

DUNGEONS & DRAGONS®

Expert Set Adventure Module

Drums on Fire Mountain

by Graeme Morris and Tom Kirby



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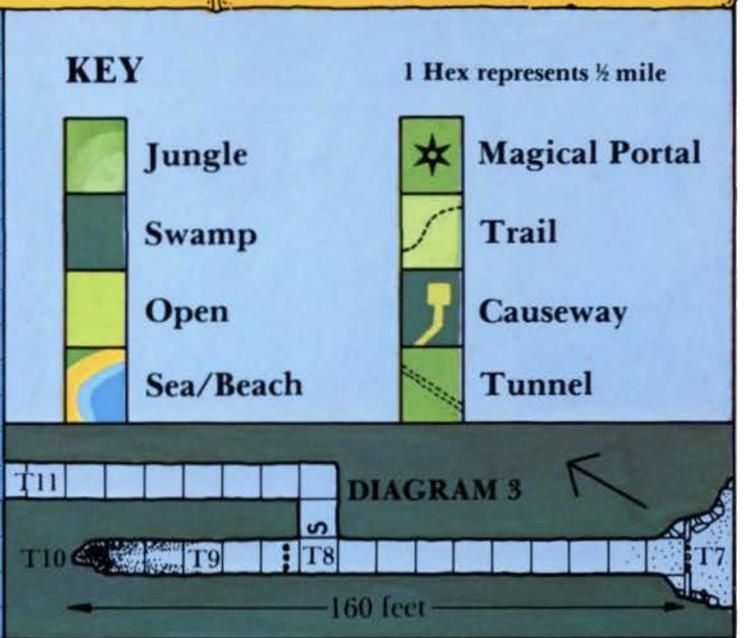
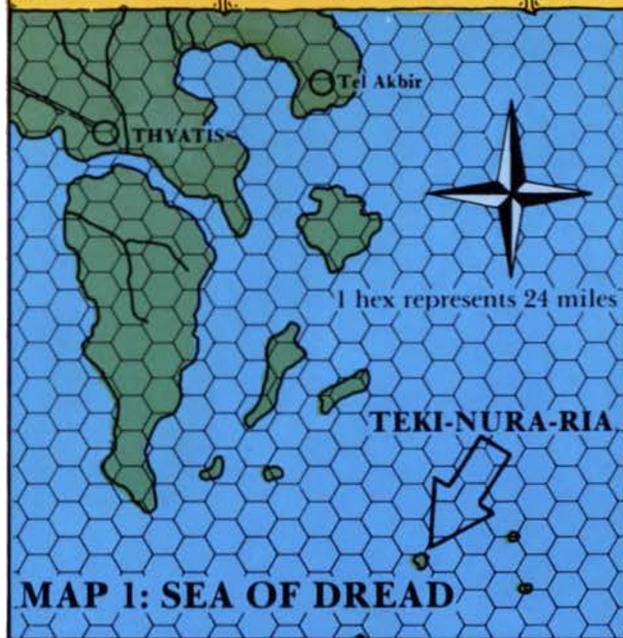


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INTRODUCTION

BACKGROUND

Teki-nura-ria

Teki-nura-ria is a jungle-covered island located amid the stormy waters south-east of the Empire of Thyatis.

Long ago, it was the home of a decadent people who increasingly took to a life below ground. They were eventually destroyed by their own excesses and attacks from a primitive humanoid race known as the kara-kara. The kara-kara occupied the island and gave it its name, which means "mountain of death". Over the years, their tribal memory of how they gained the island faded and they came to regard the former occupants as their "Ancestors".

The waters around Teki-nura-ria were not only stormy but also roamed by elemental beasts called kal-murus, which attacked the crews of ships from the civilised lands to the north-west. The kara-kara learned to take advantage of this by plundering ships which the kal-murus had ravaged.

KalnaKaa

KalnaKaa is a magic-user/devil swine, driven from his home after contracting lycanthropy. He is cunning and cruel and his appearance befits his animal form. He is fat and swarthy with small piggy eyes, black bristly hair, and a matching beard and moustache.

He fled his home with his daughter Maerie and three charmed henchmen, and arrived by chance at the island. At first, the kara-kara were hostile, but when they saw KalnaKaa in his swine form they hailed him as their pig god, Tapu, and accepted him as their master.

Having found a secure base at last, KalnaKaa found and explored parts of the network of the "Ancestors" chambers, and took up residence in some of them. He also found the kal-murus and bent them to his will. Then, he began to co-ordinate the attacks of the kara-kara and the elementals into a campaign of piracy and revenge against those who had driven him from his home.

Rollo Bargmann

These attacks began to cost the members of the Thyatis Seafaring Merchants' Guild dearly, and one of them, Rollo Bargmann, volunteered to send out two of his ships (the Belle Venture and the Dawn Lark) to investigate the rumours of unnatural fogs and green-skinned pirates.

Only the Belle Venture returned, but it brought a kara-kara captive. Rollo Bargmann was not a man to resort to torture, and the use of magic gave him subtler means of interrogation. Eventually, the kara-kara captive became insane and killed itself, but by then Rollo Bargmann knew enough to send an expedition to destroy the threat of Teki-nura-ria. All he needed was a group of bold adventurers...

THE ADVENTURE

The adventure begins in the city port of Thyatis where the party will be approached by Malmir, the elven sea captain (fully recovered after his adventure). Malmir will introduce himself and explain that his master, Rollo Bargmann, wishes

to hire the adventurers for a dangerous but profitable voyage. He will ask them to visit Rollo Bargmann at their very earliest convenience.

If they ask, Malmir will tell the adventurers where the merchant's house is, but it is well known amongst the citizens of Thyatis, who will also vouch for the good character of Malmir and Rollo Bargmann.

When the adventurers go to Rollo Bargmann's house, he will welcome them in, and after the usual introductions, will explain the problem which is crippling the Seafaring Merchant's Guild. He will tell them all he knows about the kara-kara, their island, and the ocean around it. Some of the information which the Dungeon Master should give the players is contained in the page from the Wise Mariner's Almanac and the page from the Diary of Rollo Bargmann. The rest was extracted by Rollo Bargmann from the kara-kara captive, and is listed below:

- the shape of the kara-kara island (the Dungeon Master should give the players the Sketch Map at the end of this module);
- the kara-kara have a long annual ceremony during which most of them will be in their underground temple; drums beat for the duration of the ceremony;
- there are hundreds of kara-kara and an open attack on them would be suicidal;
- a tunnel, forbidden to ordinary kara-kara, leads north-west from the Trail of the Dead; the tunnel is said to lead to a valley of tombs where there is a secret way into the underground temple; and
- the kara-kara have a new leader under whom they have plundered more ships than ever.

Rollo will ask the party to help him and his fellow merchants by eliminating the kara-kara's new leader. It should not be necessary, he will explain, to destroy the kara-kara themselves since until recently they have been thought of only as a nuisance. If the adventurers accept in principle, Rollo will offer the party a formal, written contract with the following terms:

- the party will leave Thyatis on the morning tide aboard the Belle Venture which has been repaired after its earlier voyage (the urgent departure is in order to arrive during the kara-kara ceremony);
- the ship will take them to the island of the kara-kara where they must eliminate the savages' new leader;
- onboard the ship, the adventurers will be under the command of Captain Malmir, but may do as they see fit on the island;
- neither the captain nor his crew will help the party on the island;
- the party may keep anything (including treasure) which is found on the island; and
- upon completion of the mission and their return to Thyatis, each surviving party member will receive 5,000gp from the Seafaring Merchants' Guild.

ABBREVIATIONS

Monster statistics are listed in the following order:

Number; Name; Armour class (AC); Hit dice (HD); Hit points (hp); Movement rates (MV); Number of attacks (#AT); Damage (D); Save as (Save); Morale (ML); Alignment (AL); Experience point value (XP); Roll needed to hit armour class zero (THAC0); Source (book and page number).

The following abbreviations are used:

C – cleric; F – fighter; MU – magic user; E – elf; L – lawful; N – neutral; C – chaotic; S – strength; I – intelligence; W – wisdom; D – dexterity; C – constitution; Ch – Charisma; B – D&D® Basic Rulebook (Moldvay); X – D&D® Expert Rulebook (Cook).

THAC0: To Hit Armour Class Zero. This is the roll on 1d20 needed by a creature to hit an opponent with AC 0. In most cases, the roll needed to hit other armour classes = THAC0 minus AC.

TEKI-NURA-RIA

THE VOYAGE

The voyage to Teki-nura-ria is rough – dog rough – but uneventful. Captain Malmir and his crew are highly skilled mariners, and will firmly refuse any offers of help from the party. Malmir will navigate the Belle Venture on a wide sweep around the island and approach it from the east. The Venture will arrive at the island (see area T1) at dawn on the ninth day of the voyage.

The adventurers will be put ashore in a lifeboat (see Expert rulebook – p43) and Malmir will tell them that the ship will wait 5 days. He will teach them a special whistle to be used as a signal on their return. The Dungeon Master should use the Sketch Map (on the Pull-out Sheet) to show the players where the ship is anchored (area T1).

Malmir will disguise the ship as a rock using an hallucinatory terrain spell from a scroll. Neither he nor any of his crew will willingly accompany the adventurers onto the island. Even if charmed, Malmir and/or the crewmen would be very reluctant companions since their first loyalty is to Rollo Bargmann who ordered them to stay on the ship.

The kara-kara will not see the Belle Venture arrive and will not spot it while it waits, hidden, for the party.

THE ISLAND'S SURFACE

Teki-nura-ria can be thought of as consisting of six areas as shown on Map 2:

- Eastern Jungle,
- Southern Swamp,
- Trail of the Dead,
- Northern Swamp
- Slopes of Ni-malowa, and
- Village/Harbour

Each of these areas has one or more fixed encounters and most have wandering monsters

Movement

Nearly the whole of Teki-nura-ria is covered by dense vegetation. This makes movement difficult, and the Dungeon Master should use underground movement rates for monsters and characters at all times.

The Kara-Kara

The annual ceremony of the kara-kara starts at dawn on the appointed day and lasts for four days and four nights, ending at dawn on the fifth day. The adventurers arrive at the island at dawn on the third day, and so they will have 48 hours

before the ceremony ends. So long as the ceremony is in progress, the drums in the volcano temple (area N15) can be heard all over the surface of the island.

During the ceremony, most of the kara-kara will be in the village (area T16) or the caverns under the volcano Ni-malowa (areas N9-N16). The only exception to this will be the guards of the Trail of the Dead (area T4) and the kara-kara patrols (see Wandering Monsters). These kara-kara will attack any intruders on sight, but if they fail a morale check during combat, they will attempt to flee back to their village. Any kara-kara warriors killed on patrol should be deducted from the total number given for the dancing chamber (area N16).

If any attacking kara-kara elude the party, the tribe will be warned that there are intruders on the island. If none of the warriors in a patrol escapes, the tribe will still realise there are intruders on the island, but not until 3 hours later, when the patrol fails to return to the village.

The kara-kara will not want to disrupt the ceremony in order to deal with the intruders, and will increase the size of their patrols from 9 to 13 warriors. However, if and when the adventurers halt the ceremony in the volcano temple (area N15), the kara-kara will make every attempt to destroy them. If they are unable to follow the party underground, the kara-kara will send out extra patrols over the whole island (see Wandering Monsters).

Apart from this, it is up to the Dungeon Master to decide exactly how the kara-kara will react, bearing the following in mind:

- the kara-kara will not be able to re-build the rope bridge in the volcano temple (area N15) if it is cut;
- the kara-kara will only be able to go through the entrances to the tombs of the manwu-papas (areas N1-N8) if they are led by a manwu-papa;
- none of the kara-kara will go through the Room of Crystals (area N17);
- none of the kara-kara knows of the secret entrances to the chambers under Ki-ata (areas K1-K46); and
- the kara-kara fear the shadows and other creatures which roam the island during the hours of darkness, and they will not be found above ground at night – except in the village or at the guard post on the Trail of the Dead (area T4).

The kara-kara believe KalnaKaa is their pig god, Tapu, and will tell the party this if interrogated.

Wandering Monster Table

Eastern Jungle	Swamps	Ni-malowa	Monster
1-4 (A)		1-5 (A)	1-4 Boars (AC 7; HD 3; hp 15 each; MV 150' (50'); #AT 1 tusk; D 2-8; Save F2; ML 9; AL N; XP 35 each; THAC0 17; B32)
5-6 (D)			1-2 Giant Horned Chameleons (AC 2; HD 5*; hp 23 each; MV 120' (40'); #AT 1 bite/1 horn; D 2-8/1-6; Save F3; ML 7; AL N; XP 300 each; THAC0 15; B38)
	1-6 (A)		2-7 Crocodiles (AC 5; HD 2; hp 9 each; MV 90' (30'); #AT 1 bite; D 1-8; Save F1; ML 7; AL N; XP 20 each; THAC0 18; X29)
7-8 (N)			1-3 Giant Geckos (AC 5; HD 3+1; hp 14 each; MV 120' (40'); #AT 1 bite; D 1-8; Save F2; ML 7; AL N; XP 50 each; THAC0 16; B38)
	7-10 (D)		1 Insect Swarm (AC 7; HD 4*; hp 22; MV 60' (20'); #AT 10'x10'x30' area of effect; D 2 or 4; Save NM; ML 11; AL N; XP 125; THAC0 Automatic hit; B37)
9-10 (D)		6-8 (D)	9 or 13 Kara-kara (AC 8; HD 1+1(1+4); hp 1 x 9(12), 8(11) x 5(8); MV 120' (40'); #AT 1 weapon; D 1-6; Save F1(F2); ML 9(11); AL C; XP 15 each; THAC0 18; New Monsters)
11-13 (D)			1-4 Giant Racer Snakes (AC 5; HD 2; hp 9 each; MV 120' (40'); #AT 1 bite; D 1-6; Save F1; ML 7; AL N; XP 20 each; THAC0 18)
14-17 (N)	11-14 (N)	9-11 (N)	3 Shadows (AC 7; HD 2+2*; hp 11 each; MV 90' (30'); #AT 1 touch; D 1-4 + drain 1 point of strength for 8 turns; Save F2; ML 12; AL C; XP 35 each; THAC0 17; B41)
	15-20 (A)	12-15 (A)	3-6 Stirges (AC 7; HD 1*; hp 4 each; MV 180' (60'); #AT 1 beak; D 1-3 + blood drain; Save F2; ML 9; AL N; XP 13 each; THAC0 19 (17 on first attack); B43)
		16-20 (A)	5-8 Topis (AC 6; HD 3*; hp 12 each; MV 120' (40'); #AT 2 claws; D 1-6/1-6 + special; Save F2; ML 12; AL C; XP 50 each; THAC0 17; New Monsters)
18-20 (N)			1-4 White Apes (AC 6; HD 4; hp 19 each; MV 120' (40'); #AT 2 claws; D 1-4/1-4; Save F2; ML 7; AL N; XP 75 each; THAC0 16; B30)

Wandering Monsters

There are no wandering monsters on the Trail of the Dead or in the Village/Harbour. Elsewhere on the surface of the island, the Dungeon Master should check for wandering monsters every 6 turns by rolling 1d6.

