

THE TREASURE VAULTS OF ZADABAD



THE STONEGODS

SINDANORE

THE PLAGUE WATERS

BRACKISH BAY

THE SHACKLES

THE DAMNED CAYS

THE ISLAND OF
KALMATT
1 HEX = 6 MILES

A HEXCRAWL BY CARL BUSSLER AND ERIC HOFFMAN
COMPATIBLE WITH THE RULES OF SWORDS & WIZARDRY

THE TREASURE VAULTS OF ZADABAD

AN ISLAND-CRAWL ADVENTURE FOR 4-8 CHARACTERS LEVEL 2-4

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"It was no ape, neither was it a man. It was some shambling horror spawned in the mysterious, nameless jungles of the south, where strange life teemed in the reeking rot without the dominance of man, and drums thundered in temples that had never known the tread of a human foot."

- Jewels of Gwahlur, Robert E. Howard

Islands bring to mind images of marooned pirates, rumbling volcanoes, restless natives, and vine-covered temples. They are mysterious and far from the aid of more civilized lands. They are perfect locations for adventure, and the island of Kalmatta is no different.

When we set to writing this hexcrawl, we looked to classic literature and the novels of Appendix N for inspiration. Novels by Daniel Defoe, Robert Louis Stevenson, Arthur Conan Doyle, and H. Rider Haggard, as well as contemporary authors such as Robert E. Howard, have all found their way into this adventure.

We also looked to great adventures that came before. The most obvious being *The Isle of Dread* by David Cook, but also *The Hidden Shrine of Tamoachan* by Harold Johnson and Jeff R. Leason, and *The Elephants' Graveyard* by David Howery.

This is not a linear adventure. While the

primary goal is for the characters to locate and plunder the ancient treasure vaults of the lost city of Zadabad, no two gaming groups will go about it the same way due to the wandering monsters, fixed encounters, and the Random Treasure Table. There are 19 fixed locations, 3 randomly discovered ruined temples, and fauna, megafauna, and natural hazards which can be found anywhere.

As busy as it may seem, we've still left room for judges to put their own mark on Kalmatta. There are unnamed islands, a faction of marooned pirates waiting for further development, and a handful of adventure hooks to pursue, even after the vaults have been discovered.

You hold in your hands many hours of entertainment, and many more if you choose to develop the island further. We hope your time spent on the island is both fun and memorable.

With gratitude,
Carl Bussler and Eric Hoffman

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KALAMATT

THE ISLAND OF
KALAMATT
1 HEX = 6 MILES



- 1. SINDARE
- 2. SHRINE OF SECRETS
- 3. THUNG'S LAIR
- 4. PLATYBEODON GRAVEYARD

THE PLAQUE WATERS

THE STONEGODS

- 5. BLACK PEARL BAY
- 6. SHRINE OF TRUTH
- 7. THE DIAMOND MINE
- 8. THE ATOKALLA VILLAGE
- 9. KOLD MANTO'S HUT



- 10. MAHUNAKI VILLAGE
- 11. SHRINE OF DREAMS

THE DAMNED CAYS

- 12. ROBERTS' REST

BRACKISH BAY

THE SHACKLES

- 13. VALLEY OF SHUBBA NIL (THE TREASURE VAULTS OF ZADABAD)
- 14. THE OLD STOCKADE
- 15. A HUNTING CAMP
- 16. ADU BAGWA'S TERRITORY

GETTING TO THE ISLAND

Hot wind snaps the black sails of the Soulcatcher as an eager voice calls from the crow's nest, "Land ho!"

Ahead lies the island of Kalmatta, your destination, home to plague colonies, marooned pirates, madmen and secrets no mortal mind was meant to uncover. It is also the location of the ruined city of Zadabad and its famed treasure vaults.

Whether fortunate or ill-fated, you have in your possession the Rod of the Crescent Moon, a relic of dead religions and forgotten kingdoms. It is also the key to unlocking the vaults. Finding the lost city is a challenge many have accepted, but none have survived. Fetid swamps, harsh jungles and unforgiving mountains hide your prize.

How far will you travel and how much will you risk to uncover the treasure vaults of Zadabad?

How the characters acquired the *Rod of the Crescent Moon* (see Appendix B, Magic Items) and discovered the location of the island of Kalmatta can be left vague, or can be worked into your current campaign. Regardless, they find themselves on the Soulcatcher, a fast sloop, having booked passage from their home port.

Captain Siren is rumored to be a smuggler, trader, pirate, and mercenary. Above all, she is an opportunist. Skilled in swordplay and politics, her ventures are profitable, and her crew is loyal.

As part of the arrangement with the characters, the Soulcatcher is bound for the only known safe harbor on the island: The plague colony of

Sindanore. She will wait there for 7 days as her crew rests, makes repairs, and gathers food and water for the return trip. Unless another arrangement is made to keep her waiting, the ship will sail on without them. The specifics of this deal are left to the judge and the players.

Captain Siren: HD 3; HP 18; AC 4[15]; Atk 1 rapier (1d6+1) or crossbow (1d4+1); Move 12; Save 12; AL N; CL/XP 3/60.

Soulcatcher Crewmember (20): HD 1; HP 5; AC 6[13]; Atk 1 cutlass (1d6+1) or crossbow (1d4+1); Move 12; Save 15; AL N; CL/XP 1/15.

EXPLORING THE ISLAND

The exploration of the island of Kalmatta should be an adventure (or likely several adventures) unto itself. To help keep track of player exploration, we present these simplified hexcrawl rules. Add, replace, or modify these rules to suit your style of play.

Waterborne Movement

A party with a small sailing boat or ship can typically move 5 hexes per day on the ocean. Staying on the ocean overnight requires an Intelligence check or the boat goes off course. Characters who have a background as a sailor, navigator, or other such useful profession may get a modifier of up to +4 to their Intelligence when making this check.

Traveling upriver, boats are limited to 3 hexes per day. Downriver travel covers 5 hexes.



Overland Movement

Characters have 3 Movement Points to spend per day.

Terrain	Movement Point Cost
Grassland, Hills	1
Jungle, Swamp	2
Mountains	3

Characters may also try to make a forced march, which will give them 4 movement points per day, but leave them exhausted at the end, suffering a -1 to hit and damage the entire following day.

If the party is mounted on standard animals (horses, ponies, etc.), they have 4 Movement Points and may make a forced march for 5 Movement Points. Each mount will take 1d4 points of damage after a day of forced march. If the party has access to magical or extraordinary transportation, you can adjust their travel speed accordingly.

Determining Hex Encounters

Entering a numbered hex on the map triggers that encounter. Hexes without keyed encounters may also contain something of interest, or danger, to the party. Roll on the table below to determine what each hex contains.

Roll	Hex Contents
1-6	Empty
7-9	Random Encounter
10-12	Tomb

Empty hexes contain no encounters and provide safe passage and respite.

RANDOM ENCOUNTERS

Random encounters are rolled on the tables below. Roll when indicated on the Hex Encounters table above, or at any other time you desire. Twice a day is a good standard if the party is not traveling.

Grassland

Roll	# Appearing
Platybelodon.....	3d3
Herd of goats.....	4d4
Megafauna from nearest lair	1
Natives from nearest tribe.....	4d4
Trapdoor spider, giant.....	1
Fire ants, giant	6d4

Hills

Roll	# Appearing
Rock baboons	2d3
Megafauna from nearest lair	1
Herd of goats.....	4d4
Jackals	2d5
Native from nearest tribe	4d4

Flash flood* N/A

Jungle

Roll	# Appearing
Centipede, giant (small, non-lethal)	2d6
Jackal Monkeys.....	8d4
Native from nearest tribe	4d4
Mantrap plants	1d2
Megafauna from nearest lair	1
Venomous snake**	N/A

Swamp

Roll	# Appearing
Crocodile	1d3
Platybelodon	3d3
Lizardmen	1d3+1
Megafauna from nearest lair	1
Snapping turtle, giant	1
Venomous snake**	N/A

Mountains

Roll	# Appearing
Mixacoatl	1
Rock baboons	2d3

A Note on Ability Score Checks

Although the *Swords and Wizardry* Core Rules do not address ability or skill checks, throughout this book we make suggestions to the referee on how to resolve some possible actions players may wish to take.

Typically, we use the tried and true old-school mechanic of simply rolling below the stated Ability Score on a d20. All positive modifiers are in favor of the player and all negative modifiers to the players' detriment.

For example, an Intelligence check +4 would mean the player adds 4 points to his Intelligence for the purposes of the check. A Dexterity check at -2 would mean the player subtracts 2 points from his Dexterity score for the purposes of the check.

There are some containers and portals that suggest a total number of Strength points necessary to open. Simply add the Strength score of all players attempting to help open the portal or container to see if it is enough to get the job done.



Megafauna from nearest lair	1
Mountain Lion	1
Potential fall***	N/A
Rockslide****	N/A

River

Roll	# Appearing
Crocodile	1d4
Natives from nearest tribe in small canoes..	4d4
Flying piranha swarm	1
Megafauna from nearest lair	1
Snapping turtle, giant	1
Submerged obstacle*****	N/A

Megafauna: The island's largest or most dangerous predators. They are typically encountered in specific lair areas on the map of the Island of Kalmatta, but occasionally wander their territory. Reference the map for the closest lair of the following creatures; Thungo (3), Kolo Manto (9), Giant Razorback (14), Adu Bagwa (16).

***Flash Flood:** Fast-moving waters rush through the area. Each character has a 2 in 6 chance of being caught in the path and must Save or be swept away, taking 1d4 points of damage per round they are caught in the water. A Strength check, or some help, is needed to escape.

****Venomous Snake:** A small venomous snake attempts to bite a random party member. It attacks as a 1 HD monster and does 1 point of damage plus poison. If the Save fails the poison inflicts 1d6 Dexterity damage within 10 minutes and another 1d6 Dexterity damage an hour

later (two hours if the victim rests).

*****Potential Fall:** A random character steps on a loose rock and if a Save is failed he falls 1d6x10' down the side of the mountain.

******Rockslide:** A sudden rockslide puts the party in danger. Each character must make a Save or suffer 2d4 points of damage from large falling rocks. If the roll for the Save is a natural 1 or 2 the character also suffers a sprained ankle or knee, reducing movement by half for 2 days or until magically healed.

*******Submerged Obstacle:** The party's boat hits a rock or log hidden under the surface. Any characters in the boat must make a Dexterity check or be tipped overboard. The ruckus has a 20% chance of attracting another wandering monster.

Tombs

A hex encounter result of Tomb indicates that the players have stumbled upon one of the many burial sites the priests of Zadabad have built over the centuries. Several tombs are provided in the section Kalmatta Tombs (pg. 7), or you may design your own.

None of the tombs are required to 'complete' the adventure, although characters may find clues or items that will be helpful. The tombs can be placed whenever, or wherever, the Judge chooses. They may also be used separately from this adventure.

Keyed Encounters

We suggest that if the party enters a hex containing one of the keyed encounter locations, you allow them to explore that location. Alternately you can have the discovery dependent on a random roll, or player declaration that they are searching the area.

Getting Lost

Because there are large mountainous features on Kalmatta it is difficult to get lost for an entire day but the local terrain can still be confusing. If the normal rules indicate the party is lost, they lose 1 movement point and must roll for wandering monsters twice in their starting hex. If the party gains followers that are indigenous or familiar with the island they will no longer get lost.

Random Treasure Table

To add to the variety of ways to play this adventure, we have included a random treasure table. The referee may use this table to determine rewards for wandering encounters that may contain treasure, or to stock new tombs or encounters of their own creation.

Some of the items on the list are unique, very valuable, or both. These items have one or more boxes to the right on the random treasure table. Check these boxes as the players discover the treasures, and carefully consider giving more of these items than there are boxes.

KALMATT TOMBS

The tombs are not mere speed bumps in the characters' journey across Kalmatta. Through wall paintings, hieroglyphics and artifacts, they may slowly reveal some of the history of the island and clues to guide them past future perils.

The Tomb of Chinhote

The tomb of Chinhote resides in a deep draw with a 40' escarpment on three sides. There is a layer of dirt and detritus, but the original paving

stones can be seen here and there. The tomb itself is pyramid-shaped and stands at the back of the draw.

In front of the sealed door are two large stone plinths, covered with eroded, ancient writing. On top of the plinths are sandstone statues that have been worn down over the years. Presumably, they once depicted human, or humanoid creatures.

There are also the remains of a reflecting pool leading directly to the pyramid entrance.

1. Stone Plinth

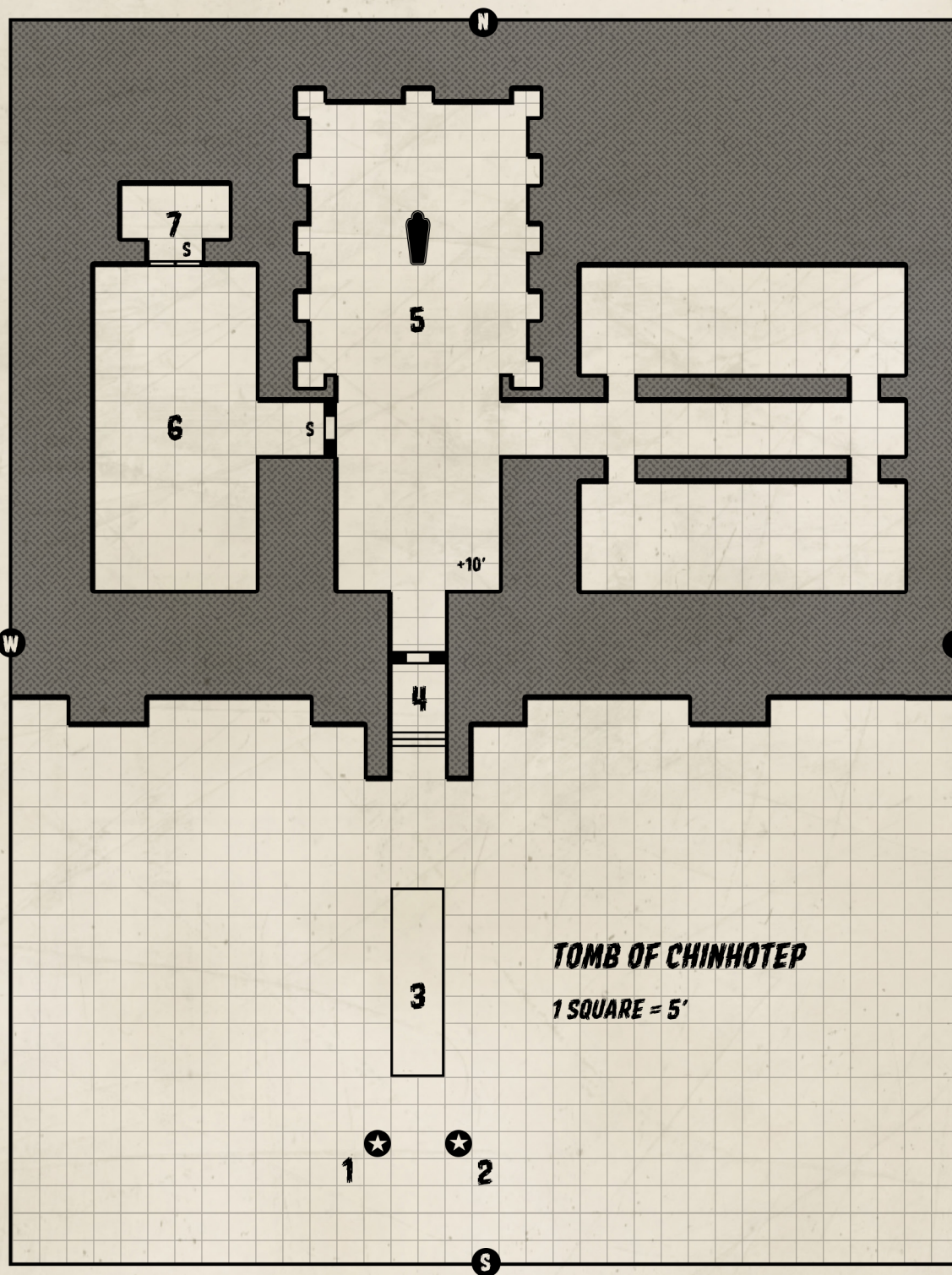
Characters able to decipher the ancient writing (Intelligence check at -2) can piece together a narrative telling of the life of Chinhote, grand vizier to several mighty rulers and a man of prodigious stature. It is apparent that Chinhote served important men and amassed great wealth.

2. Stone Plinth

This plinth is slightly harder to decipher (Intelligence check at -6). It tells the tale of Chinhote and Pharess Varna, who was apparently his lover. Chinhote had the opportunity to marry Varna and become pharaoh, but declined. He later served her successor (and assassin), the pharaoh Azun-Kaman.

