

OLD-SCHOOL ESSENTIALS

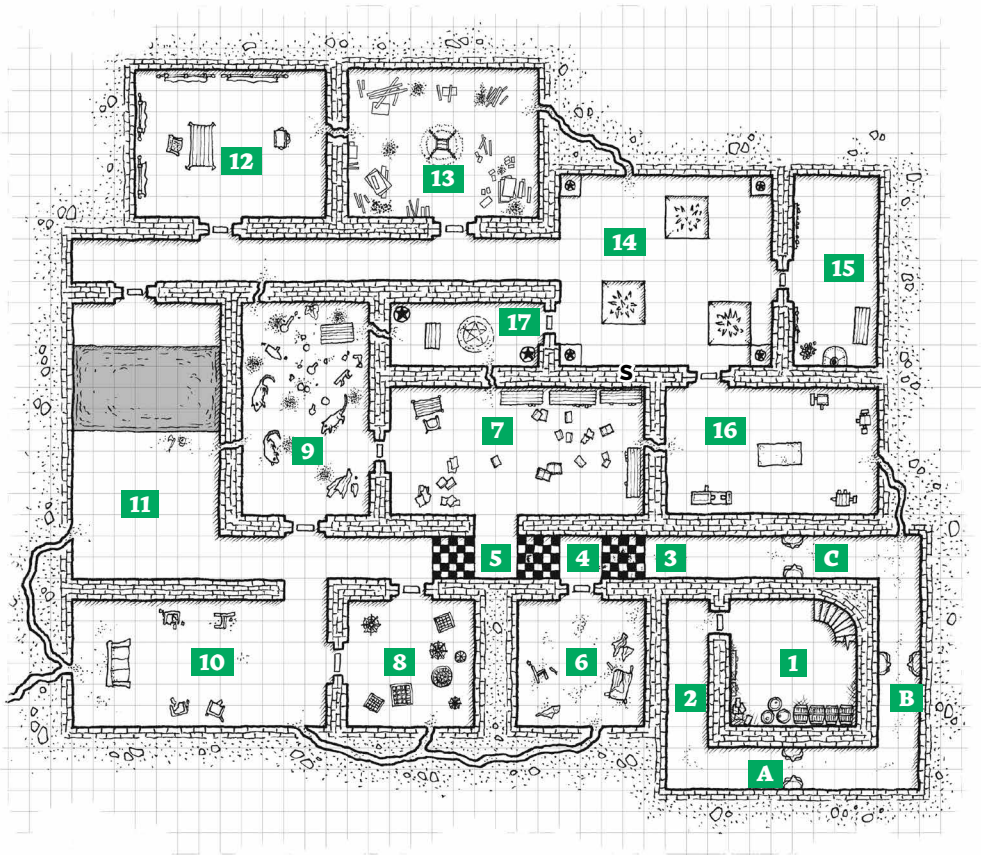
OFFICIAL ADVENTURE SCENARIO



ADVENTURE ANTHOLOGY I

Brad Kerr · Giuseppe Rotondo · Glynn Seal · D. M. Wilson & Sarah Brunt

The Jeweler's Sanctum



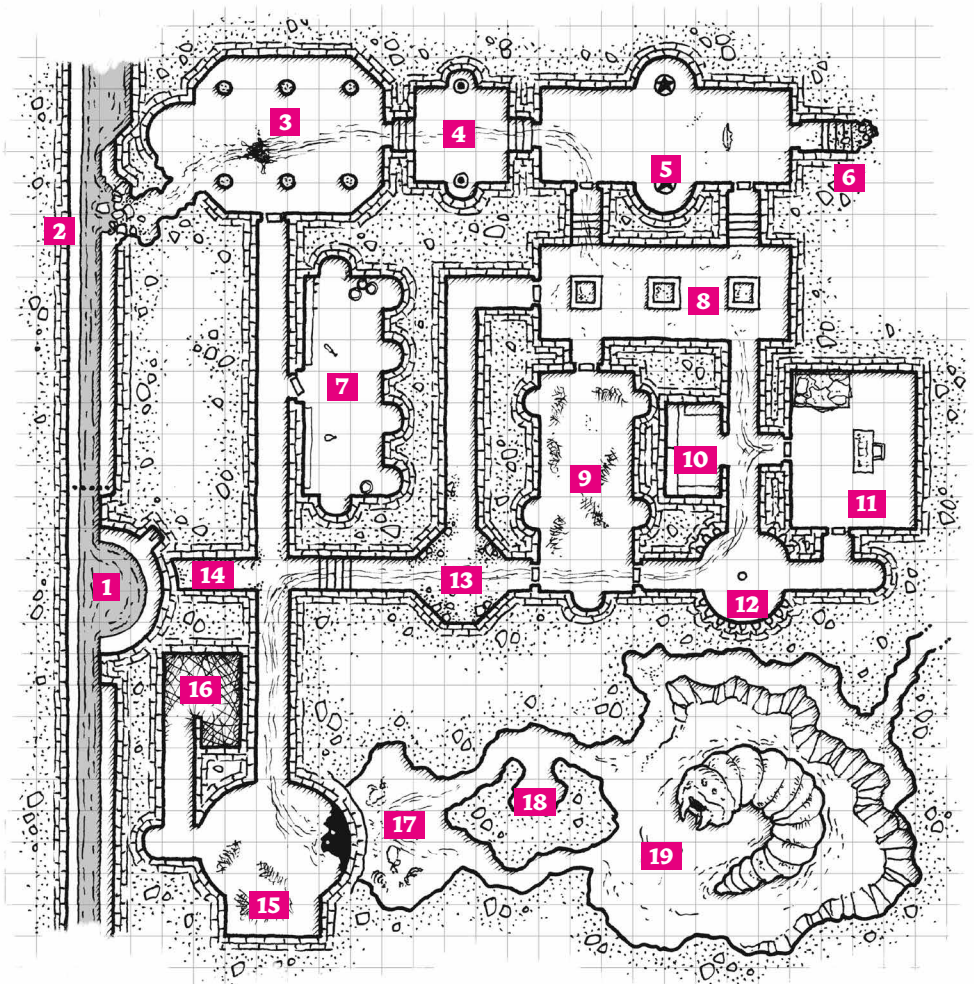
1 square = 5'

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Random Happenings (1-IN-6 PER TURN)

1. **1d8 giant rats** come scurrying (ignore in Area 15).
If Skiks (Area 10) is alive, one immediately goes to her to report about the characters.
2. **2d4 giant centipedes** crawl from small holes in the walls.
3. **Figment of Jorranda** appears (see p.6).
4. Squeaking or scratching (**giant rats**).
5. Manic laughter (mirror in Area 8).
6. Eerie humming tune (**tarantella** in Area 14).

Curse of the Maggot God



1 square = 5'



Random Happenings (1-IN-6 PER TURN)

SEWERS:

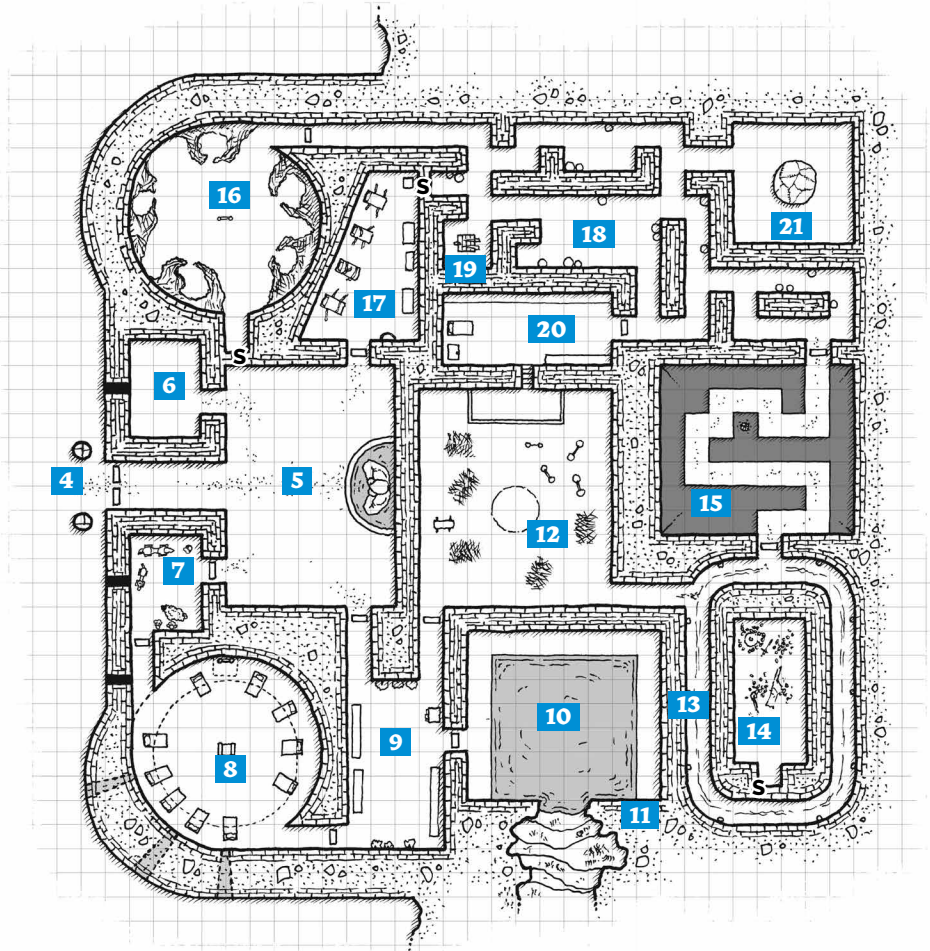
1. A bloated human body
2. 2d10 **normal rats** swarm
3. 1d3 **giant rats**
4. A sleeping **guild thief**
5. A fatberg
6. 1 **ochre jelly**

VILLA CHAMBERS:

1. 1d2 **trogodytes** patrol
2. 1 **trogodytes** sleeping
3. Parts of a mosaic crumble to the floor
4. Sewer water seeping into puddles
5. 1 **giant leech** or 1d3 **giant rats**
6. 1 **carcass crawler** (Quisquil from Area 11)

The Sunbathers

Temple Interior Map



Random Happenings (1-IN-6 PER TURN)

1. A hungry **lion**.
2. **1d3 nannies** on patrol.
3. **1d3•1 physicians** escorting a dazed sailor somewhere.
4. A lost sailor suddenly recalls an important memory and won't stop screaming
5. Echoes of wet footsteps on stone; a **purified one** runs past in the middle distance, too quickly to make out details.
6. The thief **Timo** (see **p.36**) reveals herself. Re-roll if already encountered.

The Comet that Time Forgot



1 hex = 6 miles



Forest – 33% slower
Encounters 2-in-6
Lost 2-in-6



Lagoon
Encounters 2-in-6
Lost 2-in-6 in sight of land



Swamp – 50% slower
Encounters 3-in-6
Lost 3-in-6



Glacier – 50% slower
Encounters 1-in-6
Lost 1-in-6



Marsh – 33% slower
Encounters 2-in-6
Lost 2-in-6



Tundra
Encounters 1-in-6
Lost 1-in-6



Hills – 33% slower
Encounters 2-in-6
Lost 2-in-6



Mountains – 50% slower
Encounters 3-in-6
Lost 2-in-6



Volcano – 50% slower
Encounters 3-in-6
Lost 3-in-6



Jungle – 33% slower
Encounters 3-in-6
Lost 3-in-6



Sand + Lava Flows – 33% slower
Encounters 2-in-6
Lost 2-in-6

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**NECROTIC
GNOME**



**EXALTED
FUNERAL**

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by D. M. Wilson & Sarah Brunt

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Introduction

This book presents four short adventures for Old-School Essentials, each crafted by a leading old-school writer. PCs' search for gold and glory will take them from disease-ridden sewers and bejeweled vaults, to sinister temples and to the deep void of space.

Old-School Essentials

The referee will require a copy of Old-School Essentials to run this adventure. The Classic Fantasy and Advanced Fantasy flavors work equally well. Alternatively, the classic Basic/Expert game or other derived rule set may be used.

The Jeweler's Sanctum

*A level 1–3 dungeon adventure
by Giuseppe Rotondo.*

The secret workshop of a long-dead jeweler-magician is now open, as his grandson wants the place finally cleared of all dangers. What treasures might remain within, and what might be watching over them?

Curse of the Maggot God

*A level 2–3 sewer adventure
by Glynn Seal.*

PCs plumb fetid sewers and recently-revealed secret halls, in search of a lost worker. In these forsaken chambers, they may find answers and treasures, but may also come face-to-face with a bloated monstrosity and its depraved followers.

The Sunbathers

*A level 3 temple incursion adventure
by Brad Kerr.*

In a golden temple of healing on a sundrenched island, blissful amnesiac patients are held prisoner by monstrous caretakers. Intruding PCs will need their wits and their swords to unravel the temple's secrets, snatch its treasures, and escape.

The Comet That Time Forgot

*A level 9+ hex-crawl adventure
by D. M. Wilson and Sarah Brunt.*

A portal leads adventurers to a comet of fire and ice hurtling through the void of space. Can they survive prehistoric beasts, warring factions, and the comet's impending doom, to find priceless treasures and a way home?

The Jeweler's Sanctum

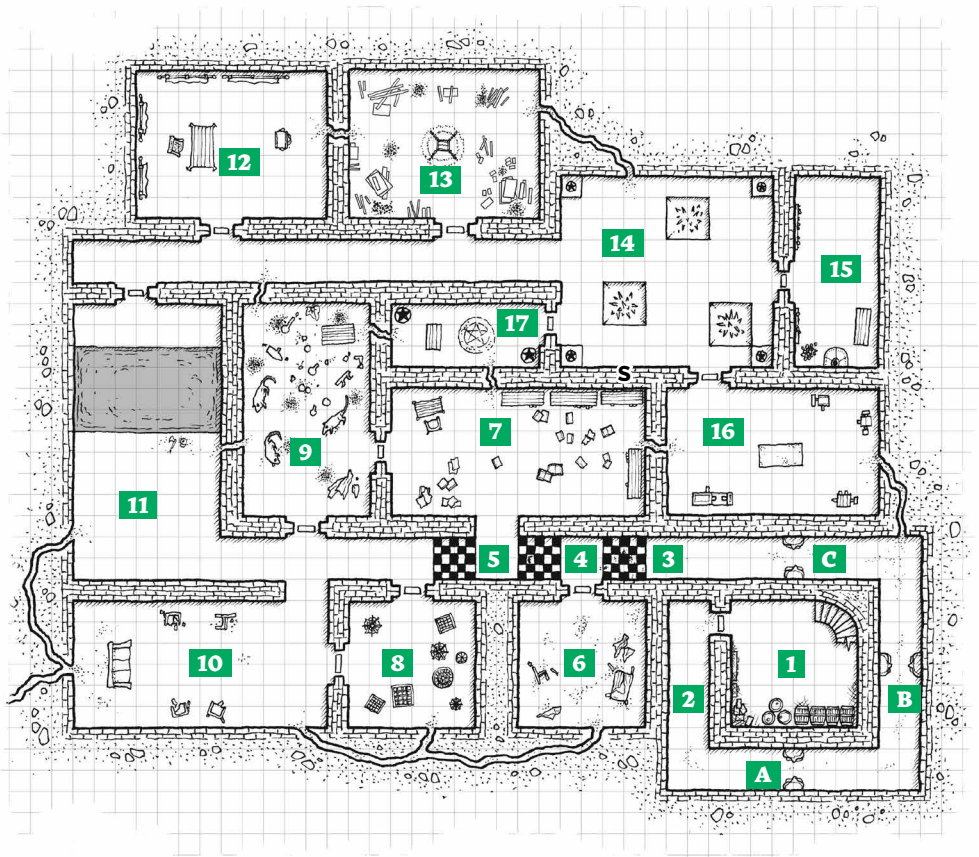
BY GIUSEPPE ROTONDO

J ESEM, GRANDSON OF THE RENOWNED jeweler-magician Draxas, is troubled by inexplicable sounds from his grandfather's sealed laboratory below the old family mansion: scratching, squeaking, giggling, screaming, even a humming tune.