In the Eastern Jungle, a roll of 1 indicates a wandering monster has appeared. In the swamps (southern and northern) and on the slopes of Ni-malowa, wandering monsters appear on a roll of 1 or 2.

The type of monster appearing is found by rolling 1d20 and checking the score against the appropriate column in the above wandering monster table.

Wandering monsters marked (D) appear only during the day and monsters marked (N) appear only at night. If one of these monsters is rolled at the wrong time, the Dungeon Master should re-roll. Monsters marked (A) can appear at any time.

Once the kara-kara ceremony has been disrupted, a roll of 4 or 5 on 1d6 (during daylight hours only), when checking for wandering monsters, means that the party has encountered a patrol of 13 kara-kara.

Except for the kara-kara, slain wandering monsters are not deducted from the numbers shown in the fixed encounters. The same kind of wandering monster can appear any number of times.

Magical Portals

There are magical portals at areas T3, T6 and K46 (in the Sea Cave at the north-eastern corner of the island). The party will not be able to find these except under very special circumstances.

EASTERN JUNGLE

The eastern jungle is a dense mass of tall tropical trees and undergrowth. The kara-kara use it only as a place for their pigs (boars) to forage.

T1. Anchorage

The party's ship, the Belle Venture, will be anchored in this bay on the eastern side of the island.

T2. Tarantella

No matter what route they take through the jungle, the adventurers will come across this clearing after 6 turns.

You have come to a circular clearing where the ground has been flattened as if by many feet. In the centre is the gnarled stump of a huge tree.

The clearing is about 50' in diameter. The ground was trampled by the dancing victims of a **Tarantella** (AC 5; HD 4*; hp 24; MV 120' (40'); #AT 1 bite; D 1-8 + poison; Save F2; ML 8; AL N; XP 125; THAC0 16; B43). The tarantella lives inside the hollow tree stump, where its nest is made of

bones and contains a necklace of black pearls (value 2,670gp). The spider will attack if the adventurers approach the stump.

Anyone bitten by the tarantella must make a saving throw vs. Poison or be convulsed by painful spasms resembling a frantic dance, for 2-12 turns. Anyone watching the dance must then make a saving throw vs. Spells or start to dance in the same way. Dancing victims attack with a -4 penalty to hit and attacks against them have a +4 bonus to hit. Dancing characters will collapse from exhaustion after 5 turns and are then helpless against further attacks.

T3. Old Village

The jungle thins, and you find the ruins of a village that is choked by trees and undergrowth. The roofs of the long wooden huts have collapsed, leaving bare bamboo frames. Only one building remains standing: a stone tower built against the mountainside.

This village was abandoned long ago by the kara-kara, and the ruins of the wooden huts contain nothing of interest or value. The stone tower is about 50' square in plan and originally had three floors, but these have collapsed. It stands with its eastern wall against the mountain. There is a magical portal into the chambers under Ki-ata at ground level of this wall, but the adventurers will not be able to find it from this side (see the description under area K15 as to why).

The entrance to the tower is through an open doorway on the western side. Just inside the doorway on the right hand side, stone steps lead down 20' to a 20' square cellar. This is the lair of **3 White Apes** (AC 6; HD 4; hp 24, 20, 17; MV 120' (40'); #AT 2 claws; D 1-4/1-4; Save F2; ML 7; AL N; XP 75 each; THAC0 16; B30). They will attack any intruders.

Concealed by the rubbish on the floor is a gold and ivory sword hilt (value 1,210gp).

SOUTHERN SWAMP

Once this area was a bay which the kara-kara used as a harbour for their old village (area T3). When the village was abandoned, the bay silted up and it is now covered by a swamp of knee-deep murky water. The swamp is not dangerous, but it is overgrown by mangrove trees whose roots form a tangled mass beneath the water.

TRAIL OF THE DEAD

An old path runs along a gully between two volcanoes: Nimalowa and Ki-ata. From the kara-kara guard post (area T4) at the south-western end, the path climbs up to where two side valleys branch off (areas T6 and T7), and then runs down to a causeway leading into the northern swamp (areas T12 and T13).

T4. Mounted Guards

The jungle gives way to the bare rock floor of a narrow valley running up between the mountains. A little way up the valley in a strange bone enclosure are half a dozen kara-kara, with two of them on giant lizards.

The **6 Kara-kara warriors** (AC 8; HD 1+1(1+4); hp 5(8) each; MV 120' (40'); #AT 1 weapon; D 1-6; Save F1(F2); ML 9(11); AL C; XP 15 each; THAC0 18; New Monsters)

and their **2 Giant Horned Chameleons** (AC 2; HD 5*; hp 28 each; MV 120' (40'); #AT 1 bite/1 horn + special; D 2-8/1-6; Save F3; ML 9(11) or 5; AL N; XP 300 each; THAC0 15; B38) will attack the party on sight. The guards will chant if possible. Each lizard has the same morale as its rider, but this drops to 5 if its rider is killed. Each kara-kara has a shield, two wooden spears, a wooden pick, and 10gp worth of crude ivory or coral jewellery.

Characters hit by a horned chameleon's 5' long tongue will be pulled to its mouth and bitten for 2-8 points of damage. A hit by its tail will prevent a character from attacking in the next round.

The enclosure has a low wall made from bones lashed together. It is roughly square with an entrance on each side. The kara-kara believe, wrongly, that it keeps out the shadows which roam the island at night.

T5. Trap on the Path

A trail runs along the floor of the gully, marked by huge worn paving slabs and rounded step where the path is steepest. At intervals of 10 paces, pairs of stone statues face each other across the path. Their shapes were once humanoid, but nearly all have lost a head, an arm, or both. Some have fallen over completely.

The statues line both sides of the trail from one end to the other, but there is only one pair of undamaged statues. This pair is at the point marked T5 of Map 2.

The two intact statues are magically trapped and will fire one lightning bolt each round at one of the characters (chosen at random) passing between them during that round. Each lightning bolt inflicts 4d6 points of damage (halved if the character makes a saving throw vs. Spells).

T6. South-Eastern Side Valley

This side valley is the home of a **Rock Python** (AC 6; HD 5*; hp 35; MV 90' (30'); #AT 1 bite/1 squeeze; D 1-4/2-8; Save F3; ML 8; AL N; XP 300; THAC0 15; B42). It will attack the party if disturbed. It has no treasure.

If the python's bite is successful, it coils around its victim and constricts in the same round doing a further 2d4 points of damage. Constriction damage will be automatic in subsequent rounds once the bit has hit.

The adventurers will not be able to find the magical portal into the chamber under Ki-ata (area K4) at the end of this side valley.

T7. North-Western Side Valley

At the far end of this dusty side valley you see a dark opening leading into the mountainside. The opening is blocked by a gate of brightly painted bamboo poles adorned with bones.

The gate can be opened easily.

TUNNEL (DIAGRAM 3)

If the adventurers enter this tunnel at the south-eastern end, they will see what appears to be light at the other end 160' away. This is actually the result of a hallucinatory terrain spell (see area T10).

T8. Iron Gates

Two thick iron gates block your way, lashed together with an intricately knotted rope.

The gates have hinges set into the walls of the tunnel. The knot is magical: a thief has the same chance of untying it as that of picking a lock. Any other character will automatically fail. Any unsuccessful attempt to untie the knot will tighten it and make it impossible to untie – even if the thief makes a successful pick locks roll.

The knot may be cut or burned easily, but this will trigger a trap which will cause a shower of rubble to fall from the ceiling. All characters within 20' of the gates will suffer 2d8 points of damage (halved if they make a successful saving throw vs. Wands).

T9. Mud Patch

Beyond the iron gates, the floor of the tunnel dips down slightly and is covered by a layer of mud about 1" thick. This muddy patch extends right across the tunnel and is 30' long.

Hidden in the mud are hundreds of strong, sharp, metal spikes which are tipped with poison. Unless they take suitable precautions, characters walking through the mud will step on 1d6-1 spikes. Probing the mud ahead with a pole, for example, will allow characters to avoid treading on the spikes.

Each spike inflicts 1 hit point of damage if stepped on. The poison causes a painful swelling of the legs, which halves the character's movement rate for 3d4 hours. The effects of the poison are negated by a successful saving throw vs. Poison.

T10. Illusion and Spider's Lair

The light at the end of the tunnel is caused by an hallucinatory terrain spell which will be broken as soon as the adventurers reach it:

You press on towards the distant light at the end of the tunnel. Suddenly, your vision wavers... the light vanishes, and instead you see a mass of dusty webs blocking your way.

The webs are the home of an old **Giant Black Widow Spider** (AC 6; HD 3*; hp 16; MV 60' (20') or 120' (40') in web; #AT 1 bite; D 2-12 + poison (18hp); Save F2; ML 8; AL N; XP 50; THAC0 17; B43). It will attack the adventurers as soon as they walk through the illusion. Her poison causes 18 points of damage (negated if the victim makes a successful saving throw vs. Poison). Entangled in the web are 20 gems (value 100gp each).

T11. Exit to the Valley of the Tombs

If the adventurers go through the secret door near the iron gates, the tunnel beyond will lead them to the valley where they will find the entrances to the tombs of the manwu-papas (see areas N1-N8).

NORTHERN SWAMP

The swamp is an area of muddy pools overgrown by trees and other plants. Visibility is poor, and progress will often be barred by tangled vegetation. The swamp is not dangerous.

T12. Wooden Causeway

An old 10' wide wooden causeway runs into the swamp from the north-eastern end of the Trail of the Dead. It is solid and safe, but blocked at many points by trees and other plants, which spread across it from either side. It ends at a 20' square platform surrounded by swamp.

If they have not already encountered the Hydra that lives in the swamp (area T13), the adventurers will be attacked by it when they reach the platform.

T13. Hydra

When the adventurers reach the platform at the end of the wooden causeway (area T12) or 3 turns after they enter the swamp (whichever is sooner), they will be attacked by an eight-headed **Hydra** (AC 5; HD 8; hp 64; MV 120' (40'); #AT 8 bites; D 1-10 per head; Save F8; ML 9; AL N; XP 650; THAC0 12; X34).

For every 8 points of damage taken by the hydra, one head is destroyed. The creature has no treasure.

SLOPES OF NI-MALOWA

The slopes of Ni-malowa are covered in the same kind of dense jungle as the eastern part of the island. The volcano is dormant, and the crater is plugged with hardened lava.

If the party comes to the edge of the valley containing the entrances to the tombs of the manwu-papas, the Dungeon Master should refer to the section **MANWU-PAPAS' TOMBS**. The slopes down into the valley are steep, but they can be climbed safely.

T14. Surrounded!

Whatever route is taken across the slopes of Ni-malowa, the party will be attacked by a group of topis after 2 rounds:

There is movement in the undergrowth behind you... then another in front... and on either side... In an instant you are beset from all sides by a horde of tiny, silent humanoids, leaping towards you with outstretched claws.

The humanoids are **10 Topis** (AC 6; HD 3*; hp 14 each; MV 120' (40'); #AT 2 claws; D 1-6/1-6 + special; Save F2; ML 12; AL C; XP 50 each; THAC0 17; New Monsters), and they are encountered in addition to any wandering monster rolls.

Characters hit by a topi must make a saving throw vs. Poison or be affected by the equivalent of a slow spell for 1-2 turns. Topis are immune to spells such as sleep and charm, and turn as wights. Non-edged weapons do only half damage to them, but they knock the topi off-balance for 1 round.

T15. Crater at the Summit

The jungle comes to a sudden end and you find that you have reached the top of the mountain. At your feet the ground drops away into a steep-sided crater with a still, emerald-green pool at the bottom.

The pool is roughly circular and about 30' across. It is warmed and enriched with minerals by the volcano below. An unusual outdoor variety of green slime has grown in a thin layer across its surface. The **Green Slime** (AC Always hit; HD 2*; hp 16; MV 3' (1'); #AT 1 touch; D Turns flesh

into slime; Save F1; ML 12; AL N; XP 25; THAC0 18; B36) looks like a layer of weed algae, but it is otherwise identical to the underground variety. It will attack any characters who come down to its pool. Because of the water in the pool, non-magical fire will only inflict half damage on the slime. Characters hit by the monster will turn to green slime in 1-4 rounds unless the slime is burned off or a cure disease spell is used.

The pool is 20' deep. At the bottom is a large gold amulet bearing a star sapphire (value 3,000gp), three gems (value 540gp each), and a pair of matching silver armbands (value 335gp each).

VILLAGE/HARBOUR

The adventurers should be discouraged from attacking the kara-kara village, since there are so many of these humanoids here and in the underground chambers (areas N15 and N16). The adventurers are likely to be overcome in a straight fight. When the adventurers can first see into the village, the Dungeon Master should read out the following description:

Cradled between two jungle-covered arms of the mountain is a village of long wooden huts with scores of kara-kara dancing in the open space between them. At the back of the village is the mouth of a large cave, filled with flickering light from torches. From the depths of the cave comes the echoing beat of drums and raucous chanting. One glance is enough to convince you that Rollo Bargmann's warning about the dangers of attacking the tribe openly was no exaggeration.

In front of the village is a small bay, where five large outrigger canoes lie drawn up on the beach.

T16. Village

There are 180 kara-kara in the village during the ceremony (the others are in areas N15 and N16):

30 Kara-kara warriors (AC 8; HD 1+1(1+4); hp 3 x 9(12), 27 * 5(8); MV 120' (40'); #AT 1 weapon; D 1-6; Save F1(F2); ML 9(11); AL C; XP 15 each; THAC0 18; New Monsters);

130 Kara-kara females (AC 9; HD 1+1; hp 5 each; MV 120' (40'); #AT 1 weapon; D 1-4; Save F1; ML 9; AL C; XP 15 each; THAC0 18; New Monsters); and

20 Kara-kara young (AC 9; HD 1+1; hp 3 each; MV 120' (40'); #AT 0; D 0; Save F1; ML 2; AL C; XP 0; New Monsters).

The warriors all have shields and are armed with two wooden spears and either a wooden pick or a stone-headed mace. They will attack the party on sight and begin their chant in order to improve their hit points, saving throws and morale. The females have stone daggers, and will only fight in self-defence. The young will not fight. The warriors each have 10gp in crude coral jewellery.

Every 2 rounds after the adventurers begin to fight the warriors in the village, 10 more chanting kara-kara (nine warriors and a 9 hit point leader) will emerge from the caverns behind the village (areas N15 and N16). There will be a total of 190 male kara-kara (171 warriors and 19 leaders) in these caverns, minus any previously killed as wandering monsters.

If the adventurers flee from the village, only nine warriors and a leader will chase after them, while the rest of the tribe return to the ceremony. However, from then on all patrols of kara-kara encountered as wandering monsters will contain 13 rather than 9 kara-kara.

The 10 village huts are each 40 feet long and 20 feet wide. They contain only bedding, stores of food, primitive tools and domestic utensils.

T17. Harbour

There are five ornately carved war canoes with outriggers pulled up on the beach. They have no sails and require at least 35 rowers to move at full speed.

