

LOW TO MID LEVEL ADVENTURE FOR 4 OR MORE PLAYERS

IN THE SHADOW OF TOWER SILVERAXE



FANTASY ROLEPLAYING ADVENTURE MODULE

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

BY JACOB FLEMING





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1ST PRINTING

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IN THE SHADOW OF TOWER SILVERAXE

INTRODUCTION

In the Shadow of Tower Silveraxe is an adventure module which can be used in any fantasy campaign setting that has a mountainous wilderness region. The Gemthrone Mountain Wilderness is designed as a sandbox setting in the old-school sense; meaning it can be approached however the players or referee see fit.

With that in mind, players should be aware that combat and exploration can be deadly in this module. A minimum party of five players is recommended as well as some hired retainers. If they can brave the dangers herein and survive, there are treasure and magic items that will likely help them on their adventures—either continuing onward in Gemthrone or elsewhere.

The book you hold contains a detailed map of the Gemthrone wilderness, nine dungeons, and five settlements including the dwarven town of Karn Buldahr—which would serve well as a starting location for lower level adventurers. However, the referee could introduce the players to the region in any way they see fit. A list of possible rumors the players might know about the area can be found on page 5 under *What the Players Might Know*.

As often as possible the layout of the book is composed in such

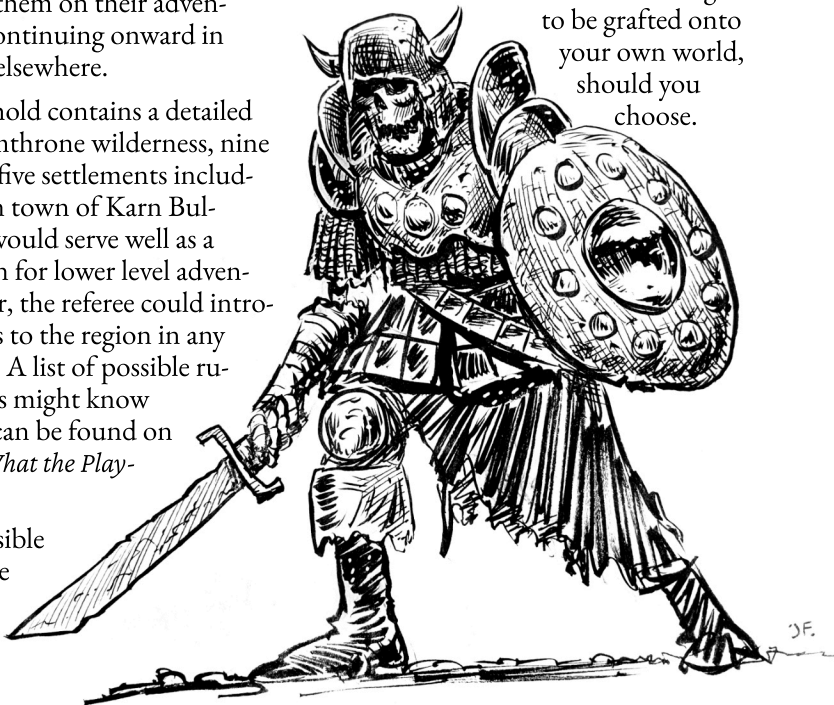
a way as to prevent having to flip through pages to find what you are looking for. The Dungeons and relevant room descriptions are presented on the same two-page spread for readability.

This module requires the Old-School Essentials Classic Fantasy or the classic Basic/Expert rules to play.

THE SETTING

Gemthrone is a classic fantasy setting in a similar vein to the settings of yore, à la Greyhawk. If it's in the rule books, you're bound to find it here—or not, that's up to you. The setting is intentionally minimal to allow for input from the referee and the players. Moreover, this should allow for the Gemthrone region

to be grafted onto your own world, should you choose.



WEIRD HISTORY OF GEMTHRONE

THE BUILDERS

The identity of those who built the structures and dungeons, that have since gone to ruin, is completely lost to time.

They are simply referred to as The Builders. What is known is that they were unlike any intelligent being alive today. From artifacts and self portraiture discovered, they appear as tall, lithe, genderless beings. Strangest of all, they had three eyes. There are three moons in the night sky—coincidence?

THE TOWER

Perhaps the most bizarre and well known remnant of the builders is the tower, known as the Tower of The Builders to the locals. It stands in the middle of a forest valley called the Labyrinth—so called because of its impenetrable nature. Nearly impossible to navigate through and full of all manner of dangerous beasts, almost no one dares enter it. The tower has stood as a monolith, unchanging and quiet.

A NEW THREAT

ENTER SILVERAXE

A chaotic group of outlaws and mercenaries (brigands) have braved the Labyrinth and taken control of the ancient ruined Tower of The Builders from its elven stewards. Their leader, Duard Silveraxe, seeks the power which the elves have vowed to keep hidden—immortality and strange magical abilities granted to one greedy enough to perform the ritual. Upon taking the tower he tortured the elves to make them reveal their pro-

tected secret. Most of them resisted and met their end, but a few reluctantly gave in and revealed the secret they had kept for millennia.

The ritual was performed and Duard was transformed into a shade—a creature of shadow and hatred, however there was a cost. Unknowingly, Duard's band of brigands that supported his assault were sacrificed. Their life force was drained, leaving behind a legion of undead as his servants.

Since then, the denizens of the surrounding forest, including the more monstrous—trolls and giant spiders—have fled from the vicinity of the tower and into the nearby mountains, causing problems for settlers.

SHADOW OF THE TOWER

Unbeknownst to the settlers and inhabitants of Gemthron, the shadow of Silveraxe will soon be cast over them. His greed and malice has grown exponentially with the ritual completed, and his appetite for conquering will not easily be satiated.

Note for the referee: During the course of the adventure, the threat that emanates from the tower will spread outward into the Gemthron Wilderness. The referee may wish to show this by increasing the frequency of wandering monster encounters as the players travel overland. Perhaps also having more undead roaming about as time goes on to signify that Duard has started sending out his troops. A few weeks after the start of the adventure, droves of undead may march on the outer settlements if the threat isn't dealt with.

FACTIONS OF THE GEMTHRONE WILDERNESS

THE SILVERAXE

A large and infamous group of brigands and mercenaries, who are led by a tenacious and charismatic leader by the name of Duard Silveraxe. The leader of the group always goes by the moniker “Silveraxe” in addition to their given name. It is a custom that has gone on within the group longer than anyone can remember the story behind it.



The Silveraxe are spoken of only in hushed tones; one can never be too sure who might hear. No civilized person would dare cross them nor be caught speaking ill of them. They prefer their secrecy or at least outsiders keeping their nose out of their business. The Silveraxe are a malicious bunch and wouldn't think twice about murder.

Their misdeeds usually entail taking from others in order to survive: highway robbery and pillaging are their specialty. However, in recent years, Duard, the new Silveraxe leader, has taken to using his status to gain more than merely wealth—he has begun combing the lands in search of legendary artifacts—the kinds that are said to contain powerful magic.

ELVEN STEWARDS OF THE TOWER

For centuries, the elves of this region have been custodians of the Tower of The Builders. Their charge has been to keep the ancient



magic hidden from those who might use it in the name of chaos—the ability to harness the powers of the Shadow Plane. To become shadow itself.

Unfortunately, the magic in question, an ancient tablet inscribed by the same hands that built the tower and the ruins in this region, cannot be destroyed, for the elves have tried and failed many times. It persists, protected by some magic from some other plane.

Most of the population of local elves live several miles to the south of the tower in the village of Ryo Taesi. The village was built around an ancient giant oak tree known to the elves and fey as Ilex—the eldest tree in the Labyrinth. Ilex is central to the lawful creatures of the forest and serves as a conduit for communing with the forest spirits. They protect the great tree with their lives and, until only recently, no conflict has come to Ryo Taesi in centuries.

DWARVES OF KARN BULDAHR

Karn Buldahr is a peaceful dwarven town built within the last century. The town stands above ground on the southern side of craggy, snow-capped Mount Serjili. Dwarven settlers first broke ground there to establish an encampment for gem mining.



The first dwarven settlers were comprised of three clans, all vying to establish themselves above the other: the Bandurfirst, Emerald eater, and Flortaagurn. Early in the gem-rush, the clans feuded with each other over mining claims and

boundaries. After years of fighting, a truce was called and all three clans united together and constructed the Hall of the Three Clans—the first building in Karn Buldahr. The town of Karn Buldahr began to grow and flourish and, though eventually the mines began to produce fewer and fewer gems, the town is self-sustaining and it's citizens content, even without the gem trade to bolster coffers.

Nowadays, most residents make a living as craftspeople, artisans, farmers, hunters, and other typical trades and occupations. The town is governed by a council which is made up of the leaders of the three clans: Gorf Bandurfist, Helja Emaldeater, and Harl Flortaagurn. Walls were constructed and guards assigned to posts, though this was at first done to thwart aggression from bandit raids, more common this far out in wilderness location; they never thought they would have to repel attacks from monsters.

Without warning, trolls, giant spiders, and other creatures that were known to keep to the Labyrinth have reportedly been attacking farms and livestock. The council has sought aid

from any willing adventurers to help deal with the attacks.

THE GOLTHEK

A giant-kin race of beings that share a common ancestor with the cyclopes. The GoltheK are deeply spiritual, following the strict tenets of their monotheistic religion; the teachings and commands of the "One". They keep to themselves and do not get along kindly with other humanoid; simply referred to by them as the "Others".

Gelka, the tribe priestess, "speaks" for their god and proclaims Its bidding to the rest of the GoltheK. In reality, Gelka is spiteful to all other living creatures and wishes war upon the Others for their past transgressions on her people. The One is nothing more than a lie created by Gelka to exact her personal vendetta.

Far removed from the sight of the dwarves they despise so much, the GoltheK have established a small settlement on the far side of the Labyrinth they call Golothakk. Though they share a common ancestor with Cyclopes, they prefer not to live in solitary caves as their cousins do. Still preferring rocky environments, the GoltheK build dome living spaces out of boulders and rocks. The village of Golothakk is one such community.



GETTING TO THE WILDERNESS

There could be several reasons to seek adventure in the Gemthrone Wilderness. It is a region that is the subject of speculation on cold nights in the glow of a tavern hearth. Some may talk of the magnificent treasures that have laid untouched for centuries in dark dungeons, just waiting to be pilfered—which is, almost without fail, followed by another who interjects with the dangers of such notions, were such legends even to be believed.

There are, however, those that *do* believe such tales—grizzled adventurers that know there is always some truth to even the most unbelievable stories. One just has to know what rumors to listen for.

WHAT THE PLAYERS MIGHT KNOW

Below are some rumors about the Gemthrone region that the players might have heard prior to venturing there. Assign these to players or roll for them as you see fit. Some of the rumors may have false details to them which will be shown in *italics*. The players should be none-the-wiser.

1. There are gems, orange in color, that are found around the region the size of goblin-fruit.

2. The elves who live in the forests are reclusive and *hunt dwarves for sport*.

3. A long time ago, a halfling miner by the name of Forgel claimed he had uncovered something

quite rare and valuable whilst digging. He never returned from his final trip out there. They named a mountain after him.

4. No civilized races live within the Labyrinth of Shadow. It's a no-man's-land of treacherous plants and animals.

5. Karn Buldahr has quite the theatre company. *The plays are really exceptional.*

6. Myrya, a learned magic-user, is looking for help retrieving some artifacts of magical import.

7. A group of savage brigands, known as the Silveraxe, are rumored to be making their way to the Gemthrone region.

8. The *dwarven ancestors* built great underground temples and tombs. The ruins are said to still hold treasures no one has laid claim to.

9. *Hill giants* roam the mountains of Gemthrone. Allegedly, a few have attacked settled lands near Karn Buldahr.

10. The old man who owns the ranch near Amethyst Lake is looking for sell-swords to aid him. *Also, he really wants to get his hands on spider meat in bulk.*



TRAVEL CONSIDERATIONS



HUNTING

Use these rules in addition to **Hunting** under **Wilderness Adventures** in **Old-School Essentials**.

Here is a quick way to determine how much food is obtained by hunting. Using your best judgement (within the game fiction), determine which size category the quarry fits into: scant, fair, or bounty.

After a successful hunt, roll on the table below, per each animal killed, to determine how much food can be preserved and converted into rations. These would count as *standard rations* and can be subject to spoiling.

QUARRY SIZE	RATIONS
Scant	1d4
Fair	2d6
Bounty	4d6

GEMTHRONE GAME

Below is a hunting encounter table for animals the party might find in the Gemthrone Wilds.

D6	HUNTING QUARRY
1	1d4 Crab Spider
2	1d6 Boar
3	1d8 Mule
4	1d4 Wolf
5	1d4 Black Bear
6	3d10 Antelope

ENCOUNTERS IN THE WILDERNESS

As the players journey overland to and fro, they're bound to encounter all manner of beasts. Use this encounter table below for wilderness wandering monster encounters

D12	WILDERNESS ENCOUNTERS
1	1 Troll
2	1d4 Dire Wolf
3	1d8 Brigand
4	1d4 Crab Spider
5	1d6 Hobgoblins
6	1d6 Dwarf (+2 reaction bonus if a dwarf is in party)
7	1d4 Wolf
8	1d4 Black Bear
9	3d10 Antelope
10	1d4 Elf (-2 penalty to reaction roll if no elf in party)
11	1d6 Berserker
12	1d3 Goltheek (pg. 42)

WEATHER

To add to the adventure and help bring the wilderness setting and overland travel to life, the weather should be somewhat unpredictable and present challenges of it's own. However, in some instances, the weather forecast *can* be more accurately predicted based on observational experience and common

knowledge. If you are an adventurer or a merchant who travels overland, say, from one town to the next over varying topography, your experience would likely inform you of weather patterns to be aware of. You might hunker down if you know a storm is brewing instead of risking travel. Or you might try and beat the storm with a forced march, if you're feeling lucky.

The idea of the weather table is to give the players something to react to. Something that may complicate their plans and present unforeseen challenges. If a storm is coming within the next couple days, *then* the party can decide whether to head back to town with their treasure or press onward. They take a risk either way, but having some variability in their window of opportunity adds to the drama.

ROLLING FOR WEATHER

If needed, roll on the weather table at the start of the day then adjudicate the results. No roll is needed if a **weather change** is in motion.

**Hotter = storm is coming, colder=less severe precipitation*

D20	WEATHER
1-10	Normal for the season.
11-16	Weather Change: Hotter (1-10) or Colder (11-20)*
17-19	Precipitation (normal for the season) (2d6 hours)
20	Sudden Storm (2d4 hours)

NORMAL FOR THE SEASON

The weather is typical for the current season.

WEATHER CHANGE

If there is a change in the weather, roll again to determine if it is warmer or cooler—either result will begin a timer of 1d4 -1 days. After which, the weather change will result in either **mild precipitation** or a **storm** depending on the nature of the change (Hotter = storm is coming, colder=less severe precipitation). The storm or precipitation that follows a weather change will be more powerful and last longer than an onset result. For either, double the duration roll.

PRECIPITATION

A gentle rain or snow (depending on the season) falls.

EFFECTS:

- » Travel speed is slowed by 25%.
- » Chance of losing direction is increased by 1-in-6.

STORM

Thunder cracks and rumbles, and lightning flashes as heavy rain pours down. Strong winds blow.

-Or-

A heavy snow and blustery wind whips at you, chilling your bones. (If adventuring in the winter)

EFFECTS:

- » Travel speed is slowed by 50%.
- » Chance of losing direction is increased by 2-in-6



The Warrior



The Faceless



The Bear

ANCIENT STATUES

There are three notable stand-alone statues in the Gemthrone region. The statues themselves serve as landmarks but their origin and purpose is shrouded in mystery. However, on each statue, near the base, there appear a set of runic letter-forms; twenty-six unique symbols in total. Together the symbols form a cypher and can be used to read messages left by the Builders throughout the region.

F5 THE FACELESS

Standing over 30' tall, facing east, this marble statue is certainly the most puzzling of the three found in Gemthrone. It depicts [possibly] a male holding a stone cube. Where a face should be, there are no discerning features; it is completely smooth. Though it has no eyes, it's gaze is fixed on the cube.

CYPHER KEY

A	B	C
J	K	L
S	T	U

D	E	F
M	N	O
V	W	

G	H	I
P	Q	R
X	Y	Z

B2 THE WARRIOR

The 20' tall ancient statue, partially ruined due to time or defacement, depicts a fighter holding a sword and a large, monstrous decapitated head. She faces south, roughly towards the peak of Mount Serjili.

F8 THE BEAR

Folktales and legend of the region tell of a monstrous cave bear that terrorized villages, named Kozengi. The legend is so old that all humanoid races alike tell the stories to their children as cautionary tales to keep them in line. The statue of the bear is quite ancient, so there is no telling if the statue was based on the legend or if the statue inspired the stories.

