at the same time or within 1 round, the **pass-wall** will open.

The panel with the design:



is magically trapped. If it is touched, a blast of magical fire will gush out and inflict 10 points of damage (5 if a successful saving throw vs. Spells is made) on all characters within 15 feet. The design is the kara-kara's death symbol. It cannot be read by means of a **read languages** spell.

N4. Crypt of Su-hana-ko

The passage opens into a musty chamber. Before you is a small, stone casket, flanked by a pair of plain, stoppered jars. To right and left, half-hidden by shadows, two statues maintain a silent vigil.

The jars are stoppered and sealed with wax. Each contains an ochre jelly which will attack if the lid is removed or if the jar is

broken, gaining surprise on a roll of 1-4 on 1d6. The jellies are only harmed by fire or cold and can dissolve wood, leather and cloth. Attacks by weapons or lightning divide them into smaller jellies.

2 ochre jellies: AC 8; HD 5*; hp 20, 23; MV 30' (10'); #AT 1 touch; D 2-12; Save F3; ML 12; AL N; XP 300 each; THACO 15; B35.

The casket is not locked, but is trapped (normal chances of detection). The trap works by firing two crossbow bolts sideways, which will smash the jars unless these have been moved. This will release the ochre jellies, but will not harm them. Any character in the line of fire will take 1-6 points of damage (automatic hit) but will prevent the jar on that side from breaking.

The casket contains a small, sealed ceramic jar, a finely made jade axe-head (value - 170gp) and a pair of matching, gold bracelets (value - 560gp each). The jar (which has no value) contains the cremated remains of Su-hana-ko, a long-departed manwu-papa of the kara-kara.

The statues represent one of the kara-kara's gods; a creature with the body of a kara-kara and the head of a boar. They have no value.

N5. Crypt of Kono-ti

This place has the still, dead air of a crypt. Its rough-hewn walls and floor are bare, and a veil of cobwebs covers the ceiling. In the darkness at the far end, you can make out four shadowy alcoves, two on each side. The first two are empty, but from those beyond comes the enticing glint of gold.

The cobwebs were woven by hundreds of small, harmless spiders which live on the ceiling. The two nearest alcoves are filled by two gelatinous cubes. They are difficult to see, and will attack anyone who moves between them, as well as in self-defence. Characters hit must make a saving throw vs. Paralysis or be paralysed for 2-8 turns. Gelatinous cubes are unaffected by cold or lightning.

2 gelatinous cubes: AC 8; HD 4*; hp 19, 12; MV 60' (20'); #AT 1 touch; D 2-8 + paralysis; Save F2; ML 12; AL N; XP 125 each; THACO 16; B30.



Each of the farther alcoves contains the skeleton of a kara-kara wearing two gold ankle bracelets (value - 575gp each).

The door of the secret compartment at the end of the crypt is trapped. If the trap is not disarmed, a cloud of poisonous gas is released when the door is opened. Any victim within 10 feet of the door must make a saving throw vs. Poison or be paralysed for 1d12+3 turns. A **cure light wounds** spell will remove the paralysis.

Inside the secret compartment is a kara-kara skeleton and a small, sealed jar. The skeleton is that of Kono-ti (a manwu-papa from long ago) and is wearing an exquisite ivory necklace inlaid with mother-of-pearl (value - 750gp). The jar contains 12 ivory figurines (value - 105gp each).

N6. Crypt of Kota-ef-nitek

Opening the door, you find a musty chamber — a tomb for the haggard corpse lying on a central slab, and its long dead attendants slumped against the walls. Suddenly their lifeless eyes turn on you and they spring forwards; bony fingers reaching out and jaws agape.

The creature on the slab and four of those against the walls are ghouls. The other two are agarats. They will attack the party on sight. They are controlled by KalnaKaa and the manwu-papas who use them to guard this secret entrance to the chambers under the mountain.

5 ghouls: AC 6; HD 2*; hp 12, 10, 9, 8, 7; MV 90' (30'); #AT 2 claws/1 bite + paralysis; D 1-3/1-3/1-3; Save F2; ML 9; AL C; XP 25 each; THACO 18; B30.
2 agarats: AC 4; HD 4+3*; hp 25, 22; MV 90' (30'); #AT 2 claws/1 bite + scream; D 1-3/1-3/1-3; Save F5; ML 11; AL C; XP 200 each; THACO 15; New monster.

Any character hit by a ghoul must make a saving throw vs. Paralysis or be paralysed for 2-8 turns. Agarats can scream once per turn. All characters within 20 feet must make a saving throw vs. Spells or suffer a 1 level energy drain for 1-4 turns.

The ghoul lying on the stone slab was once Kota-ef-nitek, a manwu-papa. Its sandals are inlaid with turquoise (value - 310gp each) and it wears a necklace of coral and jade beads (value - 760gp).

N7. Kota-ef-nitek's Treasure Room

The air here is dull and silent, seeming to swallow up any sounds you make. The room is in the shape of a T, with narrow branches to either side and a wider part ahead, from which a life-sized crystal skull glares at you from a stone plinth. To your left and right, similar plinths bear large crystal vials.

The room is trapped in an unusual way. If any of the three crystal items is lifted from its stone plinth the room will be filled with a loud whistling sound. This will rise in pitch as the object is moved away from the plinth, going beyond the range of characters' hearing when it is 10 feet away. It will drop in pitch if the object is moved back towards its plinth and will stop if it is replaced, but will start again if the object is removed once more. If the object is moved 20 feet or more from the plinth, the sound will reach a pitch where every non-magical object inside the room which is made of glass, crystal or ceramic (including the skull, vials and any similar items carried by the adventurers) has a 50% chance of shattering.

The whistle is magical and the whole room has a magical aura. The magic may be removed permanently by a **dispel magic** spell (the whistling magic was created by a level 14 magic-user) or nullified for the duration of a **silence 15' radius** spell cast anywhere in the room. The whistle cannot be heard outside the room and only affects objects and creatures inside it.

The crystal skull is very finely made and is worth 2500gp. The vials contain potions. The vial on the eastern plinth holds four potions of **healing** (a colourless, bitter liquid) and the western vial contains two potions of **gaseous form** (colourless and sweet).

N8. Long Corridor

A rock-hewn passage stretches before you, filled with the faint but persistent rhythm of beating drums.

This passage is 1800 feet long. The air and the walls are noticeably warmer towards its south-western end because of the heat from the mountain's volcanic core.

KARA-KARA CHAMBERS

The drums in the volcano temple (room N15) may be heard in rooms N8-N16.

N9. Room with Statues

To your relief, you find that this room is unoccupied. The plastered walls bear faded horizontal bands of red and green. Four wooden, boar-headed statues with humanoid bodies face inwards from the corners. The wood is old and worn but the eyes and tusks of the statues are bright with inlaid mother-of-pearl.

The statues are actually wood golems which will attack anyone entering the room. If attacked with fire, the golems will take the normal extra damage (saving at -2), but will also give off clouds of thick smoke which will obscure characters' vision for a -2 penalty on hit rolls. The golems have a -1 penalty on initiative rolls. They are immune to cold, missiles and **sleep, charm and hold** spells.

4 wood golems*: AC 7; HD 2+2*; hp 14 each; MV 120' (40'); #AT 1 fist; D 1-8; Save F1; ML 12; AL N; XP 35 each; THACO 17; E50.

The eyes and tusks are worth a total of 245gp per golem, but the use of fire on a golem will ruin them.

N10. The Great Manwu-papa

Glaring at you from the centre of the room is a kara-kara, resplendent in a head-dress and long robe of brightly coloured feathers. Gathered around him are eight other kara-kara, wearing loin-cloths and body paint and wielding short, tooth-edged swords.

The creature in the robes is the kara-kara's chief manwu-papa. He has a shield and is wearing wooden armour under the robes. He is armed with an iron **mace +1** and has the following spells: **cause fear, cure light wounds, curse, hold person and silence 15' radius**. The manwu-papa's **curse** spell causes cowardice. An affected character must make a saving throw vs. Spells at the beginning of every combat, or flee for 2 turns (as if affected by a **cause fear** spell).



UNDER NI-MALOWA (Encounter areas N11-15)

His attendants are ordinary kara-kara warriors armed with shark's-tooth swords (treat as short swords). When they see the party, the kara-kara will begin to chant (see **NEW MONSTERS, Kara-kara** - page 27). If the kara-kara fail a morale check during combat, they will surrender.

1 kara-kara manwu-papa: AC 6; HD 6; hp 28; MV 120' (40'); #AT 1 mace +1; D 2-7; Save C6; ML 9 (11); AL C; XP 500; THACO 14; New monster.

8 kara-kara warriors: AC 9; HD 1+1 (1+4); hp 5(8) each; MV 120' (40'); #AT 1 short sword; D 1-6; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THACO 18; New monster.

The manwu-papa's robe and head-dress are worth a total of 350gp. He is also wearing a very fine jade amulet inlaid with mother-of-pearl (value - 750gp) and a pair of jade earrings (value - 75gp each). Each of the warriors has only 10gp worth of crude coral jewellery.

This is the manwu-papas' robing room. Its walls were once plastered, but most of this has fallen off and the kara-kara have painted patterns on the wall in bright green, red and yellow. Three wooden pegs have been fixed into the eastern wall. A sack hangs from one of the pegs, along with five human skulls lashed together with twine.

The sack contains a copper bracelet, 27 iron nails and a small, sealed bottle filled with a fierce chilli sauce. One of the skulls contains a small ivory box inlaid with coral and mother-of-pearl (value - 350gp), in which is a large pearl (value - 500gp).

N11. Manwu-papas' Quarters

A hurried glance around this luridly decorated chamber assures you that it is unoccupied. It seems to be a bedroom for three people; people with a liking for bright red, green and yellow paint!

This is the bedroom for the three manwu-papas of the kara-kara tribe. They have painted the plastered walls with patterns in their favorite colours.

Three wooden beds with mattresses of palm leaves stand against the western wall, each with a wooden peg hammered into the wall above it. Two of the pegs have sacks hanging from them.

The left-hand sack contains the skull of a halfling, a pebble with a natural hole through it, 23 rusty nails and the dried tail of a lizard. The right-hand sack contains a rusty iron knife, several pieces of scrap iron and some cremated animal bones wrapped in palm leaves. Mingled with the bones are 20 small pearls (value - 25gp each).

To the left of the beds is a low table with a ceramic jug, six beakers and four wooden bowls arranged on it. The bowls hold tasty, exotic fruits, and the jug contains a thick, sickly, alcoholic drink.

N12. Prison Pits

A noxious stench like a dung heap assails you as you open the door to this lofty natural cavern. The floor drops away into two yawning pits, leaving only a ledge and a narrow rock causeway to link this door with the other two entrances.

The prison pits are 30 feet deep, and downward-pointing bamboo spikes have been set into the sides just below the level of the causeway, in order to prevent prisoners from escaping.

There are three kara-kara prisoners in the eastern pit, captives from a tribe which lives on another kara-kara island. They have no weapons or possessions and will cower at the far side of the pit, even if the party attempts to release them. If they are forced out of the pit they will flee towards room N13.

3 kara-kara prisoners: AC 9; HD 1+1; hp 4,2,2; MV 120' (40'); #AT 0; D 0; Save F1; ML 2; AL C; XP 0; New monster.

If the prisoners get through the door, the guards will be alerted and will rush into this room to attack, chanting as they run.

The other pit contains the body of an elf and three human skeletons. Also in the pit is an engraved platinum belt (value - 1500gp) which the kara-kara have ignored.

N13. Guardroom

The guards in this room will rush into room N12 if they are alerted by the prisoners, or into room N15 if the beat of the drums stops. This description assumes that the party encounters them here:

Facing you across the room are five kara-kara, chanting in time to the beat of the drums and waving their clubs and spears in a strange dance.

The guards will attack the party on sight. They are already chanting and so have improved hit points, saving throws and morale (see **NEW MONSTERS, Kara-kara** - page 27). If they fail a morale check during combat, they will surrender rather than flee. Each of the guards has 10gp worth of coral and amber jewellery.

5 kara-kara warriors: AC 8; HD (1+1) 1+4; hp (5)8 each; MV 120' (40'); #AT 1 stone mace or wooden spear; D 1-6; Save (F1) F2; ML (9) 11; AL C; XP 15 each; THACO 18; New monster.

The room has plain rock walls, floor and ceiling. On the lower parts of the walls the guards have scratched meaningless primitive designs.

On the floor against the southern wall, extending along its entire length, is a bed of palm leaves, 6 feet wide and 2 feet thick. Near the northern wall is a pile of tasty, tropical fruits and a jar of water.

N14. Armoury

This storeroom is unoccupied. Against the far wall, an untidy heap of primitive weapons has been dumped next to three large, unstoppered jars.

The stack of weapons consists of 50 spears, 15 stone-headed maces, 40 wooden picks, five swords edged with sharks' teeth, and 12 shields (see **NEW MONSTERS, Kara-kara** - page 27, for details of these weapons). One of the spears is a **spear +2**. It is indistinguishable from the other spears except for its magical aura.

One of the jars holds water. The other two contain a mixture of rotting fruits used to feed the prisoners in the pits (room N12).

N15. Volcano Temple

The following description assumes that the party will enter this chamber through one of the doors in the northern corner. If not, the DM should amend it accordingly:



Opening the door, you are confronted by a blast of hot air and the deafening roar of drums. This huge, natural chamber is dominated by a gaping pit, filled with a fiery red glow and spanned by a slender rope bridge. On the far side is a crowd of spear-waving kara-kara.

Next to you are the drums, each pounded by three sweating kara-kara, but your eyes are drawn to a corner of the cavern beyond them. There, you see a pair of brightly-robed kara-kara and, lounging in a throne on a platform above, a gross, pig-like creature.

Barely a heart-beat passes before the drums stop. The beaters hurl themselves towards you followed by the robed kara-kara. There is a battle-cry from the far side of the pit, and the horde of kara-kara starts to swarm across the swaying rope bridge. Then, with a squeal of anger and fear which shatters the sudden quiet, the pig-beast steps from its throne and vanishes before your eyes!

The pig-like beast in the throne is an image of KalnaKaa, projected from his laboratory (area N31). The throne is large and made of bronze. The platform it is on is 10 feet above the ground. The image cannot be harmed; spells and physical attacks will pass straight through it. KalnaKaa can see and speak through the image, but cannot cast spells or attack in any way (see area N31). Realising that his stronghold is under serious attack, KalnaKaa will make preparations to flee, (see **KALNAKAA'S ROOMS** - below) and cease sending his projected image.

All the kara-kara will chant if possible (see **NEW MONSTERS, Kara-kara** - page 27). The nine kara-kara drum-beaters will attack the adventurers on sight, using the heavy drum-sticks as clubs.

9 kara-kara warriors: AC 9; HD 1+1 (1+4); hp 5(8) each; MV 120' (40'); #AT 1 club; D 1-4; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THACO 18; New monster.

