

CASTLES CRUSADES

BENEATH THE DOME

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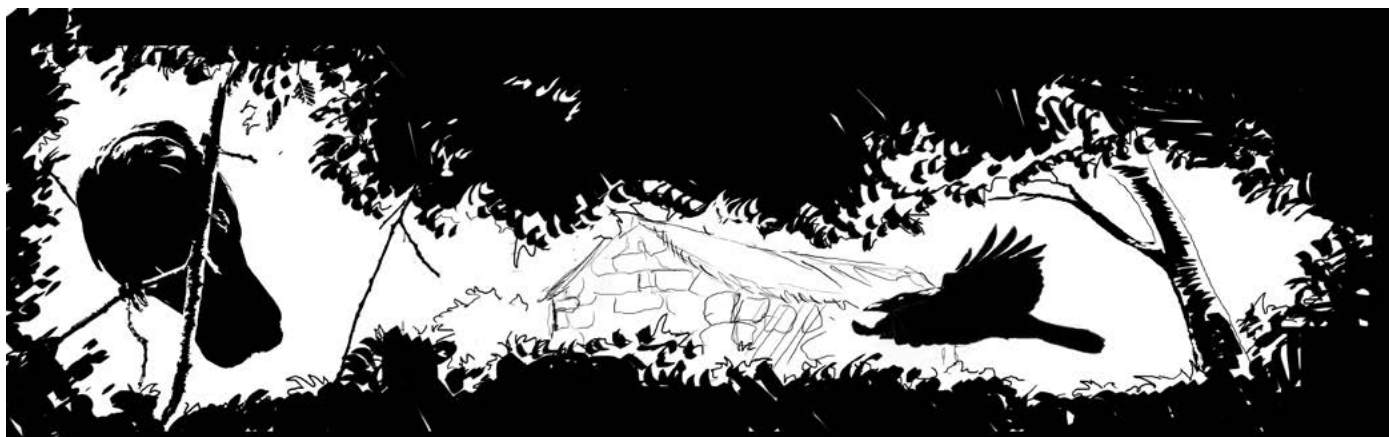
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BENEATH THE DOME



PHASE 1 – TEMPLE OF GREEN

This adventure is designed for 2-6 characters of 1st – 5th level with a challenge rating of 4. The adventure can be easily scaled up or down as needed just by adding more Amdromodons to the battle mix.

TEMPLE OF ADVENTURES — PHASE I

You hold in your hand a four part adventure campaign. Although the adventure begins with challenges suitable for low level characters the different phases of the quest quickly escalate into challenges for much higher level adventure groups with serious spells and magic items needed to survive. The beginning phase works best for low level characters. The first in a series of harder and harder temple adventures, this temple introduces the green zombies and the lesser Amdromodons to the player characters.

CK'S INTRODUCTION

In this four-part adventure a race calling themselves Amdromodons has invaded the prime material plane. They are sending their people into this new land in waves. The green Amdromodons are the weakest of their race. The rulers want to see if the green ones can survive. The adventure should be easy for a brave band of low level characters to win through.

The second wave of scarlet Amdromodons is tougher as the scarlet ones are magic users with tough spells available to them. It's possible you will want your players to level up several times before you introduce the scarlet quest. Imagine the Amdromodons are preparing their second wave and don't come onto the scene for several years (or when your players are all fifth level or higher. Part of the mystery presented here is the Amdromodons want to attack the largest castle in the area. To fit your campaign, rename Castle Halcyon to any famous and large castle in your own campaign. Clues are available to prove these interdimensional beings are planning on taking the castle. Those plans need to be brought back to the MageKing. At mid levels your player's characters should have no problem beating these tougher Amdromodons.

The third wave introduces purple and black Amdromodons and

all of the encounter situations are very tough battling experiences. If the player characters aren't 8th level or higher there will be a lot of death in this quest. Again, feel free to wait several "game years" for the introduction of this third phase.

The fourth and final wave is a tough series of combats for any level group. Wise players take their characters in and retreat several times during the entire adventure. In the story line the Amdromodons are making their 1,000 swords out of the metal of the new dimension they are in. When all of the swords are completed a massive army of tough Amdromodons sweep over the land and take the castle. The player characters are there to stop this from happening.

Things change in the temples as time passes. One area is trashed by the player characters. That area is then worked on by later Amdromodons. To take this into consideration, the text keeps the numbers but adds an "A" for the second part of the adventure 1A; then a "B" for the third part of the adventure 1B; and a "C" for the last part of the adventure 1C. In this manner the areas can be re-described and the CK knows exactly what is being talked about.

GREENISH INTRODUCTION

It was fall and the crescent moon had an emerald tint to it. In the middle of the night there was a deep rumble from the nearby granite mountain. Everyone in the small fishing village of Sharkville, ten homes and the Red Fish Inn, woke because of the disturbance. They were five miles from the mountain. No one had a problem with falling back to sleep and as usual they rose before sunrise, to cast their fishing nets into the cove. But before ever a net hit the water, the night filled with cries of horror.

The next morning a bloodied rider came to Clarkville, the next closest town. He was the retired owner of the Red Fish Inn. Many years ago he was a ranger. Those ranger skills allowed him to survive when all of the rest of the inhabitants of the town were dragged screaming into the darkness.

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Sharkville Investigated

The MageKing sends the player characters to scout the area and determine what happened. The characters are to bring back information. At the ruined village the characters see the destruction and find the trail of dragged bodies leading to the gray mountain. They should be encouraged to bring this information back to the MageKing.

Those who come to the tiny village find the area empty of people. Every front door is caved in and broken in pieces. Scenes of battle are clear in all ten of the thatched huts. Broke crockery, some blood, and tipped over furniture is proof of battles in every home. In the damp earth of the meadows outside the village is a clear trodden path into the wood and southwest toward the mountain. At the black smith's home there are two dead, green zombies with their heads caved in.

What went on before —

The dead of the village were immediately carried away to be turned into zombies. In all battles with zombies, as characters fall they are immediately carried away and taken to encounter 9 even if they are not dead yet

DESCRIPTION OF THE EMERALD TEMPLE

1 — ENCOUNTER IN THE OLIVE COLORED DEBRIS



Following the clear path of the invaders out of the ruined village, the granite mountain appears in the distance past the trees. The cliff face looks freshly cut as the normal vegetation is all rubbed off and gone from a section of the mountain face. Right below that gray cliff face is a new debris field of all shapes and sized boulders. To the back of the field is a new mountain cliff-wall, revealing a dark green stone. The tracks end in a large cave at the foot of the cliff.

A figure stands in the cave mouth. The creature a large humanoid with orange flesh. There is a green cloak around its body. The creature stands there with hands open showing no weapons. The Amdromodon begins speaking when the characters come close enough to hear. The creature has a calm, gentle voice.

“There is danger here. You should go back to your homes and guard your loved ones. I will try to keep death from your doors.”

The Amdromodon talks to the characters and tries to sound reasonable. Epsilon really wants the player characters to leave.

EPSILON LESSER GREEN AMDROMODON (*This chaotic evil creature's vital stats are HD 7d8, HP 50, AC 20. Its primary attributes are mental. Epsilon attacks with claws 2d4 + 3/2d4 + 3. Epsilon's specials include Dead Touch, Darkvision 100 ft., and all beings lying to an Amdromodon turn strawberry flesh colored. XP: 430*)

Trying to be reasonable and unaggressive, Epsilon confronts the characters, telling them they are in grave danger from the zombies roaming the area. The Amdromodon advises them to go and search this area no further. If the characters ignore the words of warning, the creature brings out ten green zombies to attack the group. The humanoid doesn't follow if the characters retreat, nor does the controlling Amdromodon let its zombies follow the characters back into the forest.

10 GREEN ZOMBIES (*These chaotic evil creature's vital stats are HD 2d8 + 2, HP 12 x10, AC 12. Their primary attributes are physical. They attack with a slam for 1d8 and a bite for 1d4 + 2. Their specials include them always attacking last in a combat round, immunity to sleep, charm, and cold-based attacks, holy water inflicts 2d4, and Darkvision 100 ft. XP: 55 each*)

Attacking: Epsilon doesn't attack unless attacked. The Amdromodon's job is to make more zombies from the dead of the battle. It touches newly dead characters and turns them into green zombies.

2 — AN EMPTY CORRIDOR OR IS IT?

While the cave entrance is raw rock, ten feet into the area the surroundings becomes quality dressed stone. There is a light green cast to the stones of the floor and ceiling. The side walls seem to be made of gray granite in perfectly cut stonework.

CORRIDOR —: The corridor is twenty feet wide north and south and fifteen feet high. The corridor runs east and west. Twenty feet wide, on the north and south walls are open portals. To the farthest extent of the character's lights there is more corridor extending west.

SECRET DOORS — There are two secret doors in the north corridor wall: one 40 feet east of the stairs and one 30 feet west of the stairs. Neither is active in this first phase of the adventure so referees should not let the characters find them.

The corridor extends from the north and south openings, approximately seventy feet to a wide set of stairs leading down. The north wall in this section is featureless gray stone. The south wall has a series of four openings. The first three are all about two feet wide, while the last one is about seven feet wide.

OPEN WAYS — To the north and south are two openings in the wall fifteen feet from the entrance of the cave. The north opening leads to a dark chamber, ten feet wide to the north and twenty feet wide to the west. The south opening leads to a dark chamber, ten feet wide to the south and twenty feet wide to the west. Both chambers are empty. There is the smell of freshly moved, moist earth in the area. The first two southern openings open onto ten by ten foot chambers. The third opening displays a ten foot wide chamber with a door on the east side of the south wall.

Opening the door reveals a ten feet north and south by twenty feet east and west chamber with nothing inside. The widest southern opening to the farthest west of the corridor goes south ten feet and then turns twenty feet west. From there the corridor turns thirty feet south into another area of the corridors (SEE ENCOUNTER 3).

NOTE: The secret door in the northern wall is not being used in the first phase of the adventure and is waiting for part III to begin. As the characters come to the second encounter, a wave



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of animal manure strikes their senses. The characters can see a mass of dead farm animals on the corridor floor. These creatures are there to stop anyone from going deeper into the temple. The first clue that something is wrong with the scene is the green skin of all the dead animals. Most of the creatures are covered in green blankets. The creatures don't react to even being cut or prodded until one of the characters moves past them. With characters past them the creatures rise and attack. It would be possible to disable all of the creatures or take all of their green blankets before they rise up and attack.

10 GREEN ZOMBIES ANIMALS (*These chaotic evil creature's vital stats are HD 2d8 +2, HP 16, AC 12. Their primary attributes are physical. They attack with various styles —*

3 Horses – 2 hooves (1d6 +2/1d6 +2)

3 Pigs – bite (1d4 +2)

4 Dogs – bite (1d6 +2)

The undead magic makes them smarter than normal and they try to gain flank attacks when possible. As they kill characters, they drag them off to encounter area 9. Their specials include them always attacking last in a combat round, immunity to sleep, charm, and cold-based attacks, holy water inflicts 2d4, and Darkvision 100 ft. **XP:** 62 each)

The stairs down to the west are as wide as the corridor and ten feet deep. The corridor ends forty feet from the stairs. The last ten feet in the south end of the corridor displays a debris field of rocks that doesn't quite block a new corridor heading southwest at fifteen feet wide (SEE ENCOUNTER 9).

The rocks have clearly fallen from the ceiling of the corridor. There are two open portals on the south wall; twelve feet from the stairs and another 22 feet from the stairs. The chambers are ten feet by ten feet and appear empty.

In the first of these portals is a secret door on the east wall. (SEE ENCOUNTER 7)

3 — GREEN DRAGON HORROR

Here are the turns of the corridor before Encounter three.

The passage goes ten feet south and then turns west. The passage is five feet wide with the green stone of the floor and ceiling also on the walls as well. The passage extends fifteen feet west and turns south –the passage goes twenty feet south and turns east – the passage travels ten feet east and then turns southeast – the corridor extends fifteen feet and opens wider, still going southeast but the corridor expands out to twenty feet wide – moving twenty feet the passage widens into a twenty feet wide chamber to the south – however the light sources don't illuminate the area.

There is a darkness spell in action in the dragon zombie chamber. The dragon doesn't want to come out into the light. The zombie monster wants to fight the characters in the spell darkness.

A voice speaks from the darkness, sounding gravely. There is the smell of age and leather in the chamber.

"I like the darkness why have you come to disturb my rest? You can't have my treasures. They took away everything else, but my treasures are still mine."

The creature is an intelligent undead, young green dragon. The monster is the perfect guard for the secret door at the southeast end of the chamber. There is a darkness spell cast on the back half of the area. The dragon can see fine, but characters are going to have problems. The dragon doesn't want to come out of the darkness to reveal its small stature. The undead dragon is a great talker and talks right along with the characters. The creature tells them it's a magical guardian of the area, but won't say what is being guarded or why.

NOTE: Blind attacks into the darkness never hit the zombie dragon unless they are area effect attacks and these always do maximum damage.

SPECIAL NOTE: The dragon can be bribed to let the characters pass if they give a magic item of +2 power or more. The zombie creature warns them about the guarding floating sword just past the secret door; the sword attacks if they try and enter. (SEE ENCOUNTER 4 FOR MORE DETAILS)

GREEN DRAGON ZOMBIE — *It's a green dragon 15 feet long with tattered wings and maggots coming out in spots on its hide. These zombie dragon features aren't seen if the characters don't dispel the darkness. (This chaotic evil creature's vital stats are HD 4d8, HP 21, AC 15. Its primary attributes are physical. It attacks with a bite 1d6 and a talon 1d8. While in the darkness it strikes first in the round. When the area is lit the zombie dragon strikes last in the round. The dragon's special abilities are immunity to sleep, charm, and cold-based attacks. Holy water inflicts 2d4 to its flesh. XP: 155.)*

TREASURES — The dragon has a chest the creature is quite proud of because the chest is tough to open. There are two obvious locks on the top of the chest. Each has a vial of poison gas. The vial bursts and forces a save or the character takes six points of poison damage. The real lock is a set of shifting tiles on the side of the metal box. The tiles shift and when they are placed at 1 in row 1, two in row two, and three in row three the chest pops open. The chest walls are two inches of solid steel. The box is six feet long by four feet wide by five feet tall. It has the following dragon treasure — +1 Shield of Bashing looking like a much used old shield with a 200 gp ruby in the middle, Boots of Speed looking like they are falling apart and smell of the farm, a small coffer of 100 gold pieces, and a shiny brass bottle is a Bottle of Eversmoking.

4 – SWORD OF DOOM

As the secret door opens it reveals a golden glow beyond the door. There is a wondrously well forged long sword floating in the air five feet in from the door.

The sword strikes as a fifth level fighter would and strikes last in every combat round. It inflicts 1d6 + 2 in damage. If dispelled the sword falls to the floor a +2 weapon ready for anyone to use. While covered in the guardian magic, the weapon must stay in its ten foot area and can't attack out of that area. Characters can easily run by and not be struck if they adopt such a tactic. Characters can fight the sword all day long and never damage the weapon.



5 – UNASKED FOR TREASURE

The well lit sword chamber is a ten by ten foot area. There is an open portal to the east and stairs down to the south. The stairs are ten feet wide and go down fifteen feet into a ten by ten foot chamber with an open portal to the east. Lights reveal a twenty by twenty foot chamber. The portal is in the southwest wall and the chamber extends north and east. At the center of this chamber is a mass of clothing and armor.