Kara-Kara War Canoe	
Movement:	18 miles/day, 90 feet/round
Crew:	40 (all rowers)
Hull Points:	41-50
Armour Class:	8
Capacity:	20,000cn

UNDER NI-MALOWA (1ST VOLCANO)

These chambers under the volcano Ni-malowa were originally dug by "the Ancestors" – the race which inhabited Teki-nuria before the kara-kara. They are divided into three areas:

A: Manwu-Papas' Tombs (areas N1-N8). These rooms have been modified by the kara-kara to serve as burial chambers for their manwu-papas (witch-doctors). One of the tombs (that of Kota-ef-nitek – areas N3 and N6) is sometimes used by KalnaKaa and the living manwu-papas as a secret entrance to the chambers under the mountain.

B. Kara-Kara Chambers (areas N9-N16). These have been used by the kara-kara for the ceremonies of their pig cult. KalnaKaa is regarded by the kara-kara as their pig god and will be presiding over a ceremony involving most of the kara-kara when the party arrives on the island.

C. KalnaKaa's Rooms (areas N17-N32). The room of hanging crystals (area N17) has always prevented the kara-kara from entering this area. KalnaKaa, his daughter, and henchmen have taken up residence here. A tunnel leads from these chambers (area N32) to the more extensive complexes under the island's other volcano, Ki-ata.

STANDARD FEATURES

Unless otherwise stated, all corridors under Ni-malowa are 15' high, all rooms and chambers are 20' high, and all doors are made of slabs of stone held in iron frames. Many of the rooms are illuminated, but otherwise the descriptions assume the party has some source of light. If not, the Dungeon Master must amend them accordingly.

The drums in the volcano temple (area N15) cannot be heard in areas N4-N7.

MANWU-PAPAS' TOMBS

The entrances to the tombs of the manwu-papas are in a dusty valley in the north-eastern side of the volcano, Ni-malowa:

Before you is a short, steep-sided valley which looks out over the ocean to the north-east. Jungle trees grow right up to the sides of the valley, but there seems to be no life amid the dusty rocks on the valley floor. At the head of the valley, three stark, stone structures complete the sense of desolation.

After reading this description, the Dungeon Master should show the players Illustration 1 (towards the end of this module).

Each structure has a rectangular platform extending out from the valley wall, with steps leading up to it at the front. The platforms and steps are built from massive stone slabs. The platforms are about 6' high, 32' long, and 20' wide. The tops of the upper slabs are about 15' above the platforms.

At the back of each platform is a pair of rectangular pillars, which support one or more horizontal stone slabs. Between each pair of pillars is a magical portal which leads through the 10' thick solid rock wall to one of the tombs of the manwu-papas.

Inscriptions on the stones give clues as to how each of the magical portals can be opened. When the party performs the correct actions, a passage (created like the pass wall spell) will appear through the rock face between the pillars. The portals can be opened from the inside by touching the place where the passage will appear. The portals remain open for 1 turn, and can be re-opened any number of times.

The sources of the portals are yellow, painted circles on the end walls of the corridors inside Ni-malowa behind the tomb entrances. These are the only parts of the portals which have a magical aura.

N1. Entrance to the Tomb of Su-hana-ko

The Dungeon Master should show the players Illustration 2 (towards the end of this module).

The three niches in the slabs above the portal each contain a jaw-bone from a large pig. They only have value to the kara-kara. The horizontal lines with jagged lines between them are kara-kara writing. The writing above the portal reads "Su-hana-ko", a name which mean "dancer". The name can be read and its meaning understood by the use of a read languages spell or similar means.

The pass wall portal will open if any character performs (even approximately) the dance shown by the six carved panels on the stones beside the opening. The Dungeon Master may even insist that the player concerned performs the dance!

N2. Entrance to the Tomb of Kono-ti

The Dungeon Master should show the players Illustration 3 (towards the end of this module).

There are three sets of inscriptions on the entrance. These can be read by means of a read languages spell, and a thief (4th level or above) has an 80% chance of understanding each inscription. They read as follows:

- on the horizontal slab: "No-ho-Kono-ti" meaning "Tomb of Kono-ti". On reading the inscription it will be clear that "Kono-ti" is a name meaning "wise one".
- on the left-hand pillar: "Lowa-nek" meaning "Order in...".
- On the right-hand pillar: "Set-ato" meaning "...all things".

The inscriptions on the pillars serve as clues to how the tomb is entered.

The three panels in the centre of the top slab represent (from left to right): a spider, a bird, and a fish. They can be pushed in about half an inch and slide back out again when released. These panels, and the similar ones on the pillars, are arranged in five of the six possible orders in which the three symbols can be put. If the adventurers realise this and push the panels of the top stone in the remaining order, ie. bird-fish-spider, the pass wall will open through to the passage beyond.

If the panels are pressed in any other order, the hidden trap door in the platform in front of the portal will open, dropping anybody on it into a 20' deep pit causing 2-12 points of damage to each affected player. This trap cannot be disarmed, but it can be avoided. Setting off the trap will not prevent the pass wall from opening if the panels are pressed in the correct order afterwards.

The carved "faces" on the portal and at each end of the top slab are only decorative.

N3. Entrance to the Tomb of Kota-ef-nitek

The Dungeon Master should show the players Illustration 4 from the pull-out sheet.

The inscription on the top slab reads "Kota-ef-nitek", a name meaning "the twin". This can be read and understood by the use of a read languages spell or similar means, and a thief of 4th level or higher has an 80% chance of understanding it.

The face on the figure between the pillars and the one on the bottom right-hand panel of the right-hand pillar are very similar. The inscription is a clue to this, and if they are touched at the same time or within 1 round, the pass wall will open.

The panel with the design:



is magically trapped. If it is touched, a blast of magical fire will gush out and inflict 10 points of damage (5 if a successful saving throw vs. Spells is made) on all characters within 15'. The design is the kara-kara's death symbol. It cannot be read by means of a read languages spell.

N4. Crypt of Su-hana-ko

The passage opens into a musty chamber. Before you is a small, stone casket, flanked by a pair of plain, stoppered jars. To the right and left, half-hidden by shadows, two statues maintain a silent vigil.

The jars are stoppered and sealed with wax. Each contains an **Ochre Jelly** (AC 8; HD 5*; hp 20, 23; MV 30' (10'));

#AT 1 touch; D 2-12; Save F3; ML 12; AL N; XP 300 each; THACO 15; B40). Each ochre jelly will attack if the lid is removed or if the jar is broken, gaining surprise on a roll of 1-4 on 1d6. The ochre jellies are only harmed by fire or cold and can dissolve, wool, leather, and cloth. Attacks by weapons or lightning divide them into smaller jellies.

The casket is not locked, but it is trapped (normal chances of detection). The trap works by firing two crossbow bolts sideways, which will smash the jars unless these have been moved. This will release the ochre jellies, but will not harm them. Any character in the line of fire will take 1-6 points of damage (automatic hit), but will prevent the jar on either side from breaking.

The casket contains a small, sealed ceramic jar, a finely made jade axe-head (value 170gp) and a pair of matching, gold bracelets (value 560gp each). The jar (which has no value) contains the cremated remains of Su-hana-ko, a long-departed manwu-papa of the kara-kara.

The statues represent one of the kara-kara's gods: a creature with the body of a kara-kara and the head of a boar. They have no value.

N5. Crypt of Kono-ti

This place has the still, dead air of a crypt. Its rough-hewn walls and floor are bare, and a veil of cobwebs covers the ceiling. In the darkness at the far end, you can make out four shadowy alcoves - two on either side. The two are empty, but from those beyond comes the enticing glint of gold.

The cobwebs were woven by hundreds of small, harmless spiders which live on the ceiling. The two nearest alcoves are filled by **2 Gelatinous Cubes** (AC 8; HD 4*; hp 19, 12; MV 60' (20')); #AT 1 touch; D 2-8 + paralysis; Save F2; ML 12; AL N; XP 125 each; THACO 16; B35). They are difficult to see, and will attack anyone who moves between them, as well as in self-defence. Characters hit must make a saving throw vs. Paralysis or be paralysed for 2-8 turns. Gelatinous Cubes are unaffected by cold or lightning.

Each of the farther alcoves contains the skeleton of a kara-kara wearing two gold ankle bracelets (value 575gp each).

The door of the secret compartment at the end of the crypt is trapped. If the trap is not disarmed, a cloud of poisonous gas is released when the door is opened. Any victim within 10 feet of the door must make a saving throw vs. Poison or be paralysed for 1d12+3 turns. A cure light wounds spell will remove the paralysis.

Inside the secret compartment is a kara-kara skeleton and a small sealed jar. The skeleton is that of Kono-ti (a manwu-papa from long ago), wearing an exquisite ivory necklace inlaid with mother-of-pearl (value 750gp). The jar contains 12 ivory figurines (value 105gp each).

N6. Crypt of Kota-ef-nitek

Opening the door, you find a musty chamber - a tomb for the haggard corpse lying on a central slab, and its long-dead attendants slumped against the walls. Suddenly, their lifeless eyes turn on you and they spring forwards with bone fingers reaching out and jaws agape.

The creature on the slab and four of those against the walls are **Ghouls** (AC 6; HD 2*; hp 12, 10, 9, 8, 7; MV 90' (30')); #AT 2 claws/1 bite + paralysis; D 1-3/1-3/1-3; Save F2; ML 9; AL C; XP 25 each; THACO 18; B35). The other two are **Agarats** (AC 4; HD 4+3*; hp 25, 22; MV 90' (30')); AT 2 claws/1 bit + scream; D 1-3/1-3/1-3; Save F5; ML 11; AL C; XP 200 each; THACO 15; New Monsters). They will attack the party on sight. They are controlled by KalnaKaa and the manwu-papas who use them to guard this secret entrance to the chambers under the mountain.

Any character hit by a Ghoul must make a saving throw vs. Paralysis or be paralysed for 2-8 turns. Agarats can scream once per turn. All characters within 20' must make a saving throw vs. Spells or suffer a 1 level energy drain for 1-4 turns.

The Ghoul lying on the stone slab was once Kota-ef-nitek, a manwu-papa. Its sandals are inlaid with turquoise (value 510gp each) and it wears a necklace of coral and jade beads (value 760gp).

N7. Kota-ef-nitek's Treasure Room

The air here is dull and silent, and seems to swallow any sounds you make. The room is in the shape of a T, with narrow branches to either side, and wider part ahead, from which a life-sized crystal skull glares at you from a stone plinth. To your left and right, similar plinths bear large crystal vials.

The room is trapped in an unusual way. If any of the three crystal items is lifted from its stone plinth, the room will be filled with a loud whistling sound. This will rise in pitch as the object is moved away from the plinth, going beyond the range of characters' hearing when it is 10' away. It will drop in pitch if the object is moved back towards its plinth and will stop if it is replaced, but it will start again if the object is removed once more. If the object is moved 20' or more from the plinth, the sound will reach a pitch where every non-magical object inside the room which is made of glass, crystal or ceramic (including the skull, vials and similar items carried by the adventurers) has a 50% of shattering.

The whistle is magical and the whole room has a magical aura. The magic may be removed permanently by a dispel magic spell (the whistling magic was created by a level 14 magic-user) or nullified for the duration of a silence 15' radius spell cast anywhere in the room. The whistle cannot be heard outside the room and only affects objects and creatures inside it.

The crystal skull is finely made and is worth 2,500gp. The vials contain potions. The vial on the eastern plinth holds **4 potions of healing** (a colourless, bitter liquid) and the western vial contains **2 potions of gaseous form** (colourless and sweet).

N8. Long Corridor

A rock-hewn passage stretches before you, filled with the faint but persistent rhythm of beating drums.

This passage is 1,800' long. The air and walls are noticeably warmer towards its south-western end because of the heat from the mountain's volcanic core.

KARA-KARA CHAMBERS

The drums in the volcano temple (room N15) may be heard in rooms N8-N16.

N9. Room with Statues

To your relief, you find that this room is unoccupied. The plastered walls bear faded horizontal bands of red and green. Four wooden, boar-headed statues with humanoid bodies face inwards from the corners. The wood is old and worn but the eyes and tusks of the statues are bright with inlaid mother-of-pearl.

The statues are actually **4 Wood Golems** (AC 7; HD 2+2; hp 14 each; MV 120' (40'); #AT 1 fist; D 1-8; Save F1; ML 12; AL N; XP 25 each; THAC0 17; X33). They will attack anyone entering the room. If attacked with fire, the Golems will take the normal extra damage (saving at -2), but will also give off clouds of thick smoke which will obscure the characters' vision for a -2 penalty on hit rolls. The Golems have a -1 penalty on initiative rolls. They are immune to cold, missiles, and sleep, charm, and hold spells.

The eyes and tusks are worth a total of 245gp per Golem, but the use of fire on a Golem will ruin them.

N10. The Great Manwu-papa

Glaring at you from the centre of the room is a kara-kara, resplendent in a head-dress and long robe of brightly coloured feathers. Gathered around him are eight other kara-kara, wearing loin-cloths and body paint and wielding short, tooth-edged swords.

The creature in the robes is the kara-kara's **Chief Manwu-papa** (AC 6; C6; hp 28; MV 120' (40'); #AT 1; D 2-7; ML 9 (11), AL C; XP 500; THAC0 14; New Monsters). He has a shield and is wearing wooden armour under the robes. He is armed with an iron **mace +1** and has the following spells: cause fear, cure light wounds, curse, hold person, and silence 15' radius. The manwu-papa's curse spell causes cowardice. An affected character must make a saving throw vs. Spells at the beginning of every combat, or flee for 2 turns (as if affected by a cause fear spell).

The **8 Kara-kara Warriors** (AC 9; HD 1+1 (1+4); hp 5 (8) each; MV 120' (40'); #AT 1; D 1-6; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THAC0 18; New Monsters) are armed with shark's-tooth swords (treat as short swords). When they see the party, the kara-kara will begin to chant (see New Monsters). If the kara-kara fail a morale check during combat, they will surrender.

The manwu-papa's robe and head-dress are worth a total of 350gp. He is also wearing a very fine jade amulet inlaid with mother-of-pearl (value 750gp) and a pair of jade earrings (value 75gp each). Each of the warriors has only 10gp worth of crude coral jewellery.

This chamber is the manwu-papa's robing room. Its walls were once plastered, but most of this has fallen off and the kara-kara have painted patterns on the wall in bright green, red, and yellow. Three wooden pegs have been fixed into the eastern wall. A sack hangs from one of the pegs, along with five human skulls lashed together with twine.

The sack contains a copper bracelet, 27 iron nails, and a small, sealed bottle filled with a fierce chilli sauce. One of the skulls contains a small ivory box inlaid with coral and mother-of-pearl (value 350gp), in which is a large pearl (value 500gp)

N11. Manwu-Papas' Quarters

A hurried glance around this luridly decorated chamber assures you it is unoccupied. It seems to be a bedroom for three people – people with a liking for bright red, green, and yellow paint!

This is the bedroom for the three manwu-papas of the kara-kara tribe. They have painted the plastered walls with patterns in their favourite colours.

Three wooden beds with mattresses of palm leaves stand against the western wall, each with a wooden peg hammered into the wall above it. Two of the pegs have sacks hanging from them. The left-hand sack contains the skull of a halfling, a pebble with a natural hole through it, 23 rusty nails, and the dried tail of a lizard. The right-hand sack contains a rusty iron knife, several pieces of scrap iron, and some cremated animal bones wrapped in palm leaves. Mingled with the bones are 20 small pearls (value 25gp each).