They will be followed by the two robed figures who are manwu-papas armed with metal war hammers. They have shields and are wearing wooden armour under their feathered robes. They can each cast the following spells: **cause fear**, **hold person**

and **cause light wounds**. If they use **hold person**, they will cast it at single targets. Each of the manwu-papas has 200gp worth of coral and mother-of-pearl jewellery.

2 kara-kara manwu-papas: AC 5; HD 4; hp 19,15; MV 120' (40'); #AT 1 war hammer; D 1-6; Save C4; ML 9 (11); AL C; XP 125 each; THACO 16; New monster.

There are 30 kara-kara (three leaders and 27 warriors) on the south-western side of the cavern. They each have a shield, two spears and a stone-headed club, a wooden pick or a sharks'-tooth sword. They each have 10gp worth of ivory jewellery. There are also 20 young, but these will not fight. The warriors and leaders will cross the rope bridge to attack the party but they can only cross in single file and it will take 2 rounds for the first ones to arrive. Unless they are stopped, five kara-kara will reach the northern end of the bridge each round after that. Any character with an edged weapon can automatically cut the rope bridge in 1 round. Any creatures on the bridge will fall into the fiery pit and be killed. The kara-kara will be unable to cross the pit once the bridge is cut.

The kara-kara on the south-western side will throw spears at the party even though maximum spear range (60 feet) is only just greater than the width of the pit. No more than 10 spears will be thrown each round.

30 kara-kara leaders/warriors: AC 8; HD 1+1 (1+4); hp 3x 9(12), 27x 5(8); MV 120' (40'); #AT 1 weapon; D 1-6; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THACO 18; New monster.

20 kara-kara young: AC 9; HD 1+1; hp 3 each; MV 120' (40'); #AT 0; D 0; Save F1; ML 2; AL C; XP 0; New monster.

Once the drums stop and the kara-kara in the dancing chamber (area N16) realise that the temple is under attack, they will move into this chamber at a rate of nine warriors and one leader each round.

The roof of this cavern is 300 feet above the floor level. It is the plug of solidified lava at the top of the volcano (see area T15). The pit drops down into the heart of the volcano. Any creature falling into the lava will die, unless totally immune to heat.

N16. Dancing Chamber

At any given time during the ceremony, this 60-foot-high, natural cavern will contain the bulk of the kara-kara tribe,

dancing in time to the drums. Any kara-kara killed on patrol (see **Wandering Monsters** - page 5) should be deducted from the numbers given below.

Kara-kara from this chamber will go into the village or the volcano temple in the event of an attack. Details are given in the descriptions of areas T16 and N15.

160 kara-kara leaders/warriors: AC 8; HD 1+1 (1+4); hp 16x 9(12), 144x 5(8); MV 120' (40'); #AT 1 weapon; D 1-6; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THACO 18; New monster.

40 kara-kara females: AC 9; HD 1+1; hp 5 each; MV 120' (40'); #AT 1 weapon; D 1-4; Save F1; ML 9; AL C; XP 15 each; THACO 18; New monster.

40 kara-kara young: AC 9; HD 1+1; hp 3 each; MV 120' (40'); #AT 0; D 0; Save F1; ML 2; AL C; XP 0; New monster.

Each of the warriors and leaders has a shield and two spears, plus a stone-headed mace, a wooden pick or a sharks'-tooth sword. They each have 10gp worth of mother-of-pearl and ivory jewellery. The females have stone daggers.

KALNAKAA'S ROOMS

KalnaKaa, his daughter Maerie and his **charmed** companions Bezel, Rufus and Geldered have taken over chambers behind the volcano temple (area N15) built by the original inhabitants of Teki-nura-ria. The kara-kara will not enter these chambers since they are terrified of the room of hanging crystals (area N17).

When KalnaKaa discovers that his lair is under attack (see area N15) he will warn his henchmen (area N21) and Maerie (room N29), then gather up his most treasured belongings and flee into the chambers under Ki-ata (see page 17).

N17. Hanging Crystals

A mass of glittering crystals, suspended by gently swaying strings from the ceiling, fills the circular room before you. At first sight, the room appears to be quite simple, with plain white walls and five other doors, but as you look more closely you notice that everything seems to switch around depending on exactly how you look at it.



UNDER NI-MALOWA (Encounter areas N18-21)

The crystals are magical, and act like a maze. By tangling together and distorting the characters' vision, the strings of crystals make the room difficult and confusing to cross. Once a character has started to cross the room, the DM should determine at random which door is reached.

Characters will be able to reach (or avoid) a particular door if it is marked or left open, but unless they have some special means of sensing direction, characters will not be able to tell in which direction doors lead from the room.

The magic of the crystals may be destroyed by a **dispel magic** (it was created by a 20th level magic-user). A **dimension door**, **find the path** or **teleport** spell will allow characters to cross it easily. A **knock** spell will not affect the crystals. Casting a **light** spell here will be so dazzling as to cause **confusion** in everyone inside the room.

The crystals can be damaged by magical weapons (automatic hit) or spells and will lose their magic after taking 80 points of damage. Each time they are damaged, however, the crystals will fire two **magic missiles** at their attacker. Non-magical weapons and spells which do not cause damage will not affect the crystals.

KalnaKaa and his companions know the room well and can move across it to any door they choose in 1 round.

N18. Storeroom

This is a general storeroom containing:

- 33 bottles of wine in a rack, and three large casks of wine
- 40 jars of preserved fruit, meat and fish
- four chests of clothes (male and female, various sizes) with six bales of cloth
- five chairs (three broken), a copper cauldron, an anvil and an old carpet.

These items were plundered from ships and are obviously from a number of different origins.

N19. Hall of Glass

Everything in this brightly-lit room seems to be made of glass. Everything, that is, except for a pair of slinky, black panthers... panthers with long tentacles and six legs!

The occupants of the room are displacer beasts. They will attack the party on sight. Because the displacer beasts can bend light, all attacks against them are at -2 to hit and they save at +2.

2 displacer beasts: AC 4; HD 6*; hp 40,36; MV 150' (50'); #AT 2 tentacles; D 2-8/2-8; Save F6; ML 8; AL N; XP 500 each; THACO 14; E48.

Each of the displacer beasts has a collar studded with 10 gems (value - 100gp per gem).

The glass furniture consists of a statue of a robed woman, a table, five chairs, four candlesticks, and a chandelier (with a **continual light** spell cast on it) hanging from the ceiling.

N20. Darkroom

As you open the door you see... nothing! A thick, inky blackness fills the space ahead.

The room has a **continual darkness** spell cast within it. It is completely empty.

N21. Hall of Shadows

Bezel, Rufus and Geldered are standing in the centre of this room with an **invisibility 10' radius** spell cast on them. If the adventurers can see invisible creatures, the DM should change the following description to include these NPCs:

Every corner of this grand hall is brightly lit by glowing gems dotted across the ceiling and walls. The ceiling is supported by four crystal pillars, each with a writhing, shadowy shape within. Silently, the shapes glide out from the pillars and move towards you.

The creatures in the pillars are shadows. Because they are so visible, they will only surprise the party on a roll of 1 on 1d6. Bezel, Rufus and Geldered will attack at once if they know that they have been seen. Otherwise, they will wait until three of the shadows have been destroyed. During this time they will work out the weaknesses of the adventurers and exploit these when they attack them.

4 shadows*: AC 7; HD 2+2*; hp 16,14,13,9; MV 90' (30'); #AT 1 touch; D 1-4 + drain 1 point of strength for 8 turns; Save F2; ML 12; AL C; XP 35 each; THACO 17; B36.

BEZEL (cleric): AC 1; C5; hp 20; MV 90' (30'); #AT 1; D By weapon; Save C5; ML 11; AL C; XP 300; THACO 17; S 9, I 9, W 14, D 9, C 11, CH 13.

Spells Memorised:

First Level - **cure light wounds, darkness.**

Second Level - **hold person, silence 15' radius.**

Weapons: Mace.

Clothing/Protection: Plate mail; shield +1; blue cloak.

Personal Treasure: 25pp in a belt pouch; gold holy symbol encrusted with gems (value - 780gp).

RUFUS (fighter): AC 2; F5; hp 35; MV 90' (30'); #AT 1; D By weapon; Save F5; ML 11; AL C; XP 175; THACO 15/14; S 15, I 9, W 8, D 10, C 17, CH 10.

Weapons: **Sword +1, +3 vs. regenerating monsters, dagger +2.**

Clothing/Protection: Plate mail, shield, red cloak.

Personal Treasure: Belt pouch with 30pp; sapphire-studded scabbard with silver inlay (value - 1730gp); golden belt with silver buckle (value - 520gp); sapphire pendant (value - 370gp).

GELDERED (elf): AC 4; E6; hp 17; MV 120' (40'); #AT 1; D By weapon; Save E6; ML 11; AL N; XP 500; THACO 14/16; S 15, I 15, W 5, D 9, C 8, CH 14.

Spells Memorised:

First Level - **sleep, magic missile.**

Second Level - **ESP, mirror image.**

Third Level - **invisibility 10' radius** (already cast), **slow.**

Weapons: **Short sword +2, dagger** (hidden inside the handle is a fine gold key for his spell book in room N22).

Clothing/Protection: **Chain mail +1, green robe.**

Personal Treasure: Belt pouch with 50pp; silver, emerald-studded snuff-box (value - 1100gp); three matching gold rings set with emeralds (value - 290gp each).

The three henchmen have been **charmed** by KalnaKaa, but even if the **charm** is broken, they will still fight the party. They know nothing about the chambers under Ki-ata, and believe that KalnaKaa uses a **polymorph self** spell to assume pig form in order to impress the kara-kara.

MAERIE

(thief)

Armour Class: 4
Hit Dice: Thief 7
Hit Points: 22
Move: 120' (40')
Attacks: **dagger of concealment** +2
Damage: 3-6 (d4+2)
Save As: Thief 7 (at +2)
Morale: 11
Alignment: Neutral
XP Value: 850
THACO: 15 (**dagger** +2)

S 10, I 15, W 9, D 18, C 12, CH 16

Appearance: Maerie is an attractive, auburn-haired, slender young woman with brown eyes.

Personality: Outwardly pleasant, she is ruthlessly devoted to her father and his evil plans. She is a very convincing liar.

Clothing/Protection: Long, white robe, white belt, **dagger of concealment** +2 in the form of a plain, gold ring (see below).

Weapons: **Dagger of concealment** +2 in the form of a plain, gold ring (see below).

Thief Abilities: open locks 55%, find/remove traps 50%, pick pockets 55%, move silently 55%, climb sheer surfaces 93%, hide in shadows 45%, hear noise 1-4.

Other Personal Treasure: Three cheap (1gp each) ornamented hair pins.



Dagger of Concealment

This magical item takes the form of a plain, gold ring and has the properties of a **ring of protection**. However, the wearer can make the ring change instantly into a magical dagger or back into a ring. The ring can be changed into a dagger, used to make an attack, and changed back into a ring all in 1 round. Typical **daggers of concealment** give bonuses of +1 or +2 on hit rolls, damage, armour class and saving throws, although **daggers of concealment** +3 are rumoured to exist.

Background of KalnaKaa & Maerie

From his time as an apprentice magic-user, KalnaKaa had been fascinated by the idea of shape-changing, polymorphing and lycanthropy. In alter life, he became infamous for his experiments on were-creatures. Even so, he was tolerated by the local community until, one night, he was badly injured by one of his captives; a devil swine.

Soon KalnaKaa began to show the signs of lycanthropy and was driven from his home. His only companions were his daughter Maerie and three adventurers

whom he had charmed: Bezel, Geldered and Rufus (see room N21).

KalnaKaa fled from place to place, always driven onwards once his affliction became known. Eventually, he and his companions arrived on Teki-nura-ria where KalnaKaa was mistaken by the kara-kara for their god of pigs, Tapu.

KalnaKaa revels in his new position of absolute power, ruthlessly using the kara-kara and the kal-murus as the instruments of his revenge on the society that rejected

him. He is cunning and cruel, but not a coward. Although he will flee when he first sees the party, his main aim is to prepare the best defence possible (even if it costs the lives of his daughter and henchmen). In the final encounter (room K43), he will defiantly fight to the death.

Maerie's mother died when Maerie was still quite young but, even so, the girl is of far better character than her father and is much more loyal to him than he is to her. She will do anything to further her father's interests, at the risk of her own life.

KALNAKAA

(magic user / devil swine)

	<i>As magic user</i>	<i>As devil swine *</i>
Armour class:	3	0
Hit Dice:	<i>Magic user 9</i>	9
Hit Points:	44	44
Move:	120' (40')	180' (60')
Attacks:	<i>staff of striking or throwing dagger</i>	-1 gore
Damage:	2-12 or 1-4	2-12
Save As:	<i>Magic user 9 (at +3)</i>	<i>Fighter 9 (at +3)</i>
Morale:	11	10
Alignment:	<i>Chaotic</i>	<i>Chaotic</i>
XP value:	3000	3000
THACO:	15 (normal weapons) 12 (thrown weapons)	11

S 10, I 17, W 11, D 18, C 16, CH 5

Appearance: In his human form, KalnaKaa is a middle-aged, fat, swarthy man with small, piggy eyes, black, bristly hair and a matching beard and moustache.

Personality: Evil, cruel, cunning, bitter and vengeful, but not a coward.

Clothing/Protection: Black robe, long black cloak (see below), **amulet of protection +3** (see below).

Weapons: **Staff of striking** (22 charges), five throwing daggers.

Other Personal Treasure: None.

Spells Memorised -

- First Level: **magic missile** (x2), **sleep**.
- Second Level: **mirror image**, **web**, **wizard lock**.
- Third Level: **lightning bolt**, **protection from normal missiles**, **slow**.
- Fourth Level: **charm monster**, **polymorph self**.
- Fifth Level: **animate dead**.

Special Abilities:

- can use **charm person** three times per day (victims have -2 saving throw penalty);
- can change shape freely at night but must keep one shape during the day (this is normally human and he uses **polymorph self** to assume pig shape if necessary);
- only hit by magical or silver weapons while in pig form;
- can summon 1-2 boars which will arrive in 1-4 rounds.

1-2 boars: AC 7; HD 3; hp 13 each; MV 90' (30'); #AT 1 tusk; D 2-8; Save F2; ML 9; AL N; XP 35 each; THACO 17; B27.



KalnaKaa's Black Cloak

KalnaKaa found this cloak during his explorations of the Ancestors' chambers. Any person wearing the cloak can open any of the magical portals under Ki-ata (see page 18) from either side simply by touching the part of the wall where the portal will appear.

Amulet of Protection +3

This amulet in the form of a distorted boar's head on a fine gold chain has been specially enchanted by KalnaKaa. It has the properties of a **ring of protection +3** but also protects any lycanthrope wearing it from the effects of wolfsbane. KalnaKaa can wear it in both pig and human form.