Quality clothing and armor covers the middle of the floor. There are many high quality cloaks, vests, and other clothes, of the type rich men and women would wear. There are also several complete sets of armor from full plate and chain mail to high quality ring mail and banded mail. Among the items is a +2 cloak of protection and a +3 helm.

6 — ENCOUNTER ON THE DAIS

From the sword chamber opening there is a ten foot chamber with the sword portal in the southwest corner. In the northeast corner the chamber opens up into a huge area with a harsh green glow.

The new chamber is round with a seventy foot diameter in all directions. There is a multi-level dais of five rising levels. At the top is a huge throne with a figure sitting there. The throne gives off a bright green glow. All of the five levels are made of some type of green stone. The two lower levels are circles, each one five foot high. The outer circle is about sixty feet wide. The second ring is about forty foot wide. The third, fourth, and fifth levels of the dais are square.

The throne has fine jade arm rests. Each is a three foot long rectangle of jade worth 1,000 gold pieces.

The figure speaks to the characters.

“I am Omicron, priest of the Amdromodons. You do not belong in our temple. Leave now and live to tell others to never come here. Stay and you become servants of the Amdromodons.”

If the characters battle the priest, find out from them exactly what they all want to do on the first combat round. If they are going to rush the throne all of the damaging effects of the five levels are going to affect the characters before they realize the damage has happened to them.

Each level of the dais drains one hit point from each character coming onto the dais. Those hit points add up in the body of Omicron. If the characters are running up to do battle they lose five hit points each. No matter what they do, every time they freshly come up on the levels of the dais they lose points and another priest of the Amdromodons in the temple area gains those points.

GREEN OMICRON LESSER AMDROMODON (Omicron's chaotic evil's vital stats are HD 5d8, HP 40, AC 20. Its primary attributes are physical. Omicron attacks with claws 2d4 + 3/2d4 + 3. Its special abilities are Dead Touch, Darkvision 100 ft., and all beings lying to an Amdromodon turn strawberry flesh colored

Every time Omicron kills a character it rises in the next combat round to fight the living.

Omicron sits on a throne at the top of a dais. He speaks to the characters and taunts them. It's his desire to get them to come up and attack him.

Its green flesh cloak is rich looking and feels like a wonderfully soft fur once it leaves Omicron's body.

Character clerics recognize this area has a holy dais. If they wish, the clerics of the group know how to despoil this temple area and make the dais powerless. This action takes several hours.

7 — ONE OF MANY EMERALD SECRETS

The corridor is five feet wide and ten feet tall. The ceiling, walls, and floor are all made of the green stone covering the other ceilings and floors in this area. The corridor flows as follows: ten feet west, turning south – twenty feet south, turning east – thirty feet east turning north – twenty feet north turning east – twenty-five feet east turning northeast – forty feet turning east – twenty-five feet east turning north – fifteen feet ending in a dead end.

In the dead end section of the encounter area there is a running illusion. The characters can interact with the image of the Amdromodon, but they can do nothing to dispel the image. The Amdromodon appears intelligent and talks right along with the characters.



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It presents itself as more and more evil as the conversation goes on.

Amdromodon Phantasmal Illusion

The magic of this area creates powerful illusions. The group sees the following —

Some type of large humanoid creature in a green robe is chanting over a skeleton. An acid smell of incense fills the area. As the creature moves its large hands over the bones they shake and move from side to side. Further inspection allows the characters to note there is some type of softly glowing magical circle around the pair. There are symbols on the floor seemingly made out of silver dust. The icons glow with their own soft light. As the creature sees the characters it speaks to them. “You must go away or face the wraith of my deity.”

The characters can never get into the protective circle on the floor. Also thrown spells or weapons never reach the characters inside the circle. The player party can get past the circle without touching the illusion. The Amdromodon inside the circle just wants the group to leave so it can continue to concentrate on the skeleton.

On the west wall of the encounter area is a secret door.

8 — GREEN ALTAR OF EVIL

To the south and west of the statues is a 30 x 30 area with a large dais in the twenty feet of the northwest corner. On the dais, is an altar with skulls seeming to float on the surface of the stone. They move about the face of the altar. Party lights seem to be absorbed in the jade stone of the altar, shedding half the light they usually do.

On the dais are a pile of rolled up parchments. Each is tied closed with a band of silver (*worth 5 silver coins*). The pile glows with a silver radiance and a tentacle of ghost-like force extends from the altar to the parchments.

The scrolls power the altar and give extra strength and growth to the Amdromodon's in the entire complex. If the scrolls are removed all Amdromodons in the complex lose five hit points. The pile is: two scrolls of *suspended weapon*, three scrolls of *zombie invisibility*, four scrolls of *zombie War hammer*, and two scrolls of *light of the gods*. Removing the scrolls causes the many floating skulls to fall to the floor of the dais and turn to dust. If other magics are placed on the dais, all Amdromodon's gain five more hit points and ghostly-tentacles extend out from the dais to the new items.

9 — STATUES OF GREED

There are five statues in Encounter Area 9. They are monuments to the stupidity of the other races. Each statue holds a different cursed item. When the items are taken, the curses affect the user.

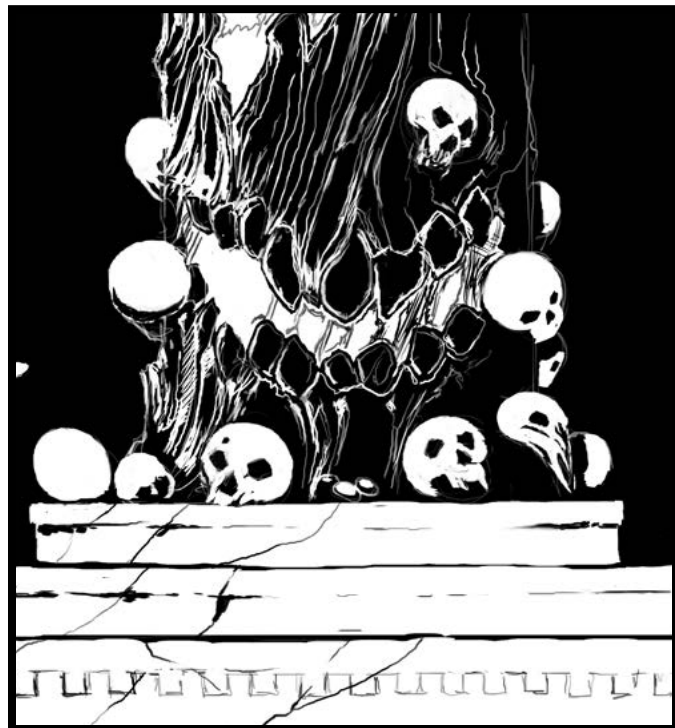
STATUE ONE — Elfin Longbow shoots arrows at +3 to strike. The first strike always hits and further attempts in the same battle always miss.

STATUE TWO — Dwarven Shield, +3 on defense, but all enemy melee weapons always hit the wielder of this shield.

STATUE THREE — Wizard's +3 protection ring, but wearing the ring causes all opponents to successfully strike the very first time they attempt to do battle with the ring wearer.

STATUE FOUR — Orc +3 Knife, with every unsuccessful strike the weapon inflicts a point of damage to the wielder with no way for the wielder to tell where the damage came from.

STATUE FIVE — Pearl Beyond Price, the cursed item looks to be a 10,000 gp pearl, but when it is shown to any potential buyer all they see is a crude pearl seed worth nothing.



There are the bodies of three dead barbarian characters with backpacks and equipment for the character class on the floor in front of the statues.

10 — AZURE STATUES

The slanting southeast corridor is fifteen feet wide. Your lights show three sections of fifteen by fifteen feet wide chambers. At the center of every chamber is a statue of a humanoid figure (*an Amdromodon*). Each statue is ten feet tall and painted so the flesh of the statue is orange and the cloak surrounding the figure is green.

Each of the statues in the slanting corridor and the statues in Encounter Area 9 begin chanting in a strange language when the statues are touched by anything. This chanting vibrates loudly in every section of the entire complex. The magical voices tell all the creatures in every chamber that strangers are searching in the first temple complex. There will be no surprising any of the creatures in the other encounter areas.

Just before the debris field, on the floor in the debris of the stones, are a pile of sacks.

The sacks are left over from the bodies of many dead who were turned into zombies. As the dead were brought back, their valuables were dropped here. There are 12 sacks with ten coppers, five sacks with 2 silver and 9 coppers, and three sacks of 6 gold. Two of the sacks have a poison dart. There is a 1-5 chance on a d20 when the character reaches into the sack and gets cut by the poison dart. If cut by the dart, the character takes 10 points of poison damage, saving to half that damage.

Also in the pile is a +1 *war hammer*, obviously dwarf forged and a +1 *leaf dagger* looking like it's elf forged. There is a pair of very dusty saddlebags and these are filled with clerical equipment, including: 2 *vials of holy water*, a silver crescent holy symbol, two scroll tubes each with a *light of the gods* spell, quality white holy robes, dry and moldy bread, and a bottle of red wine.

NOTE: The secret door to the north isn't used in this adventure and cannot be detected. It's waiting for the second phase of this adventure to start.

After the characters have had a chance to sort through the sacks and when they walk deeper into the temple, they encounter the Shadow monsters. Tell the players the hair on the backs of their character's necks is getting stiffer as they all detect some type of danger past the rocks of the debris field.

2 SHADOWS (These chaotic evil creature's vital stats are HD 3D12, HP 10 x2, AC 13. Their primary attributes are mental. They attack with an incorporeal touch for 1d4 + strength loss. Their specials include only magical weapons strike them. They are immune to sleep, charm, and cold-based attacks, holy water inflicts 2d4 to their flesh, strength damage, Darkvision 60 ft, incorporeal blend, and sunlight vulnerability. XP: 110 each.)



8 CASTLES & CRUSADES

TEMPLE OF ADVENTURES – PHASE 2



Phase 2 of the adventure is designed for 2-6 characters of 4st – 7th level with a challenge rating of 5. It should be scaled up or down as needed.

You hold in your hand the second in a series of adventures. This one works best for low level to mid level characters. The second in a series of harder and harder temple adventures, this temple introduces the red fleshed kobolds and the red fleshed orc assassins, as well as the Greater Scarlet Amdromodons to the player characters.

CASTLE KEEPER'S INTRODUCTION

Although this is the second in a series of four adventures, it can be played all by itself or as the second in the series of adventures. In this quest, the Amdromodons are preparing to attack the kingdom's largest castle. There are clues to the plans of this attack if the player characters take the time to look for them. The MageKing would greatly reward the players for any information about the coming attack on his castle.

The characters arrive in a new section of the underground temples of the Amdromodons. If they played the first adventure, they come to recognize the first temple they quested in. It has been stripped of all useful items as the green Amdromodons failed in their test to do well in the human kingdom. There are worrisome clues in this part of the dungeons pointing to a new Amdromodon menace coming to the kingdom.



PLAYER'S INTRODUCTION

It's the dead of winter and bitter cold as the reddish full moon rises in the sky. The fall had been tough on the kingdom as a new race of creatures with their zombie followers revealed themselves and made many attacks on the small villages around the kingdom. Lucky for the land, the king was an experienced war mage and organized the castle troops to invade and destroy the Amdromodon temple stronghold.

The harvest was bountiful and the kingdom was in perfect shape to take it easy for the winter. At the king's castle the combat weary troops rested and worked on their equipment. As the drawbridge lowered for the night patrol, a magical glow lit up the road to the castle. A hundred red fleshed kobolds led by five unusually large man-orcs raced out of the glow and rushed into the castle. Alarm horns sounded and the battle was joined.

During the battle more kobolds magically appeared out of thin air. Slowly the human forces of the castle killed the kobolds. The orcs beat a retreat through the glowing portal. The draw bridge of the castle was lifted. The MageKing looked over his walls to see the still active magical portal. The dead kobolds turned to mush leaving behind many red cloaks, much like the green cloaks the Amdromodons left last fall.

He didn't like to do it, but he had no choice. He summoned a band of adventurers to his side from the people of the city below the castle. They would go through the portal and somehow find their way back to the castle any way they could to report where these new foes had a stronghold.

The adventurers were readied. Just before they entered the portal, the King sent a massive fireball and a lightning bolt to clear the way into where ever that portal took the adventurers. The adventurers walked through ready for battle. As the moon set, the King was not surprised to see the portal vanish from the roadside.

CK'S NOTE: The start of this adventure begins with encounter 13 as the player characters arrive through the portal.

11 — THE SECRET WAY OUT

There are three areas contained in a Continual Darkness spell. The glasses the NPCs wear allow them to see perfectly in this type of magically generated darkness. Any type of dispel magic ends the darkness. If the characters find the secret door, they open it and see the eastern corridor to the outside.

From the secret door, the stairs rise, fifteen feet to a landing. To the east of the landing is an entry way opening into a ten east and west by fifteen north and south empty chamber.

From the stairs the characters can smell fresh horse manure. At the landing there is an entryway to the west. It opens into a 15 x 15 foot chamber with another entryway in the west wall. The sound of some large animal can be heard moving in the darkness.

The west chamber has a kobold and a mounted man orc. The man orc is riding a zombie horse and the creature is nervous. Both the man orc and the kobold have glasses on allowing them to see in the continual darkness spell.

3 SCARLET KOBOLD WARRIORS (These chaotic evil creature's vital stats are HD 2d4, HP 8, AC 15. Their primary attributes are physical. They attack with 3 javelins 1d6 and then a heavy morning star 1d8. Their special abilities are darkvision 100 ft. and light sensitivity. The kobolds are wearing magical glasses to see in any darkness as if it were daylight. They wear a chain hauberk. XP: 23 each.)

MAN-ORC ASSASSIN (This chaotic evil creature's vital stats are as a 5th level fighter, HP 50, AC 13. Its primary attributes are physical. Its significant attribute is strength 18. Its special ability is the power to strike twice in any combat round with the first strike being at +3 over and above any weapon pluses he uses and Darkvision 100 ft. It wears studded leather of the finest quality, uses a +3 fork. It is a +3 weapon inflicting 1d10 points of damage in the hands of an orc and 1d8 +1 in any other creature's hands. A successful strike of the fork inflicting maximum damage of 10 on a 1d10 causes the victim to make a save or flee the battle for ten combat rounds. If the victim is trapped in a dead end or escape is blocked by characters, the victim goes unconscious for the rounds. XP 410.)

ZOMBIE MOUNT (This chaotic evil creature's vital stats are HD 2d8 +2, HP 14, AC 12. Its primary attributes are physical. It attacks with Horse – 2 hooves (1d6/1d6). Its special abilities are attacking last in every combat round. It is immune to sleep, charm, and cold-based attacks. Holy water inflicts 2d4 to its flesh. XP: 55.)

The Man Orc is a dispatch rider. The characters are going to just catch him getting ready to leave. This should also help tell them there is an exit in the area. In his dispatch pouch is a document translated into the languages of orc, kobold, and the common tongue. It says the following:

Leaders,

We are going to raid and destroy the kingdom of Halcyon at the time of the next full red moon. You are invited to bring your clans together and help in the fight. We have the magical ability to enter the castle by way of a portal. Our forces will pull down the drawbridge and open the front gates to your forces. We will then all share in looting the treasures of the castle. Bring your forces down to Halcyon Castle on the night of the next red full moon.

The document is not signed.

You stand in the middle of a 20 x 20 foot chamber. You are on a raised dais and the altar stones are made of red granite you have never seen before.

Off in the west wall there is fallen debris. The burnt bodies of three kobolds wrapped in red robes can be seen under the stones fallen from the ceiling. Stones are everywhere along the west wall. Partially blocked, is the opening extending to the west out of your chamber. There are no other openings in the walls of this chamber.