He has posted a notice of “ADVENTURERS WANTED” to enter the laboratory and clear out the lingering dangers. As the family's fortune has been depleted, Jesem can offer no reward, but allows explorers to keep any treasures they find in the laboratory. He believes it still contains piles of gold ingots and precious stones—in addition to deadly traps and magical guardians placed to deter thieves.

Three days ago a dwarf adventurer named Orrick ventured inside; after about an hour he screamed, didn't answer Jesem's calls, and never reemerged...

If starting a new campaign: The PCs may be strangers who all replied to Jesem's notice and agreed to venture into the laboratory together.



1 square = 5'



Random Happenings (1-IN-6 PER TURN)

- 1d8 **giant rats** come scurrying (ignore in Area 15).
If Skiks (Area 10) is alive, one immediately goes to her to report about the characters.
- 2d4 **giant centipedes** crawl from small holes in the walls.
- Figment of Jorranda** appears (see p.6).
- Squeaking or scratching (**giant rats**).
- Manic laughter (mirror in Area 8).
- Eerie humming tune (**tarantella** in Area 14).

Denizens

FIGMENT OF JORRANDA

A thief who broke into the laboratory during Draxas's lifetime and was killed by his pet tarantella. A spectral figment of her last moments haunts the halls.

Manifestation: When rolled as a random happening (**p.5**), the spectral image Jorranda appears in *Area 5* and proceeds to recreate the last moments of her life. A faint light and sobbing can be perceived from nearby rooms as she moves through the dungeon: she sneakily moves to *Area 7*, then passes through the wall where the secret passage is. In *Area 14* she mimics a fight with an invisible opponent, screams as if wounded and falls into the northernmost pit, then disappears. PCs cannot interact with the figment. If PCs are too far to see the ghostly light, they will hear her sobbing and her death scream from *Area 14*.

MORLAN

Draxas's former apprentice, a greedy and treacherous man. Morlan tried to loot the laboratory following his master's death, but was caught in one of Draxas's traps—a magical mirror (*Area 8*).

GUARDIANS

Draxas's pet tarantella spider is magically bound to *Area 14*, though is bored and yearns to leave. Magically animated iron statues mindlessly guard the enchantment workshop in *Area 17*.

VERMIN

In the decades in which the laboratory has remained sealed up, giant rats and centipedes have tunneled into *Area 10* and now roam throughout. Skis the Rat Queen rules the rodents, having gained sentience by accidentally putting on one of Draxas's magic rings. She believes she reigns over the laboratory and all within.

General Notes

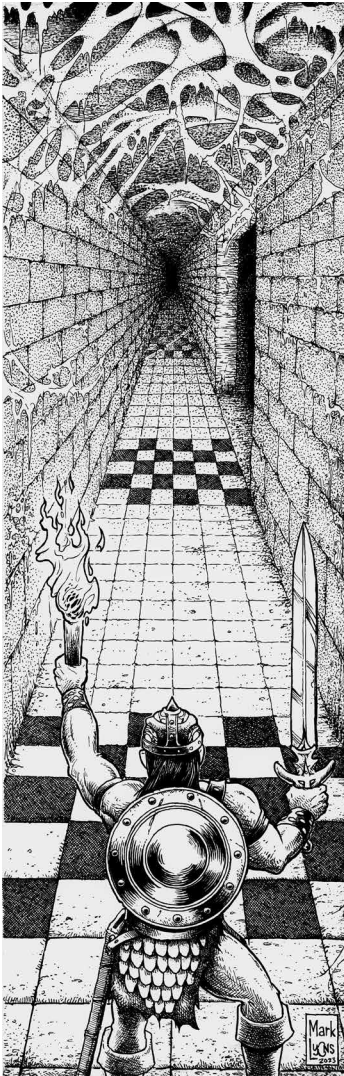
CONSTRUCTION

Limestone blocks. Damp. Dust, cobwebs, rat droppings. Giant rats and centipedes have burrowed small ($\frac{1}{2}$ ' or less) tunnels through the walls, allowing them to scuttle through most rooms.

LIGHTING

Apart from magical lighting in Draxas's inner workshop (*Areas 14–17*), the laboratory is unlit.

Area Descriptions



1. Cellar

Under Jesem's mansion. **Stacked barrels** of wine and salted fish. **Cobwebbed racks** of ring and jewelry cases (empty). **Iron door** (locked): engraved with a giant spider draped with bejeweled necklaces and rings.

- **Dungeon entrance:** Jesem has the key, lets the PCs in and waits here for them to return.

2. Smiling Faces

Along the corridor are three archways (**A**, **B**, **C**), each decorated with a **stone face** (wrinkled man smiling). **A and B** are made of **black stone**, **C** is **white**.

- **The colors:** Indicate the safe tiles on the checkered floors in *Areas 3, 4, and 5*.

3. Checkered Blade Trap

2' square tiles, checkered black and white. **Dried blood stains** sprayed around.

- **Inspecting the walls:** 4' long horizontal slits 3' above floor level.
- **Stepping on black tiles:** Safe.
- **Stepping on white tiles:** Activates blades from walls (1d8 damage). **Save versus wands** to avoid.
- **Walking carelessly:** 5-in-6 chance of triggering the blades.



GIANT RATS

AC 7 [12], **HD** ½, **Att** 1 × bite (1d3 + disease), **THACO** 19 [0], **MV** 120' (40') / 60' (20') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5

Disease: Bite has a 1-in-20 chance of infecting the target (**SAVE VERSUS POISON**). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.

Afraid of fire: Will flee fire.

4. Checkered Electrocution Trap

2' square tiles, checkered black and white. The **burnt carcass of a giant rat** lies on a white tile.

- ▶ **Stepping on black tiles:** Safe.
- ▶ **Stepping on white tiles:** Electrocutes the character (1d6+1 damage). **Save versus wands** to avoid.
- ▶ **Walking carelessly:** 5-in-6 chance of electrocution.

5. Checkered Gas Trap

2' square tiles, checkered black and white. **Smell of vinegar**, greenish dust on tiles.

- ▶ **Stepping on white tiles:** Safe.
- ▶ **Stepping on black tiles:** Releases a poisonous gas in a 10' radius, causing unconsciousness for 1d6 turns. **Save versus poison** to avoid.
- ▶ **Walking carelessly:** 5-in-6 chance of releasing the gas.

6. Ransacked Bedroom

Giant rat droppings everywhere, stench.

Bed, chair, rags, all broken and dirty.

3 giant rats (hp: 2, 3, 3) emerge from under the bed.

- ▶ **Under the bed:** Spell book, "*Morlan's Marvelous Magic*": *sleep*, *light*. Belonged to Morlan, see Area 8.

7. Ruined Library

Hefty bookcases line the north and east walls. **Books and scrolls**, shredded and illegible, scattered on the floor. **Ornate desk** and leather-upholstered chair, carved with spider-like legs. **4 giant centipedes** (hp: 1, 1, 2, 2) chewing paper.

- ▶ **Secret door to Area 14:** One of the bookcases has hidden hinges and opens like a door.

8. Cages

Metal and wooden cages of all sizes, containing skeletal remains of **bizarre creatures**: stirges, a two-headed snake, an owlbear cub, a goat with 7 horns. One cage contains a **framed mirror**.

- ▶ **Looking into the mirror:** **Morlan** can be seen. Insane, giggling, babbling.
- ▶ **Breaking the mirror:** Frees Morlan. Thankful, happy, confused, no idea how much time has passed (over 70 years).



GIANT CENTIPEDES

AC 9 [10], **HD** ½*, **Att** 1 × bite (poison), **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Neutral, **XP** 6

Poison: Causes victims to become horribly sick for ten days (**SAVE VERSUS POISON**): no physical activity possible except half speed movement.

MORLAN

Draxas's former assistant, 2nd level magic-user. A tall, gaunt-faced man with bedraggled red hair and manic blue eyes. Dressed in ostentatious black robes embroidered with occult sigils. Claims he was trapped as punishment for his clumsiness as Draxas' apprentice. Actually attempted to rob the laboratory when Draxas died. Intent on receiving the lion's share of Draxas's magical treasures, which he regards as his rightful property.

AC 9 [10], **HD** 1" (5hp), **Att** 1 × dagger (1d4) or 1 × spell, **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (Magic-user 2), **ML** 7, **AL** Chaotic, **XP** 16

Spells: No spells memorized. See spell book in Area 6.

Items: Jade medallion engraved with a "D" (100gp)

Receiving his spellbook (Area 6): Helps him return to sanity and regain his memory.

Knowledge: The iron statues in Area 17 attack unless shown his medallion. Will trade this knowledge for as much of the magical treasure as he can get.

YELLOW MOULD

AC No hit roll required, **HD** 2' (9hp), **Att** 1 × spores (1d6 + choking), **THACO** 18 [+1], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25

Immunity: Unharmful by all attacks but fire (a burning torch does 1d4 damage).

Spore cloud: 50% chance of attacking if touched (or damaged): releases a cloud of spores affecting all within a 10' cube area.

Choking: **SAVE VERSUS DEATH** or die within 6 rounds.

Erosion: Wood or leather in contact with the mould will be eaten away.

SKIKS THE RAT QUEEN

A 4' long giant rat with silver-streaked fur, grown smarter thanks to a golden **RING OF IMBECILITY** that accidentally slipped on her wrist. Ambitious and presumptuous but basically naive. Wants food (including giant centipedes), jewelry, and potions. Wishes to learn to read, learn magic, and become empress of all rats.

AC 7 [12], **HD** 4 (18hp), **Att** 1 × bite (1d3), **THACO** 16 [+3], **MV** 120' (40') / 60' (20') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 75

Afraid of fire: Will flee fire.

If threatened: Calls 1d6 giant rats every round for 3 rounds.

Truce: May offer a truce with the giant rats in the dungeon, even leaving if paid.

Knowledge: "Killer bubbles" in the pool in *Area 11*. "Singing spider" can't leave *Area 14*. "Don't touch the golden dust" in *Area 9*.

9. Ruined Alchemical Lab

Floor cluttered with **broken lab equipment**: workbench, broken vials and pots.

Foul chemical smell. **3 giant rat carcasses** sprawled amid heaps of multicolored powders. A **purple cloak** hangs on a coat rack, covered in a dusty ochre growth.

- **Examining the rats:** No apparent wounds, a solidified yellow froth around their muzzles.
- **Examining the cloak:** Ochre growth is **yellow mould**—50% chance of releasing spore cloud if touched. Hidden pocket contains a scroll of *fireball* and a jade medalion engraved with a "D" (100gp).

10. The Queen's Parlor

Skiks the Rat Queen lounges on a dusty sofa, welcomes visitors, proclaims the dungeon as her domain and demands tributes. **Ornate gold bowl** (800gp) beside her, with gnawed bones. **5 giant rats** (hp: 2, 2, 2, 3, 4—stats on p.8) standing to attention, awaiting the Queen's orders. **Ruined armchairs.**

- **Behind the sofa:** ½' tunnel, the source of the rat infestation.

RING OF IMBECILITY

A golden ring with a unicorn's head.

Cursed: INT becomes 3, unable to voluntarily remove the ring.

If worn by an animal: Grants sentience and the ability to speak Common. (Inventive players might give it to their dog, or find other clever uses).



11. The Pool

Pool of murky water, occasionally bubbling: 15' deep, water level is 1' below the floor. **Dead dwarf** face down at the bottom of the pool, clothes, backpack, and plate armor partially dissolved, horrid wounds like scalds. **Beside the pool**: broken lantern, axe.

- **In the dwarf's backpack**: 2 oil flasks, crowbar, rope, 170gp, clan medallion (100gp).
- **Examining the water**: **5 grey oozes** can be spotted, floating.
- **Disturbing the water**: The oozes immediately react to objects put into the pool. They are unable to climb out of the pool.

12. Study

Tapestries of astrological diagrams. **Floral embroidered chair**. **Wooden table** carved with spider-like legs: tall, colored candles, bone flute (20gp), **glove of curse detection**. A **gargoyle-like granite lectern** holds the **Tome of Black and White Doom**.

GREY OOZES

AC 8 [11], **HD** 3' (hp 10, 15, 17, 18), **Att** 1 × touch (2d8), **THACO** 17 [+2], **MV** 10' (3'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 50

Blend in with stone: Difficult to tell apart from wet stone.

Acid: After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armor immediately and inflicts 2d8 damage per round. (Magic armor is dissolved in one turn).

Energy immunity: Unharmed by cold or fire.

GLOVE OF CURSE DETECTION

A purple silk glove with embroidered "rings" around the fingers, in silver.

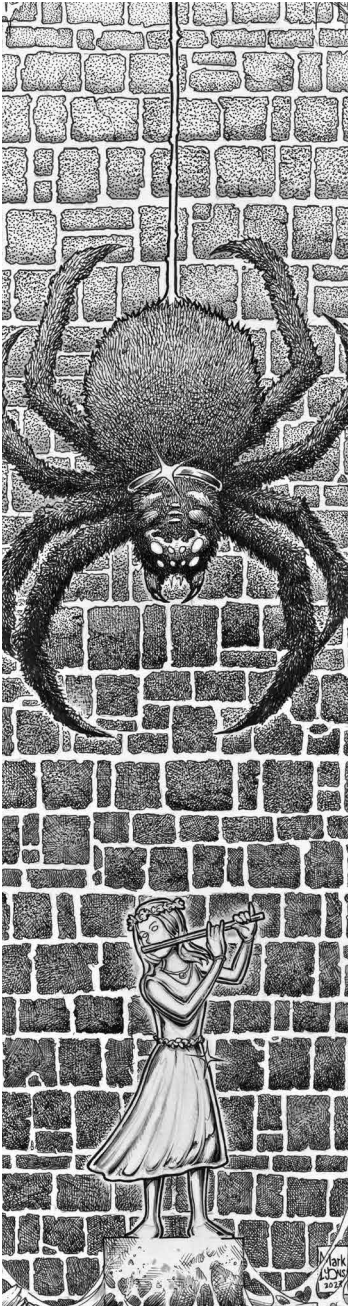
Cursed rings: If the wearer wears a cursed ring over the glove, it whimpers in pain. The wearer can safely remove the ring.

Each use: 1-in-6 chance of crumbling to dust after each use (the ring remains on the finger).

TOME OF BLACK AND WHITE DOOM

A weighty tome bound in checkered patches of white unicorn fur and black warp beast fur.

Arcane casters: May use the tome to halve the cost of creating magical checkerboard floor traps via the **Magical Research** rules.



13. Magic-Suppressing Circle

Piles of corroded metal: rods, sheets, and flakes. A **small iron casket, locked**, chained to the floor in the middle of **a circle of glowing purple salt, 8' wide**.

- **Effects of the circle:** Suppresses all magic inside.
- **Inside the casket:** Note reading “*Morlan: hands off!*”, signed by Draxas, and **5 defective rings**. All are cursed, but won’t work while within the circle. Once worn, cursed rings cannot be removed. Curse (and ring) can be removed by magic (e.g. *remove curse*).

DEFECTIVE RINGS

Ring Form	Curse
Gold serpent	–2 AC.
Silver waves	Bad luck, –2 to all saves.
Bronze star	Nightmares disturb the character's sleep. Healing from rest is halved.
Lead bands	No magic item works for the character. Cursed items are not affected!
Brass vine	Daylight imposes –2 to attack rolls.

14. The Hairy Guardian

Ceiling glows with *continual light*. **Four silver statues** of girls playing flutes (250gp each), 2' tall, on plinths in the corners. A **tarantella** is magically bound inside the room, humming a cheerful tune, wearing a silver collar (100gp). **Open pits** 10' wide, 15' deep, iron spikes at the bottom.

