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Dungeon Module I1

Dwellers of the Forbidden City

by David Cook

AN ADVENTURE FOR CHARACTER LEVELS 4-7



Somewhere in the heart of the steaming jungle lies the answer to the whispered tales — rumors of a magnificent city and foul, horrid rituals! Here a brave party might find riches and wonders — or death! Is your party brave enough to face the terrors of the unknown and find — the Forbidden City!

Parts of this module were used in 1980 for a major East Coast convention tournament. Information is presented here to reconstruct this exciting tournament and even more has been given to expand play. Here characters may adventure several times in a unique and interesting mini-campaign setting. Included in this module are background and tournament notes, referee's keys, new monsters, pre-generated characters, and eight different maps.

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PRINTED IN U.S.A.

TSR Hobbies, Inc.
POB 756
LAKE GENEVA, WI 53147

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Distributed to the book trade in the United States by Random House Inc. and in Canada by Random House of Canada, Ltd.
Distributed to the toy and hobby trade by regional distributors.

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O-935696-33-4

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ADVANCED DUNGEONS & DRAGONS®
Dungeon Module 11
Dwellers Of The Forbidden City

Background

For several months, possibly even years, there have been reports of banditry in the jungles to the south. Merchants carrying precious loads of rare goods from the jungle lands have been waylaid, their goods taken and their men captured or killed. Even then, those who survived these raids had to face headhunters, brain fever, giant leeches, cannibals, and leopards. Few men ever returned.

The stories they told were fantastic and addled, surely brought about by disease and the horrors with which they had to deal. Singing snakes, twisted and deformed ape-men, men who were not men, and writhing, horrid flowers filled their tales—surely such things were not to be believed. Nonetheless, something had destroyed the caravans.

Furthermore, none of the goods taken from the caravans has ever appeared in the markets of the north, at least as far as the merchants can tell. Some were certainly identifiable — rare pieces of art, scrolls, books, and other items destined to fetch good prices in the kingdoms of the north. It could only mean that someone or something was hoarding a great treasure in the jungle. Prompted by this information, adventurers set out to find the bandits and gain their treasure. Your party is one of these. The long journey was filled with hardship, but fortunately, peaceful tribes and villages were found to ease the journey.

Last night you arrived at such a village. The chief and the shaman met with your party. In answer to your questions, they told of the yuan ti, or demon-men, and their hateful minions, the tasloi. These come from the forest, raiding and kidnaping. Those taken are never seen again. Only recently the chief's son was stolen. The chief knows you are experienced and powerful warriors, and he wants to make a deal...

Notes For The DM

Dwellers Of The Forbidden City was used as the AD&D™ tournament at Origins 1980. Although not presented here as a tournament module, some information has been given on how to use the module for tournament play, along with suggested characters. For more information on the tournament, see **Tournament Notes**.

This module is designed for 6-8 characters of 4th to 7th level. The party should contain a balanced mixture of races and classes. Typical party composition would be two or three fighters (or rangers or paladins), at least one cleric, a magic user, and possibly a druid. (Unlike many other adventures, a party may find the presence of a druid helpful. Many of the encounters involve plants or jungle settings where a druid's particular talents may be brought into play.) The party should possess somewhere between 35 and 45 levels of experience. All members of the party should possess one or two magic items, such as a scroll, potion, weapon, wand, or ring.

If the DM wishes to place this module in his or her campaign, it is suggested that only the **Background** dealing with the general events be read to the players. Information covering the journey in the jungle and the events at the village should not be given to the players in a campaign, although it may be used as the basis for an adventure or series of adventures. To aid players in finding the city, the DM should allow an informant (a

half-crazed survivor, perhaps) to draw a very crude sketch map of the area. The adventures that occur on the way should prepare and strengthen (or weaken) a party for this module.

Set deep in a tropical jungle, **Dwellers Of The Forbidden City** is located on the WORLD OF GREYHAWK map in a small group of unexplored (and unmapped) mountains south of the Pelisso Swamp in Hepmonaland.

If the DM wants to allow it, players may ask questions of the chief and the shaman before beginning the adventure. Both are elderly tribesmen and are very familiar with the jungle around them, except for the immediate surroundings of the Forbidden City. The shaman will explain with great seriousness that the city is the place where the ghosts of their dead enemies live. To go there would result in the loss of a tribesman's soul. Therefore, to prevent the evil spirits from destroying the tribe entirely, the shaman has continually kept the tribe building larger and more powerful spirit-poles which are set at various places throughout the jungle. Since these are often destroyed by natural forces and the inhabitants of the city, the tribe's main pastime is building new totem poles. Currently they are just finishing the largest one ever built, almost 100 feet tall and very ornate. However, they have not yet solved the problem of getting it to the location the shaman desires. Naturally, the shaman will not tolerate any questioning or mocking of his ideas and will refuse to cooperate with any who do. The chief will be somewhat amused by any disputes over the shaman's ideas. He will attempt to drive a hard bargain with the adventurers, since he has almost nothing to offer. Once an agreement has been reached, he will supply guides to lead the party to the location of the Forbidden City.

The land in the area surrounding the Forbidden City is a dense, hilly (almost mountainous) jungle. Trees grow 100 to 200 feet high and are draped with lianas, orchids, ferns, and moss. More ferns and fungus grow heavily on the jungle floor. Streams cascade down the slopes to fill swampy areas in the valleys. Snakes, birds, spiders, and insects populate the area.

The Forbidden City is located in a large rift, set in the peak of a low, rounded mountain. The entrance to the **Main Gate** (encounter area C on the **City Map**) is located about 1/3 of the way up the side of the mountain. It may be reached by following a gently sloping extension of the valley which ends in the main entrance and the **Yellow Musk Creeper**. The **Forgotten Entrance** (encounter area A) is halfway up the mountainside, hidden in thick jungle growth.

The rift is enclosed on all sides by steep cliffs. These are of crumbling rock and lean inward in many places. All ground out to 100 yards from the top edge of the cliffs is clear of trees. Only stunted bushes and tall bamboo cane grow in this area. These plants form a thick barrier around the cliff tops and movement requires chopping or tearing a path. Within 5 feet of the cliff edge, the density of the undergrowth diminishes and movement is normal.

The cliff height averages 350 to 400 feet. From the top of the cliffs, characters will be able to look down on most of the valley. They will normally be able to see treetops, major buildings, the swamp, and some signs of activity. Exactly what creatures live in the valley and what they are doing will be unclear to the characters unless they have special items allowing a closer view.

Climbing or scaling the cliffs can only be done in the marked locations. Thieves and others with climbing skill will recognize the impossibility of climbing in unmarked locations and will be

able to identify the safer routes down. Should players insist on attempting to climb in an unsafe area without taking reasonable precautions (such as fastening a rope to the trees 100 yards away), the DM should first describe some incidents to warn the characters of the risk (for example, "The edge of the cliff crumbles as you step up to it"). If the characters persist, they will fall.

Besides climbing or entering through one of the passages, the characters (provided they have the ability) may fly into the valley. There are no special restrictions to prevent this; however, flying creatures will be attacked by 1-3 giant wasps each. If an item or mount carries more than one character, that group should be considered a single creature for determining the number of wasps appearing. If a flying party kills more wasps than are listed at the **Vines of Danger**, the DM should note that for future encounters at that location only a single wasp will be found (unless a large amount of time passes before the characters find the ledge).

The underground passages leading into the rift valley are combinations of natural caverns and worked stone. The caverns are naturally damp and spotted in places with mold and fungus. Small lizards, insects, rats, and bats live in the caverns. Characters who listen intently will hear faint scuttling noises from these creatures. Louder sounds will be muffled and will not carry far through the damp, stale air. The worked passages are very old and show signs of decay and stone rot. All have been cut from solid rock, so no beams or shoring are present. The air is damp but not very stale and occasionally there is some air movement. Few creatures live in these areas and sound carries much better.

There are three major factions in the city — the yuan ti, bugbears, and tasloi; the mongrelmen; and the bullywugs. Of these, the yuan ti and their allies are the most powerful, although the yuan ti themselves are highly independent. Within the city, they assume the position of lords, attempting to direct activities and maintain their power. They are the organizers of the caravan raids. They are also assisted by a powerful human magic user, Horan. Horan has convinced the yuan ti to rebuild their empire.

The small band of bugbears living here act as the "bully-boys" for the yuan ti. They carry out the actual physical work and organize the lesser creatures of the valley. All but the yuan ti and the magic-user hold them in great respect and fear. The bugbears enjoy this position and are not inclined to rebel against the more powerful yuan ti.

The tasloi are native to the jungle of the area. For now, they have allied themselves with the dwellers of the city in return for food and protection. They are only concerned with their safety and welfare. It is not uncommon for them to flee if seriously pressed although a powerful leader can force them to stand and fight. The tasloi will do nothing to directly harm the yuan ti, although they will steal from them when possible. They hate the bugbears and there is a slim chance they might help (or at least not hinder) a party fighting the bugbears.

The bullywugs migrated here many years ago after being driven from other lands. Bringing with them a small "god-egg," they settled in the ruins around the swamp. They are very tribal and are attempting to rebuild their race. Some day they hope to be strong enough to drive all the other creatures from the city: for now, however, they attempt to co-exist. Bullywugs with low intelligence are cast out of the main group as unfit. These pariahs live in the caves near the **Main Gate** and feud with their more intelligent kin. The yuan ti make use of both for raiding, guards, and pets.

The mongrelmen are the descendants of the slaves once kept in the city. Now, through in-breeding and association with the other creatures of the city, they have only a trace of their original humanity. They are a ragged band and have survived only by hiding and stealing. Some of them look human, while others are diseased, jungle-mad, or bestial. The yuan ti capture them for slaves and for their breeding programs. The bugbears hunt them for food. The bullywugs use them for food and sacrifices when other sources run low. This treatment by the other groups has made the mongrelmen vindictive and full of hate. Under certain circumstances they may actually assist a party.



Several of the monsters that appear in this module may be found in the **Fiend Folio Tome**. These monsters are the giant bloodworm, the bullywug, the pan lung, the yellow musk creeper, and the yellow musk zombie. Descriptions sufficient to play these monsters appear in the text.

Notes For Tournament Play

Although not part of the "C" or Competition Series modules produced by TSR Hobbies, Inc., **Dwellers Of The Forbidden City** was originally used as the Official AD&D tournament at Origins 1980. Therefore, the following information is given for those who might want to recreate the tournament.

The characters used in the tournament are the first six listed on the **CHARACTER ROSTER** at the end of the module. Each possesses the magic items listed for that character. Players in the tournament may select their own spells and equipment from the lists given in the **Players Handbook**. However, the party cannot have more than 300 feet of rope.

The DM should read the **Background** to the players and start them outside the **Forgotten Entrance**. The tournament covers areas **A1** to **A10** and the passages connecting them. All other areas are ignored. Players have 3½ hours to finish the adventure from the time the character sheets are passed out. Players should be made aware of this time limitation when the tournament starts.

Unless otherwise noted, the monsters in tournament play will fight to the death. Any creatures captured will only have information about the area they are in and the general directions to the next encounter. Monsters will fight to the best of their ability, attempting to use their powers and spells to best advantage. No psionic powers are used in the tournament.

No scoring sheet is provided for this module (as this is not a "C" series module) and those people wishing to use the tournament must design the scoring system. Suggestions include points for encounters completed, using a character's special abilities, and intelligent actions. Points may also be lost, though this is not necessary. The team with the greatest total of points is declared the winner.

Start

Guided by three men from the nearby village, your party has carefully moved across a valley. The ground has sloped upward and become a small gorge. A huge boulder almost entirely blocks the way ahead. The guides stop and one turns to your party and whispers, "Around the great rock is the Land of the Demon-men. The great lone mountain is their home. We will go no further!" With these words, the guides turn and run into the jungle.

*Note: Since there are several entrances to the Forbidden City, the DM may wish to have the characters start at a particular entrance instead of searching for one. If this is the case, merely alter the **Start** so the guides lead the party to that particular entrance before running away.*

ENTRANCE KEYS

A. The Forgotten Entrance (use Map A)

Abandoned many years ago as a passage to the outside world, the natives of the area no longer have knowledge of this entrance. Though not used by the yuan ti, they still remember to guard it, though perhaps not as effectively as they might.

A1. Cave Entrance

The cave mouth is broad, but cleverly screened by lianas and creepers. It extends back into the darkness, straight and level. It appears that once this might have been a road or path, for in places the stone appears to have been worked. There are many tracks on the ground, some of them human-like.

If the characters stop to listen for sounds coming from the cave mouth, all that will be heard is the faint splash of water far away. After characters have gone halfway down the tunnel, a faint glow of light will be seen ahead. This light will not be bright enough to see clearly by until the **Sacrificial Pool** is reached.

A2. Sacrificial Pool

This chamber is a large natural cavern, with a large pool filling most of it. Along the east wall is a 5 foot wide ledge, running around the edge of the pool. The ledge ends in a small alcove. The walls of the alcove are worked with carvings of snakes and men in a pastoral scene and at its back stands a large statue of a snake-bodied, six-armed woman. Flanking it are 2 charcoal braziers mounted on tripods. These cast a dim light throughout the room. Three canoes are beached in the alcove. The water appears calm and undisturbed.

The three canoes are quite sound and may hold up to 3 men and their gear. There are 2 paddles in the bottom of each canoe. They may be easily pushed into the water and used. Movement rate when paddling is 60 feet per turn. If characters try to drift with the current, they will discover there is noticeable movement.

In the pool lives a large crocodile (AC 4; MV 12"; HD 4; hp 21; #AT 2; D 2-12/1-12; surprises on a 1-3) and four normal crocodiles (AC 5; MV 12"; HD 3; hp 18 each; #AT 2; D 2-8/1-12; surprise on a 1-3). These creatures will attack if any character enters the water or attempts to cross the water in a canoe. The large crocodile will attempt to surface under the second canoe crossing the pool. A successful surprise roll indicates it has done so. If successful, each character in that canoe must save vs. Death to avoid falling out. If all characters fail to save, the canoe is overturned. If one or more make their save, the canoe will still be upright but all characters who failed to save will be thrown into the water. If there are no characters in the water or they are all dead, the crocodiles will attack the canoes (treat as AC 8). If any attack does 9 or more points of damage to the canoe, all the occupants must make another save as indicated above. Characters fighting in the water (which is 12 feet deep) will be -2 on their "to hit" rolls. Characters in plate-mail armor will not be able to fight, as all their efforts must be directed to keeping their heads above water. If the large crocodile and two of the smaller ones are killed, the remaining beasts will retreat and avoid the party.

Scattered in the mud at the bottom of the pool are 10 gems — five with a base value of 50 gp, 3 with a base value of 100 gp, and 2 with a base value of 1,000 gp.

A3. The Barren Beach

The natural caverns end here in a small beach. Extending from the beach is a passage of worked stone. Two canoes have been pulled up onto the shore and the footprints of many creatures mar the smoothness of the sand. These prints are jumbled and old, making it impossible to identify the type of creatures that made them.

The canoes are exactly like those found in area A2, the **Sacrificial Pool**.



A4. Bugbear Sentry Post

There is a large pile of furs in one corner of this room and the smoldering remains of a fire near the opposite door. Sitting near the fire are 4 large, big-headed, hairy creatures armed with throwing axes and fauchards.

The four creatures are bugbears (AC 5; MV 9"; HD 3+1; hp 16 each; #AT 1; D 2-8 or by weapon; surprise on a 1-3) assigned to guard this entrance. If the party comes from the outside, the bugbears will attempt to throw their axes and then flee into the next room (area 5) and warn their companions. If the party comes from the other direction, the bugbears will attempt to run for the canoes. If they cannot escape they will fight to the death, hoping to take as many with them as possible. Each bugbear carries 2-8 pp and one carries a large sack filled with raw meat.

A5. Bugbear Guard Room

Four bugbears (AC5; MV9"; HD3+1; hp 17 each; #AT 1; D 2-8 or by weapon; surprise on a 1-3) are waiting in this room, in case their comrades in room A4 require assistance. There are several tables and chairs around the room. If alerted to the presence of intruders, the bugbears will tip the furniture over to form a defensive wall across the room. Hidden behind this wall they will have 50% cover (-4 to AC, +4 to saves). Each bugbear is armed with a throwing axe and a fauchard. From behind their wall, they will first throw the axes and then defend with fauchards. Due to the difficulty of getting over the barricading furniture, the bugbears will be allowed an extra attack against all characters attempting to cross the wall. Each bugbear carries 2-20 gp.

A6. Hall of Meditation

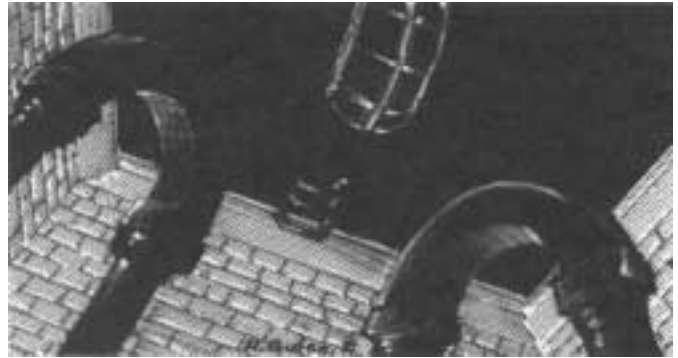
a. Main Chamber

This is a large vaulted room with arches rising from the corners. The floor is partially covered by rice-straw mats while the rest of the area is hard stone. In the center of the room, on the ceiling, is a small chest, resting upside down. On the far wall is a door with a large keyhole in it. Starting on the ceiling, over both doors, are a series of rungs, spaced at 2 foot intervals. These rungs stop short of the chest by 5 feet.

The door is magically shut and cannot be opened unless the proper key is used. Attempts to pick the door will only reveal that there is no locking mechanism in the door; the keyhole is simply a slot. The door may not be opened by normal physical force. If a **dispel magic** is used, the spell on the door has been cast by a twelfth level magic user. This spell is similar to a **wizard lock** except that a particular key (or keys) is required to work the lock.

A key to the door is in the chest resting on the ceiling. This chest is 30 feet up and is held in its upside-down position by a sphere of **reverse gravity**. The key has been placed here in case the bugbear guards need to return to the city, but was made difficult to reach to prevent them from deserting their post. For characters to get the chest a method must be found to reach it. Ropes shot by arrows will not be able to pull the chest to the characters. The rungs may be used to swing toward the chest, but the third rung from each door is unsafe and will break when a character attempts to hang from it. If a character falls he or she will take 2d6 points of damage. The rungs stop 3 feet short of the **reverse gravity** field. For this field to have effect, the character must have the greater part of his or her body in the area of effect. The chest itself is

locked and trapped with a **fear** gas. The gas will create a 10' by 10' cloud and all who fail to save vs. Spells will flee at their full movement rate for one round (an action which will result in the character falling to the floor). Inside the chest are 1,000 sp, 60 gp (the treasure of the bugbears), and a jade key (3,000 gp value) that will open the door.



b. The Outer Hall

The hallway ends in a door with a large keyhole in it. For information on the door, **see** room **5b. Main Chamber**. The only keys available to open this door are in the **Main Chamber** and Horan's chest (see area **H**). Laying in the mud near the door is a moldy silken pouch. In the pouch is a crystal key (1,000 sp value) with a red tassel. This key may be used to open the **Main Gate** at area C3.

A7. The Smithy

This chamber is evidently a blacksmith's workshop. In the center of the room is a circular forge about 3 feet high. Connected to this is a large bellows apparatus. Stacked about the edges of the room are wooden shafts, crude iron bars, short swords, 3 tubs of liquids, a table of tools, a large stack of cordwood, a smaller mound of charcoal, and a large chest. Chained to the bellows are two young men, listless and exhausted looking. The ceiling is open to the sky, but is shrouded by many vines that form a network overhead. It is apparent that this chamber is actually some sort of shaft.