To the left of the beds is a low table with a ceramic jug, six beakers, and four wooden bowls arranged on it. The bowls hold tasty, exotic fruits, and the jug contains a thick, sickly, alcoholic drink.

N12. Prison Pits

A noxious stench like a dung heap assails you as you open the door to this lofty natural cavern. The floor drops away into two yawning pits, leaving only a large and narrow rock causeway to link this door with the other two entrances.

The prison pits are 30' deep, and downward-pointing bamboo spikes have been set into the sides just below the level of the causeway, in order to prevent prisoners from escaping.

There are **3 Kara-kara Prisoners** (AC 9; HD 1+1; hp 4, 2, 2; MV 120' (40'); #AT 0; D 0; Save F1; ML 2; AL C; XP 0; New Monsters) in the eastern pit: captives from a tribe which lives on another kara-kara island. They have no weapons or possessions and will cower at the far side of the pit, even if the party attempts to release them. If they are forced out of the pit, they will flee towards room N13.

If the prisoners get through the door, the guards will be alerted and will rush into this room to attack, chanting as they run.

The other pit contains the body of an elf and three human skeletons. Also in the pit is an engraved platinum belt (value 1,500gp) which the kara-kara have ignored.

N13. Guardroom

The guards in this room will rush into room N12 if they are alerted by the the prisoners, or into room N15 if the beat of the drums stops. This description assumes that the party encounters them here:

Facing you across the room are five kara-kara, chanting in the time to the beat of the drums and waving their clubs and spears in a strange dance.

These **5 Kara-kara Warriors** (AC 8; HD 1+1 (1+4); hp 5 (8) each; MV 120' (40'); #AT 1; D 1-6; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THAC0 18; New Monsters) will attack the party on sight. They are chanting already, and so have improved hit points, saving throws and morale. If they fail a morale check during combat, they will surrender rather than flee. Each of the guards has 10gp worth of coral and amber jewellery.

The walls, floor and ceiling of this room are plain rock. On the lower parts of the walls the guards have scratched meaningless primitive designs.

On the floor against the southern wall extending along its entire length is a bed of palm leaves, 6' wide and 2' thick. Near the northern wall is a pile of tasty tropical fruits and a jar of water.

N14. Armoury

This storeroom is unoccupied. Against the far wall, an untidy heap of primitive weapons has been dumped next to three large, unstoppered jars.

The stack of weapons consists of 50 spears, 15 stone-headed maces, 40 wooden picks, 5 swords edged with sharks' teeth, and 12 shields. One of the spears is a **spear +2**. It is indistinguishable from the other spears except for its magical aura.

One of the jars holds water. The other two contain a mixture of rotting fruits that are used to feed the prisoners in the pits (area N12).

N15. Volcano Temple

The following description assumes the party will enter the chamber through one of the doors in the northern corner. If not, the Dungeon Master should amend it accordingly:

Opening the door, you are confronted by a blast of hot air and the deafening roar of drums. This huge, natural chamber is dominated by a gaping pit filled with a fiery red glow, and spanned by a slender rope bridge. On the far side is a crowd of spear-waving kara-kara.

Next to you are the drums, each pounded by three sweating kara-kara, but your eyes are drawn to a corner of the cavern beyond them. There, you see a pair of brightly-robed kara-kara and, lounging in a throne on a platform above, a gross pig-like creature.

Barely a heart-beat passes before the drums stop. The beaters hurl themselves towards you followed by the robed kara-kara. There is a battle-cry from the far side of the pit, and the horde of kara-kara starts to swarm across the swaying rope bridge. Then, with a squeal of anger and fear which shatters the sudden quiet, the pig-beast steps from its throne and vanishes before your eyes!

The pig-like beast in the throne is an image of KalnaKaa, projected from his laboratory (area N31). The throne is large and made of bronze. The platform it is on is 10' above the ground. The image cannot be harmed; spells and physical attacks will pass straight through it. KalnaKaa can see and speak through the image, but he cannot cast spells or attack in any way (see area N31). Realising that his stronghold is under serious attack, KalnaKaa will cease sending his

projected image and make preparations to flee (see KALNAKAA'S ROOMS, below).

All of the kara-kara will chant if possible. The **9 Kara-kara Drum Beaters** (AC 9; HD 1+1 (1+4); hp 5 (8) each; MV 120' (40'); #AT 1; D 1-4; Save F1 (F2); ML 9 (11); AL C; XP 15 each; THAC0 18; New Monsters) will attack the adventurers on sight, using the heavy drumsticks as clubs.

They will be followed by **2 Manwu-papas** (AC 5; C4; hp 19, 15; MV 120' (40'); #AT 1; D 1-6; ML 9 (11); AL C; XP 125 each; THAC0 16; New Monsters) dressed in robes and carrying war hammers. They have shields and are wearing wooden armour under their feathered robes. They can each cast the following spells: cause fear, hold person, and cause light wounds. If they use hold person, they will cast it at single targets. Each of the manwu-papas has 200gp worth of coral and mother-of-pearl jewellery.

There are **30 Kara-kara Warriors** (AC 8; HD 1+1 (1+4); hp 3 leaders x 9(12), 27 warriors x 5(8); MV 120' (40'); #AT 1; D 1-6; Save F1(F2); ML 9(11); AL C; XP 15 each; THAC0 18; New Monsters) on the south-western side of the cavern. They each have a shield, two spears, and a stone-headed club, wooden pick, or sharks' teeth sword. They each have 10gp worth of ivory jewellery. There are also **20 Kara-kara Young** (AC 9; HD 1+1; hp 3 each; MV 120' (40'); #AT 0; D 0; Save F1; ML 2; AL C; XP 0; New Monsters), but these will not fight. The warriors will cross the rope bridge to attack the party, but they can only cross in single file, and it will take 2 rounds for the first ones to arrive. Unless they are stopped, five kara-kara will reach the northern end of the bridge each round after that. Any character with an edged weapon can automatically cut the rope bridge in one round. Any creatures on the bridge will fall into the fiery pit and be killed. The kara-kara will be unable to cross the pit once the bridge is cut.

The pit drops down into the heart of the volcano. Any creature falling into the lava will die, unless totally immune to heat.

The kara-kara on the south-western side will throw spears at the party even though maximum spear range (60') is only just greater than the width of the pit. No more than 10 spears will be thrown each round.

Once the drums stop and the kara-kara in the dancing chamber (area N16) realise that the temple is under attack, they will move into this chamber at the rate of nine warriors and one leader each round.

The roof of this cavern is 300' above the floor level. It is a plug of solidified lava above which is the base of the crater described at area T15.

N16. Dancing Chamber

At any given time during the ceremony, this 60' high natural cavern will contain the bulk of the kara-kara tribe, who are dancing in time to the drums. Any kara-kara killed on patrol (eg. Wandering Monsters) should be deducted from the numbers given below.

Kara-kara from this chamber will go into the village or the volcano temple in the event of an attack. Details are given in the descriptions of areas T16 and N15.

160 Kara-kara Warriors (AC 8; HD 1+1 (1+4); hp 16 x 9(12), 144 x 5(8); MV 120' (40'); #AT 1; D 1-6; Save F1(F2); ML 9(11); AL C; XP 15 each; THAC0 18; New Monsters).

40 Kara-kara Females (AC 9; HD 1+1; hp 5 each; MV 120' (40'); #AT 1; D 1-4; Save F1; ML 9; AL C; XP 15 each; THAC0 18; New Monsters).

40 Kara-kara Young (AC 9; HD 1+1; hp 3 each; MV 120' (40'); #AT 0; D 0; Save F1; ML 2; AL C; XP 0 each; New Monsters).

Each of the warriors and leaders has a shield and two spears, a stone-headed mace, and a wooden pick or sharks' teeth sword. They each have 10gp worth of mother-of-pearl and ivory jewellery. The females have stone daggers.

KALNAKAA'S ROOMS

KalnaKaa, his daughter Maerie, and his charmed companions Bezel, Rufus, and Geldered have taken over the chambers built by the original inhabitants of Teki-nura-ria behind the volcano temple (area N15). The kara-kara will not enter these chambers since they are terrified of the room of hanging crystals (area N17).

When KalnaKaa discovers that his lair is under attack (see area N15), he will warn his henchmen (area N21) and Maerie (area N29), and then gather his most treasured belongings and flee to the chambers under Ki-ata.

N17. Hanging Crystals

A mass of glittering crystals, suspended by gently swaying strings from the ceiling, fills the circular room before you. At first sight, the room appears to be quite simple with plain white walls and five other doors, but as you look more closely, you notice everything seems to switch around depending on exactly how you look at it.

The crystals are magical and act like a maze. By tangling together and distorting the characters' vision, the strings of crystals make the room difficult and confusing to cross. Once a character has started to cross the room, the Dungeon Master should determine at random which door is reached.

Characters will be able to reach (or avoid) a particular door if it is marked or left open, but unless they have some special means of sensing direction, characters will not be able to tell in which direction doors lead from the room.

The magic of the crystals may be destroyed by a dispel magic spell (it was created by a 20th level magic-user). A dimension door, find the path, or teleport spell will allow characters to cross it easily. A knock spell will not affect the crystals. Casting a light spell will be so dazzling as to cause confusion in everyone in the room.

The crystals can be damaged by magical weapons (automatic hit) or spells, and will lose their magic after taking 80 points of damage. However, each time they are damaged, the crystals will fire two magic missiles at their attacker. Non-magical weapons and spells which do not cause damage will not affect the crystals.

KalnaKaa and his companions know the room well and can move across it to any door they choose in one round.

N18. Storeroom

This is a general storeroom containing:

- 33 bottles of wine in a rack, and 3 large casks of wine;
- 40 jars of preserved fruit, meat, and fish;
- 4 chests of clothes (male and female, in various sizes) with 6 bales of cloth; and
- 5 chairs (3 are broken), a copper cauldron, an anvil, and an old carpet.

These items were plundered from ships, and are obviously from a number of different origins.

N19. Hall of Glass

Everything in this brightly-lit room seems to be made from glass. Everything, that is, except for a pair of slinky black panthers... panthers with long tentacles and six legs!

The occupants of the room are **2 Displacer Beasts** (AC 4; HD 6*; hp 40, 36; MV 150' (50'); #AT 2 tentacles; D 2-8/2-8; Save F6; ML 8; AL N; XP 500 each; THAC0 14; X30). They will attack the party on sight. Because the displacer beasts can bend light, all attacks against them are at -2 to hit and they save at +2. Each of the displacer beasts has a collar studded with 10 gems (value 1,000gp per collar).

The glass furniture consists of a statue of a robed woman, a table, five chairs, four candlesticks, and a chandelier (with a continual light spell cast on it) hanging from the ceiling.

N20. Darkroom

As you open the door you see... nothing! A thick, inky blackness fills the space ahead.

The room has a continual darkness spell cast within it. It is completely empty.

N21. Hall of Shadows

Bezel, Rufus, and Geldered are standing in the centre of this room with an invisibility 10' radius spell cast on them. If the adventurers can see invisible creatures, the Dungeon Master should change the following description to include these NPCs:

Every corner of this grand hall is brightly lit by glowing gems dotted across the ceiling and walls. The ceiling is supported by four crystal pillars, each with a writhing, shadowy shape within. Silently, the shapes glide out from the pillars and move toward you.

The creatures in the pillars are **4 Shadows** (AC 7; HD 2+2*; hp 16, 14, 13, 9; MV 90' (30'); #AT 1; D 1-4 + Strength drain; Save F2; ML 12; AL C; XP 35 each; THAC0 17; B41). Because they are so visible, they will only surprise the party on a roll of 1 on 1d6. Bezel, Rufus, and Geldered will attack at once if they know that they have been seen. Otherwise, they will wait until three of the shadows have been destroyed. During this time, they will work out the weaknesses of the adventurers and exploit these when they attack them.

Bezel (AC 1; C3; hp 20; MV 90' (30'); #AT 1; D by weapon; ML 11; AL C; XP 300; THAC0 19; S9, I9, W15, D9, C11, CH13) wears plate mail armour under his blue cloak, carries a **shield +1** and a normal mace. He has 25pp in a belt pouch and his holy symbol is made from gold and is

encrusted with gems (value 780gp). He has memorised the following spells:

First Level: Cure Light Wounds, Darkness

Second Level: Hold Person, Silence 15' Radius

Rufus (AC 2; F5; hp 35; MV 90' (30'); #AT 1; D by weapon; ML 11; AL C; XP 175; THAC0 15/14; S15, I9, W8, D10, C17, CH10) wears a read cloak over his plate mail armour. He carries a normal shield, a **sword +1, +3 vs. regenerating monsters** (THAC0 15/13) and a **dagger +2** (THAC0 14). His belt pouch has 30pp. His sword's scabbard has a silver inlay and is studded with sapphire (value 1,750gp). He has a golden belt with a silver buckle (value 520gp) and a sapphire pendant (value 370gp).

Geldered (AC 4; E6; hp 17; MV 120' (40'); #AT 1; D by weapon; ML 11; AL N; XP 500; THAC0 14/16; S15, I15, W5, D9, C8, CH14) wears **chain mail +1** under his green cloak and fights with a **short sword +2** (THAC0 14). He has a dagger (THAC0 16) hidden inside the handle of his sword as well as a fine gold key for his spell book (in area N22). His belt pouch has 50pp and he wears three matching gold rings (non-magical) each with emeralds (value 290gp per ring). He also carries a silver, emerald-studded snuff box (value 1,100gp). His memorised spells are:

First Level: Sleep, Magic Missile

Second Level: ESP, Mirror Image

Third Level: Slow, Invisibility 10' Radius (already cast)

The three henchmen have been charmed by KalnaKaa, but even if the charm is broken, they will still fight the party. They know nothing about the chambers under Ki-ata and believe KalnaKaa uses a polymorph self spell to assume pig form in order to impress the kara-kara.

N22. Geldered's Room

As you open the door, a jet-black crow caws loudly from its perch on a slender, black lectern in the centre of the room. Against the side walls are a table, a chair, and a bed. All are black and finely made like the lectern.

The crow is Geldered's pet. It cannot harm the party. Geldered's spell book is on the lectern. It is held closed by a gold-plated clasp which is locked (the key is inside the elf's dagger – see area N21) and trapped with a poison needle. Anyone picking the lock without removing the needle, or failing in an attempt to remove it will be injected with the poison. This will kill the victim in 1 turn unless the character makes a successful saving throw vs. Poison. Using Geldered's key will not activate the trap.

The spells in the book are:

First Level: Sleep, Magic Missile, Hold Portal, Read Languages, Read Magic

Second Level: ESP, Mirror Image, Continual Light, Detect Invisible

Third Level: Haste*, Invisibility 10' Radius, Dispel Magic

A coverlet of rare furs on the bed is worth 1,500gp.

N23. Bezel's Room

This small chamber contains only a bed, a chair, a small table, and a tall, flat cupboard like a wardrobe. The

smooth white walls are covered with a bewildering mass of tiny notes and symbols in black ink.

There is a silver box (value 535gp) on the table containing a dozen quills, a bottle of ink, and two vials of holy water.