The last part of the plinth is in the form of advice to Chinhote's numerous and illegitimate sons.

He warns, "*Greed is the great destroyer. Never sell your entire herd, no matter the amount of the drover's offer, for what will you live on next year?*"



3. Reflecting Pool

The reflecting pool is murky and fetid. The surface of the water is 10' below the waist-high stone lip of the pool wall. Observant, or lucky characters may notice the glint of shiny metal caught on a skinny ledge of stonework a foot or two under the surface of the water. In fact, there are numerous coins scattered along the muddy bottom of the pool, thrown there by visitors to the Tomb of Chinhotep in antiquity. Anyone diving into the water (it is 8' deep), can find 2d20 gp in assorted coins. Unfortunately, the pool is also home to two colossal leeches.

Leech, colossal: HD 2; AC 7[12]; Atk bite (1d6); Move 12 (swim); Save 15; AL N; CL/XP 2/30; Special: blood drain.

Once they succeed in a bite, the leeches automatically drain blood to cause an additional 1d4 damage each round until slain.

4. Pyramid Door

The door to the pyramid is a solid slab of stone, 6' wide and 8' tall. It is sealed with mortar on all sides. There is more ancient writing on the door. Surprisingly the inscription invites thieves in to plunder the tomb. Chinhotep fancied himself a master of reverse-psychology.

The door is very sturdy and will take several hours to break through, even with sledges and pickaxes. If the players can't come up with a more expedient way to gain entrance, roll for wandering monsters twice as often as normal.

5. Crypt of Chínhotep

This room is dark and musty. The walls were once painted with some decoration, but years

of neglect and moisture have ruined it beyond identification. Only smears of pigment remain. The room contains some grave goods that are largely ruined as well. A rotted miniature wooden ship about 6' long and a crumbling chariot can be identified. There are also a few piles of mushy clay that must have once been pots or amphorae.

The main feature of the tomb is the large stone sarcophagus in the center. It is nearly 13 feet long and 7 feet wide. It is made of two pieces of stone and weighs over 2 tons. The lid is sealed with mortar that can be removed with normal tools or weapons in an hour or so.

Once unsealed, it will take 40 total points of Strength to shift the stone lid. If the party manages to open the lid they are treated to the sight of the mummified corpse of Chihnotep. Once the lid is clear of the body, the corpse will sit straight up and begin cackling madly.

Chinhotep is not undead. The apparent animation of the corpse is a clever mechanical trap that has survived the ages. The laughter will stop after a short while and Chinhotep's corpse will slump down on the rods holding him up, his last joke played out.

In the sarcophagus is a bronze scroll tube capped with an airtight seal (worth 100 gp in itself). Inside the tube is a papyrus scroll with the 3rd level cleric spell *prayer* inscribed upon it. Chinhotep also wears a golden circlet with a small ruby set on the brow worth 350 gp.

Extremely observant characters (successful find secret door check) may notice that the mummy of Chinhotep has eleven toes. The eleventh toe is actually a cleverly disguised switch that is attached to the stone of the sarcophagus and opens the secret door to room 6.

6. Treasure Room

This room is much drier than the crypt. The paintings on the wall are largely intact. They show a pictorial history of the story related on the stone plinths outside. Chintahotep's real treasure is kept in this room. It consists of several chests of silver bars. Each chest is trapped with a deadly poison needle trap. The efficacy of the poison, however, has not lasted the ages, and only does 2d4 points of damage to a character if sprung.

The silver bars are extremely heavy and may pose problems to characters trying to move them long distances. Unless the players devise some clever way to transport the bars, their movement will be reduced to 2 Movement Points on the Overland Map per day.

In addition to the chests, there is a wooden mannequin which is wearing a colorful robe spun with cloth of silver and gold and festooned thin gold plates with arcane markings on them. This is *The Mantle of Chintahotep* (see Appendix B: Magic Items).

In addition to the magical properties of the garment, sewn into the lining of the garment are a series of thick papyrus sheets. If removed and studied by someone who can decipher the ancient writing (Intelligence check), the sheets reveal a process whereby, Chintahotep believed, one can bring back to life his former lover, the Pharess Varna. The ritual spell will only work on the corpse of Varna and only after securing the necessary ritual paraphernalia; *The Bell of Khodun Nudohk*, *The Book of the Dead* and the *Candle of Khodun Nudohk* (Appendix B: Magic Items). The papyrus sheets also indicate that *The Bell of Khodun Noduhk* was interred in the Tomb of Varna.

In a small secret niche on the eastern wall is a 2-foot-long, 6-inch diameter beeswax candle. It is shot through with black and purple streaks.

It is, not surprisingly, *The Candle of Khodun Nudohk*.

The secret door to room 7 will pivot open on an axis if a 6-inch stone on the north wall is depressed. The section of the wall that contains the door is painted with the story of Chinhotep refusing the Pharaoh's scepter and living to serve again.

7. Trapped Room

For those who do not heed Chinhotep's warning and check their greed, his final lesson resides behind this door. If the secret door is opened, a great gust of dry air will issue forth into room 6 and out through room 5.

"Dessicated corpses of men are unceremoniously scattered about the room. A ghostly voice echoes from within... "You have sold your entire herd."

Any character in the affected areas must make a Save or contract the dreadful Plague of Zadabad.

The plague is a wasting disease that knows no mundane cure. Characters that contract to the plague develop painful boils that cause the loss of 1d3 points of Constitution and 1d2 points of Strength every day.

Furthermore, the plague is contagious. Anyone spending more than an hour in the presence of an afflicted character must make a Save or contract the plague. That Save must be repeated every day in which more than one hour is spent in the presence of a plague carrier.

The plague is also notoriously difficult to heal, a *cure disease* spell merely grants the afflicted another Save, albeit at a +4 to the roll.

The Tomb of Niobe Varna

The Tomb of Niobe Varna is located in a small clearing. The vegetation from the surrounding countryside pushes in close to the outbuildings and tall elephant grass grows between the broken paving stone floor. The tomb itself is a two-stepped ziggurat with a large central vaulted dome. The outbuildings were once slender towers with many airy windows towards the top. They were not built to last the test of time with no maintenance, and much of the upper stories have crumbled. There are twin rows of increasingly tall obelisks leading up to the door of the main tomb.

The entire area is home to a huge troop of Jackal Monkeys. Jackal Monkeys are the result of bizarre experimentations by wizards in ages past. Why any magic user powerful enough to conduct such experiments would choose to combine these two most annoying animals is a mystery. Perhaps the plan was to unleash them as a plague upon a rival nation, or they were simply an attempt at a practical joke by a half-mad archmage with too much time on his hands.

Either way, they present a definite annoyance and potential danger to unprepared adventurers. The Jackal Monkeys will screech incessantly while any intruders are in their territory, doubling the chance for wandering monsters. They will also use their special ability to throw excrement regularly.

They will not attack a group, but will bide their time, leaping from tower to tower via the close growing trees. If one or two creatures separate from the group, 1d4+3 Jackal Monkeys will swarm and try to kill the individuals as quickly as possible before retreating to the tree and tower tops.

Jackal Monkeys: HD 1d4 hp; AC 6[13]; Atk bite (1d4) or thrown excrement (special); Move 12 (climb); Save 16; AL N; CL/

XP 1/15; Special: throw excrement, leap.

Jackal Monkeys can (and often do) throw their own feces up to 40' at intruders into their territory. The ordure does not cause physical damage but anyone hit must make a Save or become nauseated, suffering a -1 to hit and damage, until the offending stool is washed off. Subsequent poo-missiles have no further effect.

The Jackal Monkey can leap using its powerful hind legs, consuming its entire movement for the round.

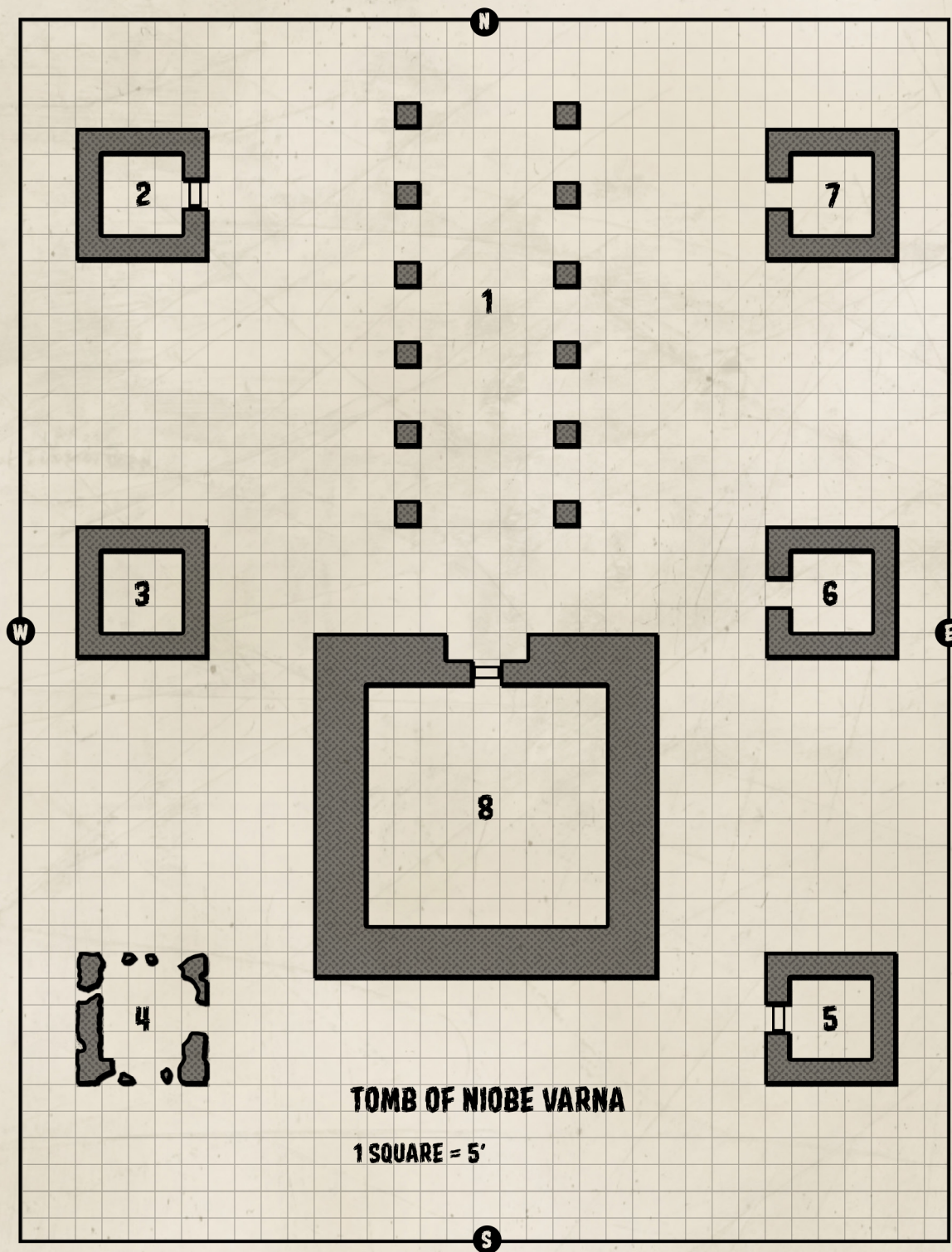
1. Obelisks

The obelisks are covered with ancient writing that, if deciphered (Intelligence check), tell the story of the Pharess Niobe Varna. She was born a commoner, but through unbridled ambition and some great fortune, rose to rule a huge ancient empire. She never married, but had a long term concubine in her Grand Vizier, Chintahotep. The Pharess Niobe Varna was assassinated and usurped by a noble named Azun-Kaman.

2. Funeral Tower

This tower is more intact than most, including the stone door. If opened, the lower floor is revealed to be covered in centuries of jackal monkey excrement. Digging through the feces will reveal some golden disks that depict special funeral prayers in an ancient language. They are worth 200 gp for the metal and 500 gp to a collector of antiquities.

Digging through the filth requires a Save. Failure results in contracting Monkey Poo Fever. Symptoms include fever (1d2 temporary Strength damage), inability to keep food down (1d2 temporary Constitution damage) and diarrhea (1d3 temporary Charisma damage). Mon-



key Poo Fever typically lasts 7 days (4 days with complete bed rest).

3. Funeral Tower

Niobe Varna's loyal handmaiden seduced a priest and had him construct a hidden entrance to this tower. After killing the priest, the handmaiden hid the fabled *Bell of Khodun Nudohk* inside (Appendix B: Magic Items). It rests there to this day, on a stone pedestal in the center of the tower.

4. Funeral Tower

This tower is mostly collapsed, and only portions of three walls still stand at the base. Further up, the masonry clings together as if by magic, with hanging arches and stones precariously balanced. Moving around the tower is dangerous. Any character not moving stealthily within 5' of the base of the tower must make a Dexterity check. If the check is failed, part of the tower falls down on the character doing 1d8 points of damage (Save for half).

5. Funeral Tower

The door and the windows to this tower are sealed with stone and mortar. The door has an inscription in an ancient language (Intelligence check to decipher) that reads, "*May they succeed in death where they failed in life*". Inside are the executed and cursed remains of Pharess Niobe Varna's 10 bodyguards. They will animate and attack anyone who enters this tower, or if the door to room 8 is opened.

Undead Bodyguard (10): HD 1; AC 7[12]; Atk khopesh (1d8); Move 12; Save 16; AL C; CL/XP 1/30; Special: wail of ultimate

damnation, 1/2 damage from slashing and piercing weapons.

Once per day each undead bodyguard can wail at an individual instead of attacking. The target must make a Save, or be overcome by feelings of uselessness and failure, suffering a -2 penalty to hit, damage and Saves for 1d3 turns.

6. Funeral Tower

This tower is empty, stable, and could provide safety during the night.

7. Funeral Tower

Observant characters may notice two things about this tower: first, the jackal monkeys avoid the arched windows at the top; and second, this is the only tower with a significant amount of bird droppings on it. The reason for both is the lasso spider that makes its lair inside the tower. The jackal monkeys are well aware of the spider and leave plenty of space for dumb birds to keep it fat, happy, and with little taste for jackal monkey. There is a door-sized hole in the base of the tower. The Lasso Spider usually hangs out just below the windows in the top of the tower, but is not against snaring a tasty morsel from below and hauling up to feast upon.

Lasso Spider: HD 3; HP 18; AC 5[14]; Atk bite (1d8+poison) or web-lasso (special); Save 14; AL C; CL/XP 3/60; Special: web-lasso.

Lasso Spiders typically hide in hard-to-access areas and attempt to ambush lone animals or adventurers passing by. The web lasso has a range of 50'. Characters hit with it are caught in the tough, sticky strand. The Lasso Spider will then attempt to draw the creature 10' closer each round (Save to avoid). Once in range, the spider

will bite and paralyze the creature with its poison (Save or be paralyzed for 2d4 rounds), and eat it immediately if it is hungry, or wrap it in a cocoon to save for later.

8. Crypt of the Pharess Niobe Varna

The doors to the crypt proper are made of thick stone and sealed with mortar that is speckled with shiny crystals. Observant characters may notice that the ground in front of the doors shows some of the same shiny crystals a considerable distance away from the doors.

If the mortar is tampered with (a necessity to pry open the stone door) these shiny crystals will explode out from the door area in a cone 30' long and 40' wide at its furthest point. Anyone in the blast radius of the crystals must make a Save or be blinded for 1d6 rounds. If the Save fails by 6 or more, the target is also choking for 1d3 rounds, unable to take any action.

Characters who make their Save have a 1 in 6 chance to hear a distant sound of stone scraping on stone. The source of that sound is the door to room 5 opening. The undead bodyguards in 5 also animate and move to destroy the defilers of their queen's final resting place.

Once breached, the tomb itself is spacious and undisturbed. The mummified remains of the Pharess Niobe Varna lie on an obsidian pedestal in the back center of the room. Surrounding her are all manner of grave goods. Most are mundane and large (ceremonial galley, chariot, house, large clay amphorae whose contents long ago dried up, etc.), but there are some items of intrinsic value.

Niobe Varna's headdress is made of solid gold, worth 500 gp, and has magical properties (see *The Headdress of Varna* in Appendix B: Magic Items). There is also a box of golden jewelry worth 1000 gp, and a bronze khopesh sword

that is enchanted to be stronger than steel. (The sword is a *Champion's Khopesh*, also detailed in Appendix B.)

The Tomb of Thuthmosis IV

Thuthmosis IV was one of the richer kings of the ancient empire. His tomb is elaborate and well guarded.