SKETCH-MAP

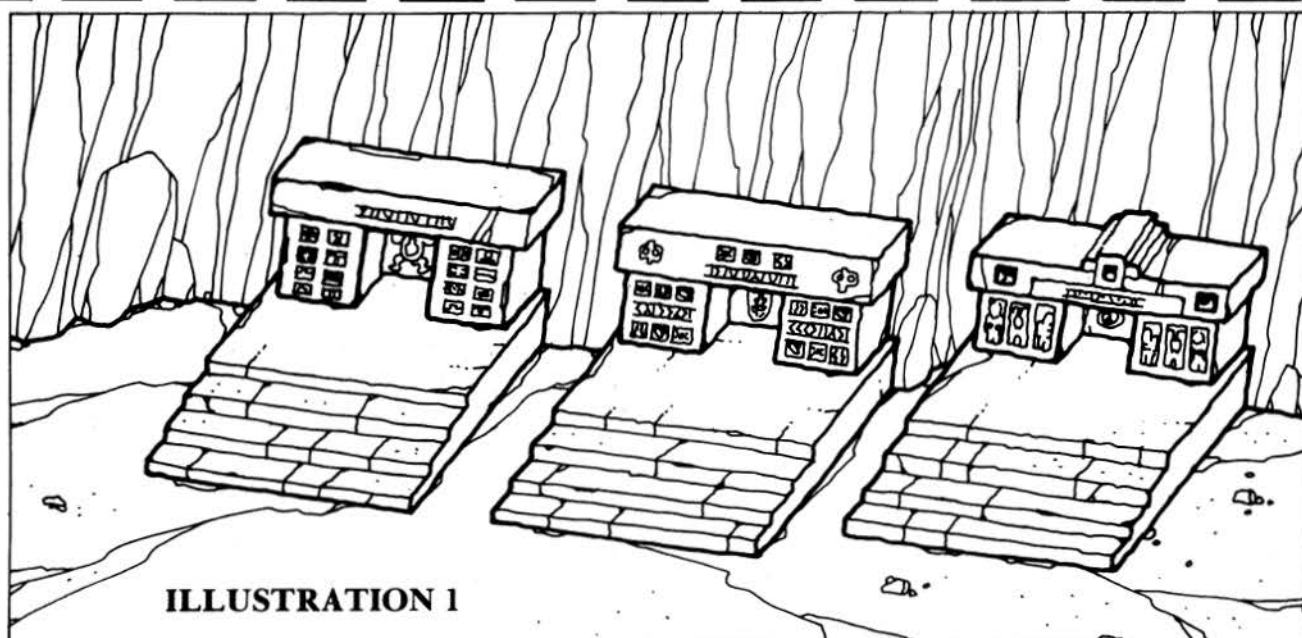
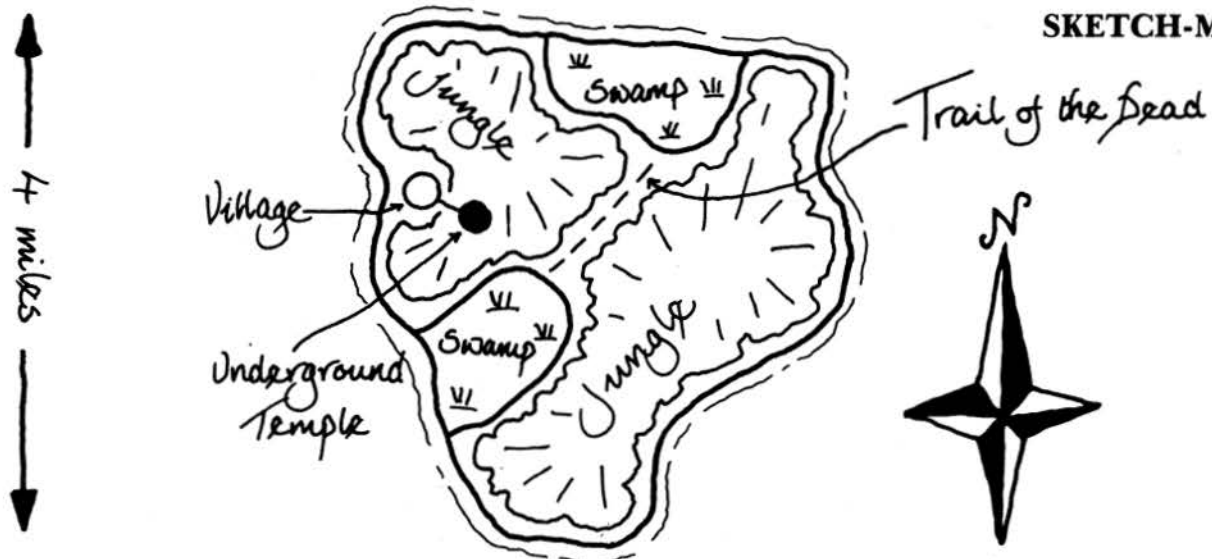


ILLUSTRATION 1

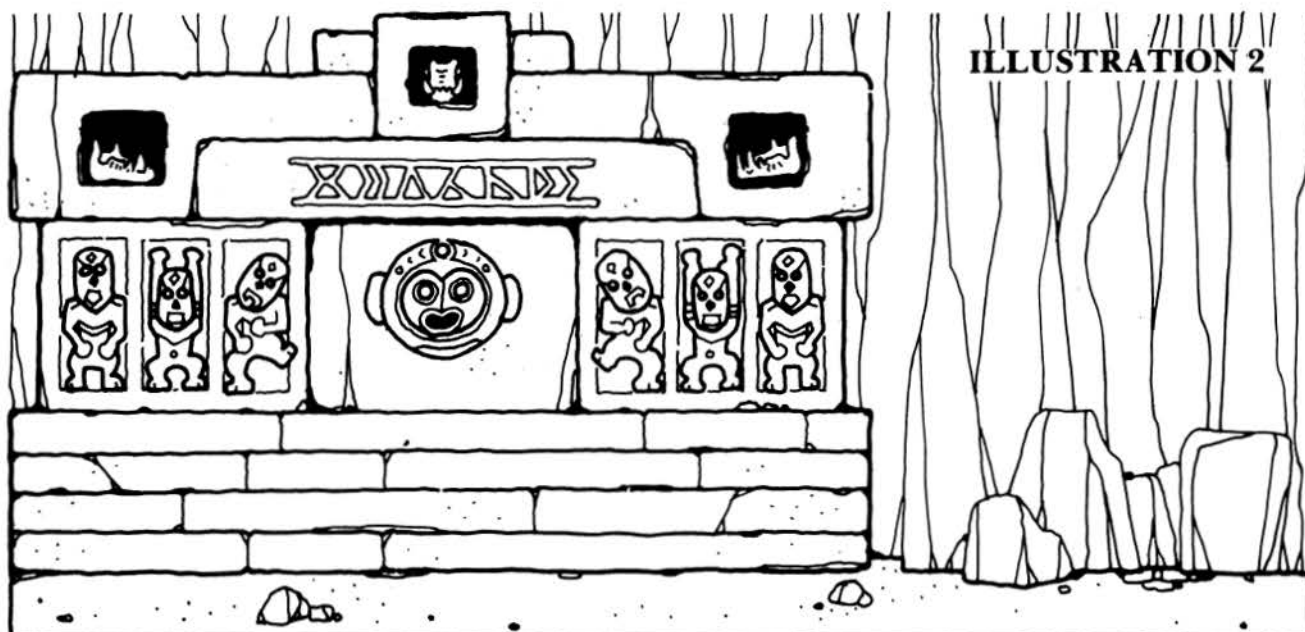
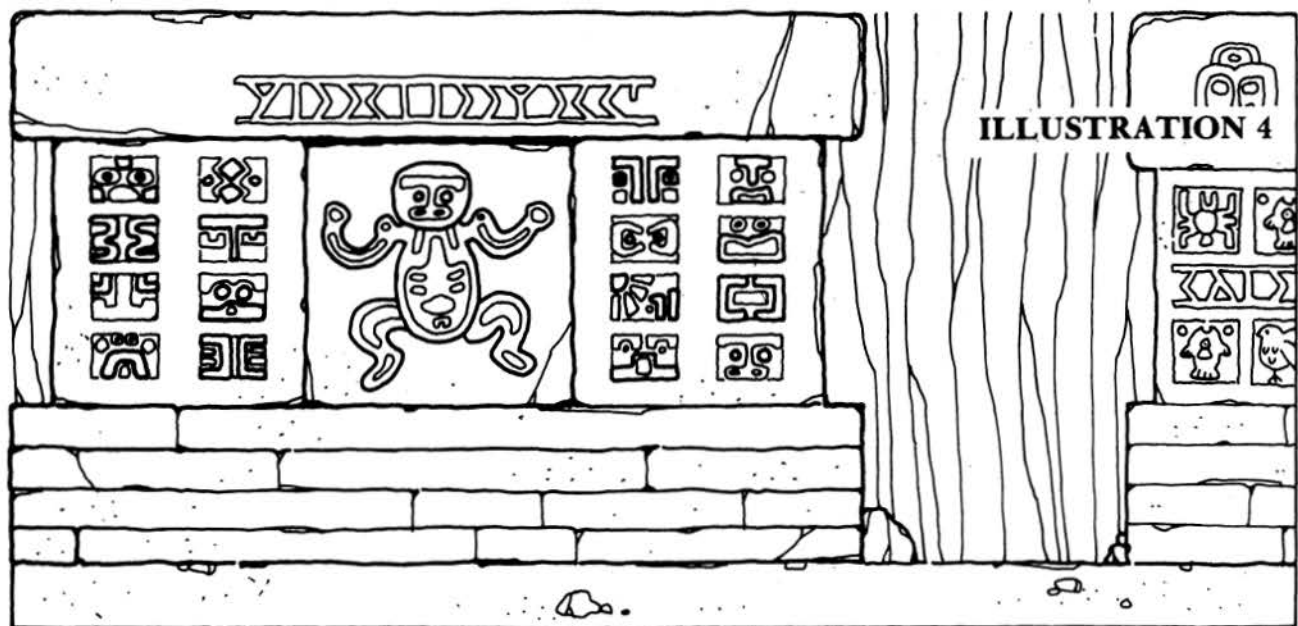
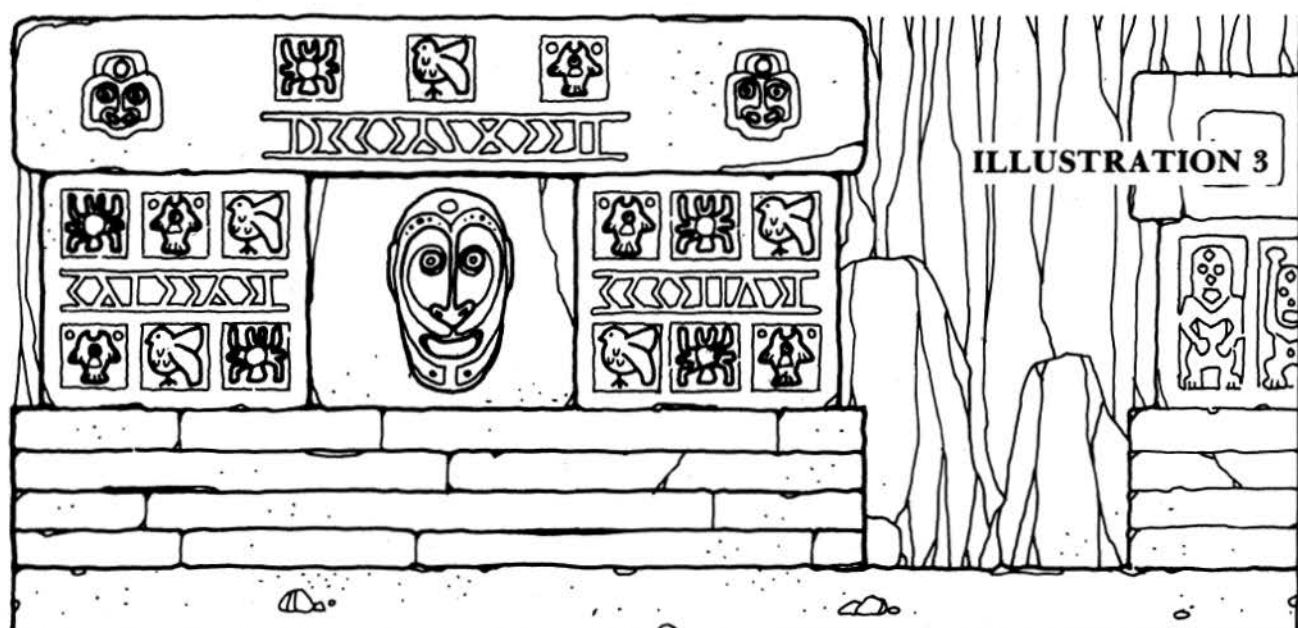


ILLUSTRATION 2





N22. Geldered's Room

As you open the door, a jet-black crow caws loudly from its perch on a slender, black lectern in the centre of the room. Against the side walls are a table, bed and chair; all black and finely made like the lectern.

The crow is Geldered's pet. It cannot harm the party. Geldered's spell book is on the lectern. It is held closed by a gold-plated hasp which is locked (the key is inside the elf's dagger - see area N21) and trapped with a poison needle. Anyone picking the lock without removing the needle, or failing in an attempt to remove it will be injected with the poison. This will kill the victim in 1 turn unless the character makes a successful saving throw vs. Poison. Using Geldered's key will not activate the trap.

The spells in the book are:

First Level - **hold portal, sleep, magic missile, read languages, read magic.**
Second Level - **continual light*, detect invisible, ESP, mirror image.**
Third Level - **dispel magic, invisibility 10' radius, haste*.**

A coverlet of rare furs on the bed is worth 1500gp.

N23. Bezel's Room

This small chamber contains only a bed, a chair, a small table and a tall, flat cupboard like a wardrobe. The smooth white walls are covered with a bewildering mass of tiny notes and symbols in black ink.

There is a silver box (value - 535gp) on the table containing a dozen quills, a bottle of ink and two vials of **holy water**.

The wardrobe is not locked but is trapped. Unless the trap is found and disarmed, a strong spring will make the wardrobe tip forwards suddenly when it is opened. Any character in front of the wardrobe as it falls will suffer d12+3 points of crushing damage (this damage may be negated by a successful saving throw vs. Wands).

The wardrobe contains Bezel's best robe and a **staff of healing**. The collar and cuffs of the robe are studded with hundreds of tiny gem stones (total value - 2000gp).

The notes and symbols on the walls are the result of Bezel's philosophical ponderings. They will be meaningless to the party.

N24. Rufus' Room

This is apparently an armoury, well-stocked with weapons and armour. There are also two battered, wooden dummies and a grindstone. Hanging in one corner, and looking somewhat out of place, is a hammock.

Rufus disdains comfort and sleeps surrounded by his favourite objects; weapons and armour. In all, the room contains:

- two battle-axes, four daggers (one of them silver), a mace, three spears and nine swords.
- 60 arrows (five of them silver-tipped), six bows (three short and three long), a crossbow and 30 quarrels.
- five shields, one dwarf-size suit of chain-mail armour, and seven human-size suits of armour (three leather, three chain mail and one plate mail).