The glow of the portal the party went through fades. There will be no returning through that way. You note a red slime on the floor along the length of the portal.

The kobolds each had quality morning stars and wore strange red cloaks.

CRIMSON CLOAK OF THE AMDROMODON: This cloak has two magical properties. Wearing the cloak gives the character +1 in their Intelligence attribute. The cloak slowly turns a character's alignment from whatever it was to chaotic evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 48 hours the wearer can summon Kobolds as the Amdromodon spell.

From the rubble, the corridor extends 20 feet west. The corridor opens into a chamber. The area is 20 feet north and south and 10 feet wide east and west. You are standing in the opening in the middle of the east wall. There is another opening in the north wall.

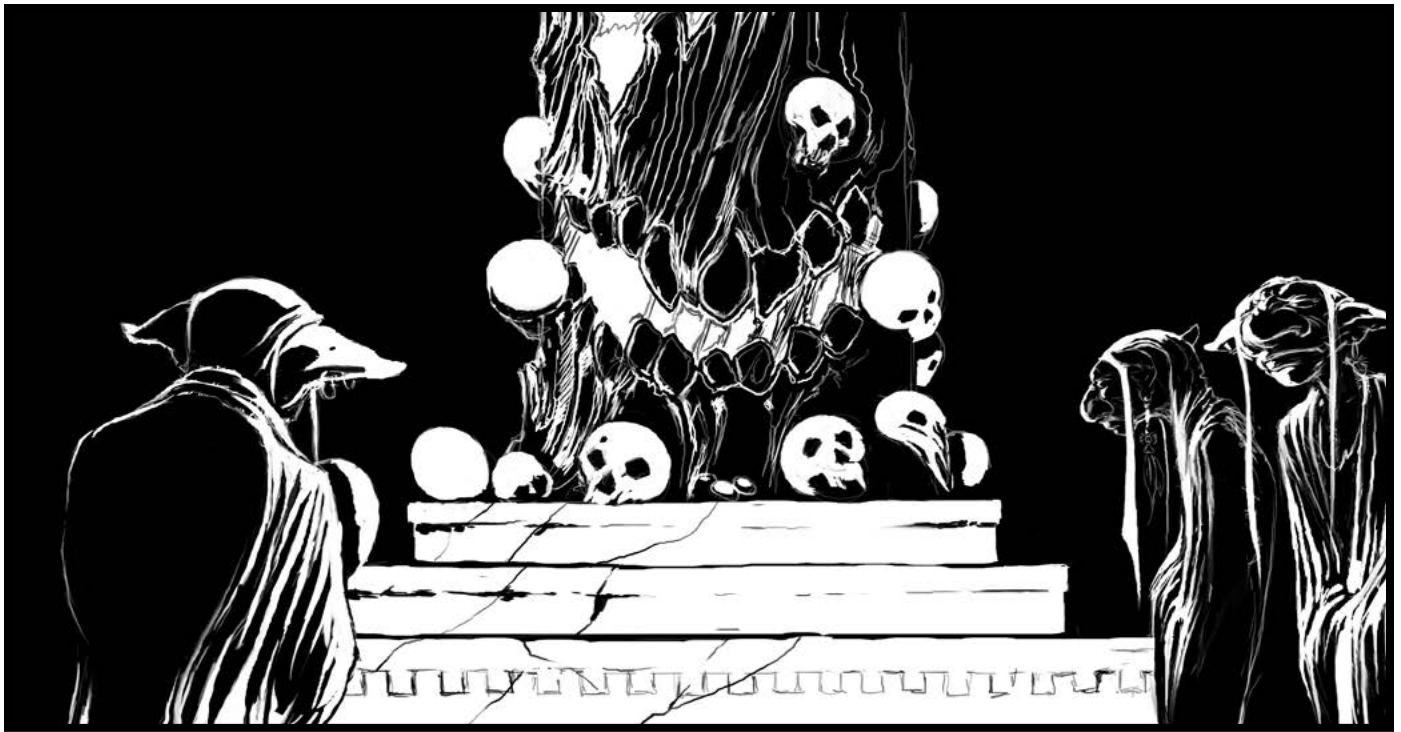
The passage from the north wall extends west 10 feet and then turns south. The south passage is five feet wide.

15 — THE FIRST OF MANY CRIMSON GUARDIANS

As you come into the chamber you see a huge humanoid creature in a red toga. It is floating four feet off the ground in the lotus position holding its hands out. In the space between its hands is a floating parchment and a cloud of silver dust floats in a rotating circle around the paper.

"I see you little creatures," the being says with its eyes closed. "Please wait a minute so I can kill you. I want to take the time you richly deserve as intelligent beings and make your ends richly fulfilling.

Looking quickly around, you notice some type of magical hound in the southwest corner of the room. Now that you are studying the area, you notice there is an exact image of the floating being in the northwest corner of the room. It's impossible to tell which of the images are real. Before you can take one step more into the chamber, three kobolds with crimson flesh suddenly appear between you and the still floating being. They hurl javelins at you!



SCARLET GREATER AMDROMODON RHO (This chaotic evil creature's vital stats are HD 7d8, HP 50, AC 18. Its primary attributes are Mental. They attack with 2 claws 1d4 +3/1d4 +3, but it tries to use a set of spells first if the enemy doesn't close to melee combat. Its specials include a permanent protection from normal missiles. When struck by missiles, fist-sized sparks blast from its body and all beings lying to an Am-dromodon turn strawberry flesh colored. **XP:** 665.)

Spells up and running—Protection from Good, Shield, Mirror Image, See Invisibility, Faithful Hound

6 Charm Person, 3 x Magic Missile, Pro from Good, Shield
5 Mirror Image, 2 x Ray of Enfeeblement, See Invisibility, Web
4 Hold Person, Lightning Bolt, 2 x Suggestion
2 Confusion, Polymorph
1 Faithful Hound

FAITHFUL HOUND (This chaotic evil creature's vital stats are HD 10d8, HP 50, AC 18. The hound's special ability is a howl forcing a save versus Fear and failing that, the victim is a -2 in attacking and morale. The creature has a magical bite 2d6 +10. **XP:** 370.)

3 SCARLET SUMMONED KOBOLDS (These chaotic evil creature's vital stats are HD 1d4 +1, HP 5 x3, AC 15. Their attacks are by Morning Star inflicting 2d4. Their special ability is dark vision 100 ft. **XP:** 20 each.)

Rho's cloak grants him +1 on intelligence and allows him to summon 3 kobolds. He summons the kobolds before the characters can attack.

When not guarding the corridor, this creature was creating scrolls. There are several tables filled with quality materials used

in the creation of scrolls. Those materials included: 22 empty high quality scroll tubes (1 gp each), 200 sheets of quality parchment, squid ink and quality feather pens, a coffer of silver dust (worth 30 gp), 10 of the finest quality trident weapons, and five shielded lanterns with silver mirrors to light the area.

The following scrolls were in tubes: *Kobold Summoning* x2, *Orc Assassin Conjuring* x2, and *Assassin Fork Conjuring* x3.

14 — PRISONERS OF MONSTERS

The open portal you stand at is in the middle of the north wall. The chamber you see is lit by several brass burning pans of fire. In those pans are white hot branding irons. The chamber appears to be 20 feet wide north and south by 30 feet wide east and west. Along the south wall there are three unconscious men chained to the wall. They have been stripped and there are many burn marks on their bodies. Each man is heavily muscled. In the south-eastern corner there is a wheelbarrow filled with tools.

The tools are high quality builder's tools: mauls, picks, trowels, pry bars, and other tools for building strong walls.

The three men look like brawny fighters, but actually each is an engineer with the skills to build fortifications of all types. Each is a one hit point, normal mortal, who has been tortured for knowledge of building castles. They have been asked many questions about the best way to quickly destroy the walls of a castle.



3 SCARLET MAN-ORC ASSASSINS (5th level, these chaotic evil fighters have vital stats of HP 55, 49, 45, AC 17. Their primary attributes are strength, dexterity, and wisdom. Their significant attribute is strength 20. Their special abilities include: darkvision 100 ft., the power to have the chance to strike the same foe three times in a combat round with the first strike being at +3 over and above any weapon pluses they use and the other two strikes with no minuses. They wear studded leather of the finest quality, using a +3 combat fork. It is a +3 weapon inflicting 1d10 points of damage in the hands of an orc and 1d8 +1 in any other creature's hands. A successful strike of the fork, inflicting maximum damage of 10, on a 1d10, causes the victim to make a save or flee the battle for ten combat rounds as the Fear spell. If the victim is trapped in a dead end or escape is blocked by characters, the victim goes unconscious for the rounds. **XP:** 510 each.)

TREASURE: Each of these Man-orcs has a +3 combat fork and 4 interdimensional amethysts (9,500 gp each).

In melee, the three guardians stay on the stairs and fight. If the characters start to use ranged attacks, the guardians charge into melee.

17 — IMPERIOUS LEADER

The new chamber is 50 feet by 50 feet square. The entire area glows with a red brightness that is hard on the eyes. There is a multi-level dais of five rising levels. At the top is a twenty foot tall throne with a figure sitting there. The throne gives off a bright scarlet glow. If the characters are detecting magic, they notice the entire area teems with magical power and the brightest spot is centered on the being on the throne.

The glow of the throne makes it very difficult to target Xi on the throne with missile weapons. Force a -4 on all attacks to hit with missile weapons and a -2 to attack with melee weapons from the same level or just below on the steps of the throne.

All the five levels of the dais are made of some type of burgundy stone. Each of the dais levels is two feet higher than the last one. The lowest level is twenty feet away from the top most level in the northwest corner of the chamber.

Characters can see three red fleshed kobolds ready for battle in the northeastern corner and some type of scarlet furred hound in the southwestern corner.

The throne has fine ruby arm rests. Each is a three foot long rectangle of ruby worth 11,000 gold pieces.

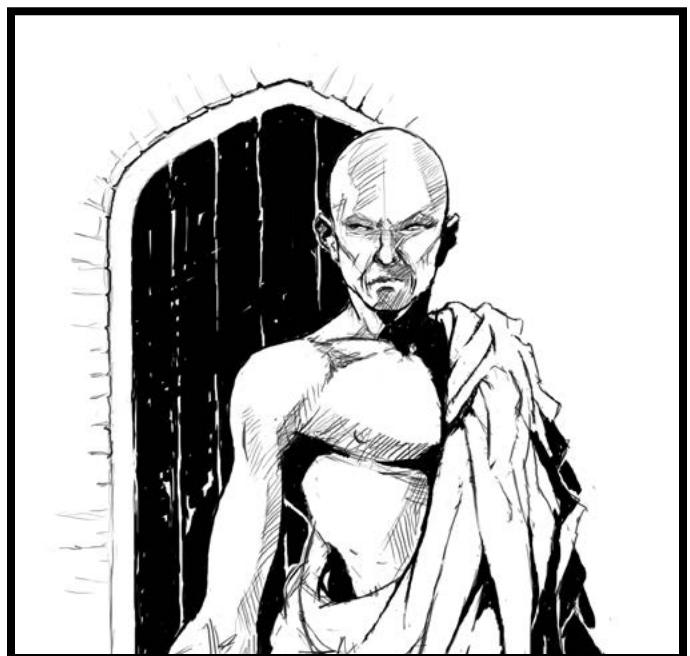
The figure speaks to the characters.

"I am Xi, mage priest of the Amdromodons. You do not belong in our temple and must be killed."

When the characters battle the priest, find out from them exactly what they all want to do on the first combat round. If they are going to rush the throne all of the damaging effects of the five levels are going to affect the characters before they realize it.

Each level of the dais drains three hit points from each character coming onto the dais. Those hit points add up in the body of Xi. If the characters are running up to do battle, they lose 15 hit points each. No matter what they do, every time they freshly come up on the levels of the dais they lose points and another priest of the Amdromodons in the temple area gains those points.

SCARLET GREATER AMDROMODON XI (This chaotic evil creature's vital stats are HD 7d8, HP 56, AC 25. Its primary attributes are Mental. It attacks with 2 claws 1d4 +3/1d4 +3 but tries to use spells if the enemy doesn't close. Its special abilities include a permanent protection from normal missiles. When struck with missile weapons, fist-sized sparks blast from its body and all beings lying to an Amdromodon turn strawberry flesh colored. **XP:** 707.)



12 CASTLES & CRUSADES

Spells —

Spells up and running—Protection from Good, Shield, Mirror Image, See Invisibility, Faithful Hound

6 Charm Person, 3 x Magic Missile, Pro from Good, Shield

5 Mirror Image, 2 x Ray of Enfeeblement, See Invisibility, Web

4 Hold Person, Lightning Bolt, 2 x Suggestion

2 Confusion, Polymorph

1 Faithful Hound

FAITHFUL HOUND (This chaotic evil creature's vital stats are HD 10d8, HP 50, AC 18. The hound's special ability is a howl forcing a save versus Fear and failing that, the victim is a -2 in attacking and morale. The creature has a magical bite 2d6 +10. XP: 370.)

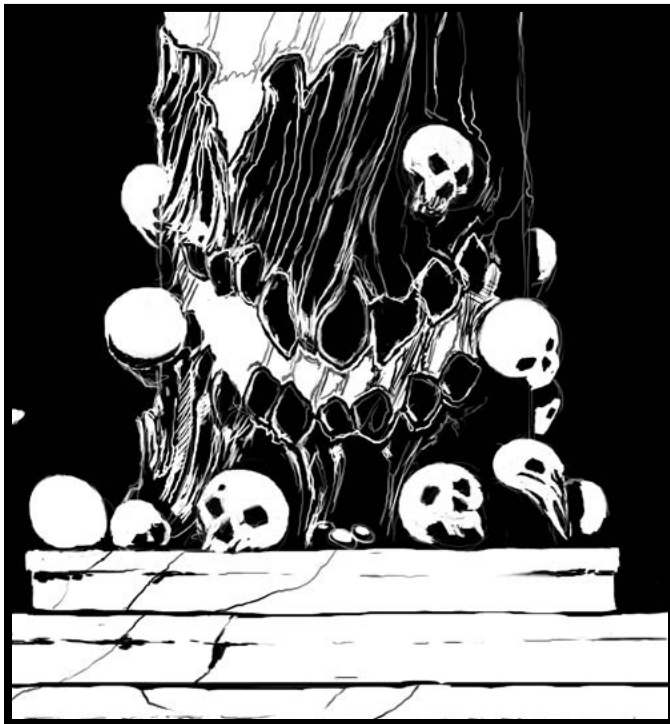
3 SCARLET SUMMONED KOBOLDS (These chaotic evil creature's vital stats are HD 1d4 +1, HP 5 x3, AC 15. Their attacks are by Morning Star inflicting 2d4. Their special ability is dark vision 100 ft. XP: 20 each.)

Xi's cloak grants him +1 on intelligence and allows him to summon 3 kobolds. He summons the kobolds before the characters can attack.

8A — WHAT WAS RUINED RISES AGAIN

To the south and west of the statues is a 30 x 30 foot area with a large dais in the twenty feet of the northwest corner. On the dais, is an altar with skulls seeming to float on the surface of the stone. They move about the face of the altar. Character party lights are absorbed in the ruby stone of the altar, shedding half the light they usually do.

To the back of the altar are five rings on the raised stone dais. There are tentacles of white smoke connecting the rings to the altar.



The scarlet Amdromodons are in the act of repairing this portion of their temple. This altar is completely restored and powered by the magical rings resting out of sight on the back side of the altar.