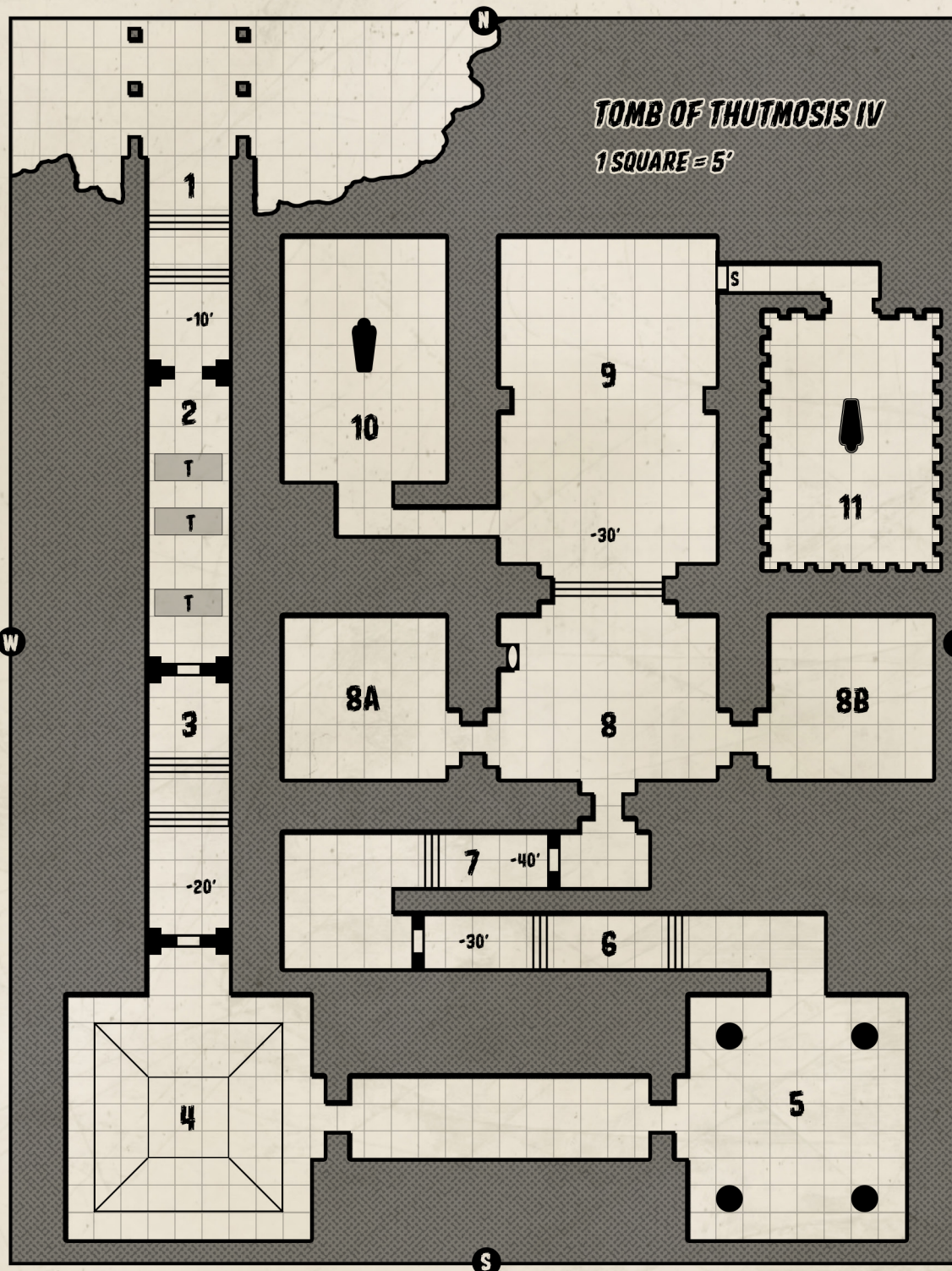
1. Stairs

The stairs are covered with dirt and debris that has blown into the tomb over the centuries. There are some small signs that someone has visited the tomb before. Under the grime and dust of years there is graffiti on the wall. If cleared, one section reveals, "*Beware falling rocks*" in elven. The door at the north end of the stairway is pried open and stands ajar.

2. Deadly Corridor

There are several skeletons lying on the floor of this chamber. With sufficient light (brighter than a torch), it may be possible to notice that many of the bones of the skeletons are shattered. If searched, one skeleton has a coin pouch that is split open and 52 gp worth of assorted coins are scattered on the floor. Another has a ring that has somehow remained undamaged. That is because it is magical. This ring bestows the wearer with a +1 on all Saves to resist spells. If worn by any spell caster, however, every spell they cast has a 5% chance to fail.

There are three complicated, mechanical, falling block traps in this corridor. The blocks are triggered by pressure plates under each and will reset, with a loud clank, in 3 rounds after triggering. If unaware of the trap, a Save must be



made to avoid 2d6 points of damage. If aware, the Save is at +4.

There is a narrow space left between the rocks and the wall when they fall, and unarmored humans (or smaller creatures) could slip by. The blocks are suspended by chains that are briefly visible after a block falls down. Quick-thinking characters may have an opportunity to halt the reset or sever the chains entirely by inflicting 15 points of damage to them in the one round they are visible.

The door at the end of the hall is untouched and sealed with mortar.

3. More Stairs

The door at the north end of this staircase is in place and sealed with mortar. The mortar is made with thousands of crushed gems and glitters in any light. The dust could be collected and sold for 150 gp.

4. Ilusory Floor

The pit that occupies most of the center of this room is concealed with an illusory floor. The illusion will not hold up to any physical challenge such as scattered pebbles or sand, or someone falling through it. Anyone stepping on the illusion must succeed at a Save or fall into the 60' shaft underneath, taking 6d6 damage upon landing. Kind referees may give characters a 1 in 6 chance to notice a waft of air with the scent of deep earth emanating from the mummy shaft.

5. Hall of the Guardians

Standing around each of the stone columns in this room, one in each corner, are the partially

mummified skeletons of Thutmosis IV's bodyguards. They will animate only if someone steps on the stairs in room 6.

Undead Bodyguard (10): HD 1; AC 7[12]; Atk khopesh (1d8); Move 12; Save 16; AL C; CL/XP 1/30; Special: wail of ultimate damnation, 1/2 damage from slashing and piercing weapons.

Once per day each undead bodyguard can wail at an individual instead of attacking. The target must make a Save, or be overcome by feelings of uselessness and failure, suffering a -2 penalty to hit, damage and saves for 1d3 turns.

The walls of the room are beautifully carved in bas relief with scenes of Thuthmosis IV's great victories over armies of beastly humanoids. Where Thuthmosis IV is depicted in the scenes his eyes are set with dark red gems worth 10 gp each. There are 20 such gems.

6. Trapped Stairs

Anyone stepping on the stairs here will trigger the animation of the Undead Bodyguards in room 5.

7. Surprisingly Safe Corridor

This corridor is free from traps, guardians, tricks or spells. The walls are painted with lovely pastoral scenes that are mostly intact. The door at the neast end is shut, but not sealed with mortar, so it can be moved with the simple application of 30 points of Strength.

8. Antechamber

The walls in this chamber are also richly dec-

orated, this time with scenes of daily life in a wealthy and orderly empire. The slaves work, and the overseers supervise.

Against the west wall is a small stone altar. On top of the altar is a gold inlaid bowl worth 100 gp. Inside the bowl is a handful of linen strips. The strips are magical wards, called *Grave Lins* (see Appendix B: Magic Items).

8a. Annex of the Dead

Six sarcophagi line the walls of this room. The walls behind the coffins are decorated with scenes of a hellish underworld. Inside the coffins are the cursed remains of 4 criminals who were meant to guide the dead king through the perils of the underworld to paradise.

If anyone enters the room without one of the *Grave Linen* strips from room 8 in their possession, the ghouls will animate, throw open the lids of the sarcophagi and attack. They are ravenously hungry after being locked in the tomb for centuries and will stop to feed on any slain character.

They are blocked from leaving room 8a by powerful magic.

Ghouls (4): HD 2; AC 6 [13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralysis.

Ghouls are immune to charm and sleep. Any hit from a ghoul paralyzes the victim for 3d6 turns if a Save is failed.

8b. Annex of the Living

The skeletons of 6 humans are manacled to the walls of this room. These were slaves of Thuthmosis IV. They were sealed into the tomb, to

be unlocked when Thuthmosis awoke into the afterlife. Apparently that didn't happen, or if it did, it was in the metaphorical sense.

The walls are painted with scenes of the life of servants and slaves in the ancient empire. If a character studies the paintings he may (Intelligence check) be able to learn of the existence of The Slaves' Passage into The Valley of Shubba Nil (pg. 28). The key to the manacles can be found in room 11.

9. Treasury

This is the grand treasury of Thuthmosis IV. The alcoves are lined with high quality grave goods and valuables. They include:

- A golden statue of a woman with rainbow wings, worth 150 gp.
- A gem-encrusted, golden box worth 150 gp, filled with coins worth 300 gp.
- A golden chariot worth 600 gp.
- 4 jars carved of jade with lids representing an owl, a jackal, a man and a camel. Worth 400 gp total.
- A golden ankh, nearly 2' tall. Worth 200 gp.
- A golden torch that always burns, even under water or in a vacuum.
- A golden staff with an uncut diamond headpiece. Worth 800 gp. It also grants a lawful cleric a +2 bonus to Turn Undead checks.

Attempting to remove any of these treasures down the steps to the south will awaken the mummy in room 10.

The secret door to room 11 is very difficult to spot. There is no mechanical way to open the door from this side; it must be broken down with picks and hammers or some other (perhaps magical) method.

Halfway through the stonework is a thin sheet of lead, inscribed with magic markings to prevent any scrying, teleporting, or other such magic from penetrating. If struck with tools this sheet of metal will explode outward towards room 9, causing 3d6 points of electrical damage to any creature within 20' of the secret door (Save for half damage).

10. False Burial Chamber

Sitting atop an 8' platform in the center of this room is a golden sarcophagus (worth 1000 gp). There are steps descending the platform to the east. Inside the coffin is a mummy. It will rise to attack any who enter this room, or who try to remove any of the treasures from room 9.

Mummy: HD 6+4; HP 40; AC 3[16]; Atk fist (1d12); Move 6; Save 11; AL C; CL/XP 7/600; Special: Rot, hit only with magic weapons.

Any touch causes a rotting disease which prevents magical healing and slows normal healing to 1/10th normal on a failed Save.

11. Real Burial Chamber

This is the true final resting place of Thuthmosis IV. His carefully-preserved mummy (not undead in this case) is interred in an elaborate, gold-inlaid, jet sarcophagus (worth 1500 gp). It is secured with a well-crafted lock (-10% to thief Open Locks skill).

Inside the sarcophagus is the real treasure of

Thutmosis IV: a copy of *The Book of the Dead* (see Appendix B: Magic Items). There is also a small bronze key that opens the manacles in room 8b.

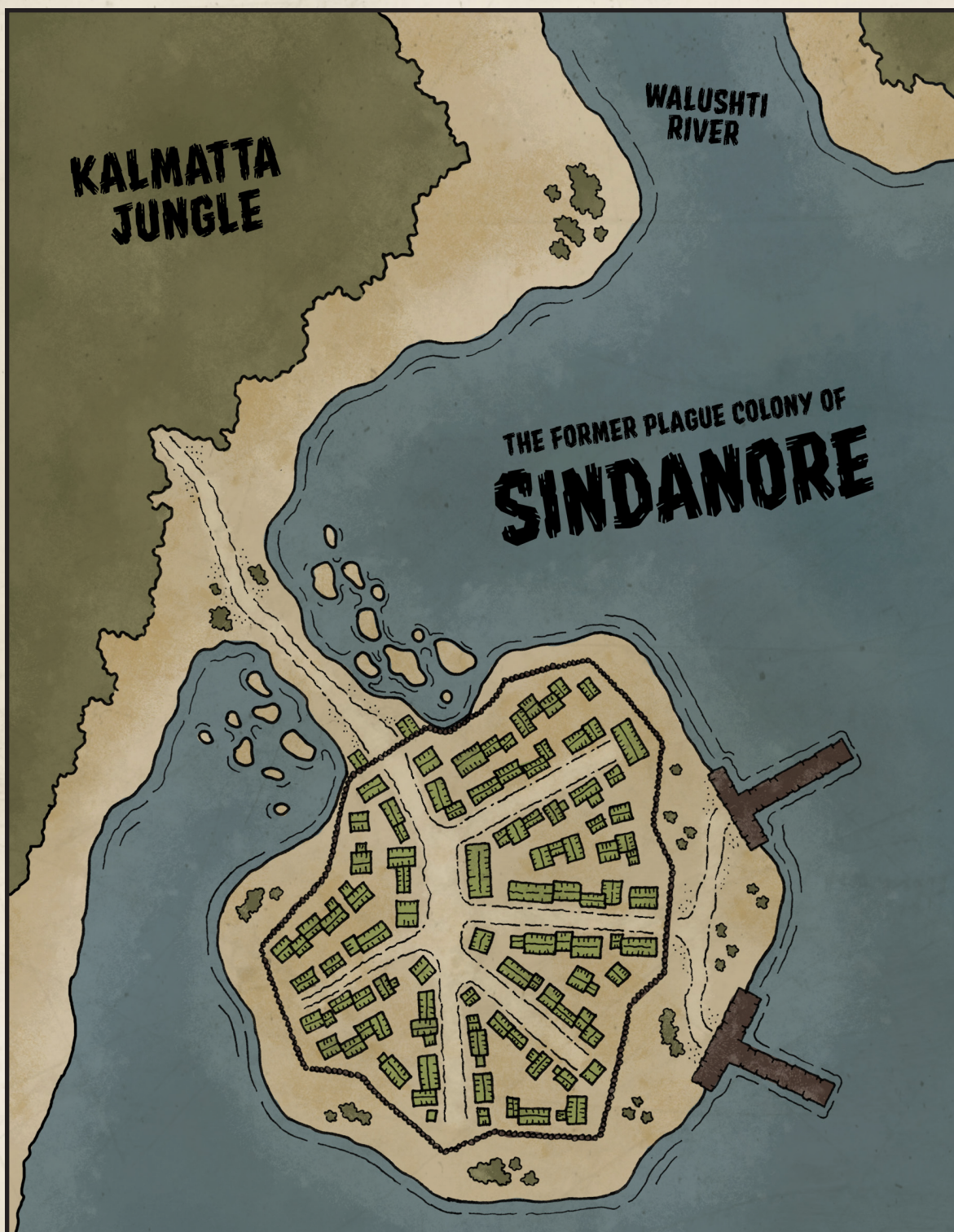
STATIC ENCOUNTERS

The numbered encounters below correspond to the numbered locations on the island map. We have spaced these evenly across the island, but you may relocate these as needed or desired. Keep in mind that moving one location may have an effect on another. For example, the shrines have teleporation portals that connect to each other. The closer the shrines are to one another, the less of an impact the portals will have on the campaign. Likewise, the native tribes control the north and south of the island, and you may not want to have their villages close to each other.

1. Sindanore

The dreary little village of Sindanore is nestled on a rocky piece of land in the mouth of one of the Walushti river that empties into The Plague Waters. The spit of land is connected to the island by a low, narrow isthmus that is occasionally submerged when the river is in flood or the sea is at a particularly high tide.

Sindanore was once an active plague colony. Several generations ago, a terrible wasting disease, with no mundane cure, ravaged the nearby settlements. Those afflicted were sent to Sindanore to live out their days in squalor. No plague has been active in Sindanore for over 50 years, but the inhabitants still wrap themselves from head to toe in gray rags and are wary of



Sindanore is not completely isolated from the broader world. A few merchant ships visit yearly to trade finished goods to the villagers in exchange for hardwoods and certain herbs and spices that only grow on the island of Kalmatta. The trade is not profitable enough to warrant further contact and the villagers like it that way. With the merchants come occasional treasure hunters as well. The villagers are accustomed to loud-mouthed braggarts wandering the streets for a few days and then disappearing into the jungles. Few are ever heard from again.

Sindanore Guard: HD 1; AC 4[15]; Atk scimitar (1d6+1) or javelin (1d6); Move 9; Save 16; AL N; CL/XP 1/15.

Sindanore Villager: HD 1d6 hit points; AC 9[10]; Atk club (1d4); Move 12; Save 17; AL N; CL/XP B/10.