The wardrobe is not locked but is trapped. Unless the trap is found and disarmed, a strong spring will make the wardrobe tip forwards when it is opened. Any character in front of the wardrobe as it falls will suffer 1d12+3 points of crushing damage (this damage may be negated by a successful saving throw vs. Wands).

The wardrobe contains Bezel's best robe and a **staff of healing**. The collar and cuffs of the robe are studded with hundreds of tiny gemstones (total value 2,000gp).

The notes and symbols on the walls are the result of Bezel's philosophical ramblings. They will be meaningless to the party.

N24. Rufus' Room

This is apparently an armoury, well-stocked with weapons and armour. There are also two battered, wooden dummies and a grindstone. Hanging in one corner, and looking somewhat out of place, is a hammock.

Rufus disdains comfort and sleeps surrounded by his favourite objects: weapons and armour. In all, the room contains:

- two battle axes, four daggers (one of them silver), a mace, three spears, and nine swords;
- sixty arrows (five of them silver-tipped), six bows (three short, three long), a crossbow, and thirty quarrels; and
- five shields, one dwarf-sized suit of chain mail armour, and seven human-sized suits of armour: three leather, three chain mail, and one plate mail.

The grindstone is for sharpening weapons, and the dummies are targets.

N25. Colour Room

As you open the door, you are bathed in a soft, green light coming from the walls, floor and ceiling of the room beyond. After a few moments, the green light changes to blue, but the door you have opened, and the other doors in the room remain plain white.

The colour of the room changes each round, starting at green when the party enters, then going to blue, then purple, red, orange, and yellow. After yellow, it starts again at green.

The northern and southern doors may be opened safely if a darkness or continual darkness spell is in effect anywhere in the room. Otherwise, when either of the doors is opened, all characters inside the room must make a saving throw vs. Spells (at +1) or suffer a curse. Characters opening the northern or southern door from outside this room (ie. from inside room N26 or the secret corridor) will not be cursed. The type of curse depends on the colour of the room at the time. Unless otherwise stated, the curses will last for 1 year or until negated by a remove curse spell.

Green	Character is paralysed (also removed by cure light wounds spell).
Blue	Character is blinded (also removed by cure blindness spell).
Purple	Character is deafened.
Red	Character is struck dumb.
Orange	Character is confused for 12 rounds (as if affected by a confusion spell except that all attacks by an affected character will be against other party members).
Yellow	Character is terrified for 2 turns (as if affected by a cause fear spell).

N26. Treasure Room

This room contains some of the treasure taken by the kara-kara from wrecked ships. It comprises:

- a large trunk crammed with exotic silks (value 5,000gp).
- a smaller casket containing 320 gems (value – 5 x 1,000gp, 15 x 500gp, 100 x 100gp, 200 x 50gp).
- a chest containing 5,000gp and exquisite jewellery to the value of 15,000gp.
- three sacks: each containing 2,000gp (one of the sacks is a **bag of holding**).
- eight kegs of rare spices (value 8,000gp).

The trunk, casket, and chest are locked, but none is trapped.

N27. Mirror Rooms

These five rooms are almost identical in appearance:

The room is small and square. Ahead, is a blank wall, but the walls to left and right are mirrors. Reflected back and forth by the mirrors, the room seems to extend infinitely in both directions.

The “mirrors” are actually magical barriers which reflect not only light, but also magical spells. Any spells cast against a mirror will be reflected back against the caster! Noise will not pass through them. The mirrors are flexible and if a character touches one it will feel and act like a sheet of rubber. If a character pushes hard against a mirror it will yield until most of the character’s body is pressed against it. Then, the character will be suddenly drawn through the mirror into the next room and the mirror will return to being flat.

The eastern mirror in room N27e will take characters to room N27a, and the western mirror in N27a will take them to N27e.

N28. Baths

This elegantly appointed room is deserted. The only sound to be heard is the gentle splash of water from a fountain at the far end which empties into a pair of sunken baths.

The walls, floor, and ceiling of this room are of pink-veined marble: the same colour as the warm, scented water.

The room contains four comfortable couches, two small tables, and a rack of towels. One of the tables bears a gold dish (value 280gp) full of tasty fruit, and the other has a

crystal decanter (value 175gp) of wine with six matching goblets (value 75gp each).

N29. Maerie’s Room

Both doors into this room are locked.

You see a young woman lying on the floor, tightly tied to a toppled chair. A look of fear on her face fades to relief as she sees you.

The woman is Maerie, KalnaKaa’s daughter. Her abilities, equipment and so on are in the New Monsters section towards the end of this module. When she sees the adventurers, she will plead with them to be released.

After KalnaKaa saw the party in the volcano temple (area N15), he came into Maerie’s room to warn her. He persuaded her to let him tie her up in order to deceive the party. Her aim is to be taken along with the adventurers so she can hinder them in their pursuit of her father. If not, she will follow them with the same goal in mind. Her ropes are tied in such a way that she could release herself in one round, if necessary. She knows the locks on the doors well, and could automatically pick either of them.

If the party questions her, she will tell them that she is the daughter of Milo Straaks, a merchant in Thyatis, and she was captured by the kara-kara from a shipwreck two weeks ago and brought, unconscious, to this room. She will say the kara-kara are ruled by an evil magician called KalnaKaa, who wears a pig costume to frighten her and impress the tribesmen. She will claim she has never been allowed out of this room, and a short while ago, KalnaKaa came in, tied her to the chair, and hurried out. She is lying, of course, but even if the party discovers who she really is, she will tell them no more about her father. She is not charmed.

If the adventurers discover her ring is magical, she will tell them that it is a **ring of protection** (it is actually a **dagger of concealment**).

Maerie will be very careful to conceal the fact she is a thief, and will not attack the party openly until the adventurers catch up with KalnaKaa (see area K43). Until then, it is up to the Dungeon Master to decide how she can best use her thief’s skills to make the party’s progress as difficult and dangerous as possible. Maerie is a very convincing liar, but there are some flaws in her story (for example: why does she still have her ring? How would she know that KalnaKaa impresses the natives by looking like a pig?)

Apart from the chair to which Maerie is tied, the room contains a table, a bed and a chest. On the table are: a mirror, some cosmetics, and a comb. The chest is neither locked nor trapped. It contains several sets of female clothes in a wide variety of styles and sizes (looted from many ships).

N30. KalnaKaa’s Bedroom

The western door into this room is locked.

This is a very ordinary-looking bedroom, with solid wooden furniture and plain walls.

The furniture consists of a table, a bed, a chair, and a chest. The table, bed, and chair are very strong and made to suit a large person.

The chest is locked, but not trapped. It contains a pig costume which KalnaKaa uses when he wishes to look like a pig during the day, but does not have a polymorph self spell available.

K31. KalnaKaa's Laboratory

As the door swings into the room, it grates noisily over shattered fragments of intricate glassware which litter the floor. On a wooden bench to one side, dozens of boxes have been opened and their powdered contents mixed in heaps. Between the heaps, puddles of bubbling liquid form into rivulets and drip, hissing, to the floor. In one corner is a brazier, with fragments of smouldering parchment lying amongst its glowing coals, and in another corner, clothes are strewn around an open chest.

In the middle of it all, untouched by the mayhem, is a large, bronze throne, and before it an empty lectern.

Before fleeing with his most treasured possessions (see areas K43 and K44), KalnaKaa destroyed all of his laboratory equipment, notes, and so on. Magic-users or elves in the party will recognise the debris as the remains of a magician's

workshop, but will be unable to find anything of use amongst what remains.

The clothes strewn around the chest belong to KalnaKaa and are correspondingly large.

The bronze throne is identical to the one in the volcano temple (area N15). If anyone sits in the throne, an image of that character will appear in the throne in the temple. The character will be able to see and hear everything which happens in the volcano temple, and any sound the character makes will be heard there as if it had come from the image. No attacks (magical or physical) can be made through the image in either direction.

The thrones are fixed to the floor and will stop working if either one is removed.

N32. Tunnel East

This is the other end of tunnel K1. It is a level, plain rock-hewn passage 1 mile long, and leads to area K2 at the Valley Gate under Ki-ata.

UNDER KI-ATA (2ND VOLCANO)

Like the chambers under Ni-malowa, the chambers under Ki-ata were built by "the Ancestors" before the kara-kara came to Teki-nura-ria, and reflect the strange and decadent tastes of this long-vanished race.

There are four entrances to these chambers. Three of these are magical portals emerging at different points around the island: Valley Gate, Village Gate and Sea Gate. The fourth entrance is the tunnel from Ni-malowa (N32 above). Long tunnels from each of the three Gates lead to the Heart of the Mountain: the largest group of chambers, which are built around two volcanic shafts.

Many monsters inhabit these chambers. Some of the Ancestors are still here (in the form of Shadows) as are many of the magical creatures they created, as well as beings drawn from the elemental planes. However, most of the inhabitants are mortal beasts which never venture onto the surface of the island.

After settling in the chambers under Ni-malowa, KalnaKaa found the tunnel leading to Ki-ata. He then cleared the chambers at the Valley Gate, which he now uses as a workshop. Next, he ventured towards the centre of the volcano, but he was nearly killed by a purple worm (area K18) and never returned to that area. Finally, using a magical cloak he found, he by-passed the worm and made his way to the Sea Gate. Here, he gained control of the Kal-murus (area K42), which now attack ships so that the kara-kara can plunder them.

PURSUING KALNAKAA

When KalnaKaa flees after seeing the party in the volcano temple, he will make his way to the Sea Gate via the tunnel from Ni-malowa to Ki-ata, and the magical portal from K5 to K6.

Since they do not have KalnaKaa's magical cloak, the party will not be able to use the magical portal from K5 to K6, so they will have to explore the Heart of the Mountain before reaching the Sea Gate.

The Dungeon Master should keep a careful track of time, since it is important to know what time of day it is when the party eventually catches up with KalnaKaa in area K43. Depending upon that time of day, KalnaKaa will (or will not) be able to transform into a Devil Swine.

The kara-kara will not enter the chambers under Ki-ata, nor will Bezel, Rufus, or Geldered. Unless she is killed or immobilised by the party, Maerie will either accompany the adventurers or secretly follow them.

STANDARD FEATURES

Unless otherwise stated: all corridors under Ki-ata are 15' high, all rooms are 20' high, and all doors are made from tropical hardwood. The boxed descriptions assume the adventurers have a light source, and they can be seen by the inhabitants of the chambers. If not, the Dungeon Master must change some of the descriptions accordingly.

MAGICAL PORTALS

At four places in the chambers under Ki-ata, there are magical portals similar to those in the entrances to the Manwu-papas' Tombs. When these portals are activated, they create a pass wall through a 10' thick rock wall. Details of how to open each portal are given in the individual room descriptions.

The source of each portal is a disc painted on one side of the wall through which the pass wall appears. The walls are solid rock and unexceptional, and the discs are the only parts of the portals which have a magical aura. This means the magical portals cannot be detected as secret doors and detect

magic will only reveal a magical portal on the side with the painted disc. Find traps will not reveal a magical portal.

KalnaKaa's black cloak will enable its wearer to open any of the portals, if their positions are known.

WANDERING MONSTERS

The Dungeon Master should check for wandering monsters every 6 turns (1 hour). A roll of 1 on 1d8 indicates a wandering monster has appeared. The type of monster is found by rolling 1d20 and checking the score against the below table.

d20	Monster
1-5	3-6 Giant Centipedes (AC 9; HD 1/2; hp 2 each; MV 60' (20'); #AT 1 bite; D Poison (illness for 10 days); Save NM; ML 7; AL N; XP 6 each; THAC0 19; B33)
6-11	1 Insect Swarm (AC 7; HD 4*; hp 18; MV 30' (10' crawling); #AT 10'x10'x30' area of effect; D 2 (4 if no armour); Save NM; ML 11; AL N; XP 125; THAC0 Automatic hit; B37)
12-16	1-6 Shadows (AC 7; HD 2+2*; hp 11 each; MV 90' (30'); #AT 1; D 1-4 + Strength drain; Save F2; ML 12; AL C; XP 35 each; THAC0 17; B41)
17-20	1 Ochre Jelly (AC 8; HD 5*; hp 27; MV 30' (10'); #AT 1; D 2-12; Save F3; ML 12; AL N; THAC0 15; XP 300; B40)

VALLEY GATE (MAP 4A)

KalnaKaa cleared the inhabitants of this part of the Ancestors' chambers soon after he discovered the tunnel from Ni-malowa. He now uses it for his experiments with Topis (area K5) and has Displacer Beasts as guards (area K2).

K1. Tunnel from Ni-malowa

This is the other end of the tunnel coming from KalnaKaa's laboratory (area N32). The tunnel is level, plain, rock-hewn and 1 mile long.

K2. Displacer Beasts

Amid the bones of past victims, four large, cat-like beasts crouch – sinewy muscles taut – ready to pounce.

The **4 Displacer Beasts** (AC 4; HD 6*; hp 36, 18, 17, 15; MV 150' (50'); #AT 2 tentacles; D 2-8/2-8; Save F6; ML 8 or 12 – see below; AL N; XP 500 each; THAC0 14; X30) are a female and her three cubs. They act as guards for KalnaKaa. The bones are the remains of the food he brings for them. The displacer beasts will attack any intruders on sight. Due to their abilities to bend light, all attacks on them have a -2 penalty to hit, and they have a +2 bonus on their saving throws. The female has a morale of 12 as long as she is defending her cubs.

Each of the displacer beasts wears a velvet collar studded with 10 gems (value 100gp per gem). Most of the bones are from animals, but there are some from kara-kara and humans. The displacer beasts' bedding includes 50 old cloaks, all dyed

with bright colours in swirling patterns. All but three cloaks are damaged in some way. These three have a faint magical aura, and they allow anyone wearing them to pass through the magical portals in areas K4, K15 and K45. However, they do not work with the magical portal in area K5/K6 – only KalnaKaa's magical black cloak works with this magical portal.

K3. Dead End Trap

The end wall of this passage is a trapped, stone slab. It appears to be a secret door, but if any attempt is made to open it the slab will topple forwards, crushing any characters within 15' for 2d8 points of damage. This damage is avoided if a victim makes a successful saving throw vs. Wands.

K4. Magical Portal

A silent hall stretches away before you. The walls are plain, save for a vivid red disc painted in the centre of the far wall, and flanked by a pair of statues in the same bright hue. Running along the centre of the floor is a strip of mosaic whose pattern of bright swirling colours seems to lead towards the disc.

The red painted disc on the wall is the source of a magical portal between this room and area T6. The pass wall portal will open as soon as any character steps onto the mosaic between the statues, and it will remain open so long as there is somebody on the mosaic. The pass wall will close after 10 minutes if there is nobody on the mosaic.

The portal can only be opened from the outside (area T6) by characters wearing one of the undamaged cloaks from area K2, or KalnaKaa's magical black cloak. If a character wearing one of these cloaks touches the valley wall at the exact position of the portal, the pass wall will open for 10 minutes. During this time, anyone can pass through, whether or not they have a cloak.

The pattern on the mosaic is the same as that on the cloaks from area K2.

The statues on either side of the portal are made of stone covered with a layer of red-painted plaster. They depict humanoids with long chins, high foreheads, and long dangling ears. Attached to the statues' ears, but hidden under the plaster (which can be chipped away easily), are diamond-studded, engraved gold earrings (value 5,000gp each pair).

