

BEAST ENTZ PRESENTZ ...

£ 2.95

TORTURED SOULS!

No. 11

SELECTED SCENARIOS FOR ROLE-PLAYING GAMES.



TORTURED SOULS! 11

NEW!! NEW!! On the presses as this issue was being put together (and hopefully in the shops by the time you read this) - the new release in the Complete Dungeon Master series

CDM3 "The Watchers of the Sacred Flame"

It's a Goodie! Lots and lots of bits in this one - a fully detailed 32 page scenario from the team that bring you this illustrious rag, 12 sheets of floorplans (wilderness as well as caverns and dungeons and a rather sweet tower) based on the Endless Plans system, a chunky DM's screen with summary tables and location maps, Players' Views, separate NPC stat sheets with spaces to alter hit points etc during play and of course the **Artifacts** - maps scrolls etc to give to the players as they are found during the actual adventure. We won't give the game away as to the theme of this one, but be warned - there's a pretty powerful item up for grabs!

There's also a new edition of set one in the series (**The Halls of the Dwarven Kings**) rolling off the presses round about now, so those of you who haven't been able to get hold of a copy yet can start plaguing your local games purveyor again (and there are other sets in the pipeline).

Just time to tell you about our new series starting on page 29 - this uses one each of the four major character classes (if you wish you may use the same player characters that were used for the single player adventures in **TS!** issues 7, 8, 9 and 10) and continues next issue. Keep your eyes on this one folks - rumour has it that the Beast itself demanded this series and it's completely OTT.

KEEP THOSE LETTERS COMING!

- We want to know what you want to read, OK?

NO PUSSYFOOTIN'

AD&D/Expert module 3

THE TEARS OF THE MOON

AD&D/Zhalindor module 13

THE SAND-BLIND

AD&D/Zhalindor module 17

NECROPOLIS

AD&D/Expert module 29

Credits: Front Cover: Jon Baker, Back Cover: Paul Ward, Cover Colour: Jack, Maps: Psi, Scenario Art: Jon Baker, Tim Jeffs, Paul Ward.



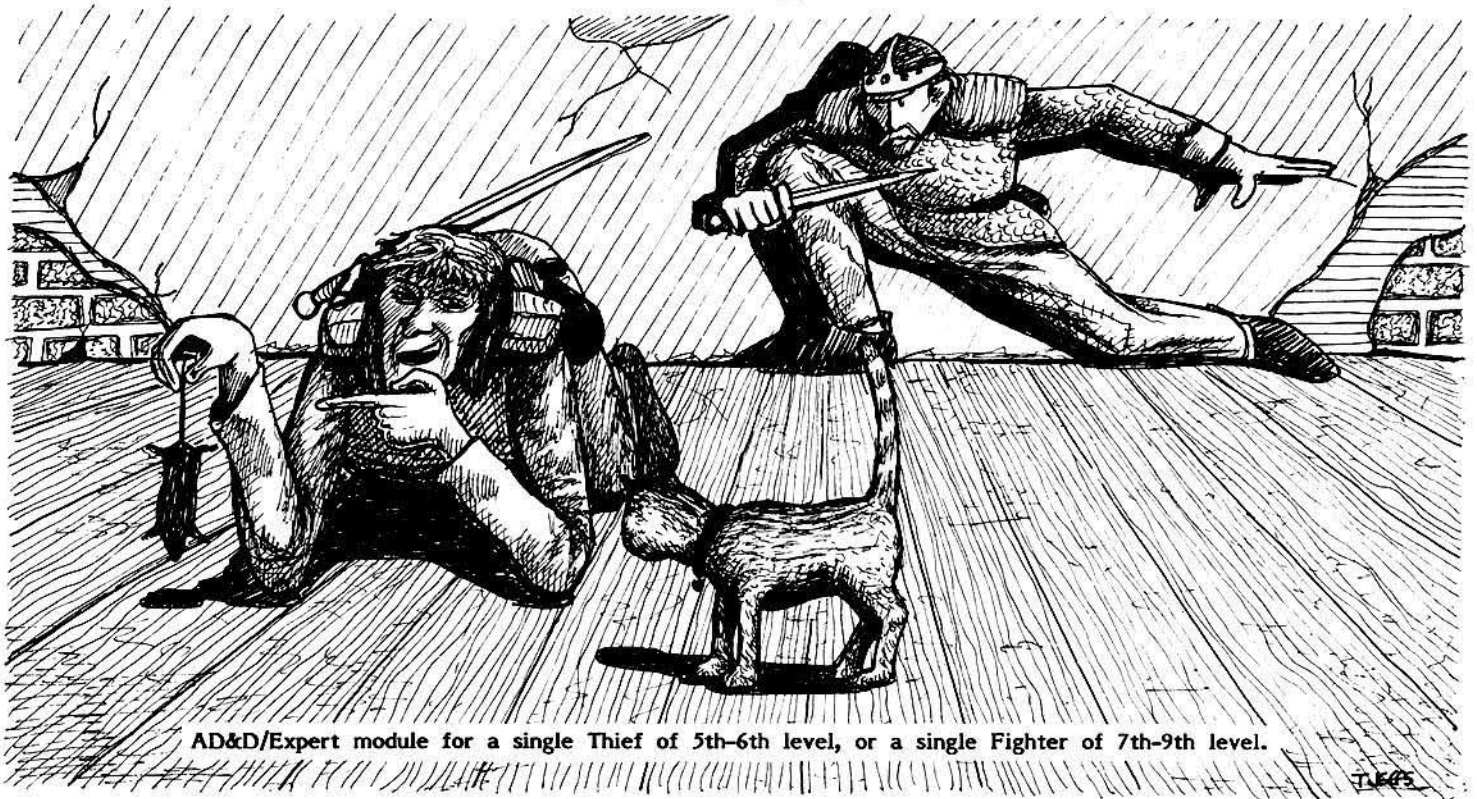
**BEAST
ENTERPRISES**

This is the Oct. 1986 issue of **Tortured Souls!**, published by: Beast Enterprises Ltd, Unit 18, 16-20 George St, B12 9RG. The contents of this magazine are copyright of the publishers. All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or in part without the prior written consent of the publishers. © Beast Enterprises Limited, 1986.

CONTRIBUTIONS: The editors welcome unsolicited submissions of both written material (preferably typed) and artwork. Submissions will not usually be returned, and the publishers accept no responsibility whatsoever for such submissions. All published material becomes the exclusive property of the publishers prior to publication, unless specific written arrangements are made to the contrary.

Advanced Dungeons And Dragons[™], AD&D[™], Dungeons And Dragons[™], D&D[™], Monster Manual[™], Monster Manual II[™], Players Handbook[™], Dungeon Masters Guide[™], Fiend Folio[™] and Deities And Demigods[™] are all registered trademarks of TSR Hobbies Inc. RuneQuest[™] is the registered trademark of Chaosium Inc. for Avalon Hill's role playing game. Tunnels And Trolls is published by Flying Buffalo Inc. The rules, interpretations and additions to these games are those of this publication and its authors, and are not considered official additions to the published rules. The opinions expressed in this magazine are not necessarily those of the publishers. All correspondence should be sent to the editors at the above address. Tortured Souls! is printed by Parchment (Oxford) Limited, 60 Hurst Street, Oxford, OX4 1HD.

NO PUSSYFOOTIN'



AD&D/Expert module for a single Thief of 5th-6th level, or a single Fighter of 7th-9th level.

"Barman - make that a triple! And how about one for my good friend here."

With a deep sigh, you congratulate yourself on your good fortune, and contemplate the fickle nature of fate. Why, only a mere few seconds ago your life was in the blackest depression and the future held only tedium and penury. Now, however, the fates had finally realized the injustice you had endured and had put a nice little earner your way. With an adventurer's gay spirit you put the note in your pocket and commence the task of drinking, in one night, the money that was to have lasted you the next two months.

"I'll have a large one, esteemed taverner!"

Funny how the gutter doesn't seem so comfortable the morning after. The torrent of excrementitious rainwater pouring down towards the town cesspit has soaked you to the skin, making it necessary to visit your tavern before meeting your prospective employer. Whistling gaily you swagger off to prepare yourself for the onerous task of earning lots of money.

A while later, refreshed and de-odourized, a close search of your belongings reveals that you have been efficiently turned over, your money has gone and, more importantly, so has the note with the all important name and address. How can fate be so cruel, why can't things go smoothly for once, why does tearing your hair out hurt so much? Just as tears begin to pour down your face you notice the familiar piece of paper protruding from your soiled undies. Memorizing the address you begin your adventure.

The town of Lower Blandings on the Wold is a tiny gathering of dwellings, thus it takes but a short while to find the house of the old dame, Agatha Scrofula, a wizened recluse who has terrified the village brats for close on fifty years now - an astonishing age indeed for this backwater. Still, the old bag doesn't frighten a veteran soldier of fortune like your good self. With a small, sly grin you give the door three resounding knocks, and await the disclosure of your task and, of course, the discussion of fees.

After a frustratingly long time, the door finally opens to reveal the grinning wrinkled visage of the old crone. The toothless face is slack with senility. In other words, a soft touch.

"Ma'am, if it please you, I should like to offer my services as a trusty adventurer, skilled in combat and cunning as the proverbial hungry kobold!"

Such grace of address obviously has the desired effect as you are ushered into the dusty mansion, and led into a dark, spacious and once-sumptuous drawing room. Politely accepting the proffered liqueur, you listen with interest and increasing disbelief as the nature of the assignment unfolds.

"Do you like animals? I love the cute little bundles of furry sweetness. Always have done, especially my little Tizzles, and she loves me you know, understands me she does the little darling. And now she has gone missing, and I might never see my little Tizzums again. I don't know what to do, I really don't. I would give anything to have her back on my lap . . . purring . . . happy . . ." (snivel).

As you listen to the poor dear, you realise just how much you would like to help the kind old bird. Especially for the kind of huge fee that such a rich fossil would be able to afford. The question is, of course, how much?

"A thousand gold pieces for my pussy-cat alive. Half that, if she has indeed passed away, for her mortal remains. Will you help me find my Tizzums? Pleezeze!"

Picking yourself up off the floor, you agree as rapidly as you can - a thousand gold pieces . . . for a cat! As you leave the house, she calls after you:

"It is a wonderful world you know . . . you are the second person today who has agreed to find Tizzums."

With those last terrible words the old lady disappears into the house with an evil cackle.

INTRODUCTION

This scenario is designed for either a single thief of 5th-6th level, or a single fighter of 7th-9th level, using the AD&D or D&D systems. It would NOT be suitable for party play. The choice of whether to play a fighter or thief should be left to the player, and should be based solely on the information made available in the Player's Introduction. The only hint from the DM should be that the player would be advised to choose a character class with infravision. In AD&D this restricts the player to non-human characters, which presents no problem. However in D&D there is no non-human thief class, therefore there are no thieves with infravision. There are three different ways around this complication:

- simply follow the rules and leave the thief in the dark
- give the thief some minor magical item which confers infravision while in his possession
- invent a character class, such as a half-elf, that has infravision, but that is otherwise much the same as a human thief.

The player will think that the object of the scenario is merely to catch the cat, but, as the play unfolds, it will soon become apparent that there is a second scenario running concurrently. The player will eventually track the cat down to the large mansion outside the town. How long this takes depends on how he sets about the task: a tracker dog will take a day for example, questioning the locals slightly longer and gallivanting around calling "Tizzles!" several days and much embarrassment. Once the house is reached, the complications will slowly become apparent to the valiant PC.

There is another character, an NPC, who is endeavouring to catch the cat first and will stop at nothing to remove the opposing character from the game. If the PC is a thief, the NPC will be a fighter. The NPC fighter will adopt the tactic of trying to catch and slay the thief before the latter finds Tizzums. Thus the fighter is of a sufficiently high level to ensure that the outcome of such a combat is certain death for the thief. Consequently the thief has to catch the pussycat whilst avoiding the hazards of the house, and the fighter. If the player has opted to play a fighter, he has to catch the cat first whilst again avoiding the traps and evil denizens of the house. The NPC thief will endeavour to avoid the PC fighter, although, should the possibility arise, a hit-and-run backstab opportunity will not be turned down. The fighter's work will be cut out for him as the thief will be better able to avoid the traps, move quickly and hear the cat moving about.

The cat is terrified and will always resist capture; it will move directly away from any noise or disturbance - the rules governing the movement of the cat are to follow later. Here again the thief is at a definite advantage, being able to move quickly and silently compared to the noisy progress of the average well-armoured fighter.

Arranged round the house are various traps and secret portals which must be spotted; once more the thief will be at an obvious advantage. The fighter will need his ability to soak up damage as he will probably set off most of the traps he encounters.

There are various more or less lethal monsters infesting the area of play, all of which are unfriendly and all of which attack on sight. This is where the fighter will have the definite advantage. The thief will probably find it hard to stay alive, unless, by cunning and good luck, he can avoid most combat.

The second scenario involves a presently-dormant vampire, lying hidden in a secret crypt below the house. The player has the option, should he find the hidden clues, of trying for the treasure of the vampire! Concealed around the house are various clues as to the existence of the vampire in the form of messages, and some items that have an obvious connection with the subtle art of vampire slaying. If the PC should find these items it is quite likely that he will try for the treasure. It is important to note that the NPC will stick to cat-catching.

FIGHTERS & THIEVES

The relative strengths and weaknesses of the two classes will become apparent as play progresses. The thief, though weaker in combat, has the advantages of stealth and the ability to find/remove traps. The fighter will almost entirely lack these attributes, but does stand a chance of blasting his way through the obstacles. Either character, in addition to the magic items given below, may start with 1-3 healing potions (at your option) as the damage received from traps etc. can be quite severe.

THE THIEF

The thief is well-suited for this kind of work and thus not much needs to be said. Considering the numbers of undead creatures in the scenario, it would be kind to provide him with some kind of magical weaponry that will affect said denizens, otherwise the adventure may be disappointingly short. Magic items should be allocated with care, if not outright stinginess.

THE FIGHTER

The fighter will also need some means of attack/defence against the undead occupants. Some sort of magical weaponry would be necessary if the thief is armed in such a fashion, in order to preserve game balance. Providing them both with a **sword +2** without any special powers, is suggested. As with the thief, all magic should be allocated with due care and attention to game balance - it is not intended that the fighter should be able to blast his way through any and all opponents with gay abandon and in complete safety.

If the fighter has a high dexterity the player may opt to strip down to leather armour, or even less! This could possibly be a very wise move, since the encumbrance of the armour, and associated noise, will probably be his downfall. In addition to allowing quieter movement, it will enable him, subject to the DM's approval, to perform some of the thief functions - albeit somewhat incompetently. This is quite justifiable, considering that at his level he will have picked up a few tricks in previous adventures. Of course, any armour other than that allowed thieves will remove these options. Common sense will forbid practices such as picking locks and climbing walls with a shield in hand etc.

If the fighter is wearing only leather armour, allow him the abilities of a 1st level thief. Do not, under any circumstances, allow him any dexterity or racial modifiers. If he bravely opts to wear no armour, allow him the abilities of a 2nd level thief, again without bonuses.

The fighter may take either of these options with the assumption that he is on a simple pussycat chase - do not enlighten him.

CONTROLLING THE NPCs

The DM will obviously not be able to fully consider all of the monsters and NPCs, therefore some simple rules governing the behaviour of the three possible types are outlined below. The hyper-intelligent DM may, of course, opt to personally control one or more of the NPCs.

As a general rule, the movement of the three characters will be determined by visual contact and sound. The interplay of the characters will also depend on their relative strengths and weaknesses in these senses. Restrict visual contact to encounters within single rooms, unless the PC specifically states that he is peering into an adjacent room, whether through an open door, or hole therein. It is necessary to allocate an effective radius of hearing for each NPC within which they have a chance of hearing any noise made by the other NPCs. The better the sense of hearing, the larger the radius. The rules must also take into account the relative noisiness of the individual characters. Each NPC will have a basic chance per room of making a noticeable sound. If this should occur, determine which characters are within earshot and then roll to see whether any, or all, succeed in hearing. **NOTE:** The characters will NOT be able to identify the sounds.

THE NON-PLAYER CHARACTERS

THE FIGHTER

The fighter, when in full armour, is clumsy and a little deaf. There is a 1 in 2 chance of him making a noticeable noise per room. In leather armour or no armour this chance should be reduced to 1 in 3. In addition, if he attempts any difficult manoeuvre, roll again. The chances of him hearing any noise made by the other characters are as follows:

- in the same room: 100%
- in an adjacent room: 25%

Assume he will be unable to hear noise any further away.

As the aims of the fighter are to kill the thief and catch the cat, he will move towards the sound in as direct a manner as possible. Also remember that he will fall foul of any trap in his path, unless he has removed his armour - in which case allow him some chance of noticing them. If he is looking for traps, then allow him the appropriate chance from the thief tables. If he is not looking, divide this percentage by 10.

THE THIEF

The thief will, by virtue of his stealth and agility, be able to move from room to room with only a 1 in 8 chance of making a noticeable noise. If he should succeed in moving silently, as per his thief skill, this chance will be zero - though bear in mind that his progress would be very slow. In addition, his chance of hearing either of the other characters making a noise are good:

- in the same room: 100%
- in an adjacent room: 50%
- from two rooms away: 25%

Allow the thief a chance of spotting traps without actually searching for them equal to 10% of his normal ability.

The thief will be endeavouring to avoid the fighter, whilst finding the cat; thus he finds himself in a dilemma since, as stated earlier, no character will be able to identify the cause of any sound. The thief will approach the source of any sound cautiously, hoping to avoid stumbling on the fighter. If he can perform a successful silent manoeuvre allow him to surprise on a throw of 1-4 on a six-sided die.



TIZZLES (A Non-Player Cat)

Tizzles (or Tizzums) is basically a small, frightened pussycat. She will run away from anything that moves. If she hears either of the characters move she will flee in panic. Her jittery state means that she will make far more noise than normal - give her a 1 in 6 chance per room of knocking something over. Thus she is actually noisier than the thief. Her hearing, however, is acute compared to the other PCs and her chances of hearing any noises are as follows:

- in the same room: 100%
- in an adjacent room: 75%
- from two rooms away: 50%

It is important to realise that Tizzums, being a small helpless pussy, cannot open doors. Thus to allow her a chance of staying free, it is necessary to assume that by far the majority of the doors barring her movement are so delapidated as to allow her to pass unhindered. Of course some doors will block her way enough to slow her down. The DM has a choice: either decide before play commences which doors present an obstacle, or use the following table to generate the state of preservation of said doors:

D10	STATE OF DOOR
1-7	DELAPIDATION Presents no obstacle to movement
8	WELL ROTTED Delays Tizzums by 1 round
9	DISREPAIR Delays Tizzums by 2 rounds
10	INTACT Tizzums cannot pass

HOW TO CATCH A PUSSYCAT

The first priority will be to corner the cat, either in a dead-end or in a closed room. Only then may the character attempt to catch the cat. However, Tizzums will be dodging behind every available piece of furniture; consequently, to catch the cat the character must throw a successful hit roll, the thief rolling under 12 on a d20 and the fighter rolling under 10. Disallow any strength bonuses, but give the character an advantage if he has a net or similar item. If the character misses he will fall to the ground and will be powerless to prevent Tizzles from trying to leave the room, in which case the chase will start from scratch again! Allow the PC/NPC only one attempt every three rounds. This will mean that the attempt must be timed properly, lest the cat escape the trap. The only other assumption needed is that Tizzles' cat-sense will warn her of any of the traps that lie in wait around the house.

NOTES FOR THE DM

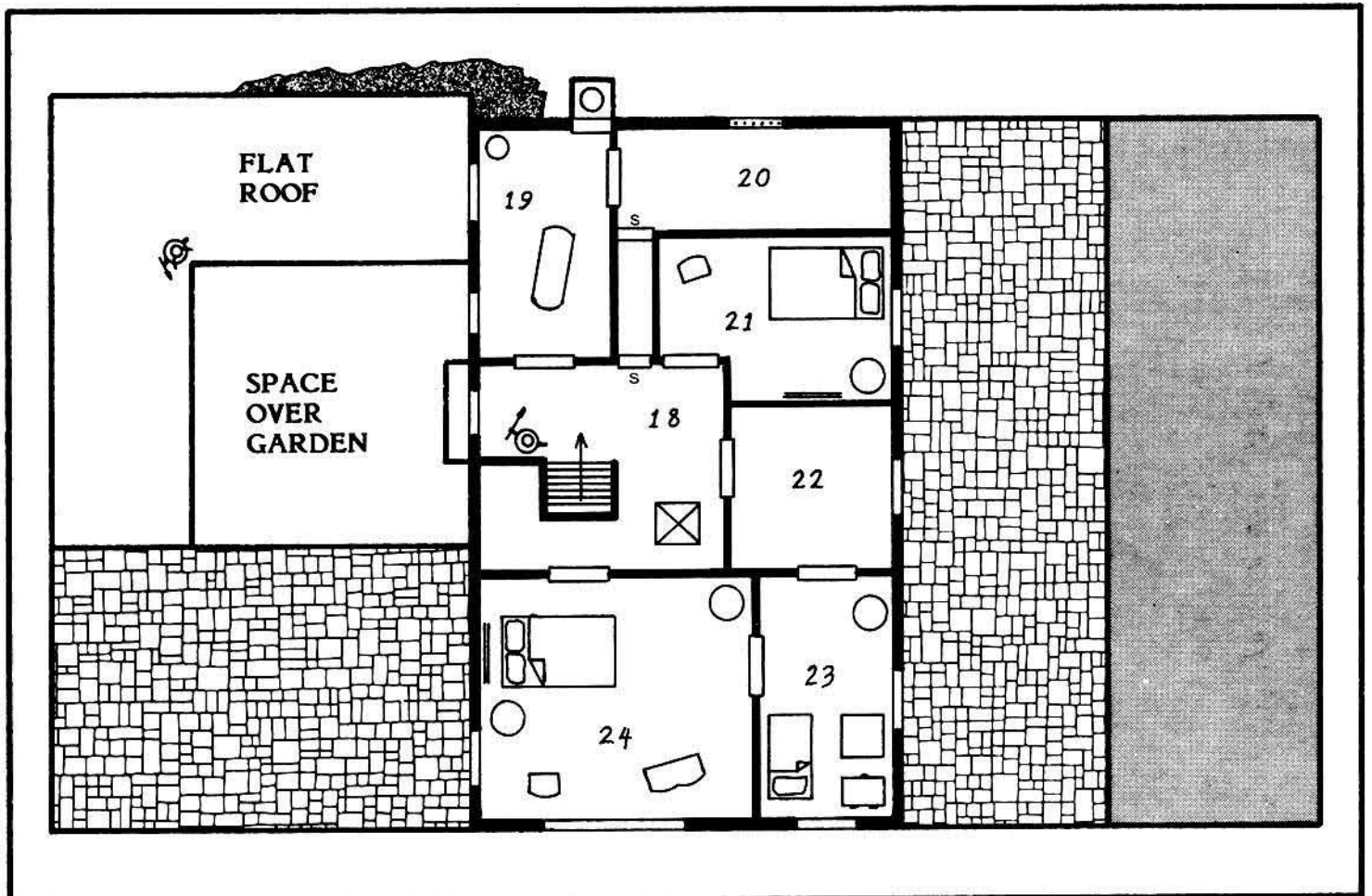
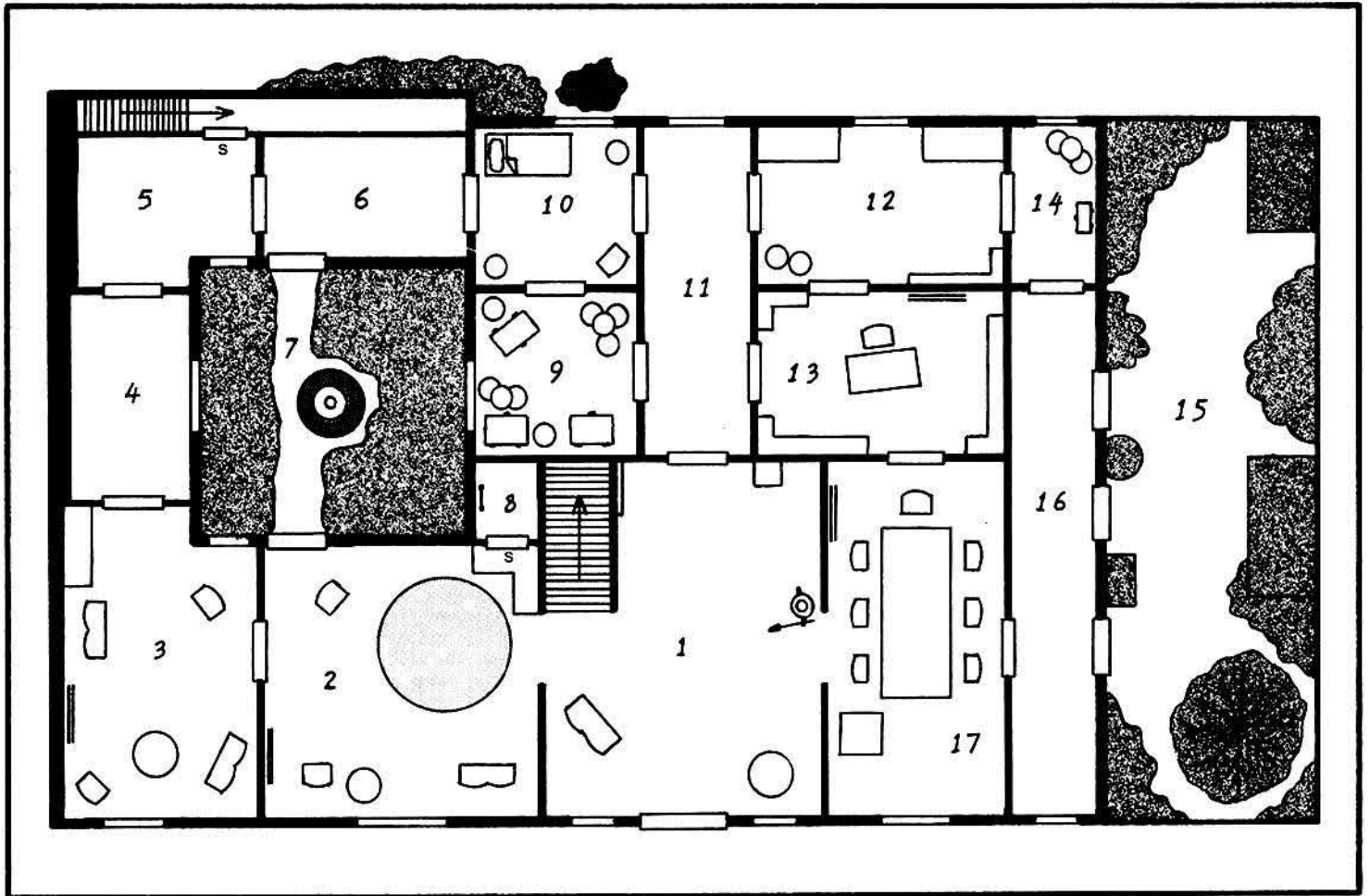
Within the framework of the rules governing the NPCs, it is quite simple to run the game providing you stick to a strict action sequence. Both the NPCs will be in the house first, so do not worry about introducing them. At the beginning of each round determine which of the characters have entered a new room, and then roll to see which, if any, make a noise. Then it will be a simple matter to determine which of the others have heard. The reaction of each character to any sound is predictable by the basic behaviour patterns already outlined. The scenario will run with a minimum of headaches if you follow these simple guidelines; if, however, you find it too simplistic, it should be easy to elaborate.

As half the knack of running this scenario is keeping a close tab on the positions of the characters, you might find it convenient to use small pieces of blue-tack to mark their respective positions on the map. By using different shapes it is easy to define the character, its position and the direction of movement with one piece.

Assuming that one is a super whizz-kid DM, there is scope for some interesting variations on the scenario.

Firstly, for the sake of simplicity only the noises made by the main characters have been taken into account. It would be more realistic to allow the PC/NPCs to react to sounds caused by the inhabitants of the house such as the moaning ghost who will appear at frequent intervals, and in various positions. This would introduce a randomizing factor - a potential pain in the neck for the frustrated player.

For real have-a-go DMs, it would be interesting to try and run the scenario with two players: one playing the fighter, the other the thief. Perhaps even the pussy could have a mind of its own. The only problem with this arrangement is how to keep each of the player's movements secret from the other(s). Any suggestions gratefully received!



BACKGROUND

The background of the house will only be important to the player character, and then only once he has decided to go for the treasure of the vampire. Once the chase for the cat has been resolved for better or worse, the PC may opt to return to the town to recuperate before beginning.

The old house is surrounded by legends, which are by now an inextricable mess of fact, fabrication and wild conjecture. The truth of the matter is outlined below, and you should be able to play around with it to achieve the desired effect. Do not allow the PC to find out that the house is well and truly haunted before he has started. From then on he will start picking up hints in the house. He will probably want to follow up his suspicions with close questioning of the locals, and only then should the fables start to flow.

THE HOUSE OF COUNT EYETOR-TIGHTAW

The house was built by a mysterious foreigner, nearly two hundred years before the arrival of our hero. For a long time the strange Count was a friend to the peaceful village, but one night the erstwhile kindly aristocrat turned into a ghastly creature of evil. He preyed upon the young girls of the village for many years, and the villagers could only submit, powerless, to their terrible fate. Until one day the village wise man made the astonishing discovery that virgins, and only virgins, ever fell victim to the Count's fatal charms; he quickly instituted a programme of one-night ceremonies to confer immunity. The practice caught on, and since that moment virginity has been uncommonly rare in Blandings on the Wold. Deprived of his sustenance the evil Eyetor fell into a deep slumber waiting on better times.

The inhabitants' first reaction was to slay the Count in his helpless condition, but the house was by then infested with evil, blasphemous creatures and no-one surviving the terrors of the house had the wits remaining to recount their fell experience. This of course fed the fears of the locals, and attempts to destroy the evil in the house soon petered out. After all, why not let sleeping dogs lie? More to the point the continuance of the immunization program had become very important to the lifestyle of the good people of Blandings.

KEY TO THE COUNT'S HOUSE

1. Atrium: The floor of this spacious room is covered with a thick layer of dust showing humanoid tracks leading off in various directions; these have been left by the NPC. The floor boards will be rotted but are still strong enough to take the weight of the PC or NPC. The walls and ceiling are covered with peeling wallpaper and sagging plaster - this is characteristic of the house in general. By the east door stands a suit of armour with a pike. If a character passes within 5' of the armour, the pike will fall down onto the character. The pike strikes only once and then returns to its original position. It strikes as if wielded by a 5th level fighter, causing 1-8 damage. If the PC wishes, he may tear it to pieces but when he later returns to the room it will, miraculously, be restored to operational status.

Under the stairs is a large broom-cupboard containing little of note except for a homicidal witch's broom. The broom is fully aerobatic and will attack the PC until it is broken. It is AC2, strikes as a 3rd level fighter and can absorb 25 damage before it is rendered harmless. It is not restricted to the atrium and will chase its victim relentlessly.

2. Living Room: Contains the rotted remains of the original furniture draped with spiders' webs; it now provides a home for a colony of mice. There is an ancient fireplace in the north-east corner which conceals a hidden portal leading to room 8. Before the PC gets a chance to investigate, he will have to contend with the carnivorous rug.

In front of the old fireplace lies a mildewed rug measuring about 10' across. The rug will attempt to engulf anyone who stands on it; to avoid being caught the character must throw under his dexterity at -7 on a d20. If the rug succeeds, it will constrict for 1-6 damage per round; this will increase by 1 point per round that the characters is trapped.