The grindstone is for sharpening weapons, and the dummies are targets.

N25. Colour Room

As you open the door, you are bathed in a soft, green light coming from the walls, floor and ceiling of the room beyond. After a few moments, the green light changes to blue, but the door you have opened, and the other two doors into the room remain plain white.

The colour of the room changes each round, starting at green when the party enters then going on to blue, purple, red, orange and yellow. After yellow it starts again at green.

The northern and southern doors may be opened safely if a **darkness** or **continual darkness** spell is in effect anywhere in the room. Otherwise, when either of the doors is opened, all characters inside the room must make a saving throw vs. Spells (at +1) or suffer a **curse**. Characters opening the northern or southern door from outside this room (i.e. from inside room N26 or the secret corridor) will not be **cursed**. The type

of **curse** depends on the colour of the room at the time. Unless otherwise stated, the **curses** will last for 1 year or until negated by a **remove curse** spell.

Green - character is paralysed (also removed by **cure light wounds** spell).

Blue - character is blinded (also removed by **cure blindness** spell).

Purple - character is deafened.

Red - character is struck dumb.

Orange - character is confused for 12 rounds (as if affected by a **confusion** spell except that all attacks by an affected character will be against other party members).

Yellow - character is terrified for 2 turns (as if affected by a **cause fear** spell).

N26. Treasure Room

This room contains some of the treasure taken by the kara-kara from wrecked ships. It comprises:

- a large trunk crammed with exotic silks (total value - 5000gp).
- a small casket containing 320 gems, (value - 5x 1000gp; 15x 500gp; 100x 100gp; 200x 50gp).
- a chest containing 5000gp and exquisite jewellery to the value of 15000gp.
- three sacks; each containing 2000gp (one of the sacks is a **bag of holding**).
- eight kegs of rare spices (total value - 8000gp).

The trunk, casket and chest are locked but none is trapped.

N27. Mirror Rooms

These five rooms are almost identical in appearance:

The room is small and square. Ahead, is a blank wall, but the walls to left and right are mirrors. Reflected back and forth by the mirrors, the room seems to extend infinitely in both directions.

The "mirrors" are actually magical barriers which reflect not only light, but also magical spells. Any spells cast against a mirror will be reflected back against the caster! Noise will not pass through them.



UNDER NI-MALOWA (Encounter areas N28-32)

The mirrors are flexible and if a character touches one it will feel and act like a sheet of rubber. If a character pushes hard against a mirror it will yield until most of the character's body is pressed against it. Then the character will be suddenly drawn through the mirror into the next room and the mirror will return to being flat.

The eastern mirror in room N27e will take characters to room N27a, and the western mirror in N27a will take them to N27e.

N28. Baths

This elegantly appointed room is deserted. The only sound to be heard is the gentle splash of water from a fountain at the far end which empties into a pair of sunken baths.

The walls, floor and ceiling of this room are of pink-veined marble, the same colour as the warm, scented water.

The room contains four comfortable couches, two small tables and a rack of towels. One of the tables bears a gold dish (value - 280gp) full of tasty fruit and the other has a crystal decanter (value - 175gp) of wine with six matching goblets (value - 75gp each).

N29. Maerie's Room

Both doors into this room are locked:

You see a young woman lying on the floor, tied fast to a toppled chair. A look of fear on her face fades to relief as she sees you.

The woman is Maerie, KalnaKaa's daughter. Her abilities, equipment and so on are detailed on the **Pull-out Sheet**. When she sees the adventurers, she will plead with them to be released.

After KalnaKaa saw the party in the volcano temple (area N15) he came into Maerie's room to warn her. He persuaded her to let him tie her up in order to deceive the party. Her aim is to be taken along with the adventurers so that she can hinder them in their pursuit of her father. If not, she will follow them with the same goal in mind. Her ropes are tied in such a way that she could release herself in 1 round if necessary.

She knows the locks on the doors well, and could automatically pick either of them.

If the party question her, she will tell them that she is the daughter of Milo Straaks, a merchant in Thyatis, and that she was captured by kara-kara from a shipwreck two weeks ago and brought, unconscious, to this room. She will say that the kara-kara are ruled by an evil magician called KalnaKaa, who wears a pig costume to frighten her and to impress the tribesmen. She will claim that she has never been allowed out of this room and that, a short while ago, KalnaKaa came in, tied her to the chair and hurried out. She is lying, of course, but even if the party discovers who she really is, she will tell them no more about her father. She is not **charmed**.

If the adventurers discover that her ring is magical, she will tell them that it is a **ring of protection** (it is actually a **dagger of concealment** - see **Pull-out Sheet**).

Maerie will be very careful to conceal the fact that she is a thief and will not attack the party openly until the adventurers catch up with KalnaKaa (see area K43). Until then it is up to the DM to decide how she can best use her thief's skills to make the party's progress as difficult and dangerous as possible. Maerie is a very convincing liar, but there are some flaws in her story (for example; why does she still have her ring? how would she know that KalnaKaa impresses the natives by looking like a pig?)

Apart from the chair to which Maerie is tied, the room contains a table, a bed and a chest. On the table are a mirror, some cosmetics and a comb. The chest is neither locked nor trapped. It contains several sets of female clothes in a wide variety of styles and sizes (looted from many ships).

N30. KalnaKaa's Bedroom

The western door into this room is locked:

This is a very ordinary-looking bedroom, with solid wooden furniture and plain walls.

The furniture consists of a table, a bed, and a chest. The table, bed and chair are very strong and made to suit a large person.

The chest is locked, but not trapped. It contains a pig costume which KalnaKaa

uses when he wishes to look like a pig during the day, but does not have a **polymorph self** spell available.

N31. KalnaKaa's Laboratory

As the door swings into the room, it grates noisily over shattered fragments of intricate glassware which litter the floor. On a wooden bench to one side, dozens of boxes have been opened and their powdered contents mixed in heaps. Between the heaps, puddles of bubbling liquid form into rivulets and drip, hissing, to the floor. In one corner is a brazier, with fragments of smouldering parchment lying amongst its glowing coals, and in another corner, clothes are strewn around an open chest.

In the middle of it all, untouched by the mayhem, is a large, bronze throne, and before it an empty lectern.

Before fleeing with his most treasured possessions (see areas K43 and K44) KalnaKaa destroyed all of his laboratory equipment, notes, and so on. Magic users or elves in the party will recognise the debris as the remains of a magician's workshop, but will be unable to find anything of use amongst what remains.

The clothes strewn around the chest belong to KalnaKaa and are correspondingly large.

The bronze throne is identical to the one in the volcano temple (area N15). If anyone sits in the throne, an image of that character will appear in the throne in the temple. The character will be able to see and hear everything which happens in the volcano temple, and any sound the character makes will be heard there as if it had come from the image. No attacks (magical or physical) can be made through the image in either direction.

The thrones are fixed to the floor and will stop working if either one is removed.

N32. Tunnel East

This is the other end of tunnel K1. It is a level, plain rock-hewn passage, 1 mile long, and leads to area K2 at the Valley Gate under Ki-ata.

UNDER KI-ATA

(Encounter areas K1-K46: Maps 4a-d)





UNDER KI-ATA

Like the chambers under Ni-malowa (areas N1 - N32), the chambers under the volcano Ki-ata (see **Maps 4a-d**) were built by the "Ancestors" before the kara-kara came to Teki-nura-ria, and reflect the strange and decadent tastes of this long-vanished race.

There are four entrances to these chambers. Three of these are magical portals (see below) emerging at different points around the island: the **VALLEY GATE**, the **VILLAGE GATE** and the **SEA GATE**. Each gate has a group of chambers behind it (K1-K8, see **Map 4a**; K9-K16, see **Map 4b**; and K39-K46, see **Map 4d**, respectively). The fourth entrance is the tunnel (area N32/K1) which leads from Ni-malowa to room K2 behind the Valley Gate.

The largest group of chambers were built around two volcanic shafts at the **HEART OF THE MOUNTAIN** (areas K17-K38, see **Map 4c**). There are long tunnels which link the chambers at the gates and the Heart of the Mountain. These are shown in **Diagram 1** on the module folder.

Many monsters inhabit the Ancestors' chambers. Some of the Ancestors themselves are still here (in the form of shadows) as are many of the magical creatures they created, and beings drawn from the elemental planes. Most of the inhabitants, however, are mortal beasts which never venture onto the surface of the island.

After settling in the chambers under Ni-malowa, KalnaKaa found the tunnel (area N32/K1) leading to Ki-ata. First, he cleared the chambers at the Valley Gate which he now uses as a secret workshop. Next, he ventured towards the centre of the volcano but was nearly killed by a purple worm (area K18) and never returned there. Finally, using a magical cloak that he had found (see the **Pull-out Sheet**), he by-passed the worm and made his way to the Sea Gate. Here he gained control of the kal-murus (see area K42) which now attack ships so that the kara-kara can plunder them.

PURSUING KALNAKAA

When KalnaKaa flees after seeing the party in the volcano temple (area N15), he will make his way to the Sea Gate chambers via the tunnel from Ni-malowa (area N32/K1), the magical portal between rooms K5 and K6, and tunnel K6/K40.

Since they do not have KalnaKaa's black cloak (see **Pull-out Sheet**), the party will not be able to use the magical portal

between K5 and K6 and will have to explore the Heart of the Mountain and, perhaps, the Village Gate before reaching the Sea Gate.

The DM should keep careful track of time, since it is important to know what time of day it is when the party catch up with KalnaKaa (area K43).

The kara-kara will not enter the chambers under Ki-ata, nor will Bezel, Rufus or Geldered. Unless she is killed or immobilised by the party, KalnaKaa's daughter, Maerie will either accompany the adventurers in their pursuit of KalnaKaa or secretly follow the party (see area N29).

STANDARD FEATURES

Unless otherwise stated, all corridors under Ki-ata are 15 feet high, all rooms are 20 feet high and all doors are made of tropical hardwood. The boxed descriptions assume that the adventurers have a light source and that they can be seen by the inhabitants of the chambers. If not, the DM must change some of the descriptions accordingly.

Magical Portals

At four places in the chambers under Ki-ata there are magical portals similar to those in the entrances to the tombs of the manwupapas (areas N1-3). When these are activated, they create a **pass-wall** through a 10-foot-thick rock wall. Details of how to open each portal are given in the individual room descriptions (areas K4, K5/K6, K15 and K45).

The source of each portal is a disc painted on one side of the wall through which the **pass-wall** appears. The walls are solid rock and unexceptional, and the discs are the only parts of the portals which have a magical aura. This means that magical portals cannot be detected as secret doors (by characters or magical items) and that **detect magic** (spell or magical items) will only reveal a magical portal on the side with the painted disc. **Find traps** will not reveal a magical portal.

KalnaKaa's black cloak (see the **Pull-out Sheet**) will enable its wearer to open any of the portals under Ki-ata, if their positions are known.

Wandering Monsters

The DM should check for wandering monsters every 6 turns (1 hour). A roll of 1 on 1d8 indicates that a wandering monster has appeared. The type of monster is found by rolling 1d20 and checking the score against **Table 3**.

TABLE 3:
WANDERING MONSTERS UNDER KI-ATA

Die Roll	Monster
1-5	Giant centipedes (3-6): AC 9; HD 1/2; hp 2 each; MV 60' (20'); #AT 1 bite; D Poison (illness for 10 days); Save NM; ML 7; AL N; XP 6 each; THACO 19; B28.
6-11	Insect swarm (1): AC 7; HD 4*; hp 18; MV (crawling) 30' (10'); #AT 10'x10'x30' area of effect; D 2 or 4; Save NM; ML 11; AL N; XP 125; THACO Automatic hit; E52.
12-16	Shadows * (1-6): AC 7; HD 2+2*; hp 11 each; MV 90' (30'); #AT 1 touch; D 1-4 + Drain 1 point of strength for 8 turns; Save F2; ML 12; AL C; XP 35 each; THACO 17; B36.
17-20	Ochre jelly (1): AC 8; HD 5*; hp 27; MV 30' (10'); #AT 1 touch; D 2-12; Save F3; ML 12; AL N; THACO 15; XP 300; B35.



VALLEY GATE (Map 4a)

KalnaKaa cleared the inhabitants of this part of the Ancestors' chambers soon after he discovered the tunnel from Ni-malowa (areas N32/K1). He now uses it for his experiments with topis (area K5) and uses displacer beasts as guards (area K2).

K1. Tunnel from Ni-malowa

This is the other end of tunnel N32. It is a level, plain, rock-hewn passage, 1 mile long, and leads to KalnaKaa's laboratory (area N31) under Ni-malowa.

K2. Displacer Beasts

Amid the bones of past victims, four large, cat-like beasts crouch — sinewy muscles taut — ready to pounce.

The displacer beasts are a female and her three cubs. They act as guards for KalnaKaa, and the bones are the remains of the food which he brings for them. The displacer beasts will attack any intruders on sight. Because of their ability to bend light, all attacks on them will be at -2 to hit and they have a +2 bonus on saving throws. The 36-hit-point female has a morale of 12 as long as she is defending her cubs.

4 displacer beasts: AC 4; HD 6*; hp 36, 18, 17, 15; MV 150' (50'); #AT 2 tentacles; D 2-8/2-8; Save F6; ML 12 or 8 - see above; AL N; XP 500 each; THACO 14; E48.

Each of the displacer beasts wears a velvet collar studded with 10 gems (value - 100gp per gem). Most of the bones are of animals, but there are some from kara-kara and humans. The displacer beasts' bedding includes 50 old cloaks, all dyed with bright colours in swirling patterns. All but three cloaks are damaged in some way. These three have a faint magical aura and allow anyone wearing them to pass through the magical portals in areas K4, K15 and K45.

K3. Dead End Trap

The end wall of this passage is a trapped stone slab. It appears to be a secret door, but if any attempt is made to open it, the slab will topple forwards, crushing any characters within 15 feet for 2d8 points of damage (negated if the victims make a successful saving throw vs. Wands).

K4. Magical Portal

A silent hall stretches away before you. The walls are plain, save for a vivid red disc painted in the centre of the far wall, flanked by a pair of statues in the same bright hue. Running along the centre of the floor is a strip of mosaic whose pattern of bright swirling colours seems to lead towards the disc.

The red, painted disc on the wall is the source of a magical portal (see page 18) between this room and area T6 at the head of the south-eastern side-valley of the Trail of the Dead. The pass-wall portal will open as soon as any character steps onto the mosaic between the statues and will remain open so long as there is somebody on the mosaic. The pass-wall will close after 10 minutes if there is nobody on the mosaic.

The portal can only be opened from outside (area T6) by characters wearing one of the undamaged cloaks from area K2 or KalnaKaa's black cloak (see the Pull-out Sheet). If a character wearing one of these cloaks touches the valley wall at the exact position of the portal, the pass-wall will open for 10 minutes. During this time anyone can pass through, whether or not they have a cloak. None of the damaged cloaks from areas K2 or K16 can be used to open the portal.