Hiding in the shadows of the vine canopy are 12 tasloi (AC5; MV 9" / 15"; HD 1; hp 6 each; #AT 1; D by weapon type; surprise on a 1-4, hide in shadows 75%; tasloi movement is given in the order: movement on the ground / movement through trees) carrying short swords, javelins, and nets. They will not attack until signalled by their leader, a snake-headed, half breed yuanti (AC0/4; MV12"; HD8; hp 36; #AT 2; D 1-10/by weapon; MR 20%) armed with a mace. He is standing in a cave mouth, 30 feet above the level of the floor, hidden from sight by a tangle of creepers. With him are 6 more tasloi (hp 5 each) armed as those in the vines. A slender but stout vine extends from the cave mouth to the floor of the chamber. The vine will support three characters at a time. When the first character appears in the cave mouth, the yuan ti will order the attack. Any character climbing the vine will be at a -4 on "to hit" rolls and armor class. Any character struck by a net will be entangled for 18 rounds minus the character's dexterity, unless another character helps free him or her.

If the young men are freed (by breaking their shackles), they will not be able to help the party in any way. They are both addicted to a powerful drug forced on them by their captors. Questions will be answered by meaningless phrases, giggling, or raving. The addiction may only be broken with time.

A6. The Swinging Bridge

At this point a large chasm intersects the tunnel. Neither opening has a ledge large enough to stand upon, but both openings are connected by a swinging bridge. This is fastened at both ends by large stone rings set in the cliff face. The north side, first approached by characters entering from the outside, has no other features. However, the south end is well guarded. In the entrance are two subterranean lizards (AC 5; MV 12"; HD 6; hp 44, 35; #AT 1; D 2-12; double damage on a 20), chained to the wall. Beside them is a small opening leading to stairs going up. This passage leads to an opening 40 feet above the bridge. Watching in this opening are 6 tasloi (AC 6; MV 9"©15"; HD 1; hp 4 each; #AT 2: D 1-3/1-3; surprise on a 1-4) who have collected a large number of boulders. When the party reaches the section of the bridge directly below the tasloi, the creatures will begin to push boulders over the lip of the cave mouth. Three boulders will be dropped per turn. The boulders will have a chance of striking character equal to a six HD monster and will do 2-12 points of damage if they hit. Those boulders which miss characters will strike the planking of the bridge, doing the same amount of damage to it. When the bridge takes 50 points of damage (from boulders and area attack spells), the last 20 feet of planking will shatter and fall away. If the bridge suffers 100 or more points of damage, the stone rings holding the ropes will be broken and the bridge will fall. The chasm is 200 feet deep and anyone falling into it will take 20d6 points of damage.

The bridge is sturdy and safe although it will sway dangerously when characters walk across it.



A9. The Amphitheatre of the Yuan Ti

This area is a large natural amphitheatre which slopes down from the cliff walls to a small semi-circular stage. The back of the amphitheatre appears to be solid trees and underbrush, except for a small path that winds between the massive trunks. At one side of the stage, in a position that overlooks both the path and the tunnel mouth is a large throne made of bones and skulls. On it rests a creature with the torso of a man and the tail of a snake, which is coiled around the throne. Near him stands a man with a snake's tail growing from his backside. A winding staircase leads from the cave mouth to the stage area. Standing at the bottom of the staircase is a man in scale armor. Thirty feet from the

cave mouth, on the stairs, is a snake creature with human arms.

The man sitting on the throne and the man with the snake's tail are yuan ti halfbreeds (AC 0/4; MV 9"; HD 8; hp 50, 55; #AT 2; D by weapon/1-4; MR 20%, spells), the man in armor is a pureblood (AC 4; MV 12"; HD 6; hp 44; #AT 1; D by weapon; MR 20%, spells), and the creature near the bottom is a female yuan ti abomination (AC 0; MV 9"; HD 9; hp 64; #AT 2; D 1-10/1-4; MR 20%). If the yuan ti are not surprised, they will attempt to cast spells at the party in the following order: **polymorph other, darkness 15' radius, and suggestion** ("Your cause is hopeless, leave!") and then their other spells (see end of module). After using their spell powers, the yuan ti will advance and melee with the party. If the yuan ti are in serious danger of being defeated, the abomination and the halfbreeds will attempt to slip into the dense wood through secret paths (not marked on the map) while the pureblood runs to area **A10, Hall of the Serpent God**.

Set in the throne is a large ring of 8 gems, each worth 500gp.

A10. Hall of the Serpent God

The path leads to a large stone building. The stones are crumbling and overgrown with vines. The main entrance consists of a large set of double doors covered with bronze plates. These plates depict scenes of snakes coiling about men in postures of great agony. A bas-relief of a large cobra-headed man overlooks all this. Along one of the side walls is a small opening that a man might crawl through. The inside of the chamber is a large damp space, cluttered with tumbled columns and beams. On the wall opposite the door is a young man bound spread-eagled between two pillars. A giant snake is starting to coil about his body.

The snake is a giant constrictor (AC 5; MV 9"; HD 6+1; hp 40; #AT 2; D 1-4/2-8; constriction for 2-8 per round) and it is about to kill its sacrifice, the chief's son (AC 10; MV 12"; F3; hp 20; #AT 1; D by weapon). Hidden in the rafters 20 feet in front of this scene are two more giant constrictor snakes (hp 44, 47) that will drop on the first characters passing underneath them. All attempts to strike by characters being constricted will be at a -4 on "to hit" rolls.

If the snakes are slain before the chief's son is killed, he will gladly and willingly join and assist the party as best he can. Of course, he will want and need armor and weapons. He can provide little information other than his name (Zura) and the fact that this is the city of the demon-men and their followers. Near the sacrifice area are 2 sacks containing 500 sp, three golden disks (each worth 50 gp), and a **rope of climbing**.

B. Vines of Danger

The second way into the city is to climb down the cliff. Reaching from the top of the cliff wall (at B) to the bottom are tangled, sturdy-looking lianas. Thieves and others with climbing ability will be able to tell that the vines are secure and strong enough to climb down; others may guess at this but will not be sure. If the area of vines is carefully observed for three turns, characters will see a giant wasp fly to the vines at a point 100 feet below the top of the cliff. It will crawl into the vines and disappear from sight. The area covered by these vines is wide enough for two characters to descend at a time (the width varies from 5 to 10 feet).

At the point where the giant wasp disappeared is a small ledge (5 feet wide and 10 feet long), where four giant wasps (AC 4; MV 6"/21"; HD 4; hp 30, 28, 24, 21; #AT 2; D 2-8/1-4; save vs. Poison or be paralyzed) are building their mud nest. When characters approach within 20 feet of the ledge, two of the wasps will fly out while the other two climb up the vines. The flying wasps will attempt to sting any but the lead climbers; these characters will be attacked by the climbing wasps with bite and sting. Characters attacked while climbing will fight poorly, being -2 on their chances to hit. Their opponents will attack at +4 to hit. Only one-handed weapons may be used, spells cannot be cast while climbing, and dexterity will not alter armor class. There is space on the ledge for one character to stand and fight.

A character paralyzed by the poison sting of a wasp has a 50% chance of falling. Otherwise he or she becomes tangled in the vines, and will dangle there helplessly until the poison is neutralized. Hidden in one of the cells of the nest are four violet garnets (base value 500 gp each).

C. Main Tunnel Entrance (use Map C)

The main entrance into the Forbidden City is the one most commonly used by the inhabitants. There are actually two entrances to the city in this area. The one leading past the aboleth and the main gate is made of worked stone. This being the largest and most noticeable entrance, the yuan ti consider it the most likely point of attack on the city. Therefore, they have placed guards from the various races to defend against intruders. However, the guards here will not necessarily fight to the death. If the combat is going badly for the guards, they will flee, unless otherwise noted, and attempt to warn those at the next encounter area. The natural passages are formed from old volcanic fissures. They are ignored or forgotten by the yuan ti. However, now they have become the haven for various predatory or solitary creatures.

C1. Attack of the Aboleth

The tunnel narrows and becomes a small 5 foot wide path that hugs the wall of the cavern. Rippling quietly beside the path is an underground river of unknown depth. In the distance can be heard the splashing of water. Bats squeak and flutter overhead.

Thirty feet along the path the rock wall juts outward and the path turns out of sight around the bend. This wall and the pathway are actually **illusions** created by a monster lurking in the murky waters of the river. If the party is advancing normally, each character in the first rank must save vs. Spells at -2, due to the believability of the illusion, or fall into the river. A cautious party probing the floor or taking similar precautions will discover the illusion immediately, and see the real path leading to the waterfall.

The creature creating the **illusion** is called an **aboleth** (AC 4; MV3"/18"; HD 8; hp 42; #AT 4 tentacles; D 1-6+special; SA **illusion, enslavement**), an amphibious, fishlike abomination. Any creature struck by its tentacles must save vs. Spells or their flesh will turn to a slimy membrane in 2-5 rounds. This membrane must then be kept damp at all times or the victim will take 1-12 points of damage each turn due to the intense pain caused by the drying membrane. A **cure disease spell** will stop the change, and a **cure serious wounds spell** will restore a victim's flesh. Aboleths are highly intelligent and can create highly realistic **illusions** if they concentrate on them. They can also try to **enslave** other creatures three times a day. This ability can only be used on one creature, up to 30' away, at a time. The victim must save

vs. Spells or be consumed with a desire to serve the aboleth. Enslaved creatures will not fight for the aboleth, but will attempt to follow other telepathic commands. A **remove curse, dispel magic** or the death of the controlling aboleth will free any enslaved creatures. Finally, an aboleth secretes a cloud of mucus 1' all around it when in water. Any creature drawn into the mucus must save vs. Poison or it will inhale the stuff and be unable to breathe air, and will suffocate in 2-12 rounds if trying to breathe air. However, that same creature will gain the ability to **breathe water** for 1-3 hours.

The aboleth lurking in the river looks like shapeless mass, gray with blue-green mottling, obscured by the cloud of mucus, out of which reach four warty tentacles dripping slime. The monster will first attack characters still on the path, ignoring those in the water until later. It will attempt to enslave and carry off characters to serve it in its watery domain. If the creature has fewer than 10 hit points at the end of any round, it will flee downstream to the south.

The aboleth is worshipped by the mongrelmen as one of their "gods". Through a special arrangement with the yuan ti, the mongrelmen bring a sacrifice once a month to the aboleth. Live offerings are taken by the aboleth to its underwater city (many miles downstream), there to be slaves.

C2. Waterfall of Fire

The tunnel opens into a large cavern and the river ends in a pool. The north face of the cavern is a cliff and rises 40 feet above the water level. At the top is a tunnel mouth and a small ledge area. Spewing from a fissure beside the tunnel mouth is a steady stream of water that cascades down the face of the cliff and splashes into the pool. Winding back and forth up the cliff face is a 3 to 5 foot wide path. At several points it passes behind the waterfall. At the top of the cliff near the tunnel mouth can be seen four humanoid figures, outlined by the light of a torch.

The humanoids are bullywugs, (AC 5; MV3"/15"; HD 1; hp 5 each; #AT 1; D 1-6; may hop 3" gaining +1 on "to hit" rolls and double damage, 78% unnoticeable, surprise 1-3 or 1-5 when hopping) intelligent humanoid frogs. Each is armed with a spear and shield. Near the waterfall is a large cask of highly flammable oil. If characters advance up the pathway, the bullywugs will wait until the party is underneath the waterfall and then spill the oil into the stream and light it. A flaming torrent will pour down from above. (To aid the DM in handling this encounter, a small inset map of area C2 is provided on the map of the **Main Entrance**). All characters behind the waterfall will take 2-12 points of damage (save vs. Petrification for half damage) and will have a 50% chance of slipping from the ledge into the pool below. Because the character is landing in water, the damage taken will be half the normal damage for the distance fallen. Characters within 5 feet of the flaming waterfall will take 1-4 points of splash damage (save vs. Petrification no damage). The bullywugs will then move to block the top of the path. One will stand at the end of the path while the other three stand above at the cliff edge to strike characters that are second, third, and fourth in line. The last three bullywugs will have the benefit of some cover because of their position, improving their armor class by two and increasing saves by two.

In the pool at the bottom of the waterfall are several offerings left by the mongrelmen that the aboleth failed to collect. These are one silver brooch (worth 1,000 gp), three disks of jade (worth 500 gp each), and a gold encased incense burner (worth 900 gp).

C3. The Main Gate

a. The Chamber

The passage widens into a large chamber, dimly lit by phosphorescent fungi clinging to the walls and ceiling. Blocking the far wall is a large open grillwork gate (20 feet high and 20 feet wide). It is flanked by two square pillars carved into the walls of the cavern. Each pillar has two shuttered windows that look onto the passage beyond the gate. A small passage exits from one side of the cavern but ends in a solid wall. The gate is closed and has a large lock. Beyond the gate, nothing can be seen.

The gate is unlocked and the characters may swing it open if a combined strength of 25 is used to push against it. As the gates start to open, a trap will be triggered overhead. This trap is a large (10' by 20') wooden framework set with sharpened stakes and weighted with rocks. It is hidden in a recess over the gate and is only visible from directly below. When the trap falls, it lands in the area indicated on the map, directly in front of the gate. Characters under the trap will suffer 2-16 points of damage, minus one point of damage for every level of armor class less than 10. (For example, an AC 4 character would take 2-16 minus 6 points of damage). There is a 75% chance that each character struck will be knocked to the ground and stunned for 2-5 rounds.

As soon as the trap is sprung, the shuttered windows will open to reveal tall narrow windows. At each window will be two tasloi (AC 8/-1 due to cover; MV 9"©15"; HD 1; hp 4 each; #AT 1; D 1-6: surprise 1-4 hide in shadows 75%) who will hurl javelins at the party. Besides their low armor class, they gain a +7 on all saving throws due to 75% cover. Hidden in the shadows behind the pillars are twelve more tasloi (AC 6, all other information as above). Six stand to either side of the passage. Eight carry short swords and four carry nets. Each net can cover one character. A successful hit will cause the character to be entangled for 1-4 rounds. Entangled characters may not fight except with a thrusting weapon such as a spear (and then at a -2 on chances to hit); their armor class is also reduced by two. If eight or more tasloi are slain, all survivors (except those throwing javelins) will flee to sound the alarm. Those inside the pillars will not venture forth unless forced. If melee, these tasloi will fight with ferocity (+2 on all chances to hit), using short swords.

In each blockhouse are 30 javelins, piles of dirt, reeds, and rotting food. Hidden in one of the piles (the DM should decide which blockhouse) are 50 gp and two gems (base value 10 gp).

b. The Secret Passage

This small passage ends in a blank wall which is actually a secret door for bypassing the gate. It is used to leave and enter the city without triggering the trap. The concealed end is carefully screened by rocks and nets fashioned to look like spiderwebs.

C4. The Yellow Musk Creeper

At the end of the ravine is a small cave mouth. The area is heavily overgrown. Lianas, ferns, brilliant orchids, and bright yellow flowers hang down around the entrance. There are many crannies and nooks in the rocks in this area. Rivulets tumble through these, making the ground damp and muddy.

When players approach within 20 feet of the cave, three yellow musk zombies (AC 3; MV 12"; HD 2 for attack purposes; hp 18, 25, 31; #AT 1; D by weapon; immune to **charm**,

sleep, **hold**, and mind-influencing spells; cannot be turned, see end of module for more details) will scramble out from behind the rocks to attack the rear of the party. The zombie with the most hit points carries a sword +1/+4 vs. reptiles (NSA). The others carry normal long swords. All wear banded mail and carry shields. The zombies will attempt to force the characters toward the entrance of the cave. Any character within 10 feet of the cave will notice the seven yellow flowers begin to sway and move. These flowers are part of a yellow musk creeper (AC 7; MV 0"; HD 3; hp 20 at its roots; #AT 7; D special; see end of module and the FIEND FOLIO book for more details). All within 10 feet of the yellow musk creeper will be attacked by a flower. The flowers will shoot a puff of pollen at a character's face, and if it hits, the character must save vs. Spells or walk, entranced, into the heart of the plant to stand listless. Once there, the plant will attach several tendrils to the victim's skull and drain 1-4 points of intelligence per round. The victim can only be rescued by destroying the plant. If a character's intelligence is drained to zero or below, the victim dies. If drained to 1 or 2 points, a seed is implanted in his head and the character becomes a yellow musk zombie and will attack intruders. If rescued from the plant before becoming a zombie, lost intelligence will be regained at a rate of 1 point per day. A **heal** spell will restore all lost points of intelligence. Should the character become a zombie, he may be cured with a **neutralize poison** and a **heal**, but must then rest for 4 weeks.

If any of the yellow musk zombies are slain and the bodies not destroyed, a new yellow musk creeper will grow in that place within an hour. Therefore, characters may have to deal with more of these plants if they should return this way. It is impossible to enter the cave without being attacked by the creeper.

Hidden in the soil near the root of the creeper are 4 dried clay balls. Each ball contains one piece of **Incense of meditation**.

C5. The Industrious Ants

a. Seven giant worker ants (AC 3; MV 18": HD 2; hp 10 each; #AT 1; D 1-6) and three giant warrior ants (AC 3; MV 18": HD 3; hp 18 each; #AT 1; D 2-8; if hits will try to sting for 3-12, save vs. Poison lowers damage to 1-4) are moving in a group, either leaving or returning to the nest in each of these areas. The warrior ants will lead an attack on any creatures which enter the area. Once a victim is slain, the ants will attempt to drag the body back to the nest.

b. This area is the main giant ant nest. There are 30 giant worker ants (AC 3; MV 18": HD 2; hp 9 each; #AT 1; D 1-6) and 10 giant warrior ants (AC 3; MV 18": HD 3; hp 14 each; #AT 1; D 2-8; if it hits will try to sting for 3-12, save vs. Poison reduces damage to 1-4) busily moving about the floor and walls, hauling food and eggs and tending to the queen. The queen (AC 3; MV 0"; HD 10; hp 50; #AT 0; D 0) is near the far wall, surrounded by other giant ants. The ants will attack any who enter the chamber. Around and under the queen's body are six gems (four worth 100 gp each, 1 worth 1,000 gp, and one worth 5,000 gp).

C6. A Hard Bargain

As characters near this chamber, they will hear a loud crashing and scraping. If they pause to listen carefully, characters will be able to discern snapping noises and a deep bass

voice humming an unusual tune. When characters do enter the chamber, they will find that the voice has quit and that there are no creatures in the area. The room is filled with large fungi, two to five feet high, many of which are smashed and broken. Under illumination, the walls flicker and sparkle in several places.

If characters remain in the room for more than one turn, a xorn (AC -2; MV 9"; HD 7+7; hp 35; #AT 4; D 1-3 x 3/6-24; immune to fire and cold spells, electrical attacks do half or no damage, surprises on a 1-5) will quietly enter the chamber, using its power of molecular adjustment to step out of the wall near the exit. It will not attack the party. Instead, the xorn will demand food (precious metals) from the characters before allowing them to leave the chamber. The DM should play the xorn as a shrewd and hard bargainer. At first it will demand more gold (or whatever precious metal the DM desires) than the party is able to produce. After its initial demand, it will wait for the characters to make a counterproposal. It will be willing to deal so long as the haggling is in its favor. It is not above all manner of tricks to help its case (such as implying there are more xorn nearby or collecting a fee and refusing to allow the characters to pass). If the DM feels the party is not capable of defeating the xorn, he or she should carefully try to warn the players that attacking this monster might be a grave and serious mistake. The DM should play the xorn with a great deal of character (for example, casually tearing out and eating parts of the wall while it talks) and encourage the players to bargain. However, the encounter with the xorn should not be one to punish the characters. The DM should allow some amount of precious metals to remain with the party, especially if they have bargained well. If no bargain can be reached, the xorn will (reluctantly) attack.

The sparkling points in the wall are large pieces of iron pyrite (fool's gold).



C7. The Difficult Passage

Here the passage ends in a cavern, 10 to 15 feet high, filled with a jumble of stalactites and stalagmites. At the far end of the chamber is an opening in the ceiling. There appears to be nothing else in the room.