The rings power the altar and give extra strength and growth to the Amdromodons in the entire complex. If the rings are removed all Amdromodons in the complex lose five hit points. The rings are: ring of fire, ring of earth elemental summoning, ring of pain, ring of water elemental summoning, ring of mazes.

RING OF FIRE: Provides total protection from all normal fires and allows a save to half for all enchanted fires.

RING OF EARTH ELEMENTAL SUMMONING: Characters with mage skills can summon 1 elemental in a 72 hour period.

RING OF PAIN: A cursed ring, it causes five points of damage every time the wearer takes damage in combat.

RING OF WATER ELEMENTAL SUMMONING: Characters with mage skills can summon 1 elemental in a 72 hour period.

RING OF MAZES: The cursed ring throws its wearer in a mystical interdimensional maze for 72 hours whenever the wearer is reduced to 5 or less points of damage.

Removing the rings causes the many floating skulls to fall to the floor of the dais and the skulls turn to dust. If other magics are placed on the dais, all Amdromodons gain five hit points and ghostly-tentacles extend out from the dais to the new items.

6A — STIRGE GUARDIANS

The chamber is round with a 70 foot diameter in all directions. There is a multi-level dais of five rising levels. At the top is a 10 foot tall throne with broken arm rests. The throne gives off a bright crimson glow. All five levels are made of some type of scarlet stone. The two lower levels are circles, each five foot high. The outer circle is about sixty feet wide. The second ring is about forty foot wide. The third, fourth, and fifth levels of the dais are square. There are large broken patches in all of the rings, looking like someone took picks and shattered the stone. Beside each of these breaks is a course of scarlet marble stone slabs, obviously placed there to repair the broken areas.

The throne had fine jade arm rests. These were taken by characters in the previous adventure. The scarlet Amdromodons and their flunkies are in the act of repairing this section of the temple. They intend to use this chamber as a burial crypt. There are ten plant pods floating along the east portion of the wall. Each pod is a nine foot oval of leaves floating 10 feet off the floor. Inside each pod is a mash of scarlet vegetable matter that was an Amdromodon. At the center of each of these masses is a scarlet ruby worth 5,000 gold pieces. Destroying these pods or taking one away causes Amdromodons to bend every effort to attack the grave robbers. Larger and larger bands of orc assassins come to attack the characters at every full moon until the pods or the rubies return to their resting place.

The Stirges are planted there to act as guards as they would not attach to a pod with the dead. As all of the characters come into the chamber, the stirges swoop down and attack the party.

14 CRIMSON FLESHED STIRGES — (These chaotic evil creature's vital stats are HD 1d6, HP 6 x14, AC 16. Their primary attributes are physical. They attack with a sting for 1d3 points of damage. Their special abilities include attach and blood drain for 1d4 points of damage per round. XP: 21 each.)

1A — GUARDED BY MAGIC

The exit to the outside is clearly seen. If the characters have been here before they recognize this entrance from the first adventure. However, the floor and ceiling are being replaced with red granite instead of the green that was there before. There are many layers of red dressed granite stone along the side walls here. It is clear the area is under construction.

Just before the characters make their way out of the temple area, they hear the magical howl of three faithful hounds that have been magicked there to keep intruders in or out.

3 FAITHFUL HOUND (This chaotic evil creature's vital stats are HD 10d8, HP 50, AC 18. The hound's special ability is a howl forcing a save versus Fear and failing that, the victim is a -2 in attacking and morale. The creatures have a magical bite 2d6 +10. XP: 370.)

2A — NOT THESE AGAIN!



14 CASTLES & CRUSADES

10 SCARLET ZOMBIES (These chaotic evil creature's vital stats are HD 2d8 +2, HP 12 x10, AC 12. Their primary attributes are physical. They attack with a slam for 1d8 and a bite for 1d4 +2. Their specials include them always attacking last in a combat round, immunity to sleep, charm, and cold-based attacks, holy water inflicts 2d4, and Darkvision 100 ft. XP: 55 each)

They are guards left there to attack any non-Amdromodon coming into the area.

12 — PORTAL POTIONS MADE HERE

Just looking into the chamber forces the viewers to realize magic is being worked here. The chamber appears to be about fifteen feet by fifteen feet. There are four cauldrons in the corners on raised platforms. Each is bubbling and some type of hose leads off from each cauldron to a large pot to the south side of the chamber. In the center is a glowing, ghostly image of Halcyon castle. There is some type of crimson slime under the image. It is that same slime being formed in the pot. The two Amdromodons begin casting spells on themselves and move toward you and the opening in their chamber.

These two won't create kobolds or faithful hounds as they don't want the cauldrons to be knocked over in the melee. They try to talk to the characters and make them leave by giving them false information about where the exit is. They try to send the group to area 17. Otherwise the pair fights to the death to protect the special potion being made, both creates portals and gives the Amdromodons looks at far away locations.

SCARLET GREATER AMDROMODONS EHI & KHI (These chaotic evil creature's vital stats are HD 7d8, HP 43, 41, AC 25. Their primary attributes are mental. Their special ability is a permanent protection from normal missiles. When struck by missile weapons, fist-sized sparks blast from their bodies and all beings lying to an Amdromodon turn strawberry flesh colored. XP: 687 each.)

They are wearing red Amdromodon togas. They can attack with 2 claws 1d4 +3/1d4 +3 but try to use a set of spells first if the enemy doesn't close—**Spells:**

They heard the characters approach and had spells up and running—Protection from Good, Shield, Mirror Image, and See Invisibility.

6 Charm Person, 3 x Magic Missile, Pro from Good, Shield

5 Mirror Image, 2 x Ray of Enfeeblement, See Invisibility, Web

4 Hold Person, Lightning Bolt, 2 x Suggestion

2 Confusion, Polymorph

1 Faithful Hound

TREASURE: There are three finished potions in bottles and three more potions worth of fluid in the pot. There are lots of different types of ingredients in the chamber. While most of the ingredients are unknown to the characters, there is a jar with 20 uncut rubies. Each is worth 2,000 gp uncut and at least 5,000 if cut by a master jeweler. These potions act just like a crystal ball when poured on holy ground. The red slime lasts as long as it stays moist. Amdromodons have an innate ability to generate a portal from the red slime. That slime is remembered by the characters as being on the floor of the chamber where they entered the complex.

TEMPLE OF ADVENTURES – PHASE 3



This adventure is designed for 2-6 characters of 10th level with a challenge rating of 8. It should be scaled up or down as needed.

This is the third in a series of connected adventures. This one works best for a character party around the tenth level. The third in a series of harder and harder temple adventures, this temple introduces the purple fleshed Master Amdromodons and the black fleshed Warrior Amdromodons to the player characters.

CASTLE KEEPER'S INTRODUCTION

This third quest introduces a new part of the dungeon and the clerics of the Amdromodons. More clues to the invasion plans are being given and it's a lot tougher than phases one and two of the entire series. This also introduces the hatching character and the many eggs and the dragon aspect of the Amdromodons. Some of the encounters are brutal, but be sure and give the characters a chance to run away in each of those. The creatures are not much for following after the characters.

PLAYER'S INTRODUCTION

Castle Halcyon, the main fortification of the entire human kingdom is about to be under attack. The MageKing has assembled the best of the best in his kingdom. His troops have taken terrible beatings at the hands of the Amdromodon creatures. No one knows where the Amdromodons came from. All that's known for sure is these monsters plan on attacking Halcyon castle.

Two times now, powerful forces of enemies have been found in the same mountain. While it looked like the MageKing's armies found all that was to be found and killed all the foes under the mountain; the ruler is not convinced. He's assembled you all to be a team and your orders are to completely explore under that mountain to see if you can find any more of these Amdromodons. You are to bring back conclusive proof these monsters haven't been all cleared out of the mountain. If you can find anything indicating the monsters want to still attack the kingdom's primary castle you need to bring items of that nature or information back as well.

Toward this end the MageKing has a group of powerful magic equipment, he lends to the party only for this quest. You take one item each and head off to the Gray Mountain, twenty miles away.

Fighter's Tools: +2 battleaxe, +3 spear, +2 short bow

Wizard's Tools: +2 ring of protection, Bag of Holding, wand of paralysis (9 charges)

Rogue's Tools: Chime of Opening, gauntlets of ogre power, gloves of +2 dexterity

Cleric's Tools: +3 shield of bashing, +3 war hammer, single group of 4 potions of healing

Other Tools: ring of feather falling, staff of frost (12 charges), boots of levitation

The description at encounter area 1 is a little different for those who have been there from phases one and two. In adventure one, the mountain showed gray granite and stones by the cave entrance were green. In phase two, the stones by the cave entrance were red. Now in this adventure the entire gray granite cliff face has turned a purple color and all of the fallen stones around the cave mouth have turned purple as well. Players who haven't been here until just now will not see anything worthy in the purple colored stones.

ROLE-PLAYING

The effort in this phase is to foster a good bit of role-playing. While the monsters are extremely aggressive, each is willing to talk to the characters. The dimensional monsters all have their own agendas, needing items like scrolls or simple magic items, they currently don't have, to complete tasks each has been assigned. The creatures also want to know more about Halcyon castle and are willing to trade information to gain more knowledge of the castle. Unfortunately for the characters they shine bright strawberry when they lie to an Amdromodon.

1B — CHANGE IN THE MOUNTAIN

The granite face of the mountains and the stones around the cave mouth are purple in color. Proceeding with the proper caution, the party enters the cave and just a few feet inside the rough raw rocks turn to dressed stone. The floor and ceiling are now squared blocks of purple granite while the side walls are gray dressed blocks of stone. There is a great deal of fallen debris in this area. The ceiling is twenty feet high. The characters see a twenty foot wide, north and south corridor and the lights show eighty feet of corridor east and west. The west end is totally blocked by a massive cave-in. There are five openings in the south wall, and one opening in the north wall, but these are all filled with a thick wall of fallen boulders.



CK'S NOTE: The caved in area is just to not bog down the game by having the characters explore an old part of the dungeon where nothing is happening. You could easily fill this area with normal dungeon creatures, but that doesn't advance the story.

An aged kobold comes up to the group. It didn't come from the west rubble and it didn't come from the east or the outside where you just came from.

"I was the first summoned," it says proudly to you.

If the group takes the time to talk with the old creature and treat it with respect, the kobold tells them several bits of useful information. If they give the old kobold valuables, it tells them a second set of useful information.

- 1) There is a secret door to the north opening to a deadly temple.
- 2) Just touch the bloody hand three times in a row and the secret door opens for you without harming you.

AFTER GIFTS

- 1) There is a powerful leader beyond the bloody door wanting the challenge of a good fight. He has many magic items. When he pulls out his sword, run.
- 2) Those beings from the darkness treated the kobold very badly and all Amdromodons must be punished.
- 3) Over and over it keeps repeating in a crazed speech, "I was the first one summoned."

It won't go with the party to talk to the MageKing. If forced, it dies of a heart attack.

2B — FIND THE SECRET OR FIND NOTHING

There is a short corridor twenty feet north and south and eighty feet east and west. All of the openings along the walls are filled to the ceiling with fallen stone. The same goes for the west end of the corridor. Digging in even a little on the west side of the corridor reveals tightly packed rubble.

The floor and ceiling are colored purple. The stones on the side walls are gray granite and made of dressed stone.

The secret door in the north section of the corridor is highly magical and thus easily found. When it is opened by the party, the corridor rings out with a loud chiming. This alerts everyone in the area that visitors are coming.

The secret door opens into a five foot wide and ten feet long chamber. In the north wall of the chamber is a massive granite door with a bloody handprint at the top.

It's solidly locked and takes a bit of effort or magic to open the door.



Naturally the door has a magical trapped lock. Trying to pick it causes a flash of lightning to inflict 20 points of damage. It can be easily dispelled or even disabled by a competent rogue at challenge level 4. Those trying to force the door all take 10 points of damage and the trap resets itself and is ready to inflict more damage on subsequent tries.

18 — GUARDIAN OF THE TOMB

The massive door opens and your lights reveal a corridor. Every ten feet there are openings to the left and right. You stand at the first set of openings and see to the left and right small chambers half filled with sand.

From out of the darkness in the north you hear a challenging voice. "You have come too far. Now you must die for your troubles!"

The fifteen foot tall, black robed Amdromodon steps into your lights. There is an overly large sword strapped to his back. His massive talons are flexing. "I am Omega the leader of the Amdromodons on this plane of existence. Your doom awaits you." It charges.

BLACK OMEGA AMDROMODON WARRIOR — (This chaotic evil creature's vital stats are HD 14d8, HP 112, AC 25. Its primary attributes are physical. Omega attacks with 2 claws 1d10 +8/1d10 +8 or the Warrior Amdromodon sword. This warrior like all of the Amdromodon Warriors likes to claw and feel blood on its body. It only draws its sword when it is down to ½ of its hit points. It tends to fight spell casters first. Its special ability is Darkvision 100 ft., the ability to strike three times in a combat round and up to three different targets and all beings lying to an Amdromodon turn strawberry flesh colored. XP: – 6,558)

TREASURE IN USE BY WARRIOR: Black Cloak, Ring of earth elemental command, Ring of Freedom of Movement, Stone of good luck, 5 black diamonds (7,500 gp each).

Just before attacking it stops short. "Wait, you may be useful yet. Are you willing to trade magical scrolls for your lives?"

SWORD OF THE WARRIOR AMDROMODON

These swords are crafted of the metal of the plane the Amdromodon's plan to invade. Nothing is done about the invasion until there are 1,000 of these swords made by the combined effort of all four different types of Amdromodons. The weapon is ten feet long and three feet wide. There are hooks located in central areas of the blade and the handle. A successful strike gives the warrior a 25% chance of pulling away the weapon of a foe. The blade also acts as a shield and has a 30% chance with each successful missile strike, by a foe, to block the shot. The weapon itself does 1d10 +10. One requires at least a strength of 20 to use the blade.

BLACK CLOAK OF THE AMDROMODON: When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy black cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Dexterity attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. The cloak has a 50% chance to snag any successful strike from a missile weapon or a magic missile.

Omega needs scrolls to power altars it wants to build in other parts of the temple. It lets the characters leave if the Amdromodon is given magical scrolls equal to the character party number. If the characters don't have scrolls it attacks and tries to kill them.

The first six chambers on the east and west sides are half filled with sand. Hidden beneath the chamber sand is a three foot long Amdromodon egg. If the characters survive the challenge they can take these eggs back, but it is impossible to tame or train an Amdromodon hatchling.

19 — CRACKING THESE EGGS DOESN'T MAKE AN OMELET

From the seventh set of chambers up to the stairs and encounter five, the five foot long eggs are on top of the sand in each of the chambers. The eggs up near the staircase are in the process of cracking. If the characters help in the cracking process the hatchlings are aggressive and ready to attack. Breaking any of the lower down eggs, in their chambers, kills the hatchlings.

AMDROMODON HATCHLING — *(This chaotic evil creature's vital stats are HD 6d8, HP 45, AC 15. Its primary attributes are physical. A hatchling attacks with a magical bite inflicting 1d10 +4. Its special ability is a vulnerability to magic attacks and all hit points of magical damage are doubled against it and it has Darkvision 100 ft. XP: — 520.)*

20 — MEET THE KIDS

These two dragon-like beings don't let any who aren't Amdromodons pass up the stairs. The dragon Amdromodons are perfectly willing to let strangers approach them and even pet them and give them food. However, once any character sets foot on the stairs the battle is on.