1. There are natives that live in the interior

10. Evil wizards visit the island on flying carpets every new moon and attempt to summon an ancient evil that lives in the sea. That is the reason the water rises so high

and covers the isthmus at that time: the creature is struggling to rise to the surface. (False)

The villagers of Sindanore are largely independent, small family groups that help each other when there is dire need, but keep to themselves otherwise. There is no temple to any god, nor proper tavern or inn. There is a part-time smith and a miller who will repair items and sell traveling bread, respectively. There are only a handful of working horses that the villagers will not part with except for offers of ridiculous wealth (300 gp or more).

Notable People

Malachai

In times of dire trouble, the villagers look to Malachai, a veteran guard, to lead their settlement. Malachai is a stickler for keeping a regular guard and never opening the gates after dark or allowing an undermanned party to leave the village.

Malachai has fought giant crocodiles before and will swear that there are humans, or something close to humans, that live on the interior. He has seen them watching from the jungle and knows there is human intelligence in those stares.

Malachai, Veteran Guard: HD 4; HP 24; AC 4[15]; Atk scimitar (1d6+2) or javelin (1d6+1); Move 9; Save 13; AL N; CL/XP 4/120.

Urtull

There is no proper inn at Sindanore, but Urtull is a widower who lives in a large house and will rent rooms to visitors. He charges 5 sp a day for a small room, and 1 sp per day for a sleeping space only in the barn. If characters wish to leave things at Urtull's he will insist on the full

5 sp per day, paid one month in advance - no refunds. If the characters do not return in one month, their possessions will be sold or discarded. Urtull, like most of the villagers, doesn't believe he will ever see characters who go inland again.

Efram

There is no bar or tavern to speak of in Sindanore, but Efram runs a small kitchen for laborers to eat their meals when they don't have time to cook for themselves. He also serves a strong drink made from distilling vines that grow on the island. Efram calls it "Creeper Juice" and he will sell it for 1 sp by the mug or 1 gp for a skin full. Efram is less than scrupulous and has been known to sell adventurers fake treasure maps. He has a stack of carefully forged and aged pieces of parchments in his living quarters that will direct the characters to a 'secret tomb' in the vicinity of area 8 - The Atokalla Village.

Khalid

Khalid is a part-time smith who can repair (but not make) weapons and armor, as long as they are not too exotic. He is brother-in-law to Efram and clearly does not care for the man. If Khalid grows fond of a character for some reason (fellow smith, or a character goes out of his way to be nice to Khalid) he will tell them not to trust Efram.

Gristle and Yreeth

Gristle and Yreeth are cousins who are the black sheep of the village. They are the only villagers who will accompany a party into the interior, but only because their grandmother has finally given up on them and kicked them out of the house. They are currently sleeping in Urtull's stable, but don't have the coin to keep that up for long. If hired, they will ask for 1 gp per day, but settle for 3 sp per day each. They will desert at the first opportunity they can, taking as many

valuables as they can carry.

Thelonna

Thelonna is a wise-woman of sorts and will sell herbal remedies for 1 gp. She will claim to have a remedy for anything the characters can throw at her. The elixir, she claims, will speed healing. Actually, it will give 1 hp extra for a full day's rest, but only once per week. Her antidote for Giant Centipede poison is not without some merits as well. It will reduce the time a character is affected by half if taken within 2 rounds of being bitten.

Farukkh

Farukkh is the only fisherman willing to sell his boat. He wants 1000 gp for it but will settle for 600. The price is steep because he will need the money to relocate, or to live on while he waits for materials and tools to build a new boat. Also, he knows he has a monopoly on boat selling in Sindanore! The boat will hold 10 people in a pinch, but if it is used to sail on the open ocean, an Intelligence check must be made for each hex traveled, or the boat will capsize. See the Island Hexcrawl Rules for waterborne movement rates.

Bueller

Bueller is the village miller. He will bake hard-tack for adventurers wishing to resupply their food stocks. He is the villager who speaks the most with visitors who plan on heading inland. In addition to the items above, Bueller has heard from enough folks to make him believe it is true that many of the tombs on the island are protected by powerful curses.

The Luck Eater

A Luck Eater prowls the streets of the plague colony and is looking for a new source of nourishment. It will try to latch on to the party while they are going about their business in the village.

Luck Eater: HD 1d2 hp; AC 6[13]; Atk 2 claws (1); Move 18; Save 8; AL C; CL/XP 3/60; Special: luck drain.

This black-spotted cat, when approached, will begin to purr. All creatures within 30' must make a Save or become charmed. All affected creatures will want to take the cat with them, unharmed, and will defend the cat with their lives. The Luck Eater will allow this, and stay with the victims indefinitely, all the while purring. This effect lasts for one day, after which the victim may attempt another Save to break free of the Luck Eater's charm.

The Luck Eater survives by temporarily draining the luck of its victims. Every morning each party member must make a Save or be at -1 to hit, damage and Saves for the day.

If attacked, the Luck Eater will flee, but will attempt to return if the situation presents itself.

Having a Luck Eater around is not all bad. They eat little bits of luck but add it where it really counts! A character currently under the charm of a Luck Eater gets a +4 to any Save that, if failed, would mean certain death. The Luck Eater knows it is better to fleece a sheep many times rather than butcher him once!

2. Shrine of Secrets

You've discovered a natural cave which overlooks the ocean. Inside the cave is a large circular dais upon which is a free-standing metal archway and a statue of a bat-winged woman. One arm is outstretched with palm up. On the palm is an octagonal stud. You notice a faint droning sound.

The stud can be rotated counter-clockwise or clockwise with the *Rod of the Crescent Moon*. Turing in either direction will cause a shimmer-

ing watery field to come into being inside the archway. Turning the stud back to center will close the portal.

One portal exits to the Shrine of Truth (area 6), and the other leads to the Shrine of Dreams (area 11).

If the characters do not possess the *Rod of the Crescent Moon*, the portals can be opened by charging them with spell energy. Spellcasters may make an Intelligence check to decipher the mystical writings. The archways require 3 levels of spells to be cast at them. For example a first level cleric spell *cure light wounds* and a second level magic-user spell *invisibility*, would work. All spells are completely absorbed by the archway and have none of their normal effects.

3. Thungo's Lair

Thungo is the last of a band of very long-lived, four-armed ape-men that once lived on the island. Thungo is very intelligent and capable of understanding human speech, although his vocal chords would not allow him to speak himself. He is omnivorous, but actually prefers a diet of coconuts and giant berries. Unfortunately, Thungo is an adolescent four-armed-ape-man, and as the sole survivor of his band has no potential mate. The frustration has driven him half-mad, and as a result he is overly aggressive and territorial. Thungo will attempt to intimidate any creatures entering his hex by putting on a display of strength and viciousness. If they do not leave quickly, Thungo will attack.

Thungo: HD 6; HP 37; AC 5[14]; Atk 4 slam (1d6+4); Move 18; Save 14; AL C; CL/XP 7/600; Special: rend for an additional 1d8 damage if 2 or more slam attacks hit the same target.

Thungo has a platform lair, woven of supple branches and vines, at the top of a large tree.

He has collected some items that interest him. Among them is a small, battered, and locked lead chest. The chest once contained 5 potions, but the vials are shattered and the liquid long since dried-up as Thungo likes to smash the metal box against his other favorite toy, a *Verundian Lancer's Breastplate* (see pg. 58, Appendix B: Magic Items).



Once per day, there is a 25% chance that the alignment of the person carrying it will shift closer to chaotic. If already chaotic, there is no additional effect.

6. Shrine of Truth

Here in the shadow of the volcano, you have discovered a large circular dais, upon which is a free-standing archway and a statue. All of this is made from a black metal and everything is covered in volcanic ash. The statue represents an old man in robes. In one hand is a shepherd's crook, while the other arm is outstretched, palm up. Set into this palm is an octagonal stud. Mystical writings are scrawled all over the surface of the archway. Steam seeps through cracks in the darkened earth beyond the dais. You hear a faint droning sound.

The stud can be rotated counter-clockwise or clockwise with the *Rod of the Crescent Moon*. Turning in either direction will cause a shimmering watery field to come into being inside the archway. Turning the stud back to center will close the portal. One portal exits to the Shrine of Secrets (area 2), and the other leads to the Shrine of Dreams (area 11).

If the characters do not possess the *Rod of the Crescent Moon*, the portals can be opened by charging them with spell energy. Spellcasters may make an Intelligence check to decipher the mystical writings. The archways require 3 levels of spell to be cast at them.

For example a first level cleric spell *cure light wounds* and a second level magic-user spell *invisibility*, would work. All spells are completely absorbed by the archway and have none of their normal effects.

7. The Diamond Mine

The old diamond mine was abandoned generations ago. The dangers of the Island of Kalmatta were too much for the miners to stay and completely exhaust the mine of all the diamonds. Occasionally, tiny deposits of the raw gems can still be seen clinging to the walls. They are mere chips, but still worth pulling out if given the time to do so.

If the players completely clear the mine of danger, they can continue to work the veins of gems. It is slow work but there is some payoff. If at least 6 people work all day in the mine, 1d100 gp in diamonds can be recovered. If 12 or more people work the mine, 2d100 gp per day can be recovered.

There is a total of 1,500 gp worth of diamonds left to be gathered. Random encounter rolls should be made twice daily as usual.

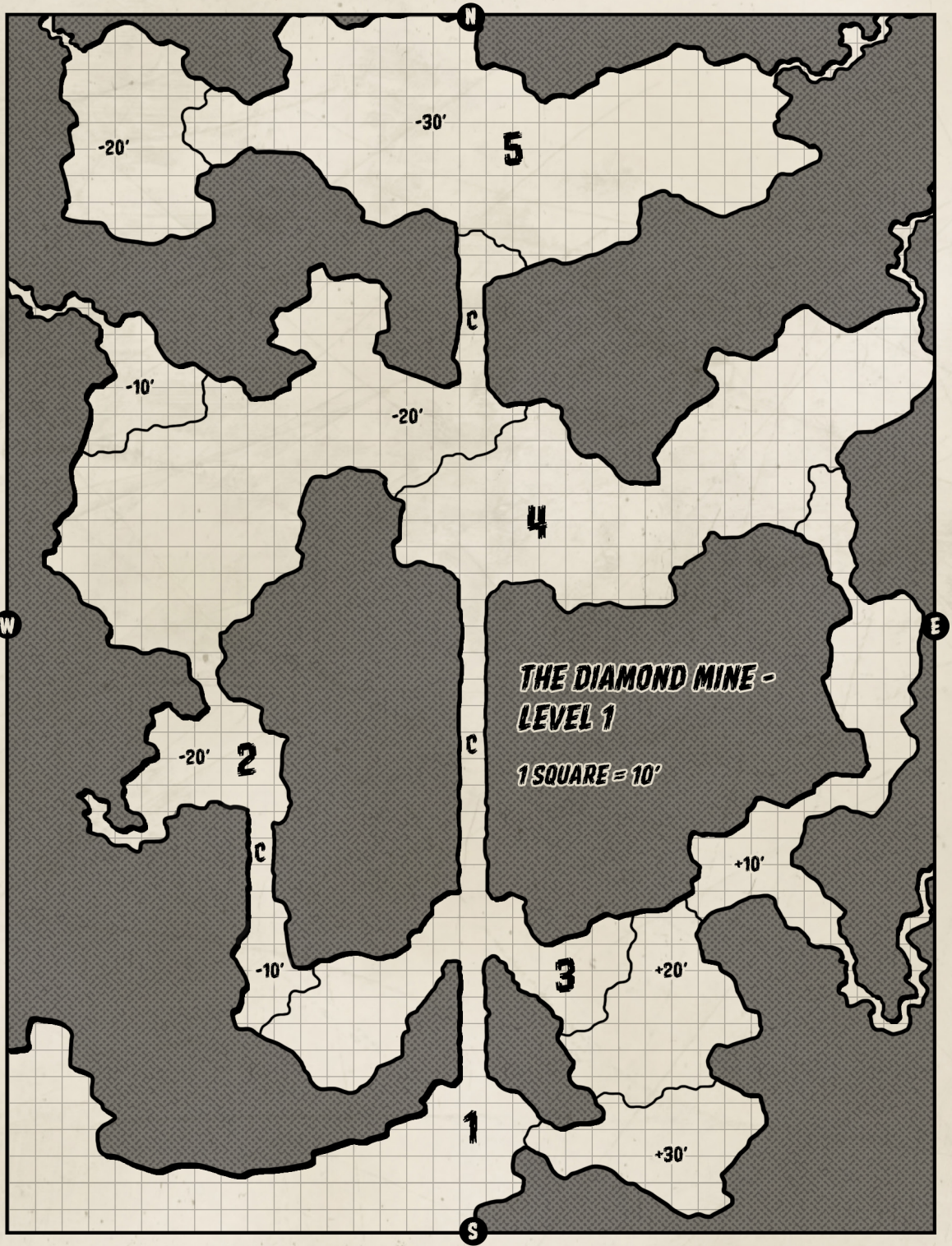
Cave-Ins

At each area marked "C" on the map, the support of the mine ceiling is perilous. Each character passing these points has a 1 in 6 chance of chunks of ceiling and bracing timber fall down on them.

A Save must be made to avoid 1d4 damage. If three characters trigger the fall in the same area, a major collapse takes place. All characters within 10' must make a Save or take 1d8 damage.

The passage will require 1d6 turns of digging to allow further progress.





Level 1

1. Entrance

Old timber props open the gaping mouth of the mine entrance. The descent into the mountain is rapid and steep. Footprints of various shapes and sizes follow an ominous drag mark that disappears into the darkness. A lantern hangs from a peg, daring you to enter.

The old mine entrance is carved directly into the face of a small cliff. It is braced with old timber at irregular intervals. The first cavern slopes down steeply into the earth. Examination of the ground outside the entrance reveals tracks of various cloven-hoofed and reptilian creatures.

2. Mine Shaft

There is a 10' diameter hole in the floor of this cavern. At one time it appears that a timber and rope apparatus was used to lower a basket. That machine is in pieces and useless now. The shaft descends 60' into room 6.

3. Storage

This room is filled with old mining equipment (picks, shovels, barrows, rope, etc.). Most of it is still serviceable.

4. Cave Lizard

A giant frill-neck lizard lives in this cave. It has grown large and powerful feeding on the bats in room 5. The bats don't bother the lizard because it is cold-blooded.

Cave Lizard: HD 5; HP 25; AC 3[16]; Atk bite (3d4); Move 12/9 (climb); Save 15; AL N; CL/XP 5/240; Special: camouflage, frightening appearance.

The cave lizard surprises on a 1-3 on d6 due to natural camouflage. When threatened, the cave lizard puffs out its neck cowl and hisses in a ferocious display. Anyone witnessing must make a Save or suffer a -2 to hit and damage against the cave lizard for 2d4 rounds.

5. Vampire Bat Swarm

A large swarm of vampire bats make this cave their home. There is a natural chimney to the surface in the eastern part of the cave. The bats will attack any warm blooded creatures that move 30' into the cave.

Bat swarm, vampiric: HD 4; HP 24; AC 7[12]; Atk swarming bite (1d4+drain); Move 18; Save 14; AL C; CL/XP 4/120; Special: drain.

Any character taking damage from the swarm bite takes an additional 1 point of damage every round until the swarm is killed, swarm takes half damage from single weapon attacks.

The entire floor of the cavern is filled with bat guano 2' deep. Any open flame in the cave has a 20% chance of setting off the accumulated gases into a small fireball, causing 2d6 points of damage in a 20' radius (Save for half damage).

Level 2

6. Cart Room

The north side of this cavern contains several

7. Sharp Turns

8. The Big Jump

9. The Sudden Stop

10. The Terraces

11. Murky Lake

The demon servant of Faustus Zauberer also travels between the murky lake and room 12. If it hears the cave octopus attacking (50% chance), he will warn Faustus Zauberer.

12. Chamber of the Wizard

Faustus Zauberer is a reclusive wizard who has made the diamond mine his home for 50 years. He is not a particularly skillful wizard and has suffered considerable corruption of his body and soul as a result of dealing with the Demon, Zatima Xel Barca. His head is that of a billy goat, and his feet are cloven hooves. He is horribly bent and moves slowly.

Faustus Zauberer: HD 4; HP 14; AC 8; Atk goat horns (1d6); Move 9; Save 11; AL C; CL/XP 5/240; Special: spells.

Faustus can cast the following spells: *charm person, shield, protection from good, invisibility, mirror image.*

If warned of the characters' approach, he will hide behind a draped table with only his head visible. There is a good chance anyone noticing him at all will think there is a goat behind the table, giving Faustus the opportunity (1-4 on d6) to gain surprise. On the second round of combat, Faustus' demon servant will emerge from the pool to attack.