The opening in the roof is a 6-foot-wide chimney that extends upward 60 feet. The top end of the chimney is partially blocked by a large stone. Circling the opening to the chimney are four piercers (AC3; MV1"; HD 2,3,3,4; hp 8,15,18, 23; #AT 1; D 2-12 or 3-18 or 4-24; 95% likely to surprise) that will drop on characters who walk to the chimney. After the



piercers attack, a carrion crawler (AC 3/7; MV 12"; HD 3+1; hp 20; #AT 8; D paralysis) will shoot down from the chimney where it lives. It will only extend its body far enough to reach a target. The rear part will grip the walls of the chimney for support. From this position it will lash out to attack all within reach. If attacked by missile fire, it will retreat up the chimney out of sight, and wait there to attack anyone trying to climb the chimney.

The stone blocking the top of the chimney may be moved by any character of 17 strength or greater. However, the character must devise some means to brace him or herself, since there are no suitable ledges within reach.

If characters approach the chimney from the top end, the noise of moving the stone will alert the carrion crawler. It will retreat to the chamber, clinging to the roof. It will attack characters as they pass it. In the sand and dirt of the floor under the piercers are 200 gp and a **wand of illumination** (8 charges).

C8. The Watery Worm

The path ends at the edge of a chamber. Filling the chamber is a large pool of water of unknown depth. A row of moss-covered boulders stretches about halfway across the chamber toward an exit on the other side. The ceiling is free of stalactites and the walls are coated with fungi. The water ripples as if a slight current were flowing through the pool.

The "boulders" are actually the back of a giant bloodworm (AC 4; MV 6"; HD 6; hp 40; #AT 1; D 1-8; successful hit attaches to victim, automatically draining 1-8 points of blood per round, saves vs. Magical Fire at -2, takes double damage from fire). It will wait until the characters are on the middle of its back or halfway across the chamber before attacking.

The water in the pool is 4 feet deep and flows in and out through various cracks in the walls near the floor. A fine film of oil has leached from the rocks to cover the surface of the water. This oil will coat characters wading through the water. It does not burn easily and will only ignite around a great source of heat (such as a **fireball**). Then it will only burn for one round (doing 1d6 points of damage) but will create an immense quantity of smoke. The smoke will cause 1d4 points of damage each round after the first to all characters in the room. Reasonable safety measures may reduce this damage. Scattered about the bottom of the pool are 4 gems (two worth 50 gp, one worth 100 gp, and one worth 1,000 gp).

C9. Dead End Passage

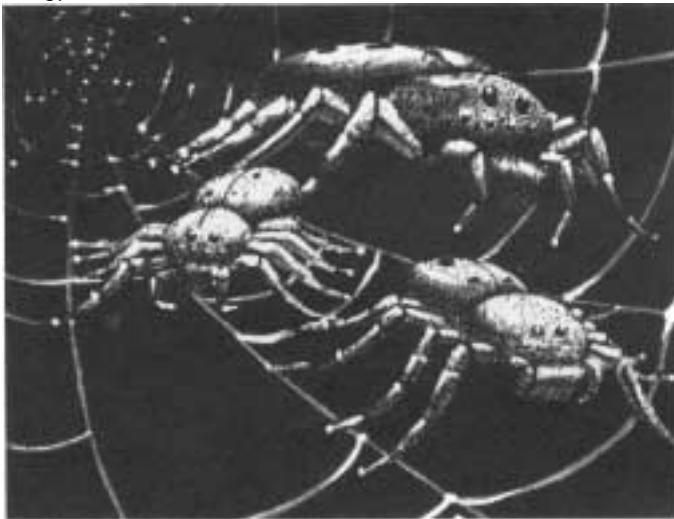
This passage appears to have at one time been worked stone. In several places strange frescoes (now half-covered by fungus) are painted on broken slabs of rock. The tunnel has collapsed ahead, totally blocking this route. If the DM wishes to expand the underground adventures in this module, he or she should allow the characters to dig out the blocked passage. Several possible adventures might be designed for any area beyond. Some suggestions are the tombs of ancient yuan ti or an underworld of giant mushrooms, brilliant red phosphorescent fungi, geysers, humans and slithering horrors of a race older than man.

C10. The Horns of Dilemma

a. The Spider Snare

Stretched across the passage to the northwest are a number of extremely fine and strong spiderwebs. Characters will only have a 20% chance of noticing these before walking into the webs. Hidden out of sight at the top of the web are one giant spider (AC 4; MV 3**12"; HD 4+4; hp 23; #AT 1; D 2-8, poison) and two large spiders (AC 8; MV 6**15"; HD 1+1; hp 6 each; #AT 1; D 1, poison, save at +2). The large spiders will scuttle down the web to bite any characters trapped there. The giant spider will attempt to prevent other characters from rescuing the trapped characters. At the same time that characters become trapped, they will hear the voices and see the lights of the tasloi and yuan ti at area **C10b**. Unless the party states they are making a special effort to be very quiet and shutter or cover all lights the creatures at **C10b** will be alerted to their presence. The DM should note that some spells create a great deal of noise. If the characters enter from the smaller passage that leads to the **Main Gate** (area **C3**), the spiders will scurry along the ceiling to attack. Loud noise and bright lights will alert those at **C10b** as explained above.

Wrapped in silk near the top of the web are 22 sp and 50 gp.



b. Changing of the Guard

Moving down this passage are a group of 16 tasloi (AC6; MV 9"©15"; HD 1; hp 6 each; #AT 1; D 1-6; surprise 1-4. hide in shadows 75%) armed with short swords, being led by a pureblood yuan ti (AC 4; MV 12"; HD 6; hp 36; #AT 2; D by weapon; MR 20%, spells; see end of module for more details). The pureblood knows the following spells: **cause fear, snake charm, sticks to snakes, neutralize poison, suggestion, polymorph other, darkness 15' radius**. Four of the tasloi are moving 20 feet ahead of the main party to scout out any monsters or surprises. If the guard patrol becomes alerted to the characters (either through

fighting, light, noise, etc.), the tasloi will attempt to close for melee combat while the yuan ti uses his spells. He will attempt to polymorph the strongest looking character into a pigeon. The yuan ti also carries a potion of **healing** and two gems worth 1,000 gp each.

C11. The Final Defense

The passage opens to daylight. A broad avenue continues from the tunnel mouth through ruins on either side. The area is overgrown with weeds. Standing just outside the tunnel mouth out of sight, one to either side, are two half-breed yuan ti. One appears man-like except for his scaled skin and distorted snake-like head (AC -1; MV 12"; HD 7; hp 40; #AT 2; D by weapon/1-10; MR 20%). He carries a halberd and wears a **ring of protection +1**. The other also appears man-like. However, instead of arms, snakes sprout from his shoulders (AC 4/0; MV 12"; HD 8; hp 46; #AT 2; D 1-6/1-6; MR 20%, spells). He knows the following spells: **suggestion, cause fear, and darkness 15' radius**. These yuan ti will attack any who attempt to enter or leave the city through this passage without a golden tablet from Horan (see area **H**) assuring safe passage.

D. Meeting with the Mongrelmen

Here a narrow path, 2 to 5 feet wide, winds back and forth down the cliff-face. The path is loose and crumbling and there is a 10% chance per turn that a collapse will occur, dropping one character (determine randomly). There is a 20% chance the character will be able to land on a lower ledge, taking only 3d6 of damage. Otherwise, the character will fall all the way to the valley below, taking 20d6 points of damage. The path is 600' long and the cliff is 360' high. For every 100' traveled down the pathway, the party will be 60' closer to the bottom.

Fifty feet from the end of the trail (30' above the valley floor) are 7 mongrelmen (AC 5; MV 9"; HD 3/1 (x6); hp 24/7 (x6); #AT 1; D 1-8/1-4 or by weapon; camouflage, mimic, pick-pocket 70%). The trail twists and overhangs in such a manner that it is impossible to see the mongrelmen from elsewhere on the trail. They are well hidden and will surprise the party on a 1-4 (d6). They are armed with blowguns with darts dipped in paralyzing venom, and short swords. They will attempt to capture the party and take them to the **Ruins of the Mongrelmen** (area **J**).

E. The Towering Tree

Reaching to a point 25' below the top of the cliff is a huge lone tree. It is 35' away from the cliff wall. The cliff is 350' high at this point. Characters may use this tree to descend by lassoing a branch and then performing a wild leap and swing into the foliage. Provided characters have enough rope, any attempt to lasso a branch will succeed. However, the stoutness of the branch will vary according to the following table:

Die Roll Result

- | | |
|-----|---|
| 1* | Branch will break if character tests the rope or swings on it |
| 2* | Branch will break if character swings on rope |
| 3* | Branch will bend and then break when character reaches foliage (75% chance of catching a secure branch) |
| 4* | Branch will bend then snap back (15% chance of having rope torn from grasp) |
| 5-6 | Branch is safe to swing on |
- * If character is halfling or gnome, treat these die rolls as 5-6 for these characters only.

Once in the tree, characters will find it relatively easy to climb down (at 2/3 their movement rate), provided they have at least 100' of rope. However, 50' from the base are six tasloi (AC 6; MV9"©15"; HD 1; hp 6; #AT 1; D by weapon/1-4, 75% to hide in shadows) armed with 3 javelins each. These creatures will attempt a quick, short attack and then flee to hide in the shadows only to return again. They will continue to harass the party until out of javelins or until they or the party are slain.



THE FORBIDDEN CITY

The Forbidden City is a quiet place in the daytime. The area appears entirely deserted and still, except for the occasional buzz of a giant wasp and the forlorn calls of parrots. No monkey chatters, no leopard coughs - animal life seems totally absent. Creatures perhaps move from the corner of the eye and rocks may clatter or shift when characters aren't looking, but nothing definite can be seen.

At night the city becomes more alive and sinister. The noises increase - birds, insects, snatches of faint chanting and growling from the darkness. The croaks of frogs and bullywugs carry from the swamp. Occasionally lights flicker in the distance, never remaining long.

The following table provides day and nighttime encounters for the city. The chance for an encounter is 1 in 8, rolled every 3 turns.

Characters may decide to explore the ruins for several days. The DM should allow the characters to establish a camp, although its security will depend greatly on the location and precautions of the characters. If characters remain in camp all day, they will have 0-3 encounter checks. At night, there will be 3 encounter checks and the chance for an encounter will be increased by one. If the characters keep one campsite for an entire week and successfully overcome all encounters the frequency of encounters will then be reduced to one check every night and one check every other day. Water and fruit may be easily found, but the only game is birds or fish taken from the swamp-lake.

CITY WANDERING MONSTER TABLE

Die Roll	Day	Night
	Ant, giant	Ape, carnivorous
2	Bugbear	Beetle, fire
3	Bullywug, intelligent	Bullywug, intelligent
4	Centipede, giant	Bullywug, low intelligence
5	Mongrelmen	Frog, giant
6	Spider, giant	Mongrelmen
7	Yuan Ti	Spider, giant
8	Event	Tasloi
9	Event	Tasloi
10	Event	Event

It is recommended that each encounter occur no more than twice until all encounters have been met. The DM should note which encounters have occurred, to avoid repeating them.

Ant, giant: (NA: 2-40; AC 3; MV 18"; HD 2; #AT 1; D 1-6; SA warriors have a poison sting for 3-12). The ants are moving in a column, searching for food. They will attack anything that moves. For every 10 giant ants encountered, 8 will be workers and 2 will be warriors,

Ape, carnivorous: (NA 1-4; AC 6; MV 12"; HD 5; #AT 3; D 1-4/1-4/1-8; SA Rending) Having climbed into the valley under cover of darkness, these creatures will attack stragglers or lone characters. Once they have made a kill they will attempt to carry the body out of the valley.

Beetle, fire: (NA 1-8; AC 4; MV 12"; HD 1+2; #AT 1; D 2-8)

Bugbear: (NA 2-12; AC 5; MV 9"; HD 3+1; #AT 1; D 2-8; SA surprise on a 1-3) A small band of bugbears lives in the valley, serving the yuan ti. They will be armed with swords (50%) and glaives (50%).

Bullywug, intelligent: (NA 2-16; AC 5; MV 3"//15"; HD 1; #AT 3 or 1; D 1-2/1-2/2-5 or by weapon) These creatures are the same as those found at area K. All will be armed with spears and shields. They will attempt to capture sacrifices for their god.

Bullywug, low intelligence: (NA 1-8; AC 6; MV 3"//15"; HD 1; #AT 3 or 1; D 1-2/1-2/2-5 or by weapon) The same as those found in area F, these creatures search for food. They will flee if the encounter goes against them.

Centipede, giant: (NA 2-12; AC 9; MV 15"; HD ¼; #AT 1; D Nil; SA Poison)

Frog, giant: (NA 1-6; AC 7; MV 3"//9"; HD 1 to 3; #AT 1; D var, 1-3/1-6/2-8)

Mongrelmen: (NA 1-8; AC 5; MV 9"; HD 1 to 4; #AT 1; D var, 1-4, 1-6, 1-8, 1-10 or by weapon) If encountered during the daytime, the mongrelmen will attempt to avoid the party. They will observe the party from a distance to learn the group's strengths and weaknesses. They will furtively follow the party, using their special abilities to do so. At night, the mongrelmen will attempt to pilfer items from the camp or capture a prisoner.

Spider, giant: (NA 1-4; AC 4; MV 3"//12"; HD 4+4; #AT 1; D 2-8)

Tasloi: (NA 3-30; AC 6 or 5; MV 9"©15"; HD 1; #AT 2 or 1; D 1-3/1-3 or by weapon) Only active at night, the tasloi will attempt to surprise a party with a sudden flurry of javelins from

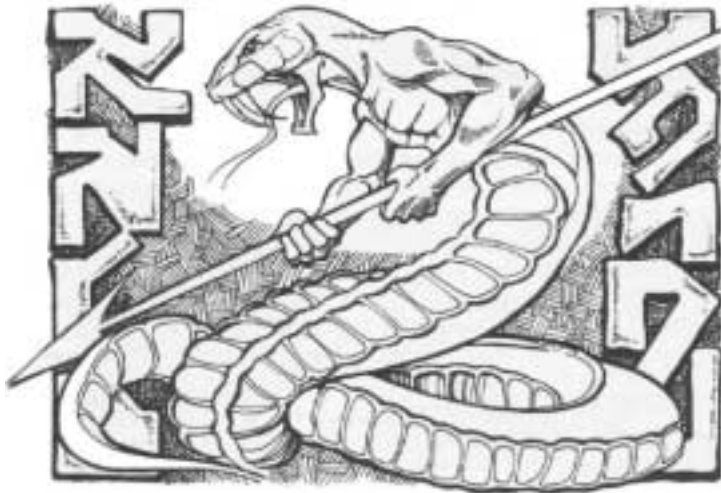
thedarkness. If the party gives chase, half of the tasloi encountered will circle around and return to the party's camp from another direction. Once there, they will carry away dead bodies, capture any guards if possible, and take everything of value.

Yuan Ti: (NA Yuan ti encountered will be pureblood 40% of the time, half-blood 50%, and abomination 10%).

Pureblood: (NA 1-4; AC 4; MV 12"; HD 6; #AT 1, D by weapon type; SA spells) These creatures will be preparing to leave the city with a caravan of stolen goods. With them will be 11-30 (1d20 + 10) tasloi, carrying bundles; 10 bugbears acting as guards; and 11-20 bullywugs; and the 4th level assistant magic-user from area H. They will attempt to ensure the goods are not captured. The value of the caravan goods will be from 5,000 to 10,000 gp.

Halfbreed: (NA 2-4; AC 4/0; MV 12" or 9"; HD 7 to 8; #AT 2; D 1-10/1-6 or 1-4; SA spells) Preparing to go on another raid, the half breeds will be accompanied by 20 tasloi, 5 bugbears and a trained giant spider. Unless forced, they will attempt to avoid a serious fight. However, they will send a runner to the magic-user to alert him of intruders in the city.

Abomination: (NA 1-3; AC 4/0; MV 12" or 9"; HD 9; #AT 2; D 1-10; SA spells) These creatures travel alone, searching the ruins for any items of forgotten lore useful to their race. There is a 5% chance that one will be carrying some sort of magic item it has discovered.



Event: This encounter may be repeated as many times as it is rolled. The DM should create each event, but it should be one that will inconvenience or unnerve the characters. Some events are sudden flights of birds, clatterings of stones, strong gusts of wind, and the shadows of giant wasps passing by overhead.

There are several different terrains in the city; cobbled streets, intricately carved stone buildings, ruins, and muddy swamps, which will affect movement. When traveling on the avenues and open areas, movement is the same as that for normal wilderness. If characters enter any buildings, normal dungeon movement should be used. The ruins are difficult to move through, so movement through these areas should be 2/3 the normal dungeon speed. Movement across the swamp is very treacherous when venturing off the paths. Characters may only move their dungeon movement rate when straying from a path. Even at this slow movement, there is danger of stepping in to quicksand. For every turn spent off the path, there is a 20% chance of discovering quicksand. Unless precautions are taken,

the lead character will sink out of sight in 3-6 rounds. A combined strength of is required to pull a trapped character free. Although unused now, the city was once divided into different social areas with different types of buildings. The buildings between the **Main Entrance**, area C, the swamp and the **Lair of the Treemen**, area G, were government and important business buildings. The area in the southwest corner of the city (from area G to entrance D) were the homes of many important nobles. Along the north edge of the valley, from the **Ruins of the Mongrelmen**, area J, to the swamp were the hovels of the city's poor. The remaining sections of the city were warehouses and the shops of tradesmen and merchants.

F. Cave of the British Bullywugs

In the cliff wall, at the point indicated on the **City Map**, are three large clefts. The openings are 4 to 5 feet wide and are spaced 10 to 16 feet apart. The area around the openings is somewhat clear of vegetation, although swampy. Plants that do grow here are mostly stripped of leaves and trampled down. Muck and slop cover the floor of the cave mouths.

Living in the caves are 15 bullywugs (AC 6; MV 3"/15"; HD 1; hp 6 each; #AT 3; D 1-2/1-2/2-5; surprise on a 1-3, 1-5 when hopping, may hop 3" forward to gain +1 on "to hit" and damage rolls, always attack last when hopping) and their leader (AC 4; MV 3"/15"; HD 2; hp 13; #AT 3 or 1; D 1-2+1/1-2+1/2-5+1 or 1-6+1, +1 to hit; special powers as given above). Bullywugs are humanoid frog-people who live in wet, damp places. This band is of very low intelligence, on a level perhaps equal to cavemen. During the daytime they will remain out of sight in their cave, only fighting to defend against intruders. At night, 3-8 bullywugs will be encountered outside, within 20' of a cave entrance. They will attack any creature within 30'. If seriously threatened, the bullywugs will retreat into their caves.

The three cave entrances extend back 15'-20', curving to end in a single chamber where the bullywugs live. The cavern is approximately 20' x 25' with a cleft at the back extending another 10'. No map is provided of this cave, however, the DM may quickly sketch one for players if needed. If attackers come up a single passage, 7 bullywugs will fight while the rest of the bullywugs use the other passages to attack from the rear. The leader will direct the rear attack, and will be ready to flee into the swamp if necessary.

The floor in this area is very muddy and strewn with refuse. The cleft at the back of the cave is blocked by stout wooden bars to form a cage. In the cage are two poisonous frogs (AC 8; MV 3"/9"; HD 1; hp 6 each; #AT 1; D 1, poison; save at +4) the bullywugs were attempting to train. If released they will attack any who block their escape.

Hammered into the walls of the cave in crude patterns are 90 gp, 200 sp and 150 cp. It will take 1 turn to pry all the coins loose.

G. Lair of the Treemen (use Map G)

Viewed from a distance, this area appears to be nothing more than a copse of trees that grew up in an area of parkland. The branches are thick and nothing can be seen of the platforms of the tasloi high in the branches. As the party gets closer, they will see that a great deal of underbrush, more than normal, is clustered around the base of the trees. Most of it is living, but scattered throughout are dead thorn bushes. Characters may only move 10' per turn through this area. The edge of the copse is clear. Several large branches arch over this clear area. The

tasloi enter their lair by climbing vines dropped from the branches above.

The platform-homes of the tasloi are carefully hidden and camouflaged. Once characters enter the wood, they will have a 1 in 6 chance of noticing a platform. The platforms are constructed of strips of thick bark, woven branches, saplings and non-sticky spider silk. The dashed lines on the map are vines which connect various points. These are strong enough to hold one normal man and his gear. The platforms are at 3 different heights in the trees; this is noted by the different shadings used on the map.