2 AMDROMODON HATCHLINGS — *(These chaotic evil creatures vital stats are HD 6d8, HP 45, 44, AC 15. Their primary attributes are physical. They attack with a magical bite inflicting 1d10 +4. Their special ability is a vulnerability to magic attacks and all hit points of magical damage are doubled against it and it has Darkvision 100 ft. XP: — 520.)*

23 — STORAGE OF MANY TYPES

The chamber is filled to the rafters with many useful items for the Amdromodons from barrels of some type of purple plant matter (food for the Amdromodons) to many treasures. In con-

sideration for the fact that this is the third adventure in the series and it is populated by tough encounters, the following is suggested: 3 *invisible glow* scrolls, 4 *clever thought* scrolls, 2 *dragon talk* scrolls, 4 *missing you* scrolls — Small chest of 19,000 gold coins, 2 small coffer of silver dust worth a total of 3,000 gp, two +2 tridents, and a cursed talking skull (those hearing its bad advice have a -2 to strike in the next 24 hours. The skull tries to sound wise in its advice giving.)

22 — TREASURE OF THE AMDROMODONS

The chamber is 25 feet by 25 feet and there is only an opening in the middle of the north wall. As anyone walks in, the altar in the middle of the area glows with a blinding purple shine. There are numerous figures on top and all start to move around the area. An image of Halcyon castle appears in the center of the altar. Forces arrange themselves outside the castle and figures move inside the walls to guard the castle. Images of a huge battle begin. Four different elementals appear and begin attacking the walls. A glowing figure appears on the rampart and the fire and air elementals are quickly dispelled. The battle also rages with normal troops on the walls easily fighting the enchanted troops trying to gain entrance.

The earth elemental almost makes it through the front gate when it is turned to dust. The water elemental rises from the moat and does smash a hole in the wall only to be destroyed by a stone giant coming out of the castle.

The battle rages for an hour and the castle defenders are victorious mainly due to the efforts of the figure all the characters recognize as the MageKing.





Floating around the circle are five fist-sized black pearls (each worth 11,000 gp). The pearls are evenly spaced around the circle and moving at a fairly good speed; much faster than a human could run.

WATER ELEMENTAL LORD — (This neutral creature's vital stats are HD 16d8, HP 128, AC 24. Its primary attributes are physical. It attacks with slam 5d8 and vortex -2 on saves versus the vortex. Its special abilities include darkvision 60 ft., only struck by +2 weapons or greater in magical power, Regeneration at 4 hit points a combat round, Water Masters, Drench, and Capsize. XP: — 6,048.)

If the elemental is freed, it tries to leave the mountain area to find a body of water to allow it to pass back to the elemental plane of water. If the characters try and stop it, the elemental fights until it has killed one of the characters. After a single battle, the elemental tries to escape again.

25 — WORKING ON THE DOUBLE DOORS

Your lights reveal a small chamber ten feet by ten feet. You stand in the opening in the middle of the south wall. The entire north wall is taken up by a glowing set of purple marble doors. Around the edge of the doors are deep cut runes in the stone face. Each rune glows a deep purple color. There are no locks or handles on the door.

Magic that opens doors works well here and the portals open to such influences.

Touching the figures or trying to stop the action of the diorama causes a massive spark to arc out and strike the touchier inflicting 5d6 points of electrical damage with a save to half. As any character enters the chamber, it starts the illusionary battle to start again on the altar.

There are a pile of scrolls in one corner and these are all diagrams of different parts of castle Halcyon.

24 — WATER ELEMENTAL SUMMONING CIRCLE

The chamber is moist. All the characters begin coughing with too much moisture suddenly coming into their lungs. The chamber is small, not more than 15 by 15. The center is filled with a circle. The circle is etched in the floor and filled with what appears to be silver dust (500 in gp). Almost filling the circle is a glowing wave of water at least twenty feet tall.

A bubbling speech rises from the elemental, "Free me and I'll make you rich."

The creature never speaks the truth and says anything to be free of this circle.



Trying to physically force the door in any way summons a clerical fighter to try and take out the party. See encounter 18 as another black Amdromodon Warrior appears and battles the group.

27 — FIRE ELEMENTAL SUMMONING CIRCLE

FIRE ELEMENTAL LORD — (*This neutral creature's vital stats are HD 16d8, HP 112, AC 22. Its primary attributes are mental. It attacks with a slam 2d8 + 4 and a burn 1d8 + 2. The victim's magic items take a saving throw from the burning. Its special abilities include Darkvision 60 ft., immunity to all types of fire, only struck by +2 or better weapons, regeneration at 4 hit points a combat round. XP: 5,792.*)

If the elemental is freed it attacks until reduced to 50 or less hit points. When that happens it vanishes into a portal open to the dimensional plane of fire. The portal stays open for six hours.

The characters see a well lit chamber approximately 10 by 10 feet. At the center of the area is a circular channel etched in the floor. In that channel is a full measure of silver dust (worth approximately 2,000 gp). In the center of the circle is a 15 foot tall fire elemental lord on its knees. It has a humanoid shape and its massive arms are out in a begging stance. Five fist-sized rubies (5,000 gp in value) float evenly spaced around the circle.

"Release me, I beg you," it hisses and crackles speaking like a burning fire. "I have been cruelly summoned to serve evil masters. Release me so I can do no harm."

Although it is true, the creature has been summoned against its will, the monster is not pleasant. It wants to attack anyone in the area when it is released. The creature talks right along and reveals the plans of the Amdromodons wanting to use it to break down the drawbridge at Castle Halcyon.

Any action disturbing the silver circle or the five rubies releases the elemental to its rampage. It will not chase after fleeing characters. Each ruby is worth 13,000 gp.

There is a very remote chance the elemental can be talked into coming with the characters and attacking Amdromodons. In this highly unlikely event, the elemental fights until it makes one successful attack and then vanishes.

26 — THE DOME — A CONNECTION TO OTHER DIMENSIONS

PURPLE ZETA AMDROMODON MASTER — (*This chaotic evil creature's vital stats are HD 12d8, HP 90, AC 23. Its primary attributes are mental. It attacks with 2 Claws (1d8 + 3/1d8 + 3) and Clerical Spells. It begins battles using a Staff of Evocation (39 charges) and its first spell is Chain Lightning. Its special abilities include Darkvision 100 ft., spell ability, and all beings lying to an Amdromodon turn strawberry flesh colored. XP: -3,530*)

6 Command, Pro from Good, Sanctuary, Missing You, Sound Burst x2
5 Darkness, Dragon Talk, Hold Person x2, Silence, Spiritual Weapon
4 Animate Dead, Dispel Magic, Invisible Glow, Clever Thought

20 CASTLES & CRUSADES

2 Dismissal, Neutralize Poison

1 Flame Strike (7d6), XP: 3,530

TREASURE IN USE BY ZETA: Purple cloak, Amulet of the Planes, Bracers of Controlling Air Elementals, and 7 Purple diamonds (8,500 gp each).

PURPLE CLOAK OF THE AMDROMODON: When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy purple cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Wisdom attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 30 days the wearer gains the knowledge to summon an elemental of any type.

The heavy stone doors open magically to a vast domed chamber. Your eyes estimate the chamber is at least 50 or so feet in diameter. The round room has some type of magical pentagram at the center of a dais. There is a two foot rise of purple marble, holding the magical purple marble pentagram. Some type of clerical being is chanting in the middle of the round chamber. While the chanted words are not clear, the feeling those words generate in the characters is of a colossal evil being summoned.

While Zeta is standing in the pentagram, spells have no influence on him. If characters step up on the platform any running spells they have are negated. Zeta fights to the death in this area and no spells of control can influence the being.

TREASURE IN USE BY ZETA: Purple cloak, Amulet of the Planes, Bracers of Controlling Air Elementals, Staff of Evocation, and 7 Purple diamonds (8,500 gp each). In a leather pouch against a wall are ten dispatches from the more vicious beings of the nearby lands. Ogres, trolls, orcs, kobolds and other tribes and clans have agreed to come to Halcyon Castle on the next full moon to help in the attack on the castle for a large share of the loot.

21 — AIR ELEMENTAL SUMMONING CIRCLE

AIR ELEMENTAL LORD — (*This neutral creature's vital stats are HD 16d8, HP 128, AC 24. Its primary attributes are physical. It attacks with a Slam (2d10) and whirlwind 2d8, -2 on saves versus the whirlwind. Its abilities include Darkvision 60 ft., only struck by +2 weapons or greater in magical power, and Regeneration at 4 hit points a combat round. XP: 6,048.*)

The chamber is cold. You can feel a massive difference in the temperature just by standing in the door. The chamber is small, not more than 15 by 15. The center is filled with a circle. The circle is etched in the floor and filled with what appears to be silver dust (1,500 in gp). Almost filling the circle is a glowing whirlwind extending from the middle of the circle to the 20 foot tall ceiling.

You hear a whisper, "Free me, please."

The thin, whispery voice causes the hairs on the back of your neck to rise in fear. Some primal emotion is screaming at you to run and hide or die.

There are five fist-sized white gems floating around the circle. The gems are floating, evenly spaced and you just know they are part of the magic keeping this wind spirit trapped in the circle. *Each gem is worth 5,000 gp.*

The elemental wants to make a deal for its freedom. However, it will not perform more than one fight for the characters if that is part of the deal to free the elemental. It makes some type of bargain and tries to twist the bargain in its favor. The elemental would really like to make a bargain where it agrees to protect the characters for a time. Then it whisks them all away and after the time has expired it places them down in the middle of Halcyon Castle.

Secret Door in the Corridor:

*On the west wall of the five foot wide corridor is a secret door. Do not allow it to be opened or even found in this adventure. It waits for adventure 4, **THE EBONY TEMPLE OF DEATH**.*

The chamber is dry and dust makes your throats instantly parched. A film of sand covers everything on the floor. The chamber is small, not more than ten by ten. The center is filled with a foot of sand. *Under the center sand is an etched magical circle. The circle is cut deep into the floor and filled with what appears to be silver dust (500 in gp). Almost filling the circle is a creature made of granite boulders standing from the middle of the circle floor to the twenty foot tall ceiling.*

"Free me now, or die!" comes the gravely voice.

The rock humanoid moves to push its way out of the center of the room. An enormous spark drives the creature back. Looking further there are five war hammers floating round and round the elemental. These weapons are evenly spaced in the air and could be keeping the elemental inside the chamber.

EARTH ELEMENTAL LORD — *(This neutral creature's vital stats are HD 16d8, HP 133, AC 24. Its primary attributes are physical. It attacks with a Slam (2d10) or Power Earth Axe +4 (31 points of damage on flesh, double damage on structural things). Its abilities include Darkvision 60 ft., only struck by +2 weapons or greater in magical power, Earth Glide, and Regeneration at 4 hit points a combat round. XP: 5,952.)*

The elemental argues to be free and offers large sums in bar gold to be free. It conjures fifty bars of gold inside the circle with it. This is an illusion the elemental is using to trick the characters into grabbing at the +3 battle hammers or digging a little and taking some of the silver out of the circle. If the elemental is freed it breaks all agreements it made and tries to kill the characters.



PHASE 4 EBONY TEMPLE OF DEATH

This adventure design is for 2-6 characters of 10th or higher level, with a challenge rating of 10. Feel free to scale it up or down as needed. One of the easiest ways to scale it down is to make all the hit points half of what is listed.

You hold in your hand the fourth and last section of these temple adventures. This adventure completely stands alone. Ebony Temple of Death is designed to be a tough battle no matter how skilled the character group might be. This is a combat adventure, and there are deadly traps to be avoided and vital information needing to be given to the MageKing. The Amdromodons are a dimensional race able to travel from plane to plane.

REFEREE INTRODUCTION

This is another battling section, but they also have two quests. The characters are tasked to bring back a prisoner. They are also looking for more plans of the Amdromodons to invade Halcyon castle.

PLAYER INTRODUCTION

The granite mountain, twenty miles away, has turned into a volcano and spews ash over the countryside. If that wasn't enough of a problem, in twelve days comes the time of the full moon. All of the information gained from raiding the temples of the Amdromodons details a night attack of Castle Halcyon. The MageKing has done his best to acquire more fighters for the castle. He's specially prepared the mountain passes near the castle with extra surprises for the orc, goblin, and ogre invaders he's had cause to expect come at the summons of the Amdromodons.

In the MageKing's mind, the only task left to do is try for a last raid on the inner temple of the Amdromodons. On three past occasions, new sections of the temples appeared with a careful search. The MageKing has opened his treasure chambers to you adventurers. He's allowing you to take any one item you feel you can use. He expects any unused magical devices to be given back at the end of the successful mission.

He assigns twenty lancers to guard you all the way to the mountain. They are to wait for you to come back from the bowls of the mountain. This time you are asked to try and bring back a prisoner if at all possible as well as information about the invasion. The respected monarch says you must report back in ten days.

King's Treasure Chamber

Ring of Regeneration (2 hp a round), Ring of Shooting Stars, Rod of Absorption, Rod of the Python, Staff of Fire (41 charges), Staff of Frost (29 charges), Rope of Entanglement, Robe of Blending, +3 Bane Sword versus spell casters, +3 Sword of Wounding, 2 scrolls of Healing, 2 scrolls of Anti-Magic Shell

Amdromodon Dungeon Influences Changed for Phase 4

LIGHTS — Whatever light sources the party has display their lights at half effect.

COMBAT PLANS – It is noisy in the dungeon from the rumbling of the volcano and normal speech is impossible to hear. Make this clear to the players and do not let them organize themselves during the combats. If they want to set up combat tactics before going into battle that isn't a problem. Be sure to warn them of this problem before they reach encounter area 1C.

LAVA – In several sections of the dungeon there is an active lava pool in evidence. Those chambers are deadly hot and characters take five points of heat damage for every five minutes they are in those areas. This damage begins the second they step into the area with the lava.

NOISE – The rumbling keeps beings from the various chambers ignorant of combat progressing all around them. No one comes to aid other Amdromodons in these battles. Remember, this loud noise keeps characters from organizing themselves during a battle, but they can make plans before confrontations if they wish. They should realize this problem before the T-Rex of encounter 2C.

INTERDIMENSIONAL GEM – There are all sorts of interdimensional gems in this adventure. Such gems are rare as each comes from another plane of existence. It looks like a normal gem, but there is a luster and glow about it powered by magic. All objects of magic allowing beings to travel to other dimensions have this type of gem worked into their structure. Such gems are usually valued two or three thousand more than such a gem is normally worth.

1C – WHAT'S A LIVE VOLCANO DOING THERE?

As you come over the rise of the hill you see a volcano where one wasn't there before. Smoke and sparks are belching out of a funnel at the top of what was a granite mountain just ten days ago, at the last scouting of this area. The granite face of the mountain side, was gray, then red, then purple, the surface is now jet black. It isn't the black of soot, although there is enough soot falling to the ground all around you. It's a glossy, shiny black reflecting the sun, making a glare that's hard to look at for any length of time.

You notice the cave entrance is still there. The rubble around it from fallen rocks hasn't change, but now it's covered in soot inches thick.

You can't help thinking, when is this mountain going to blow and cover the countryside with lava. The cone at the top is already generating a great deal of heat and the temperature is much warmer near the base of the volcano than a hundred yards away.

The ground is rumbling and there is a great deal of noise. You are not sure if shouted orders can be heard inside the cave. You have your orders, you head there anyway. The squad of lancers hangs back and makes a camp. They join you in a fight, only if creatures come out chasing you.

The noise is deafening as you enter the cave. Your light sources are not spreading as much light as you have known before. Your lights only show ten feet. The walls, floor, and ceiling are glossy black. The corridor widens to be twenty feet wide north and south and extends past your lights west.