Demon servant: HD 2; HP 14; AC 5[14]; Atk 2 claws (1d6+2); Move 12/9 (swim); Save 13; AL C; CL/XP 3/60; Special: half damage from non-magic weapons, nauseating smell.

Faustus' demon servant appears as a human-sized frog that walks upright. When exposed to the air his odor is so pungent all characters within 30' must make a Save or become nauseated and suffer a -2 to hit and damage for 1d4 rounds. Faustus has become immune to this ability.

Faustus has stolen the three sacred stones from the Atokalla tribe. He believes they will help him find a way to enter the treasure vaults of Zadabad, his mission for the past half century.

He is wrong. They are only significant to the Atokalla (ref. pg. 22, area 8. Atokalla Village).

13. Ritual Shrine

The importance of this chamber is instantly apparent, as the block stone walls contrast sharply with the rough worked tunnels behind you.

Opposite the entrance is an altar upon which rest three engraved stones. Behind the altar, on the wall, is a fresco of a woman with the head of a goat posing lewdly. She is festooned with piercings and chains of gold. In one hand she clutches a flame.

The painting is an image of Zatima Xel Barca, Faustus Zauberer's demonic patron. When characters enter the room the wall painting animates and steps down into the room. Her goal is to attempt to bring the party into her employ. Zatima is tired of Zauberer's inept attempts to access the treasure vault of Zadabad and is looking for new minions.

A magic-user who accepts her offer receives an extra spell of every level he or she is able to cast as reward. Non-magic-users receive a bonus of +1 on any Save as long as they are in her favor. Clerics who accept the offer of Zatima may have to reconcile this decision with their deity or ethos.

This room is where Faustus Zauberer conducts his rituals in an attempt to gain the secrets necessary to access the treasure vaults of Zadabad. The walls are of cut stone which suggests the chamber existed prior to the mine. A small altar on the south wall contains the sacred stones of the Atokalla tribe.

14. Watery Passage

There is a small underwater passage that connects rooms 11 and 12. Faustus Zauberer's demon servant uses it to monitor the murky lake.

8. Atokalla Village

The Atokalla believe the Great Stranger, destined to be their savior, will descend deep into the underworld (The Diamond Mine, area 7), defeat the great evil that resides there, and return with the sacred stones. Only then will they be free of the sickness that infects the village.

They will treat the character they believe is the Great Stranger with utmost respect. The rest of the party, however, is on the menu for dinner, as their mythology says that the stranger will descend into the underworld alone. It will take some fancy talking to convince the Atokalla not to kill, cook, and eat (not necessarily in that order) the rest of the party.

The Atokalla will also be very eager for the character to descend into the mine. They will push and prod him to do so, becomingly increasingly irritated if he delays. Each day the character delays there is a cumulative 10% chance the Atokalla elders change their mind about the status of the character and decide to eat him too. The Atokalla will, of course, show the way to the Diamond Mine and, while waiting, respond favorably to any request the character makes.

The Atokalla village is ruled by a council of elders, of which there are 7. The village shaman, a woman named Abayomi, has in her possession the shrunken head of Bartholeus, an unfortunate tomb robber who got lost and wandered into their village.

The head of Bartholeus speaks in a squeaky voice, the result of his head shrinking, and retains his former knowledge. The extent of this knowledge is left to the referee. He has a good understanding of the Walawi language and can act as an intermediary. Bartholeus likely has an agenda of his own, which could lead to future adventures.

Abayomi will give the head to the Great Stranger, as a band of Mahunaki warriors will accompany them on the journey to the mine, and they will need a translator.

9. Kolo Manto's Hut

Kolo Manto means Fearsome Being in the native tongue of the tribes that dwell on the island. Kolo Manto's real name is Christophe Arnaud, and he was a wizard once employed by the Broken Sun Mercenary Company. He was marooned after repeated incidents of insubordination and unsanctioned experiments.

He wears a simple loincloth, sandals, and a necklace of tiny skulls. Tattoos cover his arms and torso, and his hair is long and gray. At first introduction, Kolo Manto seems quite odd, perhaps crazed, always talking to his plants and calling them by name. It's not until some of the plants start moving that the characters may realize he isn't insane. The plants do as they are bid, fetching stools and making hot tea.

The old wizard doesn't venture far from his simple camp, but welcomes visitors and eagerly trades information about the island for news abroad. He can verify the truth of any rumor the characters have learned so far, and will trade one new piece of information for any news they may have of the outside world or recent developments on the island.

If any in the party are injured, he will offer them a swig of his repugnant brew. It will cure 1d3 hp





of damage, but will make the imbiber foggy for 1d4 rounds (-1 to hit, damage and Saves) He will not allow them to take any with them, and will not share with them the secrets to making the brew.

He yearns to return to the mainland, and if the characters offer to provide passage, he would share a ritual needed to create one of his jungle minions (see following entry on Jungle Minions). Currently, Kolo Manto is cursed to the island, and may only leave upon invitation. The effects of his leaving without invitation would be horrific, painful, and deadly.

If the party reveals that they are in search of the treasure vaults of Zadabad, Kolo Manto won't try to stop them, but warns them of great and terrible guardians. He can't give specifics, but no adventuring party that has entered the Valley of Shubba Nill has ever returned. He will, reluctantly, point them in the right direction. If they offer him something of value, he will reveal a hidden entrance which is unguarded (see The Slaves' Passage, area 13, Valley of Shubba Nil).

He will not accompany them as a guide to Zadabad. Both tribes of natives on the island fear him and want him destroyed. If they suspected he was outside the safety of his camp, they would pursue him with great zeal.

Should the characters try to slay Kolo Manto, they will have a fight on their hands. Not only will they need to deal with his powerful magic, but they will also need to destroy his three jungle minions. If Kolo Manto is slain, the minions continue to fight until destroyed.

Kolo Manto: HD 8; HP 32; AC 2[17]; Atk thorn dagger (1d4+paralysis); Move 12; Save 8; AL C; CL/XP 8/800; Special: spells, insect swarm.

Kolo Manto's dagger is crafted of a native thorn that causes paralysis if a Save is failed. If the party acquires the dagger the poison

will last for 10 attacks before becoming inert.

Three times per day, Kolo Manto can summon a biting and stinging swarm of insects which inflict 3d4 damage to anyone in a 30' radius, Save for half.

Kolo Manto also knows the following spells: *sleep, light, shield, detect invisibility, levitate, protection from normal missiles, water breathing.*

Jungle Minions

Created through ancient rituals, jungle minions are completely devoted to their master and acquire the alignment of their creator. They are often created by witch doctors and shamans to guard their villages, temples, and shrines.

A magic-user or cleric who acquires the knowledge of these rituals must still invest the time and material costs. Plus, there is always a risk.

Fungus Minion Ritual Requirements:

- A purple spotted mushroom from the swamps of Kalmatta.
- 1d10 days to complete the ritual.
- 1d2 Constitution loss. Stat loss is recovered after the destruction of the minion.

Kudzu Minion Ritual Requirements:

- A shoot from the red kudzu of the Kalmatta mountains.
- 1 day to complete the ritual.
- 1d4 Constitution loss. Stat loss is recovered after the destruction of the minion.

Snaptrap Minion Ritual Requirements:

- A sprout of the black snaptrap from the Kalmatta jungles.
- 1d6 days to complete the ritual.
- 1d3 Constitution loss. Stat loss is recovered after the destruction of the minion.

Jungle minions have their creator's alignment, and acquire their own personality over time.

Jungle Minion, fungus: HD 2; AC 8[11]; Atk thorn spear (1d6); Move 9; Save 15; AL n/a; CL/XP 2/30; Special: spores.

These magical creations resemble walking mushrooms of various colors and stand no taller than a halfling. A fungus minion will work diligently through the night at whatever task it is given. Faint lights will not bother a fungus minion, but in bright daylight, a fungus minion will go dormant, sinking back into the ground.

They are capable of wielding simple weapons, but their primary defense is their spore discharge. Each round the minion can 'sneeze,' expelling spores in a 15' radius. Anyone within range must make a Save or spend 1d4 rounds coughing and sneezing violently. Afflicted characters can only move while affected; attacking or spellcasting is impossible.

Jungle Minion, kudzu: HD 3; AC 5[14]; Atk vine (1d4+strangle); Move 9; Save 14; AL n/a; CL/XP 3/60; Special: strangle, regeneration, snatch.

Tall and slender, this mass of wriggling vines is quick, agile and incredibly strong for its size. Upon a successful strike, the kudzu minion will attempt to strangle its opponent. If the character succeeds on a Save, he breaks free. If the character fails, it begins strangling the character and does 1d4 points of damage on the first



round. If it manages to strangle the character for two rounds in a row it does 2d4 damage, and so on.

The kudzu minion can also attempt to snatch items from any character within 10'. On a successful hit the character must make a Save or lose the weapon or object.

Unless burned to ashes, the kudzu minion will return to life in 1d4 days with only 1 hit point and attempt to seek its master. This bond has no limits, and the kudzu minion will travel indefinitely. It regains 1 hit point per day until it reaches its original total.

Jungle Minion, snaptrap: HD 1; AC 5[14]; Atk bite (1d4); Move 6; Save 12; AL n/a; CL/XP 3/60; Special: spells.

The snaptrap minion is the only jungle minion capable of speech. It speaks the primary language of the creator. The snaptrap stands 3' tall and has a single bulbous, fanged mouth. It can grasp and manipulate only simple objects with its sticky appendages. It prefers to remain in a pot where it pleads with its creator to be fed any small insect or animal, but it can walk about on its roots if necessary.

In combat, the snaptrap minion can bite its opponent, but its greatest feature is that it can cast any first or second level spell that its master memorizes for the day. It cannot memorize different spells, but the casting of either the minion's or the caster's spells does not affect the other. There is a downside however, for each spell cast there is a 10% chance per level of the spell that a corrupting, mutation occurs to the Snaptrap minion. Roll on the table below to determine what the exact effects are.

Snaptrap Minion Corruption Table

1. The snaptrap minion wilts and shrivels. Until given a two gallons of water (or

blood), it refuses to cast spells, enter combat, or assist the creator.

2. The minion's leaves constantly drip a foul-smelling ichor, causing the wizard to suffer a -1 penalty to his Charisma score while in its presence.
3. The minion grows 1d4 additional, smaller fanged mouths which yap incessantly until fed. Anytime the creator is trying to focus, be quiet, engage in meaningful conversation, etc., there is a 20% chance the minion interrupts and wants to be fed. If this result on the table is rolled again, another 1d4 mouths are grown, the minion gains 2 hit points, and the future chance of interruption goes up by 10%.
4. The minion acquires the taste for human and demi-human flesh, and will begin asking for it. If rolled again, it demands this form of sustenance and will take no substitute.
5. The minion becomes root-bound and refuses to leave its pot.
6. The minion goes dormant for 1d6 hours and cannot be awakened.

10. Mahunaki Village

The Mahunaki also believe in a Great Stranger, but in their stories, the he must ascend the slopes of the volcano that threatens to erupt (The Shrine of Dreams, area 11), and willingly sacrifice himself by jumping in, thereby silencing the volcano's threat over the island forever.

The Mahunaki treat the character they believe is the stranger like a supreme deity, and the rest of the party as if they are divine as well. The Mahunaki feed, attend to, and obey every command from the party for three days. On the

fourth day the entire village forms a procession and attempts to escort the character to the summit of the volcano that threatens to erupt. If the character leaves the village or refuses to jump into the volcano, the tribe immediately, and irrevocably, turns hostile.

The village is ruled by an elder woman named Kulari. The shaman, Utumbo, speaks pidgin common. Communication with the tribe can also be done through pictures drawn on parchment or the ground.

11. Shrine of Dreams

You have discovered a large circular dais, upon which is a free-standing archway and a statue. All of this is made from a black metal and everything is covered in moss, mud, and vines. The statue represents a physically fit, crocodile-headed man in a loincloth. His arms are outstretched with palms up. Set into one palm is an octagonal stud. Mystical writings are scrawled all over the surface of the archways. There is a faint droning sound in the background.

The stud can be rotated counter-clockwise or clockwise with the *Rod of the Crescent Moon*. Turning in either direction will cause a shimmering watery field to come into being inside the archway. Turning the stud back to center will close the portal.

One portal exits to the Shrine of Secrets (area 2), and the other leads to the Shrine of Truth (area 6).

If the characters do not possess the *Rod of the Crescent Moon*, the portals can be opened by charging them with spell energy. Spellcasters may make an Intelligence check to decipher the mystical writings. The archways require 3 levels of spell to be cast at them. For example

a first level cleric spell *cure light wounds* and a second level magic-user spell *invisibility*, would work. All spells are completely absorbed by the archway and have none of their normal effects.

12. Roberts' Rest

This hidden bay was once home to the pirate captain Samuel Roberts and his dreaded ship *Longfang*. It is now occupied by petty smugglers and tomb robbers. They established this small port for buccaneer captains to unload their illicit cargo, but only pay half of what the cargo is worth. The goods are then resold to dishonest merchant captains that ply their trade nearby. There are two small sailing vessels moored in the cove, and 4 rowboats suitable for fishing or river travel.

In addition to normal fence and smuggling activities, some of the more enterprising criminals have taken to exploring inland and robbing tombs. This has proved to be both dangerous and prosperous for the smugglers. They have made enemies of the big game hunters that are camped at area 15. The two groups attack each other on sight.

The smugglers are hostile to characters if they think they can eliminate them without losses. If they estimate the party is strong enough to do damage, they attempt to negotiate with them, always with a plan of sending the party into danger to soften them up or get rid of them entirely. The smugglers are aware of the marooned pirates on The Shackles, the Mahunaki village at area 10, the old stockade and its giant boar inhabitant at area 14, and the big game hunter camp at area 15.

While acting friendly, the smugglers buy any tomb loot for half the suggested value. They always have about 300 gp of random tomb items on hand, including 1d8 *Grave Linens*. There is 50% chance that the smugglers are currently in

possession of stolen cargo. Roll on the following table to determine what kind of cargo they have in their warehouse.

Roll	Cargo
1.....	Furs from the North (500 gp)
2.....	Spices (600gp)
3.....	Medicines* (400 gp)
4.....	Salted cod (40 gp)
5.....	Potent Coffee** (100 gp)
6.....	Timber (100gp)
7.....	Captives (3d10)
8.....	Horses (2d4)
9.....	Pigs (4d4)
10.....	Simple tools (80gp)
11.....	Undyed wool (30gp)
12.....	Jewelry (1000gp)

* (400 gp or 10 doses of 1d4 HP in healing)

** The coffee beans from the mountains of Kalmatta are unusually intense in flavor and effect. Consumers receive +2 Intelligence for 2 hours followed by -1 to hit and damage for 3 hours.

There is a 10% chance that either a merchant or pirate vessel is currently anchored in the cove to transact business with the smugglers. If so, double the number of smugglers if a merchant (50% chance) or triple the number if the ship is pirate owned (the other 50%), as well, and roll twice on the random cargo table.

Smuggler (20): HD 1; AC 7[12]; Atk cut-

lass (1d6+1) or javelin (1d6); Move 12; Save 16; AL C; CL/XP 1/15.

13. Valley of Shubba Nil

The small valley is bordered by an incongruous circular plateau with cliff faces on both sides. The cliffs rise above the jungle floor to staggering heights of over 100 feet. Large flocks of birds and something larger can be seen circling the top of the plateau.

The fabled ruined city of Zadabad does indeed rest within the sacred valley. The valley is warded against any type of transportation, dimensional, or time-travel magic. Characters may levitate or fly over the outer cliffs, but any such magic will cease once above the plateau. To gain entrance to the valley, several options are available to the characters.

Entering the Valley

The Path of the Dead

This large cave through the cliffs is the main entrance to the valley, and can easily be found by any who spend any time searching around the cliff face. The Path of the Dead was the ceremonial route the corpses of the honored dead were escorted through to the city of Zadabad.

Halfway through the passage is a large room (over 200' in diameter with a 30' ceiling) with a smaller cave continuing beyond it to the Valley of Shubba Nil. Within this room is the Obsidian Guardian.

The Obsidian Guardian is a 9' tall, jackal-headed, living statue of black stone. The guardian stands motionless, but attacks anyone who does not bear a token of passage. Any character pos-

sessing a *Grave Linen* or *The Rod of the Crescent Moon* is ignored by the guardian. It will not pursue characters into either of the cave tunnels.

Obsidian Guardian: HD 5; HP 30; AC 3[16]; Atk axe (2d6); Move 9; Save 10; AL N; CL/XP 5/240; Special: immune to *sleep*, *charm* and other mind-affecting spells.