The rug is AC4, but note that if the character tries to use a weapon longer than 1', he will be at -5 to hit due to the cramped position into which he will be forced. Allow the character to change weapons, but he will have to suffer an extra round of attack. The rug has 20 hit points (SZ L).

Close inspection of the fireplace will show it to be false: it exists to hide the small secret chamber. If the thief throws a successful find traps roll, he will notice that in each side of the hearth are attachments for a roasting spit, and that the left one of the attachments rotates clockwise revealing a secret door at the back of the fireplace. This will be apparent to the fighter through trial and error.

Hanging on the west wall is a painting of the Count. This is a magical painting and becomes sentient if any humanoid passes within 10' of it (eg when anyone passes through the door in the west wall). If the painting is thus triggered the sleeping spirit of the Count will awaken as a partly material phantasm complete with moanings and groanings and rattlings of chains. There are six such paintings in the house, each of which contains part of the strength of the phantasm. The spirit accordingly strikes as a 6 HD monster, surprising on a 1-4 on a six sided die. It strikes for 1-8 damage and will attack until it sustains a hit. Treat it as AC8 and it can only be struck by magical weaponry. If a hit is scored against it, it will be dispelled for 2-12 rounds after which it will reappear and try to get a surprise attack against one of the characters. As its energy is stored in the paintings, the only way to destroy it is to destroy the paintings themselves. If one of the paintings is damaged, it strikes as only 5 HD, and so on until all six of the paintings have been destroyed, in which case it returns to the sleeping form of the Count in the crypt.

3. Drawing Room: Once a richly furnished chamber, it now contains little but rotting furniture and some black mice. The only feature of note is the second one of the magical paintings, on the west wall.

4, 5, and 6. Cloisters: The cloisters consist of three small rooms with windows overlooking a small garden. On the walls can be seen the remains of murals depicting various unhealthy pastimes most appropriate to a vampire's tastes. Collectively they form the haunt of the mad monk's ghost. The ghost of the mad monk is a true-blue spectre of the old school, preferring to terrify his victims into submission rather than attack. He will thus always attempt to use his innate power of causing fear first. He maintains the guise of a shuffling figure in a voluminous cloak and will pretend to be harmless until, quite without warning, he will swiftly transform into a figure of such a nightmarish aspect that the character must save vs magic or be paralysed with fear until he is either released by the monk to perform a service or the monk for some reason leaves the room.

If the character fails his saving throw, he will be in such a state of terror that he stands a 20% chance of going entirely insane. This is not a permanent form of insanity but it will last for 2-8 weeks and then the character will have a similar chance of going nuts again on re-entering the house, with the likelihood of becoming insane when near the ghost increasing by another 20%. However, if the character is unaffected by this display, the monk will attack with a glowing dagger which lies hidden in his robes. He attacks as a 4th level fighter and his magical dagger causes 1-4+2 damage. The monk is AC4, but can only be hit by magical weapons. He has 28 hit points. If he is slain, his soul is only banished to limbo for 6 days, 6 hours and 6 minutes; at the end of this time he will return to haunt the cloisters.

In his life-time the ghost was a gentle and good priest, who took upon himself the dread duty of exorcizing the vampire - if only to allow the locals some chance of improving their morals. With symbol in hand and faith in his heart he set off towards the house and never returned. The torment of his condition has almost destroyed his reason and hence he turns homicidal when disturbed. The only rational desire that remains is the wish that his soul be released, and he will endeavour to force any characters under his control to read a service from the holy tome on the altar that will free his spirit.

The character has the chance to perform the ceremony of mass since on the altar lies a holy scripture of the monk's own church. If the PC should touch the holy tome the monk will delay his attack for 5 rounds. As the writing is not too far removed from contemporary language, allow the thief a 45% chance of being able to perform the rite, the fighter a 30% chance. Otherwise the monk will attack.

If the monk loses the combat, he will leave behind the magical knife mentioned earlier. It is a +2 blade of such a size that it is nearer a short-sword and it has one useful power remaining. The monk blessed it specifically for use against the vampire, and although its powers have dwindled, it still has the power of a holy symbol to hold the vampire at bay, but only if used with this intention. It is an unusual shape, being half-symbol, half-weapon and this might give the idea of using it as a talisman against the vampire.

7. Gardens: Open to the air, the garden is a small, dim and eerie little patch of dingy bushes and thin thorny shrubs. It seems silent enough but contains dangers of its own. If the character enters, thick wooden boards burst out of the ground covering over every window, and blocking the door. There is a small chance that the trap will be spotted first, but once the trap is sprung the only way out is either the laborious task of hacking through the wood or climbing out.

The reason for the character entering the garden will almost certainly be the glint of gold from the fountain. Hanging from a small projection is a simple gold amulet left there by the denizens of the water in the bowl after they devoured the last unfortunate adventurer. There are three of these creatures in the bowl, and for most of the time they merge with the water and are undetectable. If a living creature approaches they can, in an instant, form themselves into snake-like shapes which then attack. In most respects they are: **AD&D:** water weirds (M.M. 100); **D&D:** equal to sea snakes (D.M.R. 37). They must always keep part of their bodies in the water so the range of strike is limited; however, this distance is still just over 10'. This means that they can reach everywhere in the garden except for the corners. Each time they score a hit, they inflict only 1 point of damage but the victim must save versus poison or be paralyzed. The creatures will drag any paralyzed creature into the water to be drowned. To make matters worse, they take only 1/2 damage from edged weapons, and 1/2 from blunt weapons. Any means of purifying the water will destroy them - for example, the character may have some holy water.

If the character succeeds in finding a way of destroying the monsters, the amulet may be recovered; it is a talisman to give courage to the wearer and works by giving the character a bonus of +4 on all saving throws versus fear.

If the PC simply elects to climb out of trouble, he has a choice. The cloister roofs are flat and are only a short climb, or there is a balcony higher on the east wall. This leads to the upstairs landing. The roof above the cloisters is flat and featureless save for a statue of a horned man. He will animate and attack. Treat as a 3rd level fighter.

8. Secret Room: This is really just a concealed hole in the wall for access to the small secret temple under the south-west roof area. There is a small ladder up the wall which stops upon reaching a 2' high opening formed by the gap between the floors and the ceilings of the house. A passage is clearly visible to the character leading off to the left. The space between the floors is however inhabited, by vicious giant rats (M.M. 81, D.M.R. 36); there will be 1-6 of these monsters - do not forget all those fun diseases.

9. Stores: This room is empty of living creatures, save for the ubiquitous little black mice. It is filled with rotted chests and the remains of various wines. If the character expresses an interest, some of the bottles will be intact; the wine is fine but strong, heady stuff that will give the drinker strange dreams.

10. Servant's Room: This room contains the usual decomposed rubbish. In the corner lies the body of a humanoid creature, face down on a rough pallet. It is a strangler, and it will remain entirely motionless until the character approaches.

It will then make a lightning-fast dart for the character's throat and unless the character can roll under his dexterity it will grab him around the neck with bony hands, hanging on regardless of how much damage it sustains to its body. It is only AC8 due to its inability to dodge. The only way to escape from its clutches is to strike for the arms. As this means striking at an awkward angle treat the arms as AC2; each can take two hits before losing its grip; until then, the PC will sustain 1-3 damage per round per hand.

11. Corridor: A simple oak-panelled passage.

12. Kitchens: Somewhat of a misnomer as vampires generally eat little, preferring a more fluid diet. However, there are some more bottles of fine wine and the odd human bone.

13. Library: A dark windowless room, visible only by the light coming through the open door where the character stands. The walls are covered with shelf after shelf of strange dusty books. In the middle of the room lies the ruin of an old desk that has been smashed open, and next to it the skeleton of a man lies sprawled on the ground. In his hand lies a piece of paper. If the character should investigate, the door will slam shut and lock unless he has wedged it open. The doors are strong and to batter them down will require two consecutive successes. If the PC has no source of light, all will now be pitch black.

As a grim joke, some of the books have been imbued with ghastly life. There are eight of these books, which will drop on the character and latch onto him if a successful hit is scored. For **D&D** treat them as giant bats, and for **AD&D** treat them as stirges. If the combat takes place in the dark, put the character alone at a penalty of -4 on to hit rolls. The character will notice the third of the magical paintings (see room 2) only if there is light or if he has some form of lighting. Given time the character may search the corpse and will find the piece of paper mentioned above, and an engraved wooden spike. The paper seems to be mere gibberish, but close inspection will reveal, in faded blood-stained letters, a desperate message:

"Beware his lovers, for they guard him still. Only he who can fool them with the disguise will survive!"

The books are in various strange, incomprehensible languages from ages long past, and a search of the desk will reveal only letters in the same languages.



14. Stores/Access Room: This room is empty of anything of interest; it simply provided access from the kitchens to the dining rooms should the library be occupied.

15. Greenhouse: The entire east wall of the house is taken up by a greenhouse 50' long and 15' deep. Despite its age and lack of ordure, the room is warm replete with verdure. The PC will be familiar with some of the plants, but there are a few strange growths interspersed with these, lying in wait for unsuspecting warm-blooded mammals. The plants will be listed in the order that they occur, from north to south.

Strangling Vine: This tall creeper climbs walls with the aid of long runners. It can detach up to 10 of these to attack any animal including, of course, humans. It will seek to wrap its tentacles around the PC in sufficient numbers to render him helpless. He will be held until he starves and his decomposing corpse fertilizes the soil. To hold an opponent completely immobile it must have 1 tentacle per 2 strength points of the character in contact for a whole round. Assume for instance the PC has a strength of 16, it would need 8 tentacles in place at the end of the round. If it succeeds the PC is finished. The plant cannot be killed save by total destruction of the entire plant. However, the runners can be treated as AC5, with the chance to hit of a 3rd level fighter. The plant may have as many attacks as it has tentacles in use, to a maximum of 10. To make life harder, put the character at a penalty of -1 on all to hit rolls for every two tentacles attached, due to the obvious encumbering effects of being roped up by a large plant. To cut a tentacle requires the damage inflicted by to be at least $\frac{1}{2}$ of the maximum for the weapon concerned.

Impaler: Nearly half way down the greenhouse from the north end grows a large bush with huge green thalluses hanging down in an impenetrable screen. Under the ground lies the danger from this plant. Its roots are highly mobile and can be thrust upwards out of the soil to heights of 8'. The technique it adopts involves it waiting for the character to approach within 10'. It then pushes its roots up in a pattern that surrounds the hapless victim. Up to 4 roots can attack at one time. As with the strangler, the only way to kill the plant is by total destruction. The roots are somewhat tougher and are thus AC3. The roots strike with the same probability of hitting as a 3rd level fighter. If they connect they cause 1-4 points of damage but this is not the danger. When the roots penetrate the flesh, barbs spring out and anchor in the body, then the root tip begins growing at an enormous rate and unless, the particular root is severed, death will follow in 3 rounds. Even when the root is severed, the tip must be excized causing a further 1-4 points of damage per round since it first hit.

Herb Bed: Little of note except some virulent garlic.

Vampire Bush: In the south corner stands what seems to be a beautiful tree. This plant relies on lulling the victim into a sleep-like state before draining the blood from his veins. It has a semi-sentient ability to recognise the desires of any creature approaching it and then, by emitting powerful narcotic fumes, it can produce an illusion finely calculated to exert the maximum attraction. For example, a hungry man would see a tree loaded down with his favourite fruit. Depending on the nature of the character in question it will cause an illusion to bring him closer. A common choice would be a certain small cat asleep at the base of its stem, or possibly a glowing sword. Should the character be fooled into approaching, the increasing strength of the fumes will make a saving throw against poison necessary to avoid being put to sleep permanently. It is incumbent on the DM to keep the suspicions of the PC to a reasonable minimum. If the PC succeeds on his saving throw he will see that the plant is surrounded by corpses of past adventurers, their arms and armour rusting away around the trunk. If attacked the tree has no defense and when wounded it bleeds.

16. Ambulatory: Contains little of note; it provides what would once have been a pleasant walk along the side of the conservatory. The murals along the walls and ceiling depict scenes of salacious bacchanalia, suitable for the tastes of an ancient vampire. Apart from the by now familiar little black mice, nothing stirs.



17. Dining Room: The room is oak-panelled with the remains of beautiful paintings and luxurious tapestries hanging from the walls. At the north end of the room hangs the fourth of the magical paintings. In the centre of the room stands a huge oak table, surrounded by seven large chairs. On the table lie the remains of a meal finished over 100 years ago.

There are several traps in this room. Underneath the table are two crossbow mechanisms, pointing in opposite directions along the length of the table. The first of these crossbows is aimed at the master chair at the top of the table. If the chair is sat in, the unfortunate victim will receive a large bolt in the privates. The wound will be quite severe doing 2-16 damage. If the character enters the room from the library he will appear right behind the master chair; so if he is forced to throw himself through to escape some great peril he stands a good chance of bumping the chair which will set off the trap, the bolt easily passing right through the chair. The crossbow that points the other way is triggered by the pressure plate indicated on the map. If the character manages to throw under his dexterity on 4d6 he will hear or feel the mechanism and be able to dodge the missile. Once upon a time this was the Count's own private practical joke to play on his ghoulish associates; needless to say that in those days the bolts were always heavily poisoned. Consequently it is fortunate that the poisons rotted away years ago. This particular trap forms part of the trap in room 23. The exit in the west wall leads back into the atrium past a suit of armour, which will have an attempt at a surprise wallop (see room 1 for details).

UPSTAIRS AT THE COUNT'S

18. Landing: The stairs in the atrium lead up into an L-shaped room. Around the corner stands a suit of armour just waiting to have a go (see room 1). To the left as the PC reaches the top is the balcony visible from the garden. It is shut but not locked. There is a trapdoor leading into the attic above the south-east corner of the room.

19. Bathroom/Gravity Loo: Perhaps the greatest invention in the house, the gravity loo consists of a small cubicle overhanging the side of the house, with a hole in the floor directly above the house cesspit. Unfortunately over years of use the cesspit became so accustomed to a regular top up that when the flow stopped it came alive to find out why, and this is the reason for the existence of the monster of room 19, known as Orville Ordure (a.k.a. the potty monster).

Basically a homicidal dung-heap, the noisome potty monster only likes the youngest of children who, by virtue of their youthful innocence, are largely unprejudiced about bodily ejectamenta. Adults and their prudish tendencies infuriate him. He is only AC6 but, due to his soft consistency, edged weapons do only 1/2 damage, thus with his 35 hit points he provides a worthy, though warty, adversary. He strikes with his large fist for 2-8 points of somewhat noxious damage, attacking as a 5th level fighter.

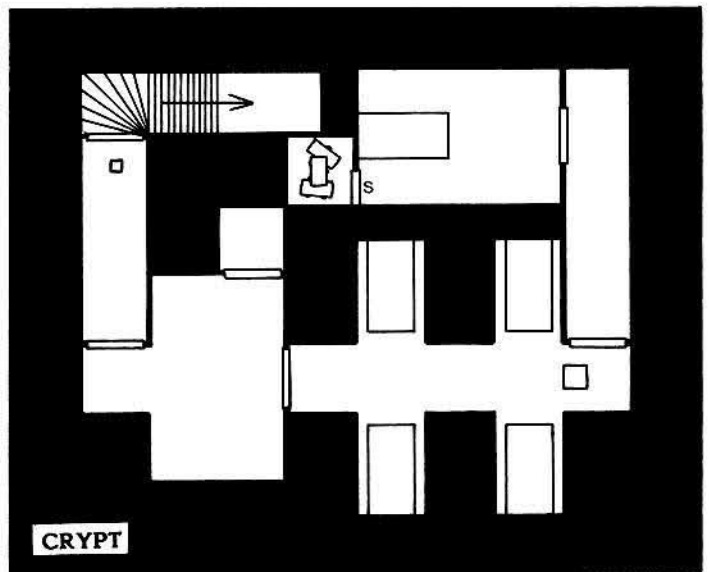
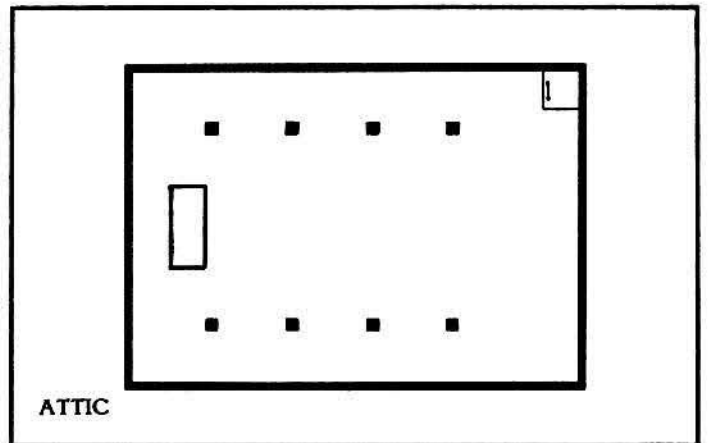
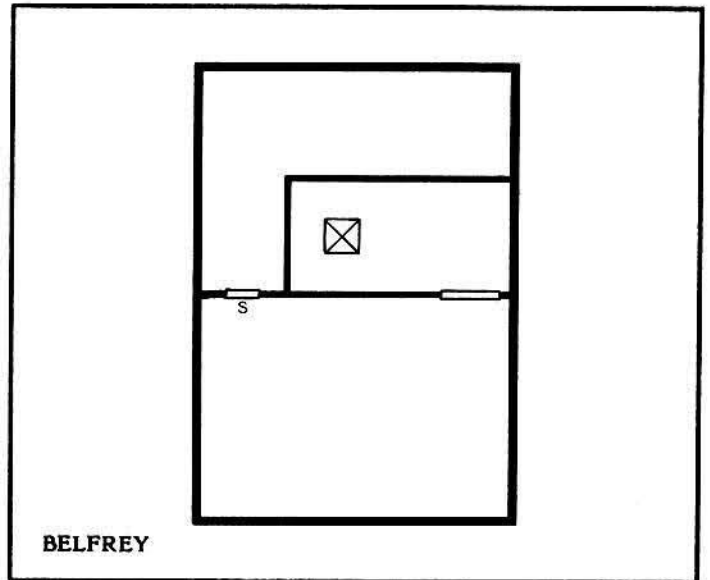
20. Torture Chamber: The door to this room is kept securely locked to prevent the escape of the ghoul that lives within (M.M. 43, D.M.R. 30).

21. Guest Room: This room contains nothing except the fifth of the magical paintings. There are the decayed remains of a bed and some bedroom furniture, but there is little else of interest.

22. Play-Room: Originally the toy-room for a small child it has now been occupied by the animated toys. There are six that need to be contended with; they do not present a threat but create a great deal of noise. Once disturbed they will follow the character till they are all dealt with. They will claw through doors to get at him. Treat as kobolds (M.M. 57, D.M.R. 32).

23. Child's Bedroom: Underneath the window stands a small iron-bound chest. This is, however, empty; it exists merely to tempt the character over the weakened area of the floor. Any character stepping on the area marked on the map must throw under his dexterity on 4d6 or plunge through to the room directly below. Not only does this fall cause the unfortunate fellow 2-12 points of damage, but the weak spot is directly above the pressure plate in room 17 so that after hitting the deck with a thump, the character will also get a crossbow bolt in the chest. This time do not allow the character the chance to notice the trap as he will be suitably dazed from his fall. Only give a chance of dodging to a character who is already aware of the trap.

24. Master Bedroom: This room was obviously the main bedroom; the old tapestries remain largely intact. The room is better preserved than any other in the house. Even the sheets on the bed have been preserved, although they are a little grubby. Above the bed to the west hangs the last of the magical paintings. Any creature entering the room will wake the original owner of the house, he whom the vampire sacrificed in an awful rite, binding his spirit to this plane for all eternity unless the house was destroyed. The ghost in the master bedroom is a good old floating sheet type, with vague holes for eyes. Rising from the bed with an eery moan, it radiates fear in a 10' radius; a character failing his saving throw will flee witless into the night. Make the saving throws on the paralyzation table. Any character making the saving throw will be forced to fight. Being a true ghost passing through walls is part of standard practice. The monk's holy dagger/symbol will hold him at bay. The ghost is AC5 but can only be harmed by magical weapons. After receiving 28 hit points damage the ghost will be dispelled for 6 days, thereafter returning to haunt the bedroom (unless the house has been destroyed). Its touch is so cold that it causes 1-10 damage on a successful hit. It attacks as a 5th level fighter.



Door		Painting (Eyes)	
Secret Door		Statue	
Window		Ladder	
Stairs (D-U)		Furnishings	
Scale 5'		Greenery	

THE BELFRY:

The trapdoor in the ceiling of room 18 opens into a low room in the belfry; the room into which the character enters is empty. There is a door in the south wall. The door leads into the bell room where lives a small hunch-backed gnome called Queasy. He is supposed to ring the bell to wake up the Count, but no-one has told him that the Count will no longer hear. Years of working in the belfry have turned him stone deaf. There is a tiny door in the north wall of the room which leads into a short passage. Even a halfling would have to crouch to enter, consequently a belly-down approach is the only way in for any other race. If the character leaves Queasy alive he will receive a knife in the back just as soon as he is halfway into the hole. The backstab will be for 2-12 damage; Queasy fights as a kobold.

When the character is well into the hole he will meet its occupant, a small creature which resembles a cross between a rat and a human being. It is AC4 due to its great agility and fights as a 3rd level fighter wielding a rapier-like sword with great dexterity, striking for 1-6 damage. It has 20 hit points. It will fight to the death to guard its treasure.

The character, unless a halfling, will be at a great disadvantage. The cramped hole will make it impossible to wield a sword with any great dexterity or strength, thus he will be at a penalty of -3 on both to hit and damage rolls. If the character survives he will discover a small chest after going around the corner. In this he will find two items: a holy symbol potent against the vampire, and a luxurious black cape with red silk lining, as worn by all good vampire types. This is the disguise mentioned in the note and will allow the PC to pass by the wives of Eyetore unhindered.

THE ATTIC:

If the PC is careful about his mapping he will notice the space where room 8 is hidden and given a little intelligence he will guess that there is a secret chamber. From then it should only be a matter of time before it is discovered. As described earlier, the ladder in the room leads up through a rat lair and into a secret temple hidden under the roof of the south-west corner. The temple is long and low, with beams blackened by soot from countless torchlit ceremonies. At the far end stands a small stone altar, stained and scored from years of evil sacrifice. Down each side of the room stand four square wooden columns, inscribed from top to bottom with mystic runes. In the dim light can be seen four ghostly figures standing against the wall behind the altar. They are the guardians of the temple. They start off as simple 2 dice skeletons attacking as 2nd level fighters, but each time the character passes between a pair of columns they increase their hit dice by one, so if the character was to go between all 4 sets of columns he would end up fighting four 6 dice monsters - possible for the fighter but certain death for the thief. Each set of pillars is in fact a trap and, assuming the thief can find and disarm these traps, he would be able to get away with only fighting four 2 dice skeletons. His skill in thieving will thus make fighting easier. The fighter however must make the guardians come to him to save himself a hard fight. This can be accomplished only if he can obviously threaten the evil sanctity of the altar; possible courses would include sprinkling holy water, praying with either the holy talisman of the mad monk, or the symbol from the belfry. In such cases the guardians would forfeit the extra strength and advance.

If the combat ends in victory for the character then he is free to search the temple. The only secrets are to be found behind the altar. In a tiny secret compartment in its back can be found a scroll with the following legend:

"Search for the secret of the chapel wall to follow a gilded path to the promise of gold and the power that holds our hearts."

There is also a silver key and a small crumpled tin whistle covered with indecipherable runes.

THE CRYPT OF EYETORE-TIGHTAW

The only entrance to the crypt of the vampire is through a carefully disguised secret portal in the north-west wall. The architect went to great lengths to conceal the slow, progressive thickening of the wall necessary to leave room for the stairway down. The bushes against the north wall disguise the only sign of the modifications. It is very unlikely that anyone would look for a secret door in a 1' outside wall. Once they have the map from the temple which is comparatively easy to find, they will spend the necessary time and energy to find the way to the crypt where lies the real treasure in the scenario.

The stairs lead down into a musty dank world of invisible chattering creatures and black moths as big as your hand. The constant drip of stagnant rainwater has made the stone stairs slippery and wet as the character makes his way down. On the left as the PC reaches the bottom of the stairs is a large door which opens into one end of a 15' corridor, with a closed door at the other end. Set in the floor near the character is a small block of black stone, in which is a slightly recessed button which, if pressed, allows the stone to be rotated clockwise or anti-clockwise. The character has a chance equal to his find/remove traps percentage of noticing that a trap will be set off by an anti-clockwise twist. The result of the wrong turn is an electric shock for 2-16 damage (saving throw versus spell will halve the damage). If the correct procedure is followed a glowing silver path appears winding down the passageway. Now the PC can follow the correct path. If the path was not lit it would be only a few steps before an explosion ripping up the passageway would throw the unfortunate person back to the door burning him for 4-24 damage (no saving throw due to the channelling of the explosion up the corridor).

The doorway at the end of the tunnel is untrapped and opens into a large room. Scattered about the room lie the broken remains of some rude chairs, and hanging from the walls are the tattered and rotted remains of gowns. The PC will not know it but these are the original sacrificial gowns in which offerings were made to the Count and his wives; the tatters are evidence more of violence than age. If the character wears one of these gowns, the wives of the Count will tear him to bits. Confusingly for the hapless wearer of the robe any other creature in the scenario will assume that he has been set aside for the vampires and will leave him unharmed. This will only serve to convince the PC that he is on the right track. A short while after the PC has entered the room he will hear the squeaking of a thousand little black mice who are really yet another manifestation of the Count's evil power. They will endeavour to overpower the PC and unless he is wearing the sacrificial robe, or has the intelligence to try the whistle, they will gnaw him to the bone in 2-3 rounds. Do not allow the player to dither on this decision as it is unrealistic to assume that the character would have much time to choose. A benevolent DM may allow the character to make a blind dash through one of the doors. This is only kind in the very short term as dashing through either door would almost certainly be fatal as the next section will show. The mice will leave without any fuss if the PC blows the little tin whistle as it gives the holder control over the rodents, allowing him to dismiss them (although not to control them and turn them to his own ends).

The door in the north wall leads into a small room in which sits a chained ghoul (M.M. 43, D.M.R. 30); if the PC is quick to leave, the ghoul will only get three attacks against him. The ghoul will only leave him alone if he is wearing the sacrificial robe.

The door in the east wall is enormous, heavily built and covered with huge iron bars. The entire surface has been painted with mystic archaic runes but, in spite of the precautions someone has made, the door is unlocked. On careful inspection a small keyhole will be found, for which lock the silver key is intended. The door can be opened without the key but the resulting explosion will leave the PC bruised and battered and 4-24 hit points worse off. If the key is inserted the trap is disarmed and the character can enter the tomb of the vampire and his harem.

THE TOMB OF THE VAMPIRES

The barred door swings open easily to reveal a long corridor stretching off into the distance. There are two openings on each side of the chamber. Each of these chambers contains the open sarcophagus of a female vampire. They are on the verge of waking up, and seem to be vaguely aware of the character entering the chamber. If the character is wearing the black cloak they will remain distant and harmless, too dreamy to realize that the figure in their husband's cloak is a stranger - but otherwise they will start to wake up, and the PC will have to decide quickly whether to advance or retreat. If he moves fast he will be able to pass through their chamber and out the other side before they can stop him. If he is wearing the sacrificial robe, they will wake up instantly and the scenario is finished.

To make sure that he doesn't have it too easy, there is a further trap between the farthest two sarcophagi: there is a pressure plate in the floor and if the PC steps upon it the good ladies awake and are instantly hungry and no longer fooled by the disguise. In this case the character has no choice but to continue through the door at the end of the passage. The pressure plate is not well hidden, so give the PC a chance of spotting it equal to $\frac{1}{2}$ his normal find/remove traps percentage.

The door at the end of the passage leads into a corridor; this area is guarded by a ferocious white wolf who is the Count's familiar. Treat as a dire wolf (M.M. 101, D.M.R. 39). The sound of the combat and the injury to his familiar will start the process of awakening for the Count himself. Thus if the PC spends too long in combat the vampire will be awake - allow 10-15 rounds. If the PC is still alive, as he approaches the door he will enter the radius of fear that surrounds the Count even in sleep; to proceed he must save against spells to overcome the terror of the evil presence. The weakened aura of the Count will mean that he can be +2 on his saving throw; if the PC also has the talisman of courage from the garden he will have a total bonus of +6.



THE COUNT'S COFFIN

The door into the Count's room is unlocked and untrapped. The PC may enter freely provided he has managed to control his terror. The room is bare save for an ornate sarcophagus with the lid on. The only other feature is a small door behind the sarcophagus. If the Count is awake then the PC is doomed, but even asleep the vampire is far from harmless. As the character enters the room a lifelike facsimile of the vampire will appear. It will try and convince the character that it is indeed the vampire and that any resistance is obviously futile. The only hints that this is not the case are the way it appears out of thin air and a vague fuzziness about it. The character may opt to try and disbelieve in the phantasm. To succeed he must save vs spells at +2; if he uses the monk's dagger this increases to +4, and with the holy symbol he can combine the two to get a bonus of +6.

If none of this succeeds the phantasm will try to stall the PC whilst the vampire wakes further. The PC has no choice but to fight. The phantasm can only be hit by magical weapons, but, due to the Count's mind being concerned with awakening, it is more vulnerable; treat it as AC6, attacking as a third level fighter and having only 25 hit points.

If the phantasm is despatched quickly enough then the PC can try and slay the count before it is too late. This can only be done by plunging the engraved stake through his heart. If the character can get this far he has succeeded, as the unconscious vampire can offer no defense. In addition, upon his demise, all his minions will depart this world. All the various imprisoned souls will be on their way. All that remains is for the character to collect the treasure which now lies unguarded in the small room behind the sarcophagus.

COUNT EYETORE-TIGHTAW AND HIS WIVES

Given the original level of the player character, and his no doubt depleted state by this stage of the game, an encounter between the vampires and the PC can only have one possible conclusion (assuming that you have not been foolish enough to laden the poor sap with the requisite magical firepower to dispose of these unead creatures): one very dead player character and one comfortably sated vampire (and spouses).

Despite this probability, you might just need to know what the statistics of the Count and his female companions are. Count Eyetore-Tightaw is a vampire of the strongest type: in D&D consider him as a 9 HD creature with 55 hit points; in AD&D he should be rated as possessing 50 hit points, plus the abilities of an illusionist of 9th level. His wives are not as strong as he is: in D&D they will only be creatures of 7 HD (as if that wasn't enough on its own), having no more than 7 hit points per die; in AD&D their hit points can be regarded as 36-45 and it can be assumed that they had no class (as in fighter or thief, of course) in their previous, mundane lives. Mind-warpingly wicked, decadently immoral, toe-curlingly evil and so very, very nasty, Count Eyetore and his blood-sucking harem should certainly be beyond the capabilities of our lone, intrepid, and foolhardy hero.