G1. Guard Posts

At each location are 2 tasloi (AC 6; MV 9"©15"; HD 1; hp 4 each; #AT 1; D by weapon; surprise 1-4, hide in shadows 75%) armed with javelins and daggers. Each pair also has 100' of rope, sufficient amount to reach the ground. If strangers approach the copse without giving the proper signal (the thrusting of a spear into the dirt), the guards will give a wailing alarm cry to alert the main lair.

G2. The Great Platform

This rickety platform is the home of the chief (AC 5; MV 9"©15"; HD 5; hp 30; #AT 1; D 1-6; surprise 1-4, hide in shadows 75%), 15 males (AC 6; MV 9"©15"; HD 1; hp 5 each; #AT 1; D short sword), 10 females (AC 6; MV 9"©5"; HD 1; hp 3 each; #AT 2; D 1-3/1-3), and 10 young (who will not fight). If attacked, the creatures will scatter into the branches. Here, they will attempt to use their natural movement advantage to combat the characters. They will avoid melee, using javelins, lassos and nets instead. In the tree is a large hole, in which are hidden 2 potions (**extra healing and levitation**) and 3 gems (worth 350 gp, 500 gp, and 700 gp).

G3. Trained Spiders

At each location lives 1 giant spider (AC 4; MV 6"©15"; HD 4+4; hp 23 each; D 2-8, poison) bred and trained by the tasloi. Each will respond to certain cries and whistles. Commands they know include **go**, **come**, **attack**, **snare**, **wait**, **spin** (a non-sticky strand) and **carry**. If any platform is attacked, the tasloi will call for the spiders. One spider will arrive in 1-3 rounds; the second will arrive the next round. They will attempt to surprise a party by attacking from an unexpected direction shooting first their sticky strands and then closing for melee.

These platforms appear much like the others except that each is almost entirely surrounded by a dense mass of webs. The drained husks of victims hang throughout the webs.

G4. Drum of the Wasp-riders

At the top of one of the tallest trees is a small platform just above the leaves. Supported by several small branches and the thin trunk, the platform sways gently in the breeze and will tilt alarmingly under the weight of a normal human. In the center of the platform is a large, light drum and a thigh-bone drumstick. Hanging from the edges of the platform are strange leather and vine harnesses.

The drum, when pounded, sends out a deep bass, buzzing roll that can be heard clearly throughout the valley. The noise will attract the giant wasps from area **B**, as these creatures have been trained to come at this signal. Normally summoned by the tasloi, who use the wasps as mounts

(hence the strange harnesses), the wasps will land in and around the platform in 2-8 rounds. If not fed special treats (particularly juicy fruits or small gourds of animal blood), the wasps will leave. If the wasps are bothered or attacked, they in turn will attack. If the tasloi tribe is in serious difficulty, the chief and the shaman will come to this platform, summon the wasps and attempt to escape. If all the wasps at area **B** are slain, no wasps will arrive in response to the summoning drum.

G5. Shaman's Platform

Living alone from the rest of the tribe is a tasloi shaman (AC 4; MV 9"©15"; HD 3; hp 16; #AT 1; D by weapon; clerical spells as a 5th level cleric, surprise 1-4, hide in shadows 75%). He has the following spells memorized:

First level: cure light wounds (x2), darkness,
(reverse of **light**)

Second level: chant, resist fire, speak with animals

Third level: dispel magic

He is armed with a ritual dagger and wears splint mail armor. He also carries a **potion of human control** and a **wand of magic missiles** (36 charges). If the platforms are attacked, the shaman will move into the trees, using the potion if this is deemed wise. He will also use the wand, quickly move to another location, and use the wand again. He will avoid exposing himself to missile fire and will not engage in melee. Hidden in a spider silk pouch hanging under the platform are 1,000 pp.

G6. Sleeping Platform

This secondary platform is used by the less favored or weaker members of the tribe. Ten tasloi (AC 6; MV 9"©15"; HD 1; hp 3 each; #AT 2; D 1-3/1-3; surprise 1-4, hide in shadows 75%) live here. Cached in the branches of the tree are 8 large rocks. The tasloi will attempt to drop these on intruders climbing their tree. The chance a rock will hit is equal to the chance "to hit" of the creature dropping the stone. A stone will do 1-10 points of damage and has a 50% chance of knocking the climber out of the tree.

Hidden in various little holes on and around the platform are 50 gp, 500 sp, and 150 cp.





H. Court of the Master (use Map H)

Built in the section of the city reserved for nobility, this walled compound shows signs of recent repair and upkeep. The streets around it are clear of rubble and undergrowth.

This is the abode of the magic-user Horan (AC 4; MV 12"; MU 12; hp 32; AT 1; D by weapon; spells; S11, I16, W13, D10, C9, Ch14; AL LE). He normally dresses in a silken robe which hides his **bracers of defense (AC 4)** and his **dagger of venom**. He also carries a potion of **extra-healing** and a scroll of **protection from magic**. His spells are:

First level: charm person, magic missile (x5), ventriloquism

Second level: detect invisibility, ESP, forget, invisibility, mirror image

Third level: clairvoyance, haste, hold person, slow

Fourth level: ice storm, minor globe of invulnerability, Rary's mnemonic enhancer (already cast), wizard eye

Fifth level: Bigby's interposing hand, cone of cold, feeblemind, Mordenkainen's faithful hound

Sixth level: guards and wards

Besides the magic items listed above, Horan also carries a small silverwhistle (to summon the leopards from area H2) and a miniature elaborately carved chest. This is actually part of a **Leomund's secret chest** spell. If the chest is undamaged, the characters may summon Horan's treasure chest. This chest is locked and may only be unlocked using the key and method described at area H10. In the chest is a **potion of extra-healing**, a scroll with the clerical spells **cure disease and heal**, a **jewel of flawlessness**, and 4,000 gp. There are also three gold tablets

worth 500 gp each. These tablets are used by Horan's agents to show the **Main Entrance** guards that they are on Horan's business and guaranteed safe passage.

Horan is assisted by the woman Kwairno, (AC 9; MV 12"; MU 4; hp 9; #AT 1; D by weapon, spells; S9, I15, W11, D15, C9, Ch 10; AL LE). Kwairno wears a **ring of free action** and carries a **wand of negation** (5 charges). Kwairno's spells are:

First level: friends, magic missile, read magic

Second level: stinking cloud, web

Horan is normally found in area H7. If attacked there, he will attempt to become **invisible**, move to an exit, quickly cast **forget** and leave. While the party tries to remember what has happened, Horan will summon his leopards, find Kwairno and move to what seems the safest location. Next he will cast **guards and wards** while Kwairno alerts the humanoid guards. His remaining spells he will use as the occasion demands. He will attempt to prevent damage to his house.

If the alarm is sounded before the characters find Horan, he will immediately summon the leopards, cast **guards and wards** and follow that with **Mordedkainen's faithful hound**. He will then use his **clairvoyance** and/or **ESP** to locate and spy on the party. From then on, he will use his spells to cause the greatest harm to the party at the least possible risk.

If Kwairno is alerted, she will move to one of the doors of her room (H9) or the hall. There she will cut a small slit in the paper. From this position she will use her **web** or **stinking cloud**.

Horan has settled in the city and is responsible for the increased raiding by the yuan ti. He is attempting to unite the disorganized bands of the city. He plans, once he has succeeded, to expand his control into the lands around to create a

new empire. He leads the yuan ti with promises of regained evil power and glory. His promises to the bullywugs are much the same. As such, his relations with all members of the city (except the mongrelmen) assures that aid will be given if needed.

H1. Outer Wall

This wall is 15' high, built of large blocks of unmortared stone. The walls are partially covered with vines. These appear to have been trimmed 3' short of the top of the wall. Atop the wall is a small walkway, large enough for a single person to stand and move around on. Characters attempting to enter or leave by climbing a wall have a 25% chance of encountering one of the following:

- 1-2 Bugbear patrol (NA 2-5)
- 3-4 Bullywug patrol (NA 2-12)
- 5 Horan
- 6 Kwairno
- 7-9 Tasloi (NA 2-12)
- 10 Yuan Ti (NA 1-2; type determined by DM)

No encounter should occur more than once. If either Horan or Kwairno is encountered and slain, that personality will not be encountered elsewhere.

If an encounter does occur, the monsters will attempt to sound an alarm. If this is successful, characters will have no chance of surprising the inhabitants of the compound.

H2. Leopard Guards

In the section of lane between the gates prowl three leopards (AC 6; MV 12"; HD 3+2; hp 21, 18, 16; #AT 3; D 1-3/1-3/1-6; surprised only on a 1, rear claws rake for 1-4/1-4). They have been trained by Horan and will attack any strangers who enter this area. Furthermore, should there be any loud noises in area H4 or H5, the leopards will leap the wall to investigate. Horan also has a special whistle what (when blown) will summon these leopards. They will attack anyone Horan designates.

H3. Watchtower of the Apes

Hidden under one of the overhanging eaves of this tower are two carnivorous apes (AC 6, MV 12"; HD 5; hp 25, 31; #AT 3; D 1-4/1-4/1-8, surprised only on a 1, rending for 1-8 points of damage if it hits with both claws) who guard this entrance. If the intruders look weak or small in number, both apes will attack; otherwise, one will attack or watch



while the other goes for help. In return for their services, Horan allows the apes to eat what they kill and doesn't mind their taking an occasional bullywug or tasloi. The apes have collected in their nest 2,000 ep, 1,000 sp, a **ring of fire resistance**, and a scroll with **remove curse**, **project image** and **incendiary cloud**.

H4. Garden of the Rust Monsters

This enclosure houses three rust monsters (AC 2; MV 18"; HD 5; hp 18, 20, 27; #AT 2; D 0, rusts metal), being raised for experiments by Horan. Always hungry, they will smell and attack any metal in their area.

There are several paths that start from the door of the garden. These are cunningly laid out so that once the characters leave the entrance, they will only see 10' of a single path. All further distance and other paths will be out of sight, carefully screened by trees, bushes, and thickets of bamboo.

If combat occurs in this area, the leopards from area H2 will arrive in one round if still alive.



H5. The Lily Pond

In the center of this garden is a quiet pond. Reeds grow on its banks, and a small flagstone path leads to the water. Bamboo thickets arch gracefully over one end of the pool. In the bottom of the pool is a large egg. This is a "god-egg" of the bullywugs. Horan has agreed to guard and incubate the egg. Through this he hopes to gain the trust of the bullywugs. The "god-egg" is actually a pan lung egg. To see that the egg is protected, Horan has summoned an invisible stalker (AC 3; MV 12"; HD 8; hp 40; #AT 1; D 4-16; MR 30%, surprise on a 1-5, invisible). Instructed very carefully by Horan, the beast will attack any creature, other than a bullywug, who disturbs the egg. It will also track down any creature who takes the egg. If the egg is destroyed, the invisible stalker will be dispelled. However, the creature is compelled to do all in its power to prevent this from happening.

If combat occurs in this area, one leopard from area H2 will arrive in one round, if it still lives.

The pan lung egg is worth 5,000 gp if it is returned to civilization intact.

H6 - H10. Horan's House

The house is built primarily of wood; stone has been used in places for support. The roof is a combination of shingle and tile. A wide porch surrounds part of the house. The outside walls consist of wooden slats and shutters so that cool breezes may enter but rain may be closed out. The interior walls are thin wooden partitions. All doors are brightly painted sliding paper panels. They will open easily.

H6. Common Area

a. Hearth Room

This large area serves as a general purpose room. In the center of the wood floor is a square fire pit. In the ceiling above is a smoke hole. Attached to an iron rod frame over the pit is a teakettle-like pot with a large handle. About the room are several rice straw mats, two low tables and a built-in shelf with several statuettes. Several **magic mouth** spells have been cast about the room. Each will activate if the object the spell is cast upon is disturbed or if another **magic mouth** in the area speaks. All the spells say "Help! Help! Save us! Save us!" If these spells are activated, Horan, at area H7, will use his **clairvoyance** to see what has happened. He will then cast **Mordenkainen's faithful hound** and send it into the corridor. How Horan behaves after this is up to the DM. The **magic mouth** spells are located on the statuettes, all doors but the outside door, the pot, and the tables.

b. Storeroom

This room contains large bags of rice, hanging baskets of dried fruits and herbs, and wooden tubs filled with unusual pickled foods (plums, vegetables, etc.). There is nothing else of value in this room.

H7. Reception Hail

Unless previously alerted, Horan will be found in this chamber. He will attack as described earlier or in the manner best suited to the situation. His large elegant hall ends in a small L-shaped platform, four inches higher than the rest of the floor. The walls are painted in pastel colors with scenes of jungle landscapes and palaces under siege. Rice straw mats line the walls. On the platform is a flat cushion, an inkpot of red ink, 2 brushes, an inking stone, and a blank scroll of fine rice paper (worth 100 gp if sold in a large city).

H6. The Secret Study

Hidden behind secret sliding panels, this small room provides a place of peace and meditation for Horan. A low bench runs the length of one wall. Under it is a bucket full of water and a wooden dipper. Hanging on the other wall is a magical scroll painting. Each character who fails to make a saving throw vs. Spell will see himself or herself in the position of authority over the rest of the party. Those who fail to save will feel the picture shows the truth — that this event will come to pass if he or she wants and tries for it. Those characters who do make a saving throw will see the reality of what will occur — the bickering, quarreling and vying for power that ambition creates. There is nothing else in the chamber.

H9. Kwairno's Chamber

Assistant to Horan, Kwairno (see information at start of section) is normally found in this room unless the alarm has been sounded. If Kwairno has been alerted to intruders, she will react as explained at the beginning of this section. If



Kwairno has not been forewarned or is surprised, she will cast a **web** spell and then attempt to escape (using her **ring of free action** to assist).

Aside from a pallet, several cushions and a small shelf with several small vials, statuettes, ceremonial daggers and old scrolls (of no particular value), there is also a large chest with several small drawers. The bottom drawer is locked and protected by a **Leomund's trap**. In the drawers are 1,000 pp and Kwairno's spell book. In the book are the following spells: **comprehend languages, friends, magic missile, shield, read magic, continual light, hold portal, knock, Leomund's trap, stinking cloud, web**.

H10. Horan's Chamber

This is the bedroom of Horan (see information at beginning of this section). As such it is elegantly furnished with a bed (the frame is inlaid with shells and ornamental stones), a small table, several silken cushions and two scroll paintings (each worth 4,000 gp). On a stand resting near the door to the outside is Horan's large gold-bound spellbook. This has been protected with a **fire trap** (12-16 points of damage). In the book are the following spells:

First level: affect normal fires, charm person, comprehend languages, erase, magic missile, protection from evil, push, unseen servant, ventriloquism

Second level: detect invisibility, ESP, forget, invisibility, Leomund's trap, locate object, magic mouth, ray of enfeeblement, scare

Third level: clairvoyance, feign death, fly, haste, hold person, monster summoning I, slow

Fourth level: fire trap, ice storm, minor globe of invulnerability, Rary's mnemonic enhancer, wizard eye

Fifth level: Bigby's interposing hand, cone of cold, contact other plane, feeblemind, Mordenkainen's faithful hound

Sixth level: guards and wards, invisible stalker, part water

Beside the book is a platinum key with an orange tassel. This key is used to open Horan's treasure chest (hidden by **Leomund's secret chest**). However, the chest may only be opened by a special method. The chest, when summoned,

is a large, black, lacquered affair, covered with the design of a demonic creature brushing an orb with a general's whisk or baton. There is no visible keyhole. To open the chest safely, the tassel of the key should be brushed over the orb. The chest will then open. If the chest is forced open, a curse will be cast upon the person who did the deed. Failure to save vs. Spells will cause that character (regardless of race or sex) to grow a beard at a rate of 3 inches per round (30 inches a turn). Only a **remove curse** can stop this growth. The contents of the chest are listed at the beginning of this section.

H11. Guardhouse

These buildings are little more than sheds. In each, resting in hammocks in the rafters or in the mud on the floor are two bugbears (AC 5; MV 9"; HD 3+1; hp 16 each; #AT 1; D by weapon; surprise on a 1-3) and 4 bullywugs (AC 5; MV 3"/15"; HD 1; hp 4 each; #AT 1; D 1-6; surprise 1-4, hop 3" to gain +1 on "to hit" and damage rolls). If the alarm is sounded, they will all run to respond.

I. Bugbear Brigands

Living in this area of the ruins are a number of bugbears, forming an ill-organized band. Recruited by Horan and the yuan ti, these creatures almost cheerfully participate in raids provided they are paid and fed well. After every raid, the surviving bugbears return to their camps to boast and feast until the next time. Duels for the chieftaincy are common, normally one-on-one, but muggings, feuds and all-out wars sometimes occur. These battles have no rules and any dirty trick is allowed.

11. Family Units

A small family group of bugbears, 1 male (AC 5; MV 9"; HD 3+1; hp 17; #AT 1; D by weapon; surprise 1-3), one or two females (AC 8; MV 9"; HD 1+1; hp 5 each; #AT 1; D by weapon; surprise 1-3) and one to four young (AC 9; MV 9"; HD ½; hp 2 each; #AT 1; D 1-4 regardless of weapon; surprise 1-3), lives in a shelter - a small lean-to, a hollow in the rocks, or under a broken roof. Family units will possess a variety of weapons — swords, battle axes, spears, throwing hammers, throwing axes or possibly pole arms. The DM should determine how each group is armed. In each camp will be sections of battered armor, haunches of rotted meat and other bits of junk. Hidden somewhere in the junk will be 0-19 gold pieces (treat a 20 as 0).

12. Bugbear Bachelors

At each location are 1-3 bugbears (AC 5; MV 9"; HD 3+1; hp 14 each; #AT 1; D by weapon; surprise 1-3) armed with swords, spears, or maces. This group is the young males of the band, those who have not yet found or stolen mates. For treasure they possess highly polished and gaudy pieces of junk. Often they will wear these items, dressing themselves in extremely poor taste (by human standards). Although the bachelors will yell and gesture fiercely, a fast charge or a show of force by an organized party may succeed in chasing them away.

13. Battle-scarred Veterans

At each location will be found a single bugbear (AC 4; MV 9"; HD 4; hp 23 each; #AT 1; D by weapon +1; surprise 1-3), larger and tougher than most. Each is armed with a morning star and military fork or glaive. These hoary beasts are scarred, have patches of fur missing, and often appear to move stiffly or with a limp.

Because of their sheer size, these all desire the position of chief. Each is actually somewhat cunning and will take advantage of any disturbance to slay the chief, declaring itself the new boss. Hidden near its campsite are 101 - 200 gp (1-100 + 100).

14. Shruzgrap

A rebellious and deceitful bugbear (AC 4; MV 9"; HD 4; hp 25; #AT 1; D by weapon +1; surprise 1-3), Shruzgrap carries a flail and throwing axe. Shruzgrap wants to be chief at all costs. If not surprised, Shruzgrap will quickly bow, showing open hands, and attempt to establish communication. If successful, he will try to convince the party to help him defeat the current chief. He will promise safe conduct, hostages (not himself), and payment from the boss's treasury, if necessary. Should the party agree to the deal, Shruzgrap will lead them to the camp of the boss, show them where to hide, and tell them what to do. Shruzgrap will then enter the camp and fight the chief. The DM may wish to allow a player to control Shruzgrap for the duel. If Shruzgrap wins, he will waste no time in betraying the characters. Hidden in Shruzgrap's campsite are 500 gp and an illusionist's scroll with **non-detection** and **emotion**.

15. Yrak the Witchdoctor

Carefully screened under a small section of wall and roof covered by vines is the dwelling of Yrak, the band's witchdoctor (AC 5; MV 9"; HD 5+1; hp 22; #AT 1; D by weapon; surprise 1-3, clerical and magic-user spells). Yrak fights with a two-handed sword and knows the following spells:

Magic-user: shield, dancing lights

Clerical: First level: cure light wounds, darkness, (reversed light), protection from good (reversed protection from evil)

Second level: chant, snake charm

He also wears a **ring of spell turning** on his smallest finger. Yrak secretly favors Shruzgrap and would help him become chieftain if Yrak thought Shruzgrap stood a chance of winning. If Shruzgrap convinces the players to help him, Yrak will appear at the chieftain's camp to secretly assist Shruzgrap.