B4 KARN BULDAHR

On the southern slopes of Mount Serjili sits the walled town of Karn Buldahr. With a population of over 400 dwarves, it is a busy place where on most days the streets are bustling with its citizens going about their various business. Over the clamor coming from the blacksmith in the Crafters Quarter and the hagglers in the marketplace, the rushing waters of the Amethyst River flows under stone bridges, through the canal bisecting the town. Above the gates, stout guards keep watch for approaching trouble.

1. Traveler's Inn

This modest inn, just outside the western gate, is welcoming to all travelers, even in the early hours of the night. Owned and run by Vandur Bandurfist, a heavyset dwarf with a kind sensibility.

2. Stables

Owned and run by **Kreel Coalbraid**. Only mules and carts are available to purchase.

3. Diamond Djinni's

A lively tavern the locals gather for carousing after the work day ends. **Lod-waelyn Kraghorn** is the head barkeep—a very raucous female dwarf.

4. Guard Barracks

The guards keep watch over the town from their posts between three shift changes (see 11. *Western Gate* and 12. *Eastern Gate*). At any given time there are 8 active guards on duty; 2 at each gate and 4 on patrol. Captain of the guard, **Udlad Molviggi**, is a no-nonsense female dwarf with extensive facial scarring from an encounter with a troll.

5. General Store & Outfitters

Hendhl Uंबरдор owns and runs the store in town. All standard adventuring gear is available to purchase here. For weapons and armor, one needs to visit **Thraxil**, the blacksmith(6).

6. Crafters Quarter

This is where nearly all the skilled crafters conduct their trade. Tradespeople found here include: blacksmith, weaver, miller, baker, and potter. Also, **Vlord Leadstaff**, the eccentric gem merchant and money changer.

7. Outdoor Market

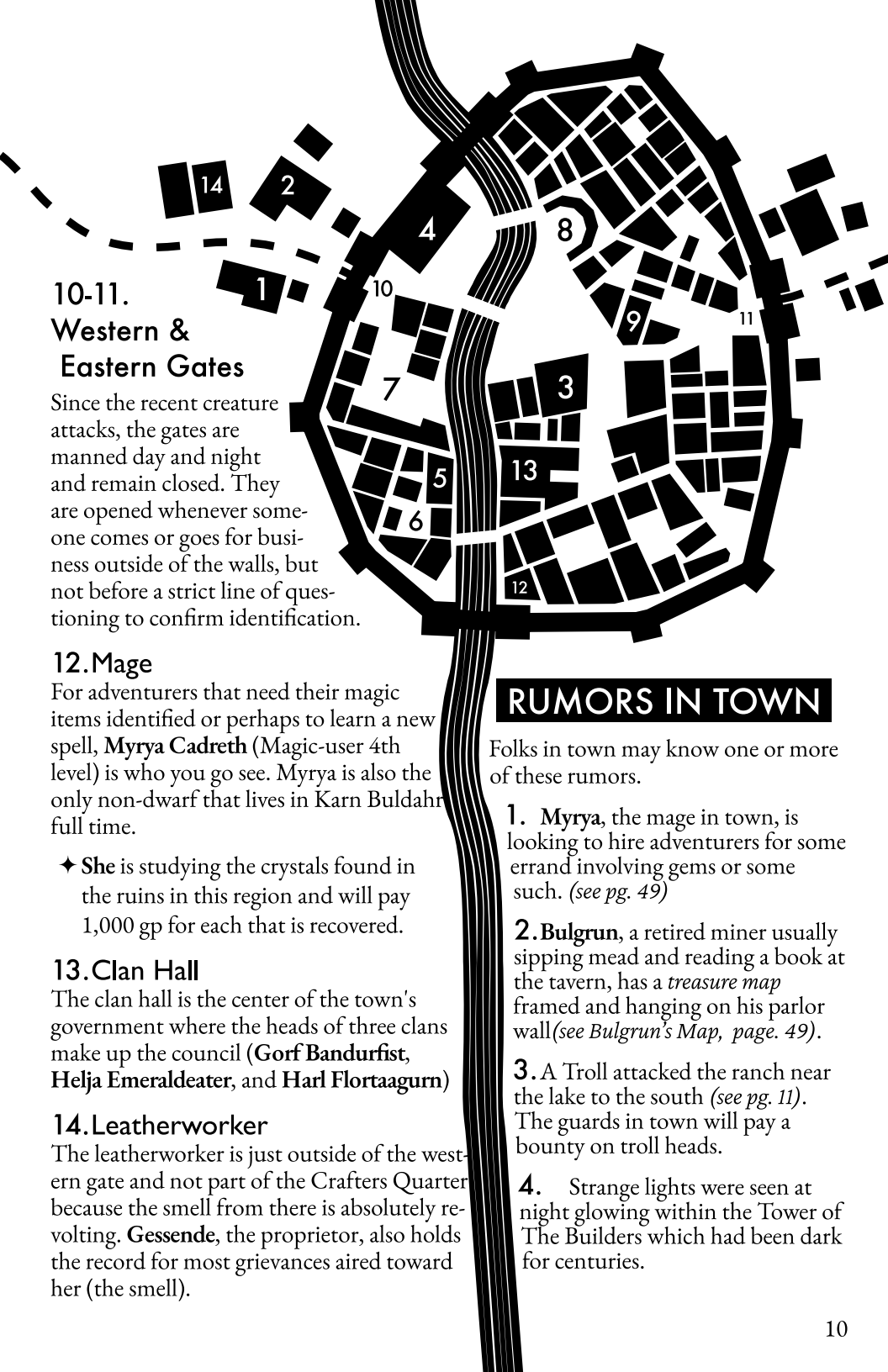
For produce and other local delicacies, the town has an open-air market open dawn to dusk, except on Temple Day.

8. The Pavilion

This is the amphitheater where, every full moon (of the largest of the three) the town gathers to watch the new production put on by the players. The plays themselves are bizarre and a little hard to follow, but no one wants to admit that they didn't get the deeper meaning and symbolism being conveyed (no one does). Director **Reimcliff** is very proud of his theatre company.

9. Temple/Library

On the weekly Temple Day, cleric and librarian **Gravek** (Cleric 5th level) holds a quick noontime sermon on the gods and the virtues of being lawful, then opens the podium for the Airing of Grievances, which is a local tradition. Many of the townsfolk participate and it can go on for hours.



10-11. Western & Eastern Gates

Since the recent creature attacks, the gates are manned day and night and remain closed. They are opened whenever someone comes or goes for business outside of the walls, but not before a strict line of questioning to confirm identification.

12. Mage

For adventurers that need their magic items identified or perhaps to learn a new spell, **Myrya Cadreth** (Magic-user 4th level) is who you go see. Myrya is also the only non-dwarf that lives in Karn Buldahr full time.

- ◆ **She** is studying the crystals found in the ruins in this region and will pay 1,000 gp for each that is recovered.

13. Clan Hall

The clan hall is the center of the town's government where the heads of three clans make up the council (**Gorf Bandurfist**, **Helja Emeraldeater**, and **Harl Flortaagurn**)

14. Leatherworker

The leatherworker is just outside of the western gate and not part of the Crafters Quarter because the smell from there is absolutely revolting. **Gessende**, the proprietor, also holds the record for most grievances aired toward her (the smell).

RUMORS IN TOWN

Folks in town may know one or more of these rumors.

1. **Myrya**, the mage in town, is looking to hire adventurers for some errand involving gems or some such. (*see pg. 49*)
2. **Bulgrun**, a retired miner usually sipping mead and reading a book at the tavern, has a *treasure map* framed and hanging on his parlor wall (*see Bulgrun's Map, page. 49*).
3. A Troll attacked the ranch near the lake to the south (*see pg. 11*). The guards in town will pay a bounty on troll heads.
4. Strange lights were seen at night glowing within the Tower of The Builders which had been dark for centuries.

C5 AMETHYST LAKE RANCH

The old-timer, as he's known in these parts, **Storg Taggart** runs the cattle ranch near Amethyst Lake. The ranch employs a number of humans, dwarves, and halflings that are looking for decent pay for honest work.

However, as of recently, the ranch has run into a bit of a troll problem. Since the strange event involving the Tower, a troll has wandered out of the Labyrinth and started making a mess of things and making a meal out of some of the cattle and a ranch hand who was out checking fences. The scene the next morning was gruesome and most of the employees left out of fear that the troll may soon turn on the ranch in search of a tastier dish. Only two have stayed—**Kavin** and **Tervis**—both of whom are quite worthless, but they're eager to impress Taggart.

The buildings on the ranch are Taggart's home, the ranch hand's lodgings, and a large barn full of hay.

For whoever came up with that miserable lie about looking for spider meat, there'll be hell to pay. Taggart is arachnophobic (see page 5).

TROLL PROBLEM

Below is what Taggart and the workers know about the situation:

- » The troll seems to attack the cattle at night.
- » It's fairly common knowledge that fire is the only way to put one down for good.
- » Kavin and Tervis seem to think the thing is keeping to the woods west of here across the river.
- » Taggart might suggest the players send for more help or recruit some mercenaries before trying to engage with the troll. These monsters are no joke.

ENCOUNTER

- a. The **troll**(AC 4[15], HD 6+3*(30hp), Att 2 x talon(1d6), 1 x bite(1d10), THACO 13[+6], ML 10(8 fear of fire)) is indeed where the workers say—about 3.5 miles due west in the

woods beyond the Amethyst River. Tracking the creature should not prove difficult, there are tracks that lead directly to where it lurks during the day. If they decide to wait for the creature to return, it will do so in the middle of the night and be looking for a fresh meal. The troll is an opportunist, so the cattle were the easiest option, but it would much prefer to get a hold of another human to eat.



- » **Reward:** For killing or driving off the troll, Taggart promises 2,000gp on completion.

SHRINE OF THE LAKE

Some time ago, Storg Taggart lost an important heirloom while out fishing on the lake; a locket that belonged to his late wife, Brewhilde. He wore it everyday since their uniting ceremony, that is until it was stolen right off his neck by one of the Nixie creatures of the lake.

- » He is certain that the locket is somewhere in the shrine ruins that are located on the island on Lake Amethyst. Taggart won't necessarily want to reveal this personal bit of information about himself, he is often guarded with his emotions, but this is a large part behind his grumpy

demeanor. If the players appear competent and can gain his trust, Taggart may let his guard down a bit and opt to tell them of this lost locket so as to hire them for its retrieval.

- » The locket was stolen by a group of Nixie that inhabit the lake and dropped in the fountain within the Shrine in room 4.
- » The Nixie are not hostile most of the time, but like to play tricks.
- » Taggart has put the boat in the barn. He won't immediately tell the players that use of the boat is an option.
- **Reward:** If the players can retrieve the locket, Taggart will reward them with 3,000gp worth of amethyst gems.



AMETHYST LAKE

Amethyst Lake is a beautiful, picturesque location and once a highly sought-after vacation retreat for the rich nobles of the Southern City. As beautiful as it is, it is also quite dangerous because of the creatures that inhabit the waters. Because of this, there is a strict policy for visitors to stay off the lake,

which is no longer a problem as tourism has dried up due to a grim reputation.

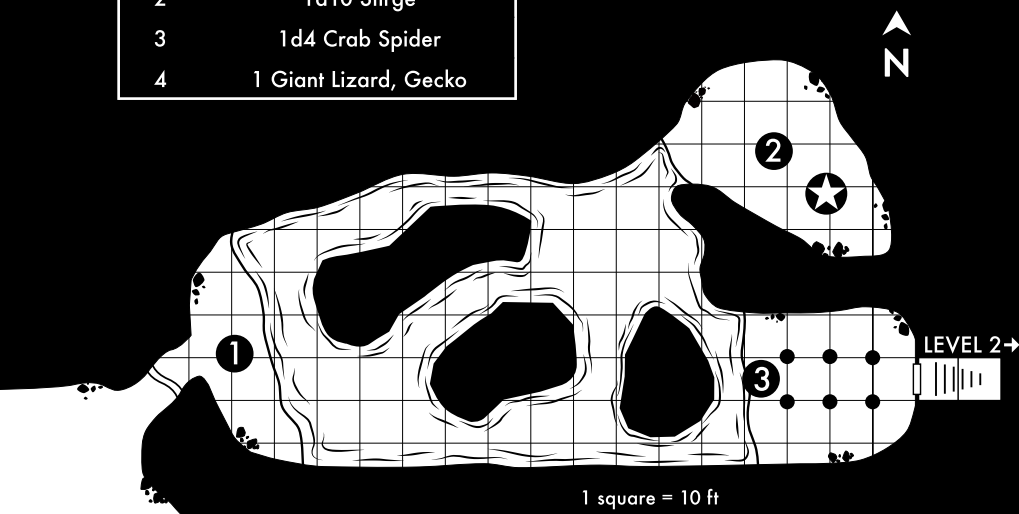
D4	WANDERING MONSTERS
1	1d3 Water Termite
2	2d20 Nixie
3	1d4 Giant Bass
4	1d8 Crocodile

C5 SHRINE ON THE LAKE

D4 WANDERING MONSTERS

1	1d8 Skeleton
2	1d10 Stirge
3	1d4 Crab Spider
4	1 Giant Lizard, Gecko

LEVEL 1



APPROACH

Once the players have managed to cross Amethyst Lake and reach the island, finding the shrine entrance is simple as it is visible even from the shore. The island is nothing more than a large outcropping of stone in the central part of the lake and the Shrine entrance is a 10' wide cave that has been carved and cleared into a tunnel.

The tunnel descends sloping downward a few hundred feet before opening up into a large natural cavern.

1. 3 water termites(AC 6[13], HD 2+1(10hp), Att 1 x bite (1d4) or 1 x spray (stun), THAC0 17[+2], ML 8) swim about here looking for food. They won't attack the players, but if they are carrying anything that is wooden, such as tools, torches, etc, they will certainly try

to devour it. This large cavern is filled with water that is 4 ft deep at it's deepest.

2. Stirges (6)(AC 7[12], HD 1* (4hp), Att 1d3 + bloodsucking) are hanging and perched on the statue asleep, any disturbance will cause them to attack.

★ **A 15' statue** of a humanoid figure with 3 eyes. It is holding an **object** in it's hand up towards the cavern ceiling.

► **Object:** A circular stone disc with three circles engraved on it (*Key to the door in room 10*).

3. Two rows of pillars lead to a heavily oxidized and **rusty metal double door**(stuck). At the foot of one of the pillars is a leather **map case**.

» **Map Case:** Inside is a *treasure map* (torn parchment map, page 51)

4. A large room with 4 doors and a round 10' pool in the middle. The pool is purely decorative.

► **Treasure:** In the fountain is a heart-shaped locket with some dwarven runes etched into it (see page 12).

5. A few dusty clay pots.

► **Treasure:** *potion of healing, Two-handed sword +1.*

6. **Skeletons**(4) (AC 6[13], HD3** (13hp), Att 2 x *claw*(1d3 + paralysis) or 1 x *weapon*, THACO 17[+2], ML 10) rest on the floor until disturbed.

► **Treasure:** 2,000cp, *Leather armor +1*

7. This room is empty.

8. This long room connects to the adjacent room to the south by an archway.

9. A **Giant Lizard, Gecko**(AC 5[14], HD 3+1 (14hp), Att 1x *bite* (1d8), THACO 16[+3], ML 7). This room once served as preparation room for priests before ceremonies. There are stone working surfaces that line the walls.

» **Secret** passage: There is one false wall that opens when pressed.

► **Treasure:** 200sp, 30gp, *spell scrolls* (cure light wounds, shield)

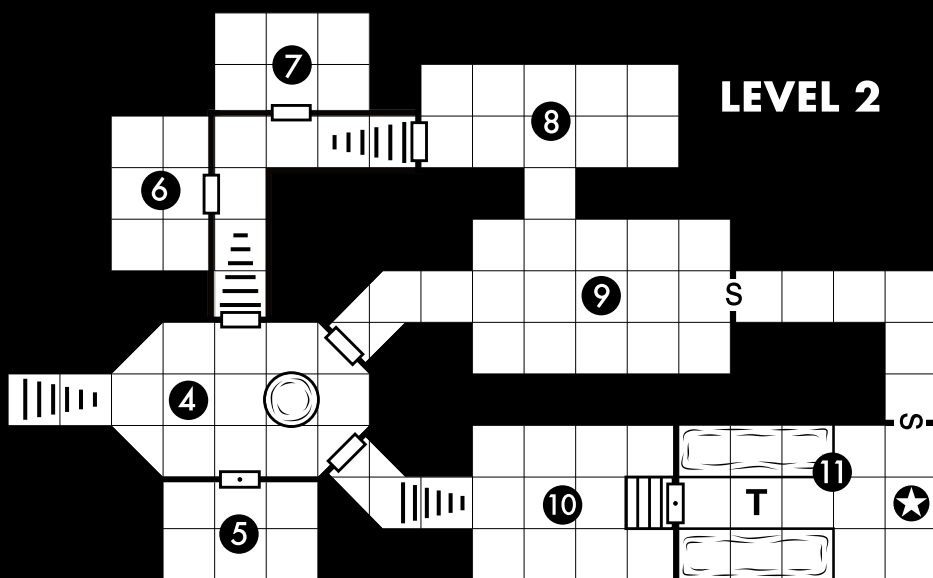
10. A staircase descends into this room. Opposite there is a **large stone door** with three moons carved into it. At the center, there is a place for a circular object to go.