K5. Living Dead

A terrible scene of carnage is laid out before you. Shelves, benches, and large areas of the floor are covered with the shrunken, withered corpses and mangled remains of beasts, men, and half-men. As you watch, some of the bestial forms slowly drag themselves from the mass and lurch towards you.

This is the laboratory where KalnaKaa animates topis. The corpses and remains are from his unsuccessful experiments. Also here are the results of KalnaKaa's attempts to produce topis from other creatures: pigs, lizards, apes, etc. However, he has been unable to improve on the humanoid variety, and these 11 undead have the same characteristics as normal **Topis** (AC 6; HD 3*; hp 25, 17, 16x2, 13, 11, 9, 8x2, 5, 4; MV 120' (40'); #AT 2 claws; D 1-6/1-6+special; Save F2;

ML 12; AL C; XP 50 each; THAC0 17; New Monster). They will attack the party on sight.

The poison of a topi slows a character for 1-2 turns, unless a saving throw vs. Poison is successful. Blunt weapons do ½ damage to them (but stunned for 1 round). Clerics have the same chance of turning topis as turning wights.

The magical portal which leads into area K6 from this laboratory is not marked on this side in any way. It can only be opened by somebody wearing KalnaKaa's magical black cloak. The portal's source is in area K6.

K6. Hidden Portal

There is a black square painted in the centre of the southern wall of this plain room. This is the source of a magical portal between this room and area K5. The pass wall can only be opened by someone wearing KalnaKaa's magical black cloak.

The passage running north-east from this room is the other end of the tunnel from area K40 at the Sea Gate. It runs north-east for 1 mile and then turns east for another ¼ mile. It slopes gently downwards towards the Sea Gate.

K7. Tunnel East

This tunnel is a plain, rock-hewn passage, ¾ mile long, which leads to area K18 at the Heart of the Mountain. It slopes gently upwards from west to east.

K8. Tunnel South

This tunnel is a plain, rock-hewn passage, nearly ½ mile long, which leads to area K10 at the Village Gate. It slopes gently downwards from north to south.

VILLAGE GATE (MAP 4B)

This gateway into the Ancestors' chambers and the rooms surrounding it are behind the abandoned village (area T3). A family of white apes lives here. At the moment, the apes are threatened by a pair of rhagodessa which have taken up residence in area K10.

Some apes from this group wandered out through the magical portal in area K15, but they could not get back through it. They now live in the cellar of the tower on the other side of the portal (see area T3).

K9. Tunnel North

This tunnel is a plain, rock-hewn passage, nearly ½ mile long, which leads to area K5 at the Valley Gate. It slopes gently upwards from south to north.

K10. Rhagodessa

From the darkness in the chamber ahead comes the sound of slavering champing, and the reflecting glint of two pairs of jewel-like eyes.

There are **2 Rhagodessa** (AC 5; HD 4+2; hp 24, 20; MV 150' (50'); #AT 1 leg/1 bite; D Special/2-16; Save F2; ML 9; AL N; XP 125 each; THAC0 15; X38) feasting on a white ape which they caught and killed a few hours ago. They will attack the party on sight, using their ability to climb walls if this will help them in the fight.

Any character hit by a rhagodessa leg is gripped by its suckers and will automatically be hit by the mandibles (D 2-16) in the next round.

The rhagodessa lair contains the remains of two other white apes, mixed with rocks and other litter on the floor. Also mixed with the litter is a gold necklace (value 620gp) and a silver circlet bearing a large emerald (value 1,500gp).

K11. Barricade

The white apes have blocked the passage here with a mass of rocks and broken furniture. It will take 6 character turns (ie. one character for 6 turns, two characters for 3 turns, etc.) to clear a way through. Unless the barricade is moved slightly, the white apes will notice the adventurers breaking through and the males in area K13 will move into area K15.

K12. Tunnel North-east

This tunnel is a plain, rock-hewn passage, nearly ¾ mile long, which leads to the middle level in the Heart of the Mountain. It slopes gently upwards from south-west to north-east.

K13. Apes' Hall

If the party has been noticed breaking through the north-western barricade (area K11), the **5 White Apes** (AC 6; HD 4; hp 24, 15, 13x2, 12; MV 120' (40'); #AT 2 claws or 1 rock; D 1-4/1-4 or 1-6; Save F2; ML 11; AL N; XP 75 each; THAC0 16; B30) in this room will have moved into area K15. Otherwise, they will be at the western end of this hall.

They will attack by throwing rocks rather than charging if possible. Each ape can throw one rock per round and the apes have 150 in all. A hit from a rock inflicts 1-6 points of damage. If the adventurers close to within melee range, the apes will attack with their claws.

If the party searches the apes' rock pile, they will find a rock-sized lump of gold (value 2,500gp).

K14. Barricade

This passage has been blocked with rocks and broken furniture by the white apes. It will take 6 character turns (ie. one character for 6 turns, two characters for 3 turns, etc.) to clear a way through. If the adventurers are noticed moving past the open eastern doorway of the hall (area K13) or removing the barricade, the male apes in the hall will attack.

K15. Magical Portal

Facing you from the far end of this room are two white, tall, silent, humanoid figures. On the wall behind them is a white disc with a long, swirling patterned mosaic on the floor leading up to it.

The figures are stone statues, and the white disc painted on the wall is the source of a magical portal between this room and the ruined tower in the abandoned village (area T3). The pass wall portal will open at once if any character steps onto the mosaic and will stay open for as long as somebody remains on the mosaic. If there is nobody on the mosaic, the pass wall will close after 10 minutes. The patterns on the cloaks from area K2 and K16 are the same as that on the mosaic.

The portal can only be opened from the tower (area T3) by a character wearing one of the undamaged cloaks from area K2 or KalnaKaa's magical black cloak. If a character wearing one of these cloaks touches the tower wall at the exact

position of the portal, the pass wall will open for 10 minutes. During this time, anyone can pass through, whether or not they have a cloak. None of the damaged cloaks from area K16 will do.

The statues on either side of the portal are made of stone, covered with a layer of white plaster, but the apes have picked off most of this. The statues are humanoid in form with long chins, high foreheads and long, dangling ears. The ears are pierced but the earrings are now in area K16.

K16. Ape Nursery

You are confronted by the fearless stares of four, snarling, female white apes. Behind them, a brood of terrified young apes are huddled together on a thin bed of rags.

The **4 White Apes** (AC 6; HD 4; hp 17, 16, 13x2; MV 120' (40'); #AT 2 claws; D 1-4/1-4; Save F2; ML 11; AL N; XP 75 each; THAC0 16; B30) will fight fiercely in self-defence, or in defence of their young, but will not attack otherwise. They have no rocks. The infants (AC 6; HD 4; hp 5 each; MV 120' (40'); #AT 0; D 0; Save F2; ML 2; AL N; XP 0; B30) are unable to fight.

The infants' bedding consists of the tattered, dirty remains of 12 cloaks dyed with a swirling pattern of colours. These ruined cloaks will not enable characters to open any magical portals. Hidden among the rags are four large diamond-studded, gold earrings (value 2,500gp each).

HEART OF THE MOUNTAIN (MAP 4C)

This is the central, and most extensive, part of the Ancestors' underground home. The chambers are built around two separate volcanic shafts, both of which are blocked at the top by plugs of hardened lava. The western shaft is the smaller of the two. At the bottom is a bed of semi-solid, but still very hot, lava. The eastern shaft is larger. Its bottom widens into a large cavern with two deep pools: one hot (K36) and the other warm (K37).

K17. Tunnel West

This tunnel is a plain, rock-hewn passage, ¾ mile long, which leads to area K5 at the Valley Gate. It slopes gently downwards from east to west.

K18. Wounded Purple Worm

As they approach any of the doors to this chamber, the adventurers will hear the sound of the purple worm grinding away at the walls:

The chamber before you is large, but it can barely contain its occupant – a terrible creature whose slime-covered purple hide scrapes against the roof and walls. At one end of its worm-like body is its fang-filled maw, and just behind this is a deep, scorched gash. At the other end, a sting as long as a sword quivers and drips with venom.

The **Purple Worm** (AC 5; HD 15*; hp 43 (originally 72); MV 60' (20'); #AT 1 bite/1 sting; D 2-16/1-8 + poison; Save F8; ML 10; AL N; XP 2,300; THAC0 9; X38) was badly wounded by a lightning bolt from KalnaKaa, but it came so close to killing the magic-user that he has not dared to return to this part of the Ancestors' chambers. The purple worm will attack any creatures entering the room, but it will

only chase attackers into the confined space of one of the corridors, if provoked by missile or spell attacks.

Characters are swallowed whole if the worm's hit roll for its bite is 4 or more greater than necessary (or a natural 20). Thereafter, they suffer 3-18 hit points of damage each round. Swallowed characters can attack the worm from inside at -4 to hit against an armour class of 7.

The purple worm is in the process of enlarging the chamber and the floor is littered with rubble. If the adventurers search through the debris, they will find a torn cloak. Inside a pouch in the cloak is a scroll case containing a **magic-user's scroll** with fireball and hold person. The cloak was ripped from KalnaKaa during his battle with the worm.

K19. Purple Worm's Tunnel

A rough-walled, circular tunnel meanders downwards into darkness.

The purple worm's tunnel slopes downwards along its entire length. It runs roughly north for a short distance, but it then turns and winds south for about 800' to a rough chamber 400 below area K18. This chamber is not shown on the map. It is 80' long, 50' wide, and 40' high.

The chamber is the home of **25 Earth Fundamentals** (AC 3; HD 1+1; hp 5 each; MV 90' (30'); #AT 1 swoop; D 1-6; Save F2; ML 10; AL N; XP 15 each; THAC0 18; New Monsters). As they approach the chamber, the adventurers will hear the flapping of the fundamentals' wings:

The tunnel opens into a lofty cavern. Peering ahead, you catch sight of a glint from somewhere near the centre of the cave, but suddenly, dark bat-like shapes are swooping towards you from the darkness!

Lying in the centre of the cavern floor is a beautiful diamond (value 20,000gp). The fundamentals will attack any creatures entering the chamber, concentrating on any who try to take the diamond. Fundamentals are immune to mind-affecting spells such as sleep, charm, etc. and can only be hit by magical or silver weapons.

Leading off from the chamber are three other purple worm tunnels, but after a short distance, each of these becomes blocked with rubble.

K20. Grand Stairway North

A grand stairway stretches before you for 80'. There are four short flights of steps, separated by three landings, each with a glass or crystal statue in a 10' alcove to both left and right.

The **6 Crystal Living Statues** (AC 4; HD 3*; hp 21 each; MV 90' (30'); #AT 2 arms + special; D 1-6/1-6 + blindness; Save F3; ML 11; AL L; XP 50 each; THAC0 17; B37) are all humanoid in shape, but the top two have lizard-like features, the next two resemble apes, and the bottom two are bat-like. If either one of each pair is attacked, or any character moves between them, both will animate and attack.

When each statue animates, it begins to glow dimly from inside. The glow becomes brighter as the statue is damaged until, when the statue is destroyed, it gives out a brilliant flash of light. All characters looking in the direction of the statue

must make a successful saving throw vs. Paralysis, or be paralysed for 1-6 rounds. Living statues are immune to mind-affecting spells such as sleep, charm, etc.

K21. Fire Fundamentals

The doors into this area are made of stone and are warm to the touch. The shaft will be unoccupied if the flame salamander in room K32 has been killed.

The door opens onto a stone bridge with no railings, that spans a round vertical shaft with darkness above and a fiery red glow in its depths. A swarm of creatures like disembodied bat-wings wreathed in flame, flash through the air.

The flying creatures are **15 Fire Fundamentals** (AC 5; HD 1+1; hp 5 each; MV 180' (60'); #AT 1 swoop; D 1-6; Save F2; ML 10; AL N; XP 15 each; THACO 18; New Monsters). They will attack any creatures inside this volcanic shaft, but they will not go outside it. Any fundamentals not killed here will help to defend the flame salamander in area K32 which is 100' below this one. Fundamentals are immune to mind-affecting spells such as sleep, charm, etc. and can only be hit by magical or silver weapons. They attack by colliding with their victims.

K22. Flashing Lights

One glance into this room is enough to give anyone a headache. The walls, floor and ceiling are covered with black and red swirling patterns and the whole room flashes from brilliant illumination to pitch blackness and back again faster than your heartbeat.

The source of the flashing light is a magical gemstone suspended from the ceiling. It changes rapidly back and forth between radiating continual light and continual darkness. The flashing light makes the movements of characters inside the room appear jerky and strange. The gem could be sold for 500gp as a novelty.

K23. Grand Stairway East

Before you is a grand stairway of four flights, separated by three landings. Each landing has an alcove on either side containing a crystal sculpture.

The sculptures are **6 Crystal Living Statues** (AC 4; HD 3*; hp 21 each; MV 90' (30'); #AT 2 arms + special; D 1-6/1-6 + explode; Save F3; ML 11; AL L; XP 50 each; THACO 17; B37). The top two statues have features like frogs, the next two like birds, and the bottom two like crabs. If either one of a pair of statues is attacked, or if any character moves between them, both will animate and attack.

When each statue animates, it begins to glow brightly from inside. As the statue is damaged, the glow becomes gradually dimmer and the crystal becomes filled with fine cracks. When the statue is destroyed, it explodes in a hail of crystal fragments. All characters within 10' of an exploding statue take 1-6 points of damage from the crystal splinters (halved if they make a successful saving throw vs. Wands). Living statues are immune to mind-affecting spells such as sleep, charm, etc.

K24. Pigeon-holes

The room is silent and dusty. Every wall is covered up to about the height of a man, with neat rows of tiny alcoves. Some of the alcoves contain rolls of dusty parchment.

There are over 3,000 pigeon-holes, each about 5" square and 2' deep. Forty of these contain rolls of parchment. These are very old and will crumble to dust if disturbed.

K25. Glass-floored Room

The door opens into this room, setting into motion some of the thousands of round coloured beads scattered on the glassy black floor. A few strings of beads remain criss-crossed over the ceiling, hinting at an intricate pattern now lost, but the other strings have snapped, and hang down like old torn webs.

There are 10,000 of these 1" diameter coloured crystal beads: 9,000 are on the floor and the remainder hang across the ceiling on strings which are so weak they will break if touched. The beads are worth 1gp each, but each bead weighs 2cn.

The floor of this room is a thick sheet of glass, but the room below (area K30) is dark so the glass looks like black polished stone at first sight. However, if characters look down, they will catch glimpses of movement (ie. stirges) beneath the floor. If they press their faces close to the glass and shield their eyes from the light, the room below, including the stirges and the five jewelled fish in the mosaic, will be clearly visible.

The glass is very strong and will be unaffected by any single attack which does fewer than 30 points of damage. An attack which does 30 or more points of damage will shatter it, and the stirges in the room below (area K30) will then attack.

K26. Eastern Volcanic Shaft

The following description assumes that the adventurers' first view of this shaft is from the top level. If not, the Dungeon Master should change the description accordingly:

The door creaks open on rocky hinges to reveal a large dark vertical shaft. The air is hot and steamy, and seemingly filled with darting bird-like creatures. At your feet, a spiral stairway runs downwards around the wall to the left until it vanishes into the dark and the mist.