Suddenly, even over the noise of the rumbling mountain, you hear a titanic roar. In the distance to the west a light explodes. There in the brightness is some type of massive reptile. Trapped in the monster's jaws is a scarlet Amdromodon throwing a lightning bolt spell at the creature eating him. The lightning bolt would have struck the monster, but the T-Rex shook its head and the motion caused the arms of the spell caster to fling about. The bolt angled into the floor and bounced around to the west of the fight, lighting up the rubble many feet away to the west.

The darkness is back. With two swallows the Amdromodon is swallowed whole. The giant reptile sniffs the air coming from the cave entrance. In the darkness you can hear the sound of claws on the stone floor, coming closer to your position.

TYRANNOSAURUS REX (This neutral dinosaur's vital stats are HD 18d8, HP 150, AC 15. Its primary attributes are physical. It attacks with a bite inflicting 5d8 points of damage. Its special abilities are swallow whole, scent, and twilight vision. XP: — 8,670)

TREASURE: The monster swallowed a scarlet Amdromodon whole. The treasure from the creature is available in the stomach of the Rex. It includes: *Red Cubic Gate*, 5 *transdimensional crimson garnet gemstones* (15,000 gp each), *Scarlet Amdromodon Cloak*, and a +3 dagger.

Opening the Secret Door

If the characters haven't been here in other adventures make this secret door easy to find. The T-Rex has left scratch marks all over it.

Again, debris has filled the lower area of the temples. This stops the characters from wasting their time looking at empty areas.

Take them as quickly as possible up through the long, empty corridor to encounter area 25C.

The small chambers to the east and west of the long north corridor are filled with raked sand. There are no eggs or egg shells in any of the chambers. The Amdromodons plan on restoring this area once the invasion is successful.

In the long north and south corridor in front of the steps up, there are several patches of splattered and dried blood. There were many fights in this corridor in the recent past.

Above the stairs the chambers to the east and west are all empty and swept clean. Their materials were taken to the new section and placed in chambers near encounters 9 & 10.



25C – AN UNUSUAL DARKNESS

Frankly, the Amdromodons are tired of beings trampling into their temples and destroying everything. They have given up trying to fix the place for now as they continue their plans for invasion. They have spread spell traps around the door to keep people out. Each of the spells can be peeled like an onion with successful use of dispel magics, but the characters have to think of these spells to avoid a great deal of trouble.

DARKNESS 20 FT. RADIUS

The ten feet chamber and the ten feet in front of the open portal to the south are cloaked in magical darkness. No lights work in this area. A simple dispel magic takes away the effect.

SILENCE 15 FT. RADIUS

Magic forces silence in the ten by ten chamber of encounter area 25C. It also extends out five more feet south into the east and west corridors. This makes the casting of many types of spells impossible as well as the communication between party members. Once again, a simple dispel magic takes down this spell, but not until the darkness is removed with a similar spell.

GLYPH OF WARDING

When the darkness is dispelled, a special glyph of warding appears looking like a two foot lighting bolt floating in the air at the entrance of chamber 26C. Any physical touch of the glyph causes it to explode for 10d4 of electrical damage in a five feet area around whoever touched the glyph. Items thrown at the glyph pass through it harmlessly. Naturally, this glyph does its damage if the characters wish to walk blindly into the chamber or if the characters simply try to duck below the glyph.

FEAR SYMBOL

If there is no darkness and after the Glyph of Warding acts, the Fear Symbol appears as two glaring eyes floating in the doorway. Those who don't make a save find themselves running out of the dungeon for ten rounds. This symbol doesn't get used up and characters must save against it every time they come to this area and face the large portal.

The double stone doors are *wizard locked* by a tenth level mage. As the doors are magically forced open the following happens to all of the characters within forty feet of the doors:

- 1 – each makes a save or is covered in *faerie fire* for 60 minutes.
- 2 – each suffers from a *flame strike* inflicting 10d6 points of damage and a save reduces the damage taken by 10 hit points.
- 3 – an *obscuring mist* settles over the area and north, the first ten feet into encounter area 26C so the monsters hanging above the door are totally obscured. Naturally, the monsters are not influenced by the mist.

26C – DIMENSIONAL GATEWAY OR DEATHTRAP, YOU DECIDE

NOTE: there is an obscuring mist spell wrapped all around the chamber entrance. It completely covers the creatures hanging by the door, ready to drop on victims. The mist extends five feet into the chamber.

9 DARK MANTLES (*This set of neutral monster's vital stats are HD 1d10 x9, HP 8 x9, AC 17. Their primary attributes are physical. They attack with a bite inflicting 2d4 and constriction inflicting 1d4. Their special abilities are Darkness, improved grab, constrict, and blindsight 90 ft. These Darkmantles are like a small octopus. They have 8 long tentacles and a beak able to bite through a helm. They attack by dropping down from the ceiling after creating an area of darkness as the spell. XP: 99 each.*)

The chamber walls, floor, and high domed ceiling are all glossy black now as the warriors have taken over the area. Their magic causes the blackness in the stones.

This chamber has a dais of purple and it glows shedding black shadows, but only in the round 15 feet diameter circle at the center of the area. Through this any one can go to the home dimension of the Amdromodons. It's a world of crystal domes in a rainbow of colors as the domes and their colors also define the beings living in them. The Amdromodons have totally populated their planet in the air, on the ground, and under the water. They now seek to settle in other dimensions through the use of these portals. There are five interdimensional black faceted obsidian gems (20,000 gp each) hidden under the lapis tiles of the dais helping generate the magic allowing for the dimensional travel. Let the players play with the area all they want without being sucked into the dimensional vortex. Only a little inspection reveals lose tiles and the black gems.

The monsters in this area are specially created guardians and never leave the chamber. They fight to the death to stop all others than Amdromodons from using the dimensional portal of the dais.

24 CASTLES & CRUSADES

29 – KNOCK, KNOCK WHO'S THERE

Make this secret door very easy to find. There could be a dirty path from the thin east/west corridor to the blank wall. There could also be blood splashes all over this dead end because of battles at the doorway.

3 Glowing Long Swords hang in the air ready to do battle with anything that isn't an Amdromodon. The swords strikes as a fifth level fighters would and first in every combat round. Each inflicts 1d8 +3 in damage. If dispelled each falls to the floor a +3 weapon ready for anyone to use. While covered in the guardian magic, the weapon must stay in its ten foot area and can't attack out of that area. Characters can easily run by and not be struck if they adopt such a tactic. Characters can fight the swords all day long and never damage the weapons.

30 – NO SURPRISE, IT'S A TRAP!

The secret door on the west wall from the thin east/west corridor opens to a ten foot wide corridor, extending south. Sixty feet down the corridor turns into stairs going down. The stairs go down ten feet turning into a landing. From there the stairs go down west twenty feet, but there is a problem. The stairs shorten to five feet wide in the middle of the corridor. On the north and west sides the floor the floor of the corridor opens into deep pits filled with rolling lava. The heat is intense and assuredly damaging. In the glow of the lava you can see a large door twenty-five feet to the west. You suspect some type of trap.

Characters lose five hit points from the heat.

When characters try to open this door, the danger occurs. If the door is magically opened nothing happens. However, if force is used on the door, the thin path of the corridor shakes forcing everyone on the stairs to make dexterity save at +2 or fall to their deaths into the lava. If they have made special provisions to protect themselves from falling, they take no harm and need no saves.



The lock has a challenge rating of 8. If it is successfully picked the trap doesn't spring.

31 – PORTAL TO CASTLE HALCYON

3 MAN-ORC ASSASSIN (5th level, these chaotic evil fighters have vital stats of HP 55, 49, 45, AC 17. Their primary attributes are strength, dexterity, and wisdom. Their significant attribute is strength 20. Their special abilities include: darkvision 100 ft., the power to have the chance to strike the same foe three times in a combat round with the first strike being at +3 over and above any weapon pluses they use and the other two strikes with no minuses. They wear studded leather of the finest quality, using a +3 combat fork. It is a +3 weapon inflicting 1d10 points of damage in the hands of an orc and 1d8 +1 in any other creature's hands. A successful strike of the fork, inflicting maximum damage of 10, on a 1d10, causes the victim to make a save or flee the battle for ten combat rounds as the Fear spell. If the victim is trapped in a dead end or escape is blocked by characters, the victim goes unconscious for the rounds. **XP:** 510 each.)

TREASURE: Each of these Man-orcs has a +3 combat fork and 4 interdimensional amethysts (9,500 gp each).

In melee the three guardians stay in the circular chamber and fight. If the characters start to use ranged attacks, the guardians charge into melee.

This round chamber has a door in the middle of the east wall and an opening in the middle of the north wall. The chamber is forty feet in diameter. At the center is a two foot raised dais. The image of the parade grounds in the middle of Castle Halcyon can be seen from any side of the dais. At the north, south, east, and west edges of the dais are large obsidian black faceted fist-sized gems (worth 10,000 gp mainly because they display transdimensional magic when tested for magic.) It would seem a dimensional portal to the inside of the castle has been made by the Amdromodons.

Taking two of the black gems away from the dais breaks the connection to Castle Halcyon. Taking all four gems and bringing them back to the MageKing makes him unusually happy and he gives the characters double what the gems are worth.

32 – FROG STATUE GUARDIANS

You stand in the southwest corner opening of a chamber. Looking around you see three large statues in the shape of odd giant frogs. The chamber looks to be twenty feet by twenty feet with a thirty foot tall ceiling. There is another opening in the northwest corner of the chamber. The three statues are probably there for a nasty reason.



3 FROG STONE GUARDIANS (This set of neutral monster's vital stats are HD 4d10, HP 35 x3, AC 18. Their primary attributes are physical. They attack with a bite inflicting 1d10 +3 each. Their special abilities are immunity to poison, immunity to mind control, see invisible, resistant to weapons [edged weapons do ¼ damage, missile weapons do no damage, wooden shafted weapons have a 25% chance to break on impact, magical edged weapons inflict ¼ plus any magic bonus, magic missile weapons do their magical bonus.] They strike last in a round. **XP:** 515 each.)

The statues are not slow, but they won't follow the characters in or out of this chamber. They are intelligent enough to position themselves to not make themselves easy targets from the doors. There is no way to go north until these guardians are taken care of through battle.

33 – SHAMAN IN TROUBLE

This is designed as a trap for the incautious. The man by the fire appears to be a powerful shaman, but his mind is destroyed and he dies as soon as the magical circle is broken around him and the fire. There are visible shadow monsters on the walls, but they are only illusions and can't do anything but put a freight into the characters. The real problem is the circle of dangerous spells around the shaman where the characters can't help but trip over as they try and save the man.

The shaman continually screams, "Help me! Help me! They have my brain on fire!" He's a pitiful sight.

Even if the characters rush into the chamber, the spell effects surrounding the circle go off, striking the characters before they can break the circle surrounding the Shaman. There are 3,000 gp worth of silver dust making the circle.

Cloudkill — With the first effort to enter the chamber a Cloudkill fog of poison comes from the circle and fills the southern chamber below area 33. Characters of 6 HD or higher take 1d10 points of poison damage a round.



Dark Chaos – A pair of smoky tendrils comes out of the circle and slams into the first character entering the chamber. They automatically strike for 6 points of damage each and strike again in the next combat round and then vanish.

Energy Drain – Not usually a stationary spell, this one drains one level from any character coming within ten feet of the protective circle, around the shaman. They are allowed a constitution save to resist the energy of the spell.

Blast Glyph of Warding – The spell does 10d4 points of damage to anyone trying to disrupt the protective circle around the shaman. This damage extends to any character within five feet of the victim. A successful Wisdom save reduces the damage by one-half. This spell goes off before the victim has a chance to disrupt the circle.

Curse – The body of the shaman is cursed. Touching him with anything throws a curse on the touchier. If they do not make their Wisdom save they are turned into a one inch long red ant. All of their equipment doesn't turn with them.

35 – GUARDIAN AT THE PORTAL

The guardian uses its invisibility ring at its guard post. It only appears to surprise and attack the characters from the middle of the group.

BLACK PSI AMDROMODON WARRIOR (This chaotic evil creature's stats are HD 14d8, HP 108, AC 25. Its primary attributes are physical. Its primary attribute is Strength 25. Its attacks are 2 Claw (1d10 +6/1d10 +6) or the Warrior Amdromodon sword. It doesn't draw the sword until it is down to one-half its hit points as it enjoys feeling the blood of its foes and it always tries to fight the spell casters first. Its special abilities are dark vision 100 ft., see sword, see cloak, and all other species glow bright strawberry when lying to an Amdromodon. Treasure in use by warrior: Black Cloak, Ring of invisibility, Sword of the Warrior, pouch of planar emeralds [7 at 9,000 gp each]. XP: 6,512.)

SWORD OF THE WARRIOR AMDROMODON

These swords are crafted of the metal of the plane the Amdromodons plan to invade. Nothing is done about the invasion until there are 1,000 of these swords made by the combined effort of all four different types of Amdromodons. The weapon is ten feet long and three feet wide. There are hooks located in central areas of the blade and the handle. A successful strike gives the warrior a 25% chance of pulling away the weapon of a foe. The blade also acts as a shield and has a 30% chance with each successful missile strike, by a foe, to block that shot. The weapon itself does 1d10 +10. One requires at least a strength of 20 to use the blade.

BLACK CLOAK OF THE AMDROMODON: When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy black cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Dexterity attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the

touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. The cloak has a 50% chance to snag any successful strike from a missile weapon or a magic missile.

39 – ATTACK OF THE GUARDIANS

As the characters come down this corridor, the shadow mastiffs come out of two of the chambers and rush to do battle. While this is happening, Delta is summoning three kobolds and a faithful hound. Then it tries to cast protective spells on itself. Successful with that, the Amdromodon begins using its polymorph wand on the characters trying to turn them into fish.

8 SHADOW MASTIFFS (This set of neutral evil monster's vital stats are HD 4d4 +4, HP 20 x8, AC 17. Their primary attributes are physical. They attack with a bite inflicting 2d4. Their special abilities are partial invisibility, affinity for shadows, Darkvision 120 ft. **XP:** 120 each)

38 – WIZARD'S SECTION

SCARLET DELTA GREATER AMDROMODON (This chaotic evil creature's stats are HD 7d8, HP 53, AC 25. Its primary attribute is mental. Its significant attribute is Intelligence 19. Its attacks are with talons at 1d4+3/1d4 +3 and the use of spells. Its special abilities are a permanent protection from normal missiles. When struck with missile weapons, fist-sized sparks blast from its body; Darkvision 100 ft. and all beings turn strawberry colored when lying to an Amdromodon. **XP:** 707.)

Attacking: Delta uses an 85 charge wand of polymorph in battle and tries to turn characters into fish.

Spells:

Spells up and running—Protection from Good, Shield, Mirror Image, See Invisibility, Faithful Hound

6 Charm Person, 3 x Magic Missile, Pro from Good, Shield

5 Mirror Image, 2 x Ray of Enfeeblement, See Invisibility, Web

4 Hold Person, Lightning Bolt, 2 x Suggestion

2 Confusion, Polymorph

1 Faithful Hound

Combat: Greater Amdromodons enjoy attacking with dangerous magical spells. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

FAITHFUL HOUND (This chaotic evil creature's vital stats are HD 10d8, HP 50, AC 18. The hound's special ability is a howl forcing a save versus Fear and failing that, the victim is a -2 in attacking and morale. The creature has a magical bite 2d6 +10. **XP:** 370.)