The patterns on the cloaks from rooms K2 and K16 are the same as that on the mosaic.

The statues on either side of the portal are made of stone covered with a layer of red-painted plaster. They depict humanoids with long chins, high foreheads and long, dangling ears. Hidden under the plaster (which can be chipped away easily) the statues have diamond-studded, engraved gold earrings (value - 5000gp each pair).

K5. Living Dead

A terrible scene of carnage is laid out before you. Shelves, benches and large areas of the floor are covered with the shrunken, withered corpses and mangled remains of beasts, men and half-men. As you watch, some of the bestial forms slowly drag themselves from the mass and lurch towards you.

This is the laboratory where KalnaKaa animates topis, and contains the remains of some of his unsuccessful experiments. Also here are the results of KalnaKaa's attempts to produce topis from other creatures — pigs, lizards, apes, etc. He has been unable to improve on the usual humanoid variety, however, and these undead have the same characteristics as normal topis. They will attack the party on sight.

11 topis: AC 6; HD 3*; hp 23, 17, 16(x2), 13, 11, 9, 8 (x2), 5, 4; MV 120' (40'); #AT 2 claws; D 1-6/1-6 + special; Save F2; ML 12; AL C; XP 50 each; THACO 17; New monster.

The poison of a topi slows characters for 1-2 turns unless they make a saving throw vs. Poison; blunt weapons do half damage to them (but stun them for 1 round); clerics have the same chance of turning topis as of turning wights.

The magical portal (see page 18) which leads into room K6 from this laboratory is not marked on this side in any way. It can only be opened by somebody wearing KalnaKaa's black cloak (see the Pull-out Sheet). The portal's source is in area K6.

K6. Hidden Portal

There is a black square painted in the centre of the southern wall of this plain room. This is the source of a magical portal (see page 18) between this room and area K5. The pass-wall can only be opened by somebody wearing KalnaKaa's black cloak (see the Pull-out Sheet).

The passage running north-east from this room is the other end of tunnel K40 at the Sea Gate. It runs north-east for 1 mile and then turns east for another ¼ mile. It slopes gently downwards towards the Sea Gate.

K7. Tunnel East

This is the other end of tunnel K17. It is a plain, rock-hewn passage, ¼ mile long, and leads to area K18 under the heart of Ki-ata. It slopes gently upwards from west to east.

K8. Tunnel South

This is the other end of tunnel K9. It is a plain, rock-hewn passage, nearly ½ mile long, and leads to area K10 at the Village Gate. It slopes gently downwards from north to south.



UNDER KI-ATA (Encounter areas K9-16)

VILLAGE GATE (Map 4b)

This gateway into the Ancestors' chambers and the rooms surrounding it are behind the abandoned village (area T3). A family of white apes lives here. At the moment the apes are threatened by a pair of rhagodessae which have taken up residence in area K10.

Some apes from this group wandered out through the magical portal in room K15 but could not get back through it. They now live in the cellar of the tower on the far side of the portal (see area T3).

K9. Tunnel North

This is the other end of tunnel K8. It is a plain, rock-hewn passage, nearly ¼ mile long, leading to area K5 at the Valley Gate. It slopes upwards from south to north.

K10. Rhagodessae

From the darkness in the chamber ahead comes the sound of slaving champing, and the reflected glint of two pairs of jewel-like eyes.

The two rhagodessae are feasting on a white ape which they caught and killed a few hours ago. They will attack the party on sight, using their ability to climb walls if this will help them in the fight.

2 rhagodessae: AC 5; HD 4+2; hp 24, 20; MV 150' (50'); #AT 1 leg/1 bite; D Special/2-16; Save F2; ML 9; AL N; XP 125 each; THACO 15; E55.

Any character hit by a rhagodessa's leg is gripped by its suckers and will be automatically hit by the mandibles (D 2-16 points) in the next round.

The rhagodessae's lair contains the remains of two other white apes, mixed with rocks and other litter on the floor. Also mixed with the litter is a gold necklace (value - 620gp) and a silver circlet bearing a large emerald (value - 1500gp).

K11. Barricade

The white apes have blocked the passage here with a mass of rocks and broken furniture. It will take 6 character-turns (i.e. one character for 6 turns, two characters for 3 turns etc.) to clear a way through.

Unless the barricade is moved silently, the white apes will notice the adventurers breaking through and the males (area K13) will move into room K15.

K12. Tunnel North-east

This is the other end of tunnel K35. It is a plain, rock-hewn passage, ¼ mile long, and leads to the chambers at the heart of the volcano. It slopes gently upwards from south-west to north-east.

K13. Apes' Hall

If the party has been noticed breaking through the north-western barricade (area K11), the five male apes in this room will have moved into area K15. Otherwise they will be at the western end of this hall.

They will attack by throwing rocks rather than charging if possible. Each ape can throw one rock per round and the apes have 150 in all. A hit by a rock inflicts 1-6 points of damage. If the adventurers close to within melee range the apes will attack with their claws.

5 white apes (male): AC 6; HD 4; hp 24, 15, 13(x2), 12; MV 120' (40'); #AT 2 claws or 1 rock; D 1-4/1-4 or 1-6; Save F2; ML 7; AL N; XP 75 each; THACO 16; B25.

If they search the apes' rock pile, the adventurers will find a rock-sized lump of gold (value - 2500gp).

K14. Barricade

This passage has been blocked with rocks and broken furniture by the white apes. It will take 6 character-turns (i.e. one character for 6 turns, two characters for 3 turns etc.) to clear a way through. If the adventurers are noticed moving past the open eastern doorway of the hall (room K13) or removing the barricade, the male apes in the hall will attack.

K15. Magical Portal

Facing you from the far end of this room are two pale, tall, silent, humanoid figures. On the wall behind them is a white disc, with a long, swirling-patterned mosaic on the floor leading up to it.

The figures are stone statues, and the white disc painted on the wall is the source of a magical portal (see page 18) between this room and the ruined tower in the abandoned village (area T3). The **pass-wall** portal will open at once if any character steps onto the mosaic and will stay open for as long as somebody remains on the mosaic. If there is nobody on the mosaic, the **pass-wall** will close after 10 minutes. The patterns on the cloaks from rooms K2 and K16 are the same as that on the mosaic.

The portal can only be opened from the tower (area T3) by characters wearing one of the undamaged cloaks from area K2 or KalnaKaa's black cloak (see the **Pull-out Sheet**). If a character wearing one of these cloaks touches the tower wall at the exact position of the portal, the **pass-wall** will open for 10 minutes. During this time anyone can pass through, whether or not they have a cloak. None of the damaged cloaks from area K16 will do.

The statues on either side of the portal are made of stone, covered with a layer of white plaster, but the apes have picked off most of this. The statues are humanoid in form, with long chins, high foreheads and long, dangling ears. The ears are pierced but the earrings are now in room K16.

K16. Ape Nursery

You are confronted by the fearless stares of four, snarling, female white apes. Behind them, a brood of terrified young apes are huddled together on a thin bed of rags.

The females will fight fiercely (morale 11) in self-defence or in defence of their young, but will not attack otherwise. They have no rocks. The infants are unable to fight.

4 white apes (female): AC 6; HD 4; hp 17, 16, 2x 13; MV 120' (40'); #AT 2 claws; D 1-4/1-4; Save F2; ML 11; AL N; XP 75 each; THACO 16; B25.

8 white apes (infants): AC 6; HD 4; hp 5 each; MV 120' (40'); #AT 0; D 0; Save F2; ML 2; AL N; XP 0; B25.

The infants' bedding consists of the tattered, dirty remains of 12 cloaks dyed with a swirling pattern of colours. These ruined cloaks will not enable characters to open any magical portals. Hidden amongst the rags are four large diamond-studded, gold earrings (value - 2500gp each).



THE HEART OF THE MOUNTAIN (Map 4c)

This is the central, and most extensive, part of the Ancestors' underground home. The chambers are built around two separate volcanic shafts, both of which are blocked at the top by plugs of hardened lava (see **Diagram 2** on the module folder). The western shaft (see areas K21 and K32) is the smaller of the two. At the bottom is a bed of semi-solid, but still very hot, lava. The eastern shaft (see areas K26, K36, K37 and K38) is larger. At the bottom it widens into a large cavern with two deep pools; one hot and the other cool.

K17. Tunnel West

This is the other end of tunnel K7. It is a plain, rock-hewn passage, ¼ mile long, leading to area K5 at the Valley Gate. It slopes downwards from east to west.

K18. Wounded Purple Worm

As they approach any of the doors to this chamber, the adventurers will hear the sound of the purple worm grinding away at the walls:

The chamber before you is large, but can barely contain its occupant — a terrible creature whose slime-covered, purple hide scrapes against the roof and walls. At one end of its worm-like body is its fang-filled maw and just behind this a deep, scorched gash. At the other end a sting, long as a sword, quivers and drips with venom.

The purple worm was badly wounded by a lightning bolt from KalnaKaa but came so close to killing the magic-user that he has not dared to return to this part of the Ancestors' chambers. The purple worm will attack any creatures entering the room, but will only chase attackers into the confined space of one of the corridors if provoked by missile or spell attacks.

1 purple worm: AC 6; HD 15*; hp 43 (originally 72); MV 60' (20'); #AT 1 bite/1 sting; D 2-16/1-8 + poison; Save F8; ML 10; AL N; XP 2300; THACO 8; E55.

Characters are swallowed whole if the worm's hit roll for its bite is 4 or more

greater than necessary (or on a natural 20) and suffer 3-18 points of damage each round thereafter. Swallowed characters can attack the worm from inside at -4 to hit against armour class 7.

The purple worm is in the process of enlarging the chamber and the floor is littered with rubble. If the adventurers search through the debris, they will find a torn cloak. Inside a pouch in the cloak is a scroll case containing a magic-user's scroll with **fireball** and **hold person**. The cloak was ripped from KalnaKaa during his battle with the worm.

K19. Purple Worm's Tunnel

A rough-walled, circular tunnel meanders downwards into darkness.

The purple worm's tunnel slopes downwards along its entire length. It runs roughly north for a short distance but then turns and winds south for about 800 feet to a rough chamber 400 feet below room K18. This chamber is not shown on the map. It is 80 feet long, 50 feet wide and 40 feet high.

The chamber is the home of 25 earth fundamentals. As they approach, the adventurers will hear the flapping of the fundamentals' wings:

The tunnel opens out into a lofty cavern. Peering ahead, you catch sight of a glint from somewhere near the centre of the cave, but suddenly, dark, bat-like shapes are swooping towards you from the darkness!

Lying on the centre of the cavern floor is a beautiful diamond (value - 20,000gp). The fundamentals will attack any creatures entering the chamber, concentrating on any who try to take the diamond. Fundamentals are immune to mind-affecting spells such as **sleep**, **charm** etc. and can only be hit by magical or silver weapons.

25 earth fundamentals*: AC 3; HD 1+1; hp 5 each; MV 90' (30'); #AT 1 swoop; D 1-6; Save F2; ML 10; AL N; XP 15 each; THACO 18; New monster.

Leading off from the chamber are three other purple-worm tunnels, but after a short distance each of these becomes blocked with rubble.

K20. Grand Stairway North

A grand stairway stretches before you. There are four short flights of steps, separated by three landings, each with a glass or crystal sculpture in an alcove to left and right.

All six sculptures are crystal living statues. They are basically humanoid in shape, but the top two have lizard-like features, the next two resemble apes and the bottom two are rather bat-like. If either one of a pair of statues is attacked, or if any character moves between them, both will animate and attack.

When each statue animates, it begins to glow dimly from inside. The glow becomes brighter as the statue is damaged until, when the statue is destroyed, it will give out a brilliant flash of light. All characters looking in the direction of the statue must make a successful saving throw vs. Paralysis or be blinded for 1-6 rounds. Living statues are immune to mind-affecting spells such as **sleep**, **charm** etc.

6 crystal living statues: AC 4; HD 3*; hp 21 each; MV 90' (30'); #AT 2 arms + special; D 1-6/1-6 + blindness; Save F6; ML 11; AL L; XP 50 each; THACO 17; B32.

K21. Fire Fundamentals

The doors into this area are made of stone and are warm to the touch. The shaft will be unoccupied if the flame salamander in room K32 has been killed:

The door opens onto a stone bridge spanning a round, vertical shaft with darkness above and a fiery red glow in its depths. A swarm of creatures like disembodied bat-wings wreathed in flame, flash through the air.

The bridge has no parapet or railing. The flying creatures are fire fundamentals. They will attack any creatures inside this volcanic shaft, but will not go outside it. Any fundamentals not killed here will help to defend the flame salamander in room K32 which is 100 feet below this one.

15 fire fundamentals*: AC 5; HD 1+1; hp 5 each; MV 180' (60'); #AT 1 swoop; D 1-6; Save F2; ML 10; AL N; XP 15 each; THACO 18; New monster.



UNDER KI-ATA (Encounter areas K22-28)

Fundamentals are immune to mind-affecting spells such as **sleep**, **charm** etc. and can only be hit by magical or silver weapons. They attack by colliding with their victims.

K22. Flashing Lights

One glance into this room is enough to give anyone a headache. The walls, floor and ceiling are covered with black and red swirling patterns and the whole room flashes from brilliant illumination to pitch blackness and back again faster than your heartbeat.

The source of the flashing light is a magical gem suspended from the ceiling. It changes rapidly back and forth between radiating **continual light** and **continual darkness**. The flashing light makes the movements of characters inside the room appear jerky and strange. The gem could be sold for 500gp as a novelty.

K23. Grand Stairway East

Before you is a grand stairway of four flights, separated by three landings. Each landing has an alcove on either side containing a crystal sculpture.

All six sculptures are humanoid crystal living statues. The top two have features like frogs, the next two like birds and the bottom two like crabs. If either one of a pair of statues is attacked, or if any character moves between them, both will animate and attack.

When each statue animates, it begins to glow brightly from inside. As the statue is damaged, the glow becomes gradually dimmer and the crystal becomes filled with fine cracks. When the statue is destroyed, it explodes in a hail of crystal fragments. All characters within 10 feet of the exploding statue take 1-6 points of damage from the crystal splinters (halved if they make a successful saving throw vs. Wands). Living statues are immune to mind-affecting spells such as **sleep**, **charm** etc.

6 crystal living statues: AC 4; HD 3*; hp 21 each; MV 90' (30'); #AT 2 arms + special; D 1-6/1-6 + explode; Save F6; ML 11; AL L; XP 50 each; THACO 17; B32.

K24. Pigeon-holes

The room is silent and dusty. Every wall is covered, up to about the height of a man, with neat rows of tiny alcoves, some containing rolls of dusty parchment.

There are over 3,000 pigeon-holes, each about 5 inches square and 2 feet deep. Forty of these contain rolls of parchment. These are very old and will crumble to dust if disturbed.

K25. Glass-floored Room

The door opens into the room, setting into motion some of the thousands of round, coloured beads scattered on the glassy, black floor. A few strings of beads remain crisscrossed over the ceiling, hinting at an intricate pattern now lost, but the other strings have snapped, and hang down like old, torn webs.