» **Stone door** (magically-locked): The key from area 2 will open this door.

11. **False floor trap** (*dumps the player into either pool(random)*) 4-in-6 chance it activates. 2 **giant piranhas**(AC 6[13], HD 3+3 (16hp), Att 1x *bite* (1d8), THACO 16[+3], ML 7) inhabit either pool(total 2). Beyond the door there are 2 long pools that flank a stone walkway.

There is a large **statue** of a humanoid figure with 3 eyes sitting on it's knees, hands outstretched, and an **odd looking helm** upon it's head. A large **stone offering basin** sits before it.

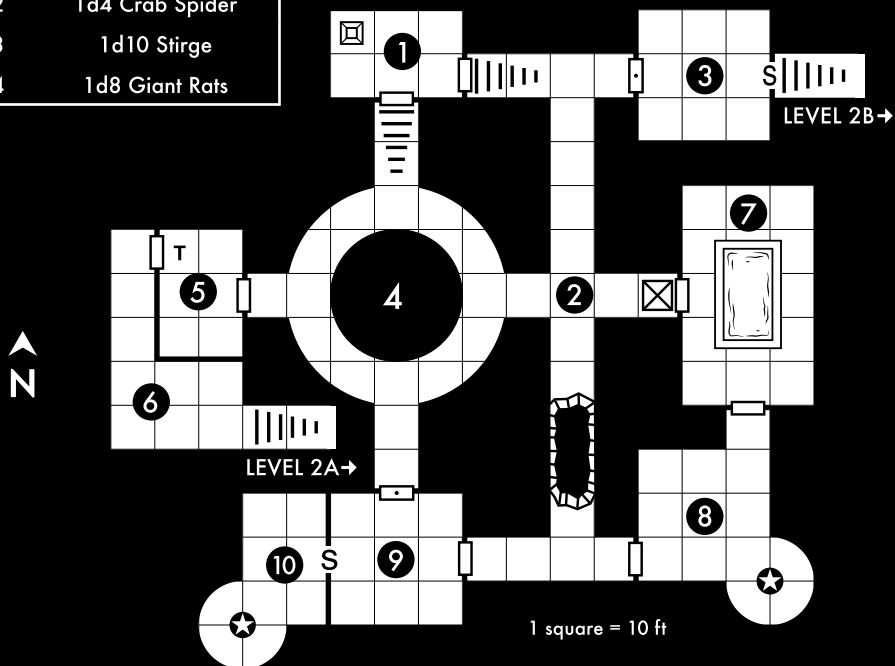
► **Treasure:** 1,200sp, *Helm of Telepathy*



C7 MOUNT KOZENGI RUINS

D4	WANDERING MONSTERS
1	1d4 Green Slime
2	1d4 Crab Spider
3	1d10 Stirge
4	1d8 Giant Rats

LEVEL 1



APPROACH

The road here breaks from the dense trees and a half mile ahead (in clear weather, daytime) ruins can be distinguished from the boulders and rocks. All that remains here of the ancient buildings are some partially standing stone walls and foundations which at one time may have served as a temple.

The **entrance** to the dungeon is a 5' square opening in one of the foundations which is covered by brambles. Roll

on the **wandering monster** table as the players search for it.

1. Dim natural **light** illuminates the space from the opening above. The floor is covered in **animal droppings**. The air is **musty** and **warm**. There are 2 **Doors** east and south.

» **Stirges** (6)(AC 7[12], HD 1* (4hp), Att 1d3 + bloodsucking) are clinging to the ceiling asleep. Any disturbance will wake them and cause them to attack.

» **Treasure:** A large orange gem is encrusted in Stirge guano and not easily noticed. (see pg. 49)

2. Three corridors all intersected by a longer hallway. At the southern end of the long hall the floor has **collapsed** and opens to hall **14** below. From the opening, the **sound** of squeaking and scratching can be heard.

» **Pit trap** - Drops 10' into room **12**.

3. A large room with **runes** inscribed on the far wall. The walls are damp and covered in algae and moss near the floor level. On opposing walls there are two **wide pipes** protruding. One pipe is higher up on it's wall with a **metal stopper** stuck in it's end from which **water is dripping**—if removed water rushes from the pipe into the room. The other pipe is at floor level and acts as a drain unless it is plugged somehow (with the stopper or otherwise).

» **Runes:** The runes on the wall are a phrase that must be spoken to open a **magically sealed door** to room **17**, but they must be **spoken underwater**. Can only be read with a read languages spell *or* underwater, in the dark, with infravision.

4. A circular corridor with rough **relief carvings** all along the walls. There are four exits; N, S, E, and W.

» **Relief carvings:** The carvings show scenes of amorphous humanoids worshipping the three moons.

5. **Ceiling block trap** (1d10 damage [save vs petrification]) triggered when someone opens the door to room **6**.

6. Stairs lead down to room **11**.

7. **Large pool** of opaque, murky water is in the middle of the room.

» **Pool:** In the water, a message can be seen to anyone who can see infravision. However, there must be no other light source present or the message will not show. The message appears as glowing blue letters and is readable in any language. The message reads:

Speak the words below water to gain entry.

» **Treasure:** 500sp sits on the bottom of the pool.

8. A **green slime** (AC -, HD 2* (9hp), Att 1x touch (consume flesh), THACO 18[+1]) clings to the ceiling, there is a 2-in-6 chance it will drop on a victim waking in from the door to room **7**.

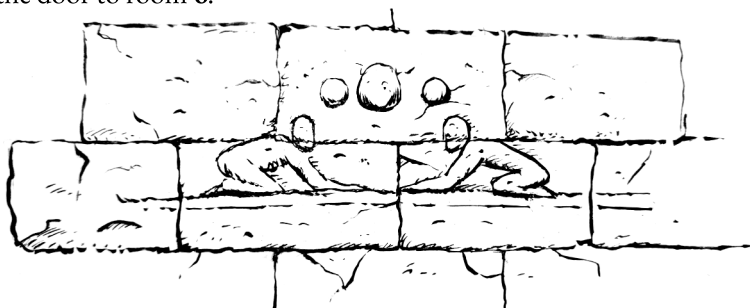
» **A statue** of a humanoid figure with 3 eyes in a corner alcove.

9. A **crab spider** (AC 7[12], HD 2*(9hp), Att 1x bite (1d8 +poison)ML 7) is waiting for prey and camouflaging itself against the wall. The room here is **dank** and **musty**. A **red lichen** has taken hold and covers the floor and walls.

» **Secret door** - The door is covered in the lichen and is not easily detected unless searched for.

10. This room has a similar humanoid **statue** to the one in room **8**, but this one is holding a **well crafted shield**.

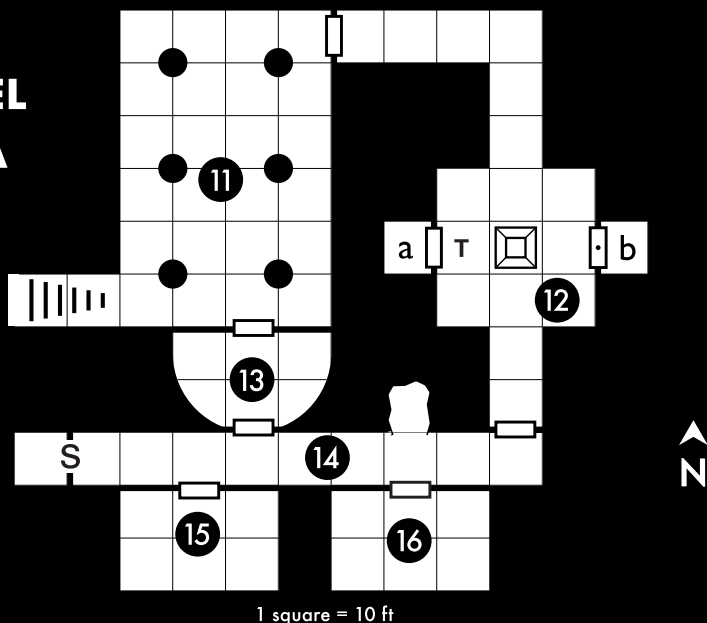
» **Treasure:** *shield* +1



MOUNT KOZENGI RUINS

(CONT.)

LEVEL 2A



11. Large room with six huge stone pillars. 2 **doors**—one south and another goes east on the north end of the room.

12. Two passages lead to this room from doors leading from 11 and 14. Within the room there are 2 doors.

a. This door is **trapped**. Once opened, 2 darts fire at the character (1d4 damage).

► **Treasure:** 400sp, 200gp within a few clay pots.

b. The door to this room is locked.

► **Treasure:** 100gp, *scroll of protection from undead*.

13. The curved walls on the south side have relief sculptures on them, similar to the ones found in room 4. There are 2 **doors**, north and south.

14. Giant Rats (8)(AC 7[12], HD. (2hp), Att 1d3 + disease, ML 5) scurry along the hallway here scrounging for food.

This long hall has 4 doors, 2 along each side. The hall dead ends 20 or so feet past the furthest door on the western end. The ceiling is collapsed in one spot creating a 10' opening to the upper level (12).

a. **Secret room** - The dead end wall has been plastered up to conceal a hidden chamber.

► **Treasure:** 900sp contained in some clay pottery.

15. Giant Rats (6)(AC 7[12], HD. (2hp), Att 1d3 + disease, ML 5) are gnawing on a recently deceased brigand.

► **Treasure:** The late brigand was carrying a sack containing: 1000 ep

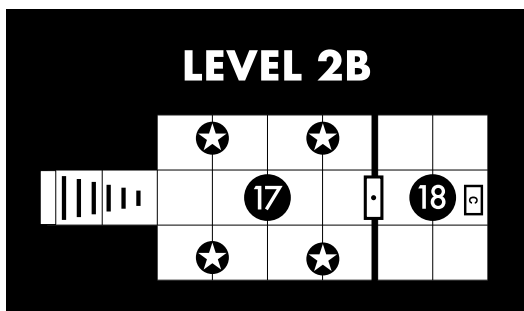
16. This room is empty



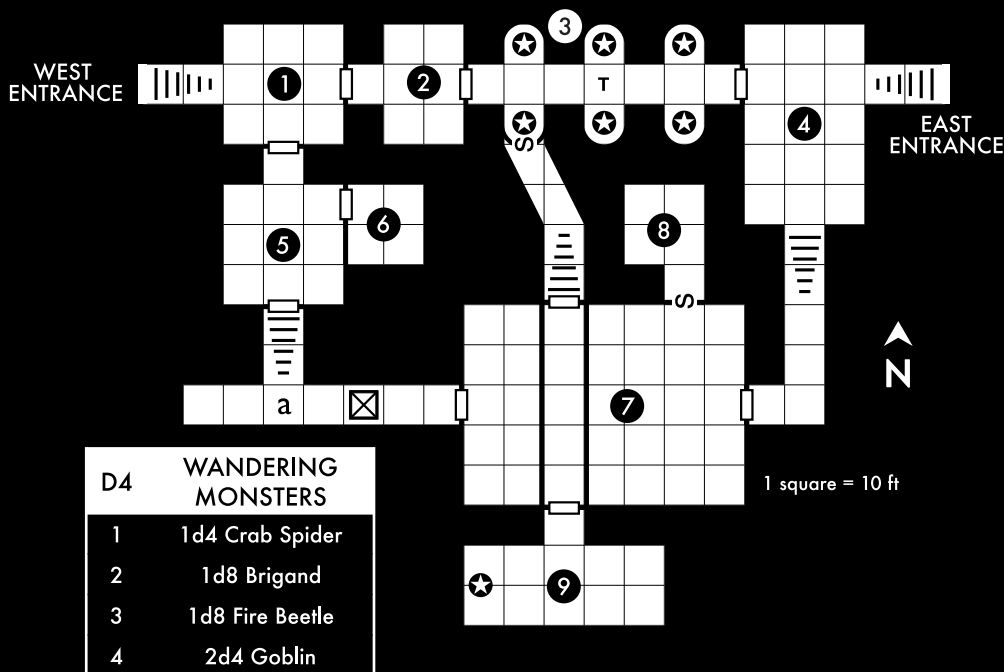
17. The stairs descend to a large room with four large statues of figures with heads bowed. At the end of the room is a sturdy iron door.

18. The door to this vault is locked. Inside is a rusted iron chest.

- . Treasure: 3 pieces of jewelry (1,600gp, 1,000gp, 1,200gp), sword +1



D3 RUINS OF FORGEL'S PEAK



APPROACH

A quarter of a mile or so from the road, ruins of an ancient structure can be seen beyond the trees (in clear weather during the day). Though it is uncertain, explorers of the ruins believe the builders may have used it as a rite of passage or kind of trial of willpower due to the demonic imagery found in the statue hall. There is a 3-in-6 chance of encountering a patrol of **Brigands**(3) (*AC 6[13], HD 1(4hp), Att x Weapon, ML 8*) from room 4. There are 2 **entrances** that can be used to enter the ruins; east and west.

1. Smell of smoke tinges the air. 2 Doors to the E and S and the stair leading up and out.

» If they party has not been detected, they may see torch light through the crack beneath the south door and

hear the murmur of voices(brigands in room 5).

2. There are 2 **goblin corpses** thrown to the side here—slain recently by sword wounds. Doors are east and west.

3. Large statues of crouched demonic figures line this hall.

» **Poison** gas trap triggered by a central flagstone on the floor. The doors on either end of the hall become stuck. The room fills with poisonous gas in 1d3 rounds; anyone still in the room after must save vs. poison or die. Gas clears in 1d4 rounds after.

» **Secret Passage:** The alcove behind the southwest statue is a false wall.

4. Brigands(3)(AC 6[13], HD 1(4hp), Att 1 x Weapon, ML 8) are here standing guard. They have a lantern lit on the floor for illumination. Door to the west, opposite the entrance, and a passage down a stairway to the south end of the room.

► **Treasure:** 99sp on one of them, all carrying: leather armor, sword, shield, and short bow.

5. Brigands(5)(AC 6[13], HD 1(4hp), Att x Weapon, ML 8) are here discussing something about orders from the upper ranks.

► **Treasure:** 19cp, chainmail +1, shield +1, 65gp, and standard equipment: leather armor, sword, shield, and short bow.

a. **Pit Trap** in the hall. Drops 10' into a pit of **Fire Beetles(3)**(AC 4[15], HD 1+2(6hp), Att 1 x bite(2d4), ML 7)

6. This room is empty.

7. Brigands(6)(AC 6[13], HD 1(4hp), Att x Weapon, ML 8) are cleaning their swords and looting the bodies of a few hobgoblins they have recently dispatched. Two of the brigands are carrying torches. The room is quite large (50' x 70', running east to west), with a high ceiling and an upper walkway spanning across the width. At floor level, there are doors at the east and west ends.

» **Upper Walkway:** There is an upper stone walkway running perpendicular to the length of the room (north and south) 10' above the ground. At either end are doors.

► **Treasure:** Among the brigands - gems (50gp, 100gp, 1,000gp), and standard equipment: leather armor, sword, shield, and short bow. The 3 hobgoblins were carrying nothing of value beyond their own crude armor and weapons.

8. Secret room - Fire Beetles(3) (AC 4[15], HD 1+2(6hp), Att 1 x bite(2d4), ML 7)

► **Treasure:** In this room, among some refuse from the beetles is a *ring of +1 protection*.

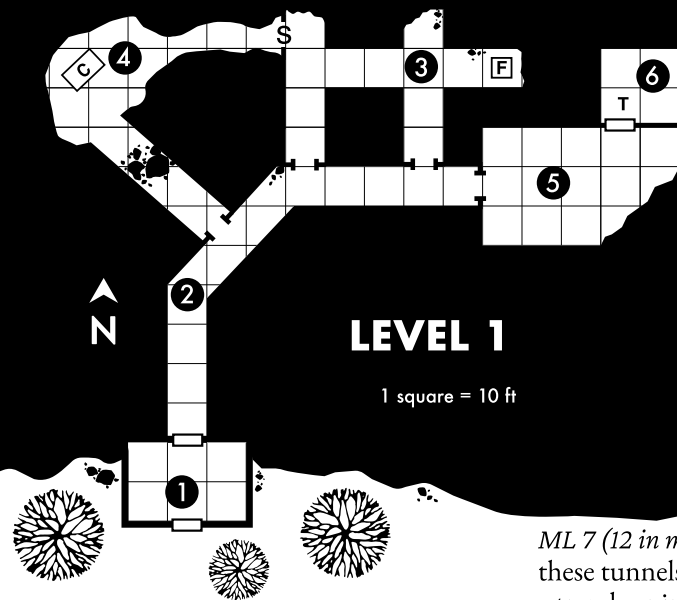
9. Within this long room, at one end is a plinth with a statue of a face looking toward the ceiling, mouth agape. At the opposite end, a stone cube.