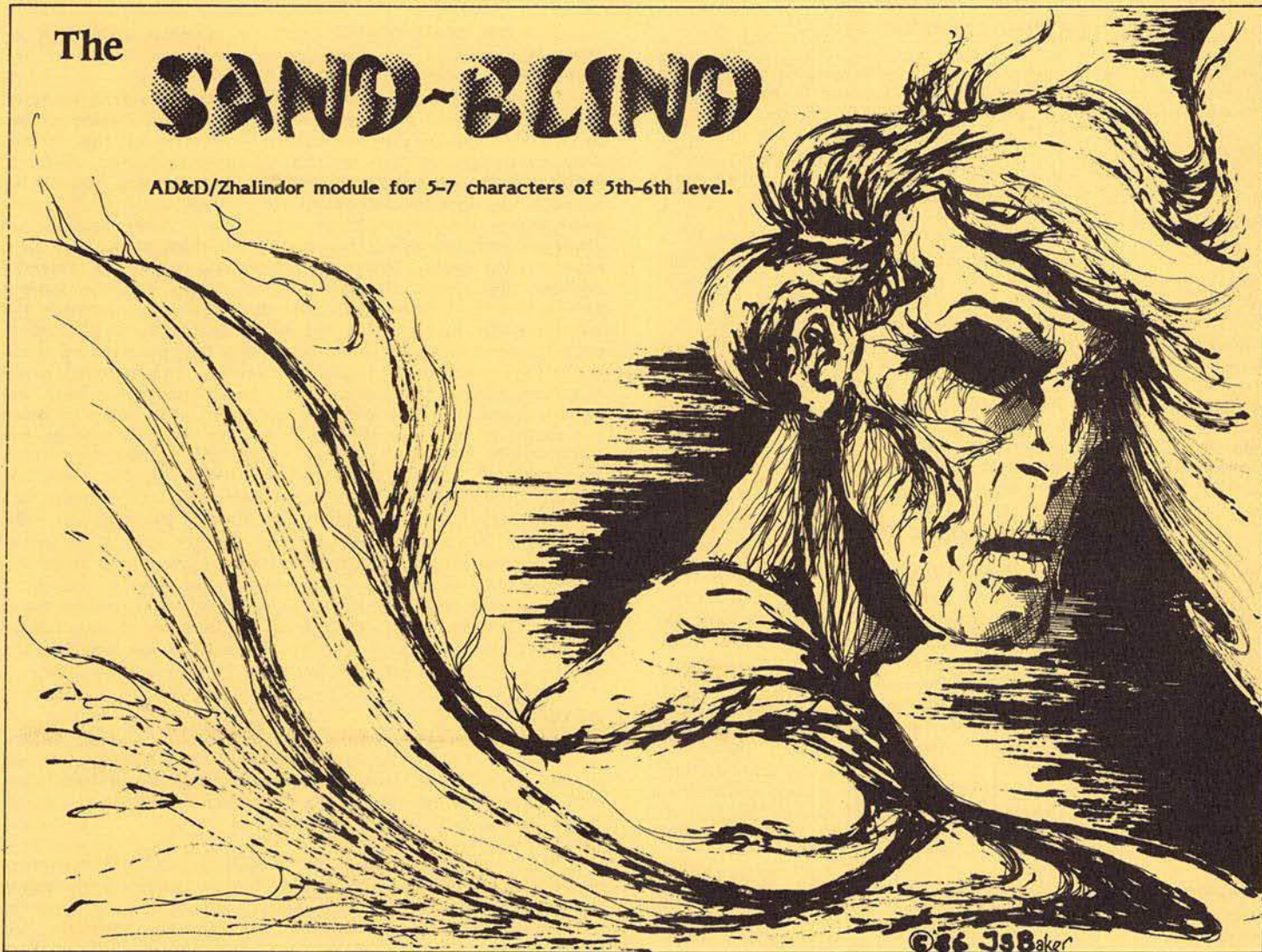
THE TREASURE

The first part of the treasure is to be found on the Count and his wives. Rings, necklaces, earrings and brooches will account for jewelry of 1200 gold pieces value. The rest of the goods can be found in the small room behind the Count's sarcophagus. There are several chests overflowing with coins of all denominations. Unfortunately for the PC, many of these are copper and silver rather than gold; the total value in coins, however, comes to the grand total of 2500 gp (if you are playing this scenario as part of a campaign, make sure that the player character has plenty of trouble carrying the multitude of minor coins out and then changing them to something more portable - at an extortionate rate of exchange, needless to say). Gems of various sizes add up to a further 1500 gp and a little more jewelry puts another 800 gp into the kitty. Last, but by no means least, the Count has a couple of choice magic items. Buried at the bottom of a chest of coins is a scroll of 7 spells (in AD&D these will be illusionist spells of level 2-7; in D&D they will be magic-user spells of level 1-6); and among the items of jewelry there is a **ring of regeneration**. On a more mundane note, there are three minor potions: **diminution**, **gaseous form** and **healing**. Not a bad haul for one character!

The

SAND-BLIND

AD&D/Zhalindor module for 5-7 characters of 5th-6th level.



The *Sand-Blind* is an AD&D scenario taken from the Zhalindor Campaign. It is designed for 5-7 PCs of 5th-6th level; some references will be made to the Campaign supplements in *TS13* and *TS14*, but these are not essential to the scenario - if the adventure is being played outside the Zhalindor Campaign you should make sure that nothing herein conflicts with your normal rules or the setting of your own campaign. If you are using the Campaign, the module should be set in hex K35; note that this is Zone 4 (E direction) for spell effects.

THE SANDS OF TIME

Deep inside the vast desert area known as Shasta is a place that hides many tombs and memorials, a place held in sacred respect by the Shastan nomads, known to them as the Sands of Time. Here, for countless centuries, the wealthy and noble have come to bury their dead, digging great mausoleums deep into the rock beneath the sand. Some of the sepulchres are so old that they predate the desert, having been constructed when the sands ended much further to the east; these are the deepest vaults that have but rarely been seen by man since they were sealed. Above them, lying nearer the surface, are the graves and catacombs of the Shastan peoples, built more recently, though many are still lost to the memories of even the oldest priests and sages who live in the deep desert.

Like much of Shasta, the Sands of Time flow in slow majestic waves, covering and uncovering the soft red-grey-brown rocks that lie below. The desert folk know the movements of these waves and build their tombs to be quickly covered, hoping to postpone their inevitable reappearance - for when they can once again be approached it is almost certain that they will be plundered and looted by those with no conscience for the dead. Aware of this, the Shastans take many precautions in the construction of their last resting places.

THE SONS OF NAWEM CAIN

Interred in one of these tombs beneath the shifting Sands of Time are the eight sons of Nawem Cain. The merchant-nobles of the family of Cain are still known to many of the traders in the eastern part of Eldenvaan, and Nawem Cain is even now remembered amongst them as the most unfortunate patriarch of that proud house. In one night of terror, all eight of his male line were struck down most savagely, having first had their eyes plucked out and their tongues ripped from their mouths. It was never known who did this gruesome deed, but Nawem Cain, after burying his dead sons with great ceremony beneath the Sands of Time, became wracked with grief and was one day found hanging from the roof of his chambers, having passed the patriarchy to his brother, Lool T'vai Cain.

Or so it is said; the truth is even more macabre, for it was Nawem Cain himself who slew his sons. Like so many of the desert people, Nawem Cain placed great faith in the oracular powers of the Shastan warrior-priests and when he was told that he must fear his male-born for they would take his life he acted quickly and with no qualms of conscience. With the aid of his brother, Nawem Cain came upon his children where they slept and murdered them, first removing their eyes so that they should not see who was their killer and then their tongues so that they could not tell of his treachery in the afterlife and turn the ghosts of his ancestors upon him. At the time he was elated at his own salvation and could barely control his manic grins during the burial, but soon his joy turned sour - the spirits of his sons began to torment him. At first it was only in his dreams, but then he saw them in the full light of day, or glimpsed bloody eyes staring out of walls or shadowy doorways. He became deranged and, after passing on his power, hung himself - thereby fulfilling the original prophecy. The enchanter-illusionist Lool T'vai Cain quietly smiled and assumed control.

PLAYERS' INTRODUCTION

Unusually for the Campaign, the PCs will need no background information or complex motivation to succeed in this module, though either may be available, depending on the situation in your own game. The PCs may just come across the old tomb while travelling in Shasta, and curiosity (tinged no doubt with greed) should cause them to explore; equally, they may know the tales of Nawem Cain, but it is not necessary to the successful completion of the scenario that they do so.

If the PCs are not in the area of the Sands of Time and you wish to encourage them to visit the mausoleum, it should not prove too complicated to arrange: a sere, faded map found in the treasure of another adversary; stories of the recent re-emergence of the site from beneath the Sands; or even vague bar-room tales of the fabulous wealth buried below the Sands that will bring the PCs to this part of Shasta. If your PCs are too low level at the moment, it might be an idea to give them a few hints about the Sands of Time, fragments of tales relating to Nawem Cain and the Shastans etc, and then spring the scenario on them unannounced at a later date.

DM'S INTRODUCTION

Again, due to the nature of this adventure, there is little that you need to know which is not contained within the key. If you decide to merely have the PCs come across the tomb in the course of play, then your task is simple indeed - it may be noted at this point that the Sands of Time are a perfect place in which to set your own scenarios, with a wealth of possible adventures to be concealed beneath the shifting and changing desert surface (remember, however, that many of the graves will already have been looted and that only the most intrepid explorers stand any chance of reaching the earlier tombs, buried so deep that they very rarely appear above the surface of the Sands; empty tombs may, of course, contain a variety of temporary occupants waiting for the Sands to move in once again to bury their dead).

If the PCs are to come across the dead sons of Nawem Cain as part of a pre-planned scenario, a few additional background details may help you to place the scenario within a Campaign environment. Information concerning the Cain family should be fairly easy to come by for the PCs, both from learned and erudite sources, and from street-corners, unlit tents, dark stalls in bazaars etc. The stories told (essentially true) are that Lool T'vai Cain took the eight young daughters of his dead brother as wives and that with them he sired a huge family of fanatical warrior-priests who marched off into the deep desert never to be seen again; that only a preferential trade agreement with the merchants of Xhantri dissuaded him from joining some priests of Resserlin in armed revolt; that in his dotage he twice lost the family fortune gambling, but managed to rebuild it both times by the use of arcane magics and soul-shattering pacts with demons; and that when he died the spirit of his dead brother appeared in the courtyard and cavorted with joyous cries. In recent years the Cain family has waned in importance, having split into several distinct clans after the death of Lool T'vai Cain; they are still of some repute as slavers but it is widely known that they only hold their position through their underworld links. If the PCs let it be known that they intend to tamper with the tomb or have already done so, the family may react against them - a few bribes will probably be sufficient to assuage the lost family honour, though this will depend partly on the extent of the PCs' success. Threats of the imminent return of the lost warrior-priests to seek out and destroy the desecrators of their dead cousins' tomb will be fanciful.

Though, as has been said, it is in no way necessary to bring in such peripheral details, they may be of use to you if you wish to incorporate the scenario into a wider sphere of play in the Campaign. The results of an exploration of the tomb could bring the characters into contact or conflict with one or more of the clans (who are often in competition with each other), and could thus introduce them to further adventures in Shasta among the dangerous and insular, but nevertheless intriguing, desert peoples. This scenario could also serve to spur your imagination into designing other sepulchres in the Sands of Time for future play.

THE TOMB OF THE SONS OF NAWEM CAIN**ENVIRONS**

The area known as the Sands of Time has an underlying layer of soft sandstone, cut over millenia into many weird shapes by the continuous shifting sand-waves: rows of tall pillars, deep overhangs, strange undulating contours, sheer cliffs of variegated colours and many similar features lay half-hidden beneath the light reddish-brown sand. As the dunes flow and swirl across the desert these vast natural rock-workings are displayed and concealed, revealed and hidden once more in a never-ending cycle. Both on top of and inside the splendid edifices, the tombs of many Shastan nobles are also subject to this cycle of appearance and disappearance, although the wealthier the builder, the less likely is the tomb to appear on a frequent basis. When outcroppings become exposed there are often expeditions to quickly construct mausoleums; round this area will be found many temporary camps of miners and masons (some of these may, of course, be attempting to enter the tombs of others - these will be less than pleased at any interruptions from PCs). As far as the PCs are concerned, the Sands of Time are effectively stationary, the slow but inexorable movement of the dunes being on a time scale that will not affect a single adventure (though you should ensure that return trips meet with altered scenery - if you wish to add the spice of urgency to the scenario you may choose to have the tomb of Nawem Cain's sons on the verge of being re-covered, even now only half-visible below an oncoming dune; if the PCs take too long in their exploration of the hidden chambers they will find that they are stranded beneath the dunes, the entrance covered by many feet of sand).

MOVEMENT

Movement within the tomb will be as normal. Outside (which is only likely to matter during an encounter taking place on the way to or from the tomb) movement will be at two-thirds of the normal rate due to the uncertain footing.

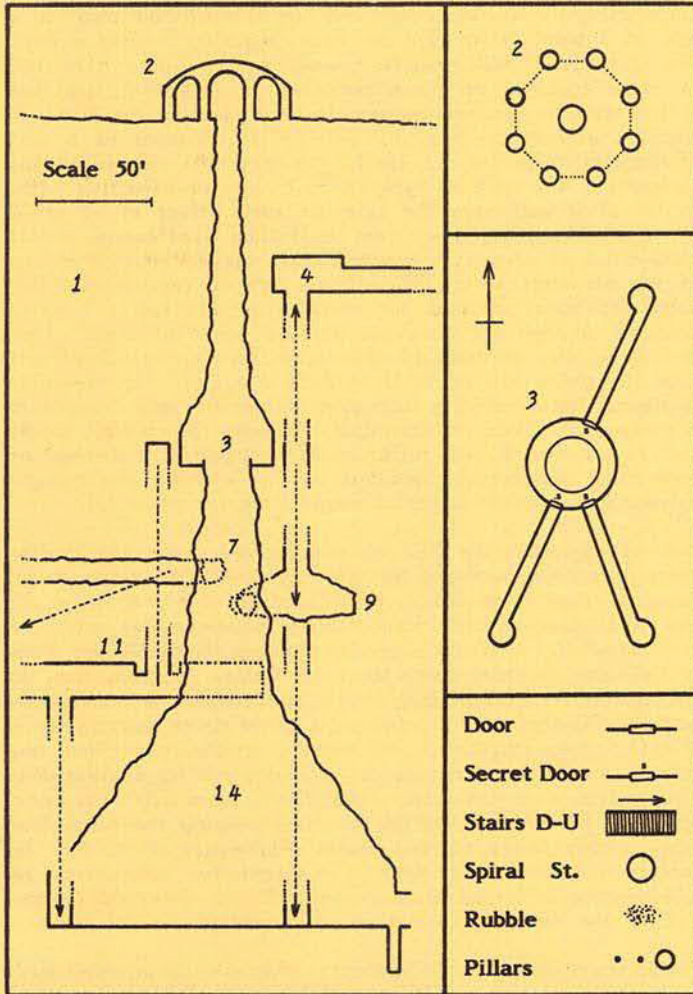
ENCOUNTERS

Use the normal tables from the D.M.G. or F.F. for encounters outside of the tomb, with the following restrictions: dragon encounters will only be with blue, brass or copper dragons, or with chimerae. In addition, encounters with men are 50% likely to be with NPCs having something to do with another (or, at your option, with this) tomb - 50% of these will be in the midst of building a new tomb on a rocky outcrop, 25% will be merely pilgrims or relatives visiting an old tomb that has recently re-emerged, and 25% will be in the process of looting a tomb. Such encounters will be with 10-100 men, 75% likely to be nomads, 25% to be dervishes, and it is only 10% likely (50% if they are constructing a tomb, but then there will always be a minimum of 50 men) that the encounter will take place at the tomb itself.

GENERAL DESCRIPTION

Unless otherwise noted in the key, the following description will always apply to features of the tomb. The stonework is of good quality, though worn on the outside, and is still in good condition (hence will not collapse except under extraordinary circumstances). The sandstone is easy to cut away, assuming that the PCs have some form of mining tools (picks, hammers and chisels, etc.) - treat it as very soft rock if an attempt is made to cut through it (see D.M.G. 106). The stairs ascend or descend at a rate of 1:1 and are cut out of the sandstone - like the other interior features, they are not worn with use. Passages are one and a half times their width in height, rooms 15'-20' high.

Doors are wooden with iron bindings and can be treated like normal dungeon doors. If locked or barred they will open at -1, if both at -2; double doors open at an additional -1. A secret door may be found as usual, but can only be opened if the controlling mechanism is activated and hence this must also be found, or the door must be broken through as rock; a figure for finding the mechanism (and similar features) will be given in terms of find and remove traps percentages (FRT) and for this purpose only (NOT dealing with actual traps), all PCs may be assumed to have a chance equal to half that of a thief of their level (all DEX and racial modifiers as normal). The dry desert atmosphere has ensured that metal fittings are little rusted and that there has not been too much decay in the wooden and other organic features.



KEY TO THE TOMB

1. Cross-section: The first map is a vertical cross-section through the tomb to show you the positions of the levels and to facilitate your visualization of the drop from the ground level to the main tomb, 350' below.

If a thief attempts to climb up or down the shaft, treat it as a fairly rough, non-slippery surface; note that the lower 150' of the climb should be treated as slippery due to the inclination of the walls. Remember that moving horizontally around the walls is treated the same as moving vertically.

2. Domed Shelter: The entrance to the tomb complex is set underneath a marble-faced, domed building formed by pillars, each 15' high, that join an overarching, vaulted roof. The outside of the building is deeply scored from the movement of great masses of sand - the inside has also suffered, but to a lesser extent. The ceiling is covered by a thin layer of plaster that has been painted with illustrations from the Shastan mythology of the dead; they are only vaguely visible now due to their submergence under a moving mass of sand for many years. If the plaster is scraped off, four hooks will be found in the middle of the roof, still strong enough to take the weight of an armoured man.

The floor of this building is covered with about 1' of sand; this can be cleared away easily. Beneath it is a huge stone circular trapdoor, 10' in diameter. Needless to say, this vast piece of rock is very heavy and the PCs cannot merely lift it out of the gap; to do so will need the equivalent of 200 points of STR. Therefore, unless they have recourse to some suitable magic, they will have to break through it (if they have the tools this will take about 8 hours) or make a pulley system, using the four hooks in the ceiling and some bent spikes or similar ad hoc devices in the trapdoor itself (hence, with enough rope, they need only exert 50 points of STR between them). Note that if the trapdoor is smashed the rock fragments will fall 350' to the floor and may well set off part of the trap located there (see below for details).

3. Balcony: 150' below the entrance to the tomb there is a 10' wide ledge surrounding the chimney. Running all the way around the lip of the continued descent is a 3' high railing made from the carved and shaped bones of various creatures - this is strong enough to support the weight of a PC leaning cautiously over the edge but will collapse if anything heavy is thrown against it or falls on it (eg in combat). At the base of the railings, where they join to the rock, there are a number of narrow slits concealing a trap (see below) - as these are hidden amongst the railing fixtures, they will be hard to find (FRT-25%).

Leading off this ledge are three secret doors; all these can be found at the normal chances. The small catches that act as opening mechanisms for the doors are to be found in the knurled and twisted uprights of the railings, each mechanism being hidden in the railings opposite its door (normal FRT chances to find). All three doors lead via 55' passages to spiral staircases. Should the PCs look at the backs of the doors (all of which, by the way, are obvious from the other side and have handles to open them), they may notice that a number is carved into the stone in the centre of each door: the northern door (leading to an ascending spiral staircase) is numbered '3', the south-east door (to a descending staircase) '2' and the south-west door (also descending) '7'.

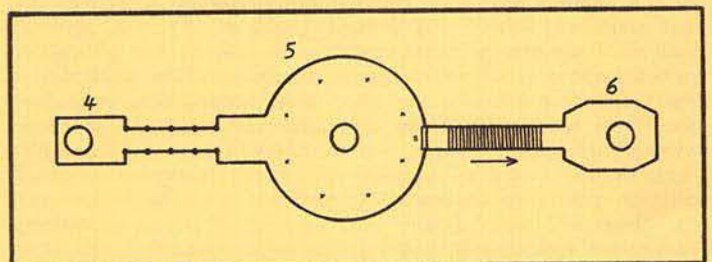
4. Antechamber: The spiral staircase from 3 ascends 75' to this small chamber. The room itself is empty, with only a few simple murals of a rising sun decorating the walls; from the staircase, winding into the corridor, is a golden-yellow painting of a snake, its head pointing east.

Lining the passage, roughly carved out of the rock, are five pairs of columns reaching to the ceiling. Two of the pairs, the central and the eastern, are in fact caryatid columns - unless these are specifically examined there is almost no chance that the PCs will notice their presence (as the other three pairs have a similar ragged outline, the difference is hardly likely to attract their attention; if they do examine some of the columns, it will probably be the west set, thus lulling them into a false sense of security). The caryatid columns will animate if damaged or as described below.

Note that room 4 (and this goes for the similar areas below) is not as close to the main chimney as might appear from the cross-section, as the latter takes no account of north-south displacement (this may be relevant for certain spells).

5. Fountain Room: In some versions of the Shastan theology (reviled by the purists of the deep desert) it is held that the dead may be able to return to life and therefore certain provisions must be made for this eventuality in their burial places, a luxury available only to richer families (it might be noted that the contorted logic of this belief system also holds that the living should be able to return to see their dead kin and therefore that tombs should not be impenetrably sealed). In the case of Nawem Cain's blinded offspring, the provisions have been made on this upper level, as far as can be from the corpses just in case they did choose to return.

The chamber is 15' high at the sides, domed over to 25' high in the centre (the same proportions as the overhead building covering the chimney entrance). In the middle of the room, cut straight from the sandstone floor, is a 10' diameter, 2' high dish that sprouts into a 10' pillar, seductively curved and surrounded by carvings of intertwined snakes. A hole in the top of this indicates that it was designed as a fountain (in which the dead could cleanse themselves), although there is no water. Around the fountain, on stone manikins, are 8 suits of chain mail each with a scimitar sheathed beside it.



If the fountain is examined closely it may be noticed that there are eight of the convoluted stone snakes wrapped round the main stem, each of which has its head looking at one of the manikins. Further examination will reveal that each of the snakes has a small hinged catch in its mouth in the form of a forked tongue. These are trapped, but the mechanism to operate the trap is the same as that working the catch (FRT to find as usual) - this means that disarming the trap will simultaneously disable the catch allowing a second trap (see below) to go off. This will be apparent to a thief (at your option he must roll under INT to notice) who will be left with a decision between operating the catch or suffering the trap. If the catches are depressed in the right order (see below) the trap will be deactivated. If any are depressed out of order, several needle-thin slivers of metal will fly out of the relevant snake's mouth; 2-5 of these will hit the thief (or anyone else nearby), doing no damage but causing a save versus poison - if more than one hits, the save is made at -2 per additional dart (rather than more than one throw). A failure indicates that the victim loses 1 point of DEX per turn, falling unconscious when he reaches half his original points; thereafter, unless it is neutralized, the poison will remove another point per day, the victim dying at 0 DEX points - each day there will be a permanent loss of 1 DEX.

To discover the correct order, two things must be noticed: firstly, that on the stone stumps representing the manikins' heads there are lightly engraved letters, and secondly that a sentence is engraved in common around the edge of the dish (both of these will be apparent to anyone looking closely). The letters are, beginning with the manikin to the north of the door (the WNW manikin) and going around clockwise: N, C, W, I, M, A, A, E (the WSW one to the south of the door). On the dish of the fountain are the words: "From Air to Fire, Go Back and Forth, By Threes and Fives, To Find My Name". A PC aware that north (or N) represents air, and that east (E) represents fire should be able to discover the name 'Nawem Cain' from this information (players not familiar with the Zhallindor Campaign may have to be helped a little). If the catches are depressed in the correct order (note that the N serves at both the beginning and the end of the name - the A on the eastern of the south manikins is the A in Nawem, the western that in Cain) a second trap will be disarmed.

If not, as soon as one of the suits of armour is lifted from one of the manikins, the stone pillar forming the body will explode, destroying the armour and causing 2d6 damage to any PC within 10'. The other manikins will be unaffected. If you are feeling generous (and especially if the PCs have no background to the tomb) you should allow them to find a lump of rock with the relevant letter intact amongst the rubble.

Unfortunately for the characters, this conundrum's eponymous designer has placed an extra hazard in the form of the above mentioned caryatid columns - just in case his sons ever came to life again, Nawem Cain (with the aid of Lool T'vai Cain, and behind the backs of the tomb-builders) set these animate pillars to attack as soon as either one of the catches was depressed or one of the manikins redistributed itself around the room. The columns are under instructions to kill anyone in the tomb, pursuing where necessary, and will attack with surprise on a 1:4 chance (see F.F. 18 for details).

The secret door can be found at the normal chances. It will open automatically once all 8 catches have been depressed in the correct order (one being pressed twice, of course).

6. Sun Chamber: The stairs ascend 40', placing the floor of this 15' high room only 35' below the rocky desert surface. A light will be visible from the stairs, as at the east end of the room there is a shallow dish (similar to that in the last chamber, without the central stem) in which a continual ball of bluey-orange flame burns. In the centre of this 5' radius ball is a 6" radius globe of milky-white crystal. If the traps in the last room have been successfully overcome, the flame will be cool and the globe can easily be retrieved without damage; otherwise, the flames will burn with a raging heat, doing 1 point of damage per round to anyone within 5' and 4d6 points to anyone entering them. In the latter case, the globe will also be very hot, causing 12 points of damage to anyone touching it, but cooling at a rate of 1 point per turn (it will burn cloth etc., at a suitable rate).

Once the globe has been removed, the fire will die away at a rate of 1 point of damage per hour (reaching 0 after a day). The globe itself will radiate a weak magical aura (this may be more apparent to those sensitive to elemental fire) but it will have no apparent powers to be tapped by the PCs. In fact its effects are entirely passive: it operates as a sort of magical magnifier for spells and creatures related to the elements. Any spell of types A to E cast or effective within 10' of it will have the relevant spell effect at +2 or -2 as applicable (thus, the item is totally ineffective within 1500 miles of Lhormar); any creatures closely related to one of the elements within 30' will be able to regenerate 1 hit point per bonus allowed per round - or will suffer 1 extra point of damage per blow per penalty point inflicted. That means, in the context of this scenario, that spell effects near the globe will be as if in Zone 6 - East; for creatures it means that something such as a salamander will be able to regenerate 3 points per round, but a water elemental, should such be summoned, will suffer an extra 4 points of damage on each blow that lands! Needless to say, with careful thought this could be a very powerful magic item for the PCs.

Just to aggravate the PCs a little further, a myriad of tiny holes have been burrowed through from the surface (too small to be noticed from above, with sand blowing into them all the time) down which a large number of diminutive scorpions have crawled. These now scamper across the walls and floor of the room, keeping away from the flames, climbing back to the surface to eat. Though not large enough to individually worry a PC their nasty poison nips could cause inconvenience if suffered en masse. A PC will be unable to perform any delicate act (such as use of thieving skills, spell-casting etc.) unless he makes a roll under 20-AC on a d20 each round (he may, of course spend all his time swiping the pests, but will be able to do nothing else). For every round that he suffers such an attack, there is a cumulative 10% chance he will become so bitten as to act at -10% or -2 for 6d12 turns due to the annoying irritation of a multiplicity of bites.

7. Chimney: Note that the map to this area is oriented with east at the top of the page, not north; similarly, remember that the passage apparently going east on the cross-section is actually going mainly north (or 'into' the page), and the one angling down is coming south-east ('out' of the page).

At this depth (around 200' underground) the chimney has been pierced in several places by the tunnels of sand worms, the huge dusty-brown variety of the more common purple worm. On this level there is also an egg-chamber, left behind by one of the worms. The tunnel enters from the north and branches with a descending tunnel leading through the staircase below (see 12); it breaks into the north side of the chimney at the 200' depth, exiting on the west side at 205' (the short looping tunnel), re-entering at 215' from the south and then finally breaking out on the east side at 220' (into room 8 - this describes its original course and the descending spiral of holes piercing the chimney, but this progression will not necessarily be apparent to the PCs).

Unsecured PCs who stand near the edge of the holes must roll under their DEX on a d20 or topple into the pit as the rock beneath their feet crumbles and gives way; should the PCs be in combat, they will have to make a save every round.

Where the tunnels disappear off the edge of the map, it is assumed that they travel for 100'-400' before coming to an end with a rock-fall (such areas may be dangerous, at your discretion, with the PCs causing minor falls as they move). If you wish, you may have the tunnels intact, and therefore allow further exploration along them (maybe with additional egg-chambers) - this would also give you the option of using wandering monsters, here or elsewhere in the tomb, if you so wished. The latter may be employed if the PCs are having too easy a time of it. Encounters should be with the normal dungeon creatures, bearing in mind the desert setting; sand worms (the most probable encounter) are the equivalent of purple worms of at least the largest size.

8. Small Cavern: At first sight, this rough cavern, dug out of the stone by worms, will appear to be empty and devoid of all interest. Further inspection, or entry, will reveal its deadly occupants (probably by surprise; 1:4 chance).

THE TEARS OF THE MOON

AD&D/Zhalindor module for 5-7 characters of 7th-8th level.



The Tears Of The Moon is an AD&D module from the Zhalindor Campaign. It is designed for 5-7 PCs of 7th-8th level; some references will be made to the Campaign supplements in **TS13** and **TS14**, but these are not essential to the scenario - if the adventure is being played outside the Zhalindor Campaign you should make sure that nothing herein conflicts with your normal rules or the setting of your own campaign. If you are using the Campaign, the module should be set in hex U24; note that this is Zone 4 (SW direction) for spell effects.

SHADULAN'S MIRE

In the north-eastern part of that great oozing morass known as Fess lies Shadulan's Mire, an area of some solidity when compared to the uliginous wasteland surrounding it, drawing its name from one of the few human colonizers who dared to taunt the marsh with a brief and luckless occupation. The small band that chose to inhabit this corner of Fess were caught in the iron grip of religious fervour, suffering the disgrace of an imagined lack of faith and hoping to atone by establishing a new shrine to their god, Khian, Lord of the Waters. For a short time they prospered, their fanaticism, and the fearsome charisma of their leader, driving them into a flurry of activity, proselytizing to the locals, raising a temple to their divine master and glorifying Him with their prayers. Eventually, as is so often the case, Fess wished to reclaim its own and take vengeance for the impertinence of these upstart humans: disease came that was not so easily dismissed by the imprecations of the clerics; dark creatures slid out of the bog at night and pulled the unaware down to a slow, glutinous, suffocating death in the swamp; and the continual round of cold, damp winters followed by hot, fetid summers sapped the energy of even Shadulan himself. When at last their leader disappeared into the swamp one day the few remaining clerics packed and left, downcast and defeated.

Behind them, the shrine they had laboured so long to build was slowly slipping deeper into the marsh, as if Fess wanted to ensure that all traces were eradicated. To the group of half-converted marsh-dwellers, they had abandoned their most precious artefact, the Pool of Tears, an enchanted pond with powerful curative properties, which, by a strange quirk, was unable to heal the clerics themselves. At this the locals still gather to celebrate Khian's festivals, drawn together by their dark and fearsome leader as the full moon appears.

PLAYERS' INTRODUCTION

As this scenario is designed for inclusion in the Campaign, it is left up to individual DMs to work out the specifics of the players' introduction, depending on the state of play in your own game. General notes on the introduction, however, will prove useful and you should incorporate the ideas below as you see fit into your game. It should be stressed that this particular scenario does not suit a casual introduction in which the PCs merely come across the shrine in the course of their wanderings about Fess.

Tales of the Pool of Tears spread quickly after the priests' departure, coming to the ears of clerics, sages, merchants, raconteurs, travellers and adventurers alike. It should not be too difficult, therefore, to find a way of alerting the PCs to the existence of this lost treasure within the slimy confines of Fess. Their specific reasons for venturing into the quagmire may vary, but could easily include greed (not a recommended option), a mission for a temple or an MU needing the product of the Pool (see below) for their incantations, or the necessity of healing one of the party members of some terrible disease that will not respond to the normal magical treatments (generally the best of the introductions, giving the PCs a real vested interest in success).

Although it is possible that the PCs could attempt to find Shadulan's Mire and solve the mystery of the shrine from the information that they will pick up on the streets and in the bars of the Empire, such blind groping in the dark is not to be encouraged. Obviously, if they are hired or persuaded to act on the behalf of an NPC, these problems can be overcome, as the NPC may be deemed privy to the necessary background knowledge required. Otherwise, you might hint to the PCs (a course that should not really be needed for more experienced players) that visiting a sage or similar person may well be to their advantage, reminding them of the difficulties that are involved in finding one shrine in somewhere like Fess!