- ▶ **Removing the collar or statues:** The tarantella becomes free to leave the room. She won't pursue if she has a victim to eat; giant rats and centipedes are as good as adventurers.
- ▶ **Singing or playing music:** Makes the tarantella friendly for 1d6 turns, also ends the effect of her bite.
- ▶ **Dancing characters:** 2-in-6 chance every round of falling into a random pit.
- ▶ **Falling into a pit:** 1d6 falling damage + 1d6 damage from spikes.
- ▶ **Inside northernmost pit:** Skeleton in rags, rusty sword, ruined thief tools. The Figment of Jorranda (see **Random Happenings**) can be put to rest by burying her remains in a proper tomb. Characters who do so dream of spending a night at a tavern with the cheerful Jorranda, who buys them all drinks and teaches them a sleight-of-hand trick. DEX permanently increases by 1.
- ▶ **Secret door to Area 7:** Opened by a button on the plinth under the south-west statue.

TARANTELLA

Bored to death, hungry, cannot leave. Attacks immediately, in order to eat.

AC 5 [14], **HD** 4' (18hp), **Att** 1 × bite (1d8 + poison), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 125

Poison: **SAVE VERSUS POISON** or dance for 2d6 turns (suffering from painful, jerking spasms that resemble a macabre dance).

Onlookers: Viewers of one affected by the poison must **SAVE VERSUS SPELLS** or begin dancing in the same fashion, for as long as the poisoned victim.

Dancing: Those affected suffer a -4 penalty to attack rolls and AC. After 5 turns of dancing, they become exhausted: fall to the ground, helpless.



15. Jewelry Workshop

Ceiling glows with *continual light*. Murals depict efreet forging metals. Heap of coal beside a **small forge**. **Jeweler's tools** (tongs, pliers, files) arranged on wall racks. **Oak workbench: crystal crucible**, 2 rings with precious stones (1,000gp each), 10 small ingots: 3 gold (40gp each), 5 silver (4gp each), 2 platinum (400gp each).

CRYSTAL CRUCIBLE

A small crystal cup, wondrously faceted and engraved with magical sigils.

Arcane casters: May use the crucible to halve the cost of creating magical rings and amulets via the **Magical Research** rules.

SILVER SPINNER

A small instrument to weave metal.

Arcane casters: May use the spinner to halve the chance of failure when creating magical rings and amulets via the **Magical Research** rules.

16. Gem Cutting Workshop

Ceiling glows with *continual light*. Murals depict xorns unearthing crystals. **Pedal-operated machines** for grinding, cutting, and polishing stone. **Granite workbench: silver spinner**, 37 uncut gems (80gp each), small iron key for the casket in *Area 13*. **7 giant centipedes** (hp: 1, 1, 2, 2, 3, 4, 4—stats on p.9) scuttle beneath the workbench.

17. Enchantment Workshop

Ceiling glows with *continual light*. Murals depict jewels being infused with lunar and solar emanations. **Silver magic circle** inlaid in floor. **2 living iron statues** of muscular men armed with great swords. **Table: Tome of Looping Enchantments**, ruby ring of fire resistance, paper envelope labeled “For my grandson Jesem”.

- ▶ **Entering the room:** A voice booms out from the 2 statues: “*Show us the seal of approval!*”. Unless shown one of Draxas’ jade medallions (see *Areas 8* and *9*), they animate and attack intruders.
- ▶ **Inside the envelope:** A ring of protection.

After the Adventure

A group that rids the dungeon of all sources of noise (Morlan, Jorranda, Kkiks and her rats, Tarantella), or gives Jesem the envelope from *Area 17*, will be contacted by Jesem a few days later. He is happy to give them an old tome with Draxas’s seal. Written in a language JESEM cannot understand, it may contain a treasure map, spells, or clues to another adventure.

LIVING IRON STATUES

AC 2 [17], **HD** 4 (hp 15, 22), **Att** 2 × sword (1d8), **THACO** 16 [+3], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (4), **ML** 11, **AL** Neutral, **XP** 75

Immunity: Unaffected by sleep spells.

Absorb metals: Hits with non-magical, metal weapons cause damage, but the weapon may become stuck in the statue (**SAVE VERSUS SPELLS**). Stuck weapons can be removed if the statue is killed.

TOME OF LOOPING ENCHANTMENTS

A slim volume, bound in scintillating djinni skin.

Arcane casters: Used in conjunction with the crystal crucible (*Area 15*) and the silver spinner (*Area 16*), allows a character of any level to create magic rings and amulets via the **Magical Research** rules.

Research failure: Has a 50% chance of resulting in a cursed item.





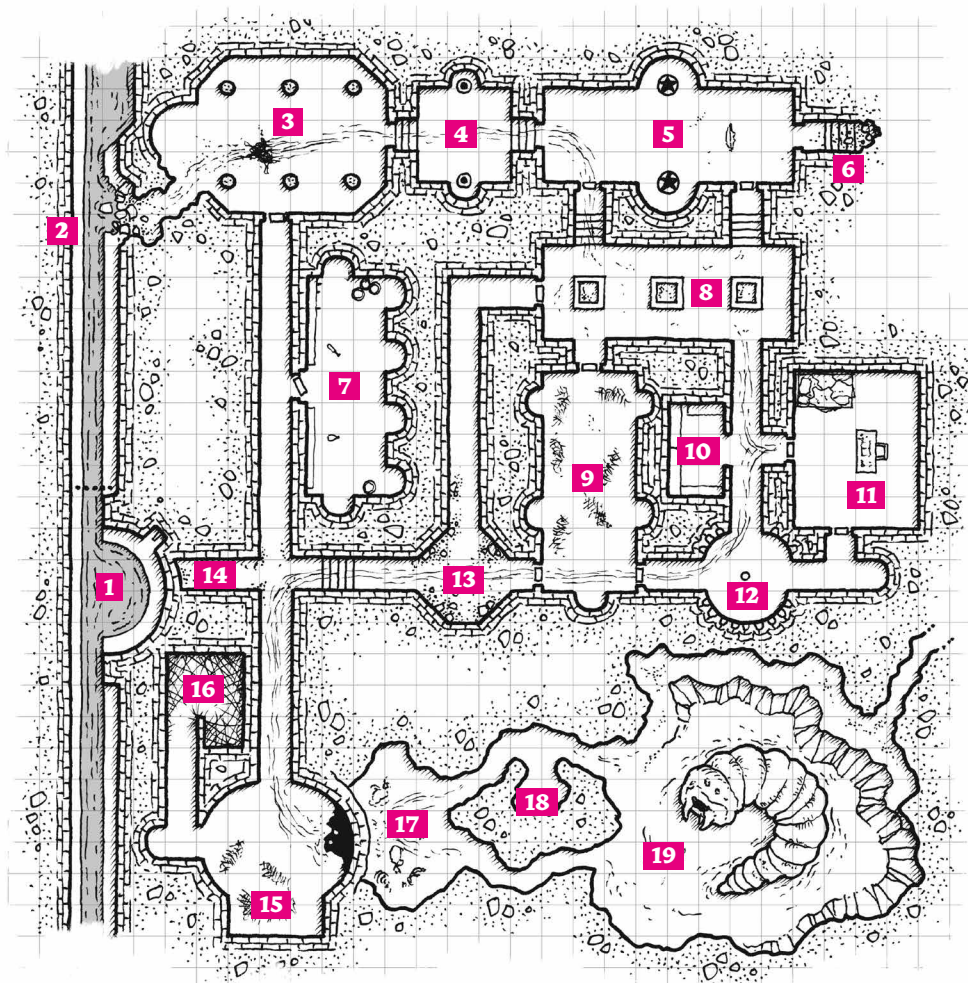
Curse of the Maggot God

BY GLYNN SEAL

THE GUILD OF SEWERMEN need help finding a lost worker, and will pay 200gp for his return, dead or alive.

The worker is a new sewerman named Hal. A few days ago, he and several other sewermen discovered an ancient chamber (*Area 3*), revealed by a tunnel collapse following a month's worth of rainfall in the region. Against the advice of his foreman, Hal went inside to take a look. Shortly after, his terrified screams were heard and the rest of the sewermen took flight. The sewermen refuse to return, and the guild now seeks the aid of adventurers.

In truth, Hal was taken by the malign priest Malerian and his troglodyte henchmen, and fed to their "Maggot God"—an enormous, bloated maggot residing in deeper caverns. Malerian and the troglodytes dwell in the mosaic-lined chambers beyond the collapse, the cellars of a long-demolished villa. They venerate a god of rot and decay, and believe the abhorrent maggot creature to be an incarnation of their blasphemous deity.



1 square = 5'

↑ N

Random Happenings (1-IN-6 PER TURN)

SEWERS:

1. A bloated human body
2. 2d10 **normal rats** swarm
3. 1d3 **giant rats**
4. A sleeping **guild thief**
5. A fatberg
6. 1 **ochre jelly**

VILLA CHAMBERS:

1. 1d2 **troglodytes** patrol
2. 1 **troglodyte** sleeping
3. Parts of a mosaic crumble to the floor
4. Sewer water seeping into puddles
5. 1 **giant leech** or 1d3 **giant rats**
6. 1 **carcass crawler** (Quisquil from Area 11)

Denizens



MALERIAN THE UNWASHED

A priest of the god of rot and decay, Malerian is a human with a grubby face, matted hair, unpleasant odour, and wide starry eyes. His armour and clothing are equally dirty and tattered. He is always accompanied by his pet carcass crawler, Quisquil. Malerian was shunned by his fellow acolytes over his poor hygiene and unusual interest in the decaying dead, even for a member of his morbid faith. Banished to the marshes, he felt himself drawn to the tunnel leading to the lair of the thing he came to call the Maggot God (*Area 19*). He believed it to be an incarnation of his deity, and was overcome with sycophancy. Having attracted a like-minded tribe of troglodytes to assist him, he now nourishes his god with dead animal carcasses and captured victims.

THE MAGGOT GOD

A giant, pulsating bloated maggot, 10' in diameter and over 60' long. It is in no way a deity or related to a deity, but it's clear that something arcane in nature has caused it to grow to such proportions.

TROGLODYTE MAGGOT CULTISTS

Servants of Malerian and cultists of the Maggot God. Each symbiotically hosts 1d6 oversized maggots in its mouth, which wriggle out if it falls in battle. The troglodytes help gather offerings, protect the chambers, and safeguard the Maggot God. The chief of the troglodytes, Mukklah Tuk, is responsible for guarding and feeding the Maggot God. He believes he is the Maggot God's "favourite" and secretly plots to usurp Malerian.

General Notes

GENERAL CONSTRUCTION

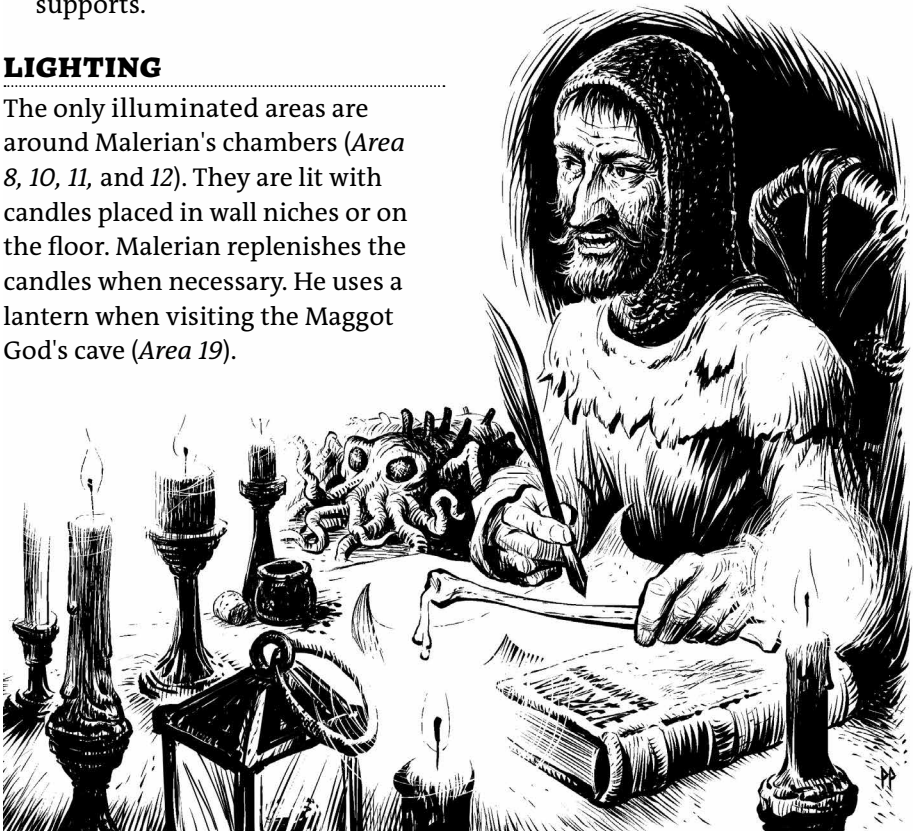
- ▶ **Sewers** are of hewn stone blocks, 10' high ceilings, iron grates to catch debris.
- ▶ **Villa chambers** have flagstone floors. Walls are stone, roughly rendered and painted, or decorated with crumbling mosaics.
- ▶ **Deeper caverns** and tunnels are earth with precarious timber supports.

LIGHTING

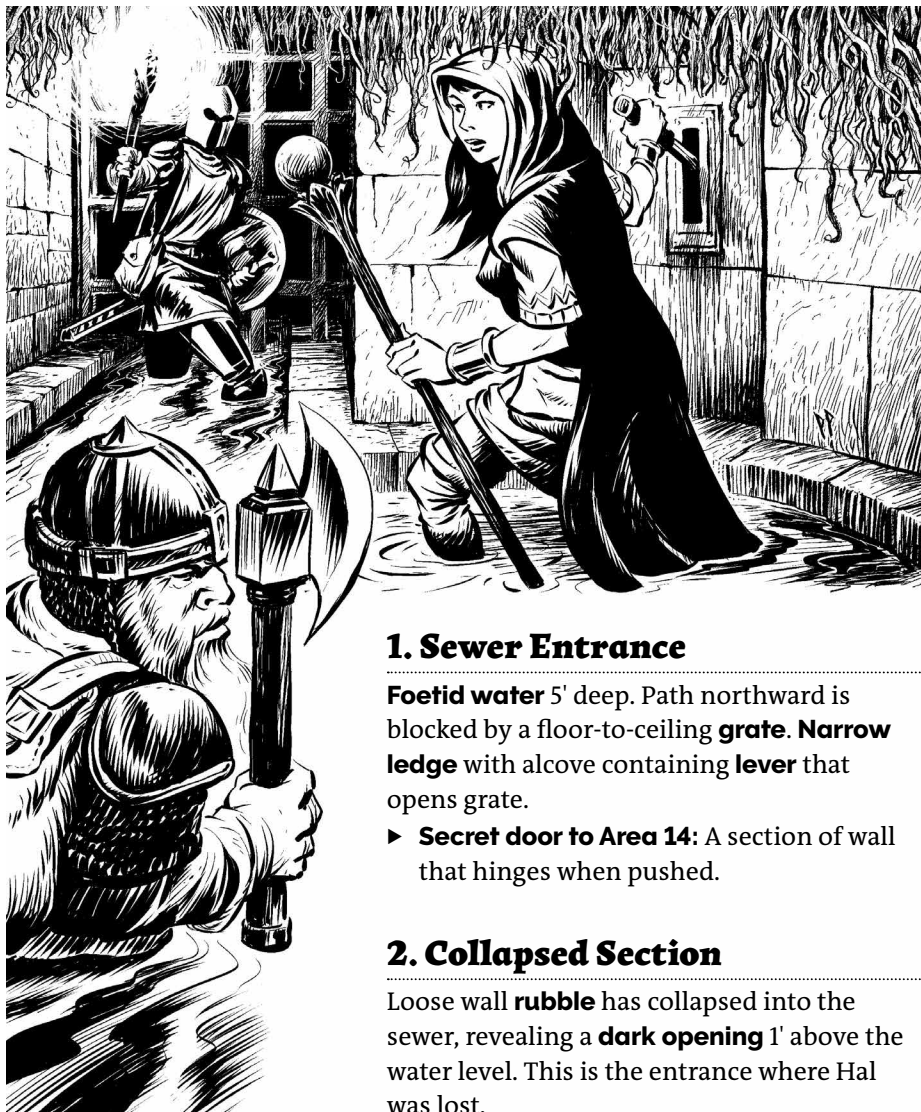
The only illuminated areas are around Malerian's chambers (*Area 8, 10, 11, and 12*). They are lit with candles placed in wall niches or on the floor. Malerian replenishes the candles when necessary. He uses a lantern when visiting the Maggot God's cave (*Area 19*).