» **Statue:** When approached, the face speaks in a deep and commanding voice in Dwarvish. It addresses the party as "seekers" and asks for a crystal of power to be placed in the statue's mouth. In exchange, it offers information of great value. The statue says no more.

» **Stone Cube:** Once a valuable gem is placed in the mouth of the statue, it closes, sealing the gem inside. The front face of the stone cube recedes into the floor revealing a strange writing and symbols carved into a stone face. It is a *treasure map* (Stone Map, page 50), which the characters cannot remove from the stone to take with them. It will have to be copied somehow.



D4 FORGEL'S END



LEVEL 1

1 square = 10 ft

D6	WANDERING MONSTERS
1	2d4 Driver Ants
2	1 d8 Troglodyte
3	Insect Swarm
4	1d4 Crab Spider
5	1d8 Troglodyte
6	1 d8 Stirges

APPROACH

As the party approaches the site, tracks become more visible and frequent in that direction. Ahead through the trees, a rustic wood shack with a shingled roof is built into the foot of the mountain. If they wait and observe, no one will emerge from the shack and it looks completely deserted.

1. The inside of the shack is quaint and window less. Tools for mining are strewn about and a very small cot sits to one side. There is a door on the far wall.
2. There is a tunnel dug into the mountain that curves to the right after 40'. On the left along the hall there are 3 branching tunnels and a wood beam archway that leads to a larger room.
 - » **The** first tunnel on the left had a cave-in at some point and now there is no way to proceed.
3. **Driver Ants**(4)(AC 3[16], HD 4* (18hp), Att 1 x bite(2d6), THACO 16[+3],

ML 7 (12 in melee)) scour these tunnels in search of food. There is a trapdoor in the floor that opens to a ladder down to room 7.

- » **Secret Passage:** There is a small tunnel dug by the ants. It must have partially collapsed but is easily opened again.

4. The room is 20' by 20' tunneled space with a low ceiling. There is a small wooden box(locked).

- **Treasure:** Inside of the chest is 1,200sp.

5. **Troglodytes**(6)(AC 5[14], HD 2* (9hp), Att 2 x claw(1d4), 1 x bite(1d4), THACO 18[+1], ML 9) are trying to avoid confrontation with the ants in 3. They will wait in hiding until the players have handled them or until there is an optimal opening for them to attack and ambush both parties.

6. The door is **trapped**. An alarm may sound if the door is opened that will alert the rest of the troglodytes throughout. The room is otherwise empty. The ladder descends into a natural cavern below.



7. Troglodytes(12) have made their lair here on level 2. If the alarm trap (6) alerted the troglodytes, they will have set up an ambush(all 12) within this space.

*Otherwise, they will be split between rooms 8, 9, and 10(4 in each group).

8. Troglodytes(4). There is nothing else of note here.

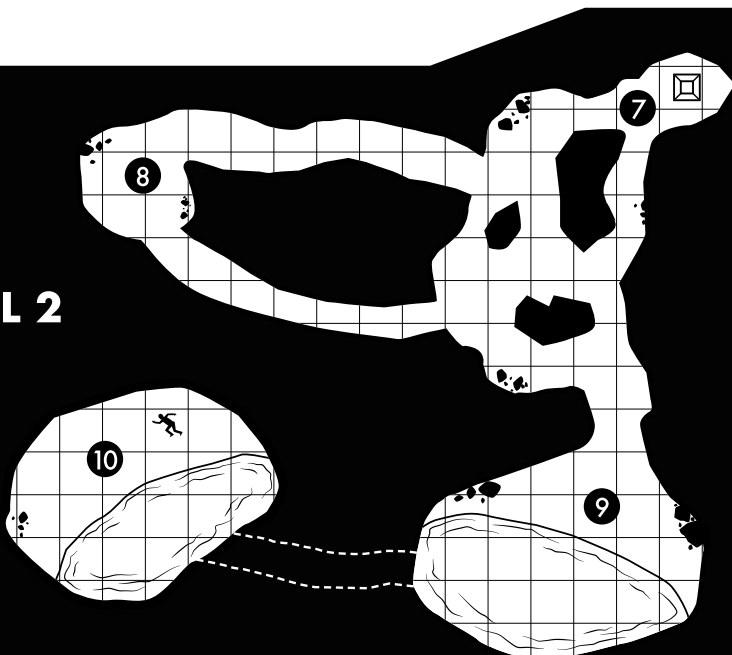
9. The cavern leads to this large underground pool of water. The water shimmers slightly, a soft blue glow emanating from below the surface. The light from the pool dimly illuminates the large space.

» **Pool:** If one swims below the surface, they can see a tunnel.

10. The underwater tunnel opens to another large pool and a similarly large room. On the shore within the room there is a corpse of a halfling; dead for quite some time. There is a pile of jewels and coins a few feet from the body.

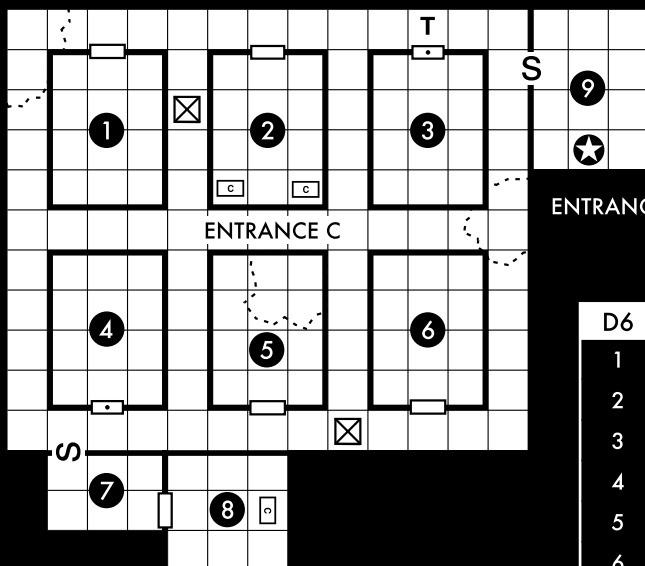
► **Treasure:** 1,000cp, 3,000sp, 3,000ep, 2,000pp, jewelry (500gp, 2 x 700gp, 4 x 1,000gp), 4 x *large orange gems* (crystals of power-see pg. 49).

LEVEL 2



D5 THE VAULTS

ENTRANCE A



ENTRANCE B

D6 WANDERING MONSTERS

1	1 d8 Troglodyte
2	1 d8 Brigand
3	1 Giant Weasel
4	1 d8 Giant Rats
5	1 d4 Crab Spider
6	1 Troll

1 square = 10 ft

APPROACH

Finding the Vaults can be a challenge as there are no above ground structures. There are 3 entrances (marked above with dotted line) which are collapsed sections of the ceiling though the stonework has been grown over with moss and vegetation of the Labyrinth. The Vaults have substantially high ceilings so the descent from surfaces to vault floor through any of these openings is about 20' feet. The walls are sheer and provide no footholds for the average adventurer. Only a minimal amount of ambient light penetrates the halls from above, so torches would be necessary.

There is a patrol of three **troglodytes** (AC 5 [14], HD 2* (9hp), Att 2 x claw (1d4), 1 x bite (1d4), THACO 18 [+1], ML 9) that keep watch around a quarter mile radius.

THE VAULT HALLS

Throughout the halls and wherever the vaults have been exposed to the elements and time, much of it is covered with crawling moss. There are two **secret doors** (normal doors that have been completely covered by the moss). Some has been scratched away by clawed creatures moving about.

There is crude writing and graffiti etched onto some of the stone by the troglodytes that live here. Moreover, the troglodytes have rigged two spiked pit traps (marked above) to thwart intruders.

1. This room is empty.

2. A **giant weasel** (AC 7 [12], 4+4 (22hp), Att 1x bite (2d4 + bloodsucking), THACO 15 [+4]) has a nest here and watches over

its offspring(2). It will fight intruders to protect them. There are a couple chests here.

- **Treasure:** 1,000sp, 1,200gp, 6 pieces of jewelry (2 x 600gp, 2 x 900gp, 1,300gp, 1,400gp)

3. The door to this vault is locked with no keyhole. In the middle of the door is a **metal circle**. Inside the room at the far wall, there stands a **golden ornate spear** in a perfectly drilled hole in the floor.

- » **Circle:** The door opens automatically once a *Crystal of Power* (pg. 49) is held up to the circle.

- **Treasure:** *Spear +2*

4. The door to this room is locked. The room is empty.

5. The ceiling is collapsed and opens up to the surface above (entrance C). Otherwise, the room here is empty.

6. Brigands(5) (AC 6[13], HD 1(4hp), Att 1x *Weapon*, ML 8) have spiked the door closed from the inside and have estab-

lished a camp. They were sent to retrieve valuables and magic items for their leader, Duard Silveraxe. That was several weeks ago and they are lost in the Labyrinth. During that time, they lost a few men and have since struggled to survive; sustaining themselves on rats and troglodyte flesh. They are in no condition to fight and will surrender if given the opportunity. They don't know what is currently happening at the tower.

7. Crab spiders(3)(AC 7[12], HD 2*(9hp), Att 1x *bite* (1d8 +poison)ML 7). The room is covered in spider webs. To proceed into the space, adventurers have to cut through them.

8. The room has one chest. It is wider and slimmer than a typical chest.

- **Treasure:** *Staff of Commanding*

9. There is a lone statue of a Builder. It sits crosslegged and in its hands it holds a glowing orange crystal. The dim orange light fills the chamber.

- **Treasure:** *Large orange gem* (see pg. 49)



LABYRINTH OF SHADOWS

NAVIGATING THE LABYRINTH

Entering the Labyrinth is considered by most to be a death sentence. If some horrid creature doesn't shorten your lifespan significantly, then the woods themselves surely will.

Getting lost is almost a guarantee—it's in the name after all. The Labyrinth is a gloomy dark place where the tree canopy is woven tightly permitting very little light to reach the forest floor. There is a 3-in-6 chance of becoming lost while traveling through the labyrinth. That is, unless you can find a guide. Movement through the Labyrinth is also very slow and is equivalent to travel through jungle terrain.

RANDOM ENCOUNTERS

The Labyrinth is avoided for good reason; the woods are infested with spiders, trolls, and vicious bands of goblinoids.

LOCATIONS OF NOTE

As the players travel through the Labyrinth, they will come across various forest features and locations. Unfortunately for the players, due to the mysterious nature for which the Labyrinth gets its name, these features can't be navigated by. In fact, they may seem to be in different places from time to time altogether.

As the players set out to travel each day, roll or chose from the list of possible locations they will encounter for the day. These locations may also include a wandering monster from the list above.

Moreover, since the ritual in the Tower performed by Duard Silveraxe, legions of undead that were previously the men he commanded, roam the forest as well. The frequency of encounters is up to the referee's discretion, but they should occur more often than in the rest of the Gemthrone Wilderness.

D8	LABYRINTH ENCOUNTERS
1	1 Troll
2	1d6 Ghoul
3	1d8 Shadow
4	1d4 Crab Spider
5	1d4 Elf (-2 penalty to reaction roll if no elf in party)
6	2d4 Zombies
7	1d6 Hobgoblin
8	2d4 Bugbears

1. Lake

This small lake is approximately 200 feet in diameter. The water is poisonous and anyone who drinks from it will fall in a deep sleep for 4d6 hours. During their slumber they cannot be woken and their dreams are incredibly vivid.

2. Spring

A flowing spring with cool crystal clear water that is safe to drink.

3. Meadow of black flowers

This is a small clearing in the trees that surrounds a slight grassy hill no more than a few hundred feet in diameter. The hill is covered in black petaled wildflow-

ers. Regardless of the time of day, the meadow is always experiencing night and the three moons shine full and bright.

4. Wild Muscali Fruit Vines

Muscali fruit is native only to the Labyrinth and can grow nowhere else in the world. The fruit is edible and nourishing, it is also pungent and may attract animals that typically eat the fruit(*ie. Bears*)

5. Animal Graveyard

This area is a chosen place that the elderly or mortally ill creatures of the forest go to pass on. There are corpses and carcasses in various states of decay. Trolls and crab spiders make up the largest portion of the dead.

6. Arcane Well

A stone well that is approximately 40 feet deep. On the stones that the well is built from, there are arcane runes etched into them. The well will grant a magical effect ,for a short time, for those that drink from it.

D6	MAGICAL EFFECTS
1	Read Languages
2	Protection from Evil
3	Remove Curse
4	Cure Light Wounds
5	Bless
6	Purify Food and Water



E5 TOWER OF THE BUILDERS

APPROACH

If the party manages to come within a mile of the hill where the tower sits, the inner-edge of the Labyrinth will be detectable as light or moonlight peering through the trees. The area may have undead patrolling. If elves are encountered, they may be infiltrating the tower or escaping from it.

1. Up the short steps, the door appears as an ornate dark metal slab. When approached, the door opens automatically, rearranging pieces of itself away from its center to reveal room 2. It closes itself again.

2. Ghouls(3)(AC 6[13], HD 2* (9hp), Att 2 x claw (1d3 +paralysis), THACO 18[+1], ML 9) roam the halls of this first floor. In the central part of this

room there are 2 stairways that go up to the 2nd floor. 4 Doors lead to other rooms. Through the hall to the south, around a few turns, another stairway down leads to a door(21). There are marble pillars with unlit torch sconces.

3. Secret room - On a pillar nearby, there is a torch sconce that, when pulled, reveals the secret room.

D8	WANDERING MONSTERS
1	2d4 Zombies
2	3d4 Skeletons
3	1d4 Elf
4	1d6 Ghoul
5	1d6 Wight
6	1d8 Shadow

► **Treasure:** Within a small chest: 2000cp, 2 pieces of jewelry (900gp, 1000gp)

4. Skeletons(10)(AC 7[12], HD 1 (4hp), Att 1 x weapon) wait in this room. On the far side of the room is a stairway that goes downstairs to 14.

5. The door to this room is locked. Inside there is a bed, chair, and a trunk, all of elven design.

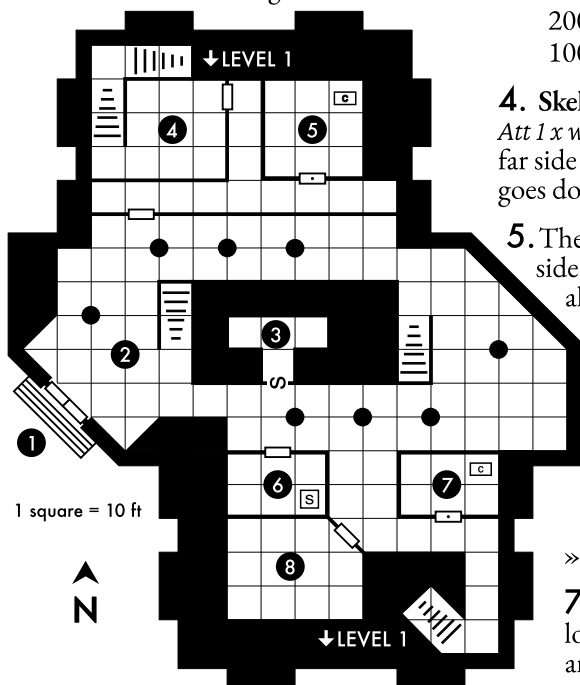
► **Treasure:** 1000sp, sword +2(charm person)

6. This room was sleeping quarters to one of the elves. The room is austere save for the bed and rug.

» **Secret trap door** to room 20.

7. The door to this room is locked. Inside there is a bed, chair, and a trunk, all of elven design.

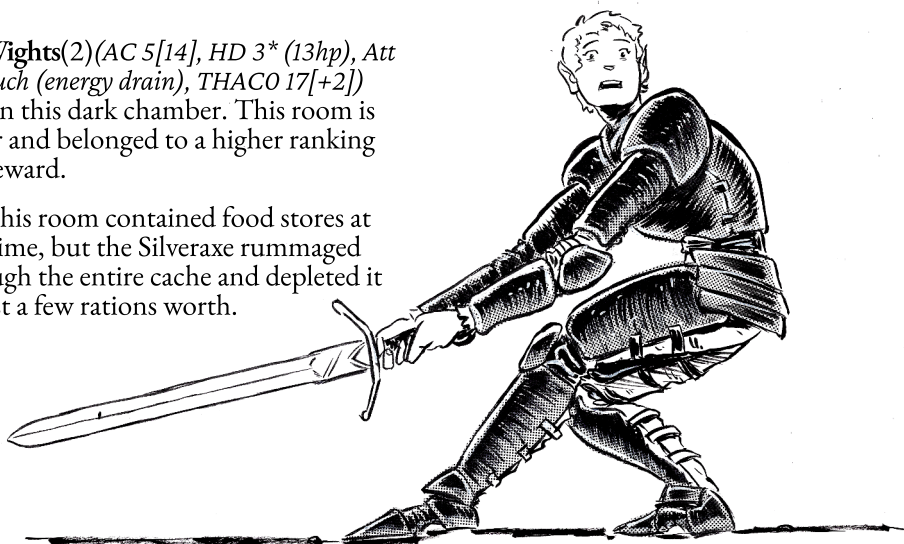
► **Treasure:** elven cloak and boots



GROUND LEVEL

8. Wights(2)(AC 5[14], HD 3* (13hp), Att 1 x touch (energy drain), THACO 17[+2]) lurk in this dark chamber. This room is larger and belonged to a higher ranking elf steward.