Buried in a corner of Yrak's dwelling are 50 pp, 1000gp, and a **cursed scroll** (the character who reads it will be obsessed with building the largest, most expensive castle in the world and will spend all of his or her money to do so.).

16. The Boss

At the center of the ruins is the camp of the chieftain, commonly called "the boss" by the other bugbears. The chief (AC 2; MV 9"; HD 4; hp 30; #AT 1; D 1-8+3; +1 on saving throws due to ring) is armed with a **sword of wounding** (I 13, E 4, AL CN, **empathy, detect invisible, heal** once per week) and wears a **ring of protection +1**. As bodyguards he has two large bugbears (AC 4; MV 9"; HD 3+1; hp 22 each; #AT 1; D 1-6+1; surprise 1-3) armed with spears. The boss also has a pet warhog (AC 7; MV 12"; HD 3; hp 15; #AT 2; D 2-8/2-8; fight for 1-2 rounds more if hp reach 0 to -5) that always follows him around. Also in the camp are 5 normal bugbears (AC 5; MV 9"; HD 3+1; hp 13 each; #AT 1; D 2-8; surprise 1-3) 10 female bugbears (AC 7; MV 9"; HD 1+1; hp 4 each; #AT 1; D 1-8; surprise 1-3) and 6 infants (AC 9; MV 9"; HD ½; hp 1 each; #AT 1; D 1-4; surprise 1-3).

There are also 6 mongrelmen slaves (AC7; MV9"; HD 1; hp 3 each; #AT 1; D 1-4; camouflage, pick pocket 75%) fastened to 15-foot-long ropes. All six have their tongues cut out, so none have the normal mimicking ability of their kind. Their leader (AC 7; MV 9"; HD 2; hp 10; #AT 1; D 1-6; camouflage, pick-pocket 75%) is tied to a rope from his ankle to a large boulder (25 lb.). He has hidden on him a small blowgun and three poison darts. He will use these on anyone if the opportunity to escape arises.

Hidden in the piled furs of the various bugbears are 2,000 gp, 500 gp and 4 pieces of jewelry (worth 500 gp each). The chief also wears a jeweled headband (actually a human's belt) worth 3,000 gp.



J. Ruins of the Mongrelmen

This small section of the city is all that remains of the original human inhabitants — now reduced to cunning and ruthless mongrelmen. To survive, they efficiently patrol the area and there is an 80% chance that any party who enters the area will be observed. Warnings will be spread in the form of mimicked animal cries.

If characters are captured by the mongrelmen, the captives will be taken to area **J5, the Leader's Chamber**. There they will be presented to the leader and told the history of the mongrelmen by a chanter. This is a long and solemn epic, told in a sing-song mixture of broken common and animal cries. It is ridiculously heroic in parts, while other parts are confused nonsense. However, if the characters mock or laugh during this performance, they will be kicked into silence. The leader's chamber will be very crowded, as most of the clan will want to attend the ceremony.

After the history, the characters will be informed of their choices. They may either select a champion from their group to wrestle the mongrelman leader (to the death) or go willingly as sacrifices to the gods of the city. Information on how to handle the wrestling match may be found at area **J5**. If taken as sacrifices, see area **J8**.

If a character wins the contest against the leader, the tribe will

hail that person as their new leader. Any attempt to leave the camp without a guard of mongrelmen will create anger and possibly violence. Essentially, the victorious character will be held as a hostage-expected to lead and guide the tribe. If the character loses the match, the surviving characters will be sacrificed, as explained at area **J8**.

The main camp of the mongrelmen (**Map J**) is located in the ruins of the poor section of the city. From the outside the walls appear to be nothing but densely packed rubble, difficult to cross. There is little to show actual planning or work done on the walls as the compound is 95% camouflaged. Characters attempting to cross a wall have a 50% chance of making some loud noise (probably a falling rock), thereby alerting the compound.

All mongrelmen have the abilities of camouflage, mimicry and pickpocketing (see end of this module).

Several large poles are set in the compound. These poles are used for tying up prisoners. All are empty when the characters arrive at the compound.

J1. Entrances

a. Guard Post

Camouflaged in the ruins of the wall at each position is a mongrelman guard (AC 5; MV 9"; HD 3; hp 17 each; #AT 1; D 1-8). If strangers are sighted by the guard, he will sound the alarm cry — that of some mournful exotic animal. He will do his best to prevent discovery of his position.

b. Welcoming Committee

Hidden on either side of the entrance, in the ruins, are eight mongrelmen (AC 5; MV 9"; HD 1(x4), 2(x3), 4; hp 4 (x4), 10(x3), 20; #AT 1; D 1-4/1-6/1-10) who are assigned the duty of greeting unwanted strangers. Two are armed with blowguns and darts coated with paralyzing giant wasp venom. Each mongrelman has 2-8 sp.

J2. The Main Compound

The open area inside the protective walls forms the main compound. Here are the pits, lean-tos, ragged tents, tiny thatched huts and boulder and wood shelters of the main clan. If the characters are captured, the clan members will surround, stare, touch, poke, and kick the characters as they pass through this area. If the characters should somehow come as guests, the clan will still surround and stare but will not abuse the characters. For the purposes of combat, there are 50 mongrelmen (AC 5; MV 9"; HD 2; hp 11 each; #AT 1; D 1-6). Although the statistics for individual mongrelmen may vary, the statistics given above represent the average of the group. They will not be coordinated to defend and could be routed by a very efficient, overwhelming and swift attack.

The DM should remember the thieving nature of the mongrelmen. Moving through this area invites pickpocketing. Under normal circumstances, 1-3 attempts will be made a turn.

Any items taken will immediately be spirited away. Characters attempting to force the return of an item will only anger the clan. Items stolen should be chosen randomly from those available. Large or bulky items are not likely to be taken, but purses, straps and scabbards may be cut free and taken.

Hidden in the various hovels is a total of 6,000 cp, 2,000 sp, 800 gp, a **ring of regeneration**, and a **potion of amnesia**. A single sip of this potion will cause a character to forget all memories — name, companions, past adventures, skills, magic items, etc. Memory may be regained through the use of a **commune**, **heal**, **restoration**, **limited wish**, or **wish**. It takes twelve turns to search the compound area to find all these items.

J3. The Bristling Beast

This sectioned-off area is where most of the cooking is done for the clan. Several firepits, a large pot, hanging carcasses, and dried fruits are in this area. The meats are fly-covered, possibly rotting and might have once been any creature. A giant hedgehog (AC 5, MV 6", HD 6, hp 37, #AT 1, D 2-8, all within 6' maybe hit by 1-4 sharp bristles that do 1-4 points of damage) is tearing at the dried fruit. It will attack any who try to drive it away. A pile of rubble near the wall shows how it entered the camp.

J4. The Mystic Mistress

It is noticeable that not a single mongrelman lives within 50 feet of this building. This is because dwelling in the building is Aratheas, a female elven magic-user (AC 7, MV 12", MU 6, hp 14, #AT 1, D by weapon, S10, I17, W11, D16, C13, Ch 15, AL CG). She has a **dagger +1**, a **cloak of protection +1**, and a **rod of absorption**. The rod can absorb three more spell levels and has seven levels of potential left to discharge. Aratheas has the following spells memorized:

- First level: **burning hands**, **enlarge**, **sleep (x2)**
- Second level: **pyrotechnics**, **scare**
- Third level: **blink**, **lightning bolt**

Aratheas also has collected three gems (worth 1,000 gp each), 200 gp, and 100sp. Her spellbook contains the spells given above and 3 extra first level spells, 2 second level spells, and 2 third level spells (DM's choice).

Aratheas has taken refuge with the mongrelmen ever since her party was destroyed. She has tried to escape the city several times. She will join and assist any party not obviously evil or incompetent, provided they help her escape. The mongrelmen are thoroughly afraid of her, having had a taste of her powers. Rumors are already starting to spread among them, describing her as an angry goddess of the city. Aratheas is normally arrogant and indolent. Her recent failures in leaving the city have hurt her pride. Although pleased to be rescued, she will mock and ridicule mistakes by party members. She will not admit readily to her own failures.



J5. The Leader's Chamber

This bare and dirty room was once the first floor of an entire house. All the inside walls have been knocked out to make the leader's quarters. The leader (whose name resembles the sound of a leopard's coughing growl) lives here (AC 4; MV 12"; HD 5; hp 33; #AT 1; D1-12, +1 on "to hit" rolls). With him are four companions (AC 5; MV 9"; HD 4; hp 20 each; #AT 1; D 1-10). The leader is very ugly, having human, ogre, frog, and dog-like features unpleasantly blended together. His arms, chest, and neck are covered by a cross-hatch of scars and only tufts of hair dot his Head.

If a character decides to wrestle the leader (see the beginning of this section), the leader will be bound to accept. The rules of the match will then be explained. These are: 1) no spellcasting, 2) no help from others, 3) no rest breaks, 4) no armor or weapons, and 5) fight to the death. To handle the fight, the DM should use the following table for the leader's attacks. Players may also be allowed to use this table if they desire. The initiative is rolled normally. If using the unarmed combat tables in the **Dungeon Masters Guide**, the combat should proceed as explained there. When the following table is used, the DM or player must first state whether the round will be fought fairly or dirty by that character. Next, a normal "to hit" roll is made. If a player character is fighting dirty, the chance to hit is reduced by -4. If the leader is fighting dirty, the "to hit" roll is only -2. If a hit is scored, roll 1d6 and find the result on the proper table. All damage is 25% real and 75% temporary, causing unconsciousness,

Fair

Die	Roll	Action	Result
1	Head butt		10 points damage
2	Throw'		4 points damage, lose initiative next round
3	<i>Bearhug</i>		5 points damage + strength bonus
4	Punch'		8 points damage + strength bonus
5	<i>Headlock</i>		4 points damage
6	Elbow Smash*		6 points damage + strength bonus

Dirty

Die	Roll	Action	Result
1	Eye gouge'		8 points damage, 1 in 6 chance of permanent eye loss
2	Kick*		10 points damage + strength bonus
3	Throw dirt		blinded 1-3 rounds
4	Bite'		4 points damage
5	Face smash		12 points damage
6	<i>Strangle</i>		6 points damage

*This action will break a hold.

Italicized actions indicate holds. A hold may be maintained until it is broken by the other character. If the hold is not broken, it will do the listed amount of damage at the end of the round.

For information on what happens after the fight, see the beginning of this encounter area.

At the far end of the room are several reed and straw mats for sleeping. Buried under the leader's mat are 5,000 gp, 3 pieces of jewelry (500 gp each), and a potion of **water breathing**.

J6. Gambler's Den

This long narrow chamber is dimly lit by the light of two guttering torches. In a cleared space near the center of the room are six mongrelmen (AC 5; MV 9"; HD 3; hp 14 each; #AT 1; D 1-8) gathered in a small circle. They are surrounded by piles of splintered wood, shards of bone, and sections of broken braziers. The mongrelmen are enjoying a friendly game of skill. Each has eight small round pebbles and attempts to toss these into the eye sockets of a skull 6 feet away. Each declares how many he will put in the skull and bets are placed accordingly. If the tosser succeeds, the amount bet by each person is paid for each stone in the target. Otherwise, the tosser must pay each person the amount bet. If not attacked or threatened, the mongrelmen will attempt to convince the characters to play. There is little money available for betting (100 gp), but the mongrelmen will offer information, service, etc. in exchange for cash. At first, the mongrelmen will lose small bets. They will then offer the characters a chance to show their skill. The skull should be treated as armor class -4; however, the DM should not inform players what their chance to hit is. For simplicity, the mongrelmen will make the target 3-8 times (1d6+2). If the mongrelmen have no success in betting, they will resort to pickpocketing.

J7. Storeroom

This small building contains many of the collected goods and necessities of the clan. Nearly all items found on the normal equipment list plus any other non-magical items the DM desires may be found here. Horse tack, very large items, and livestock are not available. Food and drink will be of questionable quality. The mongrelmen will be willing to deal with non-hostile parties and will favor barter over cash.

J8. Sacrificial Poles (see City Map)

Erected on the edge of these ruins to the northeast, well away from the main camp, are three large poles. Each pole is 10 feet tall and carved with crude faces of the different creatures that have formed the ancestry of the mongrelmen. In each pole, a large metal ring is set at about a 7' height. Sacrifices are brought here, fastened to the poles and left to die. Monsters have learned that easy prey can be gained here; therefore, the chance for an encounter is 25% each turn. Use the **City Wandering Monster Table** to determine what appears.

K. The Bullywug Stockade

When the bullywugs entered the Forbidden City, they chose the swamp as the best place to live. To insure their safety, they built a small stockade around the hillock into which their homes were dug. The stockade may only be reached safely by travelling on one of the marked paths through the swamp.

The stockade is built from large canes of bamboo, lashed and pegged together. The wall is 10 feet tall. The tops are sharply pointed and the whole wall leans outward, making climbing skill useless. There are no gates in the wall as the bullywugs simply use their hopping ability to clear the wall.

The stockade surrounds a small mound that is 20 to 30 feet high. The mound is covered with grasses. On the top is a 10' square platform protected from the sun by a thatched roof. Hanging between two posts is a large brass gong and striker. This is the watchtower. It is always manned by one bullywug (AC 5; MV 3"/15"; HD 1; hp 6; #AT 1; D 1-6) armed with a spear. Under normal conditions, this bullywug can spot creatures 100 feet from the camp. If the creatures appear to be intruders, the bullywug will pound the gong in alarm.

The tunnels in the mound are hand-dug from loose dirt. There is little shoring or finishing done. Everything is quite damp. A 3 inch layer of mud covers all the floors.

All bullywugs encountered have chameleon powers (75% unnoticeable) and can surprise on a 1-3 normally or 1-5 if hopping to the attack. They will attack last if not using a long pole weapon, and may hop up to 3" forward or 1%" upward, gaining +1 on "to hit" rolls and doing double damage when making a hopping attack.

K1. Stakes and Guards

Each entrance is protected in a similar fashion. Just inside the tunnel mouth is hidden a shallow pit, 1' deep, filled with sharpened bamboo stakes. These pungi stakes are covered by mud. Unless the party probes the floor, the lead character will automatically slip into the pit. Characters probing the floor have a 25% chance of failing to notice the stakes, although the pit will be found. Those falling into the pit will be pierced by 1-6 stakes. Each stake will do 1-6 points of damage. For each stake there is a 5% cumulative chance that the character will contract a parasitic infection (see **Dungeon Masters Guide**, pp. 13-14). Thus a character hit by four stakes has a 20% chance of becoming infected. Each pit is 7 feet long.

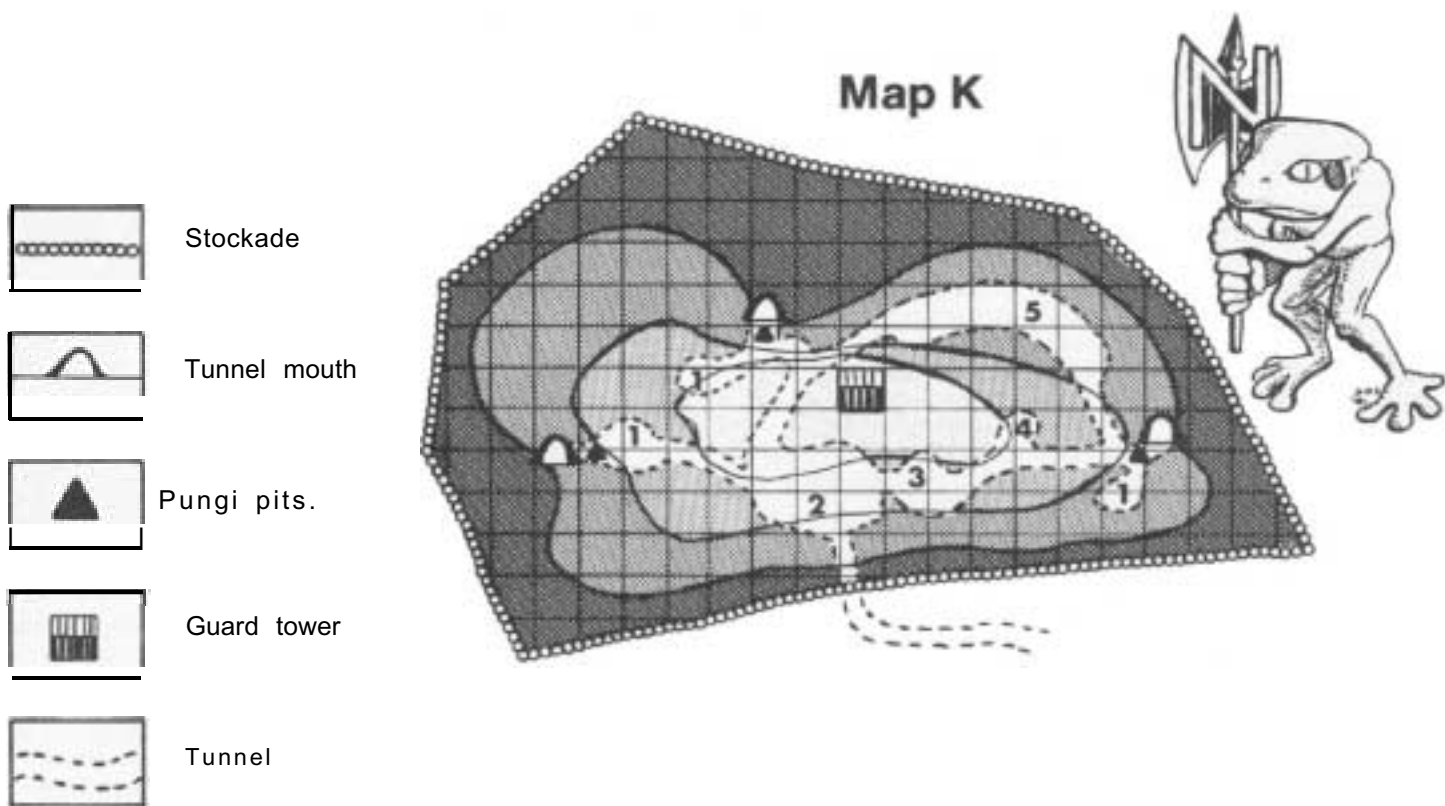
Beyond the pit is a guard post. In it are four normal bullywugs (AC5; MV3"/15"; HD 1; hp 5 each; #AT 1; D 1-6) armed with spears, a leader (hp 8), and a trained killer frog (AC 8; MV 6"/12"; HD 1+4; hp 9; #AT 3; D 1-2/1-2/2-5). The guards will move out and attack any intruders who are attempting to cross the pungi stakes.

K2. The Main Chamber

The bulk of the bullywug tribe lives in this large room. There are 25 bullywugs (AC 5; MV 3"/15"; HD 1; hp 4 each; #AT 1; D 1-6) at various points around the room. All can pick up spears within one round. If possible the bullywugs will attempt to grapple and overbear intruders. Captives will be fed to the pan lung at area L. If the alarm is sounded or the bullywugs hear fighting at one of the guard posts, half of those here will move to assist or investigate. The remaining half will move to the **Tadpole Pond**, room K4, to protect the tribe's young.



The room is unlit and unadorned. Throughout the floor are 6" to 1' deep pits, filled with mud and water. These will create problems for the characters in combat. There is a 1 in 6 chance each round that a character will slip, losing his or her chance to attack that round. In the bottom of several of the pits is treasure. If the entire room is searched, the characters will find eight gems (500 gp each).



K3. Den of the Frog King

This is the court, sleeping chamber, treasury, armory, and war room of the self-styled “king” of the bullywugs. Groak (AC 4; MV 3”//15”; HD 2; hp 13; #AT 1; D 1-6 + 1). He wears chain mail armor, carries a shield, and fights with a **spear +2**. With him are four large bullywugs (AC 5; MV 3”//15”; HD 1; hp 8 each; #AT 1; D 1-6), his most trusted followers. Besides the normal items a frog king might collect, the bullywugs guard 1,500 sp, 5,000 gp, and one gem (700 gp).