There are 10,000 1-inch-diameter coloured crystal beads in all; 9,000 on the floor and the remainder hung across the ceiling on strings which are so weak that they will break if touched. The beads are worth 1gp each but each weighs 2cn.

The floor of the room is a thick sheet of glass but the room below (K30) is dark and so the glass will look like black polished stone at first sight. If characters look down, however, they will catch glimpses of movement (i.e. stirges) beneath the floor. If they press their faces close to the glass and shield their eyes from the light, the room below, including the stirges and the five jewelled fish in the mosaic, will be clearly visible.

The glass is very strong and will be unaffected by any single attack which does fewer than 30 points of damage. An attack which does 30 or more points of damage will shatter it. The stirges in the room below (area K30) will then attack.

K26. Eastern Volcanic Shaft

The following description assumes that the adventurers' first view of this shaft is from the top level. If not, the DM should change the description accordingly:

The door creaks open on rusty hinges to reveal a large, dark, vertical shaft. The air is hot and steamy, and seemingly filled with darting bird-like creatures. At your feet, a spiral stairway runs downwards round the wall to the left until it vanishes in the dark and the mist.

The flying creatures in the shaft are stirges; there are 110 in all. None will attack in the round immediately after the party enters. In the next round, 8 stirges will attack, and 6 more will join them in each round after that. If the party leaves the shaft or goes down to areas K36 - K38, the flying stirges will not follow, but any that are sucking blood will remain attached to their victims. If the party returns, any surviving stirges will attack them again as described above. These stirges should be regarded as separate from those in the stirge lair (area K30).

110 stirges: AC 7; HD 1*; hp 5 each; MV 180' (60'); #AT 1 beak; D 1-3 + drain blood; Save F2; ML 9; AL N; XP 13 each; THACO 19 (17 on first attack); B38.

Flying stirges have a bonus of +2 to hit on their first attack. If a stirge scores a hit, it attaches itself to its victim and sucks blood for 1-3 points of damage in each round following until it is killed.

The two spiral stairways, "A" and "B", are separate and wind round between each other as shown in **Diagram 2** on the module folder. Stairway "A" leads down to area K27, and stairway "B" to area K28.

The walkways from areas K27, K28 and K30 slope down to a point in the centre of the shaft (see **Diagram 2**). From there, an open stairway slopes down into the cavern at the base of the shaft (area K36).

K27 and K28. Balconies

The following description serves for either balcony. It assumes that the adventurers' first sight of the balconies comes as they descend one of the stairways "A" or "B":

The stairway leads onto a curving platform, separated from a wide recess in the wall by a line of ornate pillars. At the back of the recess is a line of three stone chairs which face towards the centre of the shaft.

UNDER KI-ATA (Encounter areas K29-32)



The pillars are slender and decorated with intricate carved patterns. The stirges in the shaft (area K26) will not fly between them.

The stone chairs are large, plain and empty, except for seat 28b which has a boar's-head amulet on a gold chain (value - 2675gp) lying on its seat. Anyone sitting in the chairs will see into other chambers under Ki-ata as if they were using a **crystal ball**. Each chair will only work once per day and will not give a clear picture. The image will last for 6 rounds. Each chair allows characters to see into a different room. Except for room K41, the DM should only give a vague description of each room seen. The adventurers will recognise any room they have already been in:

Chair 27a: Room K15 — the magical portal at the Village Gate.

Chair 27b: Room K41 — the DM should read out the following:

You can just make out a long room divided by barred gates. There are three doors, two on one side of the gate and one on the other. A fat, almost pig-like man is doing something with the gates. After a while he leaves the room through the single door. The image fades.

Although this image is of KalnaKaa in his human form, the adventurers will recognise the similarity to the pig form in which they saw him in the volcano temple (area N15).

Chair 27c: No image.

Chair 28a: Room K18 — the hall with the purple worm.

Chair 28b: Room K32 — the chamber with the salamander.

Chair 28c: Room K4 — the magical portal at the Valley Gate.

K29. Museum

Neatly lined up around the walls are dozens of beasts; all motionless as if held by magic.

This hall is a museum of stuffed animals, as the adventurers will soon discover if they examine the exhibits closely. There are: a giant ant, a giant bat, three giant beetles (fire, tiger and oil), a boar, a carrion crawler, three giant lizards (gecko, draco and horned chameleon), a giant locust, an

owlbear, a rock baboon, four snakes (spitting cobra, rock python, giant racer and giant rattler) and three giant spiders (crab, black widow and tarantella).

K30. Stirges' Lair

The following description assumes that the party has already encountered some stirges. It also assumes that the party have not smashed the floor of room K25 which is the ceiling of this room:

This room contains yet more of the long-nosed, bird-like creatures. The moment you are seen they swoop from their perches and attack.

The bird-like creatures are 17 stirges. They should be regarded as separate from the stirges in the nearby volcanic shaft (area K26). They will attack any intruders.

17 stirges: AC 7; HD 1*; hp 5 each; MV 180' (60'); #AT 1 beak; D 1-3 + drain blood; Save F2; ML 9; AL N; XP 13 each; THACO 19 (17 in the first round); B38.

Flying stirges have a +2 bonus on the hit roll for their first attack. If a stirge scores a hit, it attaches itself to its victim and sucks blood for 1-3 points of damage in each succeeding round until dead.

The ceiling of the room is a sheet of thick glass, but since the room above (area K25) is dark, it will appear to be polished black stone at first sight. The glass is very strong and will be unaffected by any single attack which does less than 30 points of damage. An attack which does 30 or more points of damage will shatter it. The ceiling is supported by slender metal pillars made to look like strands of seaweed which the stirges use as perches.

The room is dirty, but this cannot conceal the fine mosaic covering the floor and walls (the adventurers may have seen this from the room above). The mosaic shows five strange fish on a green background. Most of the tiles are worthless, but the fish each include 30 small gems. These can be levered up and are worth 50gp each.

K31. Serpents' Gallery

The southern door into this room has a hole, about a foot across, near the bottom. If any character examines the hole, one of

the spitting cobras (see below) will spit a stream of venom through it. The following description is of the inside of the room:

Both sides of this long gallery are painted with nightmarish pictures in lurid colours. Writhing beneath them on the floor are twenty or more snakes of all sizes, with creamy scales and pink eyes. The largest of them rattles its tail menacingly.

The snakes will only attack in self-defence or if the adventurers enter the room. They have lived so long in darkness that they have lost their characteristic colourings. The spitting cobras are 3 feet long, the giant racer snakes 4 feet and the giant rattlesnake 10 feet.

10 spitting cobras: AC 7; HD 1*; hp 4 each; MV 90' (30'); #AT 1 spit or 1 bite; D Blindness, or 1-3 + poison (8hp); Save F1; ML 7; AL N; XP 13 each; THACO 19; B37.

15 giant racers: AC 5; HD 2; hp 8 each; MV 120' (40'); #AT 1 bite; D 1-6; Save F1; ML 7; AL N; XP 20 each; THACO 18; B37.

1 giant rattlesnake: AC 5; HD 4*; hp 19; MV 120' (40'); #AT 2 bites; D 1-4 + poison (16hp)/1-4 + poison (16hp); Save F2; ML 8; AL N; XP 125; THACO 16; B37.

The poison of the cobras' bite causes 8 points of damage, the rattlesnake's causes 16. Both are negated if the victim makes a successful saving throw vs. Poison. The cobras can also spit a 6-foot-long stream of venom at a victim's eyes. If it hits, the victim must make a successful saving throw vs. Poison or be blinded.

The horrible beasts and places shown in the wall paintings are like the products of a bad dream and bear no relation to reality.

K32. Salamander

The doors into this chamber are made of stone and are warm to the touch:

As the door opens you feel a blast of hot air and see a large chamber bathed in a dull, red light. The light comes from the depths of a gaping pit and reflects from the flame-coloured scales of a long, thin lizard crouched nearby. Swooping around in the air above are some creatures like bat-wings wreathed in flame.



UNDER KI-ATA (Encounter areas K33-37)

The thin lizard is a salamander and the flying creatures are fire fundamentals. They will only attack in self-defence or if the party enters the chamber.

Any surviving fire fundamentals from area K21 will help defend the salamander. Two will arrive in each round after the party attacks the salamander. If the salamander is killed, all of the fire fundamentals in this chamber and in area K21 will return instantly to the plane of fire.

1 flame salamander*: AC 2; HD 8*; hp 30; MV 120' (40'); #AT 2 claws/1 bite; D 1-4/1-4/1-8; Save; F8; ML 8; AL N; XP 1200; THACO 12; E55.

5 fire fundamentals: AC 5; HD 1+1; hp 5 each; MV 180' (60'); #AT 1 swoop; D 1-6; Save F2; ML 10; AL N; XP 15 each; THACO 18; New monster.

The flame salamander and fundamentals are immune to fire. The flame salamander radiates intense heat, and all creatures within 20 feet of it will suffer 1-8 points of heat damage per round. Fundamentals are immune to mind-affecting spells such as **sleep**, **charm** etc. They attack by colliding with their victims.

In the north-west corner of the chamber is an alcove, enclosed by a grille of red stone carved in the form of hundreds of writhing flames. The alcove can be entered through an arched doorway in the grille. In the centre of the alcove is a plinth of red stone, bearing a **helmet of alignment changing**.

K33. Bone Room

Strewn around this chamber are hundreds of skulls and shattered bones. You see a movement in a large pile of bones near the centre of the room, then the heap bursts upwards and the bones rush together to form ten or more mishapen skeletons. One of them even has four arms.

The four-armed skeleton is a bone golem; the others are undead skeletons. All are armed with thigh-bone clubs. The bone golem will try to attack two characters.

1 bone golem*: AC 2; HD 6*; hp 45; MV 120' (40'); #AT 4 weapons; D 1-4 (x4); Save F4; ML 12; AL N; XP 500; THACO 14; E50.
10 skeletons: AC 7; HD 1; hp 6 each; MV 60' (20'); #AT 1 weapon; D 1-4; Save F1; ML 12; AL C; XP 10 each; THACO 19; B37.

The bone golem can only be hit by magical weapons, and is immune to gas, fire, cold and electrical attacks. The golem and skeletons are immune to mind-affecting spells such as **sleep** and **charm**.

The clearing of the bone pile as the golem and skeletons form reveals a 9-inch-high model of a four-armed skeleton made from the finest ivory and held together by platinum wire (value - 3500gp). As long as the model is whole, the golem will reform in 1 round every time it is destroyed. If the model is destroyed, the golem will not regenerate.

The golem will attack anyone within 15 feet of the model. Even if the party flees with the model, the golem will follow, and will attempt to overcome any obstacle placed in its path no matter how long this takes. The only way to be finally rid of the golem is to destroy the model, throw it away or pass it on to somebody else.

K34. Malicious Statue

In an alcove to one side of the passage, a small man-like statue sits cross-legged on top of a black pedestal. Its eyes are brightly glowing gems which bathe all around in a blood-red light, and its carved features seem to mock you.

The statue is four feet tall. Its eyes are two huge rubies (value - 5000gp each) and its teeth are made from ivory (total value - 1000gp).

Each eye socket is trapped. Unless the traps are found and disarmed, removing each gem will trigger an explosion causing 3d6 hit points of damage to all within 5 feet. A successful saving throw vs. Wands will halve the damage.

Any character who removes one or both gems will suffer a **curse**. The victim's eyes will glow bright red, even if tight shut, making it impossible to hide in shadows or to be concealed by darkness.

K35. Tunnel South-west

This is the other end of tunnel K12. It is a plain, rock-hewn passage, ¼ mile long, and leads to the chambers behind the Village Gate. It slopes gently downwards from north-east to south-west.

Volcanic Cavern

This cavern is formed where the eastern volcanic shaft widens at the bottom (see **Diagram 2** on the module folder). Over most of its area it is 50 feet high, but the roof slopes downwards towards the edges. There are two pools formed by the flooding of the lower part of a volcanic shaft. The air in the cavern is hot and steamy.

Fungus Forest. The floor of this cavern is covered by a forest-like growth of pale fungi ranging from normal-sized mushrooms to branching growths the size of a small tree. These fungi are nutritious but very unpleasant for characters to eat.

K36. Hot Pool

The stairway from the volcanic shaft above (area K26) slopes down over this pool:

Beneath the stairway is a circular pool of murky, steaming liquid.

If any characters approach to within 10 feet of the pool they will be attacked by two, pale-coloured, giant leeches. If these creatures score a hit on a victim, they will suck blood for 1-6 points of damage per round until they are killed.

2 giant leeches: AC 7; HD 6; hp 32, 18; MV 90' (30'); #AT 1 bite; D 1-6; Save F3; ML 10; AL N; XP 275 each; THACO 14; E52.

The pool is the flooded lower part of the eastern volcanic shaft (area K26). It has vertical sides and is about 120 feet deep. The bed of the pool is hot, solidified lava and the water is the temperature of a very hot bath. All kinds of tiny algae and fungi grow in the water, giving it the appearance and thickness of dirty cream.

Any characters foolish enough to drink from the pool will vomit. They will also become ill for 3d4 hours unless they make a successful saving throw vs. Poison. While they are ill, characters will move at half speed and attack at -2 to hit.

K37. Warm Pool

Any characters moving along the strip of cavern floor next to the western pool will be attacked by 10 giant toads hidden amongst the fungi. It is likely (1-3 on 1d6)



that the toads will surprise the party. On a hit roll of 20, giant toads can drag victims of dwarf-size or smaller into their mouths, automatically causing 1-6 points of damage in each round thereafter.

10 giant toads: AC 7; HD 2+2; hp 14, 13, 2x12, 3x11, 2x10, 9; MV 90' (30'); #AT 1 bite; D 2-5; Save F1; ML 6; AL N; XP 25 each; THACO 17; E56.

If the adventurers look amongst the fungi where the toads were hiding, they find a stone bottle containing one **potion of speed** (colourless, onion-flavoured).

This pool is about 60 feet deep and is only slightly warm. The water is murky, but not thick like that in the hot pool (area K36). Although slightly salty, it is drinkable.

K38. Tunnel North-east

This is the other end of tunnel K39. It is a plain, rock-hewn passage, ½ mile long, leading to area K41 at the Sea Gate. It slopes downwards from south-west to north-east.

SEA GATE (Map 4d)

K39. Tunnel South-west

This is the other end of tunnel K38. It is a plain, rock-hewn passage, ½ mile long, and leads to area K37 under the heart of Ki-ata. It slopes gently upwards from north-east to south-west.

K40. Tunnel West

This is the other end of tunnel K6. It runs west for ¼ mile and then turns south-west for 1 mile, ending up at area K6 at the Valley Gate. It slopes gently upwards towards the Valley Gate.

K41. Living Gates

The long, undecorated chamber before you is divided in two by a pair of heavy iron gates.

The two gates are actually a form of small juggernauts (see **Module X4**). Each consists of a rectangular outer frame supporting vertical, 2-inch-thick bars about 12 inches apart. They have false hinges and locks.