9. This room contained food stores at one time, but the Silveraxe rummaged through the entire cache and depleted it to just a few rations worth.



10. Zombies(7)(AC 8[11], HD 2 (9hp), Att 1 x weapon, THACO 18[+1]) mindlessly shuffle around this room. There is a large wooden table with chairs all around it; elven crafted.

► **Treasure:** 1000sp, ring of fire resistance.

11. This room contains many shelves of books. A library for the elf stewards.

» **Books:** All journals and logs written by the elves through out the centuries.

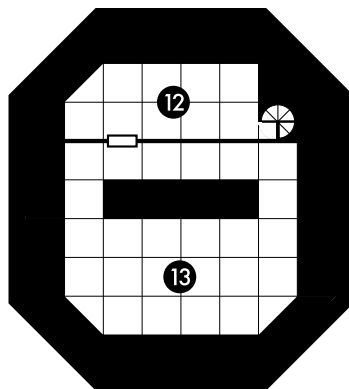
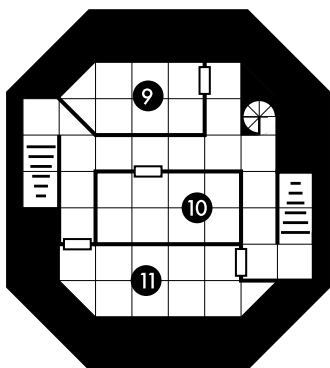
► **Treasure:** 3 spell scrolls (shield, knock, and hold portal)

12. Ghouls(3)(AC 6[13], HD 2* (9hp), Att 2 x claw (1d3 +paralysis), THACO 18[+1], ML 9) guard the master's quarters.

13. Duard Silveraxe (see entry on page 52 for stats and abilities).

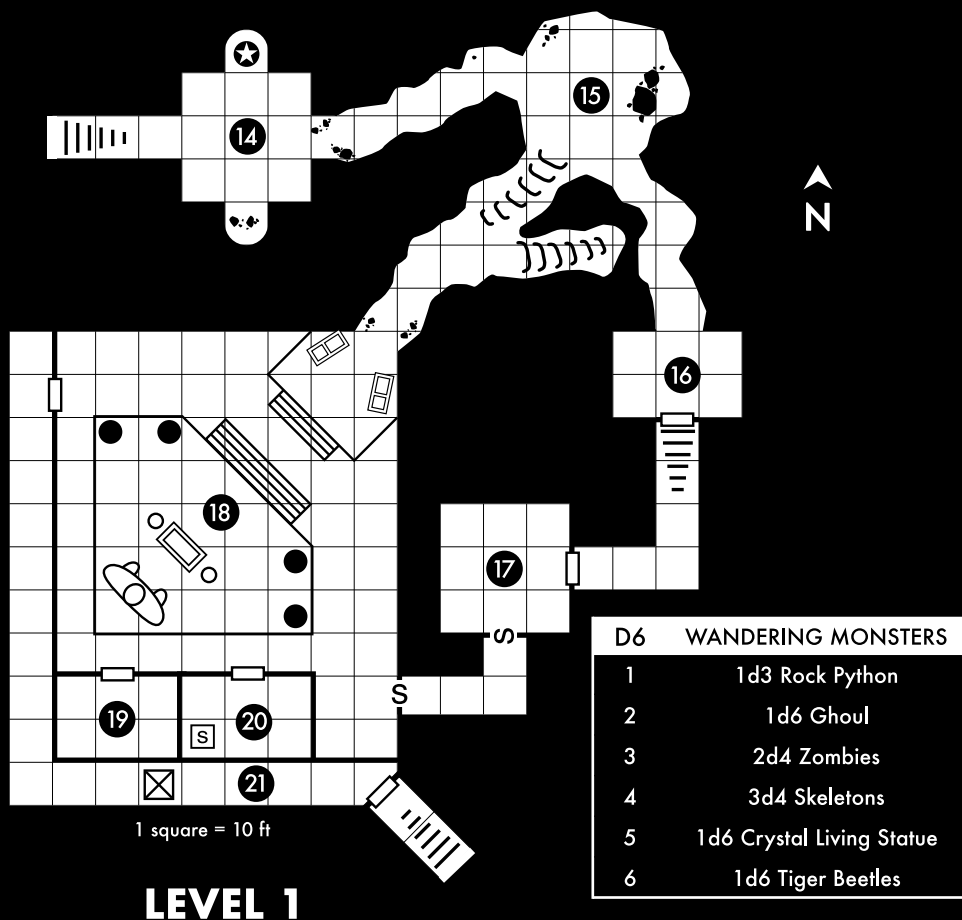
► **Treasure:** axe +2 (silvered), chain-mail +2

UPPER LEVEL



TOP LEVEL

UNDER THE TOWER



LEVEL 1

14. This room has two apparent passages; the stairway up to the west and a tunnel breaking through the east alcove. At one time there were three statues here, but all that remains is the statue in the north alcove—the others were destroyed.

★ **Statue:** A statue of a monstrous snake fighting with a tusked catlike creature.

15. The cavernous room and three adjoining tunnels are not natural, they were made. Including the carved stairway

that turns a corner and leads to a lower level (**room 22**). Near the far wall lie 3 elven corpses.

» **Tunnels:** The middle tunnel(SW) leads to a set of double doors that have been smashed open.

► **Treasure:** Among the belongings of the dead is a key (**room 32**).

16. There is a tunnel to the north and a door on the south wall. The room is empty.

17. There is a single door to the east of the room.

» **Secret Passage:** The coloring of this area is off compared to the rest of the wall. With a push, the wall begins to crumble.

18. A **Rock Python**(AC 6[13], HD 5* (22hp), Att 1x bite(1d4 + constriction), THACO 15[+4], ML 8) has claimed this area as it's territory. At the center of this room, on a large raised platform, is a dais flanked by two braziers(not lit) in front of a massive statue of a demonic looking figure with horns. There are two pillars to each side of the platform. There are two doors along the south wall and one on the north end of the west wall.

► **Treasure:** Laid upon the dais are: 300sp, and 200gp.

19. **Tiger Beetles**(4)(AC 3[16], HD 3+1 (14hp), Att 1x bite(2d60, THACO 16[+3], ML 9) scurry about, trapped in this room.

20. There are rotted wood crates broken in this room.

» **Secret Door:** Under bits of broken wood, a Secret trap door to 25.

21. **Pit Trap:** There is a covered pit trap here that, if triggered, spills the victim 20' below into the lower level (room 25). There doors at either end of the long L-shaped hallway.



UNDER THE TOWER (CONT.)

22. At the north end of this cavernous room, the carved rock stairway ascends to the level above. There is a door on the south end of the room.

» **Secret Passage:** One part of the wall is slightly discolored. Looking closer, a character might notice a thin outline of a door.

23. There are three doors in this room on the north, west, and south side.

» **Locked Door:** The west door is locked.

This level may have once served as a twisted place for punishment or entertainment. There is a **Rhagodessa** (AC 5[14], HD 4+2 (20hp), Att 1 x sucker (grab), THACO 15[+4], ML 9) that has its lair on level 3, but will come to this level and attack if a character finds themselves in **24** (the holding pen) or **25** (the arena).

24. Rhagodessa: If someone enters this room, the beast will sense them and in 1d3 rounds it will arrive and attack. There is a large portcullis gate that separates this room and the arena just south. A tunnel leads north from the room and

a door on the east wall. Bones litter the filthy floor.

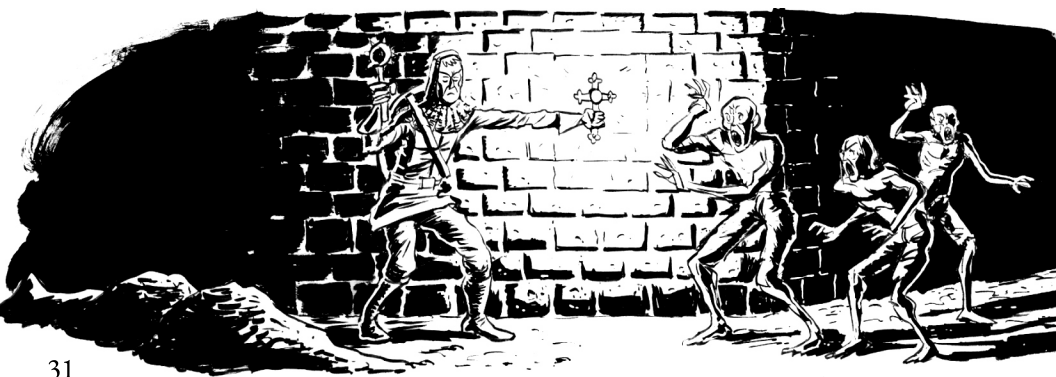
► **Treasure:** a dirty leather pouch containing 200sp among the refuse.

25. Rhagodessa: If someone enters this room—or if they are unlucky enough to have fallen through the floor trap above—the beast will sense them and in 1d3 rounds it will arrive and attack. This huge, octagonal-shaped room has six pillars and piles of skulls and bones littering the corners and walls. There is a large portcullis gate that separates this room and the room north. The southern door is locked. On the ceiling there is a shaft and a trap door, but the ceiling is about 15' up.

► **Treasure:** Among the piles of bones there is a skull of a builder with its three eye sockets. The bone structure is unique; extremely hard and yet porous like a sponge. It would be worth 3,000gp to the right buyer.

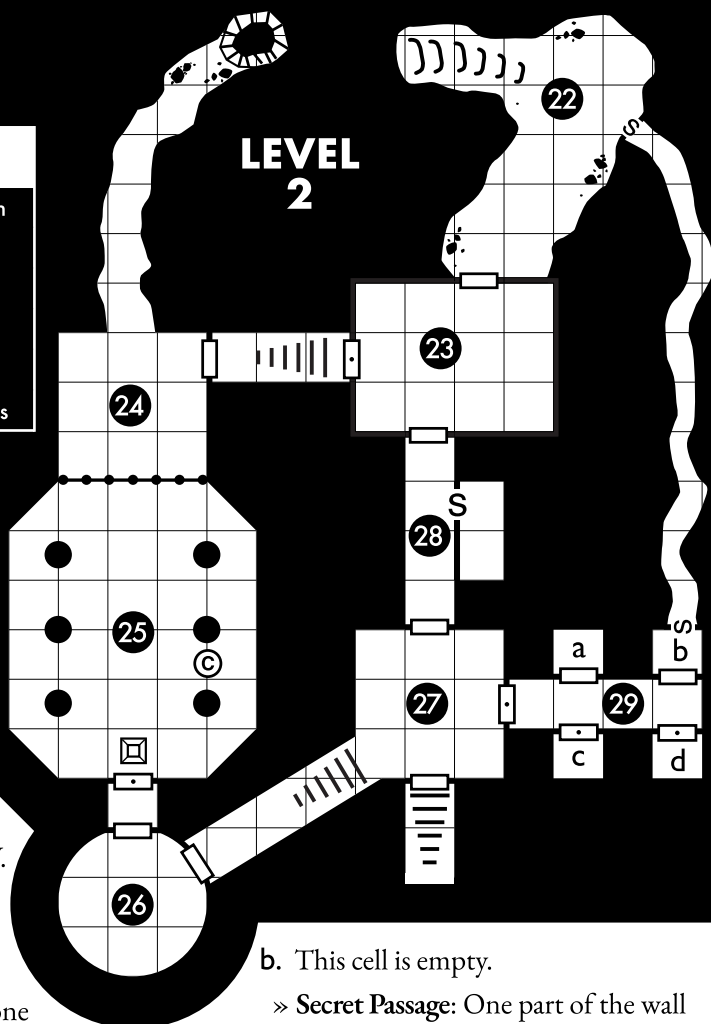
26. A giant **Skeleton** (AC 5[14], HD 6 (27hp), Att 2 x weapon, THACO 17[+2], ML 12) stands guard here. There are 2 doors (north and northeast).

27. Zombies (5) (AC 8[11], HD 2 (9hp), Att 1 x weapon, THACO 18[+1]) mindlessly shuffle around this room. There are 3 doors in this room (north, south, and



D6	WANDERING MONSTERS
1	1d3 Rock Python
2	1d6 Ghoul
3	2d4 Zombies
4	3d4 Skeletons
5	1d8 Shadow
6	1d6 Tiger Beetles

1 square = 10 ft



east) and a passage-way that has a set of stairs down to the SW.

» **Locked Door:**

The door east is locked.

- **Treasure:** On one of the zombies there is 500sp and 100gp.

28. A 40' hall with a door at either end.

- » **Secret room:** Upon closer inspection, some of the bricks appear to not be mortared in place.

- **Treasure:** In a clay pot there is 400sp and 600gp.

29. This hall is lined with 4 prison cells. The doors are solid with small view ports with bars on them.

- a. This cell is empty

- b. This cell is empty.

- » **Secret Passage:** One part of the wall is slightly discolored. Looking closer, a character may notice a thin outline of a door.

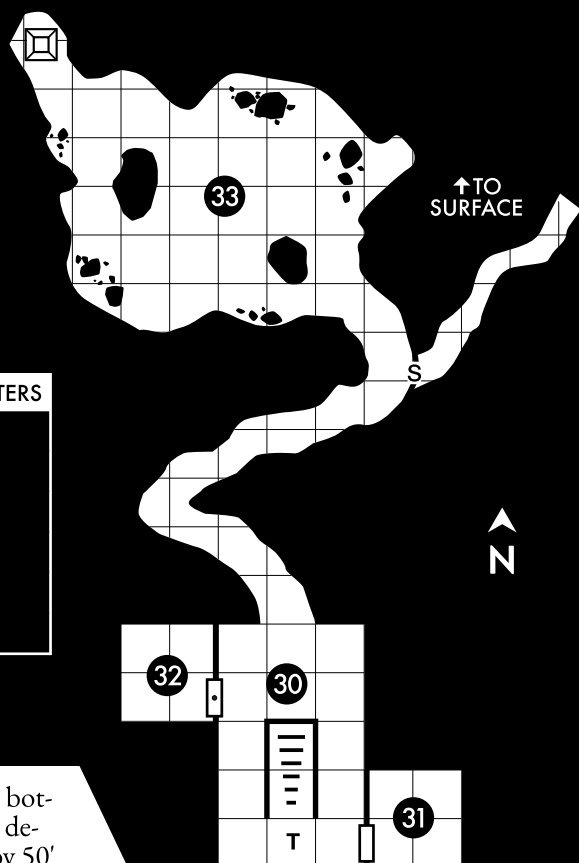
c. & d. Inside these two cells, there are two elf prisoners named Dama(female) and Borodre(male). She was placed here after the ritual was completed. They both regret what has happened and mourn their dead. Both elves are weak from starvation and will slow the party down until they can recover, should they choose to rescue them.

UNDER THE TOWER (CONT.)

LEVEL 3

D6	WANDERING MONSTERS
1	1d3 Rock Python
2	1d6 Ghoul
3	2d4 Zombies
4	3d4 Skeletons
5	1d8 Shadow
6	1d6 Tiger Beetles

1 square = 10 ft



30. The flagstone below the bottom step is trapped. The stairs descend into the center of a 30' by 50' room. There are doors on the east and west walls and a burrowed tunnel through the north wall.

» **Trap:** If the trap is triggered, the stairway ceiling gives way and rapidly collapses down—closing the stairs off permanently.

31. There are broken crates containing food. Much has gone to rot.

32. The door to this room is magically locked. There is an elaborate key hole in the center of the door which requires the key found in **room 15**. The room contains a large ornate marble chest.

► **Treasure:** 5,000cp, 8,000gp, *plate mail* +2, *shield* +1, *potion of invisibility*,

ring of protection +1 (5' radius), *scroll of floating disc*

33. The nest of the Rhagodessa (AC 5[14], HD 4+2 (20hp), Att 1 x sucker (grab), THAC0 15[+4], ML 9). There are bones and remnants of other eaten creatures. In an alcove to the north there is a tunnel that leads straight up.

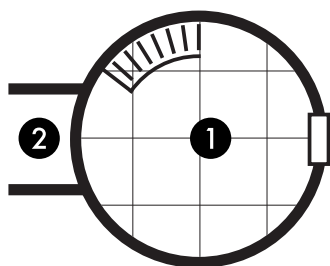
» **Secret** passage: Part of the wall inside the tunnel reveals that some creature has hidden a narrow tunnel that leads a few hundred meters up to the surface.