K4. Tadpole Pond

Standing in the passage that leads to the outside is a dead violet fungi. It has been carefully propped up and supported so that in dim light it looks alive. The branches move and shift in the breeze, reinforcing the appearance of life. The fungi is harmless and there is enough space to crawl or duck under its branches.

The floor of this chamber is dominated by a large shallow pond of clear water. In this swim hundreds of bullywug young — the tadpoles. Clinging to the ceiling above the pool are eight stirges (AC 8; MV 3”//18”; HD 1+1; hp 6 each; #AT 1; D 1-3, blood drain). They will not attack the bullywugs, but will attack any other creatures who enter the chamber. There is no treasure in this room.

K5. Storeroom

This long hallway is flanked on both sides by pits of slowly bubbling goo. These are the food supplies for the tribe -fish and insect paste. Some of the more actively bubbling pools have fermented to create a delicacy greatly enjoyed by the bullywugs. The stench in this area is extremely bitter.

Hidden in one of the pools is an ochre jelly (AC 8; MV 3”; HD 6; hp 41; #AT 1; D 3-12; divided by lightning). It will attack any person who pokes or prods it. The DM must decide exactly where in the hallway the jelly is.

L. The God of the Bullywugs

The lake is black and scummy, clogged in places with reeds, duck weed and lily pads. Life teems in these dark waters in the form of swarms of stinging insects, frogs, spiny fish and water snakes. Also lurking in the waters are many crocodiles (AC 5; MV 6”//12”; HD 3; hp 15 each; #AT 2; D 2-N-12; surprise on 1-3), which are a threat to any swimmers. But the killer crocs are not the most feared creature in this lake, for this is the abode of the “god” of the bullywugs.

This “god” is actually an old **pan lung**, a type of oriental dragon (AC 2; MV 12”//12”//9”; HD 8; hp 48; #AT 3; D 1-3/1-3/2-16 + constriction; SA spells: see end of the module 2”//9”; HD 8; hp 48; #AT for more information). If the dragon succeeds in biting, it will then coil its long tail around the victim and on each succeeding round automatically bite for 1-8 points of damage and constrict for 2-12. Pan lung also have the following spell-like natural abilities: continual **ESP**, 30’ range, **polymorph** to human form, **invisibility**, cast **water fire** at will, cast **scaly command** once per day and **charm monster** three times per day. **Water fire** allows the pan lung to surround itself with magical flame when in the water; any creature striking the dragon while it is aflame will take 1-6 points of damage. **Water fire** may be negated by fire or other magical fire for 20-120 rounds. **Scaly command** allows the pan lung to summon and control 6-60 of the crocodiles that live in the lake. Furthermore, no scaly creature will attack a creature with the power of scaly command.

THE FORBIDDEN CITY IN CAMPAIGN PLAY

When the party is moving across the lake and swamp there is a 25% chance that an encounter will be with the pan lung. The pan lung will be **invisible** 60% of the time, unless surprised. Although the creature is chaotic neutral, its long stay in the valley and its worship by the bullywugs has led it to expect sacrifices. Should none be forthcoming or should the pan lung learn the true nature of the party through its ESP, it will promptly flee. It will then polymorph into the form of a human adventurer and return to the area to encounter the party. The pan lung will allow itself to be "rescued" by the party and will agree to accompany them. It will not speak, feigning that it is mute or that it cannot speak the language of the characters. If accepted by the party, it will attempt to lead the party into situations where the characters must waste their powers on small unnecessary things, such as unneeded cures and fights where nothing is gained. It will never assist to any degree. When the characters finally reach a point where the pan lung's aid is vital, it may betray them. However, because it is chaotic, the pan lung may become indifferent or friendly and not harm the party, either leaving or offering some useful bit of information. If the DM feels betrayal would absolutely destroy the party, it should remain indifferent.

On the shore of the lake opposite the **Bullywug Stockade, area K**, is the nest of the pan lung. In the nest are 5,000 pp, 10,000 gp, and 20,000 cp. There are also a **trident (military fork) +3**, a potion of **fire giant strength**, and a potion of **polymorph self**.



M. The Swamp Horrors

This 50' by 50' area appears to have once been a small marketplace. The rotting remains of several stalls are in semi-orderly rows, creating corridors characters can walk down. Moss and vines hang from the walls and torn canopies. Several clumps appear quite large, but there is no sign of movement. As characters enter and walk through this small square, two shambling mounds (AC 0; MV 6"; HD 8; hp 40, 38; #AT 2; D 2-16/2-16, suffocation; immune to fire, half damage from cold and weapons, lightning causes growth) will lurch out of the stalls, one at each end of the marketplace. They will attempt to trap a party between them and then kill as many characters as possible. In a stall from where one of the monsters appeared, is a potion of **extra-healing**, and a clerical scroll with **cure serious wounds**, **remove curse**, and **neutralize poison**.

Due to the size of the city, only some of the possible adventures have been described. Those given detail the main inhabitants of the city and illustrate their different ways of life. The DM may expand the given adventures or create new ones, to provide players with further adventures in the Forbidden City.

To help the DM in creating new adventures, several suggested reasons for adventuring or "backgrounds" and adventure ideas are given. The backgrounds give characters reasons for traveling to the city and some idea of what might happen once they get there. The adventures give outlines for how particular areas or buildings might be expanded.

Backgrounds (Reasons for Adventuring)

1. Revenge

A group of merchants has hired your party to stop the raiding (as explained in the module **Background**) permanently. Characters must find and enter the city, determine who is responsible for the raids and destroy that person or group. The characters must also ensure that no further raids occur. This could be done by destroying all of the inhabitants, bribery, creating feuds, sealing all the ways in and out of the city, or any other plan the players might invent. The merchants would no doubt like to have the goods they lost to the raids returned, so the DM might wish to create a very well-guarded storehouse of these items.

2. Rescue

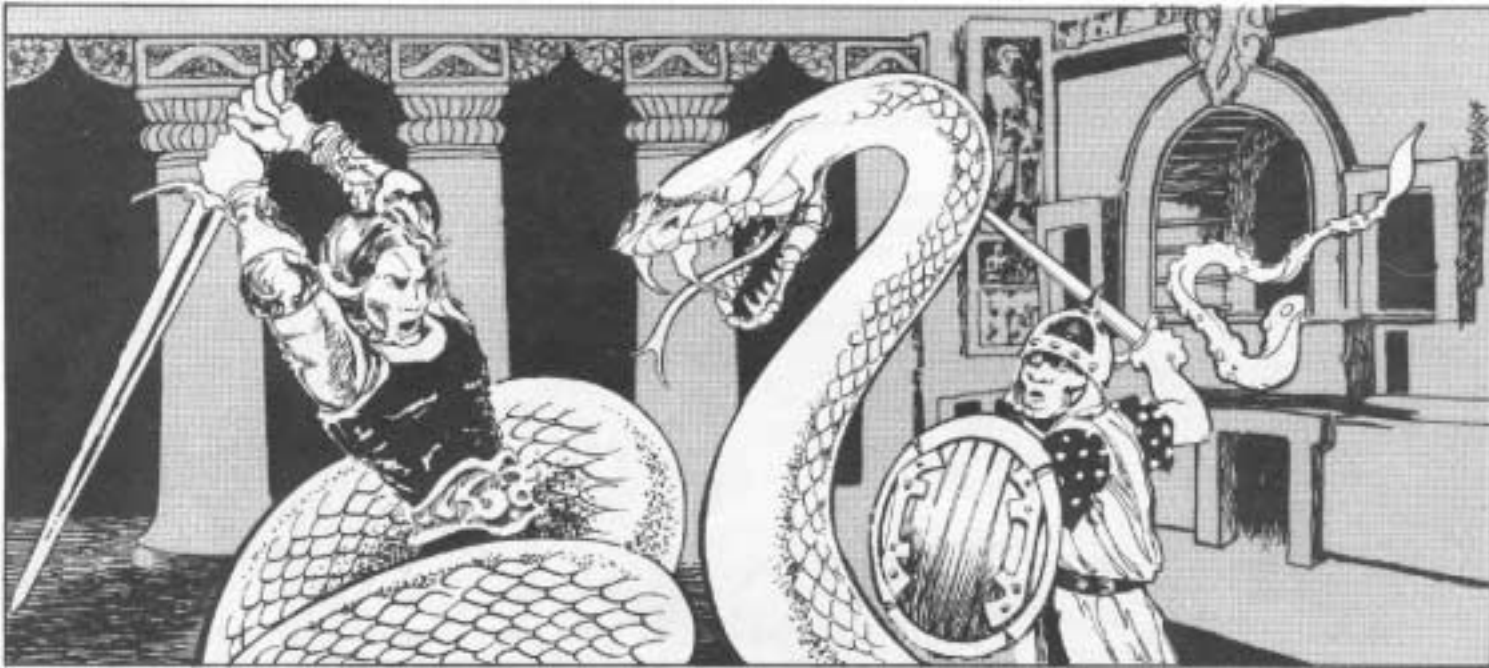
Many important people have been disappearing from the courts of nearby lands. The people are being kidnaped by the Black Brotherhood (a secret group the DM must create) and given to the yuan ti for safekeeping. The Brotherhood wants to help the yuan ti by weakening the power of the surrounding kingdoms. First the characters must discover who is doing the kidnapping, and then trace the kidnapers to the yuan ti. A group of the Black Brotherhood would be based in the city. The prisoners would be hard to find, for they are scattered throughout the city. Some might be easy to rescue, while others might be very difficult to rescue.

3. Conquest

A local potentate (or other ruler) has declared that his ancestors were once the masters of the Forbidden City (although there is no proof to his claim). He wants the adventurers to enter the city, scout it, and, if possible, clear it of all foul monsters.

4. Defense

A courier carrying important information was recently attacked and robbed while crossing the jungle. Found before he died, the courier told his rescuers of the theft. Since his papers reveal the weaknesses and strengths of a nearby kingdom, the monarch of that land has offered a reward for the return of the documents. At the same time, the rulers of several other lands have likewise offered rewards if the documents should just happen to reach their hands first. However, once the characters reach the city, they will learn that an evil army is being assembled to attack all the surrounding lands. To save themselves and others from slavery, the adventurers must try to prevent this attack from occurring. The players must defeat or join other parties also after the stolen documents. How they do it is left to the players and the DM.



Adventures

1. Under the city stretches the ancient primitive sewer system. In it now live monsters and colonies of creatures of all sorts. But, most common are the jungle-ghouls and the last human descendants of theyuan ti ancestors. The ghouls and humans wage a constant war of attacks, sallies, counter-attacks, and sieges through the underground tunnels. More cunning than normal ghouls and led by small demonic leaders, the jungle-ghouls attempt to transform the humans into twisted slime-beasts with their cancerous touch. The humans are nearly blind from the centuries of underground existence and rely on their other heightened senses to survive. They hate those who bring light, worshipping the kindly god of darkness who drives away the demons of light. It is rumored that somewhere in the tunnels is the fabulous lost temple of Ranet. The temple is there, and is guarded by the giant snake-queen.

2. As part of their plan to regain power, the yuan ti have revived the worship of a vile and loathsome creature from another plane. In one of the larger temple buildings of the city, the yuan ti have succeeded in opening a small gate to the creature's plane. Many small and horrid beasts have entered through this gate and are being used by the yuan ti for their plans. In entering the temple, the characters must defeat the orchonos - vampiric orchid-like plantmen. As they delve further into the structure, the creature itself begins to take control of the temple. The building becomes more and more alive with pillars, carvings, doors, rooms and other features writhing and attacking the characters. At the same time, the guards of the yuan ti must be dealt with if the party wants to proceed. Finally, after several dangerous encounters, the characters reach the gate in time to see a huge tentacle slithering through it. The creature must be driven back and the gate closed.

3. In order to learn the movements of caravans through the jungle, the inhabitants of the city have established a spy network in the area. The raids will continue so long as the spies exist, but if they are destroyed, the raiding will be greatly hampered. Information on the location and names of the main spies may be found in one of the minor court palaces of the city, but only after battling the guards and other monsters. The

agents are wererats, posing as humans in the nearby towns and cities. The characters must track them down and stop their activities. However, before they can find all the agents, the wererats are warned. When the characters arrive in a major city, the wererats cunningly frame one of them for the murder of an innocent shopkeeper. The characters must quickly prove their friend innocent by finding the real murderers.

4. While rescuing several people held prisoner by the yuan ti, the characters pursue a group and their hostage into a long-forgotten passage. Threading their way through maze-like tunnels, the characters encounter numerous strange beings, both hostile and friendly. These include otyughs, fungi-encrusted intelligent skeletons, and blood-draining snakes. After passing through a misty tunnel, the characters find themselves in the lair of large, intelligent humanoid bats. Unknown to the characters, they have traveled back in time to the days when the city was alive and prosperous. The bat-people are good creatures, attempting to alert the inhabitants of the city to the coming of some great evil. The yuan ti and the hostage the characters were pursuing have managed to slip past the bat people during all this. The characters must find the hostage in an exotic city full of people.

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NEW MONSTERS

Several monsters in this module are being introduced for the first time. This section provides detailed information for easy reference when running these monsters. This information may also be used for reference if the DM wishes to use these new creatures in his or her own campaign.

Two of the monsters listed, the Pan Lung and the Yellow Musk Creeper, may be found in the pages of the FIEND FOLIO Tome of Creatures from TSR Hobbies, Inc. Their descriptions are shortened for presentation here and in some instances, the information given has been adjusted to apply to a single form or age of the creature used in this module.



ABOLETH

FREQUENCY: *Very rare*

NO. APPEARING: 1-4

ARMOR CLASS: 4

MOVE: 3"/6"

HIT DICE: 8

% IN LAIR: 20%

TREASURE TYPE: F

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-6 (x4)

SPECIAL ATTACKS: *See description*

SPECIAL DEFENSES: *Slime*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High*

ALIGNMENT: *Lawful evil*

SIZE: *L*

PSIONIC ABILITY: 250

Attack/Defense Modes: *C,D,E/G,I,J*

LEVEL/X.P. VALUE:

VIII/1275 +10 per hit point

The aboleth is an amphibious creature that dwells in underground lakes and caverns. Intelligent, it hates most land-going life and seeks methods to enslave or destroy the beings of the surface world. The race is extremely long-lived and has collected a great deal of knowledge more ancient than man. It is perhaps well that men do not know these ancient secrets, for these are rumored to be more horrible and foul than could be thought possible.

An aboleth has a slime covered fish-like body with a large fluke-like tail to propel itself through the water. It is colored a gray hue mottled with blue-green; its belly is a pinkish tan with blue-black slime-producing organs to either side. Set in its head are three long, slit-like, purple-red eyes, one above the other, beneath protective ridges. Four 10' long tentacles grow from the top of its head, and its toothless mouth is located on the underside. On land, an aboleth pulls its obscene mass about with its four tentacles.

In combat the aboleth attacks with its four tentacles for 1-6 points of damage each. Any creature struck by its tentacles must save vs. Spells or the creature's skin will change into a clear, slimy membrane in 2-5 rounds. This change can be stopped if a **cure disease** spell is cast on the victim. Once the change is complete, the membrane must be kept damp with cool water or the victim will take 1-12 points of damage each turn due to intense pain caused by the drying membrane. A **cure serious wounds** spell will change the membrane back to normal skin.

The aboleth is highly intelligent and can create very realistic **illusions**, with audible and visual components, if it concentrates and does nothing else. It can also try to **enslave** other creatures three times per day. This ability can only be used against any single creature up to 30' away. The victim must save vs. Spells or be filled with a desire to serve the aboleth. Enslaved creatures will not fight for the aboleth, but will attempt to follow other telepathic commands. If an enslaved character is separated more than a mile from the aboleth, a new saving throw may be made each day. This charm can be broken by a **remove curse**, **dispel magic** or the death of the enslaving aboleth.

In water, an aboleth will secrete a cloud of mucus all around its body. Any creature drawn into the mucus must save vs. Poison or it will inhale the stuff and become unable to breathe air, suffocating in 2-12 rounds if trying to breathe air. However, that same creature will gain the ability to breathe water, as a potion of **water breathing**, for 1-3 hours. The aboleth uses this mucus to give its slaves the power to breathe water. The mucus may be dissolved by soap or wine.

There are reports of huge underwater cities built by the aboleths and those they enslave. But this, along with their supposed vast stores of knowledge, has never been proven.

MONGRELMAN

FREQUENCY: Rare
NO. APPEARING: 1-100
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 1-4
% IN LAIR: 35%
TREASURE TYPE: C
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4,1-6,1-8,1-10
or by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: *Camouflage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low to Average*
ALIGNMENT: *Lawful neutral*
SIZE: *M*
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
1 HD: I/20 +1 per hit point
2 HD: II/36 +2 per hit point
3 HD: III/65 +3 per hit point
4 HD: IIII/110 +4 per hit point

Although not a race unto themselves, mongrelmen do not belong clearly to any other race. They are a mixture of many different creatures; each mongrelman possibly having the blood of humans, orcs, gnolls, ogres, dwarves, hobgoblins, bugbears, elves, bullywugs and others flowing through his or her veins. As such, they are seldom welcome in lawful or good societies and are usually abused or enslaved by chaotic and evil groups. Such treatment has forced mongrelmen to develop special skills for survival.

All mongrelmen have the abilities of **camouflage** and **mimicry**. When using the camouflage ability, mongrelmen are able to hide themselves and their items with great skill. Normally, one turn is required for a mongrelman to camouflage himself, another, or an item. The chance of remaining unnoticed is 60% plus 1% for every turn spent preparing the camouflage after the first, up to a maximum of 95%. Thus a mongrelman who spends 8 turns would have a 67% chance of success. When camouflaging buildings and structures, the time required is weeks instead of turns. Successfully camouflaged persons and items will be unnoticed unless the person or item moves or is touched. Camouflaged buildings will be unrecognizable at distances greater than 50 feet (this may be adjusted for the size and type of structure). Mimicry allows the mongrelmen to almost perfectly imitate the sound of any animal or monster, although this does not apply to special attack forms, which they cannot mimic.

To assist them in obtaining items and goods they need, all mongrelmen are accomplished pickpockets. Each has a 70% chance of success.

For every ten mongrelmen, there will be at least one with two hit dice, for every thirty, there will be one with three hit dice, and for every forty, there will be one with four hit dice. In the lair will be a leader (AC4, MV 12". HD5, D 1-12,+1 "to hit" rolls) and five bodyguards (HD4). In combat, mongrelmen will normally fight with clubs or swords, but 5% of any group will be armed with blowguns and poison or paralyzing darts.

Mongrelmen normally live in areas of large mixed populations. They lair in ruins, deserted buildings, or other places that

humans once lived in or built. In appearance they vary greatly, combining the worst features of each race. They speak fragmented Common mixed with various animal cries and nonsense. Their names are almost always the sounds animals make.

PAN LUNG (*Dragon, Oriental*)

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVE: 12"/12"/9"
HIT DICE: 6-8
% IN LAIR: 60%
TREASURE TYPE: *H (x1/2)*
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/2-16
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic neutral*
SIZE: *L (54' long)*
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE:
6 HD: VI/475 + 6 per hit point
7 HD: VII/700 +8 per hit point
7 HD: VIII/1,100 +10 per hit point

Pan lung live in marshes and swamps and are fierce opponents. If they succeed in grasping with their bite (which does 2-16 points of damage) they will coil around the victim and on each succeeding round automatically bite for 1-8 points of damage and constrict for 2-12 points of damage. They also attack with their two claws for 1-3 points each.

Pan lung have the following spell-like natural abilities: continual **ESP** (range 30' for the one presented in this module), **polymorph** into human form at will, become **invisible** at will (although not when attacking), cast **scaly command** once per day, cast **water fire** at will, and cast **charm monster** three times per day. **Scaly command** allows the pan lung in this module to control 6-60 unintelligent scaly creatures that dwell in the lake where it lives (reptiles or fish). All creatures must be within 1/2 mile of the pan lung to be commanded. Furthermore, no creature of the above types will ever attack the pan lung, whether controlled or not. The command power lasts 2-12 turns and cannot be dispelled. It has no saving throw.