Two of the bars on each gate are joined only to the bottom part of the frame. These are flexible and attack like arms (1-8 points of damage each).

The gates will remain absolutely motionless unless they are attacked or a character attempts to open them. Then they will attack with their "arms", advancing like a wall towards the adventurers in an attempt to trap them against the end of the room. If they succeed in doing this, they will crush any trapped adventurers, automatically inflicting 2-16 points of damage against each of them per round. Crushed characters cannot cast spells and will attack at -4 to hit.

If characters try to pass between the bars of a gate, or between it and the wall, it will automatically squeeze them, inflicting 2-20 points of damage.

The gates are unaffected by: all non-magical missile fire; **charm** and **hold** spells; and **poison**.

2 special small juggernauts*: AC 2; HD 4*; hp 32 each; MV 30' (10'); #AT 2 arms or crush or squeeze; D 1-8/1-8 or 2-16 or 2-20; Save: On a 3-20 (d20); ML 11; AL N; XP 125 each; THACO 16 (crush and squeeze are automatic); Module X4.

K42. Terror in the Fog

KalnaKaa will be waiting by the northern door to this chamber. When he hears the party enter, he will close the door and go to room K43 to prepare his defence:

Beyond the doorway is a swirling fog which restricts your vision to only a few feet. For all you can tell, the area ahead could be a tiny room or a massive cavern. Ahead and to your left there is a muted sound, like a door closing, then silence...

The fog is created by 16 kal-murus. Creatures of less than 8 hit dice must make a saving throw vs. **Spells** if they enter the fog or suffer the equivalent of a **confusion** spell. Creatures with 5-7 hit dice/levels save at +4 and those with 8 or more hit dice/levels are unaffected.

The kal-murus will attack if the party enters the room, but will remain hidden by the fog until then. They will constantly change their appearance from one night-

marish form to another, and the DM may wish to make up some suitably horrible shapes to describe to the players. No matter what shapes the kal-murus take, their attacks will be unchanged.

16 kal-murus*: AC 4; HD 2*; hp 9 each; MV 120' (40'); #AT 2 claws/1 bite; D 1-3/1-3/1-6 + special; Save F4; ML 9; AL N; XP 25 each; THACO 18; New monster.

Kal-murus are immune to mind-affecting spells and can only be hit by magical or silver weapons. The mist, and its **confusion** will vanish when the number of kal-murus is reduced to nine or less.

The room is plain and empty, except for the pillars supporting the roof which are decorated with carved patterns of interwoven spirals.

K43. Devil Swine at Bay

KalnaKaa will cast a **wizard lock** spell on the eastern door of this room as soon as he hears the party enter the fog in room K42.

Before starting this encounter it is important to work out the time of day (i.e. day or night) since this will affect KalnaKaa's actions (see below):

With the door finally open, you gaze into the long hall beyond. The first things you see are half a dozen short, wizened humanoids, leaping towards you with outstretched claws but beyond, you catch sight of a group of grossly fat men dressed identically in black cloaks.

The fat "men" are KalnaKaa and his **mirror images**, and the small humanoids are topis under his control.

6 topis: AC 6; HD 3*; MV 120' (40'); hp 15, 14, 2x 13, 12, 11; #AT 2 claws; D 1-6/1-6 + special; Save F2; ML 12; AL C; XP 50 each; THACO 17; New monster.

Any character hit by a topi must make a saving throw vs. **Poison** or be affected by the equivalent of a **slow** spell. The effects of the topis' poison and KalnaKaa's **slow** spell are not cumulative. Topis take only half damage from non-edged weapons (but these will stun them for 1 round) and are immune to mind-affecting spells such as **sleep** etc. Clerics have the same chance of turning topis as of turning wights



UNDER KI-ATA (Encounter areas K44-46)

KalnaKaa's abilities and other statistics are given on the **Pull-out Sheet**. The details of how he will defend himself will depend on the actions of the party, but the DM should bear the following in mind:

- KalnaKaa's first action after leaving room K42 will be to **wizard lock** the eastern door of this room.

- As soon as he gets back into this room, KalnaKaa will summon 1-2 boars (for details see **Pull-out Sheet**). These will take 1-4 rounds to arrive.

- As soon as the party starts to force their way through the **wizard locked** door, KalnaKaa will cast **mirror image** (duration 6 turns) and, if possible, **protection from normal missiles** (duration 12 turns).

- KalnaKaa will order the topis and boars (when they appear) to defend him.

- If Maerie is present, she will do her best to defend her father, even if this means fighting openly against the party.

- During the combat with the adventurers, KalnaKaa will avoid hand-to-hand combat for as long as possible so that he can use his spells to best effect. He will normally cast **slow** first, followed by **lightning bolt**, **web**, **magic missile** (twice) and **charm monster** in that order.

- If forced into melee, KalnaKaa will change into his devil swine form if possible (i.e. at night). If not, he will defend himself as best he can with his **staff of striking**.

- If he is given enough time by the party, KalnaKaa will drink some of his potions of **healing** (see room K44) and/or use **animate dead** to restore some of his topis.

K44. KalnaKaa's Treasury

KalnaKaa has collected together in this room the bulk of the treasures plundered by the kara-kara. There are:

- a fine quiver with 15 **arrows** +3
- a suit of **leather armour** +2
- a suit of **plate mail armour** +2
- three potions of **healing** (a clear, lemon-scented, bitter-tasting liquid)
- a potion of **clairvoyance** (a luminous green liquid, tasting of cloves)
- three elegant gold scroll cases (value - 265gp each), containing:
 - #1: a magic user's scroll with **locate object** and **polymorph others**;

- #2: a clerical scroll with **neutralise poison** and **dispel evil**;

- #3: a clerical scroll with **commune** and **striking**.

- an ornate silver casket (value - 1535gp) containing three large diamond pendants (value - 5000gp each); a diamond bracelet (value - 5080gp) and a pair of earrings (value - 1245gp each)
- three oak chests containing 1270gp, 3250gp and 750gp respectively
- a statuette of a black falcon (apparent value - 200gp) which is, in fact, made of gold painted with black lacquer (true value - 15000gp). The head of the falcon may be unscrewed and inside the body are 56 gems (value - 100gp each)
- a beautifully carved, mahogany box (value - 260gp) lined with velvet, containing an exquisite gold hourglass which has crushed diamonds instead of sand (value - 2650gp)
- an engraved gold dish inlaid with platinum (value - 7500gp)
- a suit of platinum-engraved, black plate mail armour (value - 15480gp) with matching shield (value - 2450gp)
- an ivory staff inlaid with gold and silver (value - 2225gp). Its handle is in the form of a boar's head and the eyes are black sapphires (value - 1500gp each).

There is also KalnaKaa's spell book, containing the following spells:

First Level: **floating disc**, **light***, **magic missile**, **read magic**, **sleep**.

Second Level: **locate object**, **mirror image**, **web**, **wizard lock**.

Third Level: **dispel magic**, **lightning bolt**, **haste***, **protection from normal missiles**.

Fourth Level: **charm monster**, **mass-morph**, **polymorph self**.

Fifth Level: **animate dead**, **magic jar**.

The back of the book contains KalnaKaa's private notes (see, for example, the extract on page 3). These notes detail his life and arrival on Teki-nura-ria (see **KalnaKaa** - page 2, and **Background of KalnaKaa and Maerie** on the **Pull-out Sheet**).

K45. Magical Portal

This room is empty and plain, save for a green disc painted on the end wall and a strip of mosaic on the floor in front of it. The bright, swirling pattern on the mosaic seems to urge you on towards the disc.

The green disc on the wall is the source of a magical portal (see page 18) between this room and the sea cave (area K46). The **pass-wall** portal will open as soon as any character steps onto the mosaic and will remain open so long as there is somebody on the mosaic. The **pass-wall** will close after 10 minutes if there is nobody on the mosaic.

The portal can only be opened from inside the sea cave by somebody wearing KalnaKaa's black cloak (see the **Pull-out Sheet**) or one of the undamaged cloaks from area K2. If a character wearing one of these cloaks touches the cave wall at the exact position of the portal, the **pass-wall** will open for 10 minutes.

K46. Sea Cave

The entrance to this cave is at the foot of an overhanging cliff about 150 feet high. It can be seen from the sea but not from the Eastern Jungle above. The following description assumes that the adventurers enter the cave through the magical portal (area K45). If not, the DM should change it accordingly. The magical portal cannot be found from inside the cave (see page 18):

You have come into a sea-cave echoing to the sounds of the ocean which can be seen through the cave mouth to your right. At this end of the cave a shingle beach slopes up out of the water. A boat has been dragged out of the surf.

The boat is a kara-kara canoe (10 hull points) with an outrigger. If the adventurers paddle it out of the cave they will recognise where they are and will have no difficulty reaching the Belle Venture at its anchorage (area T1).

GOING BACK

Malmir is as good as his word and will wait five days for the party to return. The voyage back to Thyatis will be uneventful but rough. If the party has killed KalnaKaa, the Thyatis Seafaring Merchants' Guild will honour the contract made by Rollo Bargmann and each party member will receive 5,000gp. The merchants will accept any reasonable proof (e.g. KalnaKaa's spell book) or even the word of Malmir, provided that KalnaKaa's death has been proved to him at the island.

NEW MONSTERS

KARA-KARA

Armour Class: 9 (8 with shield, 6 with wooden armour and shield)
 Hit Dice: 1+1 or 1+4 (see below)
 Move: 120' (40')
 Attacks: 1 weapon
 Damage: By weapon
 No. Appearing: 2-8 (10-60)
 Save As: Fighter 1 or 2 (see below)
 Morale: 9 or 11 (see below)
 Treasure Type: (R) G (see below)
 Alignment: Chaotic
 XP Value: 15



Kara-kara are tribal humanoids distantly related to orcs. They are slightly shorter than humans, and have olive green skin, tangled curly dark green hair, and muzzelike mouths with curved yellowing fangs. Most wear only loin-cloths, lurid body paint and primitive jewellery. They speak only their own language which can be understood by creatures who know the orcish tongue.

Kara-kara inhabit tropical or semi-tropical islands, but may occasionally be encountered at sea in their large outrigger canoes or while raiding the coasts of civilized lands.

In a tribe of kara-kara there will be as many adult females as males and 1-2 young for every pair of adults. The young do not fight (morale 2), but the females are armed with stone daggers and fight in self-defence. For every 10 warriors there will be a leader with 9 hit points (12 when chanting).

Kara-kara do not know how to work metals and so nearly all of their weapons are made of stone, wood and teeth. Warriors and leaders will each have a large decorated wooden shield and 1-2 spears. In addition, they will have a stone-headed mace, a wooden pick or a wooden short sword edged with shark's teeth. Females usually have stone daggers. Stone daggers inflict 1d4 points of damage, all of the other weapons inflict 1d6 points.

Tribes of kara-kara are usually ruled by councils of manwu-papas (or witch doctors). Most manwu-papas are 4th level clerics and normally have the following spells: **cause fear** (reverse of **remove fear**), **hold person** and **cause light wounds** (reverse of **cure light wounds**). Some manwu-papas are 6th level clerics and normally have the spells listed above plus **silence 15' radius** and **curse** (reverse of **remove curse**).

Manwu-papas normally have metal weapons gained through trade or war with outsiders. They often wear armour made from thin plates of tough wood. This armour has the same effect as leather.

The kara-kara are a singing people. In battle the males set up a rhythmic chant which raises their morale to 11. It also increases the hit points of warriors and leaders by 3 and makes them the equivalent of 2 hit dice creatures (save as 2nd level fighters) for the purposes of determining the effects of spells such as **sleep**. The chant takes effect in the round after it is started. It requires at least five kara-kara to maintain it and can be negated by, for example, a **silence 15' radius** spell. **Dispel magic** or similar spells will not affect it.

Because they have little understanding of metals, kara-kara value them only for their usefulness. Precious metals (e.g. gold and silver) are considered worthless and the kara-kara do not hoard them. The treasure types given above for the kara-kara should only be used to calculate the value of their treasure, which will consist almost entirely of jewellery. Kara-kara jewellery is made from jade, pig tusks, pearls, mother-of-pearl, bones, teeth and occasional other gems.

The kara-kara are followers of a pig cult, regarding pigs and boars as semi-sacred animals. A kara-kara island will always be inhabited by large numbers of foraging pigs (the equivalent of boars).

FUNDAMENTAL*

	Air	Earth	Fire	Water
Armour Class:	6	3	5	4
Hit Dice:	1+1	1+1	1+1	1+1
Move:	240' (80')	90' (30')	180' (60')	120' (40')
Attacks:	1 swoop	1 swoop	1 swoop	1 swoop
Damage:	1-6	1-6	1-6	1-6
No. Appearing:	1-10 (2-20)	1-10 (2-20)	1-10 (2-20)	1-10 (2-20)
Save As:	Fighter 2	Fighter 2	Fighter 2	Fighter 2
Morale:	10	10	10	10
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	15	15	15	15



Fundamentals are amongst the least powerful of the creatures inhabiting the Elemental Planes of Existence. All fundamentals look like a pair of bat wings without a body. They fly constantly, and attack by colliding with their victims. Earth fundamentals are dull and solid-looking, air fundamentals are almost transparent, fire fundamentals are shrouded in flame and

water fundamentals are wet and glistening. They can only be harmed by magic or magical weapons, and are immune to mind-affecting spells such as **sleep** and **charm**. They are treated as 'enchanted creatures' for the purposes of spells such as **protection from evil**. Fire fundamentals are immune to fire. Fundamentals usually appear in the normal world at places where

the appropriate forces of nature are strongest, and never wander far from them. For example, earth fundamentals may be found in the deepest of natural caverns, air fundamentals near windswept peaks, fire fundamentals in volcanoes and water fundamentals over great oceans. They may also accompany more powerful elemental creatures to the normal world.



TOPI

Armour Class: 6
Hit Dice: 3*
Move: 120' (40')
Attacks: 2 claws
Damage: 1-6/1-6 + special
No. Appearing: 2-8 (5-30)
Save As: Fighter 2
Morale: 12
Treasure Type: Nil
Alignment: Chaotic
XP Value: 50

Topis are more agile than normal zombies. They roll for initiative as usual, and can leap up to 6 feet (vertically or horizontally) when attacking. Any creature struck by a topi's claw must make a saving throw vs. Poison or fall victim to a venom which acts like a slow spell and lasts for 1-2 turns.

Topis are undead human or humanoid creatures similar to zombies. Before the bodies are animated, however, they are shrunk until they are only 2 feet tall, giving them dark, wrinkled, leathery skin. This process is long and complex, and is known only to certain primitive tribes.