The flying creatures in the shaft are **110 Stirges** (AC 7; HD 1*; hp 5 each; MV 180' (90'); #AT 1; D 1-3 + blood drain; Save F2; ML 9; AL N; XP 13 each; THACO 19 (17 on first attack); B43). None will attack in the round immediately after the party enters. In the next round, 8 stirges will attack, and 6 more will join them in each round after that. If the party leaves the shaft or goes down to areas K36-K38, the flying stirges will not follow, but any that are sucking blood will remain attached to their victims. If the party returns, any surviving stirges will attack them again as described above. These stirges should be regarded as separate from those in the stirge lair (area K30).

Flying stirges have a +2 bonus on their first hit roll. If a stirge scores a hit, it attaches to its victim and sucks blood for 1-3 points of damage per round until it is killed.

The two spiral stairways “A” and “B” are separate and wind around between each other as shown in Diagram 2 of Map 4C. Stairway “A” leads down to area K27 and stairway “B” to area K28.

The walkways from areas K27, K28, and K30 slope down to a point in the centre of the shaft. From there, an open stairway slopes down into the cavern at the base of the shaft (area K36).

K27 and K28. Balconies

The following description serves for either balcony. It assumes that the adventurers’ first sight of the balconies comes as they descend one of the stairways “A” or “B”:

The stairway leads onto a curved platform, separated from a wide recess in the wall by a line of slender ornate pillars. At the back of the recess is a line of three stone chairs which face towards the centre of the shaft.

The pillars are slender and decorated with intricate carved patterns. The stirges in the shaft (area K26) will not fly between them.

The stone chairs are large, plain and empty, except for seat 28b which has a boar’s head amulet on a gold chain (value 2,675gp) lying on its seat. Anyone sitting in the chairs will see into other chambers under Ki-ata as if they were using a crystal ball. Each chair will only work once per day and will not give a clear picture. The image will last for 6 rounds. Each chair allows characters to see into a different area. Except for the description of area K41, the Dungeon Master should give only a vague description of each area seen. The adventurers will recognise any area in which they have already been:

- Chair 27a Area K15 – the magical portal at the Village Gate.
- Chair 27b Area K41 – the Dungeon Master should read out the following:

You can make out a long room divided by barred gates. There are three doors, two on one side of the gate and one on the other. A fat, almost pig-like, man is doing something with the gates. After a while, he leaves the room through the single door. The image fades.

Although this image is of KalnaKaa in his human form, the adventurers will recognise the similarity to the pig form in which they saw him in the volcano temple at area N15.

- Chair 27c No image.
- Chair 28a Area K18 – the hall with the purple worm.
- Chair 28b Area K32 – the chamber with the salamander.
- Chair 28c Area K4 – the magical portal at the Valley Gate.

K29. Museum

Neatly lined up around the walls are dozens of beasts. All of them are motionless as if held by magic.

This hall is a museum of stuffed animals as the adventurers will soon discover if they examine the exhibits closely. There are: a giant ant, a giant bat, three giant beetles (fire, tiger, and oil), a boar, a carrion crawler, three giant lizards (gecko,

draco, and horned chameleon), a giant locust, an owlbear, a rock baboon, four snakes (spitting cobra, rock python, giant racer, and giant rattler), and three giant spiders (crab, black widow, and tarantella).

K30. Stirges’ Lair

The following description assumes the party has already encountered some stirges. It also assumes the party have not smashed the floor of area K25, which is the ceiling to this room.

This room contains yet more of the long-nosed bird-like creatures. The moment you are seen, they swoop from their perches and attack.

The bird-like creatures are **17 Stirges** (AC 7; HD 1*; hp 5 each; MV 180’ (60’); #AT 1; D 1-3 + blood drain; Save F2; ML 9; AL N; XP 13 each; THAC0 19 (17 in the first round); B43). They should be regarded as separate from the stirges in the nearby volcanic shaft (area K26). They will attack any intruders.

Flying stirges have a +2 bonus on their hit roll for the first attack. If a stirge scores a hit, it attaches itself to its victim and sucks blood for 1-3 points of damage in each succeeding round until the victim is dead.

The ceiling of the room is a sheet of thick glass, but since the room above (area K25) is dark it will appear to be polished black stone at first sight. The glass is very strong and will be unaffected by any single attack which does fewer than 30 points of damage. An attack which does 30 or more points of damage will shatter it. The ceiling is supported by slender metal pillars made to look like strands of seaweed which the stirges use as perches.

The room is dirty, but this cannot conceal the fine mosaic covering the floor and walls (the adventurers may have seen this from the room above). The mosaic shows five strange fish on a green background. Most of the tiles are worthless, but the fish each include 30 small gems (value 50gp per gem).

K31. Serpents’ Gallery

The southern door into this room has a hole, about 1’ across, near the bottom. If any character examines the hole, one of the **10 Spitting Cobras** (AC 7; HD 1*; hp 4 each; MV 90’ (30’); #AT 1 spit or 1 bite; D Blindness or 1-3 + poison (8hp); Save F1; ML 7; AL N; XP 13 each; THAC0 19; B42) will spit a stream of venom through it. The following description is of the inside of the room:

Both sides of this long gallery are painted with nightmarish pictures in lurid colours. Writhing beneath them on the floor are twenty or more snakes of all sizes with creamy scales and pink eyes. The largest of them rattles its tail menacingly.

The snakes will only attack in self-defence, or if the adventurers enter the room. They have lived so long in darkness that they have lost their characteristic colourings. The spitting cobras are 3’ long. The **15 Giant Racers** (AC 5; HD 2; hp 8 each; MV 120’ (40’); #AT 1 bite; D 1-6; Save F1; ML 7; AL N; XP 20 each; THAC0 18) are 4’ long, and the **1 Giant Rattlesnake** (AC 5; HD 4*; hp 19; MV 120’ (40’); #AT 2 bites; D 1-4 + poison (16hp); Save F2; ML 8; AL N; XP 125; THAC0 16; B42) is 10’ long.

The poison of the cobras' bite causes 8 points of damage, the rattlesnake's causes 16. Both are negated if the victim makes a saving throw vs. Poison. The cobras can also spit a 6' long stream of venom at a victim's eyes. If this hits, the victim must save vs. Poison or be blinded.

The horrible beasts and places shown in the wall paintings are like the products of a bad dream and bear no relation to reality.

K32. Salamander

The doors into this chamber are made of stone and are warm to the touch.

As the door opens, you feel a blast of hot air and see a large chamber bathed in dull red light. The light comes from the depths of a gaping pit and reflects from the flame-coloured scales of a long thin lizard crouched nearby. Swooping around in the air above are some creatures like bat-wings wreathed in flame.

The thin lizard is a **Flame Salamander** (AC 2; HD 8*; hp 30; MV 120' (40'); #AT 2 claws/1 bite; D 1-4/1-4/1-8; Save F8; ML 8; AL N; XP 1,200; THAC0 12; X38), and the flying creatures are **5 Fire Fundamentals** (AC 5; HD 1+1; hp 5 each; MV 180' (60'); #AT 1 swoop; D 1-6; Save F2; ML 10; AL N; XP 15 each; THAC0 18; New Monsters). They will attack only in self-defence, or if the party enters the chamber.

Any surviving fire fundamentals from area K21 will help defend the salamander. Two will arrive each round after the party attacks the salamander. If the salamander is killed, all of the fire fundamentals in this chamber and in area K21 will return instantly to the plane of fire.

The flame salamander and fundamentals are immune to fire. The flame salamander radiates intense heat, and all creatures within 20' will suffer 1-8 points of damage per round. Fundamentals are immune to mind-affecting spells such as sleep, charm, etc. They attack by colliding with their victims.

In the north-western corner of the chamber is an alcove enclosed by a grille of red stone carved in the form of hundreds of writhing flames. The alcove can be entered through an arched doorway in the grille. In the centre of the alcove is a plinth of red stone bearing a **helmet of alignment changing**.

K33. Bone Room

Strewn around this chamber are hundreds of skulls and shattered bones. You see some movement in a large pile of bones near the centre of the room, then the heap bursts upwards and the bones rush together to form ten or more misshapen skeletons. One of them even has four arms.

The four-armed skeleton is a **Bone Golem** (AC 2; HD 6*; hp 45; MV 120' (40'); #AT 4 weapons; D 1-4 (x4); Save F4; ML 12; AL N; XP 500; THAC0 14; X33); the others are **10 Skeletons** (AC 7; HD 1; hp 6 each; MV 60' (20'); #AT 1 weapon; D 1-4; Save F1; ML 12; AL C; XP 10 each; THAC0 19; B42). All are armed with thigh-bone clubs.

The bone golem will try to attack two characters, can only be hit by magical weapons, and is immune to gas, fire, cold, and

electrical attacks. The golem and skeletons are immune to mind-affecting spells such as sleep and charm.

The clearing of the bone pile as the golem and skeletons form reveals a 9" high model of a four-armed skeleton made from the finest ivory and held together by platinum wire (value 3,500gp). As long as the model is whole, the golem will reform in 1 round every time it is destroyed. If the model is destroyed, the golem will not regenerate.

The golem will attack anyone within 15' of the model. Even if the party flees with the model, the golem will follow, and will attempt to overcome any obstacle placed in its path no matter how long this takes. The only way to be finally rid of the golem is to destroy the model, throw it away, or pass it on to somebody else.

K34. Malicious Statue

In an alcove to one side of the passage, a small man-like statue sits cross-legged on top of a black pedestal. Its eyes are brightly glowing gems which bathe all around in a blood-red light, and its carved features seem to mock you.

The statue is four feet tall. Its eyes are two huge rubies (value 5,000gp each) and its teeth are made from ivory (total value 1,000gp).

Each eye socket is trapped. Unless the traps are found and disarmed, removing each gem will trigger an explosion causing 3d6 hit points of damage to all within 5'. A successful saving throw vs. Wands will halve the damage.

Any character who removes one or both gems will suffer a curse. The victim's eyes will glow bright red, even if tightly shut, making it impossible to hide in shadows or to be concealed by darkness.

K35. Tunnel South-West

This tunnel is a plain, rock-hewn passage, nearly ¾ mile long, which leads to the chambers behind the Village Gate. It slopes gently downwards from north-east to south-west.

VOLCANIC CAVERN

This cavern is formed where the eastern volcanic shaft widens at the bottom (see Diagram 2 on Map 4C). Over most of its area it is 50' high, but the roof slopes downwards towards the edges. There are two pools formed by the flooding of the lower part of a volcanic shaft. The air in the cavern is hot and steamy.

Fungus Forest. The floor of this cavern is covered by a forest-like growth of pale fungi ranging from normal-sized mushrooms to branching growths the size of a small tree. These fungi are nutritious but very unpleasant for characters to eat.

K36. Hot Pool

The stairway from the volcanic shaft above (area K26) slopes down over this pool:

Beneath the stairway is a circular pool of murky steaming liquid.

If any characters approach to within 10' of the pool, they will be attacked by **2 Giant Leeches** (AC 7; HD 6; hp 32, 18; MV 90' (30'); #AT 1 blood suck; D 1-6 Save F3; ML 10; AL

N; XP 275 each; THACO 14; X34). If these creatures score a hit on a victim, they will suck blood for 1-6 points of damage per round until they are killed.

The pool is the flooded lower part of the eastern volcanic shaft (area K26). The pool has vertical sides and is about 120' deep. The bed of the pool is hot solidified lava and the water is the temperature of a very hot bath. All kinds of tiny algae and fungi grow in the water, giving it the appearance and thickness of dirty cream.

Any characters foolish enough to drink from the pool will immediately begin to vomit and remain ill for 3d4 hours unless they make a successful saving throw vs. Poison. While they are ill, characters will move at half speed and attack at -2 to hit.

K37. Warm Pool

Any characters moving along the strip of cavern floor next to the western pool will be attacked by **10 Giant Toads** (AC 7; HD 2+2; hp 14, 13, 12x2, 11x3, 10x2, 9; MV 90' (30'); #AT 1 bite; D 2-5; Save F1; ML 6; AL N; XP 25 each; THACO 17; X40) hidden amongst the fungi. It is likely (1-3 on 1d6) that the toads will surprise the party. On a hit roll of 20, giant toads can drag victims of dwarf-size or smaller into their mouths, automatically causing 1-6 points of damage each round thereafter.

If the adventurers look amongst the fungi where the toads were hiding, they find a stone bottle containing one **potion of speed** (colourless, onion-flavoured).

This pool is about 60' deep and is only slightly warm. The water is murky, but not thick like that in the hot pool (area K36). Although slightly salty, it is drinkable.

K38. Tunnel North-east

This is the other end of tunnel K39. It is a plain, rock-hewn passage ½ mile long and leading to area K41 at the Sea Gate. It slopes downwards from south-west to north-east.

SEA GATE (MAP 4D)

K39. Tunnel South-west

This is the other end of tunnel K38. It is a plain, rock-hewn passage ½ mile long and leading to area K37 in the Heart of the Mountain. It slopes upwards from north-east to south-west.

K40 Tunnel West

This is the other end of tunnel K6. It runs west for ¼ mile and then south-west for 1 mile. It slopes gently upwards towards the Valley Gate.

K41. Living Gates

The long undecorated chamber before you is divided in two by a pair of heavy iron gates.

The two gates are actually a form of small juggernauts (as per module X4, Master of the Desert Nomads). Each consists of a rectangular outer frame supporting vertical 2" thick bars about 12" apart. They have false hinges and locks.

2 Special Small Juggernauts (AC 2; HD 4*; hp 32 each; MV 30' (10'); #AT 2 arms or crush or squeeze; D 1-8/1-8 or 2-16 or 2-20; Save: On a 3-20 (d20); ML 11; AL N; XP 125

each; THACO 16 (crush and squeeze are automatic); Module X4).

Two bars on each gate are joined only to the bottom part of the frame. These are flexible and attack like arms (1-8 points of damage each).

The gates will remain absolutely motionless unless they are attacked, or a character attempts to open them. Then, they will attack with their 'arms', advancing like a wall towards the adventurers in an attempt to trap them against the end of the room. If they succeed in doing this, they will crush any trapped adventurers, automatically inflicting 2-16 points of damage against each of them per round. Crushed characters cannot cast spells and will attack with a -4 penalty to hit.

If characters try to pass between the bars of a gate, or between it and the wall, it will automatically squeeze them, inflicting 2-20 points of damage.

The gates are unaffected by all non-magical missile fire, charm and hold spells, and poison.

K42. Terror in the Fog

KalnaKaa will be waiting by the northern door to this chamber. When he hears the party enter, he will close the door and go to area K43 to prepare his defence.

Beyond the doorway is a swirling fog which restricts your vision to a few feet only. For all you can tell, the area ahead could be a tiny room or a massive cavern. Ahead and to your left is a muted sound, like a door closing, then silence...