Water fire may be created by the pan lung whenever it is in water. This power surrounds the dragon with an unearthly flame. This will do 1-6 points of damage to anyone touching the dragon. Normal or magical fire will cancel **water fire** for 20-120 rounds.

This old pan lung also radiates an aura of fear like that of a normal dragon. Pan lung have a special magical organ in their brain which allows them to fly. This organ cannot be removed. They are able to live both on land and underwater. They speak their own language.

For more information see the FIEND FOLIO Tome of Creatures.

TASLOI

FREQUENCY: *Rare*
 NO. APPEARING: 10-100
 ARMOR CLASS: 6 (5)
 MOVE: 9"©15"
 HIT DICE: 1
 % IN LAIR: 30%
 TREASURE TYPE: Q (x5)
 NO. OF ATTACKS: 2 or 1
 DAMAGE/ATTACK: 1-3/1-3 or by weapon type
 SPECIAL ATTACKS: *Surprise 1-4*
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low to Average*
 ALIGNMENT: *Chaotic evil*
 SIZE: S (2-3')
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE:
II/10 +7 per hit point

Living in steamy tropical forests, these creatures are rarely seen by man. Shy and malicious, they prefer to lurk in the tree tops where they may surprise the weak and unwary. Adapted to life above ground, they are slow and clumsy when forced to earth, adopting a semi-erect posture. They are quick and nimble in the arboreal passageways, however. Masters of stealth, tasloi surprise on a 1-4 (d6). They may also hide in shadows 75% of the time.

They have infravision and are suited to dark jungles. Full daylight will cause a -1 on their "to hit" rolls.

Tasloi will eat anything, but they particularly like all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they will use their nets. If a party is too vigilant or prepared, the tasloi will attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi will attempt to steal the dead of an enemy after an attack.

The tasloi live in loosely-structured bands of several families. For every band of 70 or more, there will be a chief (5 HD). There



is a 30% chance that any band will have a shaman. Tasloi shamans may advance up to fifth level. The composition of a band is as follows:

Small shield and javelin (AC 5)	20%
Club and javelin	40%
Short sword and small shield (AC 5)	10%
Javelin and net	15%
Short sword and net	10%
Javelin and lasso	5%

When using a shield, the armor class of the tasloi becomes 5. Javelins and shields are customarily carried on their backs when traveling through the trees.

When found in their lair, in addition to the males, there will be 70% more females and 50% young. Females will fight as normal tasloi and the young will not fight at all. The lair will consist of a series of 1-6 large trees with 4 to 24 platforms 50 to 100 feet from the ground. All the trees will be connected by vines and ropes. There is a 60% chance of the tasloi having 1-6 trained giant spiders and a 20% chance of their having 2-8 trained giant wasps. It is said the tasloi are able to ride wasps great distances.

Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have also learned a pidgin Common that they use when trading.

Tasloi are long-legged, flat-headed humanoids. They walk with a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's and are gold in color. Their feet are long and prehensile. Often they can be heard at night, speaking in their high and whispery voices.

YELLOW MUSK CREEPER

FREQUENCY:	<i>Rare</i>	<i>Rare</i>
NO. APPEARING:	1	1-2
ARMOR CLASS:	7	<i>Variable</i>
MOVE:	0"	<i>Variable</i>
HIT DICE:	3	2, for attack
% IN LAIR:	100%	Nil
TREASURE TYPE:	Any	Nil
NO. OF ATTACKS:	2-12	7
DAMAGE/ATTACK:	Special	<i>By weapon type</i>
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	<i>Standard</i>	<i>See below</i>
INTELLIGENCE:	Non-	Non-
ALIGNMENT:	<i>Neutral</i>	<i>Neutral evil</i>
SIZE:	L	M
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
LEVEL/X.P. VALUE:	<i>III/65 +3 per bit point</i>	<i>III/28 +2 per hit point</i>

The yellow musk creeper is a large light green climbing plant with leaves like ivy, dark green buds, and flowers like those of an orchid, bright yellow with splashes of purple. Each plant will have 2-12 flowers and 1-4 buds and will cover an area up to 20' square. The plant will attack all creatures approaching within 10', the flowers swaying before the victim. A successful hit indicates that one of the flowers has puffed dust, smelling of

musk, into the victim's face. The victim must then make a saving throw vs. Spells or be entranced and walk into the mass of the plant, resisting attempts at restraint. Once the victim reaches the heart of the plant, tendrils attach to his or her skull (no "to hit" roll required) and his or her brain is devoured at the rate of 1-4 intelligence points per round. Any hit on a tendril will cause it to release, but so many tendrils will be attached that the intelligence drain cannot be prevented by this means. The only way to kill the creeper is to stab at its bulbous root.

The effects of the intelligence drain varies. If the draining reduces the victim to 0 intelligence or below, the victim is dead. A bud will open and a new flower will appear. If the victim's intelligence is reduced to one or two points at the end of a round, the victim immediately becomes a yellow musk zombie. The draining stops and the plant injects a seed into the victim's skull. He or she is now under the control of the plant. The zombie will fight for the plant for 2 months, attempting to find new victims, after which it wanders away and dies. Intelligence loss in those not killed or transformed into "zombies" is temporary and will be regained at the rate of one point per day of rest.

Yellow musk zombies retain the same hit points, armor, weapons and belongings they had prior to "capture;" however, in melee they attack as two hit dice monsters. They will not be able to use any spells or psionic abilities they might have had. Dexterity and wisdom bonuses do not apply, although those for strength do apply. A yellow musk zombie is not a true undead and cannot be turned by a cleric. It is immune to the effects of all **charm**, **hold**, **illusion**, and other mind-influencing spells. A yellow musk zombie may be cured by the casting of **neutralize poison** and **heal**. Four weeks of rest will then be required. If the zombie is slain, but the body is not destroyed, a new yellow musk creeper will sprout from the body within one hour.

For more information see FIEND FOLIO Tome of Creatures.

YUAN TI

FREQUENCY: *Very Rare*

NO. APPEARING: 1-4

ARMOR CLASS: 4/0

MOVE: 12" or 9"

HIT DICE: 6-9

% IN LAIR: 70%

TREASURE TYPE: C

NO. OF ATTACKS: 2

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: *Spells*

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 20%

INTELLIGENCE: Genius

ALIGNMENT: *Chaotic evil*

SIZE: *M*

PSIONIC ABILITY: 150

Attack/Defense Modes: *B, D/F, I, J*

LEVEL/X.P. VALUE:

Variable

Living in tropical jungles, the yuan ti are a degenerate and corrupt race of creatures who were once human. All are devout demon worshippers and have a high regard for all kinds of reptiles. Through dark and unknown practices, their blood has become fouled, thus producing monstrosities. There are three types of yuan ti; purebloods, halfbreeds, and abominations.



Purebloods are the weakest of the yuan ti, having only 6 hit dice. They are human in appearance, except for some slight difference - scaly hands, a forked tongue, or a somewhat reptilian look about them. They are able to pass as humans 80% of the time. They normally handle affairs with the outside world, and may travel far and wide doing so.

Halfbreeds are highly distinctive. Some part of their body is that of a snake, while the rest is human. Appearance may be determined by the table below (rolling once or twice), or the DM may select the changes.

- | | |
|---|--|
| 1 | Snake head |
| 2 | Torso can bend and move like a snake's |
| 3 | No legs, ends in a snake's tail |
| 4 | Has snakes instead of arms |
| 5 | Body is covered by scales |
| 6 | Snake tail is growing from backside |

If any combination seems impossible or unworkable, the result should be ignored. The DM may also create other results involving snakes and humans.

In attacks, a snake-headed halfbreed will bite for 1-10 points of damage, snake-headed arms will bite for 1-6 points, and a tail will constrict for 1-4 points. Otherwise the yuan ti will be able to handle weapons as a normal person. All snake parts will have an armor class of 0. Halfbreeds have 7-8 hit dice.

Abominations are the strongest of the yuan ti. All have 9 hit dice. In appearance they are often confused with nagas and other snake creatures. Abominations are either totally snake-like or only have some human feature (such as a head or arms). Their bite (unless human-headed) will do 1-10 points of damage.

All yuan ti with human legs may move 12" per turn. Those with snake bodies move 9" per turn and are able to coil around pillars and the like. Human headed yuan ti are able to cast the following spells once per day:

Cause Fear
Darkness, 15' radius
Snake charm
Sticks to snakes
Neutralize poison
Suggestion
Polymorph other

Yuan ti speak their own language. They may also speak with any snake or snake-like monster. Those with human heads also speak Chaotic and Common.

CHARACTER ROSTER

The following tables list twenty characters and suggested magic items for those characters. Listed are the important statistics for each character. These characters may be used instead of creating player characters or they may be used as NPC's to round out a party. If the tournament is to be played, the players should use the first 6 characters listed. The names listed are only suggestions, the players may change them if they wish. Players should be permitted to outfit their characters normally.

Characters

No.	Name	Race	Sex	Class	Level	AL	S	I	W	D	C	Ch	HP
1	Nasaldromus	H	M	MU	5	NG	10	18	10	13	12	15	15
2	Bruti	D	M	F	6	CG	18	13	18	11	16	7	42
3	Daniel	H	M	C	6	LG	13	9	18	15	10	16	30
4	Theala	H	F	Mk	5	LN	15	9	16	18	11	12	18
5	Olaf Peacock	H	M	Bd	1*	LN	15	13	15	18	12	17	40
6	Hieroman	½E	F	Dr	5	N	12	13	14	15	12	18	25
7	Orrem	H	F	C	6	CG	12	13	17	15	14	10	28
a	Prandalas	E	M	F/MU	3	NG	13	13	10	a	12	11	14
9	Jarl	G	M	I	4	LG	6	17	12	16	11	13	10
10	Donnela	H	F	Th	7	N	11	9	12	13	15	a	25
11	Gavin	½E	M	Th	6	NE	7	11	a	16	10	12	30
12	Roland	½E	M	MU/C	3	CN	9	13	13	a	14	12	9
13	Black Morran	D	M	F	5	CG	17	13	a	9	12	14	31
14	Fairburne	H	M	Pal	6	LG	18	12	12	14	12	18	
15	Ursh	½O	M	C	4	LE	9	10	12	11	13	10	14
16	Marcella	H	F	R	7	CG	17	13	15	11	17	7	52
17	Andrea	H	F	MU	7	NG	10	12	10	12	15	11	16
18	Morgana	½E	F	F/MU	4	LG	13	14	11	11	6	15	12
19	Stephanos	E	M	MU/T	3	N	13	15	10	17	a	15	9
20	X the Mystic	H	M	MU	7	LG	13	16	9	10	9	14	22

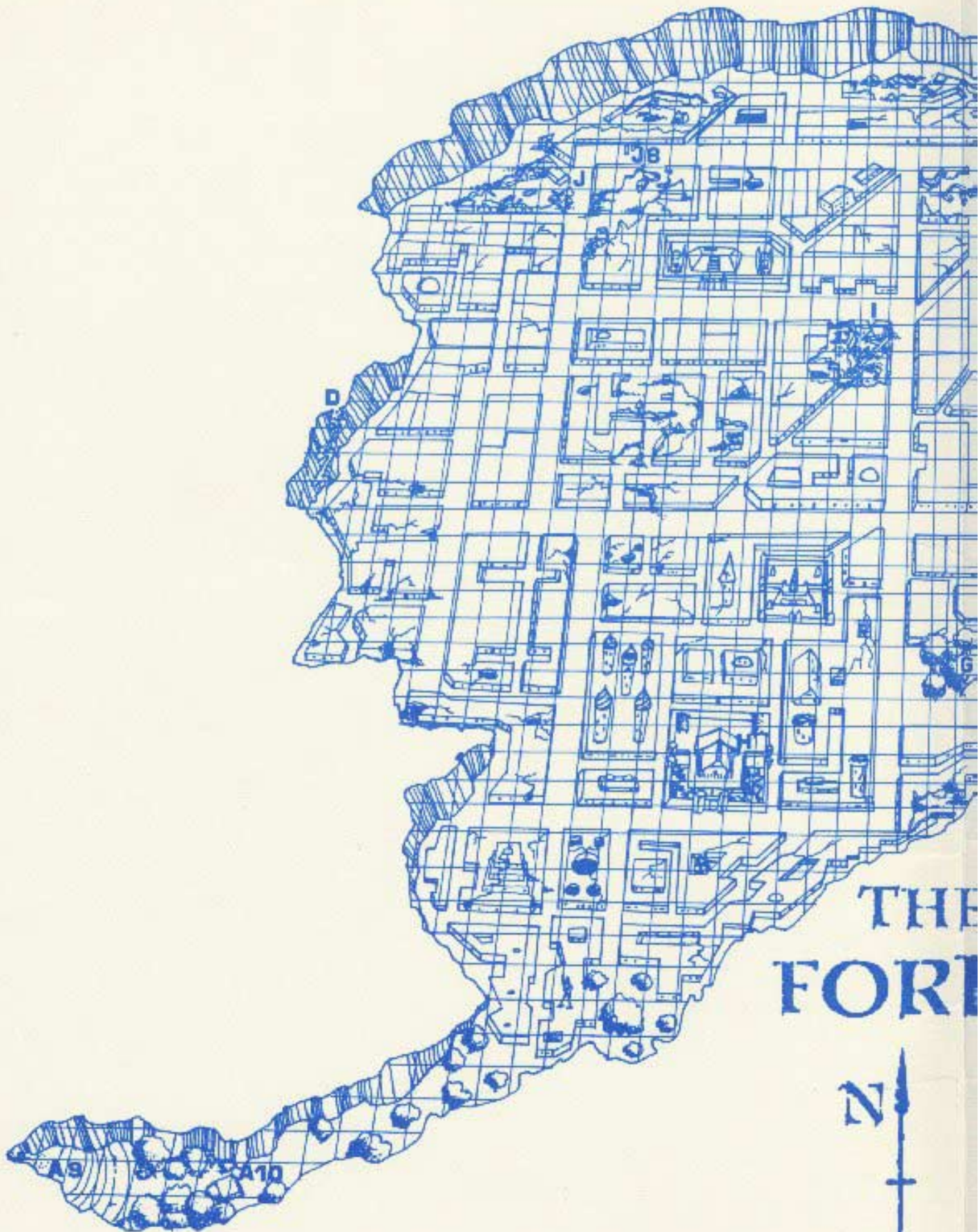
*6th level Fighter and 5th level Thief.

The following magic items are suggested. The number for each listing matches the number of the character above. If the tournament is played, the magic items listed below for the first 6 characters should be assigned to the proper characters.

Magic Items

No	Items
1.	ring of protection +2, wand of frost (4 charges)
2.	chain mail +1, shield +2, throwing axe +2, potion of levitation
3.	plate mail +1, mace +2, scroll of cure serious wounds
4.	ring of free action, crossbow of accuracy (light)
5.	chain mail +1, bastard sword +1 (NSA), potion of extra healing
6.	net of entrapment, potion of healing
7.	hammer +2, philter of persuasiveness
a.	ring of fire resistance, alchemy jug, amulet of proof against detection and location
9.	dagger +2, scroll of protection from elementals
10.	sling of seeking +2, gauntlets of swimming and climbing
11.	sword +1, +4 vs. reptiles (NSA)
12.	potion of animal control
13.	sword +1, +3 vs. regenerating creatures (NSA), potion of diminution
14.	plate mail +1, shield +1, sword +3, Frost Brand
15.	wand of negation, helm of underwater action, potion of clairaudience
16.	shield +2, potion of healing
17.	ring of spell storing, potion of extra healing
18.	helm of comprehending languages and reading magic
19.	dagger +2, wand of illusion
20.	potion of healing, scroll with mirror image, ice storm, slow

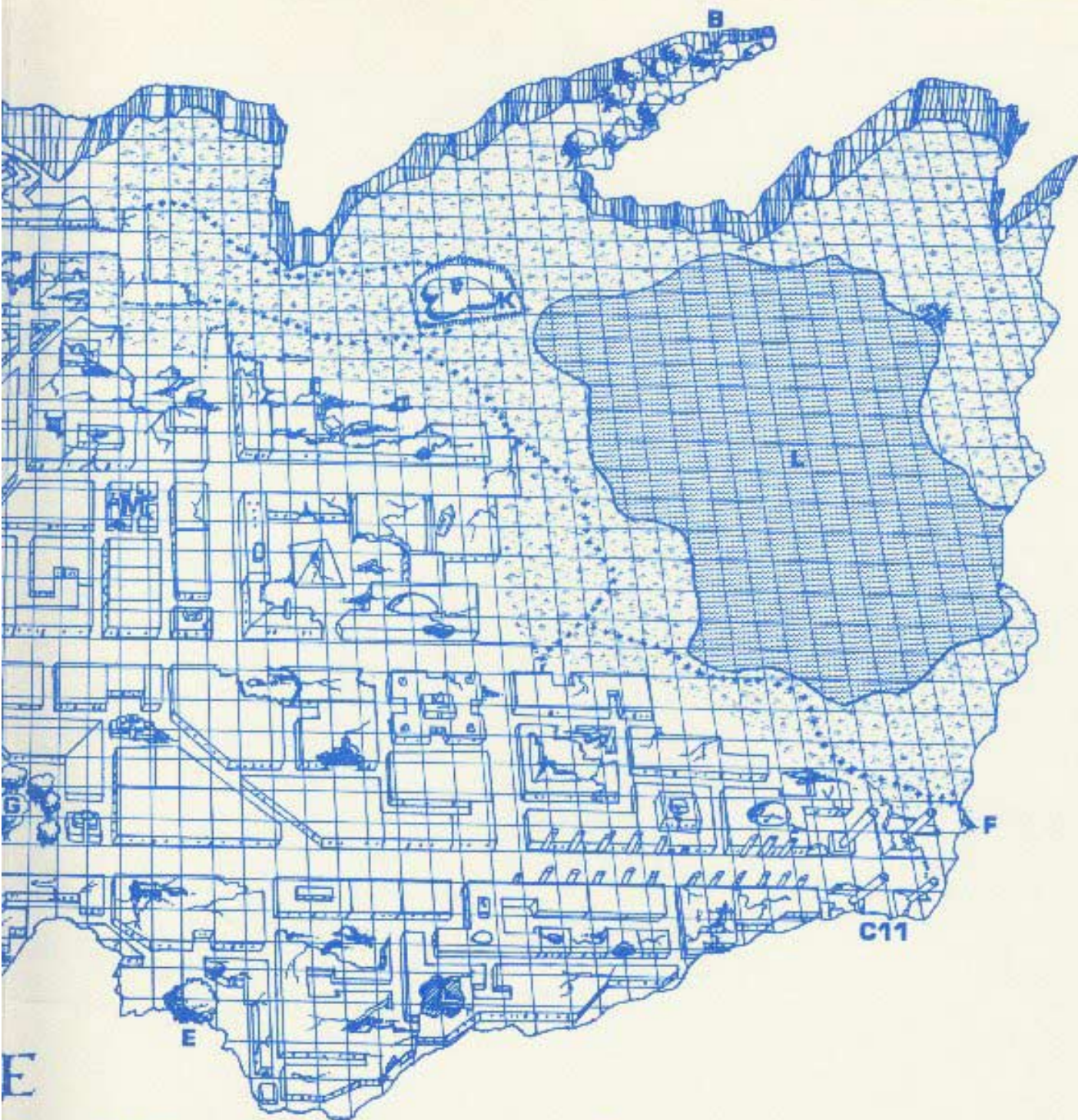
The above characters may also be used by the DM as NPCs. If used as NPCs, characters will not reveal their level and magic items to the players. Depending on the character, the exact alignment may or may not be revealed.