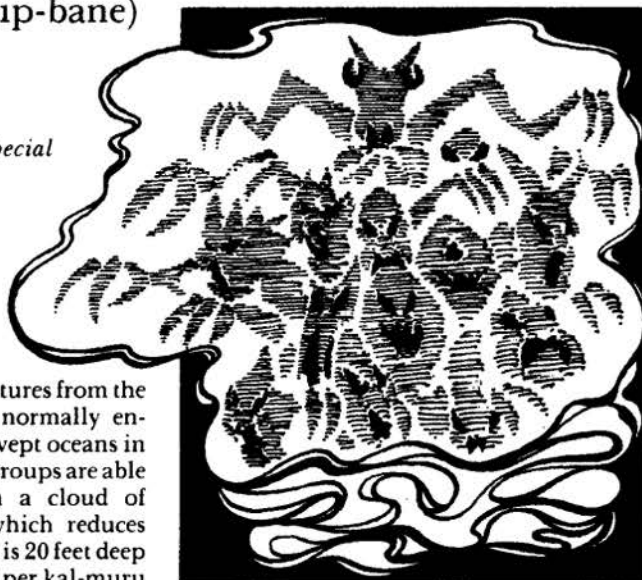
Non-edged weapons inflict only half damage on topis, but a hit with such a weapon will knock a topi off balance, making it unable to attack in the next round. Topis are immune to sleep, charm and hold spells. Clerics have the same chance of turning topis as of turning wights.

KAL-MURU* (Ship-bane)

Armour Class: 4
Hit Dice: 2*
Move: 120' (40')
Attacks: 2 claws/1 bite + special
Damage: 1-3/1-3/1-6
No. Appearing: 0 (10-60)
Save As: Fighter 4
Morale: 9
Treasure Type: Nil
Alignment: Neutral
XP Value: 25

These vicious man-sized creatures from the elemental plane of air are normally encountered flying over windswept oceans in groups of 10 or more. These groups are able to enshroud themselves in a cloud of magical, fog-like vapour which reduces visibility to 3 feet. The cloud is 20 feet deep and has a diameter of 10 feet per kal-muru present. The fog is unaffected by the wind, and can move at the same speed as the flying kal-murus. It will vanish if the number of kal-murus is reduced to less than ten.

Any creature caught in the fog is subject to **confusion** (as the spell), but creatures having 5 or more hit dice save at +4, and those with 8 or more hit dice are unaffected. Kal-murus can change their shape (but not their size or attacks) at will, which adds to the confusion and terror of their victims.



Kal-murus attack with two claws and a bite. They are immune to mind-affecting spells such as **sleep** or **charm**, and can only be hit by silver or magical weapons.

Sailors know and fear the unnatural fog created by kal-murus since ships engulfed by it usually vanish or are found adrift with the crew slain. Mariners have given the fog the name 'ship-bane', and the mere mention of it is enough to strike terror in the heart of the most hardened seafarer.

AGARAT*



Armour Class: 4
Hit Dice: 4+3*
Move: 90' (30')
Attacks: 2 claws/1 bite + scream
Damage: 1-3/1-3/1-3
No. Appearing: 1-6 (1-8)
Save As: Fighter 5
Morale: 11
Treasure Type: B
Alignment: C
XP Value: 200

Agarats are undead human or humanoid creatures. They are often encountered amongst packs of ghouls and can only be distinguished from ghouls by their inability to paralyse victims and their blood-curdling screams.

The scream of an agarat is its most feared attack, since all characters within 20 feet of it when it screams must make a saving throw vs. Spells (wisdom bonuses/penalties apply) or suffer a temporary, one level energy drain. The effects of the drain are the same as that caused by a wight, for example, but only last for 1-4 turns. After this time, characters who are still alive return to normal. Agarats can only scream once per turn. The effects of agarat screams are cumulative, and any creature temporarily drained of all life energy will fall unconscious and cannot be woken for 2-12 turns.

Agarats are immune to **sleep**, **charm** and **hold** spells, and can only be hit by silver or magical weapons. Clerics have the same chance of turning agarats as of turning spectres.

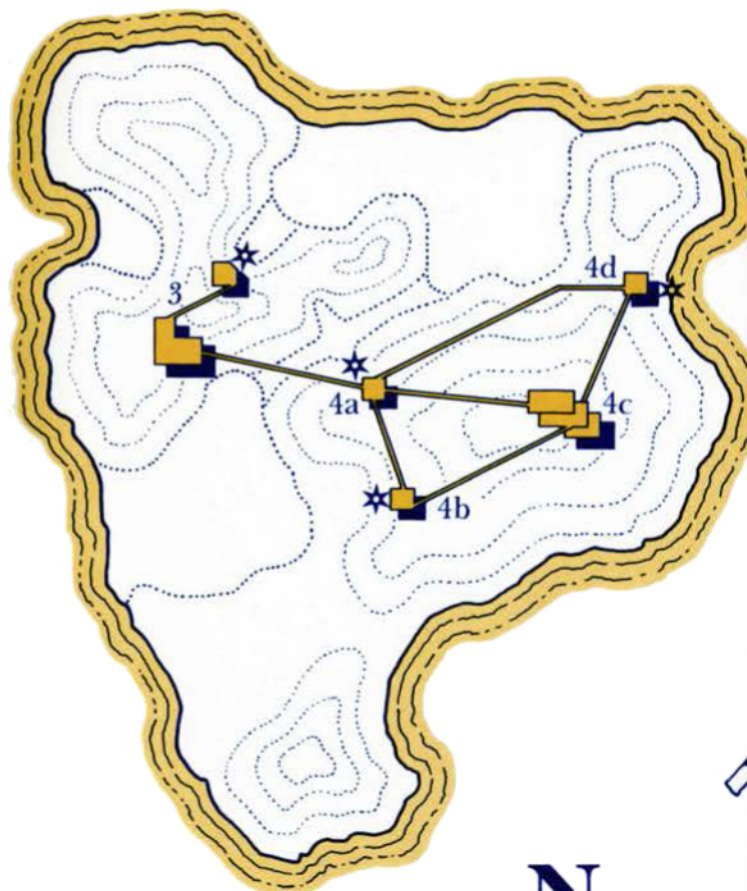
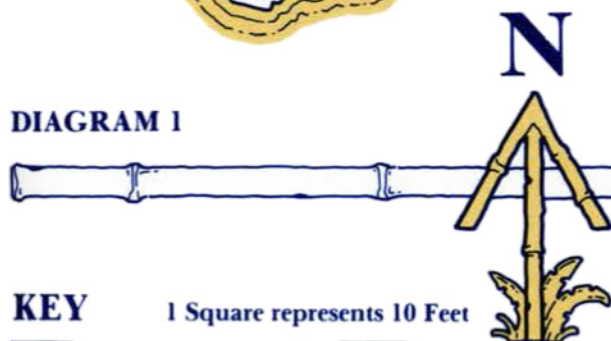


DIAGRAM 1

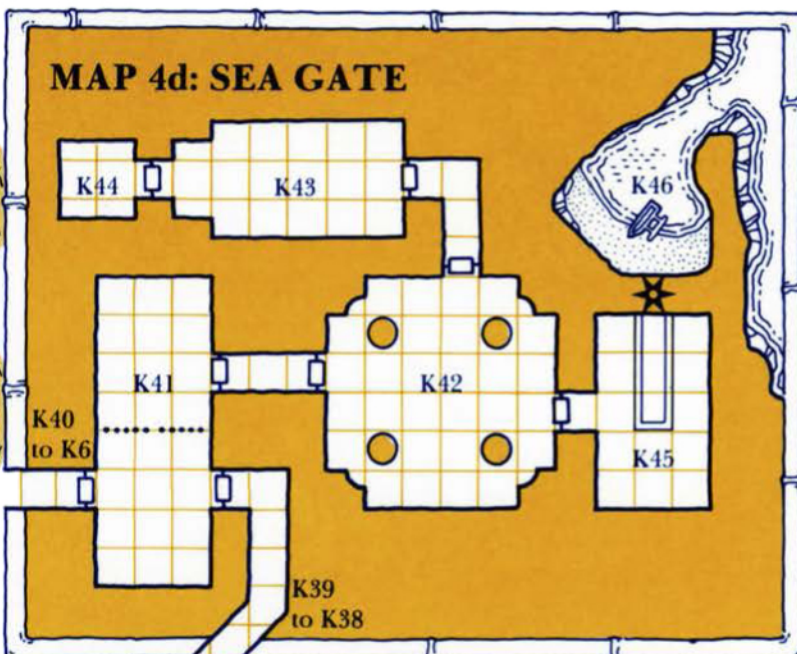


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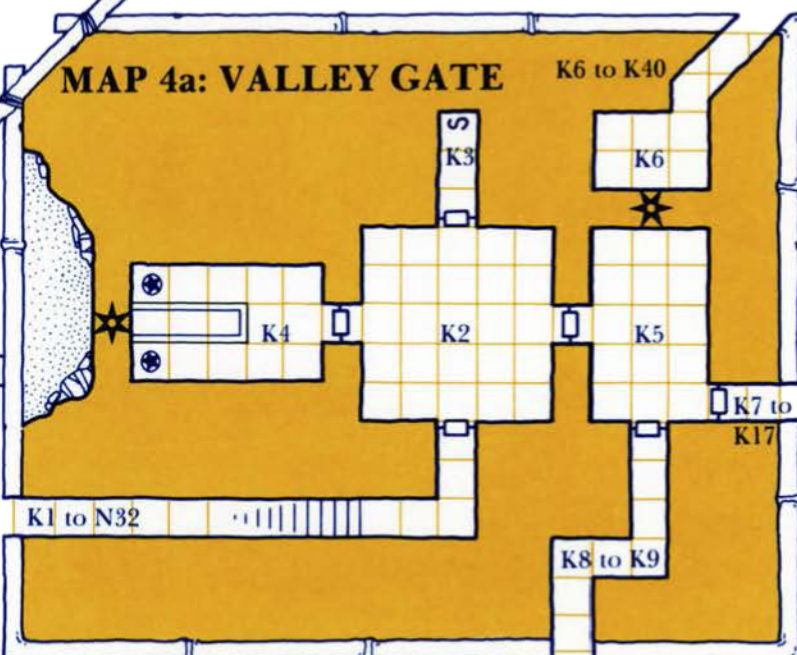
1 Square represents 10 Feet

	Door		Mirror
	Locked/trapped door		Plinth
	Secret door		Ledge
	One-sided secret door		Pit trap
	Open door		Mosaic
	Barred gate		Glass
	Magical portal		Purple worm tunnel
	Stairs U ← D		Lava
	Throne/seat		Pool
	Statue		Fungi

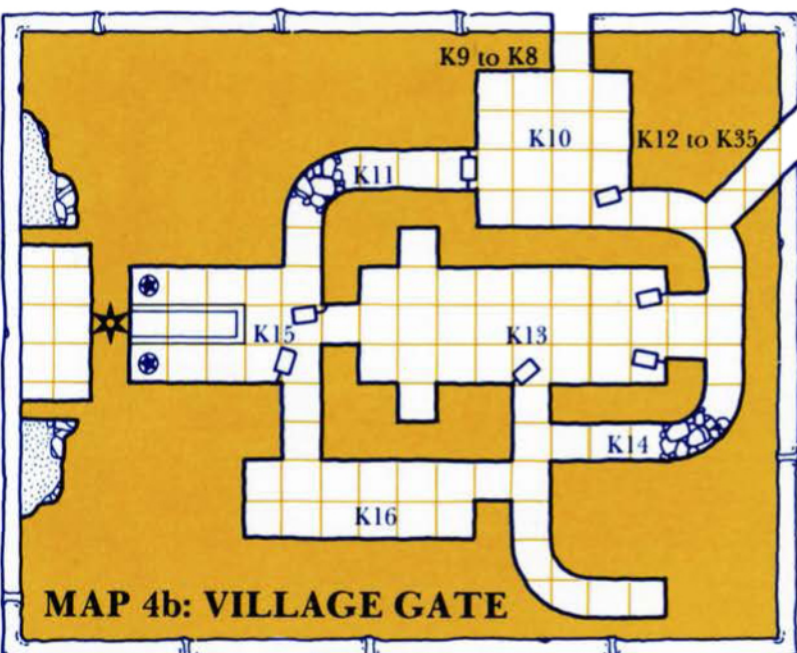
MAP 4d: SEA GATE



MAP 4a: VALLEY GATE



MAP 4b: VILLAGE GATE



MAP 4c: HEART OF THE MOUNTAIN

TOP LEVEL

MIDDLE LEVEL

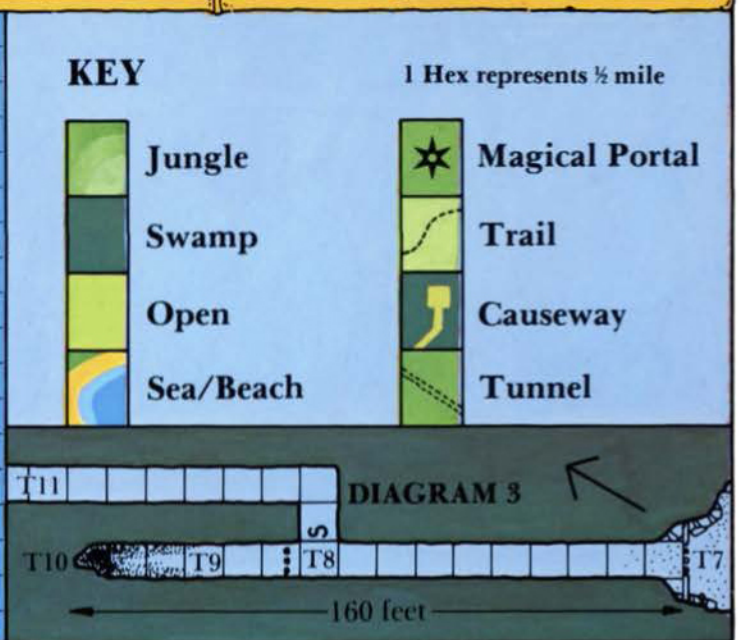
DIAGRAM 2

BOTTOM LEVEL

TOP LEVEL

MIDDLE LEVEL

BOTTOM LEVEL





Expert Game Adventure

Drums on Fire Mountain

by Grame Morris and Tom Kirby

In a dark cell, Rollo Bargamnn, merchant of Thyatis, turns away in disgust from his evil, green-skinned prisoner; capturing this wretch cost a ship and sixty gallant men. Then his heart hardens once more, and he resumes the interrogation. Here, perhaps, he may find an answer to the question that haunts him.

What new evil is casting its shadow over the storm-swept eastern reaches of the Sea of Dread?

The trading routes are no longer safe. The attacks of the green-skinned "Orcs-of-the-Sea" and the mysterious "Ship-bane" now go unchecked. Once their raids were random, but the influence of some unseen master has made them into an organised menace.

Soon the questioning will be over; Rollo will know enough to track the threat to its lair. Then he will need a band of hardy adventurers brave enough to take on the task.

You, perhaps?

Drums on Fire Mountain is a module for 5 to 8 characters levels 5-8.

This module is for use with the DUNGEONS & DRAGONS® Expert Set, which continues and expands the D&D® Basic rules. This module cannot be played without the D&D Basic and Expert rules produced by TSR, Inc.

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