The Slaves' Passage

This is a hidden tunnel through the cliffs that the servants of the priests of Shubba Nil would use when necessary to leave the valley. The characters may discover the existence of this passage from some of the tombs on the island, or from Kolo Manto. Armed with the knowledge of the existence of the cave it is relatively easy to find the secret door. Without prior knowledge only an Elf has any chance to find the door, and then only by actively searching and without the usual bonus. Once through the secret door the passage to the valley is safe, if a little dreary.

The Cliff Face

Ascending the cliffs is also an option. The cliffs are 100' tall at their lowest point, and fairly sheer. With the right equipment or magic, it is possible a party could enter this way. The main danger going over the cliffs are the giant flying serpents that dwell there. The natives call them mixacoatl. Anyone who avoids the flying serpents, or survives an encounter with one, faces a challenging descent on the other side of the small plateau.

Mixacoatl: HD 3; AC 5[14]; Atk bite (2d4+acid); Move 6/24 (fly); Save 15; AL C; CL/XP 4/120; Special: acid - Save or take an additional 1d8 damage.

Mixacoatl resemble 30' coral snakes with feathery gray wings. They are very fast and attempt to use their speed to pick off single creatures. They

try to carry their victims away to their hidden cliff-side caves to eat.

Exploring the Valley

The Ruins of Zadabad

Abandoned long ago, the city of Zadabad has been reclaimed by the jungle. Vines swallow the buildings and weeds smother the streets which lead to the massive black pyramid dominating the center of the city.

For every hour the characters spend rummaging through the ruins there is a 2 in 6 chance someone has found a minor trinket or ancient treasure (Roll on the Zadabad Trinket Table below). Unfortunately there is also a 1 in 6 chance they have stumbled upon one or more of the cursed Priests of Shubba Nil.

Priest of Shubba Nil (1d4): HD 2; AC 8[11]; Atk khopesh (1d8+1); Move 12; Save 13; AL N; CL/XP 2/30; Special: turn living.

The priests still draw power from the god Shubba Nil, and can turn living creatures as a second level cleric turns undead. Player Characters may Save to resist.

Shubba Nil, the ancient god of the dead, granted his priests limited immortality, of a sort, to carry out their sacred duties. The priests reside in the valley still, half-mad after centuries of isolation with no one to prepare for burial. They are eager to do so again, even if it means they have to speed up the dying process themselves!

The magic that grants the priests immortality only works within the Valley of Shubba Nil. If the priests leave the valley, the ravages of time are visited upon them immediately, and their bodies turn to dust, blowing away in the wind as if they never existed.



Zadabad Trinket Table

1.....	Adventurer's notebook
2-3	Weapon of superior quality
4-6	Jewelry worth 3d10 gold pieces
7-10	Old, but serviceable weapon
11-14	Old, but serviceable armor
15-17 ..	Precious stones worth 2d10 gold pieces
18-19	Armor of superior quality
20.....	Random magic potion

* The adventurer's notebook may contain a partial map of the island, additional rumors, or warnings about the island's inhabitants. It could be a grimoire containing notes on the process of making a potion, or it may even contain spell instructions. It's likely the book is in another language, coded, or illegibly written, requiring an Intelligence check to decipher. The character may try once per day to glean useful information from the text.

The Vaults of Zadabad

The great black pyramid of Shubba Nil rises before you. It is polished, smooth, and would be difficult to climb. Mounds of humans skulls obscure the base of this imposing structure. The road leading to the only visible door is flanked by the bones of the unfaithful.

There is only one entrance to the vaults: The giant bronze door that leads to area 1. Anyone standing in front of the door hears a soft humming sound. There are no handles, but there is a control panel (see fig. 1). Turning the knob

on the control panel from 1 to an increasing number increases the volume of the humming. Only when the knob is turned to a hidden 11th position, will the door open with a mighty chord of distorted noise. Turning the knob requires a Strength check at -6, or can be turned easily with *The Rod of the Crescent Moon*.

All of the interior doors in the pyramid are made of bronze and are 8' tall. They are unlocked, but due to corrosion, they are all stuck, requiring an open doors roll.

1. Vault of the Cumbrous Axe

A beam of light shines down through a hole in the ceiling, which illuminates an ornate battle-axe that is hovering in mid-air.

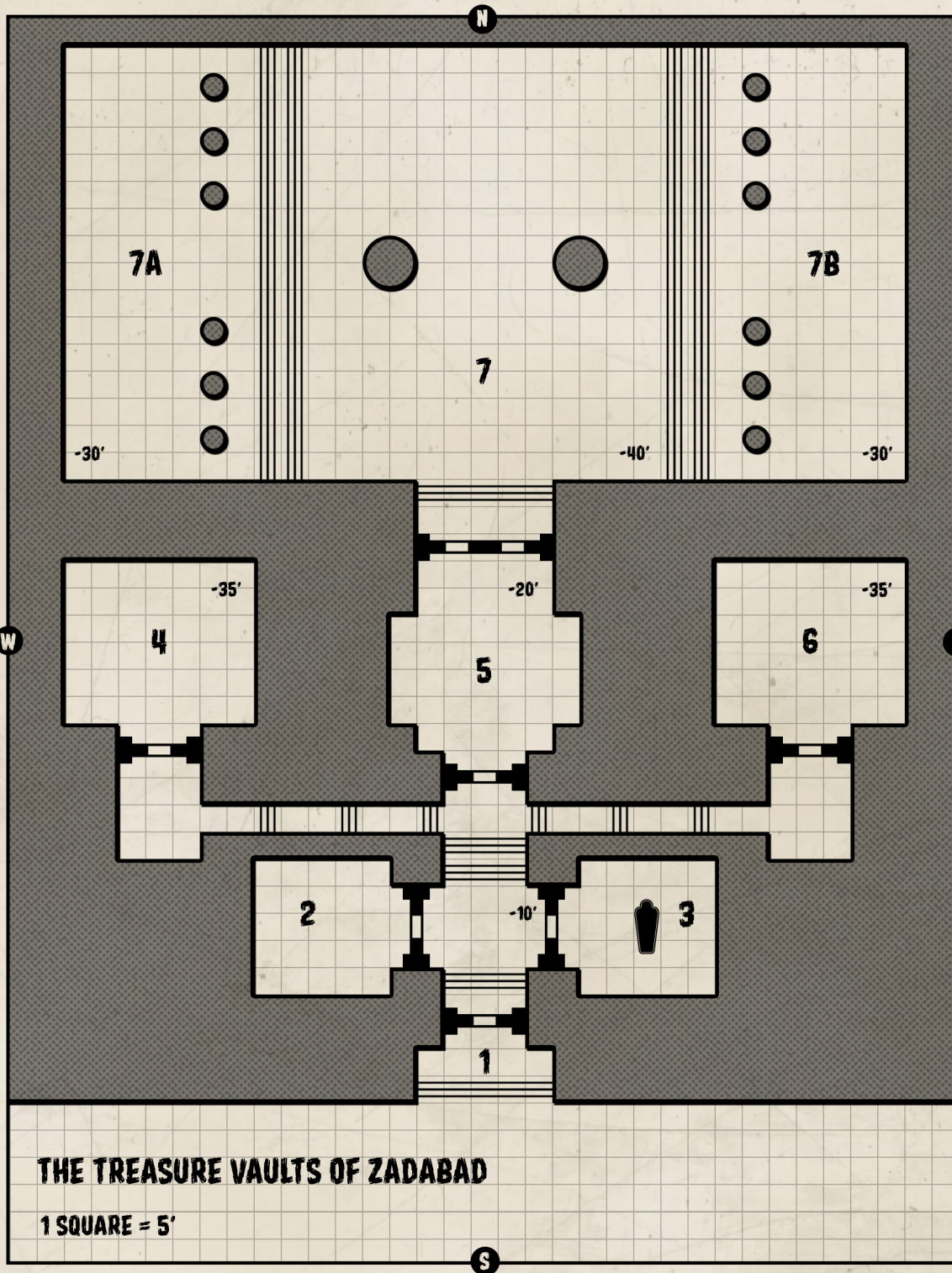
This axe wants to be owned by a lawful fighter, but will accept a lawful character of any class over a chaotic character. As the party enters, it points to its preferred owner.

Heavy Metal Axe of the Sun and the Moon

This axe is heavy, and two hands are needed to wield it. One blade is inscribed with a scene of the moon hiding behind misty mountains, while the opposite blade is inscribed with a scene of the sun shining over a calm ocean.

This weapon is magical and of lawful origin. It provides a +1 to attack and damage rolls, has an Intelligence of 4, and can communicate to the wielder through simple urges. It is a Wizard Bane weapon, and when battling magic users, it causes a truly shattering blow.

- **Shattering Blow:** On a natural 20, the axe inflicts an additional 1d10 damage.
- **Special Purpose:** Kill Sahira and Nuleena, the witches of Shazarad (or any other NPCs



the referee wishes to develop for future adventures.)

- **Special Powers:** The sun blade can emanate a golden light with a 20' radius at will, and the moon blade can obscure surroundings with a 20' globe of darkness that only the wielder can see through.

2. Vault of the Celestial Map

As you open the door, multi-colored light emanates from the room. Floating and swirling in a slow path around the chamber are glowing stars and planets. Resting on a pedestal in the center of the chamber is a bronze tube, no longer than a man's forearm, and no wider than a man's wrist. It is capped at one end with a cabochon cut black stone, and a cabochon cut white stone at the other.

The tube can be opened by unscrewing a cap at either end of the tube. Chaotic characters can only open the black cap, and suffer 2d4 points of damage when attempting to open the white cap, unless they Save. Lawful characters can only open the white cap, and suffer a similar fate if they attempt to open the black cap.

Inside is a celestial map of time and space. Opening the black cap first reveals a double sided map of planes both foul and fierce. Opening the white cap first reveals the same map, but it contains the locations of gates in places both fair and fortunate. Neutral characters can open either cap without incident, and if both caps are opened, the map reveals destinations to mundane locations.

Each destination on the map is marked with a series of 9 numbers, and this map, along with the *Rod of the Crescent Moon*, are they keys to operating the control panel and the Gate to

Elsewhere in rooms 7a and 7b.

The judge should feel free to change the map(s) to suit the needs of his campaign and adventures to come.

3. Vault of the Golden God

There is a massive sarcophagus in the center of the room. It is plated with gold and masterfully engraved in the likeness of some long-dead important figure. It appears to be a solid piece, and there are no visible lines for a lid. How odd.

Whatever touches the sarcophagus will stick to it, as if it had contact with a powerful glue. The gold will then creep up the item and envelope it. Freezing the gold will slow this process. Touching an item covered in gold will have the same effect as touching the sarcophagus. A character will be enveloped completely within a minute, and will suffocate in a number of rounds equal to their Constitution. Victims and their items will be dissolved within a week.

The Rod of the Crescent Moon (and its wielder) are immune to the gold trap. Striking the sarcophagus with the rod will force it to reset. The trap will be destroyed if it receives 10 points of fire damage.

4. Vault of the Iron Helm

An ornate iron helm hovers in mid-air, illuminated by a column of brilliant light that pierces the room through a hole in the ceiling.

Iron Helm of the Butterfly

This masterfully crafted iron helmet has butterflies etched into the sides. Wearing the

There are notes drawn on the page, and written in common is the title, “In the Garden of Eden”. The music is, in fact, the guitar riff for *In A Gadda Da Vidda* by Iron Butterfly. If a player recognizes or guesses this and is able to hum or play the riff, the referee may want to award him a special bonus. The parchment then bursts into multi-colored flame.

7. Shrine of Shubba Nil

Two giant skeletal statues support the ceiling of this unlit chamber. Bones and skulls litter the floor, and the walls are carved with the scenes of grotesque rituals. Wide stairs to the left and right lead further into the pyramid, but it is the sound of an elephant's trumpet that has your immediate attention.

Honatep is a high priest of the elephant-headed god Shubba Nil, and as long as he guards the temple, he does not age, nor require food or drink. He also has elephantine features, including an elephant head and legs, and now stands 15' tall.

Honatep: HD 8+2; HP 52; Atk khopesh (2d8); Move 12; Save 8; AL N; CL/XP 9/1,100; Special: deafening trumpet, war stomp.

- Instead of attacking, Honatep can sound his trunk, forcing those who hear it to Save, or be deafened for 1d6 rounds. If deafened, spells with a spoken component are unable to be cast.

Honatep's war stomp can be used as part of any movement and shakes the earth, forcing those in a 30' radius to make a Save or fall prone, and those between 30' and 120' to make a Save or be thrown off-balance and take a -2 to hit for 1 round.

When Honatep war stomps, stone blocks will

stick their arms, heads, or other items through to 'test the waters,' with effects left to the referee.

7b. The Gate to Elsewhere

*You hear the sound of gentle waves lapping
against the air, as a large circular wall of water
hovers in the air before you.*

Stepping through this gate can lead to anywhere the referee wishes. Characters may venture through, or things can come into this world.

14. The Old Stockade

Operating the Gate to Elsewhere:

- Most of the monsters on the island avoid the old stockade, so parties resting here will not be subject to the standard nightly random encounter roll. The stockade is shunned because it has become the lair of a giant razorback swamp boar. The boar is extremely aggressive and attacks any intruders on sight. It fights to the death!

The boar can charge in a straight line, moving up to 18 and causing 2d10 damage on a successful hit.

The boar is also so ferocious that after receiving a mortal wound (reaching 0 hit points) he continues to fight on for 2 more rounds, regardless of the damage dealt to him. The massive tusks of the boar are worth 200 gp. Presenting the carcass of the boar to the big game hunters at area 15 would impress them.

15. A Hunting Camp

A group of big game hunters have established a camp in this hex. The smell of their camp can be detected from anywhere in the hex, as the hunters have carcasses strung up all over the area. There are 6 hunters and 20 servants who live at the camp. In daylight hours, half of each group are out in the surrounding hexes stalking prey.

The hunters will most likely be neutral to characters traipsing around the island, unless they interfere in the hunting activities or depopulate game in the area. If characters present the hunters with any slain mega-fauna, the reaction will likely be positive. The hunters have an arrangement with a merchant captain who will anchor off-shore to the south of the camp every 60 days.

The hunters are antagonistic to the smugglers in area 12. The smugglers' tomb-robbing forays disturb the animals in the area, and there have been several deadly clashes between the two groups in the recent past.

Hunter (6): HD 1; AC 8[11]; Atk short sword (1d6) or arbalest (1d10); Move 12; Save 16; AL N; CL/XP 2/30; Special: stealth.

Each hunter carries an arbalest (a huge crossbow) and is exceptionally skilled in its use. For each round that the hunter spends carefully aiming at a target, he gains a +1 to attack and damage, to a maximum of +5. The arbalest takes 2 full rounds to reload.

Hunters can *hear sounds*, *hide in shadows* and *move silently* as a 4th level thief.

Servant (20): HD 1d4 hp; AC 9[10]; Atk dagger (1d4); Move 12; Save 17; AL N; CL/XP B/10.

16. Adu Bagwa, King of the River

Adu Bagwa, King of the River, is a giant (30') crocodile capable of capsizing boats and swallowing men whole. He is not to be trifled with and should be avoided.

Adu Bagwa: HD 6+4; HP 38; AC 3[16]; Atk bite (1d10); Move 9/18 (swim); Save 12; AL N; CL/XP 7/600; Special: swallow whole, capsize.

Adu Bagwa does not like rivals in his river, and will see any vessel as such. Instead of attacking he can attempt to capsize a vessel with a 50% chance of success.

After a successful strike, Adu Bagwa attempts to swallow his prey whole (Save to avoid). Swallowed creatures take 1d6 points of damage per round. If Adu Bagwa is slain, allies may cut open the crocodile and free the victim.

17. The Stonegods

At the center of each of these small islands is a stone menhir approximately 10' tall and 5' in diameter. They are all facing to the south. The menhir will talk to any passersby. Each has a personality of its own and may try to bargain, charm, or otherwise gain the assistance of the characters. The menhir are, of course, imprisoned stone giants.

Over the years, islands have built up around the frozen giants. They were imprisoned by the priests of Kalmatta centuries ago. This clan of stone giants can live virtually forever without food, water, or air, but delight in eating precious gemstones. The gemstones they devour reform as a gem deposit in the center of their stone heads. The gem, if obtained, is worth a gold piece for every year the menhir giant has lived.

These particular five were walking on the ocean floor, headed to smash open the tombs of Kalmatta and look for stones. If gemstones valuing at least 500 gp are fed to any of the giants, they will become strong enough to break their bonds and climb out of their island prisons. This will cause quite an upheaval in the surrounding area and any creatures within 80' will take 2d6 points of damage from being buffeted by the shifting earth (Save for half).

Giant, menhir: HD 9; AC 0[20]; Atk 2 fists (2d6); Move 12; Save 7; AL N; CL/XP 10/1,400; Special: hurl boulder, scoop.