Under the (doubtless costly) guidance of a suitable mage or sage, the PCs should receive some of the background details that are given in the introductory notes above, and below in the DM's Introduction - how much they are told will depend both on their wealth and on their experience as players (the better the players, the less they need be told in advance). As a rough guide, their adviser should give them directions to the shrine (though these need not be too accurate if you want to set a few swamp scenarios of your own along the way) and an indication of the properties of the Pool (see below). They should also be told that the correct enchantments must be cast to collect their prize from the Pool, and that these are unknown but might be found within the shrine. Under no circumstances should these lost enchantments be available to the PCs in advance of their arrival at Shadulan's Mire.

DM'S INTRODUCTION

For the PCs, the object of this adventure is the recovery of the Tears of the Moon, the precious liquid obtained from the Pool of Tears. This liquid will have no intrinsic value for them - the curative properties of the Pool are only elicited when the Tears are used as an ingredient in potions. It may, however, either be sold or given in exchange for healing in the form of a prepared potion: a capable MU will be willing to exchange one potion for three vials of the Tears, one of which will be used in the preparation of the potion that the PCs will receive (and hence they will have to wait while it is manufactured; NPCs may, at your discretion, exchange some other item, spell or favour of an equivalent power).

The effect of such a healing potion made from the Tears of the Moon will be equivalent to a **heal** spell, healing all of the recipient's damage, curing all diseases (including those that might normally be cured only by use of **limited wish** or **wish** spells), additionally acting as both a **remove curse** and a **regenerate** spell. Alternatively, the potion may be rubbed over a corpse, restoring it to life as if **resurrection** had been cast; this will only work on recent corpses, the time limit being 1 day per level of the MU preparing the potion - a potion will cover a dwarf or halfling sized character, but two potions will be needed for a human, elf or half-elf. If desired, the potion may be taken in smaller doses, providing 7-12 doses equal to a normal **potion of healing**.

Needless to say, such a powerful magical concoction will be highly-prized and rare in the extreme - these potions should NEVER be placed in random treasure troves, only being found, if at all, in the hordes of particularly powerful characters who have access to the necessary wealth or resources.

Due to their effects, these potions are not treated as most run-of-the-mill potions for manufacture, 7th level MUs being too lowly to successfully blend the Tears and the magic that are necessary. An 11th level minimum is required, as the MU must use **enchant an item** to transform the liquid, adding to one vial of Tears a normal **potion of extra-healing** and a gem (preferably a diamond or sapphire) worth at least 10,000 gp (hence the asking price of two extra vials). A laboratory, or the aid of an alchemist (which will not lower the value of gem needed), are also needed, the manufacture taking 4-7 days and entailing a 7-12 day rest period. The resultant potation is unstable and will keep for only 2-5 weeks unless a **permanency** spell has also been cast (for which there will probably be an increased price). It should be obvious from the foregoing that neither manufacture nor consumption of a potion made from Tears of the Moon should be taken lightly, and PCs ought to be made aware of the value of their find.

Having unusually dealt with the adventure's possible outcome first (because, unlike most of the following, the material above should be known to the PCs at the start of the game), we can turn our attention to the collection of the Tears of the Moon, and the problems that will stand in the PCs' path.

The other factor that the PCs should be aware of before they begin is that the Tears can only be collected from the Pool at the time of the full moon, a time of special significance for Khian and his followers. Although this information will be available to the PCs when they reach the shrine, it is a bit hard on them if you decide not to tell them in advance - giving them this information also allows you to place some encounters and other diversions in their way, and forcing a sense of urgency and excitement into their play. Note that, though the moon may seem full for 3 days, only the day in the middle is considered as full moon for Campaign purposes.

To successfully collect the Tears of the Moon, the relevant scroll must be found (see the key to the shrine) and an MU or cleric (the scroll is not specific either to class or to Khian) must read it out over the Pool of Tears as the moon reaches its zenith. The obstructions over the Pool (see the key) must have already been cleared away so that moonlight can fall onto the water - note that weather conditions are not of relevance at this point as, even if it has been a day of clouds and rain, the sky will clear in a small patch over the Pool at the necessary moment. Provided that the waters of the Pool are still (wind will also have no effect, though any other interference will) the Tears will slowly appear, rising in large lustrous drops from the surface of the Pool, the water seemingly suffused with moonlight, finally quickly 'falling' into the sky towards the moon above. It is at the point of leaving the water that the Tears must be collected, some airtight container being used (a vial, flask or similar container of liquid that can be easily stoppered is best) - the Tears should be allowed to float up into the container, the stopper being applied once it is full. If the Tears are touched by human or other hand, or meet the air after having been collected they will be spoiled and of no use at all. 1 Tear is 1 fluid ounce; therefore 5 make up a vial (1/4 pint) and 20 a flask or skin (1 pint). The number of Tears will be 7-12 plus 1 per level of caster; if the full moon occurs within a month of either the vernal equinox or an eclipse, an additional 7-12 will appear (if it is on the same day as one of these, the number will be doubled!). The Tears will appear at the rate of 1 per round - if the Pool is disturbed the Tear appearing that round will disperse and be lost.



MARSH

The first opponent that the PCs will have to deal with will be the marsh itself - the rules that follow relate generally to Fess and can be applied to random or your set encounters. The marsh is divided into 4 broad categories for simplicity:

- A) **Solid Ground:** Movement and combat as normal.
- B) **Firm Marsh:** Movement at two-thirds only (half if wearing metal armour). Combat at -2 (-3 in metal armour). Plus all those in combat must roll their AC or under using a d10 (for this roll, DEX bonuses should be deducted from AC, otherwise the PC will be penalized for a high DEX!); failure indicates that the character has fallen over, taking 1 round to regain his feet if a successful roll is made next round. PCs who are unconscious have a 50% chance of drowning in the ooze.
- C) **Soft Marsh:** Note that these areas may be distinguished from Firm Marsh only by PCs moving at a cautious rate, and never while in combat. Movement will be one-quarter (nil if wearing metal armour). Combat is impossible (with the sole exception of crossbow fire if the PC is stationary); MUs and clerics must make a saving roll versus spells or miscast - this will lose them the spell and there will be no effect; a magic item may be used (except combat items, of course). If a PC does attempt to fight he will always fall over (though he may land the one blow); once a PC has fallen over, or if he was wearing metal armour in the first place, he will be unable to free himself from the morass without assistance (a tree, piece of masonry, another PC etc.) and will begin to sink in 2-5 rounds, beginning to drown thereafter. Any PC who is unconscious will immediately begin to drown.
- D) **Water:** Treated as normal water (see D.M.G. 55-57).

Drowning: A PC may hold his breath for 1 round (or 2 if inactive); each segment thereafter he must throw under CON on a d20, with a cumulative penalty of -1 per segment after the first, or begin to drown. The PC can now take no actions by himself and there is a cumulative 5% chance per segment that subsequent actions by other PCs (kiss of life etc.) will not revive the character. If he is revived, AC, to hit, saves and all other applicable rolls will be at -4 for 7-12 turns.

Marsh Creatures: Creatures that have marsh as their normal habitat will always be able to spot Firm and Soft Marsh, and may be deemed to know paths through such areas (at your discretion). Humanoid creatures will be treated as above, though they may be allowed the advantage of striking first, if applicable; creatures adapted to marsh life (webbed feet and so forth) may treat Firm Marsh as Solid Ground and Soft Marsh as Firm Marsh, for movement and combat. Note that the marsh creatures are generally bright enough to attempt to lead PCs into the marshy areas, especially the Soft Marsh.

ENCOUNTERS

In the environs of the shrine, in the area called Shadulan's Mire, encounters will be on a chance of 1:6, made the usual 6 times per day. Within the full moon period (two days on each side) chances will rise to 1:4, and on the night of the full moon itself to 1:2. Use the following table for random encounters in the area (the normal table elsewhere in Fess):

01-02% Babbler	59-60% Frog,Poisonous
03-08% Bullywug	61-62% Giant,Fog
09-14% Cajo Gnire, small	63-64% Hippotamus
15-26% Cajo Gnire, medium	65-66% Hydra,7-12head
27-33% Cajo Gnire, large	67-74% Lizard,Giant
34-36% CarrionCrawler	75-76% LizardMan
37-40% Centipede	77-79% Leech
41-44% Crocodile,Normal	80-82% Snake,Constrictor
45-48% Crocodile, Giant	83-85% Snake,Poisonous
49-50% Dragon,Black	86-91% Toad,Giant
51-52% Eel, Giant	92-93% Toad,Poisonous
53-56% Frog, Giant	94-96% Will-o-Wisp
57-58% Frog, Killer	97-00% Wyvern

The numbers of such creatures appearing will be as normal in the Campaign (either based on the rules, or on whatever your usual numbers are). The Cajo Gnire are detailed below. At your discretion you may have some of the creatures achieving surprise by bursting forth from the swamp at the PCs' feet.

THE CAJO GNIRE

The Cajo Gnire are the dominant creatures in Shadulan's Mire and the surrounding areas. They are the unfortunate, much despised offspring of troll-bullywug crossbreeding, though the depravity and desperation of those who would stoop so low as to perform such gross acts is almost unimaginable. A member of this race (though it hardly deserves such a noble appellation, being peculiar to this area and confined to a small number of individuals) has the following statistics:

AC 5; MV 12"/15"; HD 6; Att 3 (or 1); D 2-5/2-5/5-8 (or by weapon type); to hit AC0 13; SA hop attack; SD camouflage and regeneration; Int ave; SZ L; EXP 375+6.

The hop attack may be used once per turn and only when first closing with an opponent; in so doing the creature may move forward 3" or up 1½". This counts as a charge and allows an +2 bonus to hit; in addition, those with spears may impale their opponents for double damage (though by the same token, opponents may set versus charge, if they have an appropriate weapon). Like their bullywug ancestors, the Cajo Gnire have chameleon-like powers of changing their skin colouration; it may be grey, green or brown, mottled, spotted or plain, dark or light etc. This allows a motionless creature to be 75% unlikely to be noticed (including through infravision) and gives a 3:6 chance of surprise (4:6 if hopping to attack). From their trollish side, the Cajo Gnire have the ability to attack three separate opponents at once when using natural weaponry, and they gain the troll's regenerative ability of 3 hit points per round, 3 rounds after being damaged - fire, of course, will permanently damage them. Due to their mixed ancestry, the Cajo Gnire may move as if Firm Marsh was Solid and Soft Marsh was Firm, but this does not apply to combat.

Cajo Gnire will be met in small, medium or large groups (see above), comprising 2-5, 5-8 and 7-12 members respectively. In addition there is 50% chance of the group being mounted on giant lizards; these are usually loyal and under control, acting as directed by the Cajo Gnire, but there is a chance of 1% per point of damage received (2% if the rider is dead) that one will run amok, attacking whatever comes near. The lizards are otherwise normal giant lizards, as follows:

AC 5; MV 15"; HD 3+1; Att 1; D 1-8; to hit AC0 16; SA on hit roll of 20 cause double damage; Int semi; SZ L (15' long).

The Cajo Gnire are an intelligent race of hunters who wander their own area of the marsh, tracking down, killing and then consuming anything edible that they come across. They do not have a lair (though see below for their breeding ground) and take no interest in collecting treasure (excepting a few special items and weapons) merely throwing anything inedible into boggy areas to be sucked under and lost.

They may use most large weaponry, though they favour spears; 50% (100% of those mounted) will carry 2-3 spears which may be hurled for +2 damage or used as heavy lances from lizard-back. Of those remaining, 50% will carry other weapons such as axes, halberds, flails, etc. These may either be thrown (if allowed) or used in melee at +2 damage.

It is assumed that the PCs will arrive in Shadulan's Mire at the time of the full moon, in which case encounters with the Cajo Gnire will follow the pattern indicated below. If not, the creatures will merely treat the PCs as a rare and tasty treat, attempting to catch and eat them without further ado.

THE CHILDREN OF THE MOON

The preaching of the Khianites partially converted the Cajo Gnire: they did not give up their delight in blood sacrifice but moved the venue to the shrine and celebrated this rite at the time of the full moon. Each month many of them meet at the shrine and offerings are made to Khian, the offerings being euphemistically known as the Children of the Moon in their debased troll-like gibberish. As the moon reaches its zenith their High Priest (see below) cuts the throats of the victims suspended above the Pool of Tears (or the Moon-Tarn, as they call it) and lets their blood run into the Pool. It is a ceremony regarded with great seriousness for it is said to ensure the fertility of the breeders, and the Cajo Gnire will react violently to any attempt to obstruct this rite.

THE TEARS OF THE MOON

It should be obvious from the foregoing that the Cajo Gnire and the PCs are going to be in competition for the use of the shrine during the full moon; for neither group will any other time suffice. If the swamp-dwellers find the PCs have preceded them to the shrine, they will mount an attack with great ferocity, stopping at nothing less than their complete annihilation; equally, if they are already in place when the PCs arrive, they will defend the shrine, ensuring that there is no obstruction to the sacrifices (although this will mean that some of the creatures will be otherwise occupied with conducting the ceremony and therefore unable to fight). Not including their leaders (see below), there will be 24+d12 of the bug-eyed batrachian trolls for the PCs to deal with. At one hour to midnight they will appear out of the swamp mists and converge on the shrine, leaving their mounts outside and making their way to the Pool of Tears for the ceremony. If the PCs are either following an encountered group, or if one or more PCs have been captured by such a group, it can be assumed for convenience, that the group is one of those attending the sacrifice - needless to say, any PCs captured will form the highlight of the ceremony!

Without the leadership of those described below, any attacks will be fairly straightforward (though not merely suicidal frontal assaults - remember that this is home ground to the Cajo Gnire and they will use this to their advantage). With the aid of their leaders, the creatures will be a formidable foe; you should allow the leaders to develop intelligent and sly plans to defeat the PCs, though the specific nature of such plans will, of course, depend entirely on the actions of the PCs and, therefore, cannot be dealt with here.

ISKAN BAIN

The chieftain of the Cajo Gnire, Iskan Bain is the largest, and most vicious, of the tribe; he counts as AC 4 with 8 HD (hp 60) and +2 damage on all attacks (to hit AC0 12). He rides a lizard of similarly large size (hp 25) and is armed with a huge black halberd; this has runes engraved along the blade and is +1, +2 vs. cold-using creatures. He wears the crudely-cured skins and furs of many marsh creatures and is adorned with a number of large gold and silver necklaces and amulets, strung around various limbs or hung from his neck on leather thongs; the total value of the jewelry is 950 gp.

Iskan Bain will lead his doughty warriors from the front, his preferred tactic being to close in on all sides, using camouflage where possible, and attack a surrounded enemy by surprise. He is always accompanied by 4 Cajo Gnire of huge size, Dranil, Knaume, Munk and Raeli, all having a full 48 hit points and armed with 2 spears and halberds. They will fight to the death to defend him from any attackers.

WEALUS BOLL

Wealus Boll is the displaced witch-doctor of the Cajo Gnire, though, outside of religious areas, he is still the right-hand of Iskan Bain and his chief adviser on most matters. A sallow blue tint to his skin indicates that Wealus Boll is by no means well: "A bolus a day keeps the maggots away!" he is often heard to mutter, referring to the huge pills that he takes regularly (made from his own concoction, they would fell a lesser creature; PCs trying them will have to save vs poison at -4 or fall into a coma for 2-12 days, thereafter contracting a gastro-intestinal disease of acute occurrence and severe in nature - see D.M.G. 14). "We've all of us bowel problems" is another of his catch-phrases, though most would disagree considering that his stench will cause PCs to react as if faced with a troglodyte (see M.M. 97).

His spell ability is 7th clerical/4th magical (the clerical spells are from Saltrax which is one of the reasons for his antagonism with the new High Priest), comprising - clerical: 1st: **bless**, **cause light wounds** and **sanctuary**; 2nd: **augury**, **hold person** and **ray of enfeeblement**; 3rd: **curse** and **dispel magic**; 4th: **poison**; magical: 1st: **magic missile**, **shield** and **ventriloquism**; 2nd: **detect invisibility** and **invisibility**.

He also has **potions of flying** and **fire resistance** and a sole packet of **dust of appearance**. He will not hesitate to use these if the occasional calls for it. Despite his hatred of his usurper, Wealus Boll will aid his comrades to defend the shrine; he will hope, however, that his rival will come out of the combat disgraced or, preferably, dismembered.

SHADULAN

The new High Priest of the Cajo Gnire is none other than the leader of the Khianites who built the shrine: Shadulan. An undeniably fearsome man (known as the Miser behind his back, for his lack of emotional rather than financial generosity), Shadulan is tall and strongly-built with bright red hair and an equally inflammatory temper. He lives purely to further the glories of his god, Khian, Lord of the Waters, and will attempt to convert any who disagree with him, violently if necessary. The Cajo Gnire see him as a divine madman; they found him wandering in the swamp, muttering insanely to himself and believed that to kill one who was obviously chosen by the gods would bring bad luck down on them. He has used his position to rule the religious life of the Cajo Gnire, a fact that has earned him much enmity in certain quarters.

In the shrine his word is law and his loathsome flock will unquestioningly follow his commands. Shadulan, teetering on the brink of insanity, will try to convert PCs to his faith, but, if he fails, he will have no qualms about slitting all their heretical throats over the Pool of Tears - nothing can stand in the way of the ceremony. If they encounter him at some other time, he will similarly attempt to convert them, and, if he fails, will have them captured awaiting the next full moon. In either a siege or defence situation, Shadulan will produce the most devious plans, depending on deception, decoys, sneaking around a lot and a complete disregard for the loss of life necessary to retake or retain the shrine.

Shadulan's statistics are: S 17, I 12, W 18, D 9, C 15, Ch 18, CL C-Khian, LVL 10, hp 55, AC 8, **bastard sword +3** - usual spells: **bless**, **command** x 2, **cure light wounds**, **light**, **sanctuary**, **augury**, **continual light**, **hold person** x 2, **speak with animals** x 2, **dispel magic** x 2, **prayer**, **water breathing**, **cure serious wounds**, **protection from evil** 10' radius, **raise water**, **wall of ice**, **conjure water elemental** and **ice storm**.

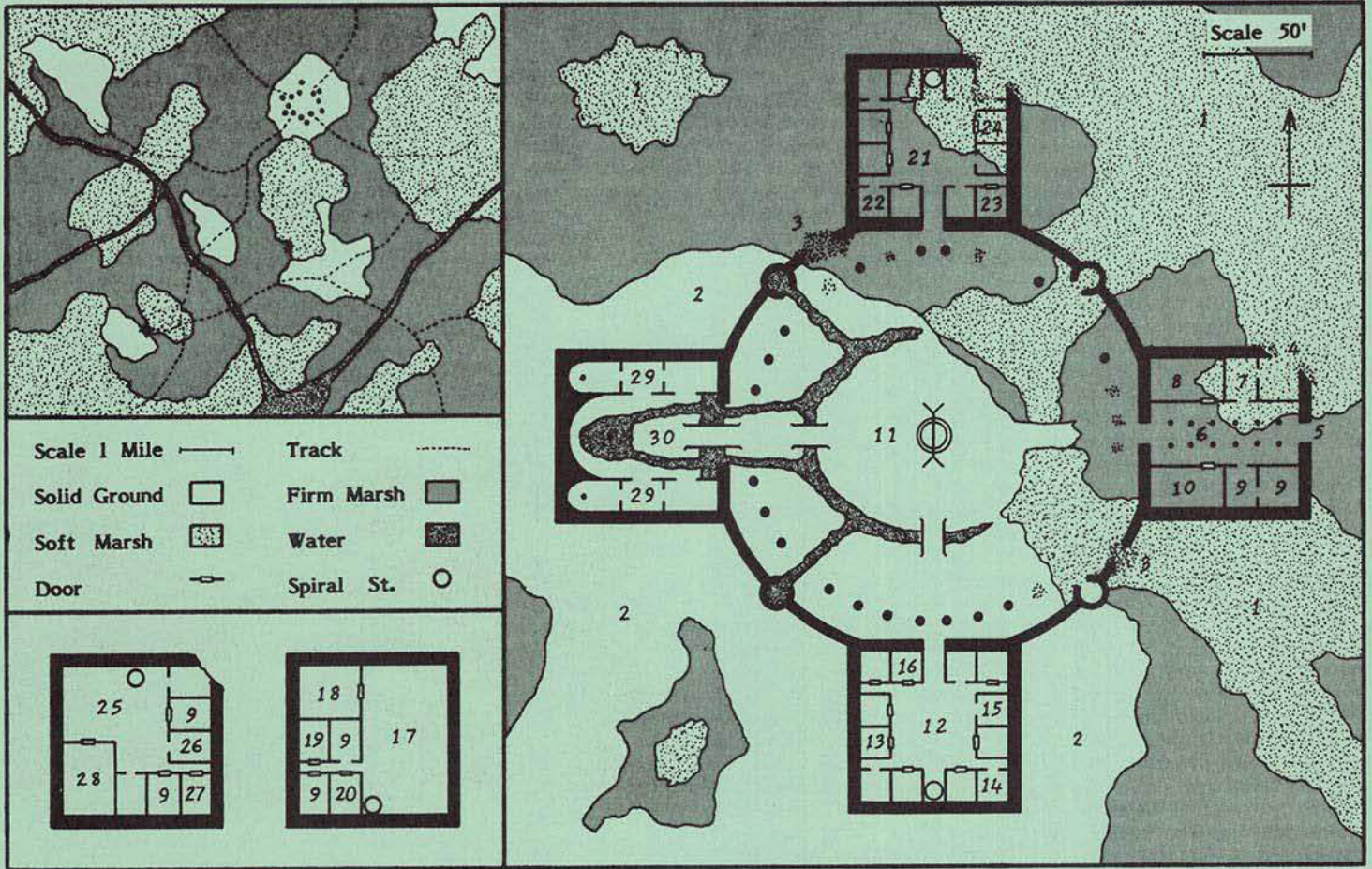
Shadulan always has an honour guard of three of the largest Cajo Gnire (full hit points), all lizard-mounted - it is on one of the lizards that he travels, sitting in front of the guard. In addition to his sword, Shadulan has: a **potion of extra-healing** (a normal one, not made from the Tears of the Moon - he has forgotten much of his earlier life, including the potentialities of the Pool, though not its centrality to worship at the shrine); a scroll of 2 spells (both clerical, specific to clerics of Khian) **quest** and **cone of cold** (stored in a bone case); an ornately carved wooden staff that he believes is magical but exhausted - this is, in fact, merely an ornately carved staff worth 25 gp; and three aquamarine blocks of incense that will act as **incense of meditation** for clerics of Khian, but will deprive all other clerics of all their spells for 2-5 days (Essent clerics are unaffected).

PATHWAYS

The Cajo Gnire tracks marked on the map will not be apparent to the PCs unless they have someone skilled in tracking in their party. The Cajo Gnire, on the other hand, can follow these tracks as if they were Solid Ground, even where they pass over Firm or Soft Marsh; this only applies to movement.

THE BREEDING GROUND

The Cajo Gnire breeding ground (see map for location) is the place in which the females and young of the race stay; there are only a few females as all but the minimum breeding stock are exposed at birth - there will be 12+d6 at any time (they should be treated as 4HD creatures). The 3d12 young will be mostly male and will mature quickly (treat as 2-5 HD). The breeding grounds are on a solid patch of swamp and comprise only a few poorly constructed mud or stilt huts, guarded by 7-12 mounted males. Outside of the full moon period there is a 50% chance that Iskan Bain will be here, claiming his rights as leader; Wealus Boll never comes here, his worship of the god of waste precluding attendance at such a highly productive scene. Shadulan will always be here, a sign of the Cajo Gnire's low opinion of him outside of the religious field - he is worthy only to tend females in labour (though they also feel that he may aid fecundity). An attack on the breeding grounds will cause 2-5 bands of the Cajo Gnire to appear in 2-12 turns (assuming that it is obvious - eg fire or pyrotechnics); it is so important to them that during the ceremony they will still dispatch 40-60% of the worshippers to deal with the problem, if they become aware of it.



THE SHRINE OF KHIAN IN SHADULAN'S MIRE

KEY TO THE SHRINE OF KHIAN

GENERAL NOTES

At the time of its construction, the shrine stood upon solid ground but, as noted above, Fess protects itself against its enemies - the marsh has begun to encroach on the shrine and swallow up the building. There has been a pronounced amount of sinking on the north-eastern side of the shrine (the side containing the Water-Lord's atlar is, significantly, still fairly intact); the incursion of the marsh and the break in the wall surrounding the central garden indicate the line of this slippage, the angle of the building to the north-east of this line being such that most of the crumbled areas are actually under the marsh (slope about 1:8). The south-west of the garden, and the south and west buildings themselves, are all on solid ground, though slightly angled. The other two buildings have sunk 1' into the firm marsh at the south-west corners; this reaches 5' about half-way across and proceeds to 10' at the north-east corner. You will have to be very careful in dealing with these areas during play, especially if the PCs wish to explore any of the parts under the marsh - firm marsh will have to be dug into (at ten times the rate of very soft rock - see D.M.G. 106), but soft marsh can be 'swum' through, as long as the PC is attached to a rope for the other characters to pull him out (and he will probably need **water breathing** to make a useful attempt at exploration of the submerged areas).

Unless otherwise noted, all areas are sound and will act in the normal manner (doors in the swampy areas will obviously need to be smashed through or have the marsh dug away from their bases before they can be opened). The outer wall for both the buildings and the garden is 20' high; the north and south buildings have a ceiling at 10' and another 10' high storey above this. Note that the Cajo Gnire know the garden area and the east and west buildings well and will use this knowledge as appropriate. Shadulan knows the layout of all the shrine, but will not be able to help PCs in their search for the ceremonial scroll, or in the ceremony itself, as his traumatic experience in the swamp erased all of the relevant information from his memory - thus even if under a **charm** he will be of no help (optionally make a **suggestion** effective, allowing the PC to probe the hidden recesses of his mind).

1. **The Swamp:** In the swamp area around the shrine (to which the general swamp notes apply) are a number of crocodiles (M.M. 12; 15% are of the giant variety). Every time that a PC enters soft marsh, there is a 10% chance of an encounter with 2-5 (or 2 giant) crocodiles, with a further 5% chance per round thereafter (though allow no more than two of such encounters at one time). Additionally if, while the PCs are on the firm marsh, they engage in combat, there is a chance of 5% per round that crocodiles will be attracted from the swamp to attack those fighting. Once attracted, the crocs will pursue PCs onto the firm marsh and solid ground areas.

2. **Outside the Shrine:** As the PCs first approach the shrine there is a 35% chance that 2-5 Cajo Gnire will be guarding it, standing or sitting camouflaged on the solid ground. At the time of the full moon, this chance increases to 85% for 5-8; these will be in addition to those actually inside. In the first instance, these guards will attack the PCs, but if they prove too strong, the guards will flee and seek help. Note that the disposition of the forces within the shrine is left to your discretion - it will only be defensive if the Cajo Gnire have some reason to suspect the presence of the PCs in the vicinity of the shrine.

3. **Collapsed Garden Walls:** The rubble is about 10' high in the breached areas, the south-easterly of which is slightly sunk into the marsh. Unless he is able to move silently, a PC crossing the rubble will alert anyone in the garden (and there is a 50% chance of alerting those in the buildings).

4. **Collapsed Building Walls:** As noted above, these corners are under the marsh and will have to be negotiated with care lest the PC drown while attempting a stealthy entrance.

5. **Main Entrance:** The high main entrance (15', of which 8' is now under the firm marsh leading up to it) can still be used with some difficulty by PCs, provided that they wish to wade through the bog - the Cajo Gnire may well post a guard or two at the entrance (this is the one they will use unless they have reason to believe the shrine is occupied, in which case they will sneak in from various sides).

6. Entrance Hall: Lining the centre of the hall are pairs of fluted columns reaching 20' to the ceiling above. Along the walls are various empty niches and hooks that once held minor religious artefacts for the worshippers to observe on their entry. Nesting among the rafters and the tops of the columns are 12 blood hawks (F.F. 15); they know of the Cajo Gnire and will not attack them, but they will attack PCs.

7. Small Chamber: This boggy room has been emptied of its earlier contents, and now plays host to 2-3 crocodiles; they will merely hide under the swamp surface if the Cajo Gnire are present (unless stirred to action by blood-lust during a combat in the adjoining chamber), but otherwise lurk here in hope of catching blood hawks or any other creatures (such as PCs) for lunch - they will attack if disturbed and are 50% likely to attack anyone in the rooms to either side.

8. Workroom: Once used in the creation of various artefacts and potions, this room now only contains a few of the more immovable items abandoned by the clerics. There are shelves along the walls and two large wooden workbenches against the north wall (the east one under the marsh). Underneath the latter, in the north-east corner of the room, beneath 2' of soft marsh, and half-sunk into the firmer marsh below, is an iron-bound wooden chest. The hinges and lock are rusted and it can only be broken open (if removed from the slush). The chest contains some rotted velvet padding, many fragments of shattered glass and a single intact glass object, shaped in the fashion of a large tear, the thinner end of which curls over to a sealed point, full of a transparent liquid. This device, known as Alcumb's Tear (after its inventor) has the curious property of exploding when the thin stem is snapped, spreading its contents around a 10' radius area; this one is filled with a fine oil within which are many small pieces of sodium - if the globe is smashed, the sodium will ignite on contact with the air and cause the oil to burst into hot flames (doing double damage due to an arcane preparation).

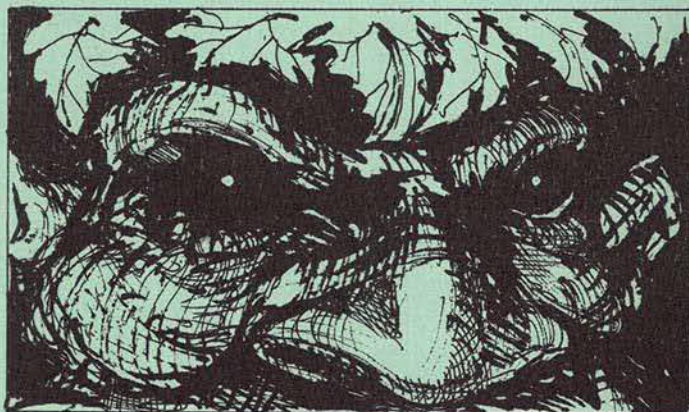
9. Empty Rooms: These chambers have no contents of interest to the PCs, everything having been removed by the clerics on their exodus; unless you choose to place Cajo Gnire warriors in them for defence, they will also be bereft of occupants.

10. Workroom: Of similar general appearance to 8, this room still has a few tools stuck in the mud and slime that coat its floor. Used for repairs to the buildings and furniture of the shrine, the tools include shovels, picks, buckets, a large hammer, a box of very rusty nails, varying lengths of mouldy, slug-infested wood, a pair of three-legged stools, a 15' ladder (50% chance of collapse per round) and a door.

11. The Garden: The centre-piece of the shrine, the garden is now much diminished from its former glory, invaded by the surrounding morass and re-colonized by the fenny plant-life that once occupied this lonely spot. Although not marked on the map (for clarity's sake), all of the area of the garden that is not rapidly turning into a quagmire is covered with thick vegetation, only the west island remaining relatively unscathed. The garden has a thick, matted undergrowth of a variety of ferns, brambles, grasses and weeds that flower in a psychedelic array of colours, over which grow a plethora of vines, creepers, climbers and sundry carnivorous shrubs. Strung from the walls to the 20' columns inside them, then down to the streams, these new floral invaders form a nearly impenetrable barrier around the outside of the garden, which blocks off the entrances to the north and south buildings and partly obscures that to the west building. The central area of the garden is covered more by low plants and bushes, but the Cajo Gnire's gallows over the Pool of Tears forms an additional point to which creepers and climbers can cling - in the process almost entirely concealing the Pool itself.