DRAG MARKS

A gruesome trail of blood, sewage, and scratches is evident from *Area 3* to *Area 15*, except for an interruption in *Area 8* (see map). This is the new route along which offerings gathered from the sewers are taken to Malerian for approval, before being presented to the Maggot God.



Area Descriptions



1. Sewer Entrance

Foetid water 5' deep. Path northward is blocked by a floor-to-ceiling **grate**. **Narrow ledge** with alcove containing **lever** that opens grate.

- **Secret door to Area 14:** A section of wall that hinges when pushed.

2. Collapsed Section

Loose wall **ruddle** has collapsed into the sewer, revealing a **dark opening** 1' above the water level. This is the entrance where Hal was lost.

3. Pillared Hall

Mosaics of sailing scenes. **Six pillars** carved with waves and galleons. **Signs of blood and struggle** with **drag marks** (see *general notes*) from the sewers heading east to an archway. A **foul stench** emanates from it.

- **Loud noises here:** Will alert the **troglodytes** in *Area 4*, who will prepare an ambush.

4. Troglodyte North Guardpost

Mosaics of gardening scenes. Waist-high **black-glazed vases** filled with long-dead flowers. **2 troglodytes** (hp: 6, 7) squat on the floor here, sucking decomposed rats.

5. Heroes Hall

Two **alabaster statues** of a man and a woman dressed like warriors of old.

- **Entering the eastern end of the hall:** A faint and glitching **magic mouth** appears and declares: *"Intruders turn back or be cursed by the Caecilius family!"*

6. Villa Stairwell

Once led up to the villa; now terminates at a **bricked-up opening**.

- **Breaking through:** Requires 3 turns with a tool, and leads outdoors to an overgrown, trash-strewn garden in the temple district of the city.



TROGLODYTES

AC 5 [14], **HD** 2' **Att** 2 × claw (1d4), 1 × bite (1d4), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25

Hateful: Attempt to kill any creatures they encounter.

Surprise: On a 1–4, due to the ability to change colour to match their surroundings. Lurk by rock walls and await victims.

Nauseating stench: Oils on the skin have a smell that sickens humans and demihumans: **SAVE VERSUS POISON** or suffer –2 to hit, while in melee with troglodytes.



7. West Wine Cellar

Alcoves filled with rotten **wooden trellises** containing aged bottles. **Glass shards** and ancient **wine stains** on floor. A few **small, two-gallon casks** (empty) rest against the walls.

- **Searching the bottles:** One of the bottles of wine is a magically preserved 2,000-year-old red wine (250gp).

8. Pool Room

Mosaics of nobles, bathing and eating in luxuriating poses. **Wet floor** obscures and interrupts the trail of **drag marks** (it **resumes** beyond the southeasterly exit). Three mosaic-lined **square pools**, 3' deep with low retaining walls, empty and filled with broken masonry.

- **Putting liquids in the central pool:** Liquids are magically turned into purified water.
- **Searching the central pool:** A **secret panel** in its retaining wall contains a leather pouch of 12 opals (40gp each).

9. Troglo-dyte Sleeping Chamber

The doors to this chamber are closed, but the **foul stench** emanating from it is vile. The room has rendered walls painted white, now streaked with filth. **6 troglodytes** (hp: 3, 4, 8, 9, 10, 13—stats on **p.23**) lay asleep on the floor. The largest cuddles a **greasy sack** of 500sp, 300gp, and 2 silver bracelets with pearls carved like eyes (275gp each).

10. Malerian's Library

Rendered walls painted white. Roughly made **bookshelves** stacked haphazardly with dusty, dirty tomes. A dusty but ornate **silk and gold threaded rug** lies on the floor (300gp).

- **Examining the books:** The library focuses on decay, ruin, and vermin. One book details the Caecilius family history (100gp, if sold to a collector).

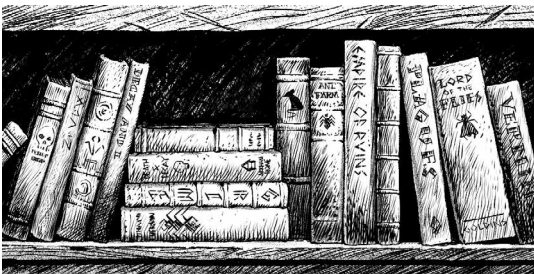
11. Malerian's Private Chamber

Rendered walls painted in red ochre. A **large crude bed** draped with linen and furs (200gp). **Malerian** sits at a **wooden desk** strewn with writing and reading clutter and a lit lantern, and also adorned with **6 gold maggot candlesticks** (50gp each). His pet **carcass crawler**, **Quisquil** is curled drooling in a corner.

- **In the desk drawer:** 4 flasks of oil and a silver **maggot necklace** (250gp).

12. Malerian's Prayer Hall

Lined with 1' high, **hexagonal alcoves** containing scores of **lit red candles**. A 3' tall **silver idol** of a maggot devouring a human squats in the centre (1,000gp).



MALERIAN THE UNWASHED

AC 5 [14], **HD** 5** (19hp), **Att** 1
× mace +1 (1d6+1), **THACO** 17
[+2], **MV** 120' (40'), **SV** D9 W10
P12 B14 S12 (C5), **ML** 10, **AL**
Chaotic, **XP** 425

Spells: *Cure/cause light wounds, protection from evil, hold person, silence 15' radius.*

Items: Chain mail, mace +1, **WAND OF FOETID CURSES** (12 charges), *potion of healing*, and 480gp.

Turn Undead: Malerian turns undead as a 5th level cleric.

WAND OF FOETID CURSES

A length of warped bone, oozing yellow pus from the tip. Inflicts a curse of weeping boils.

Range: Any single creature within 60'.

Foetid curse: The target must **SAVE VERSUS WANDS** or instantly erupt in horrible sores and boils. This causes considerable agony, and a -2 penalty to attacks and all saving throws.

Duration: 1d6 days.

CARCASS CRAWLER

AC 7 [12], **HD** 3+1* (14hp), **Att** 8
× tentacle (paralysis), **THACO**
16 [+3], **MV** 120' (40'), **SV** D12
W13 P14 B15 S16 (2), **ML** 9, **AL**
Neutral, **XP** 75

Paralysis: A hit by a tentacle causes paralysis for 2d4 turns (**SAVE VERSUS PARALYSIS**). Paralyzed victims will be devoured, if the crawler is left in peace.

Cling: Can walk on walls and ceilings.



BLACK WIDOW

AC 6 [13], **HD** 3* (13hp), **Att** 1 × bite (2d6 + poison), **THACO** 17 [+2], **MV** 60' (20') / 120' (40') in webs, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50

Poison: Causes death in 1 turn (**SAVE VERSUS POISON**).

Webs: Creatures caught in webs become entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in two rounds. All creatures in a flaming web suffer 1d6 points of damage.

13. Collapsed Room

This chamber is **partly collapsed**, with heaps of **fallen masonry** immediately visible. A troglodyte corpse lies crushed beneath a slab, its **protruding, rat-chewed legs** clearly visible. The troglodytes tread carefully here when dragging Malerian's approved offerings.

14. Secret Sewer Entrance

Hallway dead-ends at a curving wall.

- **Secret door to Area 1:** A section of wall that hinges when pushed. Malerian and the troglodytes are not aware of its presence.

15. Troglodyte South Guardpost

A foul **stench wafts** up the approaching corridor from this chamber. **4 troglodytes** (hp: 3, 8, 10, 12—stats on **p.23**) guard here, snacking on dried cockroaches. A **collapsed floor** in the eastern part of the chamber drops down 50' to **Area 17**. A **rickety wooden ladder** is fixed to the wall allowing access to below.

16. Do Not Disturb

Thick webs, a troglodyte husk, and a **black widow spider**. **Bones** of previous victims litter the floor.

- **Searching the bones:** Among the bones are 300cp, 200sp, 30gp, and 3 gold bracelets formed like wreaths of bay leaves (100gp each).

17. Rank Cave

Offerings to the Maggot God—**dead animals** and **corpulent bodies** fished from the sewers—are dragged and dropped into this cave. The **stench** is almost unbearable. The corpses are **alive with maggots**.

- **Searching the remains:** Amongst the putrid slop can be found 230gp and 322sp.

18. Mukklah Tuk's Cave

The chief of the troglodytes, **Mukklah Tuk** and **2 troglodytes** (hp: 6, 11—stats on p.23) are stationed here, mumbling litanies praising the Maggot God.

19. Maggot God's Cave

A natural earthen cave, stiflingly humid. The half-chewed **remains of Hal** the sewer-man, still wearing his sewerman's mask, are slumped against a wall. The **Maggot God** dominates the chamber, lying curled in contented digestion. A **50' rising ledge**, out of reach of the **Maggot God**, leads to a **tunnel exit**.

- **Approaching Hal:** The Maggot God will attempt to eat anyone that gets near to Hal unless they are wearing the silver **maggot necklace** (see *Area 11*).
- **If there is a confrontation here:** The **troglodytes** in *Area 18* will rush to the aid of the Maggot God.
- **Following the tunnel:** The tunnel leads out of the city to the boggy marsh where Malerian and the troglodytes egress the chambers.

MUKKLAH TUK

The chief of the troglodytes, Mukklah Tuk guards and feeds the Maggot God. His skin is slick with orange slime and he is blessed with a cluster of maggots writhing in one eye socket.

AC 5 [14], **HD** 5* (25hp), **Att** 2 × claw (1d6), 1 × bite (1d6), **THACO** 15 [+4], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Chaotic, **XP** 300

Troglodyte abilities: as normal troglodytes.

Items: 210gp, antique crystal decanter stolen from Malerian's private chamber worth 160gp.

MAGGOT GOD

A giant, pulsating, bloated maggot, 10' in diameter and 60' long. Its corpse-white, rubbery flesh is shot through with webs of red and green blood vessels.

AC 9 [10], **HD** 8* (41hp), **Att** 1 × bite (1d8 + swallow whole), **THACO** 12 [+7], **MV** 15' (5'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 1,200

Swallow whole: On an attack roll of 18–20, it swallows a human-sized or smaller target. Inside the maggot's belly: suffer 1d8 damage per round (until the Maggot God dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.

Death deluge: When the Maggot God reaches 0 hit points, its body ruptures, spewing forth its thick creamy innards in a torrent. All creatures within a 20' radius must **SAVE VERSUS BREATH** or fall over and get washed hard against a wall for 1d6 damage.

The Sunbathers

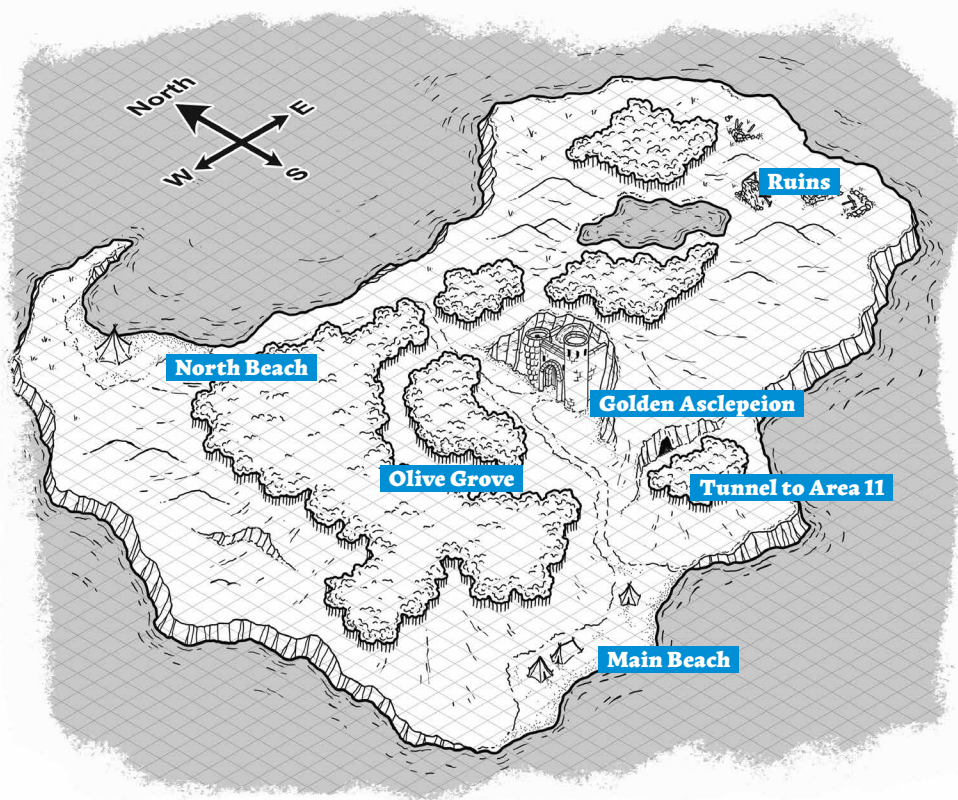
BY BRAD KERR

THE GOLDEN ASCLEPEION on Fos Imeras Island was once a famous place of healing. Recently, a cult of Lethe, goddess of oblivion, quietly co-opted the temple. They rededicated its purpose to “healing” humankind of its painful burden of memory through monstrous, transformative means. Visitors to the island find themselves unwitting patients, prisoners bound by ignorance and pleasure, incapable of leaving.

The temple is off-limits except for staff and patients. It holds strange horrors but also secrets, treasures, and rewards. PCs will need to tread carefully if they wish to flee this sun-soaked prison.

Fos Imeras

Island Exterior Map



An adventuring party may come here for one or more of these reasons:

- ▶ **Missing hero:** The champion Orsilochus—the fame of whose heroic exploits is eclipsed only by that of his legendary mane of flowing black curls—recently has vanished. He was last known to have traveled to the island for healing on his magical boat, *The Eleftheria*.
- ▶ **Hired agents:** The party has been hired by another Asclepeion to investigate Fos Imeras, as it has not been heard from for months.
- ▶ **Unintentional guests:** Strange currents have brought the PCs' ship here, or perhaps they have been shipwrecked on the island.

Denizens

PATIENTS

Travelers or shipwrecked sailors, many here unwillingly. Dressed in billowing gray robes, and having relinquished their material goods, they now blissfully sunbathe while their memories are stripped away by the temple's magical nectar (see *Area 5*). When their minds are finally empty, they're escorted deeper into the temple to prepare for "ascension" (see *Area 17*).

PHYSICIANS

White-frosted cultists of Lethe called to assist in patients' "healing" journeys before their own ascents into oblivion. Led by the Oracle Sebasteia. Physicians move slowly and speak softly but turn to cudgels when words fail.