Menhir Giants can hurl small boulders up to 100' causing 3d6 points of damage.

A Menhir Giant may scoop up a target of a successful fist attack instead of doing damage (Save to avoid). The giant can then squeeze for 2d6 points of damage each round the character fails to escape with a Strength check at -8, or throw the character up to 60' for 3d6 damage.

Below is a description of each giant, from West to East, their personality, and what may happen if they are freed.

Pancratius (800 years old)

Pancratius is angry and violent. He will shout at anyone he sees (within 1,000' of the island) in a booming voice, demanding they come to him and do as he bids. If freed, he will rush to the island and wander about, tearing up tombs, and looking for food. Any tomb the characters find



on the island thereafter has a 20% chance of having been looted and destroyed.

Zosime (700 years old)

Zosime is a female giant who is quite persuasive. She speaks with honeyed words to any characters who come within 100'. Male characters must make a Save if they talk to Zosime for 5 minutes or more. If the Save fails, the character becomes willing to fulfill any request that Zosime makes of them. If the request is counter to the character's nature or is inherently dangerous, they get a new Save.

If freed, Zosime uses her 'smell' gemstones ability to determine if the characters have any more. If so, she demands them and, if necessary, will fight for them. Afterward, she heads north into the ocean.

Solon (2,100 years old)

Solon is old, even for this clan of giants. He sleeps most of the time and only responds to creatures that get quite close to him, perhaps even waiting until a character is climbing on him. Once roused, he converses for a short while in a slow, gravelly voice before fading back to sleep. It takes 1,000 gp worth of gems to free Solon. If freed, however, he asks the party who among them wishes to know a secret of the universe? He will pick up any volunteer and whispers to them. The whisper is indecipherable to mortals but grants the hearer 2,000 XP.

Elpis (1,000 years old)

Elpis is pleasant and friendly. He talks to characters on any subject, only asking for help after getting to know them. He offers to do a service for the characters if freed. A typical service includes fighting one combat with the party, opening one tomb, etc. It is not a wish and he rescinds his offer if he feels he is being toyed with or the request is not in good faith. If freed Elpis walks off into the ocean. Eventually, Elpis

plans return and free Zosime and Pancratius.

Kakios (600 years old)

Kakios' long imprisonment has turned him vile and resentful. He promises anything to be freed. He is a skilled liar and negotiator. He won't fulfill any promises he made to the characters, and attempts to kill and devour any who possess gemstones. Afterward, or if the characters flee from his small island, he plans go to each of the other islands of the menhir giants, kill them, and break apart their heads to retrieve their gem deposits.

18. The Shackles

The pirates who ply their trade in this region have a code of honor that is followed when convenient, and to differing lengths by individual crews. One fairly constant element of the code is when a pirate is caught stealing from his shipmates: The punishment is marooning.

A marooned pirate is left alone on a deserted island with no food or water. Most marooned pirates die quickly of dehydration or starvation. The crews who operate nearby are lazy, however, and use these small islands often. There is a group of 29 pirates here who use small dugout canoes to meander amongst the 6 small islands to gather resources. Being pirates, they have not bothered to construct any settlement or permanent housing.

The pirates are afraid to cross to the Kalmatta mainland, mostly because of some deadly encounters with the vicious crocodiles that make their home at the swampy river mouths. The pirates eagerly await to capture a ship and sail away from their imprisonment. If any boat or ship is present within 3 hexes of one of the pirate islands at night, the gang attempts to row out in their dugouts and take the ship.

The pirates are led by a particularly ferocious former boatswain named Corbeaux. If Corbeaux is killed during the boarding action, the rest will most likely retreat or surrender, begging for mercy and passage to anywhere but here.

If a ship passes within sight of the islands during the daytime, there is a 30% chance small groups of pirates can be spotted on the water fishing, or sailing from one island to the next. If approached in this fashion, and especially if Corbeaux is not around, the pirates are eager to sign-on with just about anyone if it means passage off the island. Corbeaux acts likewise, but will try to incite a mutiny as soon as he is aboard any seaworthy vessel. He is a bully, a thief, a liar, and a lawyer when it suits him.

Pirate (28): HD 1; AC 9[10]; Atk club (1d4); Move 12; Save 17; AL C; CL/XP 1/15.

Corbeaux: HD 2; HP 13; AC 8[11]; Atk cutlass (1d6+1); Move 12; Save 16; AL C; CL/XP 2/30.

19. The Damned Cays

The founding of the village of Sindanore was not the first time in history that Kalmatta was used as a plague colony. Generations before, the small islands called The Damned Cays were used as a settlement for sufferers of vermillion ague, a terribly infectious disease. When the fever broke out on the mainland, warships arrived and slaughtered all of the colonists and torched the settlements.

Today the islands are universally avoided by the villagers at Sindanore, as well as the few ships that navigate The Plague Waters. Old timers in the village tell tales that the spirits of the betrayed colonists haunt the islands and devour any who dare stay on the cays after nightfall. Others tell tales that the colony boasted some of

the best silversmiths of the era, and their hidden stores of the precious metal were not taken by the soldiers who destroyed the town. Both are correct.

Digging around the island has a 15% chance per day of effort to locate a hidden cellar or secret hole containing a bar silver worth 4d100 gp.

Plague Wraiths rise every night from the desecrated ground and will kill any living creature on the cays. Disturbing a silver cache will summon 1d3 angry Plague Wraiths - even during the daytime.

Plague Wraiths: HD 2; AC 5[14]; Atk touch (1d4 Constitution drain); Move 18 (fly); Save 15; AL C; CL/XP 5/240; Special: infravision 100', immune to *sleep*, *charm* and mind-affecting spells.

Plague Wraiths appear as translucent images of the poor souls that were infected with vermillion ague while living. Their bodies are twisted, hunched, and reek of brimstone. The touch of a plague wraith sends a wracking pain through the victim as all of his or her muscles and bones shrivel and bend, mimicking the prolonged effects of vermillion ague. The Constitution loss is permanent unless healed by magical means.

APPENDIX A: MONSTERS

Adu Bagwa

HD 6+4; HP 38; AC 3[16]; Atk bite (1d10); Move 9/18 (swim); Save 12; AL N; CL/XP 7/600; Special: swallow whole, capsize.

Adu Bagwa does not like rivals in his river, and will see any vessel as such. Instead of attacking he can attempt to capsize a vessel with a 50% chance of success.

After a successful strike, Adu Bagwa attempts to swallow his prey whole (Save to avoid). Swallowed creatures take 1d6 points of damage per round. If Adu Bagwa is slain, allies may cut open the crocodile and free the victim.

Bat swarm, vampiric

HD 4; HP 24; AC 7[12]; Atk swarming bite (1d4+drain); Move 18; Save 14; AL C; CL/XP 4/120; Special: drain.

Any character taking damage from the swarm bite takes an additional 1 point of damage every round until the swarm is killed, swarm takes half damage from single weapon attacks.

Captain Siren

HD 3; HP 18; AC 4[15]; Atk 1 rapier (1d6+1) or crossbow (1d4+1); Move 12; Save 12; AL N; CL/XP 3/60; Special: None.

Cave Lizard

HD 5; HP 25; AC 3[16]; Atk bite (3d4); Move 12/9 (climb); Save 15; AL N; CL/XP 5/240; Special: camouflage, frightening appearance.

The cave lizard surprises on a 1-3 on d6 due to natural camouflage. When threatened, the cave lizard puffs out its neck cowl and hisses in a ferocious display. Anyone witnessing must make a Save or suffer a -2 to hit and damage against

the cave lizard for 2d4 rounds.

Cave octopus

HD 4; HP 30; AC 6[13]; Atk 4 tentacles (1d3 and grapple), bite (1d8+3); Move 9 (swim); Save 12; AL N; CL/XP 5/120; Special: grapple.

If the Cave Octopus hits with a tentacle, the target is grappled. On the following round the target may make a Strength check at -4 to break free. If still grappled, the Cave Octopus may bite one grappled target per round.

Centipede, giant (small, nonlethal)

HD 1d2 HP; AC 9[10]; Atk bite (1 hp); Move 13; Save 18; AL N; CL/XP 1/15; Special: Non-lethal poison.

Save at +4 bonus or crippling poison causes 1d4 rounds of pain during which the victim is helpless. In addition the limb (determined randomly) is crippled for 2d4 days. Crippled leg reduces movement by 50% and crippled arm cannot hold a shield and attacks are made at -4.

Corbeaux

HD 2; HP 13; AC 8[11]; Atk cutlass (1d6+1); Move 12; Save 16; AL C; CL/XP 2/30.

Crocodile

HD 2; AC 4[15]; Atk bite (1d8); Move 9/12 (swim); Save 15; AL N; CL/XP 2/30; Special: camouflage, jaws of doom.

Cursed Clam, giant

The clam itself is fairly helpless. It relies on a hard shell and hardness due to size. The clam does magically control six long, tough kelp strands that grow near it. It can strike with these strands up to 30' away. If the strands hit they constrict and begin to strangle the opponent. On the first round they do 1d4 point of damage. On the second, 2d4; third, 3d4; etc. An opponent can make a Strength check to break free, or deal 15 points of damage with a slashing weapon.

Demi-Lich

The Demi-Lich can cast spells as a 5th level wizard, drains 1 experience level on a successful claw attack, and has a flat 50% resistance to any spell or spell-like effect used against it. Only magical weapons or spells can harm it.

Demon servant

Faustus' demon servant appears as a human-sized frog that walks upright. When exposed to the air his odor is so pungent all characters within 30' must make a Save or become nauseated and suffer a -2 to hit and damage for 1d4 rounds. Faustus has become immune to this ability.

Faustus Zauberer

Faustus can cast the following spells: *charm person, shield, protection from good, invisibility, mirror image.*

Fire Ants, giant

HD 1d2 hp; AC 7[12]; Atk bite (1d2);
Move 9; Save 17; AL N; CL/XP B/10.

Flying Piranha Swarm

Flying Piranha cannot actually fly, but they can jump pretty far. The swarm will attack characters in boats, jumping out of the water to bite all

creatures within a 20' x 20' area.

Ghouls

HD 2; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralysis.

Ghouls are immune to charm and sleep. Any hit from a ghoul paralyzes the victim for 3d6 turn if a Save is failed.

Giant, menhir

HD 9; AC 0[20]; Atk 2 fists (2d6); Move 12; Save 7; AL N; CL/XP 10/1,400; Special: hurl boulder, scoop.

Menhir Giants can hurl small boulders up to 100' causing 3d6 points of damage.

A Menhir Giant may scoop up a target of a successful fist attack instead of doing damage (Save to avoid). The giant can then squeeze for 2d6 points of damage each round the character fails to escape with a Strength check at -8, or throw the character up to 60' for 3d6 damage.

Honatep

HD 8+2; HP 52; Atk khopesh (2d8); Move 12; Save 8; AL N; CL/XP 9/1,100; Special: deafening trumpet, war stomp.

Instead of attacking, Honatep can sound his trunk, forcing those who hear it to Save, or be deafened for 1d6 rounds. If deafened, spells with a spoken component are unable to be cast.

Honatep's war stomp can be used as part of any movement and shakes the earth, forcing those

in a 30' radius to make a Save or fall prone, and those between 30' and 120' to make a Save or be thrown off-balance and take a -2 to hit for 1 round.

Hunter

Init +2; Atk short sword +2 melee (1d6) or arbalest +5 missile fire (1d10); AC 13; HD 1d8; MV 30'; Act 1d20; SP aiming; SV Fort +1, Ref +2, Will -1; AL N.

Each hunter carries an arbalest (a huge cross-bow) and is exceptionally skilled in its use. For each round that the hunter spends carefully aiming at a target, he gains a +1 to attack and increases his critical chance by one, to a maximum of +5 (+10 total) to hit and critical range of 15-20. The arbalest takes 2 full rounds to reload.

Jackal

HD 1; HP 4; AC 7[13]; Atk bite (1d4+1); Move 18; Save 16; AL N; CL/XP 1/15.

Jackal Monkeys

HD 1d4 hp; AC 6[13]; Atk bite (1d4) or thrown excrement (special); Move 12 (climb); Save 16; AL N; CL/XP 1/15; Special: throw excrement, leap.

Jackal Monkeys can (and often do) throw their own feces up to 40' at intruders into their territory. The ordure does not cause physical damage but anyone hit must make a Save or become nauseated (-1 die on all attacks, ability, skill, and spell checks) until the offending stool is washed off. Subsequent poo-missiles have no further

The Jackal Monkey can leap using its powerful hind legs, consuming its entire movement for the round.

HD 2; AC 8[11]; Atk thorn spear (1d6);
Move 9; Save 15; AL n/a; CL/XP 2/30;
Special: spores.

They are capable of wielding simple weapons, but their primary defense is their spore discharge. Each round the minion can 'sneeze,' expelling spores in a 15' radius. Anyone within range must make a Save or spend 1d4 rounds coughing and sneezing violently. Afflicted characters can only move while affected, attacking or spellcasting is impossible.

HD 3; AC 5[14]; Atk vine (1d4+strangle);
Move 9; Save 14; AL n/a; CL/XP 3/60;
Special: strangle, regeneration, snatch.

first round. If it manages to strangle the character for two rounds in a row it does 2d4 damage, and so on.

Unless burned to ashes, the kudzu minion will return to life in 1d4 days with only 1 hit point and attempt to seek its master. This bond has no limits, and the kudzu minion will travel indefinitely. It regains 1 hit point per day until it reaches its original total.

HD 1; AC 5[14]; Atk bite (1d4); Move 6; Save 12; AL n/a; CL/XP 3/60; Special: spells.

grasp and manipulate only simple objects with its sticky appendages. It prefers to remain in a pot where it pleads with its creator to be fed any small insect or animal, but it can walk about on its roots if necessary.

In combat, the snaptrap minion can bite its opponent, but its greatest feature is that it can cast any first or second level spell that it's master memorizes for the day. It cannot memorize different spells but the casting of either the minion or the caster's spells does not affect the other. There is a downside however, for each spell cast there is a 10% chance per level of the spell that a corrupting, mutation occurs to the Snaptrap minion. Roll on the table below to determine what the exact effects are.

Kolo Manto

HD 8; HP 32; AC 2[17]; Atk thorn dagger (1d4+paralysis); Move 12; Save 8; AL C; CL/XP 8/800; Special: spells, insect swarm.

Kolo Mantu's dagger is crafted of a native thorn that causes paralysis if a Save is failed. If the party acquires the dagger the poison will last for 10 attacks before becoming inert.

Three times per day, Kolo Manto can summon a biting and stinging swarm of insects which inflict 3d4 damage to anyone in a 30' radius, Save for half.

Kolo Mantu also knows the following spells: *sleep, light, shield, detect invisible, levitate, protection from normal missiles, water breathing.*

Lasso Spider:

HD 3; HP 18; AC 5[14]; Atk bite (1d8+poison) or web-lasso (special); Save 14; AL C; CL/XP 3/60; Special: web-lasso.

Lasso Spiders typically hide in hard-to-access areas and attempt to ambush lone animals or adventurers passing by. The web lasso has a range of 50'. Characters hit with it are caught in the tough, sticky strand. The Lasso Spider will then attempt to draw the creature 10' closer each round with an opposed Strength check at a +4 modifier. Once in range, the spider will bite and paralyze the creature with its poison (Save or be paralyzed for 2d4 rounds), and eat it immediately if it is hungry, or wrap it in a cocoon to save for later.

Leech, colossal

HD 2; AC 7[12]; Atk bite (1d6); Move 12 (swim); Save 15; AL N; CL/XP 2/30; Special: blood drain.

When they sense vibrations, they converge on the source and thrash about violently, attempting to latch onto a target with a bite. Once they succeed in a bite, they automatically drain blood to cause an additional 1d4 damage each round until slain.

Lizardman

HD 2+1; HP 9; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); Move 6/12 (swimming); Save 16; AL C; CL/XP 2/30; Special: Underwater.

Luck Eater

HD 1d2 hp; AC 6[13]; Atk 2 claws (1); Move 18; Save 8; AL C; CL/XP 3/60; Special: luck drain.

This black-spotted cat, when approached, will begin to purr. All creatures within 30' must

make a Save or become charmed. All affected creatures will want to take the cat with them, unharmed, and will defend the cat with their lives. The Luck Eater will allow this, and stay with the victims indefinitely, all the while purring. This effect lasts for one day, after which the victim may attempt another Save to break free of the Luck Eater's charm.

The Luck Eater survives by temporarily draining the luck of its victims. Every morning each party member must make a Save or be at -1 to hit, damage and saving throws for the day.