F4 ZALANTÉ'S TOWER

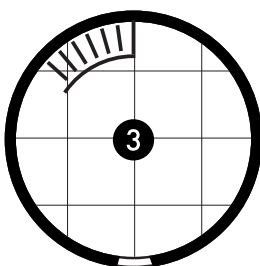
Far from civilization, in the Northern Range mountains, sits a lonely tower belonging to a hermit named Zalanté—an old magic-user who busies himself with study and research of the past civilization of the Builders. His tower is actually the ruins of a solitary structure constructed by the Builders long ago; its purpose long forgotten. For years, Zalanté has studied the ruins and statues scattered across the Gemthrone Wilderness, amassing volumes of notes which one day he hopes to compile into a text.

The old hermit is not much of a people person: he “gets along just fine with his parchment and books”. Though, he won’t turn away well-meaning adventurers who share in his curiosity of the Builders. In fact, if the player characters show interest in knowing more about his studies or if they offer knowledge of their own finding, Zalanté will be more welcoming and may offer food and shelter for a night.



1. Main Floor

On the first floor of the tower, Zalanté has set up his basic living quarters: a simple kitchen, table and chair, and a stove that serves to heat and for cooking.



2. Stable

There are no horses here, Zalanté built this covered stable for his llama companion Heraldo. Heraldo is a fine pack animal and also keeps watch, alerting Zalanté to approaching threats.

3. Study

Books, papers, scrolls, and writing utensils litter the room here. Zalanté's desk is such a mess it's a wonder he knows where to find anything there.

ZALANTÉ'S FINDINGS

1. After studying the symbols left by the builders on the statues and in some of the ruins for years, Zalanté has created his own key to translate. (It is the same cypher key that is found on page. 22)

2. A few days ago, a group of brigands approached the tower and tried to take it by force. They didn't know who they were dealing with and the old wizard sent them scrambling away for their lives. They were headed east on the trail when they departed.

3. He is aware that the elves have been custodians of the Tower of the Builders for a long time, though he does not know why. The elves don't socialize with outsiders and Zalanté is no exception; they find his curiosity threatening.

4. Since the event that caused denizens of the Labyrinth to flee, Zalanté has been keeping constant watch on the Tower, hoping to see signs of what may have changed there. So far he has nothing new to report on the status of the tower or the elves.

F7 RYO TAESI

Home to the elves of the Gemthrone Wilderness, Ryo Taesi is a peaceful sanctuary within the chaotic forests of the Labyrinth, located in a clearing to the south. Ryo Taesi's population is around 70, comprising mostly of elves but some dryad. They do not grow a large selection of crops or livestock—generally relying on hunting and gathering what is permitted by the forest spirits—but they do grow and ferment a wine from muscali fruit, found only in the Labyrinth.

1. Ilex - The Great Tree

The most ancient of all the trees in the Labyrinth, Ilex provides a pathway for communing with forest spirits for the elves and fey. They revere Ilex and have built a modest community around the tree and serve as it's protectors.

2. Guard House

Ryo Taesi's most talented warriors are housed here. Twenty elves are ready to defend the tree. They are armed

with swords, shields, and chainmail. They also have one 1st level arcane spell each.

3. The Muscali Winery

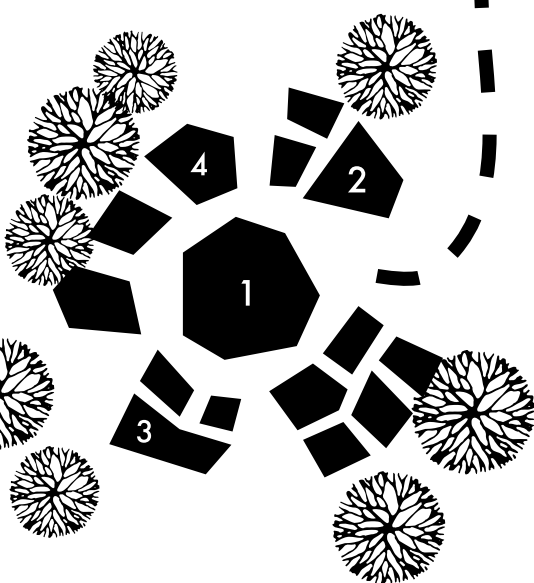
Muscali wine is unique to Ryo Taesi and has never been exported or traded. It is full bodied and the effects are somewhat euphoric.

4. Korthabien's Quarters

Noble leader of Ryo Taesi, Korthabien cares for the tree and it's citizens. Unfortunately, he has recently fallen ill. Some say it's due to his mourning for the recent dead. His son and heir, Jorthon, looks after him.

RUMORS OF THE TREE

1. Our kin, the stewards of the Tower have been captured or slain by a savage group of humans. They must be stopped and our brothers and sisters rescued.
2. The elves of the Tree know how to navigate the Labyrinth without becoming lost. The spirits guide them.
3. Jorthon, heir to Korthabien, is looking for a remedy to heal his father's sickness. It takes the glowing thorax of a fire beetle—preferably one that still glows.
4. The dead have been seen walking in the forest to the north. Something foul compels them. It must have something to do with the Tower.



G7 TEMPLE RUINS ON THE BLUFF

APPROACH

The entrance is a few hundred feet off the trail, obscured by trees.

1. In front of the door to the ruins are 4 pillars. The door is a solid slab of stone built into the natural rock wall surrounding it.

» **Door:** There is evidence of some past relief carvings, but are now all but erased from exposure to the elements.

2. The stairs descend into a large room with three doors (east, west, and south).

3. This door is locked. On the far wall, there are 3 concentric bronze rings set into it.

» **Rings:** If there is a cleric present in the room, the rings begin to glow and start turning; otherwise nothing happens. A magical projection of a humanoid appears in the center of the room. The projection challenges the cleric to a game of Druzza[an ancient form of chess]. The stakes are a crystal of power (or a random

D6	WANDERING MONSTERS
1	1d8 Shrieker
2	1d4 Bugbear
3	1d10 Stirge
4	3d6 Giant rats
5	1d6 Robber fly
6	1d4 Crab spider

magic item if they have no crystal) which will be taken (disappears) if they lose. If they win, the center of the wall rings will open to reveal a key (opens room 15).—to play, succeed on 3 WIS ability checks vs. the projected opponent (Wisdom score of 13).

4. This room is **trapped**. There is a door to the west and stairs (to room 8) leading down on the east.

» **Trap:** Stepping on a flagstone near the stairway may trigger a Portcullis to drop at the top of the stairs.

5. **Shriekers**(4)(AC 7[12], HD 3 (13hp), Att -, Shriek: 50% chance for wandering

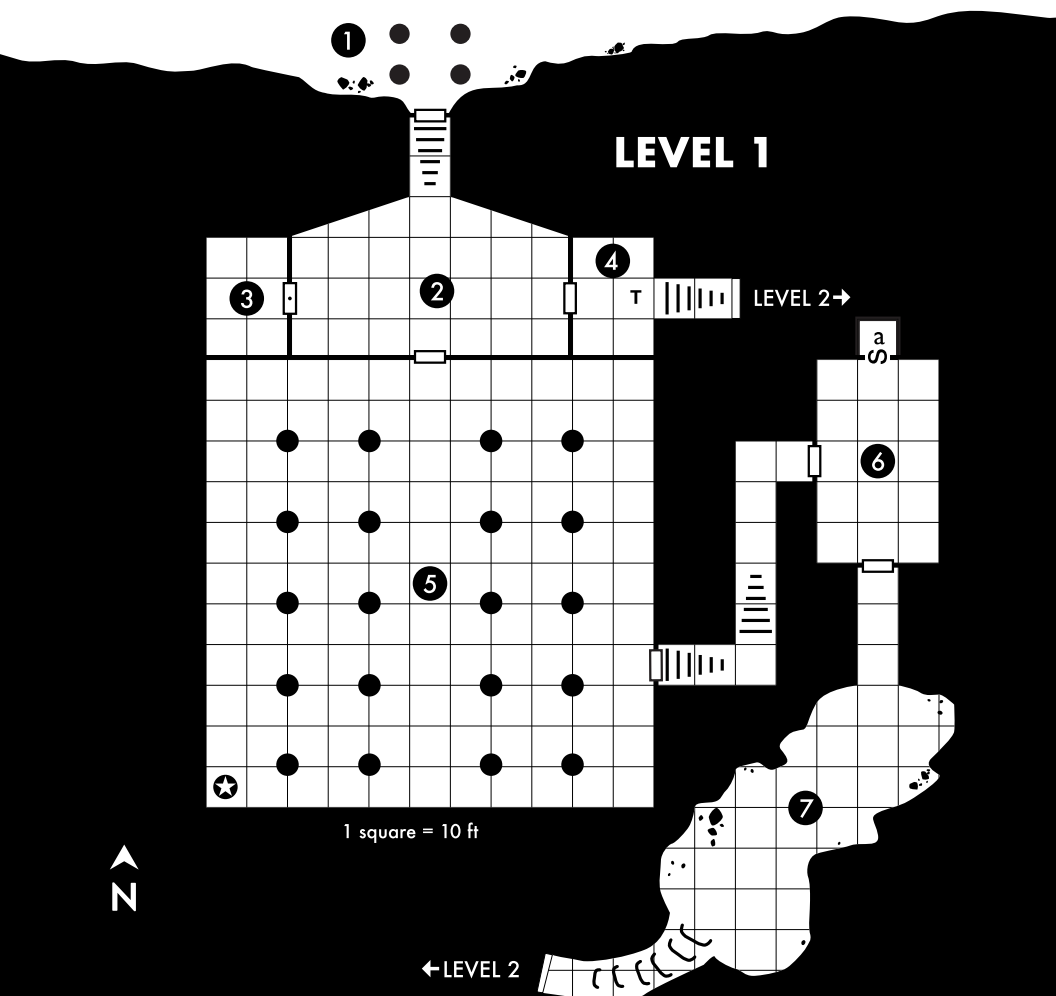


★ **Statue** in the far southwest corner of a humanoid facing the corner, cowering and hiding it's face.

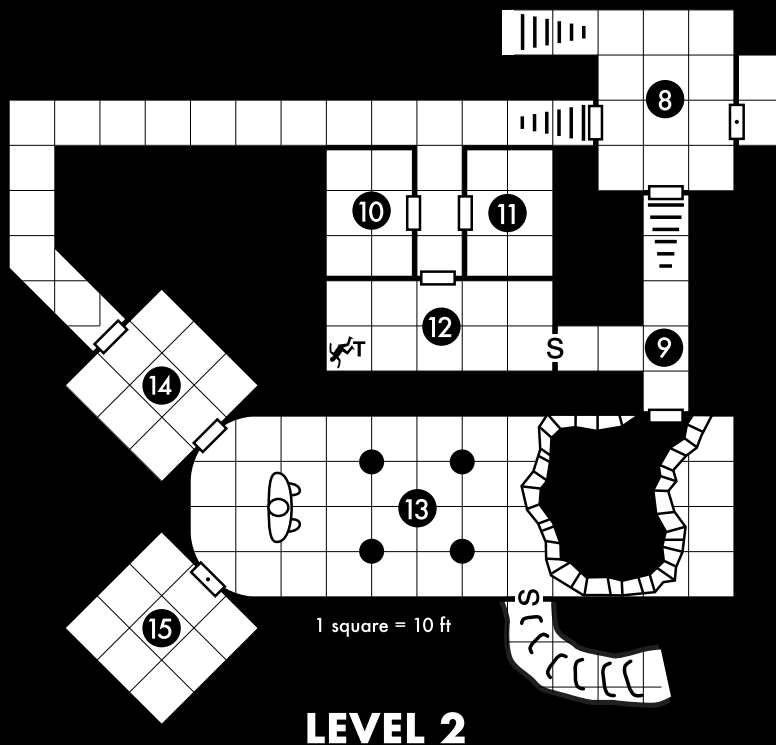
a. Secret room: 100sp, 40gp, *leather armor + 1*

» **Tunnel:** The south tunnel follows a natural stairway down to a door (room 13).

► **Treasure:** gems (10gp, 100gp) on a cocooned bugbear.



TEMPLE RUINS ON THE BLUFF (CONT.)



LEVEL 2

8. Bugbears(3)(AC 5[14], HD 3+1 (14hp), Att 1 x weapon (2d4), THACO 16[+3], ML 9) are standing around admiring this awesome shiny sword Zork just found. There are 3 doors in this room on the east, west, and south walls. A stairway going up is also on the west side of the room.

► **Treasure:** 4 gems (50gp), 400 gp, sword +1

» **Locked room** - 2,000gp, *Scroll of Protection from Undead*

9. There are 2 doors at each end of this 50' hall with a branching hall to the west that dead ends.

► **Treasure:** A satchel dropped in the corner contains a *potion of healing* and a *potion of levitation*.

» **Secret door:** Upon close inspection, a character may notice a slight breeze emanating from between some stones in the wall.

» **South door (stuck)** - upon forcing the door open by kicking, shouldering, or using their own mass thrown against it, the character must save or fall into the crevasse.

10. This room is empty.

11. Shrieker(AC 7[12], HD 3 (13hp), Att -, *Shriek*: 50% chance for wandering monster) is shuffling around here in the dark.

► **Treasure:** 1,200 sp, 1 gem (100gp)

12. Corpse worm(3)(AC 9[10], HD 1hp, Att *Burrow*: Enter living flesh that touches them. The victim must immediately apply fire to the wound(1d6 damage to the victim)

or a spell that cures disease. If unable to do either, it means death to the victim in 1d3 rounds.) are on a **human corpse**. The smell in this room is abhorrent, and may cause **nausea**.

» **Nausea:** Lingering in the room requires a save vs. poison or become nauseous (-1 penalty to strength and saves) for 1d6 rounds.

» **Corpse:** This is the remains of a human male. Something is eating away at the flesh.

» **Treasure:** On the body: 500 sp, crystal ball (with *clairaudience*)

13. Harpy(3)(AC 7[12], HD 3* (13hp), Att 2 x claw (1d4), 1 x weapon, 1 x song, THACO 17[+2], ML 7) are each perched atop a marble pillar. At the end of the long room sits a **massive statue** of a builder. At the east side of the room, the floor has collapsed into a seemingly bottomless pit.

► **Treasure**(on harpies): 3 ep, chain-mail (cursed), mace +1

Statue: The statue sits legs crossed, hands palm up, and face looking straight up. Set into the three eye sockets—2 gems (500 gp), 1 large orange gem (see gp. 49)

» **Secret Door:** Upon close inspection, a player may notice a slight breeze emanating from between some stones in the wall.

14. There are 2 doors here; northwest and southeast. The room is otherwise empty.

15. The door to this room is magically locked—it will require the special key or a spell to open.

» If a cleric is present: The projection(**room 3**) appears here and grants the cleric with a new spell of appropriate level.



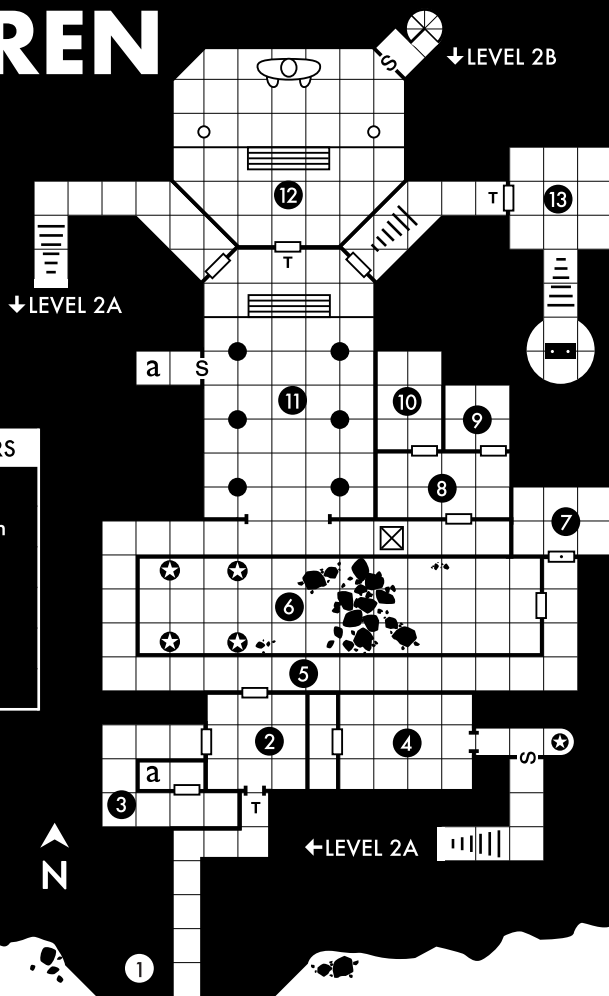
H5 HSOKREN RUINS

LEVEL 1

D6 WANDERING MONSTERS

1	1d4 Yellow Mould
2	1d8 Brigand + 1 Veteran
3	1 Ochre Jelly
4	1d4 Berserker
5	1d4 Crab Spider
6	1d6 Ghoul

1 square = 10 ft



APPROACH

As the trail leads through the trees of the valley, signs of ancient construction can be seen here and there. A keen adventurer may notice boot tracks following the trail. Approaching cautiously will allow them to observe that the entrance to the ruins is well guarded. Every hour, half of the brigands at **area 1** will patrol a mile radius out.