THE ORACLE SEBASTEIA

White hair and pale blue eyes. Walks slowly and serenely, never shouts but insists troublemakers go to bed at once. Uses spells to blind and bind foes but neither defends herself nor displays any sense of pain or emotion. Even when broken and bloodied, sighs *"I don't see how this is helping."* *"Is this truly the oblivion you seek?"* Senses when the orb (*Area 21*) is in danger.

NANNIES

Harpies disguised as orderlies, hunched in oversized cloaks, serving as Sebasteia's muscle. Use their charm ability to send wandering patients back to the beach. Fly to raid nearby islands for supplies.

PURIFIED ONES

"Cured" humans, bathed in the tears of Lethe. Blind, mindless, twitching human-shaped organisms without orifices who smash their bodies into anything that vibrates.

LIONS

Trained mascots of the cultists, serving as guard animals. One of these, a pure-white creature, always accompanies Sebasteia as protector.

ORDER OF BATTLE

Temple denizens who fail morale checks in combat will attempt to flee to *Area 16*, directing any harpies there to attack the party, and warning any other staff they encounter. Protracted battle may eventually attract the entire temple staff: **16 physicians**, **13 nannies**, plus **Sebasteia** and her **lion**.



General Notes

TERRAIN

Fos Imeras is lined with rocky shores, apart from two beaches of pristine white sand where ships can land. The interior consists of scrubby grasses with groves of holm oak, wild olive, and mastic, lousy with rabbits and buzzing with cicadas.

DOCKED SHIPS

Should the party linger overnight on the island, a group of 3 nannies (hp: 11, 10, 7—stats on **p.32**) carrying flasks of oil and burning torches in their talons fly to any ships docked nearby and attempt to set fire to them. If successful, the only means of escape is via *The Eleftheria*, interred in its condensed rudder form within the vault of Area 14.

Exterior Area Descriptions

PATIENTS

AC 9 [10], **HD** ½, **Att** 1 × fists (1d2 or by weapon), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Lawful, **XP** 5

PHYSICIANS

AC 5 [14], **HD** 1, **Att** 1 × cudgel (1d6), **THACO** 19 [0], **MV** 60' (20'), **SV** D11 W12 P14 B16 S15 (Cleric 1), **ML** 7, **AL** Neutral, **XP** 10

NANNIES

AC 7 [12], **HD** 3*, **Att** 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1 × song (charm), **THACO** 17 [+2], **MV** 60' (20') / 150' (50') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Chaotic, **XP** 50

Charm: Anyone who hears the song of a group of harpies must **SAVE VERSUS SPELLS** or be charmed: move towards the harpies (resisting those who try to prevent it); defend the harpies; obey the harpies' commands (if understood); unable to cast **spells** or use **magic items**; unable to harm the harpies. A character who saves is unaffected for the rest of the encounter. Killing the harpies breaks the charm.
Magic resistance: +2 bonus to all saves.

1. Main Beach

Shimmering **white sands** and sun-bleached **tents**. Thatches of gnarled mastic and wild olive trees. **12 patients**, gray-robed, blister-skinned, and ragged, lay on the sand and stare blissfully at the sea. **4 physicians** (hp: 6, 4, 3, 1) feed them olives, figs, and the temple's sweet magical nectar (see *Area 5*). **1 nanny** (hp: 13) supervises from afar.

- **Approaching:** Physicians welcome PCs, offering them food and the healing **Nectar of Lethe** (see *Area 5*).
- **Speaking to the patients:** Roll 1d6 on the **Rumors** table (p.33).

2. North Beach

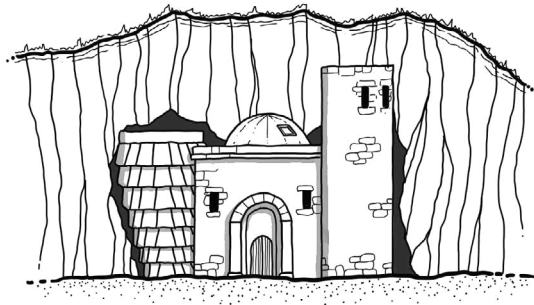
3 physicians (hp: 7, 5, 5) rest and prepare meals in a **voluminous white tent**, austere and unpretentious. **Multiple cots** and **basic cooking gear**.

Rumors

d6	Patient	Rumor
1	Shepherd	"Don't look at the nannies—they're medusas!"
2	Playwright	"If the Maenads had but partaken of Lethe's Nectar, Pen-theus may yet have lived. In short: you should try some!"
3	Thief	"My brother used to harass this bard all the time. It was hilarious. He swore there was this cave we could hide out in but he's crazy. I wonder whatever happened to him."
4	Crone	"This place is paradise. I didn't know how much I needed this."
5	Missing Princess	(Discreetly) "They're just making us into idiots! The nectar is poison!"
6	Philosopher	"I dream of a cave, with shadows moving on the wall. I imagine these are shadows of perfect objects I can-not directly see. Then the shadows start...growling and snapping?"

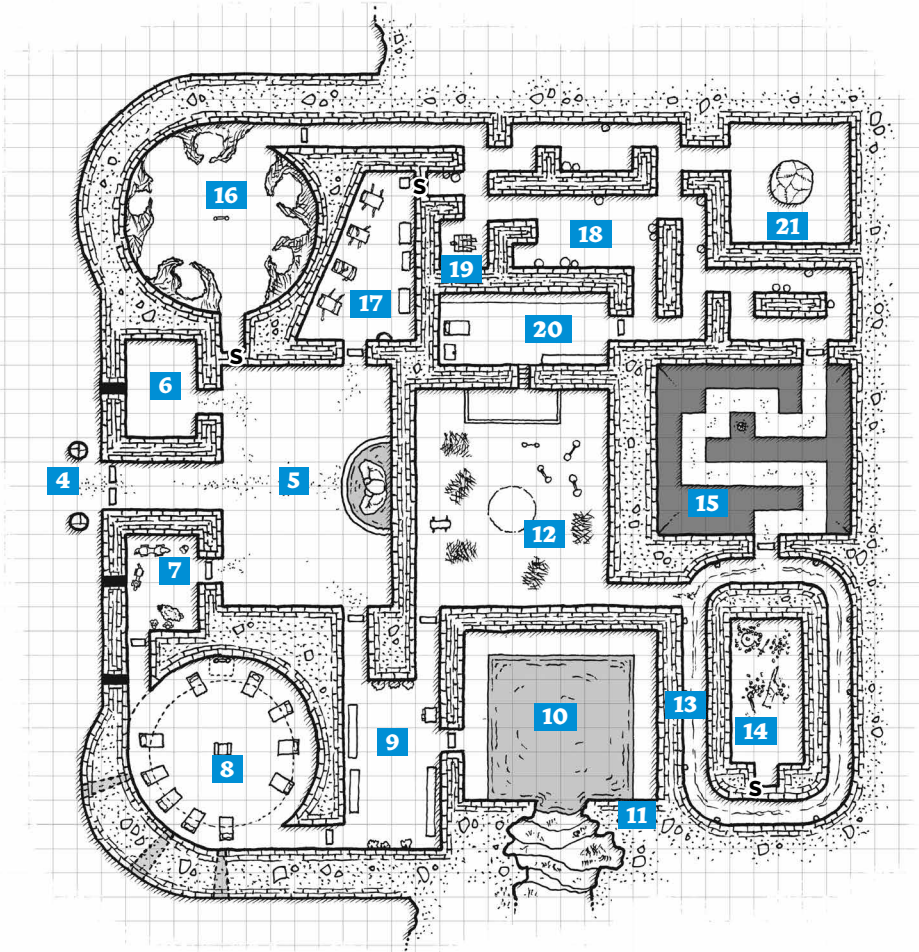
3. Golden Asclepeion

A **brilliant temple** covered in gold leaf, its tallest tower visible from a great distance. Its **main entrance** is flanked by **two towers**. The structure extends from the base of a granite cliffside, and appears to continue underground into the cliff. **1 nanny** (hp: 17—stats on **p.32**) patrols the perimeter at all times.



The Golden Asclepeion

Temple Interior Map



1 square = 5'



Random Happenings (1-IN-6 PER TURN)

1. A hungry **lion**.
2. **1d3 nannies** on patrol.
3. **1d3+1 physicians** escorting a dazed sailor somewhere.
4. A lost sailor suddenly recalls an important memory and won't stop screaming
5. Echoes of wet footsteps on stone; a **purified one** runs past in the middle distance, too quickly to make out details.
6. The thief **Timo** (see **p.36**) reveals herself. Re-roll if already encountered.

General Notes

ENTRANCES / EXITS

Besides the main entrance in *Area 4* an intrepid party can enter and exit the temple at these additional locations, though they may be spotted by nannies or physicians outside:

- ▶ **Area 8:** Open windows at top of 3 story tower (45' climb).
- ▶ **Area 11:** Cave entrance onto beach.
- ▶ **Area 12:** Open skylight in dome (30' climb to roof, 30' drop into *Area 12*).
- ▶ **Area 16:** Unlocked grating in tower roof (30' climb).
- ▶ **Roof:** 30' climb from ground level or a 10' climb down from the cliffs behind the temple. The entrances into *Areas 8, 12, and 16* (see above) can be accessed from the roof.

GENERAL CONSTRUCTION

Slabs of hewn white stone, 15' ceilings, wooden doors. Frescoes depict narratives of gods, wars, and healers. Windows are barred (except in *Area 8*), but can be seen through.

LIGHTING

By day, *Areas 4–12* and *Area 16* are naturally lit by windows or other openings. By night, they are partially lit by oil lamps set near door frames. *Areas 13, 17, and 20* are lit with oil lamps. All other areas are unlit.



Interior Area Descriptions

TIMO

A friendly but paranoid and sleep-deprived halfling (3rd level) who came to pilfer from the temple. Having managed to evade the staff, now only wishes to escape with her life.

AC 5 [14], **HD** 3 (14 hp), **Att** 1 × sword (1d8), **THACO** 19 [0], **MV** 90' (30'), **SV** D8 W9 P10 B13 S12 (Halfling 3), **ML** 7, **AL** Neutral, **XP** 35

Knowledge: Offers to reveal a (random) secret door if PCs can help her escape from the island.

CHAIRIS

A swaying, vacant-faced musician (3rd level thief). He sometimes reaches for a missing hat.

AC 9 [10], **HD** 3 (7hp), **Att** 1 × fists (1d2), **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (Thief 3), **ML** 6, **AL** Neutral, **XP** 35

Finding the hat: If reunited with his plumed hat (see *Area 11*), the bard regains some sense of self and recalls his name: Chairis. Though groggy, he may join the party.

4. Entrance

A grand **marble arch**, flanked by doric **columns**. **Immense marble doors** carved with blissful sunbathers stand open to the beach. **1 nanny** (hp: 12—stats on **p.32**) huddles nearby.

- **Entering:** Only gray-robed patients are admitted. The nanny attempts to *charm* intruders into returning to the beach, and attacks if unsuccessful.

5. Main Sanctuary

Grand, two-story chamber. At the far end is a gargantuan **marble statue**, reaching to the ceiling, depicting a shrouded woman, face in hands. Weeps **actual tears** which collect in a fountain basin: the **Nectar of Lethe**. Gentle music drifts from *Area 6*.

- **Looking in the basin:** Offerings fill the basin: 406gp submerged in the nectar.
- **Secret door to 16:** Claw marks on the wall lead to an otherwise unobtrusive latch that opens a door in the stone.

6. The Musician

3 patients (stats on **p.36**) sit, catatonic, in audience to **Chairis** (does not remember his name) who **endlessly plucks** three tones on his **lyre**.

7. Nursery

A nursery for patients with infantile tendencies. Wooden **wheeled horses**, clay **dolls**, a human-sized **purple stuffed lamb**.

3 patients (hp: 4, 2, 1—stats on **p.36**)

giggle as they gleefully bash each other with juggling clubs; a fourth lies dead already.

- **Entering:** The patients eagerly attempt to involve the PCs as new playmates in their violent game.

8. Bunks

A tower, **3 stories** with **ladders**, lined with **beds** and **10 patients** (stats on **p.36**) resting here. Seabreeze from **open windows at the top floor** breaks up the smell of sweating human bodies. **1 nanny** (hp: 14—stats on **p.32**) sits in a **tall ladder-chair** at the room's center, cooing lullabies.

- **Entering at ground level:** Adventurers are immediately shushed by the nanny, and are admonished that everyone should be sleeping.
- **Defying the nanny:** If shushed PCs do not immediately depart through the entrance by which they came, the nanny attacks, and uses her *charm* ability to command patients to hurl themselves from their beds onto intruders (1d3 patients per round, THACO 17 [+2], 2d6 damage, kills patient).

NECTAR OF LETHE

Nectar manifested from the statue of Lethe, who grieves for all humanity.

Drinking: **SAVE VERSUS SPELLS** or become placid and blissful (lose 1d4 INT for 1d6 hours, to a minimum of 3).

Bathing in: Same effect as drinking, except if bather's INT is reduced below 3, they begin transforming into a **purified one**.



LIONS

AC 6 [13], **HD** 5, **Att** 2 × claw (1d4+1), 1 × bite (1d10), **THACO** 15 [+4], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 175

ORSILOCHUS

In conversation, Orsilochus (7th level fighter)—unaware of his own name—says: *"I had a magic ship. Well, it isn't really a ship but it could be. It's hard to explain. They took it away."*

AC 9 [10], **HD** 7 (32hp), **Att** 1 × fists (1d2+1), **THACO** 14 [+5], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (Fighter 7), **ML** 6, **AL** Lawful, **XP** 450

If called by name: He recalls his identity and joins the party, though he is too weak to fight.

Knowledge: His memory of his ship remains vague.

9. Changing Room

Clean **towels**, cedar **benches**, **clothes** hung on hooks.

- **Searching the clothes:** Reveals several sets of **patients' robes**, a forgotten **physician** robe, and a **cudgel** (1d6 damage).

10. Baths

Candle-lit. Geothermically-warmed **brown water** bubbles up from below. **6 patients** (stats on **p.36**) lounge here, basking in herb-scented **steam**; one of them—with long, curly black hair—is the **missing hero**, **Orsilochus**. Among the patients also bathes **1 lion** (hp: 19).

- **Heading towards Area 11:** Causes the lion to roar and attack.

11. Lion Cave

Dry rocky shelves host piles of **furs**, **bones**, and **offal**. A **cave mouth** opens onto the beach. **2 lions** (hp: 25, 24) pick at the body of a thief. **Docile** from a heavy meal.

- **Provoking the lions:** Either searching the refuse or entering the cave mouth provokes warning growls from the lions; if unheeded, they attack.
- **Among the refuse:** A purple plumed hat belonging to **Chairis** in **Area 6**, a *potion of invisibility*, lockpicks, and 6 sapphires (50gp each)

12. Gymnasium

A cavernous, two-story **gymnasium**. **Open skylights** in the **domed roof** (30' up) admit sunlight and the sound of surf. A **balcony** overlooks from the north. Thatched **mats**, stone **lifting-weights**. **3 physicians** (hp: 6, 3, 2—stats on **p.36**) supervise **8 patients** (stats on **p.36**) who seek purification via mindless physical fitness. Inside a **wrestling circle** crouches **Kleostratos**. Next to the circle lie **3 dead bodies**.

- **Oracle Sebasteia:** 3-in-6 chance that she calmly supervises from her balcony (see *Area 20*).

13. Meditation Path

Hypnotic black and white patterns line the walls. Shallow **grooves** made by incessant walking are worn into a **track**. Oil lamps at regular intervals provide light. **5 patients** (stats on **p.36**) sleepily lope past, non-responsive.

- **Walking more than 10' with open eyes:** **Save versus spells** or compelled to walk the track counterclockwise in a trance for 1d6 turns.
- **Secret door to 14:** Pressing hard on the inner south wall opens a door to *Area 14*.

14. Vault

Dry, dark, musty. Thick **stone walls**. Scattered on the floor is **treasure** requisitioned from patients: 6,256gp, a *mace* +2, and **The Rudder of The Eleftheria**.