Springs inside the two western towers (both the same height as the walls) still provide water for the streams that used to run all around the garden; the eastern parts of these are now underneath the marsh, the remaining parts being blocked on that side. However, the streams continue to run beneath the bridges into the main shrine where they disappear down a subterranean outflow that reappears, far to the west, in the marsh itself. The Pool of Tears remains brim-full as ever, magically never overflowing nor drying up, its water drawn from a source deep below the polluted bog water.

In the outer area of the garden a PC may only move at $\frac{1}{2}$ " per point of STR over 12 (though with a minimum of $\frac{1}{2}$ "!), assuming that he has some suitable slashing weapon to cut through the undergrowth and vines - needless to say, those following him may move at the same speed, and once a path has been cut, it can be used with no further impedance. The Cajo Gnire move at twice this rate if armed appropriately, hence (with their average STR of 18) at a rate of 6", or at 2" if unarmed. In this heavy vegetation, combat will be impeded for anyone who has a weapon needing over 4' of space to use, their to hit rolls being at -2 and damage halved (many of the Cajo Gnire may fall into this category). In the central section, movement is at half-rate for PCs, but the Cajo Gnire, due to their size, are unaffected; combat is as usual. The plants will burn poorly if ignited, being damp, though each dice of damage can be assumed to clear a 1' square area.



Living in this mini-jungle are a multitude of toads, snakes, spiders, lizards, slugs and other creeping or slimy things; these will cause at worst a minor irritation to the PCs. On the other hand, there are a few larger specimens that may be more of a problem - there is a 10% chance per round that one of the PCs will encounter a large poisonous snake or spider, which will attack (treat both as having the same statistics as a large spider - M.M. 90 - though the snake will not have the 15" web movement; poison, if not saved against, will not cause death in 50% of cases, merely causing sever discomfort for 5-8 days with the victim at -4 or -20% on all applicable rolls). These beasts will not attack the Cajo Gnire.

The Pool of Tears has been dealt with adequately in the DM's introduction and needs no comment here. Above it there is a simple and roughly-constructed frame, 10' above the Pool, on which the Cajo Gnire suspend their sacrificial prisoners, before they slit their throats and allow their blood to fall into the Pool. They will clear away the vines and so forth around this so that the sacrifices can go ahead, but this will not be enough for the PCs' objective of collecting the Tears - for the latter, all the undergrowth and the gallows themselves will have to be removed. For their ceremonies, the Cajo Gnire (other than their guards) will gather in the central area of the garden, Iskan Bain and the chieftains to the west of the Pool, and Shadulan standing on its edge in order to administer the final ritual to the offerings.

The bridges are still fairly sound, there being a chance of 1% per pound (or 10 gp weight) over 200 lbs (2000 gp) of the wooden boards collapsing and precipitating the PCs into the stream below (save under half DEX+AC to grab the edge); this chance is doubled during combat etc. Although the stream is only 3'-4' deep, entering it may provoke the appearance of one or more water weirds, a vestige of the shrine's defences (these were once far stronger). Each PC in the water has a 20% chance per round of alerting one of these, those falling in raising the chance to 75%; once one has appeared it will attack all (including Cajo Gnire - though not Shadulan) who come into range until destroyed (not disrupted); it may move around the stream when not in combat to come closer to the creatures in the garden (at your option). There will be no more than 12 of these at any time.

Remember that the vegetation does not cover the soft marsh, but that firm marsh to the east of the soft area is covered; movement and combat modifiers are cumulative!

12. Acolytes' Quarters: The entrance is filled with the vegetation from outside, reaching right up to the start of the room. The central area contains chairs, benches and a long table; the cells that surround this common area mostly contain one or two simple cots, empty trunks, bits of broken pottery, old rags (now well mouldy) and similar items that were (rightly) deemed worthless by the fleeing clerics.

Lying crumpled over the main table are five cloaked figures; between them stands a water flask and a pair of mugs. The flask is half-full of an odourless green liquid; any PC stupid enough to drink this will have to save versus poison or succumb to the same maddening disease that killed those at the table. This will cause disorientation for 2-5 rounds (-2/-10%), followed by an increasing drowsiness for 5-8 rounds and finally a coma for 7-12 turns. If the disease is not cured in this time, the PC must save vs poison or die; if he saves he will awake again, but be at -4/-20% for 1-3 days. The poor misguided creatures in the room were not so lucky; they came here hoping to be cured of lycanthropy, not realising that the shrine had been left empty for some years. After their tormented death with the marsh sickness, however, the power of the lycanthropy (contracted not from bites, but as a curse) continued to animate their skeletal remains. In the day and during the moonless nights they merely lie here, ostensibly dead - but when the moon rises, they accompany it and take on an undead form. At such times they will attack anyone who enters the room, and if the vegetation has been cleared away, they will proceed outside to attack anyone that they can see. Their statistics are: AC 5; MV 12"; HD 5; Att 1; D 2-12; SD can only be hit by silver or magic weapons and suffer only half damage from edged weapons; SZ L. Similar to skeletons, **sleep**, **charm** and **cold** spells have no effect; unlike these, they are not real undead and cannot be harmed by holy water nor can they be turned by clerics. They will attack until destroyed. Note that if the skeletons are broken up before animating, at the advent of the full moon they will reform.

At the base of the spiral staircase there is a catch that can be moved to open a secret panel in the first stair (find at normal FRT chances). Underneath this is a keyhole, set into a second panel. The lock can be picked as normal, but unless the PC also manages to remove traps (find traps, if attempted, will be at -15% chances) various of the steps will be released from the staircase's pillar, falling onto the head of the opener. Damage will be as if the opener had suffered 4-6 attacks by a 7th level fighter wielding a mace (save under DEX to halve the number of attacks). Beneath the panel is a 12" x 18" area, 3' deep, containing 3 large leather-bound tomes. These are all locked and protected by **glyphs of warding** which, unless dispelled, will do 3d6 cold damage (save versus wands for half; the books will not be affected by this). All 3 books are very damp and mouldy with many of the pages are unreadable. Two contain myths and legends relating to Khian and his followers and might fetch 350 gp from a wealthy worshipper or temple. The third tome is much damaged but tells of the founding and operation of the shrine. A PC examining this book will be able to glean all the information provided in the DM's introduction, taking 30-INT hours to do so.

13. Acolyte's Cell: This contains the baggage of those dead pilgrims that sit in the main chamber; they threw away their weapons and armour on their approach to the shrine as a sign of good faith, but the 5 packs still hold mouldy rations and vinegary wine, decayed clothes and boots, rope, candles, a lantern, 6 flasks of oil, a string of prayer beads made from 100 small azurites (worth 250 gp), a set of silver plate in which is cut Khian's wave symbol (worth 150 gp), a purse of 50 gp and 27 pp, and a purse with 20 15 gp turquoises in it.

14. Acolyte's Cell: This otherwise empty cell is currently occupied by a green slime that covers the walls and ceiling. It will drop on any PCs entering the room (hp 16), but the loathsome cold-blooded Cajo Gnire will not attract it.

15. Acolyte's Cell: In the south-east corner of the room is a secret panel concealed under a cot (find at twice normal chances if that area is searched). If opened it reveals an acolyte's personal savings of 43 gp and an ivory device that represents Khian's intertwined waves, worth 75 gp.

16. Acolyte's Cell: Above the door lintel there is a small hole in which has been placed a silver key (see 20). There is unfortunately also a small poisonous spider just waiting to bite the hand that reaches for the key - it will not do any damage, but if the PC does not make a save versus poison the hand will swell up for 2-5 days and be useless for any actions that require manual dexterity (including melee, with the exception of using a shield, and all thieving actions).

17. Library: The heavy, shuttered bookcases that stand all around the perimeter of this room should reveal its former use to the PCs. Designed to prevent damp, not theft, these bookcases are not locked; they are, however, mostly empty. The majority of the tomes and codices stored here returned with the fleeing clerics and the few remains include: three dozen unused parchments with a selection of quills and fine illuminating inks; a handful of manuals on calligraphy and the preparation of vellum; a Book of Hours for Khianites (if read by such a cleric allow him 100 EXP - if destroyed by an opposing cleric allow a similar amount) and a breviary made specifically for Khianite clerics (as before but 350 EXP).

Flitting between the bookcases are a couple of dozen stirges that will be only too pleased to feast on the PCs (you might wish to have a chance of an encounter with them outside this room or building; say a 10% chance per turn for 5-8).

18. Librarian's Quarters: The inscription on the door marks this as the room of J'linth Moon, the old blind man who was librarian at the shrine. The door is locked but there is no keyhole; instead the opener must press in the centre of both the O's in the name (FRT chance to find - J'linth had a sick sense of humour, laughing at his own misfortune in this way) - failing to press both of the O's will cause a blade set in the lintel to shoot out at the opener's head (equal to a 7th level fighter wielding a DH sword; normal AC bonuses apply).

Inside the room are many empty shelves, a large desk with a stool and a hard bed. It was said by some that J'linth Moon was a secret devil-worshipper, mainly due to the strange and arcane symbols that are carved into the top of his desk, but these are merely the blind doodlings of a failing mind. The desk stands against the west wall, opposite the door; behind it is a 1' square secret panel (normal chances to find) with a 3' deep cache beyond it. In this are four empty stoppered vials, a small carefully engraved slate and a bone case with a scroll of 3 spells for clerics of Khian: **continual light**, **atonement** and **commune**. The slate is inscribed with a large circle within which is a spiral pattern; above this are the words (in common): 'At the root of the long climb to knowledge lie the simple workings of our faith'.

19. Study: Spread all over the desks and stools piled up in this room is a colony of yellow mould. There are 11 sets of furniture, amongst which can still be seen the remains of a few books and parchments, though most of these and parts of the woodwork have been consumed by the mould. Should any PC attempt to retrieve one or more of the manuscripts, you must be very careful in adjudicating his chance of so doing without disturbing or breathing in the mould. If successful, he will find it was not really worth the effort - the remnants are half-completed illuminations etc., perhaps worth 150 gp to a real collector or a temple of Khian with cash to spare.

20. Study: Under the south-east of the four desks in this room is a locked chest (OL at -20%; see 16 for key). Inside the chest is a schematic map of the locality, and a somewhat vaguer map of this part of Fess. The first shows the Cajo Gnire breeding grounds (indicated by a large egg surrounded by circles - use the map on page 21 as a basis); the second will allow the PCs to escape from Fess without getting lost (though, of course, not necessarily without encounters).

21. Acolytes' Quarters: This room appears much the same as its partner to the south, allowing for the deprivations of Fess and the creatures that have crawled in from it. At the south (original) entrance is a vegetative blockade very like that in 12, except that this has witherweed intermingled in amongst the normal plants (see F.F. 95). The north-east part of the room is under soft marsh that has broken in (see 1) and is dominated by the deep carpet of ugly marsh plants that covers the floor, wall, and even the stairway.

Concealed amongst this lush flora are two shambling mounds of 10 HD each (see M.M. 87); these will not attack the Cajo Gnire, recognising their strength, but the chance of eating human flesh will drive them into a violent frenzy, stopping only at their destruction. They will surprise on a 1-4.

Underneath the spiral staircase, concealed in a similar way to that in room 12, is a secret compartment within which is a small locked chest. The lock is normal, but the chest has a **glyph of warding** on it as well, inflicting a **curse** on whoever opens it. Each time that the PC scores 20 on a to hit roll or rolls full damage for an attack, he must make a save vs spells or fumble, tripping over backwards (save under DEX or be stunned for 2-5 rounds) and dropping his weapon in the marsh; this will continue in effect until the first time the PC fails and actually receives the penalties noted. Inside the chest are a bone scroll case, a bone wand case and a bag of 25 small blue jaspers worth 20 gp each. The scroll case holds a fragment of parchment that reads (in Tanarsan): 'The Tears of the Moon are the Joy of our Lord; whenever He rises so shall they, and wherever He stands shall their wisdom be placed, though not all shall see'. In the other case is an ornately carved wand, covered with wave symbols; though this has an aura, it will have no apparent effect (see below).

22. Acolyte's Cell: Above the plaster in the middle of the ceiling is a small cache tucked in-between the beams - this can be found at +1 to normal chances if the relevant area is searched, and once found can be easily broken into. Inside, carefully wrapped in silk and placed in a leather purse, is the lucky charm of one of the builders - a platinum amulet with waves finely engraved upon it (worth 250 gp).

23. Acolyte's Cell: Under the cot in the south-east corner of the room is an unlocked chest. This contains three robes as worn by priests of Khian, a little mouldy but sound; if these are worn by PCs, they will count as under the effects of a **sanctuary** spell for Shadulan ONLY; the confusion in his mind will make it hard for him to concentrate. Note that if a cleric of any other deity wears these, unless on a divine mission, it will count as a major transgression (see TS14).

24. Acolyte's Cell: Another chest, this time buried under a few feet of marsh. Locked this time (and rusted shut; judge the chance of PCs opening it without damaging the contents), it contains another five of the arcane, glass Tears Alcumb invented - see room 8 for further details.

25. Priests' Quarters: Once the common room for the priests of Khian, it is obvious from the charred remains that a huge amount of furniture, cloth and parchment has been burnt in this room at some time (in fact the centre of the roof is fairly dodgy - treat as the bridges for chance of collapse). The room is currently the lair of four giant spiders and the strands of their webs fill the whole of this room, and those off it that have no doors (see M.M. 90; it may, if you wish, be possible to encounter the creatures outside the shrine).

26. Priest's Chamber: A few cocooned corpses and some items indigestible to the spiders are to be found in this room. A number of rusty swords, shields and bits of chain mail are evidence of past meals, along with sundry rotten pieces of equipment and 2500 assorted coins to the value of 475 gp.

27. Priest's Chamber: Broken furniture and blood stains on the walls indicate some violent conflict in this room, which impression is confirmed by the upended bed against the south wall on which has been chained a priest, spreadeagled. Upon entering the room, the figure will turn, passing through its chains, and approach the PCs - it will become apparent that a spectre (hp 45 - M.M. 89) remains to avenge the death of the priest. The room is otherwise bereft of interest.

28. High Priest's Chamber: Once occupied by Shadulan, this chamber is now empty - its contents and all of his abandoned possessions formed much of the fire outside. However, the last clerics at the shrine did not search the room for secret compartments and these still retain their treasures. There is a 2' square area of floor in the north-west corner of the room, a 1' square panel in the centre of the west wall and a similar panel at the base of the south wall on the east side all covering secret compartments.

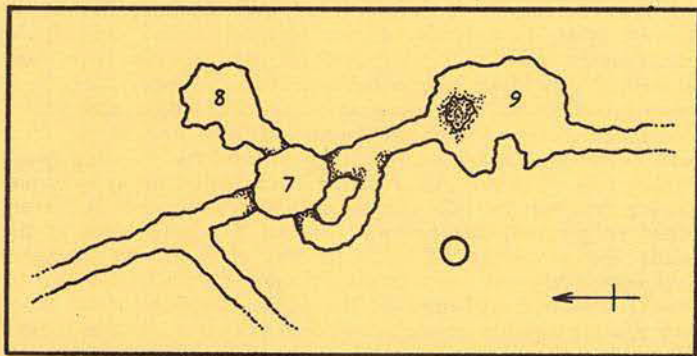
These may be found at normal chances. The first has nothing more than records of the shrine and a book containing the names of pilgrims who came to visit; they are worth at most 100 gp, even to the High Temple in Jarmla. That in the west wall is trapped with a **glyph of warding** causing 20 points of cold damage. In here is a codex known as Phar's Tome, a satirical study of contemporary mores containing a multitude of scurrilous tales. This tome is worth 1000 gp, being a fine edition with many exquisite illustrations. The final cache, guarded with a **curse glyph** (see 21), holds a **healing potion** made with the Tears of the Moon (see intro), a scroll of **protection from possession** in a bone scroll case, and a **ring of water walking** (platinum with Khian's symbol). The latter is attuned to Shadulan and the first time that it is worn by another a high whistling will be heard and in 2-5 rounds an invisible stalker will appear to challenge the new owner (see M.M. 55 - if first used on water, a small water elemental will appear instead); once the stalker is defeated the ring becomes similarly attuned to the new owner.

29. Side Chapels: These were for Khianites wishing to spend time contemplating the glory of their lord. The east part of each has stone benches around the walls and the west part has a small replica of the main altar (see 30) in deep blue-veined marble (worth about 250 gp if they can be moved).

30. Central Shrine: Across the centre of the bridge in this chamber there is a **glyph of warding** so strong that if the PC fails a save vs spells at -4, he will be thrown off the bridge into the water; the **glyph** will not fade after it has been activated. Anyone entering the water in this building will automatically attract the attention of 1-3 water weirds (see 11). The water here is 8'-10' deep.

The altarpiece has been carved from a single slab of blue-veined marble (worth 1500 gp, but VERY heavy), formed into the shape of a man in flowing robes, waves washing at his feet and holding out a silver-plated sphere engraved with a number of interlocking wave symbols. Around the base of the life-size statue are various ritual titles of Khian, Lord of the Waters, numerous conventional praises and prayers, and a collection of traditional sayings from Khianite wisdom. Covering the statue is the carnivorous marsh-plant known as the Red Govial, with its multitudinous fanged scarlet blooms that seek any passing morsels. Each floret is on a 5' stem and will lash out at anything warm-blooded coming close; it does only 1-4 damage but the flowers are so closely packed that any opponent will be attacked by 6+d4 at a time. There are 50 blooms in all, each counting as AC 7 and HD 3 for combat purposes, though attacking as HD 8 (spread the blooms out sensibly over its surface). Fire damage will only be half or none as it is so damp; cold will not hurt it.

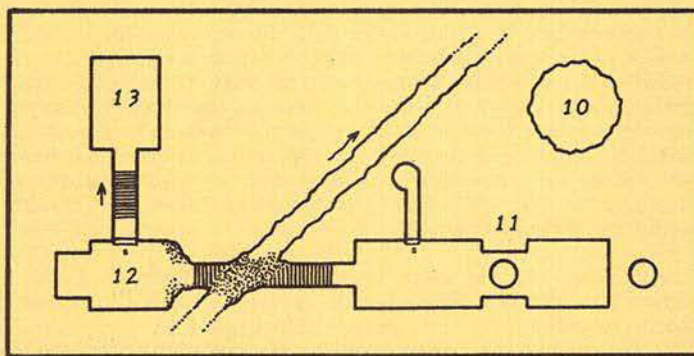
If the statue is searched carefully (which can only be done if the Red Govial is destroyed and the water weirds absent), four small holes will be found at its base, one each on the east, west, north and south sides (normal chance to find). Above each hole is a Tanarsan phrase inscribed in very small letters: 'First the Moon, Then its Home, Next Below, Last the Sun'. To gain access to a secret compartment below the statue, the wand from 21 must be placed in each of the four holes in the correct order: west (moon, hence water), north (air), south (earth) and east (sun, hence fire) - this order is based on the Khianite elemental progression of water as the primary element (naturally), through air (with whom a control of cold is shared) down to fire as the lowest (if used outside of the Campaign you may assume that PCs are aware of this order). If this is done, a 3' square panel in the west side opens; this is 3' under the water and chances of finding it otherwise are halved. Inside is a chest that has been carefully and expertly sealed. If the sequence is wrongly completed, or the compartment is opened without the wand, a full hit point, 16 HD water elemental will rapidly materialize and attack the desecrators. The chest is locked (OL -10%) but not trapped; inside are five small platinum pendants, copying the statue's orb but encrusted with tiny slivers of sapphire (each worth 750 gp), a stoppered vial containing Tears of the Moon, a **potion of healing** made from the Tears (see intro), four **loun stones** (see D.M.G. 147; of types 1, 3, 8 and 10) and the scroll to summon the Tears of the Moon - with this, the PCs should achieve their goal (see intro), providing the Cajo Gnire have been dealt with!



Using the cavern as a temporary lair are three phase spiders (M.M. 90 - hp 25, 29, 32) which will attack in their normal manner when disturbed. There is no web or treasure in this room as the spiders hunt in the ethereal plane (if a PC can enter that plane he may become entangled in the webs - these are like those of giant spiders). As they have no reason to protect the cavern, they will flee this plane if the combat goes badly against them. They may, however, be able to take one or more of the PCs with them; their poison does not work merely by killing, but will cause the PC to become a little ethereal. Each time a PC is hit and fails a save vs poison, he will lose 2-12 points from his CON, this deduction being made for the purposes of this calculation only (ie there is no real effect on CON); if he reaches 0 CON he will have become ethereal, otherwise he recovers the points at the rate of 1 per round. Only the body of the PC will cross into the ethereal plane, so he will arrive unarmed and unarmoured (if he has items extending into the ether they will be present). He will stay here until his effective CON goes above 0 again (ie a minimum of 1 round), but as he will probably be AC 10 and unarmed, the spiders are now likely to make pretty short work of him - once dead, the body will not return.

9. Egg Chamber: A cursory glance will reveal that the floor of the cavern is covered with small boulders over which lays a fine layer of sand - on closer inspection it will become apparent that many of the boulders, and especially those in the depression at the north end, are in fact big eggs with a colouring and texture resembling the sand around them. The aforementioned depression is below the hole in the ceiling through which the remains of the spiral staircase protrudes. The latter sticks down 2'-3' from the 20' high roof, and the last few stairs are so loose that any weight on them is sure to cause a further collapse. It is obvious that the spiral staircase once continued through the floor, but the rubble and eggs now fill this area.

There are a dozen eggs in the shallow crater (2'-3' deep), a similar number lying around the cavern, and a couple broken open and empty at the south end. If the PCs collect these eggs, they may sell them to MUs and alchemists for about 250 gp each, or to Shastan gourmets (though it is much harder to find such buyers) for 400 gp each; the tough leathery shells mean that only the most careless mishandling will break the eggs. However, the strange breeding cycle of the sand worm means that the eggs are ready to hatch - the small worms are alert to heat or movement, and instinctively break out of the shells on such stimuli (hoping thereby to find a meal ready and waiting for them). Breaking out is a sudden affair with the worm swiftly uncoiling and sending shards of egg-shell over a 20' area - the shock of this is likely to cause a PC to become surprised (1:3 chance). There is initially a 25% chance that movement will cause an egg to hatch; thereafter, there is a cumulative 1% chance per turn of movement that an egg will hatch, doubled if you judge that the egg has come near to a reasonable source of heat (fires, torches up very close, the sun even if under a thin shade etc.) - if the egg is kept cool, however, the chance becomes 1% per turn (note that this must be an active cooling, not merely placing it well-wrapped out of the heat of the sun). The creatures that appear from these shells, though not a patch on their elder kin, are hungry and ready to attack and eat anything animate they come across - treat as a purple worm with the following adjustments: AC 4; MV 6"; HD 4; Att 2; D 2-8 and poison; to hit AC 0 15; SA poison causes 1-8 damage unless a save versus poison is made at +2; SZ S.



10. Chimney: At the 250' underground level there is a trap set across the chimney; the trigger and one part of the trap are at this depth, the second part of the trap being at 150' (noted, but not described, in area 3). Criss-crossing the chimney are a multitude of thin, strong cords - unless a PC is searching for traps, he is unlikely to notice these (give the normal FRT chance, halved if the PC is being lowered on a rope and at one tenth if there is no light source). The cords disappear at each end into tiny holes in the rock-face and are held under tension by weights therein. If the cords are pulled, or if the tension is released, the traps will be set off (being lowered into the cords on a rope or climbing into them will set them off, as will cutting through them).

Just above the cords are holes cut into the rock, carefully hidden by small ledges and overhangs (FRT-15%). If the trap is activated, needle-sharp bolts will immediately shoot out of these and hit anything within the chimney at this height; at the same time, blades will slythe out of the slits at 3, cutting anything in the way. The bolts have been carefully spread vertically so that they will hit the legs and torso of any man-sized creature with its feet at the level of the cords; from 2-7 will hit a PC (2-5 each if there are 2 PCs, 1-4 each if more than 2), striking as a heavy crossbow fired by a 5th level fighter. Anyone at the higher level (3) will receive damage equal to 2-3 blows (1 each if more than 1 PC) landed by a 5th level fighter with a longsword; additionally any rope or equivalent that is hanging down the chimney at this point will be sliced through (possibly causing the PC to plummet 100' or more to the floor of the main chamber and setting off the trap there as well - the cords will NOT hold the weight of even an unarmoured halfling).

11. Vestry and Dining Hall: Just as the risen dead may need arms and armour (see room 5), so they need to be clothed and fed. To this end, the eastern part of the chamber has eight hooks protruding from the walls on each of which hangs a set of fine robes in the Shastan style (the exquisite embroidery and delicate tracery of gold and silver thread makes these robes worth 100 gp each). The west section contains a long table with four chairs ranged down each side. On the table is a set of silverware: goblets, dishes and cutlery at each place and a number of stoppered flasks and bowls with sealed lids (worth about 250 gp). The flasks contain an aromatic, sweet wine and the bowls hold carefully-preserved fruits of a wide variety, coated in crystalline sugar. Despite their age, these comestibles are actually as good as the day they were placed within the tomb - unfortunately, should the PCs try any of the fares before them they will discover that the paranoid Nawem Cain left a potent poison to await the return of his children. Unless a save versus poison is made, a PC tasting either the wine or the fruit will quickly suffer the most dreadful stomach cramps, swiftly followed by bad muscle spasms and a general neurological breakdown; without magical aid, the PC will painfully pass away in 7-12 rounds.

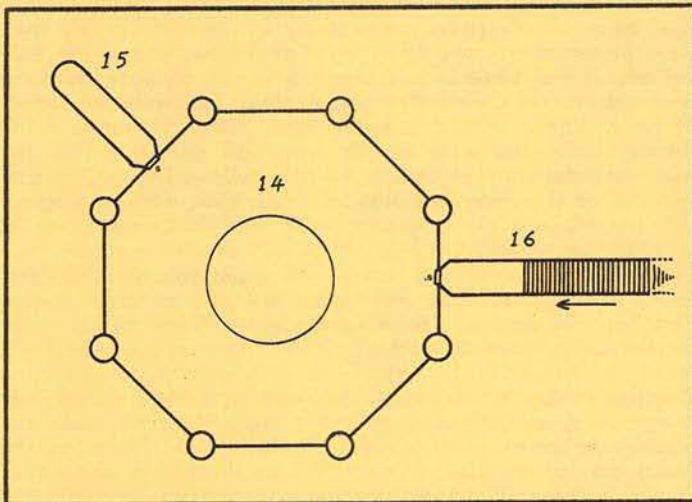
Examining the silverware will reveal a pattern on their base in the form of an octagonal figure with the numbers one to eight at the corners. Reading clockwise from the 1, these numbers are: 1, 6, 3, 8, 5, 2, 7, 4.

The secret door in the north wall can be found as usual. It is opened by a mechanism 4' up the wall, 3' to the west; the mechanism can be found at normal FRT chances. Placed on the north side of the door (from which it is obvious and has a handle to open it) is the number '4'.

12. Embalming Chamber: Originally used to embalm the sons of Nawem Cain (this had to be done in the tomb for religious reasons), the depredations of the voracious sand worms have reduced the erstwhile contents of the room to a sandy rubble spread about the floor. Murals, damaged by the abrasions of the sand worms' tough hides, depict a cycle of life, death and rebirth. The secret door in the north wall can be found at the normal chances - the mechanism to open it is set at the base of the wall opposite (this can be found at FRT-10%, being partially hidden by the rubble).

The stairway to the south of the room descends to 11 at a rate of 1:2 (ie drops 30') and is crossed by one of the sand worm tunnels (see 7 for general details). PCs who wish to clamber up the rubble must roll under their DEX each round or fall back, taking 1-2 damage (should they be in combat, impose a -4 modifier; silent movement will not be possible).

13. Storage Chamber: The stairway to this room ascends at a rate of 1:1 (ie 20'). Inside the 15' high chamber are some trestle tables covered with small pots and pieces of cloth, with 8 amphorae and a pair of chests standing on the ground against the north wall. The pots (most of which are nearly empty) contain various unguents and ointments used in the embalming process, all noxious in the extreme. The remnants of cloth are of the type used in funeral windings, the small pieces left being of little use to the PCs. The amphorae in the north part of the chamber are sealed - when opened they will release a disgusting odour of death and decay, causing all in the room who do not save vs poison to operate at -10% or -2 on all applicable throws for 7-12 rounds due to a sick retching nausea. Inside each amphorae is a vile concoction consisting of excess embalming fluids mixed with various of the dead men's internal organs, stomach and bowel contents etc. Anyone with a strong enough stomach to root around in this putrescent mixture must save vs poison each round or contract a random non-terminal disease (see D.M.G. 14). The amphorae contain nothing of interest (except possibly of an aesthetic nature for worshippers of Kharkhen). The 2 chests are locked (OL as normal) and contain the robes worn by the sons of Nawem Cain on the night that they were so brutally murdered - these are, needless to say, much rent and blood-stained. There is also 100 gp worth of minor jewelry among the damaged clothing. However, in the bottom of each chest is a thin concealed compartment that can be found at normal chances. Opening it is easy, but a PC will have to make an FRT roll to avoid damaging the contents (assuming that he is taking care anyway) - if he fails this, decide on the amount of damage by the size of the failure. One chest contains a sheet of parchment on which is a design similar to that on the silverware in room 11, except replacing the numbers are the letters: N, C, W, I, M, A, A, E (clockwise from N). The other false bottom also contains a parchment, on which is the following cryptic message (in common): "First is West, and West is East, and East is First, but First is First of Me, and that is I, and I am First, though Air is Air and Sea is Sea." The odd Shastan beliefs about re-entering tombs forced Nawem Cain to provide these clues but nothing said he had to make it easy for those who might only wish to rob and desecrate (you should not help experienced players solve the riddles; those unused to the Campaign may need some help).



14. Main Tomb: At the base of the long chimney, 350' below ground level, is a large cavern, roughly carved out of the sandstone. The floor and lowest 25' of the walls have been smoothed and faced by the builders, but the upper parts have been left unfaced with many small cracks, ledges and jutting nodules of rock. Close examination of this area of the cave will reveal that many of the stone formations have the rough appearance of grimacing, twisted faces with staring eyes and gaping mouths; the PCs will be unsure whether this is merely their imagination (see below). Around the lower part of the walls are set eight 25' high pillars, each 10' in diameter and apparently cut from single columns of black rock rather than the normal sandstone of the walls. Between these there are murals painted in rich, unfaded colours - in the middle of each wall section is painted an arch, 15' wide and 20' high, in which stands the life-size image of a tall, proud desert warrior. Outside the arches are depicted many of the Shastan religious symbols, aspects of Shastan life in tiny, well-detailed scenes, the cycle of death, life and rebirth, and the story of the death of the sons of Nawem Cain - all set on a background of the variegated yellows and browns of the desert, the solid blue of the eastern skies and the deep reds and ambers produced by a Shastan sunset. The floor of the cavern is paved with many-coloured square slabs, about 1' wide, set in patterns of spirals and intertwining lines - only a careful examination will reveal that the central area (a circle of about 50' diameter) differs slightly from the rest in the colours and patterns of the stones.