If attacked, the Luck Eater will flee, but will attempt to return if the situation presents itself.

Having a Luck Eater around is not all bad. They eat little bits of luck but add it where it really counts! A character currently under the charm of a Luck Eater gets a +4 to any Save that, if failed, would mean certain death. The Luck Eater knows it is better to fleece a sheep many times rather than butcher him once!

Malachai, Veteran Guard

HD 4; HP 24; AC 4[15]; Atk scimitar (1d6+2) or javelin (1d6+1); Move 9; Save 13; AL N; CL/XP 4/120.

Mantrap Plant

HD 3; AC 1[18]/7[12]; Atk grab (see below); Move 0; Save 14; AL N; CL/XP 4/120; Special: surprise.

Mantrap Plants are dangerous denizens of tropical forest and jungles. The 30' trunk of the plant is made of extremely tough fibers (AC 1[18]) that resemble the trees in the area it resides. The top is a 6' hinged petal (AC 7[12]) with barbs and small tentacles on the inside. The plants are

completely motionless until a creature touches one of the many very small creeper roots the plants send out for 40' in all directions. When that happens, the petals attack with blinding speed (surprise on 1-4 on d6).

On a successful melee hit, the mantrap plant grabs any man-sized creature or smaller and hauls them high into the air. There is no damage on the first round, but every round thereafter the plant secretes a powerful acid that deals 2d4 points of damage. A Save is required to break free. If the plant dies, the petals will open easily.

Mixacoatl

HD 3; AC 5[14]; Atk bite (2d4+acid); Move 6/24 (fly); Save 15; AL C; CL/XP 4/120; Special: acid - Save or take an additional 1d8 damage.

Mixacoatl resemble 30' coral snakes with feathery gray wings. They are very fast and attempt to use their speed to pick off single creatures. They try to carry their victims away to their hidden cliff-side caves to eat.

Mountain Lion

HD 5; HP 22; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; AL N; CL/XP 5/240.

Mummy

HD 6+4; HP 40; AC 3[16]; Atk fist (1d12); Move 6; Save 11; AL C; CL/XP 7/600; Special: Rot, hit only with magic weapons.

Any touch causes a rotting disease which prevents magical healing and slows normal healing

to 1/10th normal on a failed Save.

Native Shaman

HD 1; AC 6[13]; Atk spear (1d4) or blowgun (1d4+poison); Move 9; Save 12; AL C; CL/XP 2/30; Special: surprise 1-4 in d6, curses.

If hit with a poisoned dart the target must make a Save or take 1d2 temporary Dexterity damage. A critical failure on a save will result in immediate paralyzation. A character so poisoned will heal 1d2 points of Dexterity with each full day of complete rest.

If a Save is failed against a curse the target is at -2 to hit, damage and Saves as long as they stay on the island. If the shaman has a personal belonging of the target the Save is made at -4. If they have some part of the target (hair, nails, dismembered arm, etc.), the Save is at -6!

Native Warrior

HD 1d4 hp; AC 6[13]; Atk spear (1d4) or
blowgun (1+poison); Move 9; Save 15; AL
C: CL/XP 1/15; Special: Surprise 1-4 on
d6, poison.

If hit with a poisoned dart the target must make a Save or take 1d2 temporary Dexterity damage. A critical failure on a Save will result in immediate paralyzation. A character so poisoned will heal 1d2 points of Dexterity with each full day of complete rest.

Obsidian Guardian

HD 5; HP 30; AC 3[16]; Atk axe (2d6);
Move 9; Save 10; AL N; CL/XP 5/240;

Special: immune to sleep, charm and other mind-affecting spells.

Pirate

HD 1; AC 9[10]; Atk club (1d4); Move 12;
Save 17; AL C; CL/XP 1/15.

Plague Wraiths

HD 2; AC 5[14]; Atk touch (1d4 Constitution drain); Move 18 (fly); Save 15; AL C; CL/XP 5/240; Special: infravision 100', immune to sleep, charm and mind-affecting spells.

Plague Wraiths appear as translucent images of the poor souls that were infected with vermillion ague while living. Their bodies are twisted, hunched, and reek of brimstone. The touch of a plague wraith sends a wracking pain through the victim as all of his or her muscles and bones shrivel and bend, mimicking the prolonged effects of vermillion ague. The Constitution loss is permanent unless healed by magical means.

Platybelodon

HD 2; AC 6[13]; Atk charge (2d6); Move 9; Save 15; AL N; CL/XP 3/60; Special: trample.

Platybelodon are elephant-like creatures with multiple tusks and a shovel mouth. They travel in slow herd groups in swamps and sometimes grasslands. Because of their size they must constantly eat aquatic plants and fungus. Platybelodon are not aggressive, but they will charge if they are startled. Because of their poor senses, that is often the case.

Platybelodon are surprised on a 1 - 4 on 1d6. If a party is also surprised, and therefore unable to avoid the herd, chaos will likely ensue. Platybelodon charge blindly at the nearest enemy, and if they hit, the initial impact does 2d6 points of damage and forces the target to make a Save. If that Save fails, the target is knocked prone and the Platybelodon will continue its charge and trample the target for an additional 2d6 points of damage.

Platybelodon can be easily trained because of their docile nature. After a week of working with them, a successful Wisdom check results in 1d6+1 animals becoming usable as pack animals.

Priest of Shubba Nil

HD 2; AC 8[11]; Atk khopesh (1d8+1);
Move 12; Save 13; AL N; CL/XP 2/30;
Special: turn living.

The priests still draw power from the god Shubba Nil, and can turn living creatures as a second level cleric turns undead. Player Characters may Save to resist.

Razorback Swamp Boar, giant

HD 4; HP 21; AC 5[14]; Atk gore (2d6);
Move 9; Save 15; AL N; CL/XP 6/480;
Special: charge, ferocity.

The boar can charge in a straight line, moving up to 18 and causing 2d10 damage on a successful hit.

The boar is also so ferocious that after receiving a mortal wound (reaching 0 hit points) he continues to fight on for 2 more rounds, regardless of the damage dealt to him. The massive tusks of the boar are worth 200 gp. Presenting the carcass of the boar to the big game hunters at

area 15 would impress them.

Rock Baboon

HD 1; AC 7[12]; Atk 2 claw (1d2), bite (1d4); Move 12/9 (climb); Save 16; AL N; CL/XP 1/15.

Servant

HD 1d4 hp; AC 9[10]; Atk dagger (1d4);
Move 12; Save 17; AL N; CL/XP B/10.

Sindanore Guard

HD 1; AC 4[15]; Atk scimitar (1d6+1) or javelin (1d6); Move 9; Save 16; AL N; CL/XP 1/15.

Sindanore Villager

HD 1d6 hit points; AC 9[10]; Atk club (1d4); Move 12; Save 17; AL N; CL/XP B/10.

Smuggler

HD 1; AC 7[12]; Atk cutlass (1d6+1) or javelin (1d6); Move 12; Save 16; AL C; CL/XP 1/15.

Snapping Turtle, giant

HD 3; AC 2[17]; Atk bite (2d6); Move 6/9 (swim); Save 14; AL N; CL/XP 3/60.

CL/XP 3/60; Special: Immunities, paralysis.

Ghouls are immune to charm and sleep. Any hit from a ghoul paralyzes the victim for 3d6 turn if a Save is failed.

Demi-Lich: HD 5; AC 1[18]; Atk claw (1d3+level drain); Move 12; Save 8; AL C; CL/XP 7/600; Special: undead, spells, immune to non-magical weapons, 50% spell resistance, infravision 100'.

The Demi-Lich can cast spells as a 5th level wizard, drains 1 experience level on a successful claw attack, and has a flat 50% resistance to any spell or spell-like effect used against it. Only magical weapons or spells can harm it.

Bell of Khodun Nudohk

This is a bronze hand bell approximately 18 inches high, including the handle. The metal bell is 10 inches in diameter at the widest point. The clapper is made of a black metallic stone that is unique in feel and appearance. When struck, the bell can be felt to vibrate in the user's hand, but no sound issues forth at all. Animals and other creatures more attuned to the natural forces of life and death may take notice and cock their heads at the ringing of the bell.

The Bell of Khodun Nudohk is a powerful ritual artifact used to summon the spirits of dead mortals from beyond the veil. Its primary purpose is to lure a specific spirit in a resurrection ritual requiring two other artifacts: *The Candle of Khodun Nudohk* and *The Book of the Dead*. The ritual is described in *The Book of the Dead* entry.

If the bell is rung in the presence of undead, they must make a Save or pause for 1 round, losing all actions and movement. Any undead within one mile of the bell will be alerted to the location of the ringer each time the bell is

activated. Whether or not they will do anything with that knowledge is up to the referee.

Candle of Khodun Nudohk

This is a 2-foot-long, 6-inch diameter beeswax candle. It is shot through with black and purple streaks and has several incense pins in geometric shapes along its length. The primary purpose of the candle is to bind the spirit of a deceased mortal that is summoned with *The Bell of Khodun Nudohk* while the resurrection ritual in *The Book of the Dead* is performed.

In addition to this important purpose, if a lawful cleric meditates in front of the lit candle during morning prayers he can memorize one additional first level spell.

Grave Linens

These strips are woven of ancient linen and measure approximately 2 inches wide and vary in length from 6 to 24 inches. Careful observation of the linens will reveal the remains of writing in faded ink. The writing is a long-dead language but an Intelligence check may reveal that the writings are prayers to guide the dead through the trials of the afterlife.

In practical terms, the *Grave Linens* will protect any character who holds them in hand (not merely in a pouch or backpack) from the undead in consecrated tombs on the Island of Zadabad, as well as from The Obsidian Guardian of the Path of the Dead in the Valley of Shubba Nil. The holder of a Grave Linen will be as if invisible to those creatures affected. Attacking or casting a harmful spell will negate the effects of the *Grave Linen*.

Champion's Khopesh

This weapon is made of enchanted bronze and



polished to a high sheen. The sword grants a +1 magical bonus and does 1d8 damage. Also, on a natural 20, the wielder has the option to break his opponent's weapon. Enemies wielding magical weapons may make a Save to avoid the sundering. In addition to the khopesh found in Pharess Varna's tomb, another may be found in the Platybelodon Graveyard.

There is a drawback to a *Champion's Khopesh*, however. The wielder of the sword must follow the commands of any creature who wears *The Headdress of Varna*. If a command is counter to the wielder's nature, or obviously suicidal, a Save breaks the spell. The Save must be made for each command given.

To stop wielding a *Champion's Khopesh* for any reason, a character must make a Save at -4. If failed, a new Save is not allowed for 1 week.

Headdress of Varna

This ornate headpiece is made of gold, ebony, and platinum filigree. It is worth 500 gp for the precious materials alone and perhaps up to 1000 gp to a knowledgeable collector. In addition to being a Pharess, Niobe Varna was also a priestess of Isis, an ancient goddess of women and fertility, and any priestess of a similar faith will recognize the headdress as a symbol of that status.

The Headdress of Varna confers a +2 Charisma to any female who wears it. In addition, any wearer of the headpiece has the ability to compel the wielder of a *Champion's Khopesh* as described in that entry.

Heavy Metal Axe of the Sun and the Moon

This axe is heavy, and two hands are needed to wield it. One blade is inscribed with a scene of

the moon hiding behind misty mountains, while the opposite blade is inscribed with a scene of the sun shining over a calm ocean.

This weapon is magical and of lawful origin. It provides a +1 to attack and damage rolls, has an Intelligence of 4, and can communicate to the wielder through simple urges. It is a Wizard Bane weapon, and when battling magic users, it causes a truly shattering blow.

- **Shattering Blow:** On a natural 20, the axe inflicts an additional 1d10 damage.
- **Special Purpose:** Kill Sahira and Nuleena, the witches of Shazarad.

Special Powers: The sun blade can emanate a golden light with a 20' radius at will, and the moon blade can obscure surroundings with a 20' globe of darkness that only the wielder can see through.

Iron Helm of the Butterfly

This masterfully crafted iron helmet has butterflies etched into the sides. Wearing the helmet protects the character from all falling damage. It also changes the wearer's vision, becoming over-saturated with millions of colors. While wearing the helm, the character suffers a -4 penalty to Save vs. charm/suggestion spells or spell-like effects, but gains a +4 bonus to Saves vs. sonic attacks and deafening noises.

Luck Bolts

These crossbow bolts are enchanted with a very powerful, but finite magic. When fired from any crossbow, a *Luck Bolt* will achieve the best result for the firing character reasonably possible for the current situation. If beset by enemies, the *Luck Bolt* will unerringly strike the enemy that will help the firing character's situation the most. For instance, it will hit the creature that

If fired in a room with a secret door, the *Luck Bolt* will veer off course to show its location, possibly even opening the door if the trigger is such that a crossbow bolt could open it. If there is an illusory pit in the hallway, the *Luck Bolt* will strike that area, obviously passing through to the eyes of the firing character. If a rope is tied to the *Luck Bolt*, it will unerringly land in such a way to secure the rope for climbing, etc.

The Mantle of Chínhotep

Rod of the Crescent Moon

- Provides the same benefits as a *Grave Linen*.
- Can be used as a mace, providing a +1 to attack and damage rolls.

- Perhaps in future adventures, more abilities will be revealed!



This steel breastplate looks quite old, but is miraculously still in good condition. It is engraved with an eagle, clutching a lance with pennon. It is magical and never rusts, dents, or is damaged by normal means. It can be worn over leather or chainmail and gives a -2[+2] to AC.

The nigh indestructable breastplate will also confer a +2 to any Saves made against area damage effects, such as a *fireball* spell or falling rock trap. Characters with a knowledge of ancient history may recall that the Verundian Lancers were an elite cavalry unit of an ancient and fallen empire. Their exploits are the stuff of many legends. With equipment like this, it is no wonder!

FURTHER ADVENTURES

With the discovery of the Gate to Elsewhere, your options are unlimited. The characters can travel to any other published adventure, or an adventure of your own design.

As referee, you can opt to have another control panel at the destination so players can choose to continue traveling time and space. Or, you can opt to make the trip one-way only. A final option would be to include another control panel and gate somewhere in the next adventure, but the characters will need to explore in order to find it.

Opening the gate has its risks and rewards. Those who learn of the characters' newfound prize will surely seek to acquire it, and most likely through nefarious means.

Supernatural entities, demons, and powerful wizards will also wish to claim the keys to the multiverse. Some of these powerful beings may even be in tune with the workings of the gates and therefore be drawn to whoever is operating them.

Originally, we had drawn inspiration from the movie *Time Bandits*, and had planned to include more gate hopping on the island, but we leave that to you, the referee, to develop!

Random Treasure Table

Roll	Qty. on Island
Uncut diamond (100 gp)	5 ☐ ☐ ☐ ☐ ☐
Heavy crossbow	2 ☐ ☐
Large gold coin on a string (10 gp)	Unlim.
Moldy leather pouch with 2d10 sp	Unlim.
A raw copper cob (1 sp)	Unlim.
Silver ingot (1 gp).....	Unlim.
Semi-precious stone (10 gp)	Unlim.
1d2 <i>Luck Bolts</i>	3 ☐ ☐ ☐
Ornate holy symbol (2 gp)	Unlim.
Champion's Khopesh	1 ☐
Platinum brooch (25 gp)	Unlim.
1d3 Grave Linens	6 ☐ ☐ ☐ ☐ ☐ ☐
Bronze dagger	Unlim.
Small shield	Unlim.
Grappling hook	Unlim.
1d5 marble burial jars, (20 gp each)	Unlim.
Golden statue* (40 gp)	Unlim.
Ornate sword hilt (10 gp).....	Unlim.
1d24 gp	Unlim.
20 rations** (1 gp)	Unlim.
Gold ingot (100 gp).....	3 ☐ ☐ ☐
Giant lizard skull helmet	1 ☐
50' hemp rope	Unlim.
Spyglass	2 ☐ ☐

* (1) boat, (2) horse, (3) chariot, (4) jackal, (5) pyramid, (6) warrior

** (1) jar of honey, (2) jerky, (3) salt cod, (4) jar of garum, (5) hard tack

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Hot wind snaps the black sails of your ship as an eager voice calls from the crow's nest, "Land ho!"

Ahead lies the island of Kalmatta, your destination, home to plague colonies, marooned pirates, madmen, and secrets no mortal mind was meant to uncover. It is also the location of the ruined city of Zadabad and its famed treasure vaults.

Whether fortunate or ill-fated, you have in your possession the Rod of the Crescent Moon, a relic of dead religions and forgotten kingdoms. It is also the key to unlocking the vaults. Finding the lost city is a challenge many have accepted, but none have survived. Fetid swamps, harsh jungles, and unforgiving mountains hide your prize.

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