KLEOSTRATOS

Once a famous wrestler (5th level fighter), now in thrall to Lethe. Dourly awaits challengers in the circle.

AC 9 [10], **HD** 5 (32hp), **Att** 1
× fists (1d2+1), **THACO** 14 [+5],
MV 120' (40'), **SV** D8 W9 P10
B10 S12 (Fighter 5), **ML** 6, **AL**
Lawful, **XP** 450

Wrestling: Both participants inflict subdual damage, though Kleostratos strangles and kills anyone he defeats, to the silent delight of the attending staff.
If defeated: He comes to his senses. Filled with guilt, he attempts to slay any physicians present (though he cannot climb the balcony) and will be willing to join the party.

RUDDER OF THE ELEFThERIA

This is the rudder of Orsilochus's (see *Area 10*) magic ship, though he no longer remembers how it works. Made of metal, it has an inscription engraved on one side:

*A villain's rib, a pound of gold
Something purple, something old
By blade or guile thy trophies won
Sink them all then sail anon*

Transform to ship: If objects matching those in the inscription are offered to the sea, the rudder undergoes a wondrous transformation into *The Eleftheria*: a magic small sailing ship swifter than any harpy's wings.

Duration: The ship collapses into its rudder form upon reaching its destination, requiring more offerings to remanifest it.

15. Black Labyrinth

Entirely cloaked in **magical darkness**. A **twisting walkway**, lacking any handrails, makes its way over a **20' deep pit**. **1 nanny** (hp: 10—stats on **p.32**) sits within the pit, snacking on a runaway.

- **Darkness source:** A **darkness lantern** “shines” from a crook mounted 10' above the walkway near the center of the room.

16. Aviary

A 30' hollow **tower** hosts womb-like **harpy nests** within its walls. Smells like blood, echoes with chirping songs. A **ladder** leads up 30' to an **unlocked grating** in the ceiling. **5 nannies** (hp: 20, 11, 11, 10, 9—stats on **p.32**) flutter about, squawk, and preen.

- **Searching the nests:** They contain 1,920gp, 3 silver-tipped javelins (100gp each), and an unhatched harpy egg (500gp, very fragile).
- **Secret door to 5:** A normal door on this side, not concealed.

17. Convalescence

Beds with **straps**, **washbasin** and rags, workbenches with **drawers**, cabinets. Lit by oil lamps. **4 patients** (stats on **p.36**), smiling and catatonic, are being **anointed and prepped** for their final ascension by **2 physicians** (hp: 8, 7—stats on **p.36**).

- **Searching the drawers:** Reveals a bottle of rare perfume (300gp).
- **Secret door to 18:** A hinged cabinet pulls back to reveal a door to *Area 18*.



DARKNESS LANTERN

An oil-burning lantern that projects the *darkness* spell instead of light. Can be closed to hide the darkness.

Range: 30' radius

Duration: Burns one oil flask every four hours (24 turns).

18. The Crypts

The dark, sinuous passages connecting *Areas 15* through *21* are lined with **niches**, holding **stone burial caskets and urns** for hundreds of interred souls. **10 purified ones** (hp: 14, 13, 10, 10, 10, 9, 9, 8, 6, 6) roam the crypts. Their **wet foot slaps** faintly echo nearby.

- ▶ **Searching the burial vessels:** Most contain only bones and dust. Searching the vessels in each 10' square of passage takes 1 turn and has a 1-in-6 chance of uncovering a piece of jewelry worth 1d4 × 100gp.
- ▶ **For every turn spent here:** There is a 3-in-6 chance of attracting 1d6 of the **purified ones** that roam here.
- ▶ **Secret door to 17:** The hall dead-ends in a mural depicting the Underworld. Pressing Hades's face causes a hinged door to open in the stone.

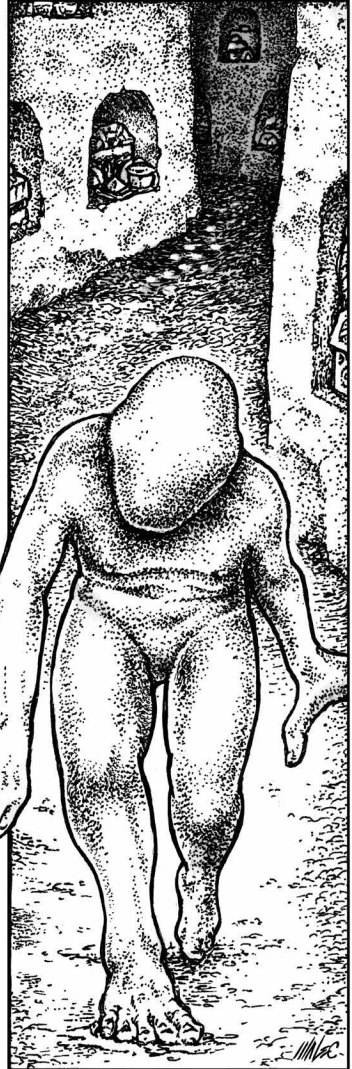
19. The Oubliette

A **wooden hatch** sits in the middle of the floor, closed with a latch. Beneath is a **7' deep, dark, spherical pit**, in which writhe **6 purified ones** (hp: 13, 12, 12, 11, 7, 3).

- ▶ **Opening the hatch:** The purified ones attempt to scramble out. If PCs win initiative they may close the hatch.

PURIFIED ONES

AC 6 [13], **HD** 2, **Att** 1 × crushing hug (1d6), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 20



20. Oracle's Residence

Spartan, **lamp-lit** stone chamber furnished with a **single bed** and a **stone chest** (unlocked). Marble shelves line the walls, stacked with **books**. **Oracle Sebasteia** is here with her guardian **white lion** (hp: 32—stats on **p.36**). A **narrow staircase** leads upwards south to the balcony in *Area 12*.

- ▶ **In the chest:** *Crystal ball*, ancient pottery (6 × 200gp), 2,000gp, a temple map (includes all locations and secret doors).
- ▶ **Browsing the books:** Some contain paeans to Lethe that fade as read. Many are empty.

ORACLE SEBASTEIA

AC 2 [17], **HD** 5* (28hp), **Att** 1 × spell, **THACO** 17 [+2], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (Cleric 5), **ML** 6, **AL** Neutral, **XP** 300

Spells: *Light*, *cure light wounds*, *hold person*, *speak with animals*.





21. Perfection's Final Form

A **vaulted** mausoleum, **almost fully occupied** by a **12' diameter skin-slick orb** of moistened patchwork sunburnt flesh that hovers 1' from the ground. **10 purified ones** (hp: 12, 11, 11, 11, 8, 10, 8, 8, 8, 3—stats on **p.41**) struggle to mush their way into the orb and join all the others of which it is composed.

- ▶ **Entering the room:** PCs suffer migraines and nosebleeds for 1 turn (–1 penalty to attack rolls, cannot cast spells). The purified ones sense the adventurers and attack.
- ▶ **In 3 rounds:** **Sebasteia** and her **white lion** arrive.
- ▶ **Attacking the orb (AC 5 [14], hp 30):** Creates a painful high-pitched hum. All must **save versus spells** or lose 1 round wincing in pain.
- ▶ **Destroying the orb:** All physicians flee to the beach, every purified one dies, and each nanny has a 2-in-6 chance of fleeing the island. All patients recover in 1 day. All others unaffected.



The Comet that Time Forgot

BY D. M. WILSON & SARAH BRUNT

I**N A TIME BEFORE TIME**, on a planet stricken by catastrophe, the desperate inhabitants magically forged a precarious lifeboat: a massive crescent of ice and flame, fused together with a ribbon of living earth—a comet, streaking through the void. The comet's inhabitants—representatives of the home world's original, diverse species—planned to remain in this hurtling sanctuary while their world healed, and constructed a magical gate (the Portal of Time and Space) to return them after the crisis ended.

Thousands of years have passed between then and now. The gate's true function is now long forgotten. Fractious infighting is the current state of affairs and the very landscape is dwindling. The adventurers have somehow been teleported to this doomed rock. Here in this pre-historic land, they may discover unimaginable riches—and equally unimaginable peril. Can they escape with their lives from The Comet That Time Forgot?



1 hex = 6 miles



Forest – 33% slower
Encounters 2-in-6
Lost 2-in-6



Lagoon
Encounters 2-in-6
Lost 2-in-6 in sight of land



Swamp – 50% slower
Encounters 3-in-6
Lost 3-in-6



Glacier – 50% slower
Encounters 1-in-6
Lost 1-in-6



Marsh – 33% slower
Encounters 2-in-6
Lost 2-in-6



Tundra
Encounters 1-in-6
Lost 1-in-6



Hills – 33% slower
Encounters 2-in-6
Lost 2-in-6



Mountains – 50% slower
Encounters 3-in-6
Lost 2-in-6



Volcano – 50% slower
Encounters 3-in-6
Lost 3-in-6



Jungle – 33% slower
Encounters 3-in-6
Lost 3-in-6



Sand + Lava Flows – 33% slower
Encounters 2-in-6
Lost 2-in-6

Exploration

- **Weather:** Roll once per day, consulting the weather table for the color zone being explored.
- **Getting lost:** Roll once per day.
- **Encounters:** Roll once or more per day (up to 3-4 times), consulting the encounter table for the color zone being explored.

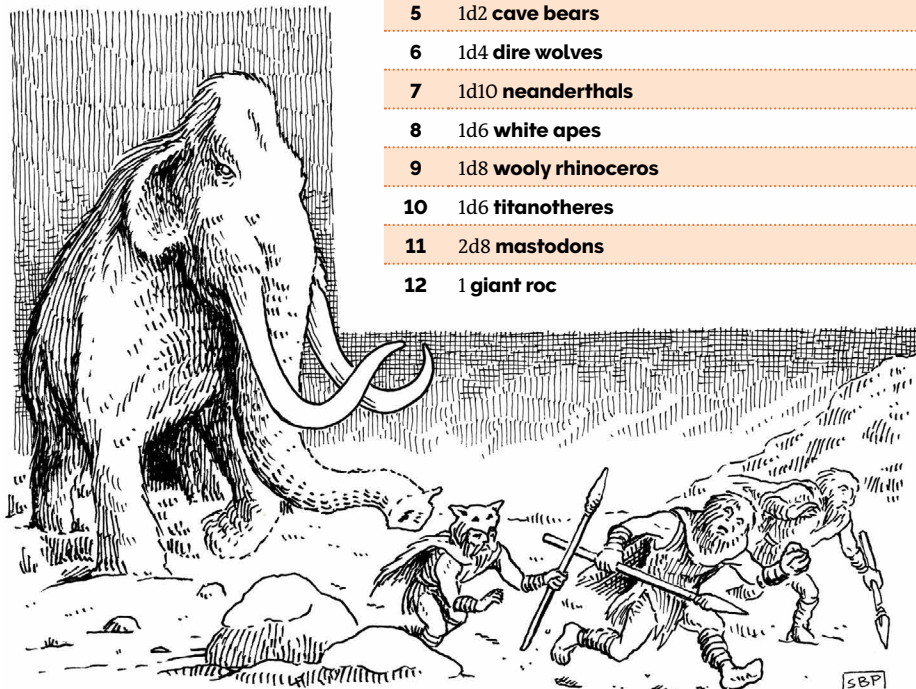
Blue Zone

1d4 Weather

- 1 Clear skies
- 2-3 Light snow
- 4 Snow squall (half-speed travel)

2d6 Encounter

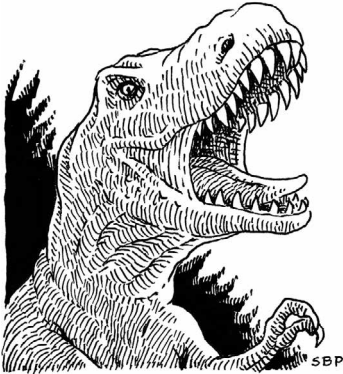
- 2 1d3 **frost salamanders**
- 3 1d2 **white dragons**: **Balbinus** and/or **Septima** (*Hex 3*) are on the hunt.
- 4 1d4 **saber-tooth tigers**
- 5 1d2 **cave bears**
- 6 1d4 **dire wolves**
- 7 1d10 **neanderthals**
- 8 1d6 **white apes**
- 9 1d8 **wooly rhinoceros**
- 10 1d6 **titanothere**s
- 11 2d8 **mastodons**
- 12 1 **giant roc**



Green Zone

1d4 Weather

- 1 Clear skies
- 2–3 Light rain
- 4 Torrential downpour (half-speed travel)



2d6 Encounter

- 2 1 **tyrannosaurus rex**
- A distant roar. A dragon-like shadow falls over the trees. (A fake created by the bird folk of the Gnarled Eyrie in *Hex 7*).
- 3
- 4 1d2 **tuatara lizards**
- 5 1d8 **pit vipers**
- 6 2d4 **lizard men**
- 7 2d4 **pterodactyls**
- 8 1d4 **pteranodons**
- 9 1 **water elemental**
- 10 1d4 **triceratops**
- 11 1d4 **stegosaurus**
- 12 1d3 **giant crocodiles**

Red Zone

1d4 Weather

- 1 Clear skies
- 2–3 Falling ash and embers
- 4 Volcanic eruption (half-speed travel)



2d6 Encounter

- 2 1d2 **fire giants**
- 3 1d4 **triceratops**
- 4 1d4+1 **flame salamanders**
- 5 1d4 **giant rattlers**
- 6 1d4 **pteranodons**
- 7 2d4 **pterodactyls**
- 8 2d4 **hellhounds**
- 9 1 **fire elemental**
- 10 1 **efreeti (lesser)**
- 1d2 young **red dragons**, **Valerianus** and/or **Vergilius** (*Hex 11*) on the prowl looking for food and entertainment.
- 11
- 12 1 **tyrannosaurus rex**

General Notes

The comet is a crescent-shaped fragment of a primordial planetoid, with an icy head and fiery tail, which both rise as mountainous peaks overlooking a jungle-dominated valley below. These three regions are the comet's Zones.

BLUE ZONE

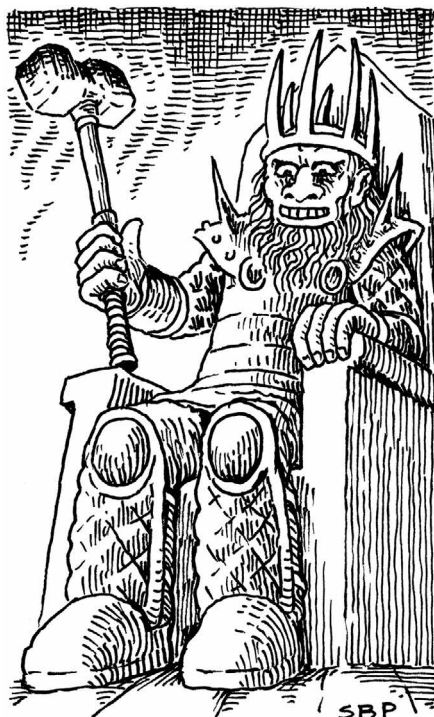
The head is a massive mound of ice. It melts, shearing off to create snowstorms and hail as the comet moves through space. This zone is home to the **neanderthals** and **white apes** (see *Denizens*).

GREEN ZONE

The land between the comet's poles is a writhing jungle of monstrous lizards and beasts, seemingly sprung forth from the legends of our most ancient ancestors. Among these creatures dwell the **lizard men** and **bird folk** (see *Denizens*).

RED ZONE

A volatile volcano ruptures forth at the tail of the comet. This mephitic region is home to the **flame salamanders** and the **fire giants** (see *Denizens*).



THE CERULEAN SERPENT RIVER

The icy tributary runs from the glaciers at the head of the comet (*Hex 1*) and snakes its way to the **Azure Lagoon** (*Hex 6*) in the center of the comet.