The reason for their different appearance is that they are the triggers to a trap that will be set off whenever anyone places any weight above 10 lbs (100 gp) on them; each of the stones is a separate trigger and it is conceivable that a PC could set all of them off (there are about 2000!). A PC who lands feet-first on this area (presumably at the end of a rope) will activate 1-6 as he places his feet (unless he has specified that only one will be stepped upon - make him roll under his DEX on a d20 to achieve this); characters landing having fallen will activate 7-12. Each trigger that is set off will cause a dart to shoot out of one of the many gaping stone mouths around the walls, attacking as a fighter of 5th level doing 1-4 damage if they hit. The darts will not come from one particular side, and locating the relevant hole is almost impossible - blocking them all would take days (there are many more holes than darts and no way to tell which is which). Note that it is quite possible that PCs will run as soon as the first dart hits them - if so, they are in real trouble! Also note that if the blades activated by the trap at 10 have been released, PCs will not be able to swing back and forth on a piece of rope to land beyond this area - the blades continue to protrude sufficiently that any PC trying this is sure to have his rope sliced and end up spread over the stone and peppered with darts. If the PCs attempt to detect magic in this room, they will discover a strong aura all around; the trap is partially magical in nature (ie the firing mechanisms are linked to the slabs magically, not by some contorted mesh of wires and pulleys).

All of the pillars have secret doors facing into the centre of the room - these can be found at normal chances. If the floor in front of them is searched, it may be found that an area of nine paving stones, in a three by three square, are less well-fitted than the others and may be lifted out with a little diligence. Under the outer eight slabs are 3" wide studs over which is placed a number from one to eight - they are ordered from top to bottom and left to right (assuming that the PC is facing the relevant door; eg the top left is 1, the top right 3, the bottom right 8). Under the centre slab several lines are engraved in common: "Ignore all you have seen above for it must change, and now pay heed to me: stand where the sun lies above and look down to your feet - there will you find the answer, there the words that will unlock the secrets and reveal new order." All the pillars have the same numbers and the same message under the paving slabs in front of them. The instructions indicate that the PC should stand in the centre of the room (beneath the hole that leads to the sky and sunlight) and remove the paving slab there as well (preferably avoiding the trap). If this is done, it will be found that the central slab is loose and may be lifted like the others. Beneath it is concealed a 3" wide and 2' deep hole in which has been placed a scroll case beautifully carved from ivory (worth 75 gp).

Inside the scroll case is a piece of parchment on which are written (in common) several strange messages (the PCs should be left to solve these with little aid from you in the way of clues or hints). Around the outside of the scroll is a circular motif formed by a short repeated sequence in which the end of one section merges into the next, reading "A is W is E is A is M is I is (A is W is . . . etc.); it will not be obvious where the start is, A having only been chosen for convenience. Inside this it says: "The old should become the new for so the dead rise to be the living once more and their glories are revealed for all to see, and this is the change:" (then, following in a different script) "One is One and Six is Six; together they are Five - Five is Eight and Eight is Seven, and one from other is Four - Four is Two and Two between, and there you have it all again." Beneath this it says, in a third script: "Between two sons lie their sums and here you shall seek. Seek first the new that lies amid the pillars of heaven. But do not forget the past and where the sons meet in their equal you shall find that new mirrors old." And, finally, in the first script again: "Now circle round till you are sure, then press the number of the door."

With this information, and that already provided in various places above, the players should be able to work out which of the doors they should open and in what order. Each of the eight secret doors in the pillars has a number, and that number must be pressed (using the small studs in front that are noted above) to successfully and safely open the door. All of the doors will open if the correct number is pressed, but only four of them contain things that are likely to help the PCs; additionally, if the wrong number is pressed a trap will be set off. Pressing a wrong odd number (1, 3, 5 or 7) will cause anyone in a 20' radius (or entering that radius within the next 6 turns) to suffer the effects of **confusion** and a **symbol of pain** (for the **confusion** the result of 81-00 will indicate a ranting, senseless attack on the stone-work of the cavern; note that either this or a throw of 01-10 may cause the PC to cross onto the central trapped area). If an even number (2, 4, 6 or 8) is pressed, the effects will be like a **glyph of warding** causing 2-12 electrical damage, plus the heedless panic of a **fear** spell (again likely to cause a PC to cross the trapped zone); these will have the same area and duration as above. Saving throws should be made against spells at -2. Each pillar only has one trap of each type.

Starting with the door at the north end of the west wall (or the WNW door, to put it another way) and moving clockwise, the activating numbers are: 1, 6, 4, 7, 8, 3, 5, 2. All the pillars are hollow, with 10' diameter and 15' high circular chambers inside. Their contents are as follows:

1 (WNW door) and 6 (NNW door): Inside each of these pillars stands a flesh golem. Unlike normal, these golems are armed with large morning stars and wear suits of chain mail, with ceremonial Shastan robes over the armour and fearsome full-face helmets fashioned in the likeness of a lion's head - it will therefore not be immediately apparent to the PCs that they are facing golems rather than men. See **M.M.** 48 for the normal statistics, but note that they are AC 5 and will only do damage of 2-12/2-12. The golems will burst out as their door opens (surprise on 3:6) and attack until destroyed.

4 (NNE door): As the stud in front of this pillar is pressed the door will explode outwards, causing 2-12 damage to any PC within 15' (PCs may save under DEX on a d20 to take half damage, but this will necessitate throwing themselves to the floor and being prone the next round). At the same instant, a fire elemental will emanate from a small black cube set on the floor of the chamber and move to attack the PCs; it will be of 12 HD - however, if the PCs have the globe from room 6 in this chamber (not just in the normal range), the creature will be of 16 HD. In any case remember the spell effects of this region, especially if modified by the globe from 6 (at your option the elemental may move towards a PC with this in preference to other PCs). If the elemental is killed, the black cube will crumble to dust; if it can be banished or otherwise neutralized (eg by a priest of Filhean), the PCs may use the cube. A **conjure fire elemental** spell will prime it (a 16 HD elemental will appear if the spell is cast with the globe nearby, otherwise only a 12) and then a **glyph of warding** (or **symbol** or similar spell) will set the conditions for its activation.

7 (ENE door): Standing in the middle of the room is a small stone chest, apparently cut directly from the black rock. A large keyhole on the front is the only feature. If the key marked '7' from pillar 5 (see below) is used, the chest will open. If another key is used, or if the lock is picked, a **fire trap** will be set off - treat this as if cast by a 12th level MU (note that picking the lock may be successful even though it sets the spell off - FRT is useless as the trap is magical, of course). Inside the chest is a silk purse and a sheet of vellum. The former contains eight small platinum keys (worth 10 gp each in metal value). The latter has the following written on it (in common): "Now seek between the two that remain the same; their sum is my name and their son the last to see the light. Beyond the arch lie eight holes for eight keys; place these in order, one to eight, and the way shall be revealed to you."

8 (ESE door): The chamber is completely empty. However, any weight of over 50 lbs (500 gp) will cause the floor to drop away, plummeting the PC (or whatever) onto the spikes 20' below. In addition to normal falling damage, the PC will receive 2-5 attacks as if by a spear set versus charge used by a 3rd level fighter. The chance to find traps will be as normal, though removal is effectively impossible.

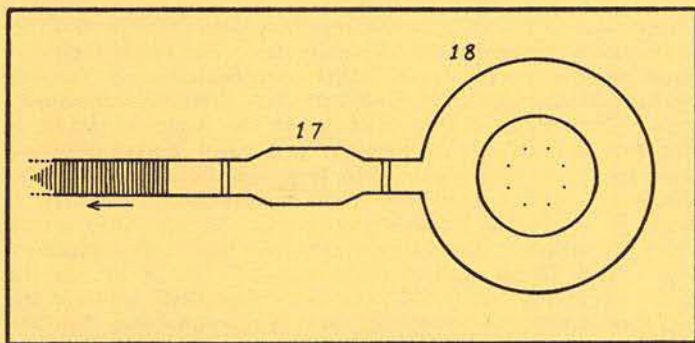
3 (SSE door): The spiral staircase ascending to 3 via 9. On the inside of the door (which is obvious from this side and has a handle to open it) is carved the number '2' at the top and '3' at the base.

5 (SSW door): Three spikes have been hammered into the wall, on which hang three keys. They each have a number inscribed on them: '3', '5' and '7' (see 7 above). Below them, carved into the rock, are the following words (in common): "Now I am a handful; before I was something else. Seek, then, what I was and there you shall be rewarded if you place my past, or its present, in the lock."

2 (WSW door): The spiral staircase ascending to 11. On the inside of the door (which is again obvious and has a handle) is carved the number '4' at the top and '2' at the base.

If the arches that have been painted onto the walls of this chamber are examined, it may be noticed that within them the walls are of a slightly different consistency. This will, in fact, prove to be an easily-removed plaster that can be dug out with picks, or even swords. Behind the facades are shallow depressions in the sandstone in which are mummified corpses, held upright by the plaster around them. If these are unwrapped (they are not mummies of the undead type), it will be found that they are naked, well-preserved bodies; a more careful examination may reveal that they have eyes and tongues (this will only be relevant if the PCs know something of the story of this tomb - only reveal that these organs are present if the players ask or if they are looking carefully for such oddities). These are not actually the sons of Nawem Cain, but several of his slaves placed here to convince tomb-robbers that their efforts had been in vain. Two of these alcoves, however, also conceal secret doors at the rear, behind the corpses. These are dealt with below.

15. Dead-End Passage: The secret door to this passage can be found with the normal chances. Placed at the base of the door are eight tiny catches (find at FRT+25%) with the words (in common) "Whence you came, so shall you proceed" written above them. Pressing the seventh from the left will cause the door to fall into the passage with a resounding thud; if any of the others are pressed it will topple outwards, and will probably land with a soft squelch on the PC (or PCs) in the chamber, causing 3-18 damage (save under DEX for half). Inside the passage are another pair of mummified corpses, but these ones ARE animate and will attack as normal mummies (**M.M.** 72; hp 40 and 41). At the end of the passage, set into the floor, are eight holes - these have been cut in an octagonal pattern, 5' across and mimicking the orientation of the main (though false) tomb. If the keys from pillar 7 are used in the correct order (ie the locks are turned in the same order as the pillars have been numbered above), the octagonal floor section will rise (magically propelled) and reveal eight supporting pillars that hold the 1' thick floor stone 3' above a base on which sits a small, gem-encrusted, silver box (worth 500 gp - the gems are all tiny).



Inside the box are three ivory scroll cases (worth 150 gp in total), all sealed. Each contains a rolled sheet of vellum. One has written on it (in common): "Between the youngest of my sons lies the true way - from there we walk towards the Sun and find the place where we can live again." The second scroll has a spell inscribed upon it; an MU will be able to tell that it is some form of opening spell, related to **knock** and to a variation of **stone to flesh**. The third holds what appears to be a clerical spell (unaligned to any particular deity) causing **regeneration**; in fact, the spell will cause, unless a **save vs spells** is made, the caster to suffer the effects of a **wither** spell on the limb he uses to touch the intended recipient - a cleric may notice this if he spends time studying the spell, having a 1% chance per point of INT per turn of study.

16. Passage: The alcove behind the mummified corpse in the east wall is much like that leading to 15 - except that in this case the area of the door can be vaguely made out but it does not seem to have either an opening mechanism or a complete disjunction from the rock around it. Indeed, the door area is actually melded into the surrounding sandstone; PCs will not be able to force it open or use spells such as **knock**, though it could be smashed through eventually. What the PCs should do is cast the opening spell found in 15 (an MU will have to do this). On so doing, a door-like area of the wall will appear and quickly melt into a fleshy sludge on the floor. Should the PCs try to cross this sludge, it will prove to be more animate than they might have imagined; if they do not approach it, it will come and hunt them. The carnivorous gloom that has appeared should be treated as a shambling mound for its statistics (**M.M.** 87 - it will be of 12 HD, hp 75; note that plant-affecting spells will not be as efficacious as usual) striking out with huge pseudopods in an attempt to destroy those who have just liberated it.

The stairs descend 90' (at a rate of 1:1; note that there is some overlap between the two maps). The steps within 5' of the mid-point are triggers for a trap that will be set off when more than 50 lbs (500 gp) weight falls on them. A PC's chance of detecting the trap is **FRT+10%** if the stairs are searched; the trigger will be found at normal chances. When the steps are trodden upon, the whole stairway will flatten itself out, plunging anyone on it down the 1:1 slope to the pit that will have opened at the base. To remain standing a PC must roll under his **DEX** on a d%. The pit is the width of the passage and 20' long; it is only 10' and there will be no falling damage due to the slope, but anyone landing there will take 2-5 hits from stakes treated as spears set versus charge by a 5th level fighter (no shield or **DEX** bonuses).

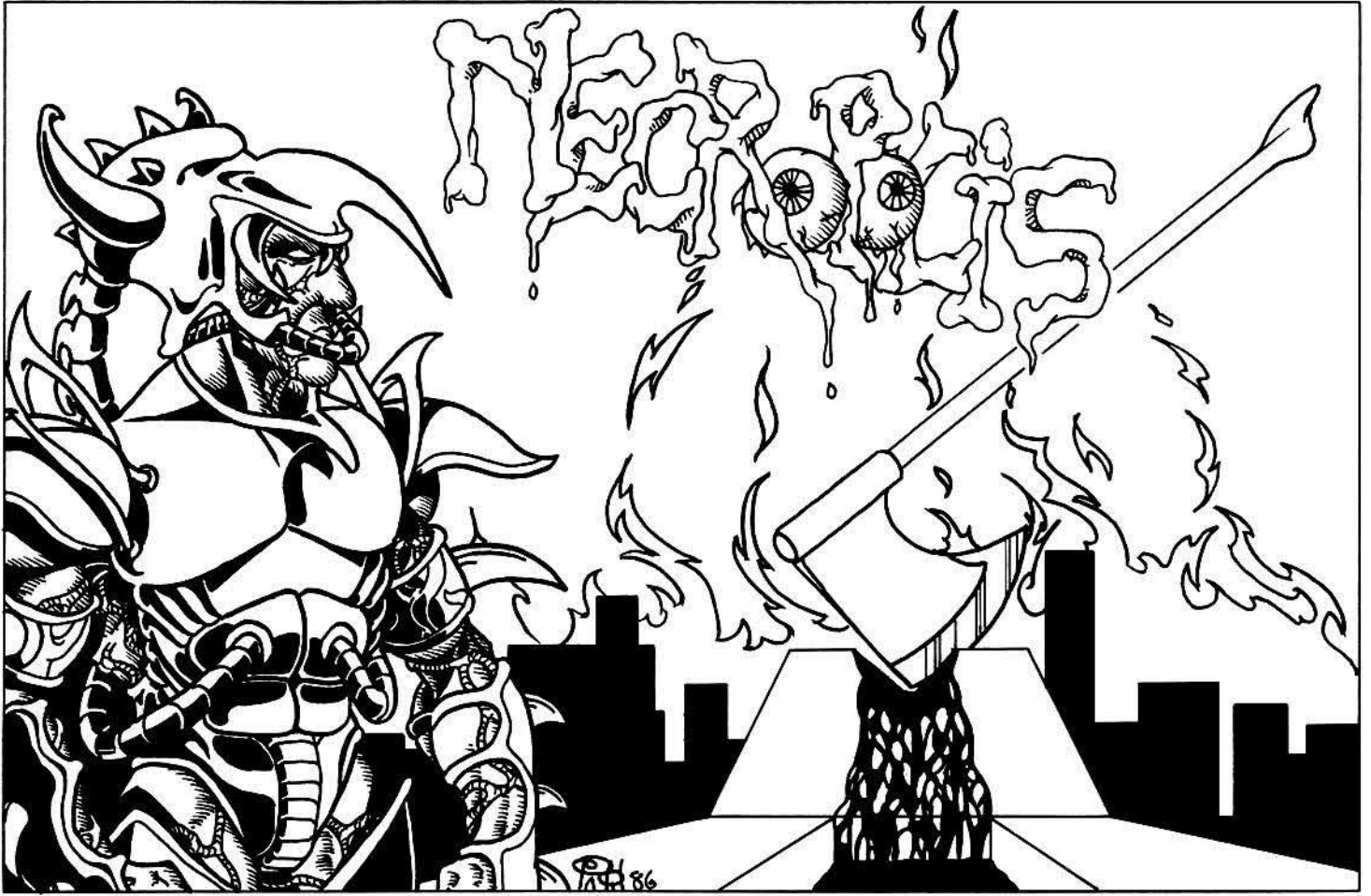
17. Antechamber: The huge double doors at the west end of the room are locked; a thief has a normal **OL** chance to pick the lock. Close inspection (**FRT** chances) will show that the doors have some form of seal or padding around them - this will make them harder to open (-2, or -3 if still locked). As the PCs push them open, they will discover that the seals were placed there to retain the poison gases that fill the room - these will quickly spread, engulfing the passage to the west. PCs not making their **save** versus poison will have breathed in the gas. This will cause them to hallucinate, their mental inventions being focused on the 8 shadows that are also in the room and who will attack (save or not) - PCs will imagine these to be far more hideous creatures (and, of course, clerics may not recognize them as undead). The gas will remain for 7-12 hours, its effects, once outside the area, for 7-12 turns. Pick some really nasty critters here!

18. The Tomb of the Sons of Nawem Cain: The double doors at the east end of room 17 are the same as those at the west end. As well as the lock, detection will indicate some form of magic on the east side of the door. This can be removed by **dispel magic** as if at 12th level. It is an arcane sigil that contains the magical forces in the chamber - if the doors can be bypassed it will remain intact (as long as it has not been dispelled), but otherwise it will be broken (or dispelled). The latter will cause the animation described below - if, somehow, it remains intact, this will be held in abatement (as long as it is not later touched).

The chamber has 20' high walls, doming over to a ceiling 35' high in the middle. The centre of the room (a 50' diameter section) is set 10' lower than the outer ring; in this area are eight 4' high stone columns in an octagonal pattern (the same as the pillars in room 14 but with only 10' between one column and the next). The PCs' attention, however, will be immediately grabbed by the eight figures that encircle this lowered section. These are the true sons of Nawem Cain, and as evidence they will turn to look at the PCs with empty eye sockets, open their mouths to utter tongueless, voiceless accusations and advance to take their long-awaited vengeance on the living. Dressed in loose, flowing robes, and with only daggers at their sides, the sons of Nawem Cain are now undead creatures motivated only by their hatred of souls who have not had to suffer the torments they have undergone. As the sigil (Lool T'vai Cain's last defence against the return of his murdered nephews - a magical device to prevent their spirits occupying their mutilated corpses) is removed, the 8 bodies will stir again, now with the un-life of those who have seen the far side of the grave. The corpses were well-preserved by Nawem Cain's morticians, and the new power that courses through their old muscles will drive them forward, a frenzy of blood-lust gripping their damned souls. They were set at equal distances around the perimeter of the depressed area, but will quickly rush towards the PCs to destroy them, hoping then to leave the tomb and wreak bloody havoc with any of their father's kin that they can locate.

Their statistics are: **AC** 5; **MV** 12"; **HD** 6; **Att** 1 weapon and 1 touch; **D** as weapon and special; to hit **AC0** 13; **SA** their touch will cause 2-12 burning damage, fired by their hatred (save vs paralysis for half damage); **SD** unaffected by **charm**, **hold** and all mind-affecting spells, plus can only be hit by +1 or greater magical weapons; **MR** 50%; **Int** high; **SZ** M. They should be treated as ghosts for the purposes of attempts to turn them. They know no fear and will relentlessly hunt the PCs; they are not, however, mindless, and will be able to act to avoid traps, missile attacks and so on. When they begin their weapons will be daggers, but they will pick up any better weapons from dead or wounded PCs. Despite their lack of eyes, the sons of Nawem Cain can still 'see', and this new vision extends to things invisible. The creatures, then, are not truly blind, but are the sand-blind of the title; only half-blind, they see not with eyes but with an inexorable drive for vengeance.

On each of the pillars in the room's centre is a letter; in a clockwise direction from the **WNW** pillar, these are: **N, C, E, A, I, W, M, A**. Written on the floor (in common) between these are the words: "I have been named before and I am the father of these sons, but now a new name must be found; seek it as you have been told, though beware for I am without end and a return must be made to my beginning to complete me." If the name Nawem Cain is correctly spelled (using the **WSW A** as that in Nawem, the **ENE A** as that in Cain, and the **N** at both the start and finish) by touching the pillars, a loud hum will begin to emanate from the centre of the room, which will be followed by a dark sphere 20' across and finally a great clap of thunder; PCs in the area will take 5-30 damage (save vs polymorph will halve this). As the thunder echoes away, the sphere will vanish to reveal the treasure Nawem Cain was forced to leave his sons by religious formula (even so, it was placed in an extra-dimensional space to make it hard to recover or pillage) - with this will appear a very angry type 1 demon (**M.M.** 18; hp 35) commanded to guard the treasure. The latter consists of: 8 platinum rings set with jade (worth 250 gp each); 8 silver chains with pendants that are carved from jaspers in the form of snakes (worth 250 gp each); 8 purses with 64 pp; 8 potions (roll randomly); and a **decanter of endless water** (without the command words).



Glistening, softly chiming crystal chandeliers lead the eye down the length of the candlelit hall. On each side ornate suits of armour, great shields flaunting the heraldry of the city's founding fathers and finely polished swords reflect the flickering light, sending it leaping and jittering about the marbled columns and well-worn, deep-stained floors. At the far end, nearly hidden by aromatic smoke from the lamps and tapers surrounding his chair, is the Chamberlain, a hand beckoning. His narrow, raptor's face seems to draw in upon itself, finding an impossible area of shadow from which only his jet-black eyes appear clearly. Approaching the chair of this pinched and subtle man, mists of scent redolent of lost oriental beauty waft gently across the floor; but cutting through the snaking haze is a perceptible edge of malignity, a sharpened goad of hatred darting and prodding into corners of the room and dark corners of the mind.

"Gentlemen." His voice, gracious refinement weaved around a blade of malice, demands attention. "Gentlemen, we have had our differences. There is no love between you and our Duke, and on occasion we may have crossed, but these are matters for other times and lesser men. I have called you here to ask a favour - to humbly" (again with sugar-coated bitter spite) "beg your service in the city's cause."

"You have each proved your worth; you each stand above your fellows as masters of your diverse arts, respected by your peers and admired by those who follow you. It would be hard to find in the city another four men of such talents."

"So it is to you that I turn - adversaries though we have been, and may yet be again. In your professions, it cannot have escaped your notice that there are many strange tales circulating the streets and taverns, tales that have reached even the dim corridors of the Citadel itself. They say that after the sun has risen there are still dark shadows to be seen, lingering long into the day. Then at night, as these shadows seem to grow stronger, figures are seen walking the streets who pay no heed to walls and doors, merely walking through them and continuing on their way. Old men see their departed kin and the young cry out at night to parents long dead from the plague."

"At first we dismissed such stories - the simple folk of the gutter are always seeing things, always finding new tales to earn themselves a crust from rustics and foreigners. And then we began to see things in the Citadel. Dark creatures stalked the halls at night; the slaves came white from their cells in the morning and spoke of terrible screams from deep below the foundations; guards were found dead with tormented faces but not a mark on them, others had wounds that seemed as if a beast had been tearing to get out from the inside, still others took their own lives, hacking and cutting at their bodies until they could move no longer. The Duke was not slow to act once the terror came here, to the Citadel - he fled to the capital, leaving no orders, no word of his plans and no hope of an easy resolution to this nightmare. A greater part of the ducal guard and all of the court mages left with him - all as spineless as each other."

"It's been left to me, therefore, to solve this situation; a prospect I do not relish, I assure you. However, I've seen the few learned men remaining in the city and they have told me of dark things that I had rather not have heard. Augurs have been cast, the old tomes consulted and sorcerous wells of knowledge plumbed in order to discover what menace it is we face. Astrologers see inauspicious conjunctions between the stars, necromancers tell of powerful forces calling to the dead and those that walk the hidden paths of night speak of great gates to twilight worlds and of creatures the like of which they have not seen before abroad and seeking prey."

"At last we began to find a pattern, a meaning to these fell omens - we are joining with another plane, a plane inimical to ours, and such a juncture will lead to destruction on a scale unprecedented even in the days of the great plague. A horde of death's dark minions will swarm across our land and tear down all that stands before them; we are doomed, unless a few strong and able men dare to enter the realm of these hell-spawned fiends. Two planes cannot cross by accident - there must be a cause, a force, an intelligence behind this catastrophe. If whoever or whatever is making this link can be destroyed, the link too will be broken and the city will survive, ever indebted to its saviours." The Chamberlain, black eyes narrowed, looks out into the gloom of the hall.

INTRODUCTION

This scenario is designed for a party of four characters of about 10th-12th level, using either the D&D or the AD&D game systems. If you wish to use the scenario for characters of other levels, you will need to change the levels, hit dice, etc, given in the text - you should give the matter thought to ensure that the game remains balanced as it was written with the capabilities of characters of these levels in mind.

The introduction and background to the scenario, as well as some of the details in the adventure itself, assume that you are familiar with the city of Chuza, first introduced in *To Catch A Thief* (see TS17). This was a scenario to be played by a single player, using a thief character, and a DM. It was followed, in the subsequent issues, with scenarios for the other major classes: the cleric (TS18 - *The Seventh Circle*), the fighter (TS19 - *Arena Of Death*) and the magic-user (TS10 - *Quezmak's Maze*). To complete this sequence of high-level scenarios, *Necropolis* is designed for a party of the 4 characters who were used in the previous adventures. It is by no means essential that you either have the earlier issues of *Tortured Souls!* or that you use the characters who took part in the scenarios mentioned above. However, it is assumed throughout that this is the case - if you are not familiar with the earlier scenarios, you should have no real problem in changing the introduction and so forth or with presenting the players with suitable background material. The scenario will be continued in *Tortured Souls!* issue 12.

Necropolis, therefore, requires a character from each of the four major classes: a cleric, a fighter, a magic-user and a thief (or an alternative from a related sub-class, such as a D&D dwarf, or an AD&D paladin, ranger, etc, to replace the fighter). If you have played all the previous one-on-one scenarios, use the characters from these - if you have not played any or all of these scenarios, or if the characters died, have the players roll up alternative characters; such replacements should be equipped in a manner commensurate with their level and with the rest of the party.

The map of the city of Chuza is rather more important to the scenario. Little of the play actually takes place in Chuza, but it does have a bearing on the game as the adventure will take the PCs to a grim, infernal place that is the alter-ego of the real city. The rough outline of this place is much the same as that of Chuza, and it will be useful for the PCs to be aware of this. If you do not have TS17 and are playing this scenario as a one-off this poses no problems; merely draw the players a rough map of a city based on the one given later and allow them to familiarize themselves with it before play begins. If you are playing *Necropolis* as part of a campaign, you will either have to find a city in your game similar to Chuza or redraw the main map of the scenario to fit one of your own towns. Although the latter may have an effect on the relationship between the different areas of the town, it should make little difference to the scenario as long as all of the main features are retained.

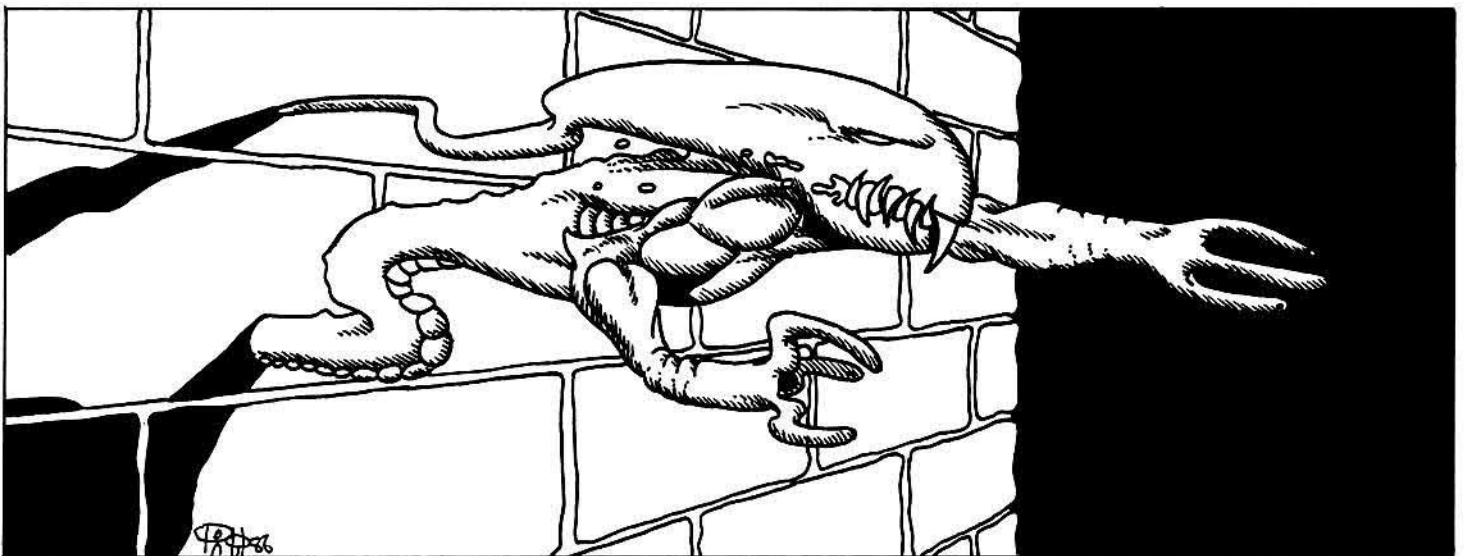
BACKGROUND

There are many planes in the multiverse, some much like the Prime Material Plane where our doughty heroes have probably advanced the majority of their careers, others as different as chalk is from guacamole. And there are yet others that may, at first glance, seem to be worlds away from the PMP but, on a closer inspection, turn out to be dark, twisted, sickening mirrors of mankind's normal habitat. In these places there are distorted and perverted images of all that is held to be glorious and noble - and the wickedness and perversity of humanity here becomes refined to depths unknown to even the most depraved and degenerate.

These parallel universes are generally separated by the vast non-space of the astral plane, the plane which permeates all of the infinite different versions of the PMP and snakes its way along to the Outer Planes. The parallel universes exist within the same space, inter-penetrating and co-mingling but somehow never connecting; without the aid of magic it is impossible to move from one to another or to even perceive the others (although some gifted, or perhaps cursed, individuals are able to semi-exist on more than one parallel universe at a time). Under special circumstances, however, and with the aid of a magic so powerful and awesome that even the bravest of men would quail at the thought of wielding it, universes do meet; the consequences are always disastrous for one, and usually for both. The death of the dinosaurs, the fall of Atlantis, the rise of the kingdom of Goth the Newtling - all of these things came about as the result of a conjunction or transactualization of parallel universes. And for the poor inhabitants of the city of Chuza, nestling harmlessly on the western border of the Harma Sea, historical renown is about to become an unwelcome visitor at their gates.

Even now, deep within the bone-city of Zchau, Theophagus the God-Eater is brewing his catastrophic potations, roaring and belching words of power so great that the mere sound of them can shred the flesh from his attendant gnords. By the sheer force of his implacable will and the sateless consumption of countless divines, deities and minor demonlings, Theophagus is drawing his universe ever closer to that of Chuza and its distraught Chamberlain. Hand over hand he drags in his net, a shimmering web of threads spun out of the very fabric of the astral plane, and laughs a deep, gurgling, fetid, belly-rumble that rocks the foundations of his city and causes the curs and whipping-dogs of Chuza to whine and run tail-tucked to their masters.

As the void of non-space between Theophagus and his prey is ever-diminished, the tell-tale signs of conjunction are seen on the streets of Chuza. Images from another, sicker world begin to linger in the twilight air: phantasms promenade and ghostly figures preen themselves before unseen suitors; high walls of insubstantial stone cross market-places and winding corridors of unknown palaces coil round rooms and hallways; dark spectres eat the hearts of sleeping men and pale mists strangle wailing babies in their cribs.