THE FORT



1 square = 5



BIDDEN CITY



Ruins



Lake



Trees



Swamp



Buildings

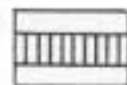
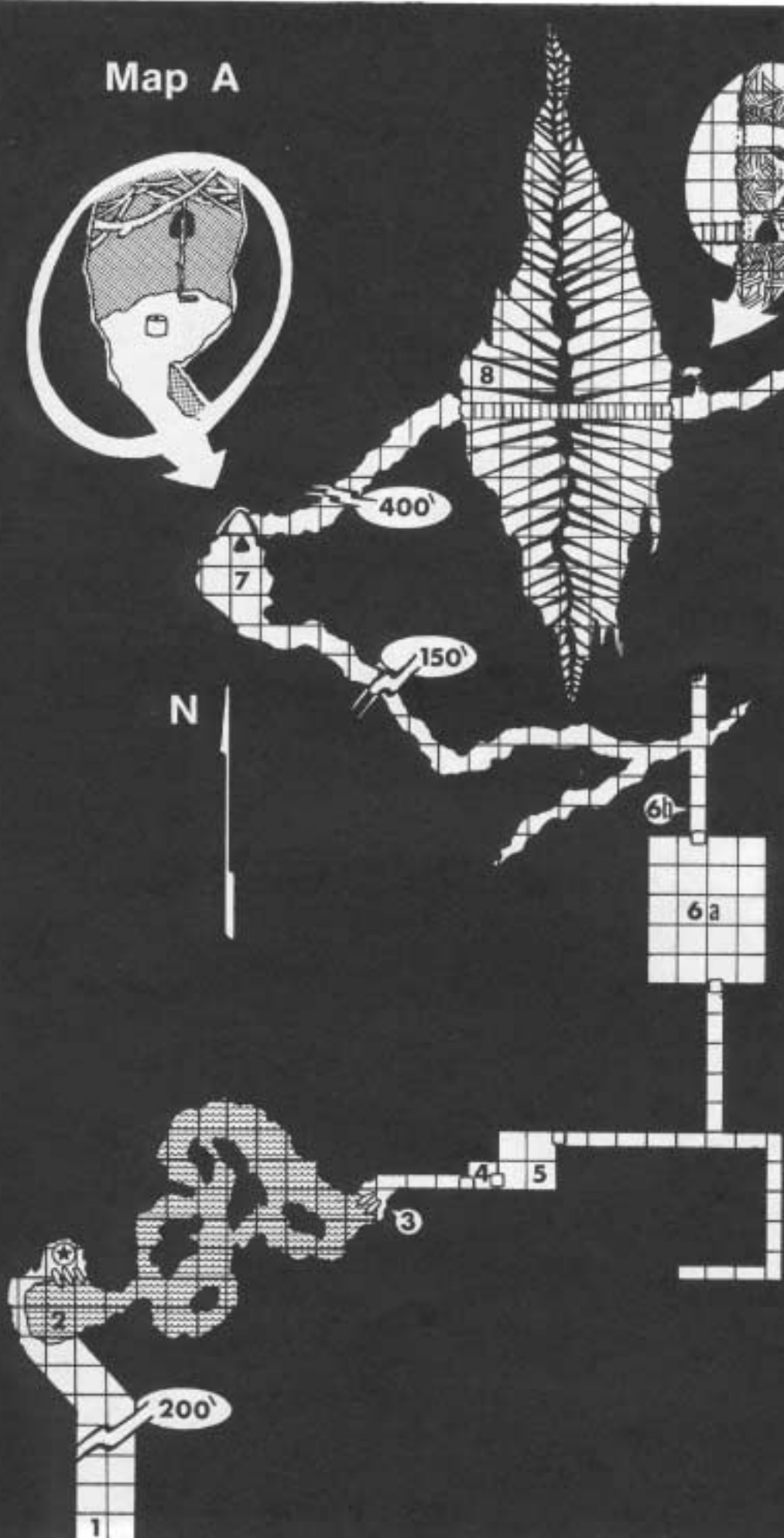


Trail

50 feet

Map A

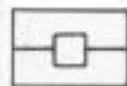
To A9
and A10



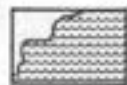
Bridge



Stairs



Door



Lake



Canoe



Statue






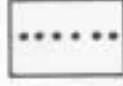

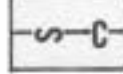


Unasm



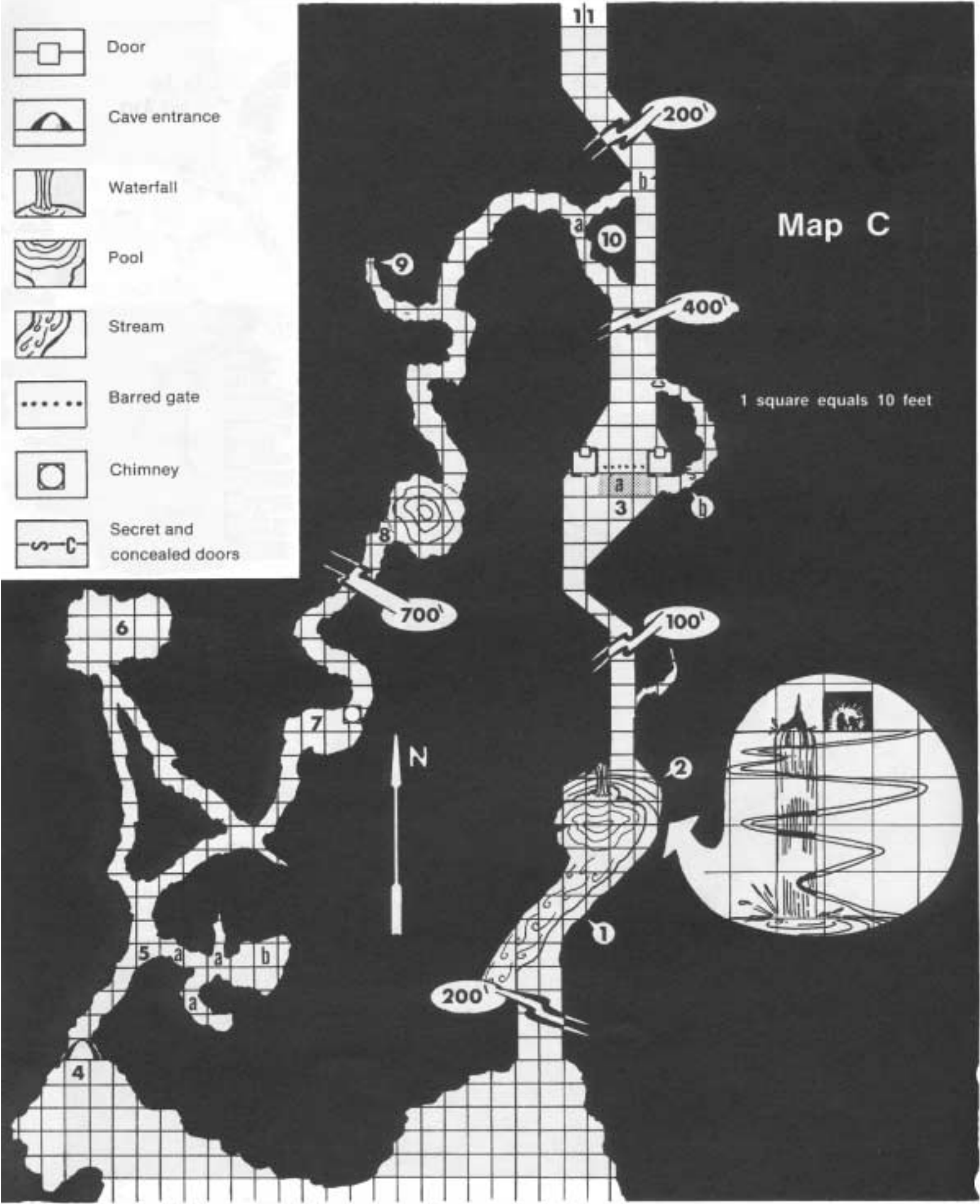
Vine

1 square = 10 feet

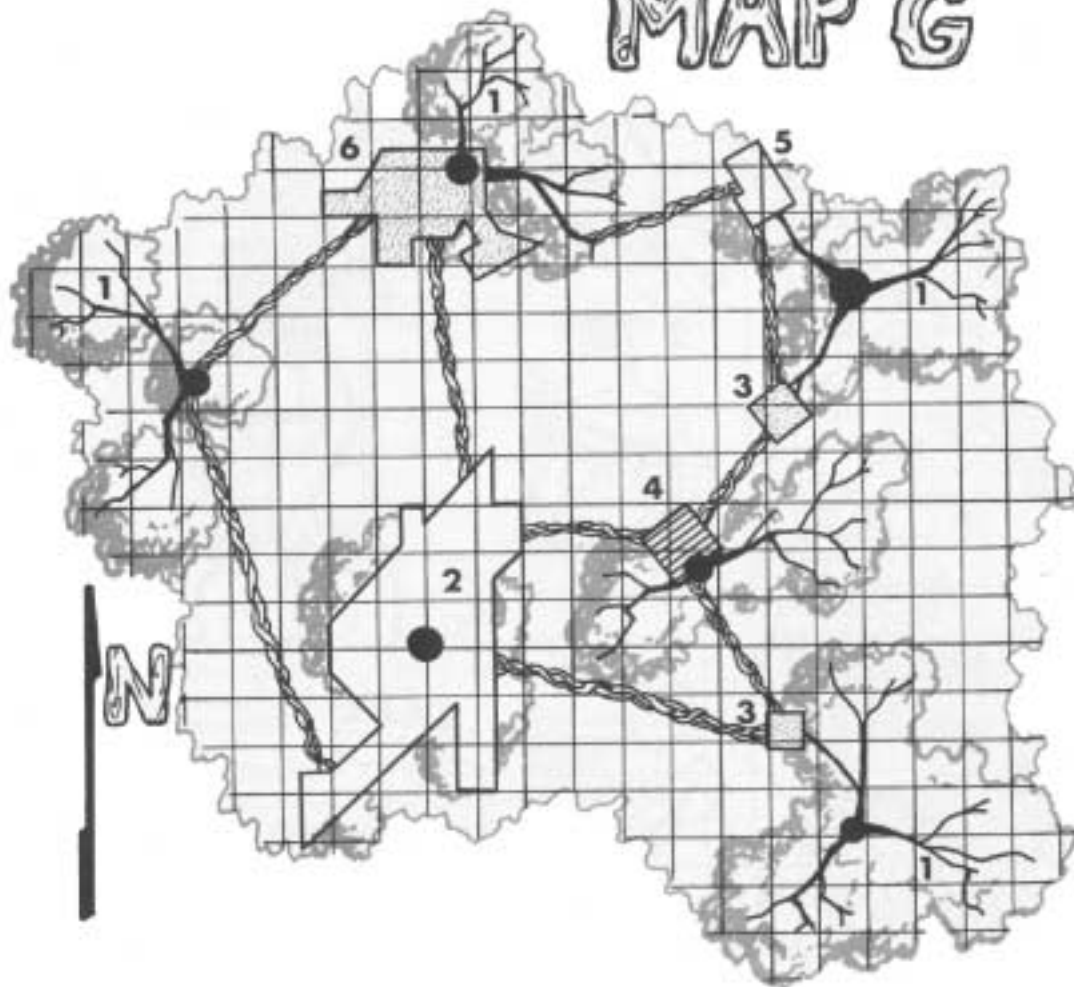
-  Door
-  Cave entrance
-  Waterfall
-  Pool
-  Stream
-  Barred gate
-  Chimney
-  Secret and concealed doors



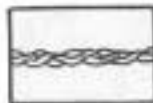



Map C

1 square equals 10 feet

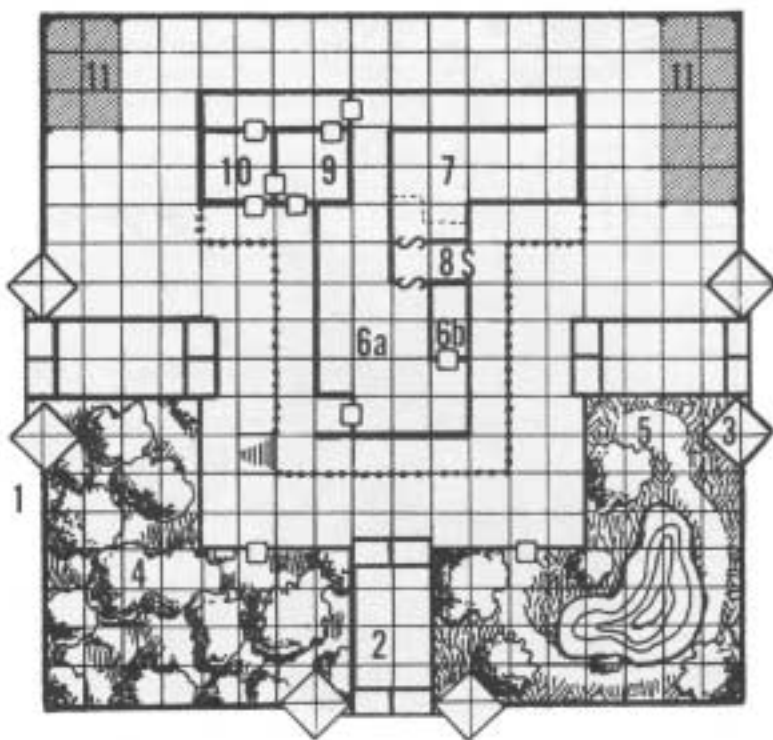


MAP G



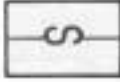
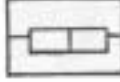
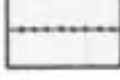
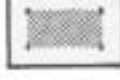


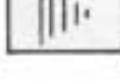



-  Trunk
 -  Solid branch
 -  Vine paths
 -  100' platform
 -  150' platform
 -  200' platform
- 1 square = 10 feet

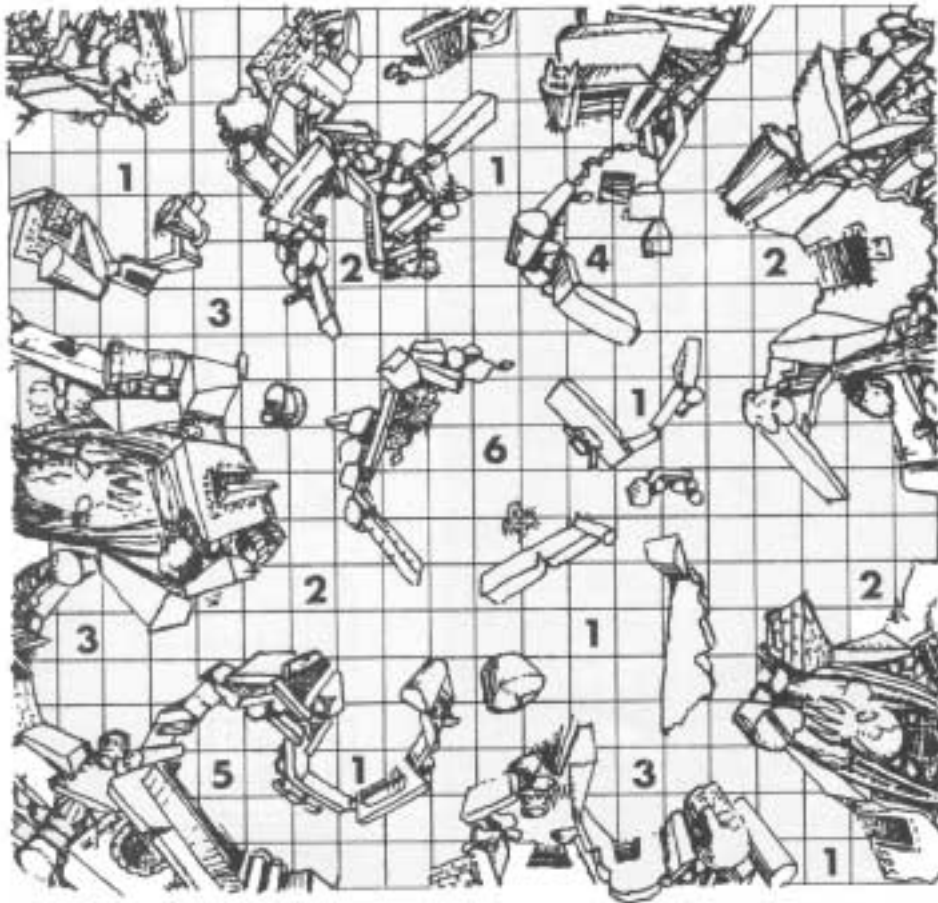
MAP H



KEY:

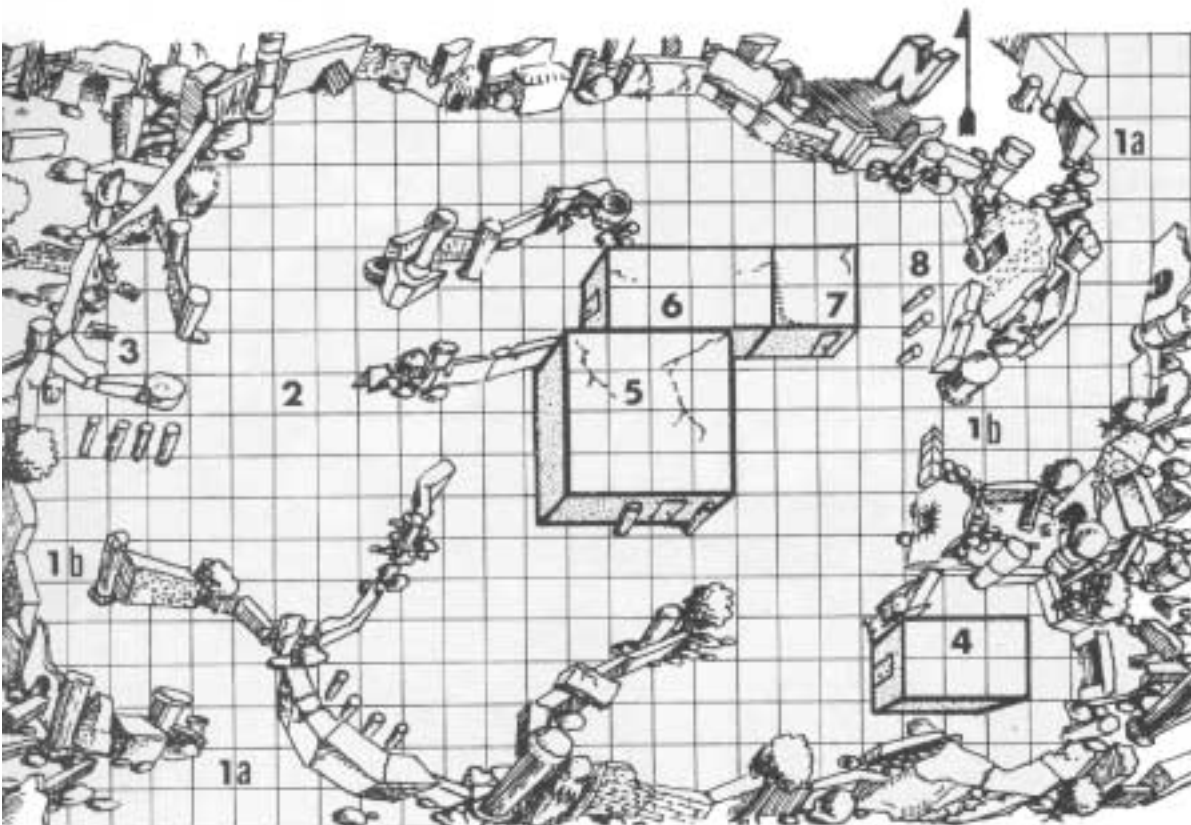
- | | | | |
|--|-------------|---|-------|
|  | Door |  | Tower |
|  | Secret door |  | Gate |
|  | Porch rail |  | Shed |
|  | Pool |  | |
|  | Steps | | |
|  | Garden | | |

MAP I



Impassable
ruins

1 square = 10 feet



Map J



Prisoner
poles



Door



Impassable
ruins

1 square = 10 feet



This item is only one of the many popular playing aids for **ADVANCED DUNGEONS & DRAGONS®** Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids currently available for the AD&D™ game system include:

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Dungeon Module S2 (White Plume Mountain)

Dungeon Module S3 (Expedition to the Barrier Peaks)

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