SUMMONED KOBOLDS X3 (These chaotic evil creature's vital stats are HD 1d4 +1, HP 5 x3, AC 15. Their attacks are by Morning Star inflicting 2d4. Their special ability is dark vision 100 ft. **XP:** 20 each.)

Delta's Crimson cloak grants him +1 on intelligence and allows him to summon 3 kobolds. He summons the kobolds before the characters can attack.

When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy red cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Intelligence attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 48 hours the wearer can summon Kobolds as the Amdromodon spell.

All of the ten by ten chambers in this area are filled with a jumble of clerical furniture and items needed for temples. There are benches, tapestries, many cabinets filled with robes, and several chests filled with scrolls on the faith of the Amdromodons. Several casts hold wine poisonous to beings on this plane. The very last chamber is filled with shelf after shelf of magic ingredients.

At the bottom of one of the shelves are several large jars filled with useful treasure: a jar of 10 diamonds (each worth 2,000 gp), a jar of 12 odd shaped pieces of amber with trapped bugs (each worth 500 gp) and a jar filled with silver dust (worth 300 gp). Otherwise the chamber has ingredients like demon eyes, devil tongues, mummy wrapping, witches hair, and other alchemist style items common to a wizard's supply pantry.

As the characters go in and start moving chamber items there are five of the twenty baskets in the middle of the chamber erupting in giant snakes.



5 VENOMOUS SNAKES (These chaotic evil creatures vital stats are HD 6d8, HP 40 x5, AC 18. Their primary attributes are physical. Each is 15 feet long, 4 inches wide, and has a head 8 inches wide with fangs shooting poisonous venom. The venom is shot up to 20 feet away if the characters try to keep their distance. In melee the snakes attack by biting for 1d6 + poison. A save versus constitution to half poison damage does 10 points and the victim is Slowed as the spell for ten combat rounds. Their special abilities include darkvision 100 ft., they are from another dimension and phase out every other combat round so they cannot be touched and cannot touch others, and their flesh glows in the dark in rainbow colors. **XP:** 450.)

These snakes chase the characters out into the hall and into other chambers.

36 – COME JOIN THE FAMILY

These two hatchlings have bright blue scales. Looking very much like blue dragons without the wings, they are ten feet long, and stand five feet tall at the shoulders. They have human-like heads with a huge forked tongue constantly darting out, testing the air for scents the tongue can detect on the breeze.

2 AMDROMODON HATCHLING (These chaotic evil creatures have vital stats of HD 6d8, HP 45, 40, AC 15. Its primary attributes are physical. Their primary attribute is Strength 25. Their attack is a bite 1d10 +6 and the wounds are diseased. The wounds these hatchlings cause immediately swell up and begin dripping greenish fluids until some type of cure disease is used. Until cured the wound does 2 hit points of damage every hour. Their special skills are scent, darkvision 100 ft., immunity to all types of hold or control spells, and magical attacks inflict double damage on the hatchling. **XP:** 520 each.)

These guardians stay in this spot and do not come to help encounters 35 or 39.

37 – SWORD MAKING 101

Characters coming into this area take 5 hit points of heat damage every five minutes. Such damage begins as they enter the area.

IMPORTANT NOTE: As the battle begins, make the combat situation very clear to your players. All of the beings in this chamber are striking to subdue the characters. It is their intention to chain them up in chamber 40 and use their bodies to temper the metal of the new swords. The horror of this is supposed to sink in and make an impact on your players.

The first impression you take note of in this large chamber are the many giant black swords hanging along the walls. There must be hundreds of them (in fact there are 951) and each is exactly alike.

Then you notice there are four different forges worked by four different Amdromodons: one purple, one black, one green, and one scarlet. At this point you are attacked by 3 kobolds, a faithful hound, and two man-orcs. The four Amdromodons all begin doing something looking suspiciously like spell casting.

This is the deadliest portion of all four adventures. At this point you should feel free to let the characters run for their lives, chased by the littler beings summoned as cannon fodder by the Amdromodons. Among the Amdromodons the spell casters cast as many protective spells as they have time for before they are attacked. All four enter battle using what magic they have and the Black Amdromodon starts the battle using his sword. The red and green ones guard the southern doorway so no one escapes. The purple and black ones guard the eastern doorway so no one escapes.

FAITHFUL HOUND (This creature's vital stats are HD 10d8, hp 80, AC 18. Its primary attributes are physical. The creature attacks for a bite of 2d6 + 10. The special ability of the hound is a howl forcing a save versus Fear or the victim is a -2 in attacking and morale. **XP:** 370.)

3 SUMMONED KOBOLDS (These chaotic evil creature's vital stats are HD 1d4 +1, HP 5 x3, AC 15. Its primary attributes are physical. Their attacks are by Morning Star inflicting 2d4. Their special ability is dark vision 100 ft. **XP:** 20 each.)

2 MAN-ORC ASSASSIN (5th level, these chaotic evil fighters vital stats are HP 57, 55, AC 17. Its primary attributes are physical. Their significant attribute is constitution 20. Their special abilities include: darkvision 100 ft., the power to have the chance to strike the same foe three times in a combat round with the first strike being at +3 over and above any weapon pluses they use and the other two strikes with no minuses. They wear studded leather of the finest quality, using a +3 combat fork. It is a +3 weapon inflicting 1d10 points of damage in the hands of an orc and 1d8 +1 in any other creature's hands. A successful strike of the fork, inflicting maximum damage of 10, on a 1d10, causes the victim to make a save or flee the battle for ten combat rounds as the Fear spell. If the victim is trapped in a dead end or escape is blocked by characters, the victim goes unconscious for the rounds. **XP:** 510 each.)

TREASURE: Each of these Man-orcs has a +3 combat fork and 2 interdimensional azurite gems (7,500 gp each).

10 GREEN ZOMBIES, be sure and mention the green skin of the zombies and each dressed in a green toga. (These chaotic evil undead have vital stats of HD 2d8 +2, HP 14 x10, AC 12. In attacking they each Slam (1d8 +2) and Bite (1d4 +2). Its primary attributes are physical. Their special abilities include: always attacking last in every combat round, immune to sleep, charm, and cold-based attacks, and holy water inflicts 2d4 to their flesh. **XP:** 71 each.)

BLACK PI AMDROMODON WARRIOR (This chaotic evil creature's stats are HD 14d8, HP 108, AC 25. Its primary attributes are physical. Its primary attribute is Strength 25. Its attacks are 2 Claw (1d10 +6/1d10 +6) or the Warrior Amdromodon sword. It doesn't draw the sword until it is down to one-half its hit points as it enjoys feeling the blood of its foes and it always tries to fight the spell casters first. Its special abilities are dark vision 100 ft., see sword, see cloak, and all other species glow bright strawberry when lying to an Amdromodon.

TREASURE IN USE BY WARRIOR: Ring of mind shielding, Sword of the Warrior, Black Cloak of the Amdromodon, pouch of planar ruby-onsite (4 at 6,000 gp each). **XP:** 6,512.)

28 CASTLES & CRUSADES

SCARLET LAMBDA GREATER AMDROMODON (This chaotic evil creature's stats are HD 10d8, HP 76, AC 25. Its primary attribute is mental. Its significant attribute is Intelligence 19. Its attacks are with talons at 1d4+3/1d4 +3 and the use of spells. Its special abilities are a permanent protection from normal missiles, when struck with missile weapons, fist-sized sparks blast from its body; darkvision 100 ft. and all beings turn strawberry colored when lying to an Amdromodon. XP: 860.) **Spells:**

Spells up and running—Protection from Good, Shield, Mirror Image, See Invisibility, Faithful Hound

6 Charm Person, 3 x Magic Missile, Pro from Good, Shield

5 Mirror Image, 2 x Ray of Enfeeblement, See Invisibility, Web

4 Hold Person, Lightning Bolt, 2 x Suggestion

2 Confusion, Polymorph

1 Faithful Hound

Combat: Greater Amdromodons enjoy attacking with dangerous magical spells. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

Lambda's Crimson cloak grants him +1 on intelligence and allows him to summon 3 kobolds. He summons the kobolds before the characters can attack.

When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy red cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Intelligence attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 48 hours the wearer can summon Kobolds as the Amdromodon spell.

PURPLE IOTA AMDROMODON MASTER (This Chaotic Evil creature's vital stats are HD 12d8, HP 87, AC 23. Its primary attributes are mental. Its primary attribute is Wisdom 20. Its special abilities include Darkvision 100 ft., and all beings lying to an Amdromodon turn strawberry flesh colored. Its attacks are 2 Claw (1d8 +3/1d8 +3) and Clerical Spells. It begins battles using a Staff of Evocation (39 charges) and its first spell is Chain Lightning. XP: 3,530)

7 Command, Pro from Good, Sanctuary, Missing You, Sound Burst x3

6 Darkness, Dragon Talk, Hold Person x3, Silence, Spiritual Weapon

4 Animate Dead, Dispel Magic, Invisible Glow, Clever Thought

2 Dismissal, Neutralize Poison

1 Flame Strike (7d6)

TREASURE IN USE BY ZETA: Purple cloak, Ring of the Ram, Bracers of Controlling Air Elementals, and 11 Purple Zerlateens (11,000 gp each).

PURPLE CLOAK OF THE AMDROMODON: When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy purple cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Wisdom attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 30 days the wearer gains the knowledge to summon an elemental of any type.

GREEN EPSILON LESSER AMDROMODON (This Chaotic Evil creature's vital stats are HD 12d8, HP 96, AC 20. Its primary attributes are mental. Its primary attribute is intelligence 20. It attacks with 2 claws 2d4 +3/2d4 +3. Its special abilities include Darkvision 100 ft., and the ability to turn any freshly made dead humanoid into an undead zombie. Treasure: 10 green dimensional orbs (12,000 gp each), and a ring of regeneration 3 points per round.) XP: 650.)

EMERALD CLOAK OF THE AMDROMODON: When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +2 in their Strength attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch.



34 – MAGICAL SUPPLIES

The rest of the chamber is 80 feet east and west and 100 feet north and south. There is an opening 35 feet in the south wall from the west side and an opening in the east wall five feet from the south wall.

There is the smell of roasted meat filling the air of the chamber.

There are four forges placed evenly around the center of the chamber. Each of them is filled with rolling lava, giving off tremendous heat. Each of them has a half completed sword on an anvil. There are many types of hammers and tongs attached to each of the forges. It's clear the Amdromodons were making swords for their black warriors.

The first forge in the northwest corner has a large crucible filled with molten gold. This was used to etch magical symbols on the swords. There is 10,000 worth of white hot gold in the container.

The second forge in the northeast corner has a large crucible filled with molten silver. This was used to etch magical symbols in the swords as well. There is 6,000 worth of white hot silver in this large crucible.

The third forge in the southwest corner has a large crucible of a glowing white metal *(the characters have no chance in the world of ever finding out what type of metal this is as it comes from the home plane of the Amdromodons. It is a bit brittle when it cools down. The metal was used on each of the handles of the swords.)*

The fourth forge in the southeast corner has a large crucible filled with steel for the making of the main part of the sword.

The chamber is thirty feet east and west and twenty feet north and south. The opening is in the middle of the north wall.

The chamber is divided into three sections. Section one is on the west side and is shelf after shelf of white quartz crystal and glows with transdimensional magic. It seems these are used for the pommels of the warrior swords. Section two is in the middle of the chamber and it is filled with glowing sharpening stones. It would appear they go through a lot of these to sharpen the swords. Section three fills the east side of the chamber and is three barrels.

The barrels are filled with a special green sap used to cool the lava hot metal and help temper the blades to razor sharpness. The fluid is extremely painful to the touch and does seven points of damage even to just a touch by the tip of a finger.

40 – NEED A LITTLE HELP HERE

The chamber is twenty feet wide east and west and thirty feet wide north and south. The open portal is in the southwest corner of the west wall.

The chamber is filled with humans, elves, and dwarves all chained to the walls. They are all dying of thirst and there must be thirty of them along the walls.

Freed and given water, these beings reveal their bodies are being used to quench the red hot metal of the swords. A body is taken, stabbed at least three times and then tossed on the forge fires to turn to ash in the lava.

| PHASE 1 | | PHASE2 | | PHASE3 | | PHASE4 | |
|---------|----|--------|-----|--------|-----|--------|-----|
| 1 | p3 | 1a | p14 | 1b | p16 | 1c | p22 |
| 2 | p3 | 2a | p14 | 2b | p16 | 2c | p23 |
| 3 | p4 | 6a | p13 | 18 | p18 | 25c | p23 |
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NEW CREATURES

AMDROMODON, BLACK WARRIOR

NO. ENCOUNTERED: 1

SIZE: Large (18")

HD: 14 (d8)

MOVE: 50 ft.

AC: 25

ATTACKS: 2 Claw (1d10 +3/1d10 +3), Special Sword See Below

SPECIAL: Dark Vision 100 ft., See Below, all beings lying to an Amdromodon turn strawberry flesh colored.

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: Special

XP: 5,000 +14

Always dressed in a long flowing dark black, toga those coming to know the Amdromodons discover that toga is actually an extension of their flesh. The older the Amdromodon, the thicker and plusher, the "toga" appears to be. This warrior stage of Amdromodons stands fourteen foot tall with a humanoid shape. Its flesh is black, the humanoid's strength is greater than a cloud giants.

COMBAT: Warrior Amdromodons enjoy attacking with their bare talons as they can draw food value from the blood of their foes as it strikes the warrior's flesh. Being intelligent warriors, they recognize the power of their foes and fight with special swords when there are too many or too powerful a group of foes aligned against them.

SWORD OF THE WARRIOR AMDROMODON

These swords are crafted of the metal of the plane the Amdromodon's plan to invade. Nothing is done about the invasion until there are 1,000 of these swords made by the combined effort of all four different types of Amdromodons. The weapon is ten feet long and three feet wide. There are hooks located in central areas of the blade and the handle. A successful strike gives the warrior a 25% chance of pulling away the weapon of a foe. The blade also acts as a shield and has a 30% chance with each successful missile strike by a foe to block that shot. The weapon itself does 1d10 +10.

BLACK CLOAK OF THE AMDROMODON: When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy black cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Dexterity attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. The cloak has a 50% chance to snag any successful strike from a missile weapon or a magic missile.



AMDROMODON, GREEN LESSER

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 5 (d8)

MOVE: 40 ft.

AC: 20

ATTACKS: 2 Claw (2d4 +3/2d4 +3)

SPECIAL: Dead Touch (see below), Dark Vision 100 ft., all beings lying to an Amdromodon turn strawberry flesh colored.

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: None

XP: 180 +5

Always dressed in a long flowing cloak, those coming to know the Amdromodons discover that cloak is actually an extension of their flesh. The older the Amdromodon, the thicker and plusher, the "cloak" appears to be. The lesser stage of Amdromodons stands nine foot tall with a humanoid shape. Its flesh is red, the humanoid's strength is greater than a hill giants.

DEAD TOUCH: When any type of Amdromodon touches a dead humanoid, having died in the last 48 hours, the humanoid rises as a Green Amdromodon Zombie and follows its creator. A status symbol in Amdromodon society is how many and how powerful are the follower zombies. Giants are particularly favored because of their toughness to kill. Flying creatures of all types are also especially sought after.

COMBAT: Lesser Amdromodons enjoy attacking with their bare talons. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

GREEN CLOAK OF THE AMDROMODON: When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +2 in their Strength attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch.

AMDROMODON, PURPLE MASTER

NO. ENCOUNTERED: 1

SIZE: Large (12')

HD: 12 (d8)

MOVE: 40 ft.