1. Brigands(8)(AC 6[13], HD 1(4hp), Att 1x *Weapon*, ML 8) are standing around conversing near the entrance. The entrance passage is flanked by two statues of hippogriffs.

► **Treasure:** standard equipment: leather armor, sword, shield, short bow.

2. The archway leading into the room is trapped.

► **Treasure:** A few sacks—belongings of the Brigands at the entrance, stowed here. 450gp between them.

3. A **gelatinous cube**(AC 8[11], HD 4* (18hp), Att 1x *touch*(2d4 +paralysis) moves back and forth in this hall.

► **Treasure:** In a few clay pots: 25gp,

2 pieces of jewelry (900gp & 1200 gp)

4. At the end of the room is an archway leading to an adjoining hallway. At the end of the hall is a statue.

» **Statue:** A builder standing alert. It is wearing a belt and an empty scabbard.

» **Secret passage:** placing a sword in the scabbard opens a concealed stairway down to level 2A room 19.

5. This hall is long and has a few exits and turns. See map.

» **Pit Trap:** Drops 20' into 17.

6. A **grey ooze** (AC 8[11], HD 3* (13hp), Att 1x touch(2d8), THACO 17[+2]) hides in the rubble. A large portion of the ceiling has caved-in creating a large pile of rubble that would have to be traversed to reach the other side where here are 4 statues here of builders.

► **Treasure:** At the base of one of the statues; *Gauntlets of Ogre Power*, *Ring of Protection +1*

7. Locked Room: Weapon rack; *dagger +1*, *battle axe +1* (+3 vs regenerating creatures) (see page 45, *Rumors of the Tribe*)

8. Trap: once the door is opened, mist fills the room(harmless)

► **Treasure:** 500sp in a small sack.

9. This room is empty.

10. A chest containing: 4 gems (50gp, 100gp, 2x 500gp), 600sp, 100gp

11. **Brigands**(5)(AC 6[13], HD 1(4hp), Att 1x *Weapon*, ML 8) searching the room. Large room with wide marble columns. At the far end, down a set of steps, there are 3 doors (north, north-west, and northeast).

12. The far half of this octagonal room rises 4' to a shrine of a large cyclopean statue flanked by two braziers.

» **Statue is trapped:** If the gem is removed, poisonous gas erupts from the socket and starts filling the room; center eye is a massive orange gem worth 1,000gp (*crystal of power*).

» **Secret door:** stairs to level 2B

13. Trap: A falling stone block above when door is opened. Altar at the top of a stairway.

» **The altar** here is imbued with the shadow power of the builders. A magic-user or elven party member may be able to harness the power once. Boon: The magic-user or elf must succeed on an INT ability check then is granted +1d4 damage to spell attacks for 1d8 hours and instantly regains forgotten spells (that were previously memorized for the day).



HSOKREN RUINS (CONT.)

14. The walls of this room once had a mural painted on them, but due to the passing of ages, it has mostly faded.

» **Secret rooms:** The walls here are brittle and can be broken through, which can be detected if a character is looking closely.

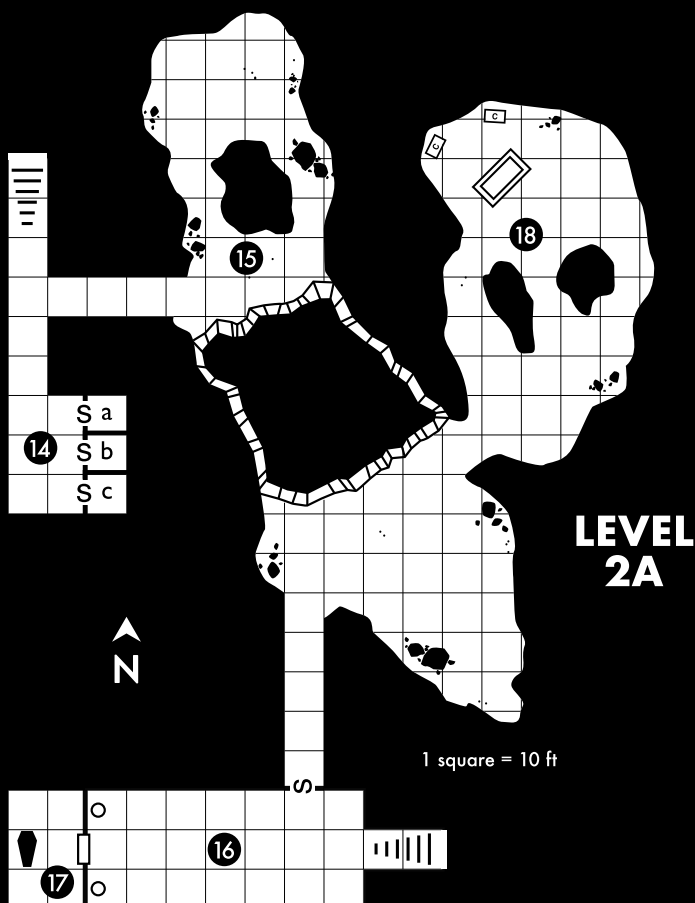
- a. Secret room - 800sp, 300gp
- b. Secret room - 1,100 sp, 400gp
- c. Secret room - 1,100sp, piece of jewelry worth 1,300 gp

15. A **Giant Scorpion**(AC 2[17], HD 4* (18hp), Att 2 x claw (1d10), 1 x sting (1d4

+ poison), THACO 16[+3], ML 11) has made itself quite comfortable here in this cavern. This massive cavern is divided by a 60' crevasse which has no visible bottom.

16. The stairway down opens into a very long chamber that is illuminated by two braziers of blue flame that are flanking an ornate door.

» **Blue flames:** The flames give off no heat and if one passes their hand through it does not burn. They can only be extinguished by magic.



» **Secret Door:** The wall in this spot is uneven. The stone looks to have been laid hastily.

17. A **wight**(1)(AC 5[14], HD 3* (13hp), Att 1 x touch (energy drain), THACO 17[+2]) is within the sarcophagus, attacking and pounding at the cover for eternity to be free. No treasure was buried with this poor soul.

» **Sound:** The players should be able to hear the noise coming from the sarcophagus.

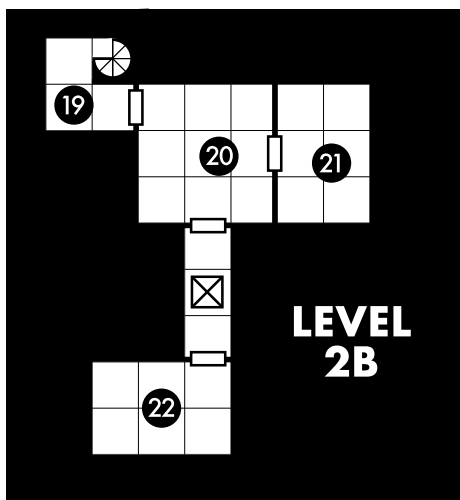
18. Through a passage in the cavern wall, past some large stalagmites there is a large stone dais and 2 metal chests.

» **Dais:** One must pray to a lawful deity before taking the treasure, or **Shadows**(2)(AC 7[12], HD 2+2* (11hp), Att 1 x touch(1d4 + strength drain), THACO 17[+2]) come forth from the darkness and attack.

► **Chests** contain 20,000sp, 2 × gems (100gp), 2 × gems (500gp), ring of invisibility, plate mail +1

19. **Ochre Jelly**(AC 8[11], HD 5* (22hp), Att 1 x touch(2d6), THACO 15[+4]) might be here at the bottom of the spiral stairway if it hasn't been encountered previously as a random encounter. Otherwise, the treasure here is unguarded. There is one door.

► **Treasure:** 800sp, 200gp, 5 gems (2x 50gp, 100gp, 2x 500gp,)



20. The 30' x 30' room is empty except for the 2 doors here. One on the far wall and another on the right wall.

» **Pit trap:** There is a pit trap which drops the victim 10' onto spikes(2d6).

21. **Gargoyles**(2)(AC 5[14], HD 4 (18hp), Att 2 x claw(1d3), 1 x bite(1d6), 1 x horn(1d4), THACO 16[+3], ML 11) are posing as 2 statues on opposite wall.

► **Treasure:** Large clay pot contains: 4,000cp, 2,000sp, 3,000gp

22. The room is empty save for a solitary dagger lying in the middle of the floor.

► **Treasure:** dagger +1



H6 GOLOTHAKK

The village of Golothakk is built and organized very crudely. The rocky domed dwellings surround the largest which belongs to the tribal leader; **Gelka the priestess**. Gelka only emerges from her abode when she acts as the mouth of their deity, the One. Gelka is also the arbiter of justice for the tribe. If one of the tribe breaks with the will of the One, the Priestess's sentencing is swift and harsh.

Recently a Goltheke warrior by the name of Pell was cast out when Gelka claimed the One saw her as unworthy. Pell questioned the word of the One, which is of the highest crimes a Goltheke can commit—she wanted to know why they were destined to war with the Others; instead of seeking peace among all humanoid kind?

In truth, Gelka felt threatened by Pell. With her woken abilities, Gelka read the moons and glimpsed a future where Pell rose up and overthrew her to become the new Priestess. This could not come to pass—Gelka would die before relinquishing her power.

However, because so much of the tribe admired Pell, they might not follow a command to execute her. Gelka's only option was to exile her to wander the Gemthrone Wilderness alone. (*See Encountering Pell*) If the players find themselves in Golothakk, either by stumbling upon it and discovered or by encountering Goltheke in the wild and losing combat (the Goltheke fight to subdue), they will be taken as prisoners. Under cover of dark, Pell will free the players.

RUMORS OF THE TRIBE

1. The One commands that Goltheke keep the "Others" as slaves. At the moment, the tribe only has two slaves: two men captured while they were on a wilderness expedition.

♦ The two men (Fordric & Enz) were celebrating their uniting with a hiking trip when they were captured. The noblemen are from the City and will pay handsomely if rescued (they will negotiate, starting at 2,500gp for a reward).

2. All Crystals of Power must be taken to the Priestess Gelka. It is what the One commands.

3. There is a powerful weapon in the ruins to the north. A legendary axe called Trollbane (*page 42, room 7*).

ENCOUNTERING PELL

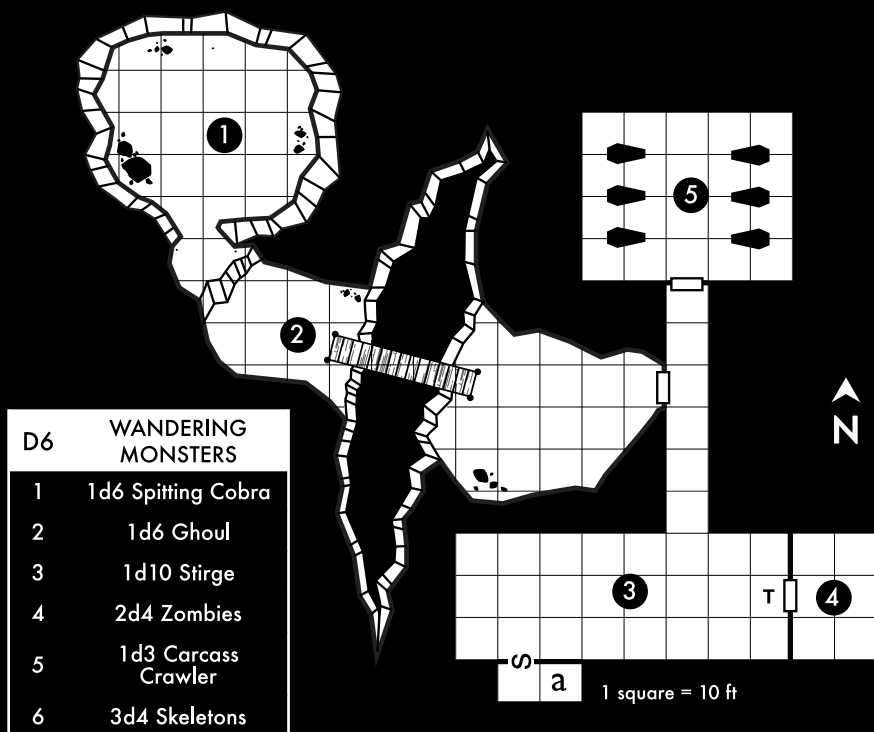
There is a 2-in-6 chance a Goltheke wilderness encounter will be Pell the Exiled instead. If encountered, Pell will not attack on sight as she is more curious of the Others and not poisoned by Gelka's words.

♦ Pell wants to change the minds of her tribe. She seeks to remove Gelka but she fears her power. It would take more who are willing to help achieve her goal. If the players allow, Pell will join them as a hireling/mercenary though she does not require payment—merely the chance to observe the Other's culture.



J.F.

H9 TORTHAN'S TOMB



APPROACH

The trail leading south in Torthan's Hall eventually comes to a large clearing with a massive sinkhole, approximately 50' wide and some 30' deep. In daytime, vultures circle overhead. A foul stench emanates from the giant opening.

1. The sinkhole is roughly 30' deep with rocky vertical walls on all sides. Scattered stone and boulders have collected at the bottom. At the south side a cave opening can be seen. The rocks and rubble near the opening have been pushed to the side creating a clear path to enter.

► **Treasure:** Among the rocks and rubble there is a scroll case which contains 2 arcane spell scrolls: *floating disk* and *ventriloquism*.

2. **Spitting Cobra**(2)(AC 7[12], HD 1* (4hp), Att 1x spit (blindness) or 1x bite (1d3 poison), ML 7) are near the rope bridge. The cave entrance quickly opens up to a much larger dark cavern. The cave floor drops 15' (sheer) past the entrance. Ahead, a rope bridge crosses a wide, seemingly bottomless, chasm. Past the bridge, there is a door at the end of the cavern.

» **Rope Bridge:** The rope bridge is very old but looks fairly sturdy and has been reinforced numerous times. However, there is a 5% chance a wood plank may break underfoot.

3. **Ghouls**(3)(AC 6[13], HD 2* (9hp), Att 2x claw (1d3 +paralysis), THACO 18[+1], ML 9) roam the hall and this large room. The long wall(south) has an aged and worn mural. There is an ornate

metal door of heavy construction on the east wall.

» **Mural:** The mural depicts the builders, clad in dark armor with black eyes. They are mounted on eagle-headed horses.

a. **Secret room:** On one part of the wall, the pigments of the paint are slightly more recent. Within the room are a few clay pots containing: 2,000cp, piece of jewelry (700gp), piece of jewelry (1300gp). Also in the corner, behind the pots sits a *bow +1*.

4. The door to this vault is **trapped**. A spear (*1d6 damage*) will spring out from the ceiling to lance intruders if opened. The vault is empty, written in chalk in large letters is:

WE TOOK THE GOLD
ALREADY. SORRY FOR
YOUR TROUBLES.

5. The room contains six **sarcophagi**. If they are disturbed, the **skeletons**(6)(AC 7[12], HD 1 (4hp), Att 1 x weapon) within will emerge from their rest and attack the defilers.

► **Treasure:** Inside the sarcophagi there is 6,000cp, 6,000sp, 1,000gp, *cursed scroll* (The reader fall unconscious for 1d3 days. Only a remove curse spell will wake the cursed.)