THE BLOOD SUN

An artificial wonder of their past civilization, this mini red star lazily traverses the orange sky. At night, the full unmasked glory of the astral cosmos illuminates the sky so that on clear nights, pale blue silvery light bathes the comet.

Denizens

NEANDERTHALS (HEX 1)

Wise and stubborn, they live in the frozen city at the head of the comet. Often struggle with the fire giants over the comet's dwindling natural resources. Hope to escape through the Portal of Space and Time, prophesied to open at the end of time, but lack the key to it. Many neanderthals (correctly) believe the key is in the possession of the fire giants.

- **Enemies:** White Dragons, Fire Giants.

WHITE DRAGONS (HEX 3)

Arrived from the depths of space. Jealously guard their territory stolen from neanderthals.

- **Enemies:** Neanderthals.

WHITE APES (HEX 4)

Peaceful and shy, preyed upon by lizard men.

- **Enemies:** Lizard Men.

LIZARD MEN (HEX 5)

Cunning and bloodthirsty, they hunt white apes for sacrifices. Jealous of the larger lizard, the green dragon "Maximus the Unrivalled" (in truth, a ruse of the bird folk).

- **Enemies:** White Apes, "Maximus the Unrivalled".

BIRD FOLK / "MAXIMUS THE UNRIVALED" (HEX 7)

Reclusive and suspicious, they maintain an elaborate ruse collectively masquerading to outsiders as Maximus the Unrivalled, a green dragon. Fearful of the lizard men. Wish to recover a lost artifact from the dragon turtle.

- **Enemies:** Lizard Men, Dragon Turtle.

DRAGON TURTLE (HEX 8)

Ancient denizen of the Sundered Sea. Holds an artifact lost by bird folk.

- **Enemies:** Bird Folk.

FLAME SALAMANDERS (HEX 9)

Wish to be left alone. Often battle their hereditary rivals, the fire giants.

- **Enemies:** Fire Giants.

RED DRAGONS (HEX 11)

Escaped pets of the fire giants.

- **Enemies:** Fire Giants.

FIRE GIANTS (HEX 12)

Calculating and greedy, they respect only power. Having long ago forgotten the existence of the Portal of Space and Time, they only want to control the comet and its dwindling natural resources. Often struggle with the neanderthals.

- **Enemies:** Neanderthals, Flame Salamanders, Red Dragons.

Hex Descriptions



BEGINNING THE ADVENTURE

The adventurers start at **Hex 1**, the Neanderthal City, where they step out of the Portal of Space and Time. Their goal is to escape the Comet.

COUNTDOWN

Some groups might prefer a higher level of tension and dread. The referee may consider having a neanderthal oracle (*Hex 1*) declare that the end of the world will come in 2 weeks. At that point, what's left of the comet disintegrates, killing any inhabitants left on it.

SANDBOX HEX-CRAWL

This adventure is structured as a traditional hex-crawl, where PCs wander between the hexes on the map, exploring as they wish. Many of the monsters lairing in the hexes have agendas and quests that PCs may choose to assist with, driving further exploration.

FLESHING OUT LAIRS

With the exception of the Fortress of the Fire Giants (*Hex 12*), monster lairs in the hexes on the map are described only briefly and are not mapped out in great detail. For lairs that PCs delve into, the referee may wish to sketch out a map and possibly add extra details.

NEANDERTHALS

AC 8 [11], **HD** 2 (9hp), **Att** 1 × weapon (2d4 or by weapon + 1), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Lawful, **XP** 20

Weapons: Prefer stone axes, stone hammers, clubs, or spears.

INITIATOR DIOKON

AC 5 [14], **HD** 6 (27hp), **Att** 1 × weapon (2d4 or by weapon + 1), **THACO** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Lawful, **XP** 275

GAIOS THE PATHFINDER

AC 6 [13], **HD** 3 (14hp), **Att** 1 × bone spear (2d4 + 1), **THACO** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Lawful, **XP** 35

Guide: A party traveling with Gaios has its chance of getting lost reduced to zero in the *Blue Zone*, 1-in-6 in the *Green Zone*, and 2-in-6 in the *Red Zone*.

1. Neanderthal City (Blue Zone)

A **metropolis** of ice and gray stone, **carved into a mountain** surrounded by glaciers. Much of it is unoccupied.

- ▶ **Inhabitants:** The once grand city's population has dwindled over centuries of disaster and invasion to around **350 neanderthals**. They are led by **Initiator Diokon** (6 HD), whose goal is to avoid a bloody battle with the fire giants (see *Hex 12*).
- ▶ **The Portal of Time and Space:** A 20' tall stone arch, etched in runes, looms in the city center. A skull-shaped keyhole is set in its base. Many neanderthals (correctly) believe the key is in the possession of the fire giants (see *Hex 12*).
- ▶ **Inserting the key:** Activates the Portal, granting passage to any specified world.
- ▶ **Services:** **Arete the Crafty** constructs and sells saber-tooth spears (2d4 damage, 5gp) and bone armor (AC 6 [13], 30gp).
- ▶ **Quest—Save the Princess:** Recently, the fire giant **Lord Uther** (see *Hex 12*) kidnapped Diokon's daughter, **Princess Kallisto**, demanding the neanderthals' fealty in exchange for her return. Diokon offers 10,000gp as reward for her rescue.
- ▶ **Quest—Cleanse the Necropolis:** A pair of white dragons has taken residence in the neanderthals' holy necropolis (see *Hex 3*). Should the PCs purge the catacombs of this draconic menace, the neanderthals reward them with food, shelter, one potion of healing for each PC, and the services of **Gaios the Pathfinder**.

2. The Frozen Wastes (Blue Zone)

A vast, rugged expanse of **swirling snow**.

- ▶ **Traversing the hex:** Unless accompanied by **Gaios** (see *Hex 1*), the party has a 3-in-4 chance of spending an entire day wandering here, and a 3-in-6 chance of encounter.

3. Forsaken Necropolis (Blue Zone)

Abandoned **catacombs** of the neanderthals, amid a barren expanse of boulders and **frozen, skeletal trees**. Great **stone corridors** with ornate **carvings and runes**, marked by occasional **icicle clusters** and **snow drifts**. The sepulchral corridors converge on a massive, **ice-covered cavern**.

- ▶ **Inhabitants:** The cavern is home to **2 white dragons**, **Balbinus One-Eye** (hp: 32) and **Septima the Voracious** (hp: 35).
- ▶ **Treasure hoard:** 30,000gp, 17,000sp.

WHITE DRAGONS

AC 3 [16], **HD** 6** (27hp), **Att** [2 × claw (1d4), 1 × bite (2d8)] or breath, **THACO** 14 [+5], **MV** 90' (30') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 725

Breath weapon: 80' long cone of cold.

Language and spells: None.

Sleeping: 50%.



4. White Ape Village (Blue Zone)

Treehouses in the snow-covered evergreen forest. The **43 white apes** that live here are **generous and peaceful** when not threatened.

- ▶ **Speaking with the apes:** Unlike their counterparts in other worlds, these apes have the power of speech; they say their ancestors were granted it by a wizard who visited the comet, now long gone.
- ▶ **Services:** **One-Who-Laughs** makes and barter lava melon elixirs (treat as potion of healing). He particularly likes seashells from the Sundered Sea (*Hex 8*), and asks 100 seashells per elixir.
- ▶ **Quest—The Lost Leader:** The village's alpha, **One-Who-Knows**, has been captured by the lizard men (*Hex 5*). The villagers beg for the PCs' help in rescuing him, offering as a reward a *staff of striking* left behind by the wizard who granted them speech.
- ▶ **Quest—Sacred Water:** The apes need the water of the Azure Lagoon (*Hex 6*) to create their elixirs. If the adventurers can bring them 10 waterskins from the lagoon, acolyte **One-Who-Learns** agrees to join the party for 1d6+2 days before returning to the village.

WHITE APES

AC 6 [13], **HD** 4 (18hp), **Att** 2 × claw (1d4) or 1 × thrown rock (1d6), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75



LIZARD MEN

AC 5 [14], **HD** 2+1 (10hp), **Att** 1 × weapon (1d6+1 or by weapon + 1), **THACO** 17 [+2], **MV** 60' (20') / 120' (40') in water, **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25

Weapons: Favour spears or large clubs.

Man-eaters: Kidnap humans and demihumans, whose flesh they regard as a delicacy.

LIZARD KING

AC 3 [16], **HD** 8 (36hp), **Att** 1 × Bloodbringer (1d10+5), **THACO** 12 [+7], **MV** 60' (20') / 120' (40') in water, **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Neutral, **XP** 650

Bloodbringer: The Lizard King wields a trident +3 (1d10+3 damage). On a natural 20 attack roll, the victim is skewered and suffers automatic damage (1d10+3) each round until they make a **SAVE VERSUS PARALYSIS** to escape.

ONE-WHO-KNOWS

AC 5 [14], **HD** 4 (18hp), **Att** 2 × fist (1d4) or 1 × thrown rock (1d6), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (4), **ML** 7, **AL** Neutral, **XP** 75

5. The Temple of the Blue Couatl (Green Zone)

Cyclopean, **overgrown ruins** in the jungle: **sandstone ziggurats and great halls of ornate**, toppled columns. At the center of the ruins is a forbidding, **moss-covered temple**, its once-impressive **dome now collapsed**. The ruins are home to **50 lizard men**, who frequently raid White Ape Village (*Hex* 4) for **sacrifices** to their couatl god. They are led by the unusually large and intelligent **Lizard King**.

- **Temple sanctuary:** A silver and lapis lazuli idol of a couatl (1,200gp) presides over a bloody altar. Both are flanked by massive urns of gold coins (28,000gp).
- **Temple prison cells:** A chamber behind the idol is lined with cells; in one of them is the captured white ape alpha, **One-Who-Knows** (see *Hex* 4), soon to be sacrificed at the altar.
- **Quest—Rival Lizard:** The lizard men are jealous of **Maximus the Unrivaled**, the green dragon they believe inhabits the woods in *Hex* 7. (Unknown to them, “Maximus” is actually the bird folk.) They may be willing to trade **One-Who-Knows** for proof of the creature’s defeat, and half its hoard.

6. Azure Lagoon (Green Zone)

Placid and colored a deep, **azure blue**.

Watering hole and hunting ground to many of the comet's species. An encounter always takes place here; roll on table below:

1d6 Encounter

- 1-2** 1d6+2 **white apes** (stats on **p.53**) drinking and gathering water peacefully.
- 3-4** 2d4 **lizard men** (stats on **p.54**) bathing and drinking; avoids party unless provoked.
- 5-6** Both of above, in a pitched battle.



HIGH PRIESTESS HARU

AC 3 [16], **HD** 4 (18hp), **Att** 1 × weapon (1d6 or by weapon), or 1 × claw (1d6), **THACO** 16 [+3], **MV** 60' (20') / 120' (40') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Neutral, **XP** 75

BIRD FOLK

4' tall humanoids with wings for arms, clawed avian feet, and parrot heads. Covered in lurid blue, green, and red feathers.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), or 1 × claw (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 10

Weapons: Spears or shortbows.
Flight: Can fly at their movement speed for up to 1 turn.

7. The Gnarled Eyrie (Green Zone)

A thick and twisted forest. **Giant bird nests**, mostly **unoccupied**.

- ▶ **Giant Redwood:** At the center of the hex stands a 300' redwood tree, a sprawling, nest-like eyrie encompassing its boughs. As PCs approach, they hear a screeching, draconic roar emanate from it periodically (produced by the bird folk singing together), proclaiming itself to be the voice of "Maximus the Unrivaled".
- ▶ **In the daytime:** The shadow of a dragon-shaped being is projected onto the party (produced by the bird folk grouping together around branches and leaves to mimic the creature's shape).
- ▶ **Inhabitants:** The nest is home to **64 bird folk**, led by **High Priestess Haru**.
- ▶ **Entering the eyrie:** Should adventurers successfully ascend the tree, they are confronted by the (clearly terrified) bird people.
- ▶ **Quest—Eye of the Founder:** If visitors treat with the bird folk, they learn that long ago, a party of bird folk bearing the sacred Eye of the Founder (a crystal ball) were ambushed and eaten at the Sundered Sea by the dragon turtle, who now possesses the Eye. Haru offers the *feather of levitation* (see Treasure) in exchange for its return.
- ▶ **Treasure hoard:** 14,000sp, 40,000ep, 30,000gp, *feather of levitation* (carrier can cast levitate once per day).

8. The Sundered Sea (Green Zone)

A sweeping, serene **expanse of ocean** extends for miles, **ending abruptly at the comet's edge**, where thin, snake-like **waterfalls** coruscate over jagged precipices **into the infinite expanse of space**. The sea's tropical biome is home to **colorful fish** and coral **reefs**. Hundreds of **sea shells** litter the sea's black pebble beaches.

- ▶ **Dragon Turtle Atoll:** Near the center of the sea is an atoll, its crescent shape oddly reminiscent of the comet itself. It frames a murky lagoon, home to the ancient, irascible **dragon turtle**, **Nitfol**.
- ▶ **Treasure:** 60,000sp, 30,000ep, 5 × turquoise (500gp), diamond (1,000gp), the **Eye of the Founder** sought by the bird folk (see *Hex 9*).

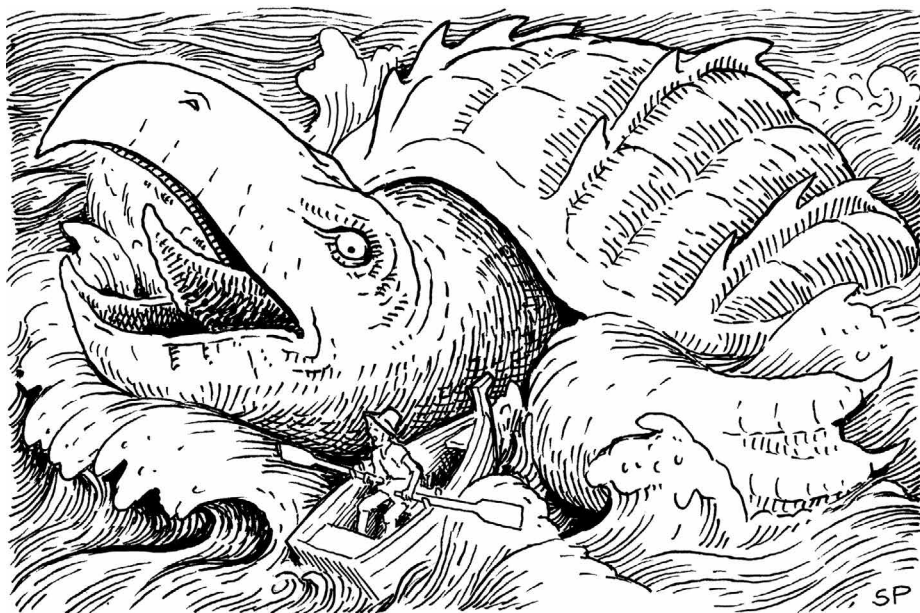
DRAGON TURTLE

AC -2 [1], **HD** 30' (135hp), **Att** [2 × claw (1d8), 1 × bite (1d6 × 10)] or breath, **THACO** 5 [+14], **MV** 30' (10') / 90' (30') swimming, **SV** D4 W5 P6 B5 S8 (15), **ML** 10, **AL** Chaotic, **XP** 9,000

Breath weapon: 90' long, 30' wide cloud of steam. Can be used up to three times per day. All caught in the area suffer damage equal to the dragon turtle's current hit points (**SAVE VERSUS BREATH** for half).

Mistaken for island: When floating, can be mistaken for a small island.

Attack ships: Sometimes try to destroy ships and eat the crew by surfacing below.