AC: 23

ATTACKS: 2 Claw (1d8 +3/1d8 +3), Clerical Spells

SPECIAL: Dark Vision 100 ft., See Below, all beings lying to an Amdromodon turn strawberry flesh colored.

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: Special

XP: 2450 + 12

Always dressed in a long flowing bright purple, toga those coming to know the Amdromodons discover that toga is actually an extension of their flesh. The older the Amdromodon, the thicker and plusher, the "toga" appears to be. This master stage of Amdromodons stands twelve foot tall with a humanoid shape. Its flesh is purple, the humanoid's strength is greater than a fire giants. Unfortunately for the characters they shine bright strawberry when they lie to any Amdromodon.

7 Command, Pro from Good, Sanctuary, Missing You X2, Sound Burst x2

6 Darkness, Dragon Talk, Hold Person x3, Silence, Spiritual Weapon

4 Animate Dead, Dispel Magic, Invisible Glow, Clever Thought

2 Dismissal, Neutralize Poison

1 Flame Strike (7d6)

SUMMONING: Generally, this type of Amdromodon is able

to summon elementals as a natural ability, one a day.

COMBAT: Master Amdromodons enjoy attacking with dangerous clerical spells. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

PURPLE CLOAK OF THE AMDROMODON: When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy purple cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Wisdom attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 30 days the wearer gains the knowledge to summon an elemental of any type.

AMDROMODON, SCARLET GREATER

NO. ENCOUNTERED: 1

SIZE: Large

HD: 7 (d8)

MOVE: 50 ft.

AC: 18

ATTACKS: 2 Claw (1d4 +3/1d4 +3), Wizard's Spells

SPECIAL: Summoning, Dark Vision 100 ft., all beings lying to an Amdromodon turn strawberry flesh colored.

SAVES: M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: None

XP: 305 +7

Always dressed in a long flowing bright red, those coming to know the Amdromodons discover that cloak is actually an extension of their flesh. The older the Amdromodon, the thicker and plusher, the "cloak" appears to be. This greater stage of Amdromodons stands 11 foot tall with a humanoid shape. Its flesh is red, the humanoid's strength is greater than a fire giants.

6 Charm Person, 3 x Magic Missile, Pro from Good, Shield

5 Mirror Image, 2 x Ray of Enfeeblement, See Invisibility, Web

4 Hold Person, Lightning Bolt, 2 x Suggestion

2 Confusion, Polymorph

1 Faithful Hound

SUMMONING: Generally, this type of Amdromodon is able to summon three kobolds as a special spell the race has. When summoned the kobolds are totally loyal to the summoner and stay permanently. For some unknown reason the fewer kobolds the Amdromodon has for followers, the more prestige it has in its own racial mix. Amdromodons don't want kobolds around the villages of Amdromodons and make them live in hovels miles away from the crystal domes of the Amdromodon race.

32 CASTLES & CRUSADES

COMBAT: Greater Amdromodons enjoy attacking with dangerous magical spells. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

CRIMSON CLOAK OF THE AMDROMODON: When one of these creatures die, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy red cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Intelligence attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 48 hours the wearer can summon Kobolds as the Amdromodon spell.

AMDROMODON HATCHLING

NO. ENCOUNTERED: 1

SIZE: Large

HD: 6 (d8)

MOVE: 70 ft.

AC: 15

ATTACKS: Bite 1d10 +4

SPECIAL: Dark Vision 100 ft, Vulnerability to Magical Attacks

SAVES: P

INT: Animal

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: None

XP: 280 +6

The beast starts out as a two foot egg. The egg expands to five feet long and the beast hatches ready to eat and do battle. The creature has massive limbs and stands four feet tall at the shoulder when just hatched. It grows to another foot after three months. It instinctively obeys the commands of any Amdromodon and they are used as natural guards in the important places where Amdromodons live.

On the prime material plane, feeding them different types of beings like elves, dwarves, humans, and the like, determine what color the hatchling ends up as when after one hundred years it molts and turns into an adult Amdromodon.

VULNERABILITY TO MAGICAL ATTACKS: Extremely sensitive to magical attacks of all types, the beast takes double damage from any successful magical attack inflicting hit points of damage.

CRIMSON FLESHED AMDROMODON KOBOLD

NO. ENCOUNTERED: 1-3

SIZE: Small

HD: 1d4 +1 (d4)

MOVE: 30 ft.

AC: 15

ATTACKS: Bite (1d2 +1) or Morning Star (2d4)

SPECIAL: See below

SAVES: P

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: None

XP: 5 +3

Groups of three crimson fleshed kobolds follow most Greater Amdromodons. When kobolds have worked for a Greater master for over a year, they are given a crimson flesh cloak from their master. This cloak gives them one kobold summoning spell and increases their intelligence by 1.

SPECIAL: These kobolds are far more intelligent than normal kobolds. They are fiercely loyal to whoever summoned them. In that loyalty, they cannot be magicked away from their master. Spells like *Fear* and *Charm* have no effect on these creatures. The Amdromodon, or scroll user who conjured the kobolds can see through its eyes and help direct any attacks the kobolds make.

COMBAT: These kobolds are smart enough to try flanking attacks. Those more experienced kobolds with the special flesh cloak always start the battle by summoning three kobolds with battle maces ready to do combat.

GREEN AMDROMODON ZOMBIE

NO. ENCOUNTERED: 1-10

SIZE: Medium

HD: 2 +2 (d8)

MOVE: 30 ft.

AC: 12

ATTACKS: Slam (1d8), Bite (1d4)

SPECIAL: Immunity to sleep, charm, and cold-based attacks. Holy water inflicts 2d4 to its flesh. Always attacks last in a combat round.

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: None

XP: 10 +14

Groups of ten green zombies follow most Amdromodon's. These zombies are not limited to humans as the touch of an Amdromodon can turn any recently dead body into a green zombie. These undead creatures are far more intelligent than normal zombies. They also move as quickly as their living bodies did in life. The Amdromodon who made the zombie can see through its eyes and help direct any attacks the zombies make.

As they kill characters, the dead are immediately carried away to be turned into zombies later. These undead are quick and attack first in every other combat round. They are immune to sleep, charm, and cold-based attacks. Holy water inflicts 2d4 to them at a touch. **XP:** 55 each.

COMBAT: These zombies are smart enough to try flanking attacks. As they kill beings, they pick them up and take their bodies back to their Amdromodon master to be converted into more zombies.

NEW SPELLS

ASSASSIN'S FORK CONJURING Level 4 Cleric or Druid

CT 3 **R** Touch **D** 24 hours or Special
SV none **SR** none **Comp** V, DF

Unless a scroll is used a quality trident is needed for the casting of this spell. When silver dust and the hair of an orc are used in this conjuring, a deadly arcane effect covers the trident. The trident is turned into a special two pronged forked weapon. A successful strike inflicting maximum damage of 10 on a 1d10 causes the victim to make a save or flee the battle for ten combat rounds. If the victim is trapped in a dead end or escape is blocked by characters, the victim goes unconscious for the rounds.

Special: With every conjuring of this weapon, there is a ten percent chance the weapon stays permanently after the conjuring. It is a +3 weapon inflicting 1d10 points of damage in the hands of an orc and 1d8 +1 in any other creature's hands.

CLEVER THOUGHT Level 3 Cleric or Druid

CT 2 **R** up to 210 feet **D** 1 minute/lvl
SV Yes **SR** Yes **Comp** V

The spell is directed at a victim. If they do not make their saving throw the magic of the spell inserts one simple idea in the mind of the victim (generated by the caster of the spell). The victim tries with all his power to act on that idea for the duration of the spell.

DRAGON TALK Level 2 Cleric or Druid

CT 1 **R** 10 ft./lvl **D** 1 minute/lvl
SV N/A **SR** N/A **Comp** V

The spell allows the caster to enter into clear communication with any type of dragon. Even if the dragon doesn't speak or isn't intelligent, it can convey thoughts to the caster. This spell in no way has the caster become a friend of the dragon, but they can appeal to the interests of the dragon.

INVISIBLE GLOW Level 3 Cleric or Druid

CT 2 **R** 10 ft./lvl **D** 1 minute/lvl
SV Yes **SR** N/A **Comp** V

When the spell is cast, invisible beings or the like must make a saving throw. If they fail the save they glow with a purple glow making it +3 to hit them in combat. As long as the invisible beings are in the range of the spell caster they remain glowing.

KOBOLD SUMMONING Level 3 Wizard or Illusionist

CT 2 **R** Touch **D** Permanent
SV none **SR** N/A **Comp** V, M, DF

Unless a scroll is used, three bronze coins of any type are needed for the spell. A ten feet wide circle of silver is made on the floor and the coins are flipped in the air above the circle. The magic causes the coins to be magically suspended in the air. In five combat rounds three kobolds dressed for battle and using morning star weapons appear ready to fight. They battle to the death for the conjurer. There can be no more than nine living kobolds summoned by any single conjurer in a thirty day time frame.

LIGHT OF THE GODS Level 5 Cleric

CT 2 min **R** see text **D** 60 min./lvl.
SV n/a **SR** n/a **Comp** V, DF

A 1,000 gp or more cut diamond is used up in the casting of this spell. A holy light as bright as day appears where the cleric stands and shines out ten yards for every level of the cleric. The light inflicts 1d6 a combat round on any undead coming into the area. The cleric can't be in a battle when casting the spell. This light also influences foes of the caster. If the caster is lawful then evil characters suffer a -2 in striking while bathed in the light. The reverse is true if the caster is evil and lawful characters attack. Neutral clerics cannot cast this spell.

MISSING YOU Level 1 Cleric or Druid

CT 1 **R** 10 ft./lvl **D** 2 combat rounds/lvl
SV Yes **SR** N/A **Comp** V

The spell is cast on a being and they make their saving throw or they are under the influence of the spell. Every combat round under the spell, the victim must make a saving throw and if they fail that effort they miss their enemies with any attacks no matter what they try.

ORC ASSASSIN CONJURING Level 4 Wizard or Cleric

CT 3 **R** Sight **D** Permanent
SV none **SR** none **Comp** V, DF

Unless a scroll is used, the hair of an orc is needed for this spell. When cast the wielder summons a skilled orc fighter of the fifth level ready to battle to the death for the summoner. There can be no more than three living orcs summoned by any single conjurer in a 60 day period.

SUSPENDED WEAPON Level 3 Wizard or Illusionist

CT 1 **R** Touch **D** 4 days/lvl.
SV none **SR** N/A **Comp** V, M, DF

A +1 or more weapon of any type is needed for the spell. The earth from a wizard's grave over 100 years old is also needed for the spell. A ten feet wide circle of silver is made on the floor and the weapon becomes suspended ten feet in the air above the circle. The magic causes the weapon to be suspended in the air. The weapon fights as a fighter at the level of the caster of the spell. The weapon avoids being captured and never leaves the spell area of the casting circle.

ZOMBIE INVISIBILITY Level 3 Wizard or Illusionist

CT 3 **R** Sight **D** 3 rds./lvl.
SV none **SR** none **Comp** V, DF

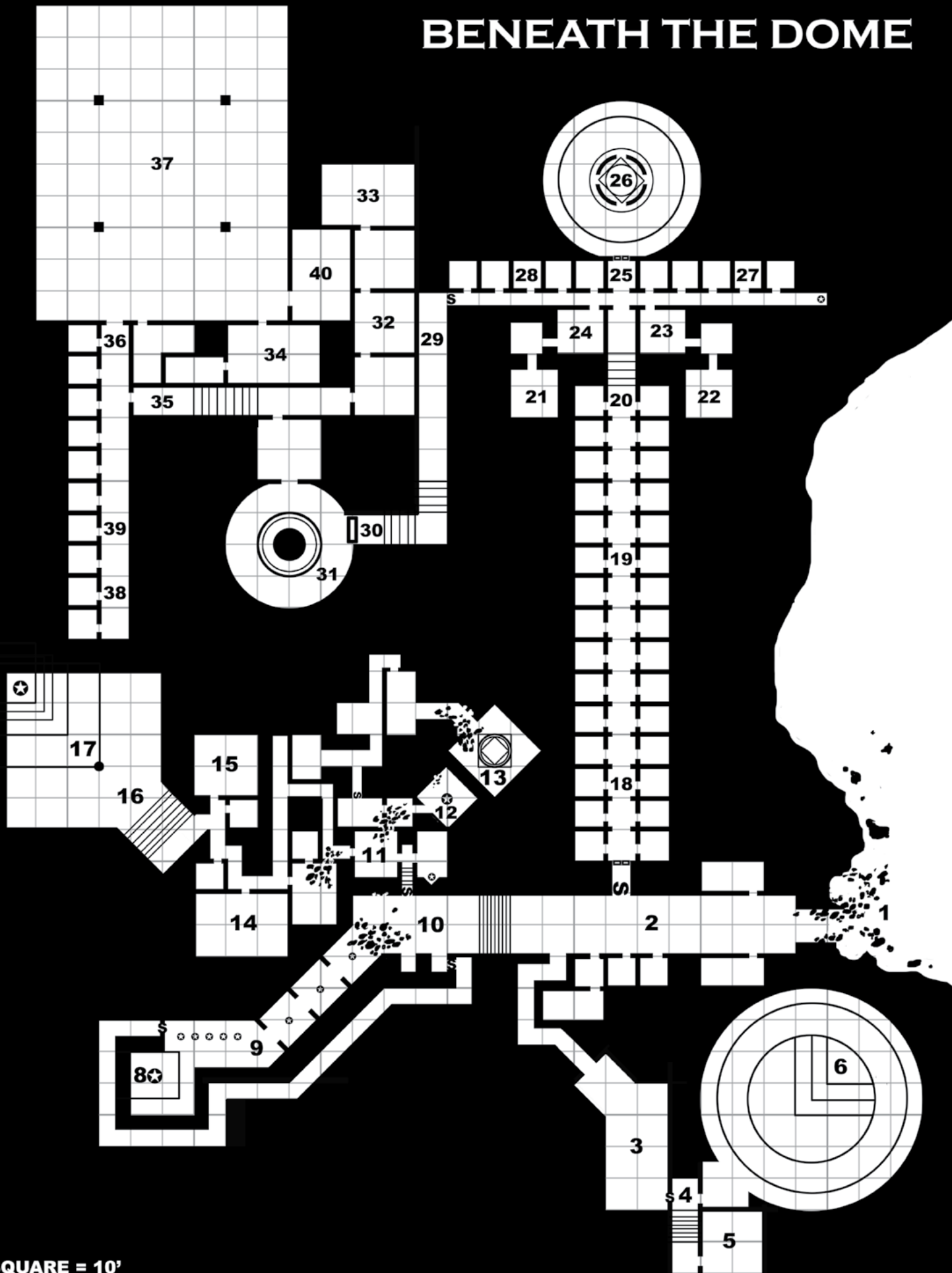
The flesh from a zombie is needed for this spell. When cast the wielder is invisible to zombies of all types and levels. However, if the caster interacts with zombies by attacking them or other actions the spell is negated.

ZOMBIE WAR HAMMER Level 4 Cleric or Druid

CT 3 **R** Touch **D** 24 hours
SV none **SR** none **Comp** V, DF

A quality war hammer is needed for the casting of this spell. When silver dust and the hair of a zombie are used in this spell, a deadly arcane effect covers the hammer. A successful strike of the weapon causes the zombie to flee. If the zombie is trapped in a dead end or escape is blocked by characters, the undead creature turns to dust from the strike.

BENEATH THE DOME



1 SQUARE = 10'

CASTLES CRUSADES

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