APPENDIX

MAGIC ITEMS & TREASURE MAPS

CRYSTALS OF POWER

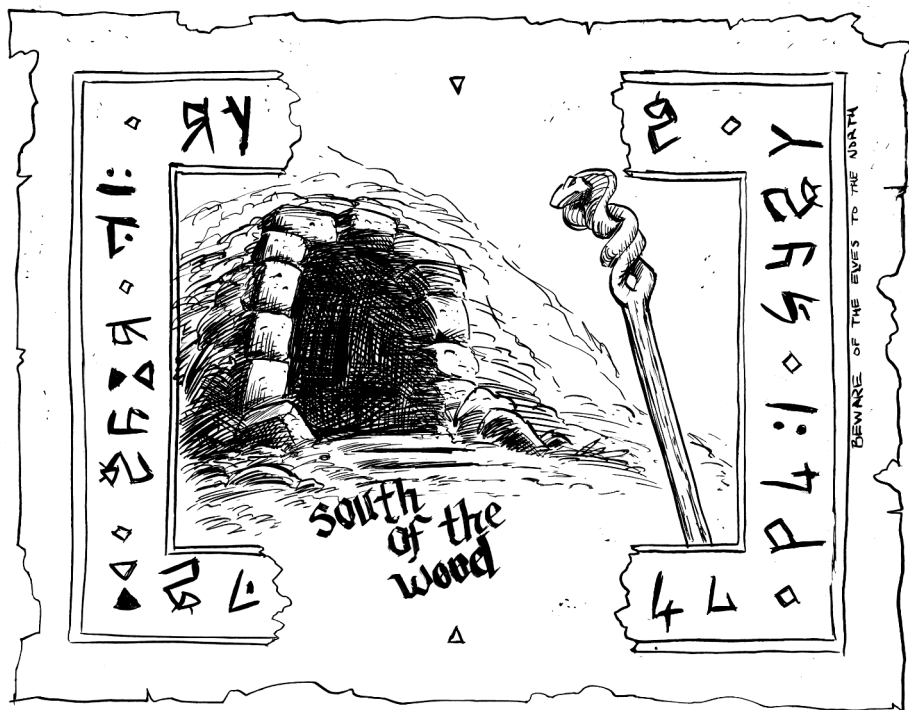
Often mistaken as mere gems, these beautiful large orange crystals held magical qualities to the ancient civilization of the builders. There may be mechanisms within dungeons that use the power of the crystals to operate.

BULGRUN'S TREASURE MAP

Bulgrun keeps this treasure map (below) in a picture frame on a wall in his home in Karn Buldahr. He is unsure how it came to be in his possession, but either way he likes it as a novelty. Not being the

adventurous type himself, there it stays, it's secret riches just out of reach forever. Unless some enterprising thief were to claim it—or merely borrow it for a time. Or perhaps Bulgrun can be convinced to part with it.

The map leads to the treasure location marked on the map in hex E7. There is a cave at the southern most point of the Labyrinth that contains a *Staff of Snakes* hidden within. The runes can be solved by first folding the map so that the broken square shape meets. Then, using the cypher key found on the Ancient Statues (pg. 8) the message reads: “*Five miles east of the bear*”. If they have visited the Bear statue (F8), the clue should be more than enough to go on.



STONE MAP

This map is found in the **Ruins of Forgel's Peak** in room 9 (D3, see pg. 20) after completing the statue puzzle. The map can't be removed so it will have to be copied—hopefully someone brought along some writing materials!

Show the players the handout for as long as they are present in the room then remove it. The map they use will be their copy of the original they make at the table.

The treasure map (below) has directions written in the coded cypher language; it reads:

*South ten miles
Through the shadow wood
The sacred vault of six
A crystal is the key*

Below the message is a diagram of the **Vaults (D5, see pg. 23)** and shows the room that contains the treasure. Once there, the only way to open the locked door is by holding a *Crystal of Power* up to it, as hinted in the message.

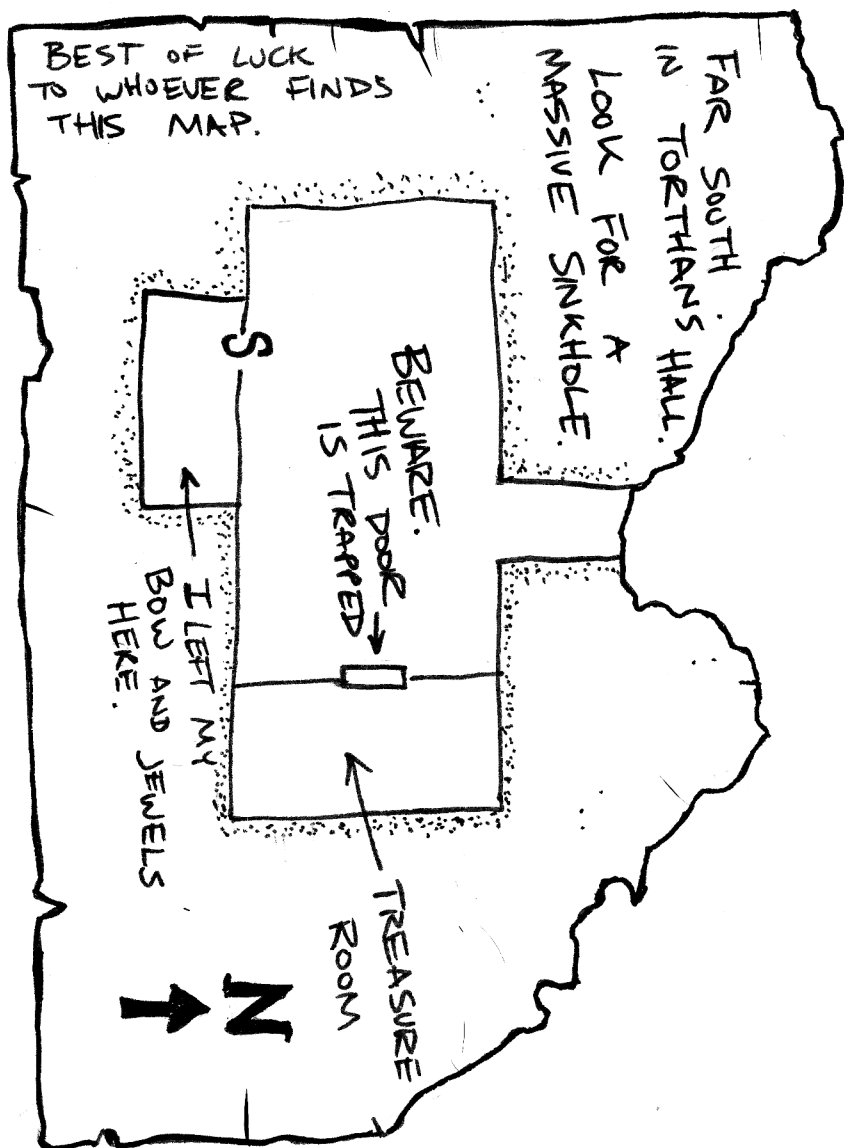


TORN PARCHMENT MAP

This map is found on the first level of the **Shrine on the Lake**, room 3 (C5, *see page 13*) near a pillar in a map case. It was left here by another adventurer who had decided this line of work wasn't for them any longer, though the players may never know this.

This parchment fragment show only a portion of the dungeon the treasure is

hidden in. The directions are simple and lead to **Torthan's Tomb** which is located in hex **H9** (*see page. 47*). If the players are using the Player's version of the map, then they can easily locate the western canyon feature called Torthan's Hall. If they are not using a map or mapping the wilderness themselves, they should be able to ask someone who may be knowledgeable of the regions' geography for directions.



BESTIARY

CORPSE WORM

Often found in dung or corpses. They dig their way into any living flesh that touches them.

AC 9[10], HD 1hp*, Att Burrow, THAC0 19[0], MV 1', SV D14 W15 P16 B17 S18(NH), ML 7, AL Neutral, XP 6, NA 5d4, TT None,

- » **Burrow:** The victim must immediately apply fire to the wound(1d6 damage to the victim) or a spell that cures disease. If unable to do either, it means death to the victim in 1d3 rounds.

DUARD SILVERAXE, SHADE FORM

Duard(5th level fighter) has forsaken himself and all his men in the tower to become shadow incarnate. His eyes are black with no white and his skin has turned grey. Shadows seem to come to life around him.

AC 3[16], HD 5+1** (34hp), Att 1 x weapon + 1 (Axe +2), THAC0 17[+2], MV 120' (40'), SV D10 W11 P12 B13 S14(5), ML 9, AL Chaotic, XP 575

- » **Surprise:** On a 1-5.
- » **Shadow-walk:** The shade can gather shadows around itself and instantly transfer to another location 50' away. This ability can work through walls.
- » **Shadow images:** Harnessing the shadow material around it, the shade can create 2 exact copies of itself. The shade can control their actions

as long as they remain within 30'. They copies do no damage as they are merely shadow.

- » **Weakness:** Bright light will reduce shadows around the shade, thus weakening it. The effects of bright light are: -2 ability scores, Saves -4, hp -2 per HD.

GOLTHEK

Large cyclopean humanoids, 9' tall, with dull blue hair, ruddy yellow skin, and a large red eye. Their dress is typically made of feathered animal hides.

AC 4[15], HD 4+1 (15hp), Att 1 x weapon (2d6), THAC0 16[+3], MV 90' (30'), SV D12 W13 P14 B15 S16(3), ML 9, AL Neutral, XP 125

- » **Weapons:** a large trident that doubles as a throwing weapon.
- » **Enemy:** Hate dwarves and will attack on sight.

PRIESTESS GELKA

Gelka is the eldest of the GoltheK tribe and has learned much in her time—including the ability to wield powerful magic.

AC 4[15], HD 5*+1 (23hp), Att 1 x weapon (2d6), THAC0 16[+4], MV 90' (30'), SV D10 W11 P12 B13 S14(5), ML 9, AL Chaotic, XP 400

- » **Magic:** Each spell can be used three times per day: *Lightning Bolt*, *Invisibility*, *Wizard Eye*.

READING THE MAP

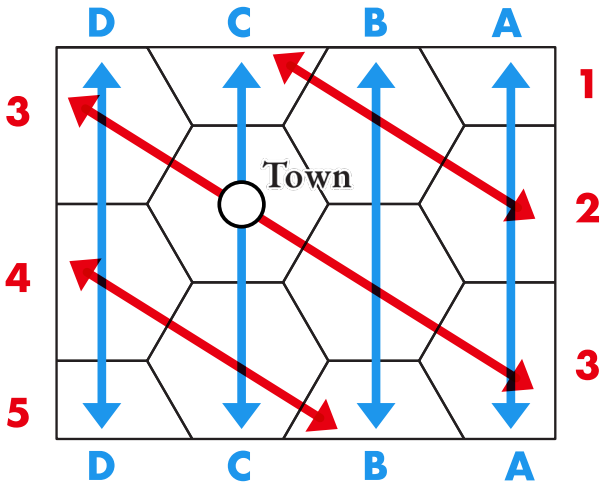
The map covering the Gemthrone Wilderness (page 55 & 56) is a traditional topographic trail map with a hexagonal grid over top. Elevation is noted on contour lines and areas of dense vegetation is displayed. Each trail has it's mileage calculated to the tenth of a mile for accuracy when ruling how far the players travel per day. The trail distances shown are the miles between trail junctions or locations of interest.

The idea is to present the overland travel to the players in a similar fashion as dungeon exploration—give them meaningful choices in how they get from point A to B.

**Note: Take care not to show the overland map to the players. As is with dungeon maps, the mapper should work to draw their own map as they explore.*

HEX NUMBERS

Locations on the map are organized and located in this module by their hex number. Referring to the example hex map below, we can locate our example town on hex C3.



MAP LEGEND

- TOWN: The town is the hub of civilization and relative safety.
- ▲ SETTLEMENT: Camps, homesteads, and small villages.
- TOWER: Impressive defensible structures—often guarded.
- ☐ RUINS: Remains of ancient humanoid civilizations. Pair well with dungeons.
- ★ STATUE: Beautiful, large stone sculptures created by some ancient humanoid civilization.
- 🕸 CAVE: Dark, creepy, usually a giant spider is lurking about.
- 🌉 BRIDGE: It goes over water.
- TRAIL: It's where you put your feet.
- 🌊 RIVER: Don't put your feet there.
- ✖ TREASURE: If you find a treasure map, this is where it may guide you.

THE DUNGEON MAPS

	ALTAR		PIT, COVERED		STAIRWAY, NATURAL
	ARCHWAY		PORTCULLIS		STAIRWAY, SPIRAL
	BRAZIER		RUBBLE		STATUE
	CHEST		SECRET DOOR IN CEILING		STATUE, HUGE
	CORPSE		SECRET DOOR IN FLOOR		TRAP OR TRIGGER
	DAIS		SHAFT IN CEILING		TRAPDOOR, CEILING
	DOOR		SARCOPHAGUS		TRAPDOOR, FLOOR
	DOOR, LOCKED		SINKHOLE OR CHASM		WATER, STANDING
	DOOR, SECRET		STEPS		
	PILLAR		STAIRWAY		

DIRECTIONS

In some descriptions for dungeon room or wilderness areas, cardinal directions may be given.

APPROACH

Under each dungeon entry in this module, there will be a section that describes the surrounding area, and possible encounters, leading to the dungeon. This may be useful for the referee as players search for the dungeon entrance.

STUCK DOORS

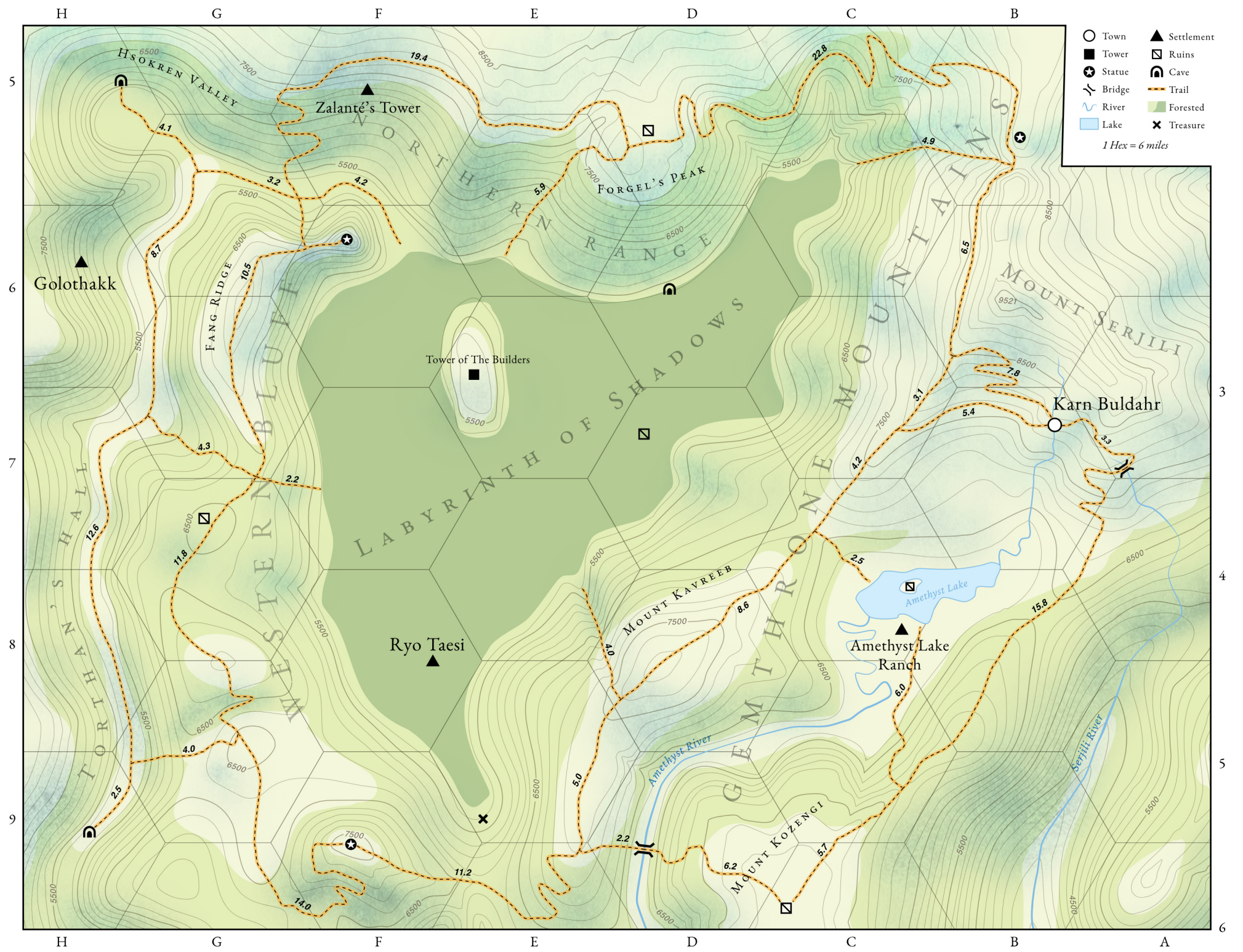
For simplicity, every instance of a door in a dungeon that isn't locked or secret has a 50% chance of being stuck.

LIGHT

Unless otherwise noted, every space in a dungeon is dark. The only light sources would be ones carried by the party or by wandering monsters that need light to see (ie. Brigands).



MAP OF THE GEMTHRONE WILDERNESS



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IN THE SHADOW OF TOWER SILVERAXE

BY JACOB FLEMING

There could be several reasons to seek adventure in the Gemthrone Wilderness. It is a region that is the subject of speculation on cold nights in the glow of a tavern hearth. Some may talk of the magnificent treasures that have laid untouched for centuries in dark dungeons, just waiting to be pilfered—which is, almost without fail, followed by another who interjects with the dangers of such notions, were such legends even to be believed.

There are, however, those that do believe such tales—grizzled adventurers that know there is always some truth to even the most unbelievable stories. One just has to know what rumors to listen for...