PLAYERS' INTRODUCTION

After their interview with the Chamberlain, the players may well feel that a few questions or comments are in order. It is quite probable that their first reaction, assuming that they have any idea of the gravity of the situation, will be to refuse to have anything to do with the Chamberlain's mad scheme - how can they, they might rightly ask, go wildly off into another plane to defeat a power so mighty as to cause the destruction of whole cities? Not at all an unreasonable question for any sane man given the circumstances. However, further play in this scenario assumes two things: firstly, and foremostly, that all player characters can claim to have only the most tenuous of grips on their sanity at the best of times; secondly, that the Chamberlain gained his position in the Duke's trust by the prevaricating exercise of a glib, forked tongue and that he can bring all his mastery of the skill of dissembling to play on the characters.

The Chamberlain will explain to the characters, should they ask, that this conjunction is sure to destroy the city and its environs unless action is taken in the immanent future - it will be forcefully implied (and is largely true) that the characters will not be able to avoid this death and doom, a wave of annihilation rippling out from the city epicentre to the surrounding lands, possibly taking with it the greater part of the kingdom and the capital itself. On something of a more encouraging note, the Chamberlain will promise to the characters, in his position as the Duke's representative, a wealth of rewards: riches, status, lands in the kingdom, the hand in marriage of whomever they please, trading rights, an option on the post-holocaust media presentation, and no end of other goodies - anything to get them to agree (whether or not the Chamberlain has either the right or the intention of honouring these offers is another matter; but, on the whole, the prospect of death by slow jellification should the PCs refuse will make him very persuasive indeed).

Assuming then that the PCs are convinced by the fast-talking of the slick-tongued Chamberlain, they will need to swiftly prepare for their mission. There is no time for lengthy and costly shopping sprees around the city's markets to collect all those odds and ends of vital adventuring equipment that no character can be without (rope, oil, rations, hand-cream, etc) and the PCs will have to make do with what they can get together in a quick trip to their respective habitations; if they insist, the Chamberlain will be able to gather anything commonly found before they return to the Citadel. It should be noted that under no circumstances will they be allowed to take henchmen or hirelings along with them; if they ask why, it will be explained that additional characters will attract more attention and that stealth is the name of the game - it will also be pointed out that such menial plebs are almost certain to snuff it as soon as they arrive.

After they rendezvous back at the Citadel, the Chamberlain, heavily cloaked and guarded by the few stout souls remaining of the Duke's garrison, will escort them down Bridge Street to the Black Gate. Here they will cross the river and enter the infamous Dens; in this iniquitous tangle of tumble-down hovels the salacious depravity of the lowest and meanest of humankind is indulged, bodies and souls literally being sold for the price of a tankard of cheap ale. Here the calls of atrocious street-entertainers and gangrenous beggars mingle with the rank odours of the slop-houses and cesspits. But a strange chill can be felt in the air, and the characters may begin to notice the otherworldly shadows that lurk around the edge of their vision, occasionally brushing across bare skin with a cold, dry shuffling of the exposed hairs.

Here the Chamberlain will leave them with their instructions and a final, resigned wish of good luck. He will turn and withdraw, dragging the cloak closer about his shoulders and glancing with quick suspicion into narrow alleys. They must now search out the one called Kahrn - with the Chamberlain's presence there would have been no hope of locating this sly, elusive fellow, a man known by name to many but by sight to few. On the four of them alone rests the fate of Chuza and its citizens, a heavy weight to bear but one for which they are well-qualified. They must contact Kahrn - swiftly, for the time grows near - and he will help them cross the black wastes to this other place where they will truly be alone.

DM'S INTRODUCTION

From the foregoing, it should be obvious that this is to be no Sunday picnic for the players - they will need all their skills, and possibly a little bit of luck, to successfully complete this adventure. It is not a scenario for the faint hearted or for those who are over-fond of their characters - be warned: death may ensue!

The scenario is broken down into various smaller units which should be played in the order presented. Although it may be possible to play some of them out of order, this will have a detrimental affect on the characters' chances - within each section there are clues which guide the characters onward to the following section (and some of the sections, especially at the start, can only be played in one order), but should the characters stray from this intended path you ought to do your best to return them to the straight and narrow (though preferably without overtly coercing them).

No statistics are given for the Chamberlain or his escort as it assumed that the PCs are going to follow his suggestions. If it becomes apparent that they have no intentions of doing so, especially if they adopt a course of action leading them away from the opening of play described below, you will have to ad lib the necessary information until they come back to something approaching the scenario outline. If the players need any additional persuasion, begin to build up the forces and phantasms overlapping from Zchau in such a way that it becomes obvious that action is imperative; you may choose to assume that the strong auras of such high-level characters will attract the spirits and that the PCs will be plagued by these infernal apparitions until they act appropriately.

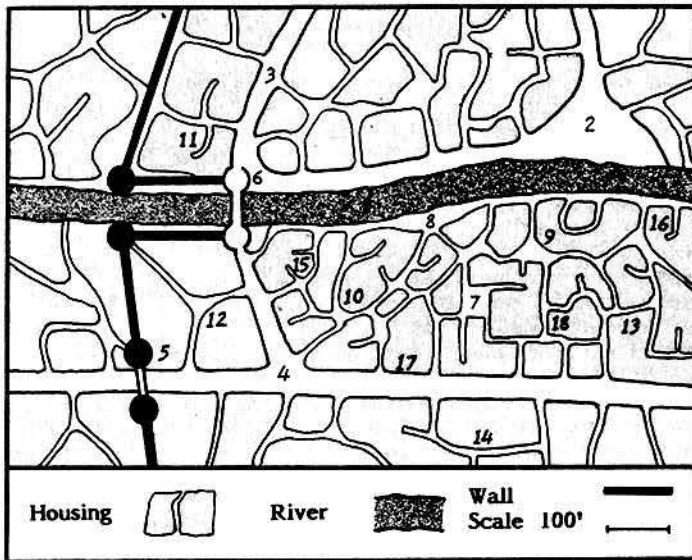
If, for some reason best known to themselves, the characters agree to spurn such an opportunity for glory and renown, you may feel free to implement the Chamberlain's predictions: the essence of these will be the destruction of Chuza and all of the lands surrounding it for many leagues - the PCs, unless they can magic themselves out of the area, should suffer an excruciatingly painful and long, drawn-out death (perhaps it will start with their eyeballs melting and continue as their innards writhe like pits of vipers, their bones soften and turn to jelly and finally their flesh runs in fatty rivulets about their knees - in short, nothing very pleasant).

The scenario proper begins at the Chamberlain's departure to scurry away and hide in the temporary safety of the Citadel. The players are left in the Dens with only the name of Kahrn to help them. Their first task, then, is to locate this man and explain their predicament - a task made none the easier by the fact that Kahrn, a quirky, reclusive fellow, does not always want to be found. However, with guarded threats and well-placed bribes, the PCs should be able to root Kahrn out and convince him to help them in a reasonably short time.

It should be noted here that the Chamberlain, and therefore the PCs, know nothing of the background information given to you (see above) - although they can see the effects of this ever-approaching conjunction of the two universes on their own city, they do not have any idea of what awaits them when they cross to the distorted mirror-image city of Zchau under the dread dominion of Theophagus the God-Eater. The meeting with Kahrn may lead to a few hints before they embark on the journey through the astral void, but the full horror of the situation will only become apparent to them once they have passed the point of no-return.

D&D AND AD&D

Where the statistics for these two systems are different, a slash is used to separate the two relevant figures - the D&D figure always comes before the slash, and the AD&D figure after. In other cases it may become necessary to employ two completely different monsters; again, the D&D creature will be described first - in any case, it should be obvious which creature is for which game system. If you have both sets of rules you may desire to use a creature from the other system and should feel quite free to do so. Note that, due to the high levels encouraged by the D&D system, it is possible that characters regarded as fit for a quest of this nature may be well over 12th level - in such a case, adjust all hit dice, monster types, etc, upwards as appropriate.



THE DENS

The Dens, situated between The Old King's Way and the Senge River, are the most disreputable part of Chuza, housing only the most penurious of citizens, many of whom are given to acts of degeneracy so foul that even the dead blanch at the thought of them. It is here that sick tastes and perverted pleasures are served, though not all of the residents have a complete loss of any sense of decency and decorum; there are a multitude of street traders, beggars, hawkers, pedlars and almsmen, among whose throng move the petty thieves, muggers, cutpurses and pick-pockets famed in this part of the city.

At this time, although there is still much activity in the streets and alleys, anyone who knows the Dens (it is fairly likely that the PC thief will be at least partially familiar with this nest of low skulduggery) will notice that it seems just a little quieter than usual, a little more restrained, almost with an air of stoical expectance of the worst about the generally boisterous and optimistic inhabitants.

It is in the Dens that the PCs will have to locate Kahrn, an awkward business at the best of times. As they have not got a description of him, and no time to cast lengthy location spells, the search will have to be conducted by the mundane and workaday method of slogging around the dingy lanes and grim, grey squares quizzing and questioning the locals. Most of these poor unfortunates will know nothing of the whereabouts of Kahrn - at least half will have heard of his name, but as to a description or residence they will be useless.

Some of the people of the area, however, will know of Kahrn; these are indicated on the map and are described in the key below. If the PCs ask questions about people who might be able to help they may be directed to one or another of these locations, all well-known for the street-wise rogues who are to be found there (you might allow the PC thief a chance of being familiar with a number of these hang-outs). Once they have found an NPC who can finger Kahrn, they still have to persuade the NPC that he should help them; most of those who frequent the Dens are highly suspicious of outsiders and are as likely to mislead the PCs, set an ambush for them or deny all knowledge as they are to come clean. The response of an NPC is to be found using the following table:

Under 01%	Leads the PCs to Kahrn
01-10%	Can only give them directions to another NPC
11-20%	Mistakenly leads the PCs to a wrong location
21-25%	Gives them poor directions
26-50%	Denies all knowledge of such a person
51-60%	Deliberately misleads them with false directions
61-65%	Makes a break for it and heads off to warn Kahrn
66-75%	Makes a break for it and sets up an ambush
76-80%	Guides them for a while and then runs off
81-90%	Sends them to Snuff the Butcher
91-95%	Leads them into an ambush
96-00%	Attacks them with his cronies
Over 00%	Attacks them on the spot with no help

KEY TO THE DENS

General Notes: You should attempt to convey the grim, dirty street-market atmosphere of the Dens in your descriptions: houses will be gaudily rather than richly decorated, people will be filthy and sore-ridden, language will be coarse and effluence will run openly down the alleys.

Only a small part of the Dens are briefly described below - you will have to ad lib the other parts for yourself, using the information already provided (this should not prove too taxing). The descriptions of the NPCs all include a biasing factor for the random reaction table above (and remember, it is only to be applied to those described, not to others who are randomly encountered) - some are more likely to help the PCs, others to attack them. The throws will also be altered by the PC actions; you will have to make suitable judgments on the alterations yourself, depending on the situation, but some guidelines are: for every 10 gps offered deduct 1% (if, however, the result is above 50%, further offerings will be taken as an insult, therefore ADD 2% per 10 gp); if violence is threatened roll against the NPC's CHA on a d20 (at -1 per damage point taken) - if it is higher the NPC breaks (deduct 2-24%), if lower he is annoyed by the threat (add 3-36%); a suitable spell (**charm person, suggestion**, etc) will cause an NPC to spill the beans unless he saves vs spells.

Use your imagination to embroider the action in the Dens, in particular that with the specified NPCs - the table given above is a useful guideline, but you may choose to develop other options depending on PC actions. Note that the PCs should have to run around searching for a while and you are quite within your rights to ignore a result of less than 01% if it comes up straight away!

Random Encounters: Check each turn, with a 1:6 chance of an encounter taking place. Use the normal tables, noting that specified NPCs will never be randomly encountered. In AD&D you may choose to roll on the night-time table in the darker alleys and concealed doorways; the current disturbances will make undead encounters possible during the day, etc.

NPC cronies taking part in ambushes, etc, will number 2-16, consisting of 75% fighters of 2nd-5th level and 25% thieves of 1st-6th level. If the PCs merely hack down and blow away such ambushes, add 5% per death to the result on the table for NPC reactions (assuming that these could be known to an NPC subsequently encountered), but treat results of over 00% as 00% (a lone NPC will now know not to tackle the PCs).

1. River Senge: Used by barges and smaller boats to trade with cities and towns in the interior, the river-banks will be swarming with longshoremen and bargees mostly sitting and chatting but occasionally seen loading or unloading. There are also numerous small dinghies and rowing boats ferrying people across the river, and larger flat-bottomed boats that are laden with merchants' wares - prices range upwards from 1 cp for ferrying (with a chance of the boat sinking if the PCs are tight-fisted enough to hire a cheap ferryman).

2. Duke Street: The shops and stalls of the better traders, serving mainly well-off customers, line this street. Off it are side-streets dominated by the different guilded crafts; one will be full of silversmiths, another of tanners and so on - the market area at the bottom of the hill, beside the river, tends to sell livestock (including slaves).

3. Bridge Street: Food, clothes, household utensils and the other necessities of life are supplied by the merchants of Bridge Street; the quality of wares up the hill (the north-east end, off the map) are better than those near the bridge itself, where the slum-dwellers collect to scrounge.

4. The Old King's Way: Once the principal street of Chuza, the Way has been superceded by those on the far side of the river. The shops become finer and more expensive toward the Old Town (east end). At this end of the Way, lying between the road and the river, are the worst areas of the city, and those nearest the Black Gate comprise the Dens.

5. King's Gate: One of five road gates into the town, tolls are 1 cp a person, 1 sp a horse, and 1 gp per wagon, etc.

6. The Black Gate: This is the site of the only bridge over the River Senge. It is reached by walking or riding up the mounds on either side, and there is a toll to cross of 5 cp per person, 5 sp per horse and 1% of the estimated value of goods carried for anyone without a licence from the Citadel. Underneath the bridge, barges and boats with masts that can be stepped move along the river to trade - access via the Senge can be cut off, however, by the use of a portcullis of enormous size that drops to the river bed.

7. The Square of the Scarlet Women: This square, right in the heart of the Dens, is renowned throughout Chuzza for its ladies of ill-repute. All manner of women, mostly scantily-clad and pox-ridden, can be found disporting themselves here in the hope of attracting custom. Demeaned and disgusted by those who enter the square, the women will be surly and uninterested once the PCs' requirements are clear.

At the south side of the square there is a large, run-down building where the girls (and boys - Chuzza is nothing if not egalitarian in its degeneracy) take their clients. Sitting, obesely majestic on an old rocking-chair, just outside this decrepit building is Madam Bombanella, Chuzza's first lady of prostitution. This ex-practitioner of the oldest profession knows much of what happens in the Dens (and also hears many secrets from the Citadel, revealed on a squeaky mattress in a lax moment) and may be able or willing to help the PCs.

Madam Bombanella: S 9, I 10, W 16, D 8, C 14, Ch 17, CL -, hp 4, AC 9/10, unarmed. Plump and jolly, Bombanella is also a wily old bird whose pockets have been lined by many a blackmail deal. Her reaction to questions will be normal, but treat any roll over 60% as an apparent misunderstanding of their request (she will keep assuring them that someone here can satisfy their tastes, while sending word to Kahrn) - an attempt to bribe her with gold has half normal effect.

8. Wheeje's Tavern: The rank smell of fish permeates every corner of Wheeje's disreputable tavern. Here the fishermen and ferrymen gather to swap tall stories and to gamble with their few coppers. Silence will fall as the PCs enter, but the drunken occupants will soon begin to confabulate again; they will sell PCs fish or transport, but not information.

Wheeje: S 14, I 8, W 9, D 12, C 13, Ch 13, CL -, hp 4, AC 9, club and dagger. The sallow, greasy proprietor will be difficult to converse with, always having to rush off to the other end of the bar to serve another customer. Reactions will be normal, though never over 00%; note that his cronies will all be suffering the effects of drunkenness.

9. Spandal's Dive: The Dive is a gambling joint, also used as cover for a small fencing operation. The regular clients will be murderous, cheating scum of the worst kind; plus the PCs may enter when a transaction is under way, at which time there will be 1-4 thieves of 2nd-8th level, and Spandal will have his heavies to hand (they will otherwise be within 2-5 rounds of their boss; they are 6 fighters of 3rd-6th level).

Spandal: S 15, I 10, W 11, D 16, C 11, Ch 9, CL T, LVL 7, hp 24, AC 5, **longsword** +1. Spandal (known as the Weasel) trusts nobody and does not like strangers snooping around - his reaction will be at +40%, but he is twice as susceptible to bribery as normal (ie +1% per 5 gp); if he gets a result of over 00% his heavies will join in as soon as they can.

10. Pun the Jester: Pun has set up his stall in this small square and from here he regales the crowds with his wit - he is tasteless, scurrilous and usually slanderous. He is most in demand, however, at private parties after dark due to his strange ability to regenerate (the lucky result of an early accident with a dodgy potion) - his clients take pleasure in torturing him while he attempts to continue to make jokes on their rivals, paying him well for this sick entertainment.

Pun: S 8, I 17, W 19, D 16, C 7, Ch 15, CL T, LVL 4, hp 16, AC 9, dagger - he regenerates at 2 hit points per round. He will prefer to wittily insult the PCs rather than answer the serious questions they will ask. Roll at -10% with results of 01-25% causing him to send them as far out of their way as possible, and results of over 66% being treated as 81-90% with the PCs being dispatched to see Snuff the Butcher.

11. Snuff the Butcher: On the other side of the river from the Dens, Snuff's shop supplies meat to the city's poorest - the origins and quality of that meat are best left unspoken, it merely sufficing to say that fingernails provide some of the body in his pies. Not just a butchery, Snuff's shop is used as a meeting place by some of the most undesirable cut-throats of Chuzza to discuss the seedier practicalities of their art; some of these men are so bad they even eat here.

Snuff: S 18/18:99, I 7, W 9, D 12, C 16, Ch 10, CL F, LVL 10, hp 70, AC 5, huge cleaver (treat as battle axe at +3/+2 to hit and doing +3/+5 damage due to STR). Butcher by name, and butcher by nature, Snuff is one of the meanest denizens of this part of the city. He will regard any quizzing from the PCs as a gross invasion of privacy and his reaction roll will be at +50% - threats and damage will merely annoy him. The 3-6 men in the shop (50% fighters of 4th-7th level, 50% thieves of 5th-8th level) will, no doubt, join in a combat.

12. The Bear-Pit: An old sporting venue, the Bear-Pit will be full of citizens betting their hard-earned (or more often hard-stolen) coppers on various activities similar only in their cruelty to dumb animals and lesser beings (goblins and kobolds are favourites, as is the unarmed gnoll vs ravenous wolf spectacle). If bothered, the management will be able to call on a blood-thirsty crowd for support and may choose to loose various vicious beasts on the PCs.

The Bear-Pit is run by the identical twins, Scarum and Harum (indistinguishable to even their mother). They never stop rushing in and out of their office, the main gambling hall, the kennels and cages, etc, regularly crossing - it is said that they have an empathy that allows them to continue each others conversations, but this is belied by their habit of contradicting the orders or explanations of the other one.

Harum and Scarum: S 12, I 15, W 12, D 14, C 9, Ch 16, CL F, LVL 5, hp 30, AC 7, **short sword** +1. Identical in all ways, the twins will only cause confusion for the PCs; they will dart in and out while talking and both give separate answers to the same question - roll for each of them, at -10%, and then give the PCs both answers (note that they will never go out of the Bear-Pit with the PCs); bribery at half chances.

13. Scentry-Duty: This strangely-named workshop is home to Paddle the Alchemist. He and his apprentices brew up the odd scents and potions whose reeking odour can be smelt for several streets, even above the stink of the Dens. Despite the poor quality of his perfumes, Paddle is a master when it comes to the creation of exotic poisons and his secret labs under the street are the source of many deaths in the city (though, of course, he never actually applies the products of his alchemy himself - well, almost never).

Paddle: S 9, I 18, W 10, D 15, C 16, Ch 8, CL MU, LVL 9, hp 21, AC 4 (**bracers of defence AC4** - D&D players note that the bracers are arm-bands that allow unarmoured characters to be a higher than normal AC), **dagger** +3. Paddle will not want any trouble from PCs and will apparently be keen to help; he will roll at -10% and will seem to follow whatever result is given (note bribery will affect him at 1% per 100 gp). But once he has given them the information or agreed to go with them, he will warn his staff and send a message to Kahrn - a route he gives them or shows them will always be double that necessary, allowing the much sought-after Kahrn to escape.

Note that Paddle's laboratory, hidden under the shop, will have 7-12 potions in it; these are 75% likely to be a poison of some form, and 25% likely to be magical. There is a 35% chance that 1-3 MUs of 3rd-6th level and a 50% chance that 2-5 thieves (AD&D assassins) of 2nd-8th level will also be in the shop; there will always be 4-6 MUs of 2nd-5th level, as these are Paddle's apprentices and storekeepers.

14. Yellow the Blunt: This private residence is the home of a cleric who gives succour to the wounded from the Dens.

Yellow: S 7, I 10, W 17, D 8, C 9, Ch 11, CL C, LVL 9, hp 37, AC 9, usually unarmed but **mace** +2 if necessary. Yellow is a senile old adventurer whose mind turned years ago. He is used for healing spells by the thieves of the Dens; throw for reaction at -10%, with double affect from threats.

KAHRN'S HIDE-OUTS

The locations already described have included NPCs who might be able to help the PCs find Kahrn. The following locations are those in which this elusive figure may actually be found (you may either choose or roll randomly for which one he is in). On results of under 01% on the reaction table the NPCs will attempt to lead the PCs to Kahrn; however, they may not know in which of his hide-outs he is currently residing and it is therefore possible that the PCs could be taken to the wrong place, entirely by accident (this is not the same as a result of 11-20% wherein the NPC leads the PCs to some place that Kahrn does not frequent). If the PCs have been looking for Kahrn for quite a while you may choose to have him at the next place to which they are taken. In any case, it can be assumed that the NPCs at each of the following locations all know where Kahrn is - if they can be persuaded to talk.

15. Herakan's Corner: This tavern is one of the few decent watering-holes in the Dens, named after the son of the Duke (whom the PC thief may well have had dealings with already - see TS17). Here are collected not only the richer folk who live in the Dens (ie those who can afford to buy things with silver rather than copper pieces), but some of the merchants and nobles come to slum it for an afternoon and see how the other 95% live. Fine wines, strong ales and acceptable food (not supplied by Snuff) may be accompanied by an entertainment more in keeping with the tone of the locale (this goes on upstairs to avoid offending the delicate sensibilities of some of the merchants - though never the noblemen). Clients of this tavern will therefore be relatively wealthy and may well have guards with them (2-8 fighters of 2nd-8th level) - they will not want their day disturbed by pushy adventurers.

Smidget: S 15, I 12, W 11, D 10, C 13, Ch 17, CL F, LVL 4, hp 20, AC 6, **longsword** +1. The proprietor of the Corner is a tall, well-built man with a refined taste and a slithering oily look. He will make a normal reaction throw, treating rolls of over 00% as 96-00%, and assuming that he will not leave the Corner to guide them but will send a servant who will react as indicated by the throw.

16. Cheney's Wharf: A small wharf area that is used to load and unload the barges that trade upriver. The size of the wharf means that it can only deal with small goods and hence it has come to specialize in delicate and fragile items plus things of a luxury nature. The wharf is guarded by six huge fighters of 5th-7th level, each of whom has a pair of killer war-dogs, kept extra hungry whenever there is a particularly valuable cargo due in. Various merchants and traders to the rich will be here (possibly with their own bodyguards), as well as people such as Kahrn who, even when they do not have something arriving or leaving, stay and chat to the people who have travelled from the interior, mainly folk with many fascinating stories to tell.

Cheney: S 18, I 14, W 7, D 11, C 14, Ch 10, CL F, LVL 6, hp 31, AC 5, **mace** +2. Cheney is a quiet man who nonetheless is constantly around the travellers, enthralled by their tales (and always ready to pick up useful information to sell). A number of robberies over the years, however, have made him very wary of those who ask strange questions not to do with the dock's business; consequently his reaction throw will be at +20%, his guards quickly joining any attack.

17. The Hive: Apparently only a well-appointed tavern, it soon becomes apparent to those who enter that this is merely a cover for an opium den, frequented by many of the city's rich and famous as well as low-lives who spend their every copper here. There is a ban on weapons for those entering, enforced by a pair of fire giants (**charmed**, of course) who stand chained on either side of the main door.

Tzebum: S 8, I 17, W 15, D 14, C 9, Ch 18, CL MU, LVL 7, hp 18, AC 4 (**bracers of defence** AC 4), **dagger** +3. Tzebum is an adventurer who fell foul of the lure of red lotus, and has lived most of the remainder of his days in a dim haze. This will not stop him being very abrupt with the PCs and sending them on their way. His reaction will be as normal, but with rolls over 60% being taken as an indication that he has not even realized the PCs are there; on a roll of 11-20% he will send a slave, rather than leave the shop himself. Bribes to Tzebum will have to be in exotic drugs, not gold pieces.

Eventually, the players will locate Kahrn, though this might have caused them no little trouble and a fair walk around an entirely insalubrious neighbourhood. You may feel that this is a somewhat strange beginning to a scenario for such high-level characters, but it does have its purpose - if nothing else it will put them off their guard and ensure that they come to with quite a nasty shock when they make the crossing to Theophagus' world. More specifically, however, it tests their ability to solve a problem without recourse to combat, sleight of hand or the magical devastation of vast tracts of previously untrampled landscape; a show of force, magical or otherwise, is almost certain to lead to Kahrn getting wind of their presence and scarpering - if not, it will guarantee that the PCs find little sympathy amongst the populace. The other motivation for this part of the scenario is to ensure that the PCs are familiar with at least part of the city, a factor that could be to their advantage later.

Having located Kahrn, the PCs will have to persuade him that they need his help - once he understands the situation and the service that they require, he will be only too happy to aid them (if you feel that your PCs are rather overburdened with magical goodies, Kahrn could ask for a payment). If he is at the dock, he will be deep in conversation with a newly arrived traveller and it will take the PCs several minutes to attract his attention; if at Herakan's or the Hive, Kahrn will be so sozzled or otherwise inattentive that it may take the PCs some hours to even get through to him - these things (trying as they may be) are merely delays in the inevitable, namely that Kahrn and the PCs will return to his domicile to continue their quest (however, if the PCs are too rough with an inebriated Kahrn, or too pushy about seeing him, they may find themselves the object of local anger, not to mention a few local points and blades - judge this as you see fit).

Kahrn: S 10, I 18, W 15, D 17, C 12, Ch 16, CL MU, LVL 11, hp 31, AC 2 (**bracers of defence** AC 2), **dagger** +2 (may cast a six-dice **lightning bolt**, a dozen **magic missiles** and a spell of **teleportation** once per day; it is attuned to Kahrn and it will not work for the PCs without extensive re-enchantment). Kahrn is an old man with a deeply lined face, long flowing silver hair and unnerving eyes - one is purple, the other is green. He wears ill-fitting clothes apparently made from an assortment of rags stitched together at random and is prone to add a large, floppy wizard's pointed hat when under the influence of an excess of Smidget's fine wines.



Kahrn is usually to be found in his workshop, tinkering with some new enchantment, or refining and reworking an old one; the aim of these spells, and the wizard's lifetime interest, is plane travel - he has spent many years of his long life drifting through the wash of the ether or swooping across an empty vastness of the astral plane, searching for new worlds and new experiences. He has a compendious knowledge of the inner planes and the vagaries and idiosyncracies of the hard routes to reach them, and an acquaintance with a multitude of outer planes and mirror-universes, so it was with no little distress that he noticed the early signs of Theophagus' net closing on his home world. With trepidation almost unknown to him, he made trips deep into the astral void and returned with information he had rather never have possessed. From that time his habits began to change; he spent more time at the wharf - where once he had only gone to collect new items of equipment, he now spent hours in conversation with those who came upriver, looking for signs that others had noticed the impending catastrophe. And when he found such signs, he started to lose himself in the bars and dives of the Dens, drinking to excess, too scared to venture back out into the endless night of interplanar space.

It is in this state that the PCs will find him - although he is willing to give them the benefit of his great knowledge of plane travel, nothing they can say will persuade him to go with them (if they attempt to take him by force, assume that a kink in the spell occurs, either landing them right back whence they came or transporting them and leaving Kahrn behind). Kahrn will take them to his house (18), a run-down leaky-roofed affair, much like so many of those around it, but distinguished by the weird contents of its surprisingly spacious cellars (the PCs, especially the MU, may suspect a certain amount of extra-dimensional prestidigitation). The upper rooms contain quirky relics and mementos from many of the wizard's trips, some seeming to be half-present, others held in a sort of stasis wrapped inside dark crystal globes or limned with multi-hued flames. Downstairs, however, is where the real work is carried out - a laboratory of a type unknown to even the MU with the PCs, and a library of tomes bound in shimmering hides (some apparently still alive) that would grace the walls of any of the greatest mages' towers; the precise contents of these rooms are not relevant to the scenario as the PCs will get no chance to investigate (if, as is often the case, greed overcomes the noble challenge of their cause, assume that the cellars are very well protected by magical charms and enchantments, and that various actions will trigger the arrival of beasts from other planes).

Kahrn will be surprisingly reticent for a man so travelled, and will keep his terse comments to the matter in hand. He will warn them that even he himself is not prepared to enter the dread place for which they are headed, but that he can aid them in several ways. Not only can he ensure that they will arrive there in one piece, at exactly the place and time intended, but he will be able to give them some extra protection against the foes that may be awaiting them. The enchantments that he will use for this, however, are only of a limited duration and eventually they will be left to their own devices. These protections are not, he will be at pains to stress, of any use against physical attacks - these they will have to handle as best they can themselves (his advice on this matter is that avoidance is always the safest, but not always the necessary option). What his conjurations are designed to protect are their minds - to be precise, their sanity. His great experience has taught him that the planes each have their own norms, their own laws and logics, and to see one's home-world truisms flagrantly upended and shown to be untrue can be mind-bending (sometimes literally - and he has the scars to prove it). He will have little else to say to them, knowing only that their destination is a place of great terror and that the end is nigh for Chuzza and its folk unless they can succeed. From the gruesome apparitions that have appeared in the city, he will infer (and he will stress that this is only an educated guess, not something that is known to him from his explorations) that the place the PCs are soon to visit is similar in layout to Chuzza. Kahrn will also tell them that he has talked with many people from the kingdom, and that nowhere is suffering like Chuzza; hence, he believes, the centre of the power drawing close their death will be near to them when they emerge from the astral void. He will also wish them good luck, though without hope.

CROSSING THE VOID

Kahrn, the old wizard, the traveller through time and space, the one-who-walks-where-nothing-is, will take the PCs into a darkened chamber, devoid of all the clutter exhibited by the others. Here he will draw a magic circle and begin to utter words unknown even to the PCs' MU, making strange passes in the air and crumbling coloured rocks into powders to spread around the perimeter of the circle. When he has finished, a full two hours later, within the once-dark circle there will be an eery, swaying light that seems almost to be emanating from slowly dancing, inhuman figures.

Kahrn will rest for a moment, then gesture to the PCs to go into the circle and to stand, facing outwards, at its edges. He will assure them that they have nothing to fear from the journey inasmuch as they are being wholly transported across the places, bodies, possessions and all - they are not being projected, and are not attached to the Prime Material Plane by silver cords. Although this means that they will not be killed due to a break in the cord, it also means that there is no guaranteed easy return to their home world - he will add that, considering their destination, this is the least of their worries.

He will then bring from another room a large bowl containing a dark, viscous liquid that gives off a faint odour, rather pleasant if unfamiliar. With a few words and gestures, the thick soup will begin to bubble - he will hand the bowl to the PCs and tell them to drink it if they value their sanity (a quality whose presence in these valiant fools we have had cause to question once before). As they consume the hot and spicy Broth of Kahrn, the wizard will make the final careful preparations. At last the characters will begin to feel an unscratchable tingle running throughout their bodies and, to the accompaniment of a chant of rising pitch and fervour, a hazy film will pass before their eyes and the room will fade away - for a while the voice of Kahrn will follow them, made small but oddly resonant, though even that will echo quietly off into the astral void, leaving them alone to face their unknown adversary from a different cosmos.