FLAME SALAMANDERS

AC 2 [17], **HD** 8* (36hp), **Att** 2
 × claw (1d4), 1 × bite (1d8), 1 ×
 heat aura (1d8), **THACO** 12 [+7],
MV 120' (40'), **SV** D8 W9 P10
 B10 S12 (8), **ML** 8, **AL** Neutral,
XP 1,200

Heat aura: All creatures within
 20' suffer 1d8 damage per
 round.

Mundane damage immunity:
 Can only be harmed by magical
 attacks.

Fire immunity: Unharmed by
 fire.

9. Flame Salamander Kingdom (Red Zone)

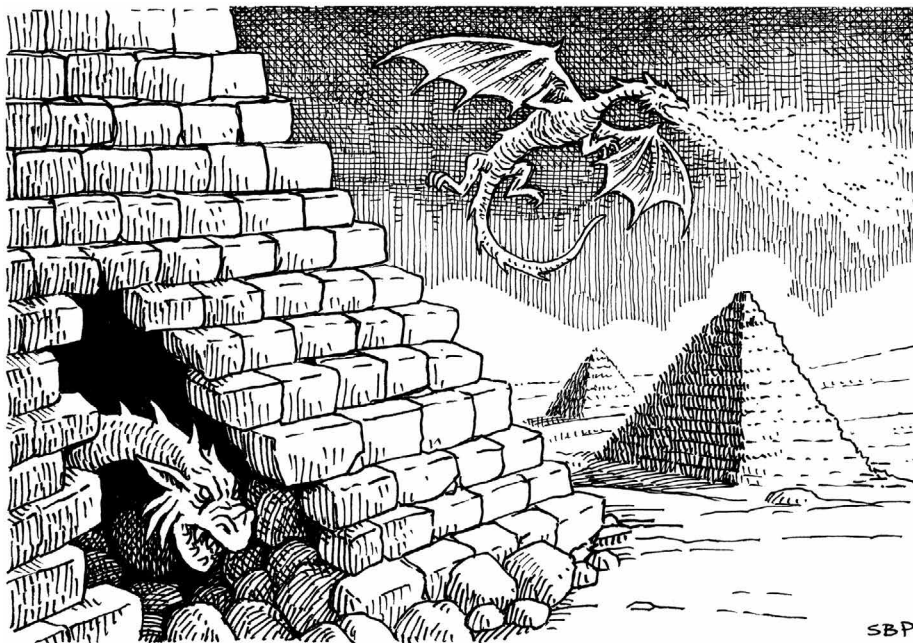
Where the hot spring jungle meets the Sundered Sea, there is a **keep** and **surrounding village** made of red stone.

- ▶ **Inhabitants:** **40 flame salamanders**, led by Queen Slesh.
- ▶ **Quest—Return the Idol:** Queen Slesh wishes to recover the salamanders' holy ruby idol, stolen by the salamanders' rivals, the fire giants. (Unknown to her, the idol has in turn been stolen from the giants by the red dragons). She offers the aid of Skiss the Archer in this quest, and promises a reward of 14,000gp. **Skiss** wields a longbow with 12 flaming arrows—see services.
- ▶ **Services:** Starr the Sharp Eyed crafts and sells deadly flaming arrows (treat each as a sword +1, *flaming*, 500gp each).

10. The Lava Flats (Red Zone)

Flows of molten rock. **Noxious black smoke** rises from the flames.

- ▶ **Traversing the hex:** Unless accompanied by Gaios (see *Hex 1*), the party has a 3-in-4 chance of spending an entire day wandering here, and a 3-in-6 chance of encounter.



11. Lair of the Red Dragons (Red Zone)

Dozens of **ruined pyramids** of varying sizes lie partially buried in **bleached red sand dunes**. The largest pyramid has a **jagged, gaping hole** torn in its side, with **scattered blocks** about its base. **Black smoke** periodically issues from it.

- ▶ **Inhabitants:** 2 young red dragons, **Valerianus** (hp: 28) and **Vergilius** (hp: 25), live inside the hole. They are escaped pets of the fire giants (*Hex 12*).
- ▶ **Hoard:** 2,000sp, 30,000ep, ruby silver necklace (1,300gp), ruby salamander idol sought by fire giants (*Hex 12*) and flame salamanders (*Hex 9*) alike (20,000gp), *potion of giant strength*, diamond spear +2, scrolls (*fire ball*, *wall of ice*, *telekinesis*).

YOUNG RED DRAGONS

AC -1 [20], **HD** 5** (22hp), **Att** [2 × claw (1d8), 1 × bite (4d8)] or breath, **THACO** 15 [+4], **MV** 90' (30') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (5), **ML** 10, **AL** Chaotic, **XP** 425

Breath weapon: 90' long cone of fire.

Spells: *Charm person*, *read languages*, *ventriloquism*, *detect invisible*, *ESP*, *knock*, *dispel magic*, *fire ball*, *water breathing*.

Sleeping: 10%.

FIRE GIANTS

AC 4 [15], **HD** 11+2 (51hp), **Att** 1 × weapon (5d6) or 1 × boulder (3d6), **THACO** 10 [+9], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (11), **ML** 9, **AL** Chaotic, **XP** 1,100

Boulder throwing: Up to 200'.

Fire immunity: Unharmed by fire.

HELLHOUNDS

AC 4 [15], **HD** 3* (13hp), **Att** 1 × bite (1d6) or 1 × breath (3d6), **THACO** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 50

Fire breath: 2-in-6 chance per round of breathing fire. One target. **SAVE VERSUS BREATH** for half damage.

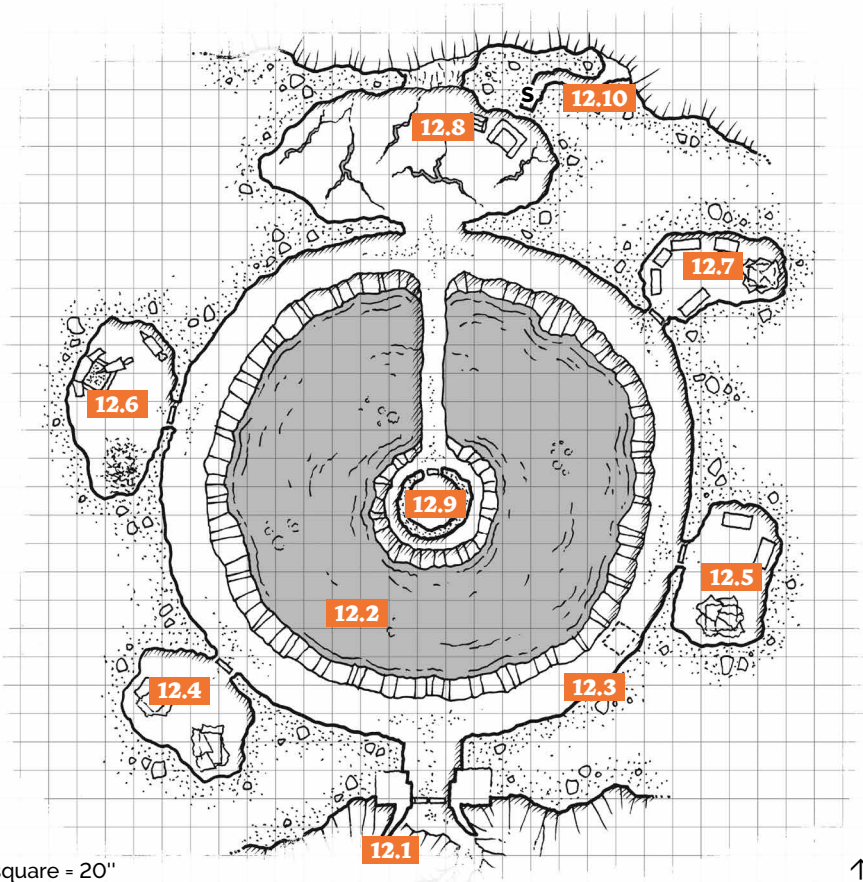
Fire immunity: Unharmed by non-magical fire.

Detect invisible: 75% chance per round. 60' range.

12. Volcano Fortress of the Fire Giants (Red Zone)

Here, at the very edge of the **comet's burning tail**, stands a 150' tall **volcano**. At its foot sits a settlement, more armed camp than village. A hazardous, **switchback path** leads from an ash field near the camp to the volcano's rim, about which is built a foreboding, **obsidian fortress**. The inside of the fortress gives way to the **molten center** of the volcano.

- **Inhabitants:** **18 fire giants** live in the camp, along with **8 hellhounds**. The fortress is home to **7 fire giants**, including their king, **Lord Uther**, and his family and servants, and forgemaster **Asmodai**, an Azer.
- **Visiting the camp:** Reaction to visitors may range from surly indifference to hostility. The residents attack any party accompanied by members of the neanderthal or flame salamander factions.
- **Visiting the fortress:** See map and locations on **p.61**.
- **Quest—Errant Dragons:** Depending on their interactions with the giants, the party may gain an audience with **Lord Uther** (*Area 12.8*). He states that if the party can bring his escaped pet dragons to heel (see *Hex 11*), or at the very least recover the ruby salamander idol they stole from him, he “may consider” releasing **Princess Kallisto** to them.

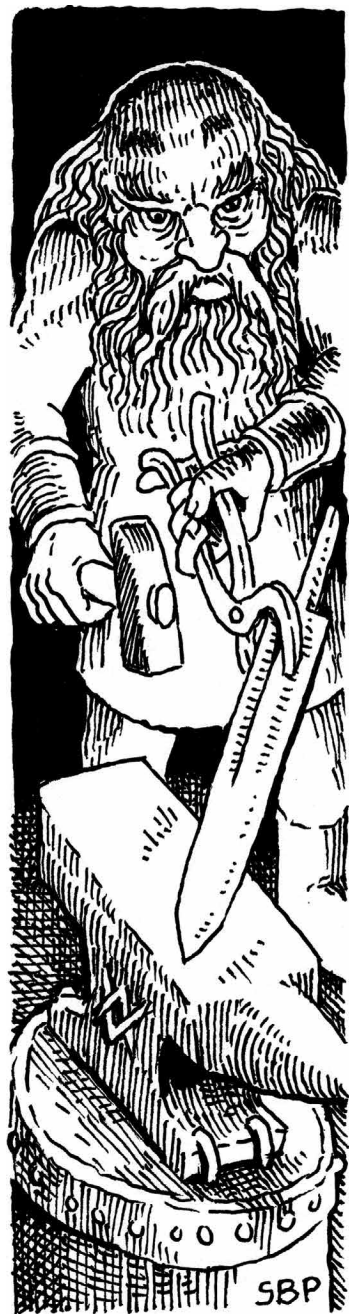


1 square = 20'

↑ N

12.1 — FORTRESS GATEWAY

The switchback path ends at a gatehouse, where two great stone towers flank the tusked skull of a titanic, mammoth-like creature. In place of the skull's mouth are two 30' tall stone doors, requiring a combined STR of 44 to open. **2 fire giants** (hp: 46, 38) and **4 hellhounds** (hp: 17, 17, 13, 10) stand watch here in 3 hour shifts; during the changing of the guard, the gate sits unwatched for 2 turns while the giants and hounds return to the village and are replaced by a new group.



12.2 — LAVA CRATER

The red lit center of the fortress is a massive pool of simmering lava (4d10 damage per round of immersion), ringed by a polished basalt walkway. At the center of the pool is an igneous island, topped by a 3 story stone tower (12.9). 20' tall doors of charred wood lead to side chambers, while a massive archway leads to 12.8.

12.3 — HIDDEN TRAP DOOR

Dumps victim into 12.2.

12.4 — THANES' QUARTERS

A spartan room decked with militaristic banners. Furnished with two giant beds, racks of weapons, and two chests. The Thanes, **Cenhelm** (hp: 59) and **Wulfwynn** (hp: 48), protect their lord and carry out his orders ruthlessly. Both have ambitions for supreme leadership and neither trusts the other. Each chest contains 5,000gp; Wulfwynn's is trapped with a needle (**save vs poison** or die).

12.5 — ROYAL BEDROOM

Amongst luxurious, giant-sized furnishings reside the wives of Uther: **Eadburg** (hp: 64), **Mildthryth** (hp: 50), and **Wynnflaed** (hp: 48). Each has her own reasons for wanting to betray **Uther**.

12.6 — ASMODAI'S FORGE

A channel of lava heats an elaborate forge. The Azer dwarf **Asmodai** lives here in his workshop, his bed a mound of embers. The last of his kind, he is a master blacksmith indentured in service to **Lord Uther**. He toils here, depressed and aloof. He wants nothing more than to escape.

ASMODAI

A bronze-skinned dwarf, with hair and beard of writhing flame.

AC 2 (17), **HD** 5+4 (26hp), **Att** 1 × hammer (1d6+3), 1 × flaming hair beard (1d6), **THACO** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 10, **AL** Neutral, **XP** 225

LORD UTHER

AC 4 [15], **HD** 15 (80hp), **Att** 1 × weapon (5d6+2) or 1 × boulder (3d6), **THACO** 8 [+11], **MV** 120' (40'), **SV** D4 W5 P6 B5 S8 (15), **ML** 9, **AL** Chaotic, **XP** 1,350

Weapons: A gargantuan war hammer and Fyrbrynge, a flaming two-handed sword +2 (human-sized, wielded like a dagger).

Boulder throwing: Up to 200'.

Fire immunity: Unharmed by fire.

Possessions: Uther wears a crown of obsidian shards and fiery rubies (25,000gp) and the Key of Space and Time (*Hex 1*) as a pendant around his neck.

12.7 — PRINCE'S BEDROOM

Walls lined with gigantic tomes of ancient lore. Seated at a desk is a bespectacled, under-sized (12' tall) fire giant: **Ethelred** (hp: 20), the perpetually disappointing son of **Uther**. He is "more interested in being a scholar than a conqueror", and may speak with amicable intruders. Unlike his family, he knows about the Portal of Time and Space (*Hex 1*), and seeks to exit this world and travel the cosmos.

12.8 — LORD UTHER'S THRONE ROOM

Gargantuan vaulted hall, lit by rivulets of lava running through the floor. A massive open window overlooks the vastness of space. Upon a cyclopean throne of basalt reclines **Lord Uther**. Beside the throne is a 8' tall stone chest, locked (containing 400,000gp and a humanoid-sized **ring of regeneration**). A secret stone door hidden behind the throne leads outside (*12.10*).

12.9 — PRISON TOWER

A stone walkway crosses the lava to a jagged 3 story tower upon an island. At the very top, the neanderthal **Princess Kallisto** (see *Hex 1*) is imprisoned in a locked bedroom overlooking the lava crater. Kallisto has realized that the pendant around **Uther's** neck is the same skull shape as the keyhole in the **Portal of Time and Space** (*Hex 1*). She insists that the party steal it.

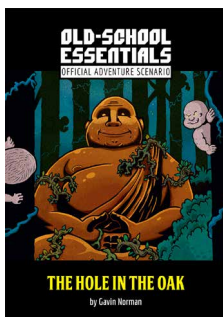
12.10 — SECRET EGRESS

A narrow lava tube tunnel leads from the throne room (*12.8*) to a treacherous ledge overlooking the void of space.

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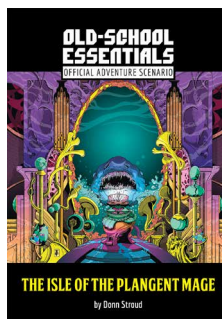
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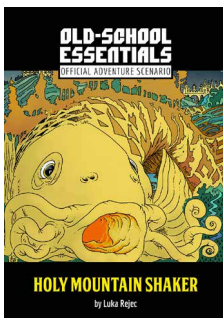
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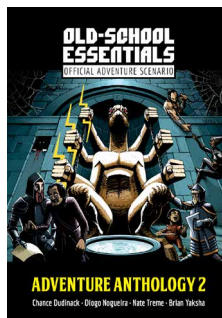
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