ENCOUNTERS IN THE ASTRAL WASTES

Due to the skill of Kahrn and the power of his spells (which draw on hours of preparation and components magically imbued with months of enchantment, allowing the use of higher level spells within his field than might be normal), the PCs will travel through the astral plane swiftly, and probably quite safely. The conjunction that is about to ravage Chuzza and its environs has sent shock waves out into the astral wastes that are scaring off the normal travellers and hunters (like Kahrn himself, these other creatures have no desire to come anywhere near this immanent devastation in which they would be almost certain to perish) - this wilderness of non-space is therefore almost abandoned. Almost. Give the PCs a 25% chance of running into some nasty during their journey (you may choose to either ignore, or automatically include this encounter, as you see fit); roll on the encounter tables for this medium, or choose a suitable creature yourself - note that only the strongest of creatures will still be abroad in these conditions, so make sure that any encounter is with a creature powerful enough to cause the PCs a problem or two.

OUT OF THE ASTRAL PLANE . . .

and into the fire? Almost literally, in this case. A sharp shock is awaiting the PCs when they finally emerge out of the dimensionless void of astral non-space, and they will find that the pace of the scenario has hotted up a little as they attempt to gain their bearings and recover their wits.

After what will seem like an interminable time clasped close in the embraces of the light-formed creatures that comprised the wizard's immaterial carriage, the PCs will feel a force akin to a great gravitational pull; this, however, will seem to come from all sides at once, threatening to pull them out of themselves into new (and undesired) shapes. Just as it seems that this infernal pressure will become too much for their bodies to bear, it will abruptly cease and their light vessel will burst asunder, shedding solid shards of white-hot light around the chamber in which they emerge. As they try to pick themselves up from the cold stone floor, the PCs will see the rock walls catch fire and begin to burn.

NEW WORLDS

We must temporarily leave the player characters roasting and confused to consider some extra rules that will be needed to accommodate play on Theophagus' plane. Fortunately for the PCs, this plane, although a topsy-turvy, distorted image of their own, is not too different in most major aspects. They will find that they can breathe alright, that gravity still operates in the much the same way (and the same direction), and that creatures and buildings, though strange and exotic, are still essentially recognizable for what they are. More to the point, their spells and other abilities will behave in the manner expected; even the cleric will be able to cast spells drawn from the deity in his own plane (mainly due to the immanent conjunction). There are, however, a number of additional factors that have to be into account.

SANITY

At various points in the game, the characters will be called upon to make a check against their sanity - at other times, an experience (such as an attack) may prove to be so mind-numbingly weird that the PC or PCs concerned will lose some of their sanity. This concept is expressed by sanity points (SAN), calculated by adding the PC's WIS to half his INT and CHA, plus a roll of 1-12 (ie a PC with I 14, W 12, Ch 10 and a roll of 6 on the d12 would have a SAN of $12 + 7 + 5 + 6 = 30$, a fairly average score) - in the case of odd numbers you should round down for INT and up for CHA.

In extreme stress situations, a SAN check may be called for by a roll on d%, a score under SAN needed to pass the test; these cases will be specifically stated in the text. Other, unspecified tests will be made using a d20; this means that an average PC will not be in danger of cracking up for quite a while after emerging into the new plane. It is up to you to decide whether or not to allow players to know the SAN of their characters, and/or to know the affects on it of their encounters (it is probably better to let them know).

Some situations will specify the effects of a failed sanity test, but in all others use the table below whenever a PC is found to have dislodged a marble too many.

- | | |
|--------|--|
| 01-10% | Catatonia: the PC ignores all outside events and is incapable of any action, including self-defence. |
| 11-25% | Regression: the PC reverts to an infantile state in which he is capable of no useful action; he will be given to crawling around, sucking his thumb, crying out for teddy, muttering incoherent nonsense, etc. |
| 26-35% | Amnesia: the PC will forget who he is, where he is, why he is here and what he is going to do about it; there is a 50% chance that he will still be able to act as normal, and a 50% chance that he becomes as if 0th level with no class. |
| 36-55% | Homocidal Mania: if it moves - kill it! It is only 10% likely that the PC will be far enough gone to attack his fellow player characters. |
| 56-70% | Suicidal Mania: the PC will be given to making mad, hopeless attacks, walking blithely into traps, and leaping off tall buildings. It is only 10% likely that he will cut his wrists, hang himself, etc. |
| 71-80% | Hallucinations: the PC will see things that are not really there and things that are there will become distorted - use your imagination and play upon the PC's fears and obsessions. |
| 81-00% | Hysteria: The PC goes into overdrive and begins to act manically (and perhaps maniacally), screaming, shouting, ranting, raving, charging around at full pelt, giving little thought to actions and less to consequences and giggling gleefully all the time. |

A second roll under the PC's SAN will be needed to determine the severity of the lunacy. A second failure indicates that the affliction is permanent (though magical cures are always possible). A success on the second roll indicates that the loss of normality is only temporary, lasting for 1-100 turns (ie 10 minutes to over 16 hours) then disappearing. In the latter circumstances, the PC is 75% likely to manifest the same form of insanity if he fails a SAN roll in the future. You should encourage your players to play out the new roles, even though this may be disastrous for them, otherwise you will have to take over their characters to a certain extent.

DISRUPTION

In the same way that a transplanted organ may be rejected by its host body, so characters from another plane may well be rejected by their new location; this effect has two possible outcomes: either the character will be flung back across the astral void to his own plane (or, if unlucky, to yet another different plane which may, in turn, reject him), or the poor chap is subject to a most unfortunate redistribution of his component parts, known as disruption (this is much the same as what happens to undead at the hands of clerics).

Just like sanity tests, disruption tests are made against a score created from the PCs' requisite scores - in this case, all of them added together (ie a range from 18 to 108 - note that in AD&D comeliness is not included even if you normally use it). Losses will be taken as specified in the text and tests are made on d%. At 0 points the PC is considered to be in an unstable state and, as well as certain affects that are noted in the key, he may become disrupted. Any spells that affect plane travel and the like will immediately cause disruption or rejection. Any further loss of points (giving a negative figure) have a chance of causing this at 1% per point (ie 15% chance at -15 points). Additionally, certain creatures will be able to dispel PCs as if they were clerics dispelling undead. With spells the chance of rejection is equal to the PC's original disruption score; when the points drop below 0 it is equal to his STR + DEX + CON as a %age; with dispellation it is equal to his level. Rejection will send the PC to his own plane (at your option a 15% chance of another plane). If disrupted he will discover that all the various material components of his body have rearranged to form a runny slush on the floor (at your option, the other PCs may be able to use a **magic jar** or similar spell to save his soul if a host body is available and it is cast within 2-7 rounds of the disruption taking place). As with SAN, it is advisable to allow PCs to know their scores, etc, as this will give them greater control over their actions and permit them to weigh up the odds of various alternative courses.

MAGIC

Most spells and all items (not including those with a spell-like effect that is covered below) will operate as normal on this plane. However, spells dealing with planes and other dimensions such as **dimension door**, **passwall** and **teleport** as well as D&D spells like **magic door** and **travel** or AD&D spells like **Drawmij's instant summons**, **phase door** and **astral spell**, will all cause a rent in the already delicate fabric of this universe, ever-closing as it is with the PCs' own world. If such a spell is cast (and, at your option, this could even stretch to spells such as **contact other plane**), there will be two effects. One will be a chance equal to 1% per spell level of the arrival of a powerful being who has slipped in through the crack in astral space; choose such a creature if this happens - it will probably not be too friendly to those present at its arrival, PCs or otherwise. The second effect is 10% likely per level of spell cast and is an implosion of non-matter from the astral plane which will cause 1-4 points of damage per level cast to anyone within 5' per level cast.

TURNING UNDEAD

Although many creatures on this plane will have attacks and other abilities similar to those of normal undead, these are not actually undead creatures and cannot be turned by a PC cleric. Unless it is otherwise specified, assume that there will be no affect on a creature from such a turning attempt.

MAGIC RESISTANCE

Players of D&D should note that creatures described in this scenario are given a magic resistance (or MR) score; this is the chance of any spell absolutely failing in the creature's presence. If it rolls under the figure given on a d%, the spell does not affect it; if it rolls over that figure it is still entitled to a normal saving throw. Although you may choose to ignore this factor, you are strongly recommended to incorporate it in order to maintain game balance.

FINAL NOTE

Remember: this is set in another universe. Make all of your descriptions atmospheric and introduce many weird elements - things that are both unexpected and unsettling. The players should feel slightly ill at ease in even the most mundane of circumstances, and downright terrified the rest of the time.



ARRIVAL AT ZCHAU

As they appear out of the astral void, the player characters will be surprised and momentarily confused - they will drop awkwardly to the ground which will have appeared a couple of feet behind them, rather than underneath them, and they will lose their grip on anything that they were carrying. Their eyes will slowly clear of an annoying double vision, to show them a room much like that they have recently left. The old wizard and his magical circle, however, are not here - it is completely bare, apparently cut out of black rock (and hence presumably underground, not built up), with a single exit.

As previously noted, the sudden release of magical tension precipitated by their arrival has caused the walls of this chamber to smoulder and even as they recover it will burst into violent blue and yellow flames. There will be no time for the PCs to collect their thoughts before they must leave this room or begin to roast. If you are feeling vindictive (and why shouldn't you?), you could force the players to all roll under their DEX or lose a random item - this will have slipped into a corner of the room and be out of easy reach, unless the PC wants to chance heat-damage (only pick items that could easily be dropped or dislodged from packs).

Should the PCs remain in the chamber they will suffer 1d6 points of fire damage in the first round, 2d6 the second and 3d6 thereafter for 7-12 rounds until the fire slowly dies - during this time, however, it will have followed the players out of the room and the whole edifice will catch fire.

Assuming that they leave, they will find that the exit leads up a steep winding set of stairs to another bare chamber 30' above. This is a much larger room, being about 35' square, but it also has a single exit, this time apparently leading onto an alleyway, or possibly a tall corridor. Before the PCs have a chance to take stock of the situation, the flames will have chased them up the stairway and will force them on through the next door (unless they are willing to be fried).

Once outside, the characters will find that they are indeed in a narrow winding alley, leading past small, squat, black-stone dwellings that look much like the one from which they have emerged. A strange sense of *deja vu* will afflict them, but this will jar against the bizarre housing, the peculiar smell in the air and the grotesque black and blood-red sky.

A RED SKY AT NIGHT

Even the player characters, inured as they are to the weird and outlandish, will be surprised to find that in Zchau, the city of Theophagus the God-Eater, the night sky is red - a deep and urgent red that hangs above their heads like a lake of crimson blood upturned into the heavens. They will soon become accustomed to this - for it is always night in Zchau.

Across this scarlet firmament edge huge grey-black clouds, a vermillion glow limning their sombre flexing fingers; higher up smaller darker patches of vapour scuttle and gyre, caught in updraughts and atmospheric eddies. Behind the house from which the players have just emerged, they will notice that a huge pall of smoke is arising and joining the clouds, adding to their pitch tincture. This smoke appears from across a wide front and occasionally blue, violet, green, yellow and red flames leap high enough for the licking tongues to be seen above the black buildings. A dreadful, reverberating noise of crashing masonry accompanies these spurts of fiery colour, and there are vague strangled cries of anguish. The city of Zchau is in the throws of the same turmoil that will soon descend upon Chuza unless the players succeed and it presents a truly nightmare aspect of horror and destruction.

ZCHAU

If the players were to be able to see a map of the city they could not be blamed for thinking that it was Chuza depicted before them. Zchau is an alternative version of Chuza; most of the main outlines and features are in the same place - a river runs through its centre to the sea, the ground to each side rises up into low hills and there are two vast and ugly structures dominating the city, placed where the Citadel and the Fortress would appear on a map of Chuza. However, there is nothing exactly the same - everything seems to have been reflected in a warped imagination that cannot quite remember how the originals looked, or their precise alignments, or in what proportions were their dimensions. These things will become apparent as the relevant parts of the city are fully described; no human designers could have created such a dark perturbed place which revels in a perpetual holocaust.

For the moment, then, the city can be described in terms of Chuza - when the action moves out of the immediate vicinity of the PCs' arrival a map will be provided identifying those features of importance to the scenario. To begin with, the PCs will have enough on their hands with the area equivalent to the Dens - a neighbourhood that they must now be missing for the first time. Note that references to north and south will be the same for either city (if you do not have *TS17*, you will have to patient for a while; the map of the Dens in this issue will serve well enough at this time).

Note also, that although references are being made to places and directions relating to Chuza, the players may not have made this link for themselves. You should not guide them to do so (unless they have no experience of the city and would never be able to notice the similarity) and should neither agree nor disagree when they finally become aware of it.

The PCs have appeared in a place that is relatively in the same position as Kahrn's workshop (ie 18 on the Dens map), a grim back alley in this city as in Chuza, though without the seedy bustle and grimy, faded clothing hanging out to dry. It is, in fact, a singularly featureless area, each of the squat dwellings being roughly alike, with a single entrance and no windows. More disturbing, perhaps, is the absence of any life - no beggars and pedlars, no scampering pock-marked children or crippled dogs, not even the ever-present flies which swarm around the piles of excrement littering the streets of Chuza. And the only voices to be heard are the distant screams from the fire.

The latter is to the south of the players, stretching east and west on the far side of what would be The Old King's Way in their own city - to the east it curves slightly, meeting the river within the Old Town. Even from this distance, the PCs will be able to feel a mild warmth from the flames, and it should be obvious to them that it will be no easy task to pass this barrier without recourse to magic. To the north, over the river, it seems to be fairly quiet, though they can not actually see the buildings there due to the obstructions in front of them.

From their current position the players have several options for action (after, no doubt, taking stock, checking that all their limbs are in the right places, preparing weapons, and so forth). They may explore the houses around them, head to the north to avoid the fire, head east or west to see if the fire can be circumnavigated or head south towards the flames themselves. Before these options are described it should be noted that, as in a normal city adventure, there is not the space to describe every building, every NPC etc - using all the information presented to you in this scenario you will have to ad lib where necessary, keeping within the general style and tone of the areas that are described.

IS ANYBODY HOME?

The dwellings in this area, though more sturdily constructed than those of the Dens in Chuzza, are, in their own way, little more than hovels. Most of the habitations have only one room, generally about 15'-20' square (the one from which the PCs emerged was relatively large) a few have several smaller rooms. They are 10'-15' high, apparently cut out of the black rock that makes the floors and the road surface - this is a hard basaltic substance with a dull gleam to it.

None of them have windows - the single entrances are without doors, although some have a very coarse cloth hung up across the hole. There are no signs, numbers, decorations or other items to differentiate the buildings, although the PCs will be able to make out minor variations in design after looking at a few. Inside, as many as half are fairly empty, holding only large pieces of rough furniture (tables, beds, etc) and similar fairly immovable items (such as shelves, water butts and the like). At first glance it will appear that all the furniture is also cut directly out of the black rock, but on closer inspection it may be noticed that they are in fact of a very dark, almost ebony wood. Searching the nearly empty premises will reveal that many smaller items have been left hidden, accidentally or otherwise, in cracks and corners, under beds, etc. All in all, it may occur to the players, especially given the nearby raging fire, that these chambers were occupied until recently and that their residents fled in quite a hurry (though not at a moment's notice).

The other half of these buildings would seem to be occupied even yet; either that or the owners fled without taking anything away. These hovels, including most of the ones with a door-covering, have a full complement of normal furnishings, similar to those described above; in addition, they have all the domestic features and utensils that the PCs would expect to find on their own world, made out of the black wood and a strange dull metal, much like old pewter. It will be simple to see the uses of these items and hence the alert PCs could make a reasonably safe guess at occupants of an essentially humanoid nature. Inspection of some of the utensils (if the PCs are looking for such indications) will reveal that their owners are smaller than man-sized, nearer to the dimensions of dwarves it would seem, that the makers were a little more primitive than those working in Chuzza and that they had a very morbid sense of fitting decorations (knives and forks are carved with skulls and bones, plates with images of dead creatures and so forth; these creatures are nothing that the PCs recognize, but are almost like impossible cross-breeds of animals the PCs know). The clothes are all coarse and of dun colours, poorly made but thick and fairly sturdy. From the fact that nothing but the most basic utensils and simple tools are to be found, it can be assumed that these are the homes of this world's poor. (Note that all of these things may be observed by the players if they search for them - if they are only looking in quickly, to see if the hovels are occupied for example, they will not notice them).

There is no room in the scope of this scenario to attempt to describe the society of the occupants of this city, but what can be briefly said is that they break down into classes of a similar nature to those in Chuzza and that there are very roughly similar relationships between the classes. However, here everything is more violent, more barbarized, more out in the open. The civilized repressions of the PCs' home are not to be found here, nor the subtle manipulations and gold-plated despotisms - power is exercised in the raw, with the weak being openly (and often literally) down-trodden. It is the biggest and baddest who rule the roost, and it will not take the PCs long to identify them once they have met.

THE INFERNO

So far the PCs have not met any of the inhabitants of Zchau; this is because, for one reason or another, everyone in this neighbourhood is at the fire. Should the PCs choose to head south, therefore (towards what would be The Old King's Way in Chuzza, area 4 on the Dens map), they will encounter their first Zchavans. They will also notice, before moving very far, that it is becoming warmer - the inferno on the other side of the road is very, very hot. The alleyways leading through this maze of hovels are similar in layout, but not identical, to those of the Dens - the PCs may see a corner or square they think they recognize, only to find that it does not quite match up to what they expected (you could redraw the Dens map with numerous minor changes, though it is unlikely to be that vital - you should be able to ad lib the differences as you go along without any difficulty).

In the alleys nearer to the fire the PCs will find the lowly brunts, the creatures at the bottom of the social ladder in Zchau (if, indeed, they are on it at all). These creatures are of a size and shape akin to dwarves (hardly a promising start for any race) but their features are dull and brutish, only crossed by the slightest glimmering of intellect. This ignominious appearance is not aided by a warty complexion, a skin tone varying somewhere between olive green and mottled purple, and a pair of small yellowish-brown tusks protruding from their bottom lips. Their characters are on a par with their visages, comprising mindless subservience to the overlords who pay and feed them and petty vindictiveness to each other - their most redeeming feature is their inventiveness when it comes to the cruel brand of humour they perpetrate upon one another (and many have the scars as witnesses).

Their statistics are: AC 7 (natural - they can wear armour); HD 2; MV 9"; AT 1; D 1-2 with tusks or by weapon type; save as F5; morale 6; Int low; AL C/LE; SZ S. You should note that spells such as **charm person** will not work on brunts but **charm monster** will be effective.

The brunts will react to the PCs in much the same manner as they react to anything bigger than them - they will scamper out of the way lest they get clobbered (in Zchau this is a wise precaution - big means bad-tempered means an immanently terminal encounter). Communication will be impossible without magical intercession as the brunts (and the other types of creature on this world) do not speak the PCs' language - with a suitable spell, communication will still be difficult enough. As no-one but another brunt ever talks to a brunt (though they are yelled at often enough), the PCs will find that they are both bemused and terrified if addressed. With enough time and effort, the PCs should be able to learn the name of the city, the fact that the fire has been raging for some days now and that everyone is fleeing this area, that a catastrophe has been predicted by the wise men (needless to say, these are not brunts) but that their rulers are doing nothing to avert it; it may even be whispered that those who rule the city are the cause. The PCs will not be able to discover who these rulers are (nothing will persuade a brunt to utter Theophagus' name), the brunts only saying that they are under the orders of the gorbals - if asked where to find these rulers, they will merely gesture vaguely to the north.

As the PCs reach what would be The Old King's Way, they will see that on the far side there is a huge wall of fire, sometimes leaping to as much as 200' into the smoke-filled air. Many of the houses to the south of the road have collapsed, strewn rubble and charred bodies even onto the roofs of the nearby hovels. Hundreds of brunts are running about in a madcap attempt to keep the fire under control; there is a bucket-chain going along the avenue leading to the Bridge and brunts are wildly throwing filthy water over the fire as well as each other. It is obvious that their puny attempts are having no effect on the fire, but despite this it is not apparently gaining ground - it seems to be endlessly burning the same houses without actually consuming them. If the PCs stay to watch for a while they will notice two other strange factors - the first is that occasionally houses seem to lift up off the ground and reform into solid edifices once more, only to noisily collapse soon after. The other is that some of the brunts are not throwing water onto the flames at all, but are grouping together and hurling other brunts high into the air to land squealing and briefly squirming on the fire.

CAUGHT BY THE GORBALS?

Standing amongst the brunts, occasionally giving them orders but mainly just kicking and beating them, are the next step up on the Zchau ladder of command (though it is debatable if they are an evolutionary step up) - the gorbals. These are much taller creatures, taller even than man-sized, averaging 7'-8' in height, and they are powerfully built to match. An ornate and exotically-shaped set of armour covers the scaly hide and ugly, leering visage of each gorb - the helmets, especially, are worthy of note, the gorbals choosing to have their headgear shaped in the images of grotesque, terrifying beasts unknown to the PCs (though they may recognize them if they have seen the decorations in the hovels). Unlike the brunts, the gorbals are all armed, carrying huge axes, great swords with vicious, serrated edges, hooked halberds, maces covered with long spikes and so on; and most also hold whips or rope lashes with which they continually beat the brunts. As can be imagined, the gorbals are sadistically violent by nature, revelling in the cruelty and humiliation inflicted on their underlings - they only understand the emotions of fear and horror, hatred and loathing, and these mainly from the expressions of the brunts they chastise.

Their stats are: AC 2 (when armoured - natural AC 6); HD 5; MV 12"; AT 2; D by weapon type +4 and 1-3 for whip; save as F5; morale 9; Int low; AL C/LE; SZ L.

Communicating with gorbals is even more difficult than doing so with brunts, for the former only know two states of such intercourse: they are either standing in sullen silence to receive their orders, or they are screaming and shouting in an attempt to convey those orders with the maximum of volume if not lucidity. They will attempt the second with the PCs, and if that does not work they will try to capture them for punishment. If the PCs allow this, they will be taken to the Bridge - but as the gorbals will not attack once the PCs have made a show of strength, and as there are only likely to be 5-8 to hand at one time, the PCs will probably not be taken against their will. Assuming that the PCs do repulse the gorbals, the latter will send to the Bridge for orders, being incapable of dealing with such a complicated problem themselves (they will spear and then toast a few brunts in order to offset their annoyance).

EASTWARDS

To the east, as has been noted, the fire curves round to end up in the harbour (it follows the line of the Way up to the gate into the Old Town, and then turns north-east). If the PCs move in this direction they will find the same scenes as at the edge of the fire, and the maze of hovels will still be empty up to the river. The quality of the dwellings will improve as the PCs travel east, as will their size, some now beginning to have several rooms, two storeys, windows, etc. Their contents will be of a higher quality as well, but not otherwise radically different from those already seen. Some of the houses may hold brunts collecting their goods ready to flee. Movement to the east, then, will not produce any surprises and is altogether of little point.

WESTWARDS

In the other direction the PCs will find a wider road that leads from the fire to the Bridge, thronging with brunts who are vainly ferrying buckets back and forth along a haphazard chain of willing but clumsy hands. Beyond them the housing will again become very slightly better, but will soon end at the base of the West Wall. This wall is 250' high, cut from the black rock of its foundations, and topped with insanely contorted gothic battlements on a vast scale. Perched on these are huge leathery-winged bat-like creatures, astride which sit giant lizard men wielding long, glowing lances. A pair of 100' high stone gates stand where once the far more modest King's Gate blocked the road, each covered with runes and sigils the like of which the PCs have never seen before.

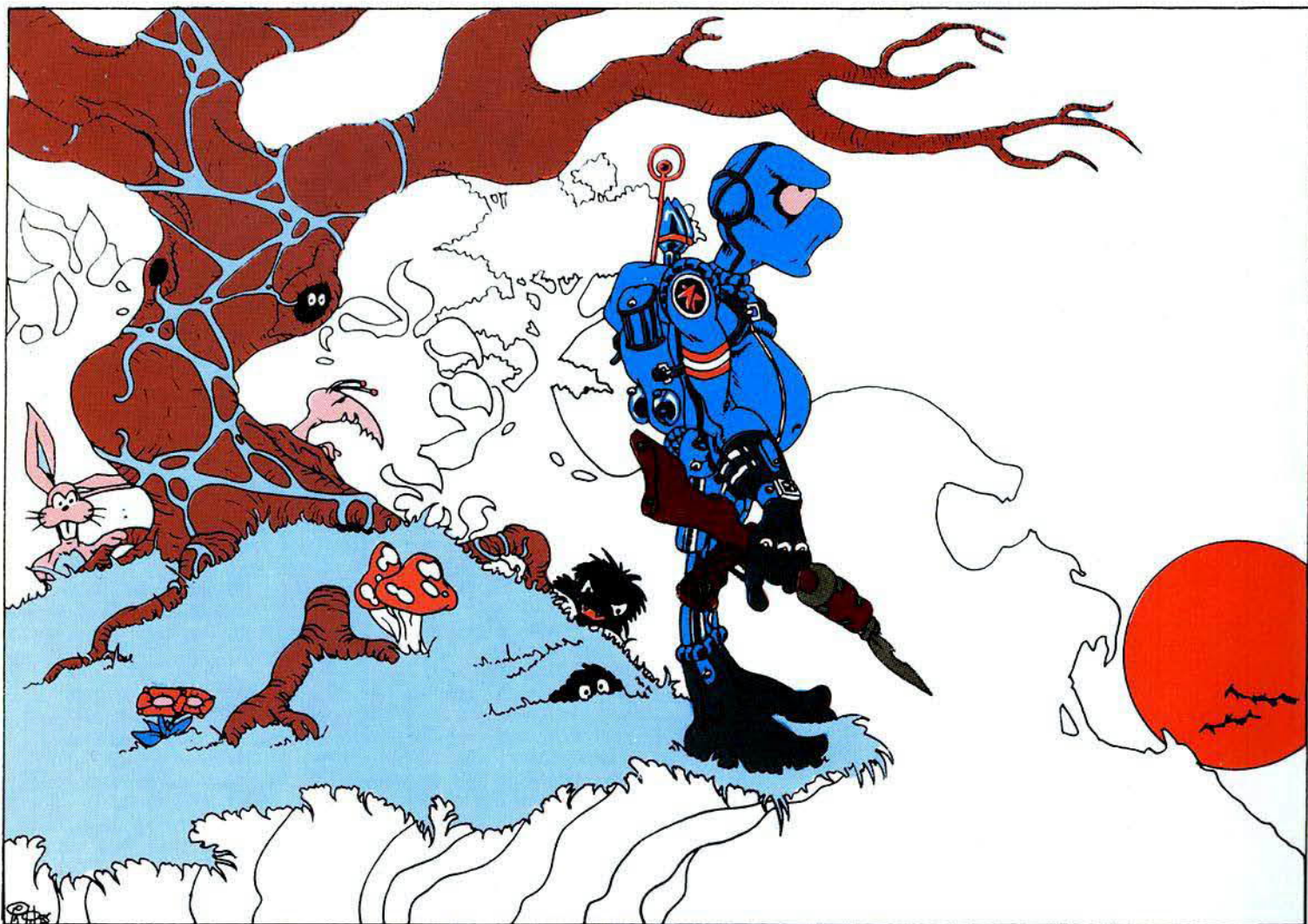
Should the PCs attempt to scale the wall, fly over the wall or open the gates (which will not be opened for them), 2-12 guards will swoop to attack, giving no warning and taking no quarter once they have begun. The statistics of the riders are: AC 4; HD 8; MV 12"; AT 1 or 2; D by weapon (see below) or by claws for 2-12, 2-12; MR 10%; save as F12; morale 12; Int semi; AL C/LE; SZ L. The bats: AC 5; HD 12; MV 6"/24"; AT 1 (this will not be used while mounted); D 2-16; SA fight by sound not light so blinding will not be effective but a **silence** spell will put them at -4; save as F6; morale 11; Int animal; AL N; SZ L. The riders' lances count as heavy mounted lance at +4 damage if used normally, however, they also fire a bolt of azure light each turn for 6-36 damage.

INTO THE FIRE

At the edge of the fire the PCs will be very hot (though not hot enough to sustain damage) and it will be obvious to them that this is a magical fire in nature. If they decide to go into the fire anyway (attempting to fly over it will attract the attention of the bat-riders just described), they will find that it is even more abnormal than they thought. The garish flames stretch south for 500', constantly devouring and then rebuilding the habitations in this area, but within the central 400' the sources of this display of pyrotechnics disport themselves - the fire originates with a multitude of multi-hued elemental creatures whose sole purpose is to fry, scorch, char, burn, smelt, fuse, cremate, incinerate and, of course, incendiarize anything that comes near them. These beings have no fixed form, flitting from shape to shape, one moment a dragon 200' long, the next a horde of glowing wasps with white-hot stings, now a fiery giant, and now a burbling mass of scalding bubbles. What can be predicted about them is their desire to destroy the PCs; considering them as one unit, their statistics are: AC N/A; HD 100; MV 0; AT 2-20; D (see below); SD only affected by cold attacks of a magical nature; MR 25%; save as MU20; morale 12; Int non; AL C/N; SZ L (very L). Attacks will be by fire at 12d6 per round, plus they can hurl the rubble below them with huge limbs of pure elemental force for 2-20 attacks of 3-18 damage (as HD 12).

And that, folks, is all we have time for in this issue - so tune in, same time, same place, next issue, for another installment of the strange saga of Theophagus the God-Eater.





NO PUSSYFOOTIN': AD&D or Expert adventure for a single thief of 5th-6th level or a single fighter of 7th-9th level. Surely even those loonies at Beast HQ wouldn't have come up with an adventure based on rescuing an old dear's pussy cat from an attic? Looks like they have!

THE SAND-BLIND: A module for 5-7 5th-6th level characters from the **Zhalindor Campaign** (a challenging series of independently playable pull-out modules for experienced AD&D players). - Nawem Cain has buried his eight sons well, only the wisest of men can penetrate the tomb.

THE TEARS OF THE MOON: A module for 7th-8th level characters from the **Zhalindor Campaign**. The legendary 'Tears of the Moon' can only be collected from the shrine of Khian in Shadulan's Mire, but another race has its own purpose for the shrine and doesn't want any interference...

NECROPOLIS: Where worlds collide; who is waiting on the other side? If you thought the single character modules in issues 7-10 were tough, think again! The four bravest adventurers of Chuza now cross to the plane of Theophagus the God-Eater to face their greatest test yet.

CRIPSIONS/SUBSCRIPTIONS/SUBSCRIPTIONS/SUBSCRIPTIONS/SUBSCRIPTIONS/SUBSCRIPTIONS/SUBS

TORTURED SOULS! IS AVAILABLE BY POST DIRECT FROM BEAST ENTERPRISES LIMITED.

Any 1 issue:	£2.95	POST FREE (specify issue number required).
SUBSCRIPTION for 3 issues	£7.95	POST FREE (must begin with current or next issue).
OVERSEAS RATES: EUROPE:	£3.50	(single issue) £9.50 (subscription).
(AIRMAIL) OTHER:	£4.50	(single issue) £12.50 (subscription).

Cheques/Postal Orders should be made payable to BEAST ENTERPRISES LIMITED and sent to: BEAST ENTZ LTD, UNIT 18, 16-20 GEORGE ST, BALSALL HEATH, BIRMINGHAM B12 9RG

IONS/SUBSCRIPTIONS/SUBSCRIPTIONS/SUBSCRIPTIONS/SUBSCRIPTIONS/SUBSCRIPTIONS/SUBSCRIPT