The fog is created by **16 Kal-murus** (AC 4; HD 2*; hp 9 each; MV 120' (40'); #AT 2 claws/1 bite; D 1-3/1-3/1-6 + special; Save F4; ML 9; AL N; XP 25 each; THACO 18; New Monsters). Creatures of less than 8 hit dice must make a saving throw vs. Spells if they enter the fog or suffer the equivalent of a confusion spell. Creatures with 5-7 hit dice or levels save at a +4 bonus to their roll, and those with 8 or more hit dice or levels are unaffected.

The kal-murus will attack if the party enters the room, but will remain hidden by the fog until then. They will constantly change their appearance from one nightmarish form to another, and the Dungeon Master may wish to make up some suitably horrible shapes to describe to the players. No matter what shapes the kal-murus take, their attacks will be unchanged.

Kal-murus are immune to mind-affecting spells and can be hit only by magical or silver weapons. The mist, and its confusion will vanish when the number of kal-murus is reduced to 9 or less.

The room is plain and empty, except for the pillars supporting the roof which are decorated with carved patterns of interwoven spirals.

K43. Devil Swine at Bay

KalnaKaa will cast a wizard lock spell on the eastern door of this room as soon as he hears the party enter the fog in area K42.

Before starting this encounter, it is important to work out the time of day (ie. day or night) since this will affect KalnaKaa's action (see below).

With the door finally open, you gaze into the long hall beyond. The first things you see are half a dozen short wizened humanoids, leaping towards you with outstretched claws, but beyond you catch sight of a group of grossly fat men dressed identically in black cloaks.

The fat “men” are KalnaKaa and his mirror images. The small humanoids are **6 Topis** (AC 6; HD 3*; hp 15, 14, 13x2, 12, 11; MV 120' (40'); #AT 2 claws; D 1-6/1-6 + special; Save F2; ML 12; AL C; XP 50 each; THACO 17; New Monsters) under his control.

Any character hit by a topi must make a saving throw vs. Poison or be affected by the equivalent of a slow spell. The effects of the topis' poison and KalnaKaa's slow spell are non-cumulative. Topis take only half damage from non-edged weapons (but these will stun them for 1 round) and are immune to mind-affecting spells such as sleep, etc. Clerics have the same chance of turning topis as turning wights.

KalnaKaa's abilities and other statistics are given in the New Monsters section towards the end of this module. The details of how he will defend himself depend on the actions of the party, but the Dungeon Master should bare the following in mind:

- KalnaKaa's first action after leaving area K42 will be to wizard lock the eastern door of this room.
- As soon as he gets back into this room, KalnaKaa will summon 1-2 boars. These will take 1-4 rounds to arrive.
- As soon as the party starts to force their way through the wizard locked door, KalnaKaa will cast mirror image (duration 6 turns), and if possible, protection from normal missiles (duration 12 turns).
- KalnaKaa will order the topis and boars to defend him.
- If Maerie is present, she will do her best to defend her father, even if this means fighting openly against the party.
- During the combat with the adventurers, KalnaKaa will avoid hand-to-hand combat for as long as possible so that he can use his spells to best effect. He will normally cast slow first, followed by lightning bolt, web, magic missile (twice) and charm monster in that order.
- If forced into melee, KalnaKaa will change into his devil swine form (if possible, ie. at night). If not, he will defend himself as best he can with his **staff of striking**.
- If he is given enough time by the party, KalnaKaa will drink some of his **potions of healing** (see area K44) and/or use animate dead to restore some of his topis.

K44. KalnaKaa's Treasury

KalnaKaa has collected together in this room the bulk of the treasures plundered by the kara-kara. These are:

- 1 quiver with 15 **arrows +3**.
- 1 suit of **leather armour +2**.
- 1 suit of **plate mail armour +2**.
- 3 **potions of healing**.
- 1 **potion of clairvoyance**.

- 3 gold scroll cases (value 265gp each) containing:
 - a **magic-user scroll** with locate object and polymorph others; and
 - a **cleric scroll** with commune and striking.
- an ornate silver casket (value 1,535gp) containing 3 large diamond pendants (value 5,000gp each), and a pair of earrings (value 1,245gp each).
- 3 oak chests containing 1,270gp, 3,250gp, and 750gp, respectively.
- a statuette of a black falcon (apparent value 200gp) which is, in fact, made of gold and painted with black lacquer (true value 15,000gp). The head of the falcon may be unscrewed and inside the body are 56 gems (value 100gp each).
- a beautifully carved mahogany box (value 260gp) lined with velvet, containing an exquisite gold hourglass which has crushed diamonds instead of sand (value 7,500gp).
- a suit of platinum-engraved black plate mail armour (value 15,480gp) with matching shield (value 2,520gp).
- an ivory staff inlaid with gold and silver (value 2,225gp). Its handle is in the form of a boar's head and the eyes are black sapphires (value 1,500gp each).

There is also KalnaKaa's spell book containing the following spells:

First Level: Floating Disc, Light*, Magic Missile, Read Magic, Sleep

Second Level: Locate Object, Mirror Image, Web, Wizard Lock

Third Level: Dispel Magic, Lightning Bolt, Haste*, Protection from Normal Missiles

Fourth Level: Charm Monster, Massmorph, Polymorph Self

Fifth Level: Animate Dead, Magic Jar

The back of the book contains KalnaKaa's private notes (see the handout towards the end of this module). These notes detail his life and arrival on Teki-nura-ria.

K45. Magical Portal

This room is empty and plain, save for a green disc painted on the end wall and a strip of mosaic on the floor in front of it. The bright, swirling pattern on the mosaic seems to urge you on towards the disc.

The green disc on the wall is the source of a magical portal between this room and the sea cave (area K46). The pass wall portal will open as soon as any character steps onto the mosaic and will remain open so long as there is somebody on the mosaic. The pass wall will close after 10 minutes if there is nobody on the mosaic.

The portal can be opened only from inside the sea cave by somebody wearing KalnaKaa's black cloak or one of the undamaged cloaks from area K2. If a character wearing one of these cloaks touches the cave wall at the exact position of the portal, the pass wall will open for 10 minutes.

K46. Sea Cave

The entrance to this cave is at the foot of an overhanging cliff about 150 feet high. It can be seen from the sea but not from the Eastern Jungle above. The following description assumes the adventurers enter the cave through the magical portal (area K45). If not, the Dungeon Master should change it accordingly. The magical portal cannot be found from inside the cave.

You have come into a sea-cave echoing to the sounds of the ocean which can be seen through the cave mouth to your right. At this end of the cave, a shingle beach slopes up out of the water. A boat has been dragged out of the surf.

The boat is a kara-kara canoe (10 hull points) with an outrigger. If the adventurers paddle it out of the cave, they will recognise where they are and will have no difficulty reaching the Belle Venture at its anchorage (area T1).

GOING BACK

Malmir is as good as his word and will wait five days for the party to return. The voyage back to Thyatis will be uneventful but rough. If the party has killed KalnaKaa, the Thyatis Seafaring Merchants' Guild will honour the contract made by Rollo Bargmann and each party member will receive 5,000gp. The merchants will accept any reasonable proof (eg. KalnaKaa's spell book) or even the word of Malmir, provided that KalnaKaa's death has been proved to him at the island.

NEW MONSTERS

KARA-KARA

Armour Class:	9	No. Appearing:	2-8 (10-60)
Hit Dice:	1+1(1+4)	Save As:	F1(F2)
Move:	120' (40')	Morale:	9(11)
Attacks:	1 weapon	Treasure Type:	G(R)
Damage:	By weapon	Alignment:	Chaotic
THAC0:	18	XP Value:	15

Kara-kara are tribal humanoids distantly related to Orcs. They are slightly shorter than humans, and have olive-green skin, tangled curly dark green hair, and muzzle-like mouths with curved yellowing fangs. Most wear only loin-cloths, lurid body paint, and primitive jewellery. They speak only their own language, which can be understood by creatures who know the orcish tongue.

Kara-kara inhabit tropical or semi-tropical islands, but may occasionally be encountered at sea in their large outrigger canoes, or while raiding the coasts of civilized lands.

In a tribe of kara-kara, there will be as many adult females as males and 1-2 young for every pair of adults. The young do not fight (morale 2), but the females are armed with stone daggers and fight in self-defence. For every 10 warriors there will be a leader with 9 hit points (12 when chanting).

The kara-kara are a singing people. In battle, the males set up a rhythmic chant which raises their morale to 11, increases the hit points of warriors and leaders by 3, and makes them the equivalent of 2 hit dice fighters for their saving throws. The chant takes effect in the round after it was started. It requires at least five kara-kara to maintain it, and it can be negated by a silence 15' radius spell. Dispel magic and similar spells will not affect it.

Kara-kara do not know how to work metals, and nearly all of their weapons are made from stone, wood, and teeth. Warriors and leaders will each have a large decorate wooden shield (AC 8) and 1-2 spears. In addition, they will have a stone-headed mace, a wooden pick, or wooden short sword edged with sharks' teeth. Females usually have stone

daggers. Stone daggers inflict 1d4 points of damage, all of the other kara-kara weapons inflict 1d6 points.

Because they have little understanding of metals, the kara-kara value them only for their usefulness. Precious metals (eg. gold and silver) are considered worthless and the kara-kara do not hoard them. The treasure types given above should only be used to calculate the value of their treasure, which will consist almost entirely of jewellery. Kara-kara jewellery is made from jade, pig tusks, pearls, mother-of-pearl, bones, teeth, and occasional gems.

Tribes of kara-kara are usually ruled by councils of manwu-papas (witch doctors). Most manwu-papas are 4th level clerics who normally have the following spells: cause fear, hold person, and cause light wounds. Some manwu-papas are 6th level clerics and normally have the additional spells: silence 15' radius, and curse.

Manwu-papas normally have metal weapons gained through trade or war with outsiders. They often wear armour made from plates of tough wood. This armour has the same effect as leather (ie. AC 7).

The kara-kara are followers of a pig cult, regarding pigs and boars as semi-sacred animals. A kara-kara island will always be inhabited by large numbers of foraging pigs (the equivalent of boars).

FUNDAMENTAL

	<i>Air</i>	<i>Earth</i>	<i>Fire</i>	<i>Water</i>
Armour Class:	6	3	5	4
Hit Dice:	1+1	1+1	1+1	1+1
Move:	240' (80')	90' (30')	180' (60')	120' (40')
Attacks:	1 swoop	1 swoop	1 swoop	1 swoop
Damage:	1-6	1-6	1-6	1-6
No. Appearing:	1-10 (2-20)	1-10 (2-20)	1-10 (2-20)	1-10 (2-20)
Save As:	F2	F2	F2	F2
Morale:	10	10	10	10
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
XP Value:	15	15	15	15
THAC0:	14	17	15	16

Fundamentals are amongst the least powerful of the creatures inhabiting the Elemental Planes of Existence. All fundamentals look like a pair of bat wings without a body. They fly constantly, and attack by colliding with their victims. Earth fundamentals are dull and solid-looking. Air fundamentals are almost transparent. Fire fundamentals are shrouded in flame. They are immune to fire. Water fundamentals are wet and glistening. Fundamentals can only be harmed by magic or magical weapons, and they are immune to mind-affecting spells like sleep and charm. They are treated as 'enchanted creatures' for the purposes of spells such as protection from evil. Fundamentals usually appear in the normal world as places where the appropriate forces of nature are strongest and never wander far from them. For example, earth fundamentals may be found in the deepest of natural caverns, air fundamentals near wind-swept peaks, fire fundamentals in volcanoes, and water fundamentals over great oceans. They may also accompany more powerful elemental creatures to the normal world.

TOPI

Armour Class:	6	No. Appearing:	2-8 (5-30)
Hit Dice:	3*	Save As:	F2
Move:	120' (40')	Morale:	12
Attacks:	2 claws	Treasure Type:	Nil
Damage:	1-6/1-6 + special	Alignment:	Chaotic
THAC0:	17	XP Value:	50

Topis are undead human or humanoid creatures similar to zombies. However, before their bodies are animated, they are shrunk until they are only 2' tall, giving them dark wrinkled and leathery skin. This process is long and complex, and is known only to certain primitive tribes.

Topis are more agile than normal zombies. They roll for initiative as usual, and can leap up to 6' (vertically or horizontally) when attacking. Any creature struck by a topi's claw must make a saving throw vs. Poison or fall victim to a venom which acts like a slow spell and lasts for 1-2 turns.

Non-edged weapons inflict only half damage on topis, but a hit with such a weapon will knock a topi off balance and make it unable to attack in the next round. Topis are immune to sleep, charm, and hold spells. Clerics have the same chance of turning topis as turning wights.

AGARAT

Armour Class:	4	No. Appearing:	1-6 (1-8)
Hit Dice:	4+3*	Save As:	F5
Move:	90' (30')	Morale:	11
Attacks:	2 claws/1 bite + scream	Treasure Type:	B
Damage:	1-3/1-3/1-3 + special	Alignment:	Chaotic
THAC0:	15	XP Value:	200

Agarats are undead human or humanoid creatures. They are often encountered amongst packs of ghouls and can only be distinguished from ghouls by their inability to paralyse victims and their blood curdling screams.

The scream of an agarat is its most feared attack, since all characters within 20' of its scream must make a saving throw vs. Spells or suffer a temporary, one level energy drain. The effects of the drain are the same as that caused by a wight, but only lasts 1-4 turns. After this time, characters who are still alive return to normal. Agarats can only scream once per turn. The effects of agarat screams are cumulative, and any

creature temporarily drained of all life energy will fall unconscious and cannot be woken for 2-12 turns.

Agarats are immune to sleep, charm, and hold spells, and can only be hit by silver or magical weapons. Clerics have the same chance of turning agarats as turning spectres.

KAL-MURU

Armour Class:	4	No. Appearing:	1-6 (1-8)
Hit Dice:	4+3*	Save As:	F2
Move:	90' (30')	Morale:	12
Attacks:	2 claws/1 bite + scream	Treasure Type:	Nil
Damage:	1-6/1-6 + special	Alignment:	Chaotic
THAC0:	17	XP Value:	50

These vicious man-sized creatures from the elemental plane of air are normally encountered flying over windswept oceans in groups of 10 or more. These groups are able to enshroud themselves in a cloud of magical, fog-like vapour which reduces visibility to 3'. The cloud is 20' deep and has a diameter of 10' per kal-muru present. The fog is unaffected by the wind, and can move at the same speed as the flying kal-murus. It will vanish if the number of kal-murus is reduced to less than ten.

Any creature caught in the fog is subject to confusion (as per the spell), but creatures having 5 or more hit dice save at +4, and those with 8 or more hit dice are unaffected. Kal-murus can change their shape (but not their size or attacks) at will, which adds to the confusion and terror of their victims.

Kal-murus attack with two claws and a bite. They are immune to mind-affecting spells such as sleep and charm, and can only be hit by silver or magical weapons.

Sailors know and fear the unnatural fog created by kal-murus since ships engulfed by it usually vanish or are found adrift with the crew slain. Mariners have given the fog the name 'ship-bane', and the mere mention of it is enough to strike terror in the heart of the most hardened seafarer.

MAERIE

Armour Class:	4
Hit Dice:	T7 (hp 22)
Move:	120' (40')
Attacks:	1 dagger of concealment
Damage:	3-6
No. Appearing:	1
Save As:	T7
Morale:	11
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	850
THAC0:	15 (dagger +2)
Abilities:	S10, I15, W9, D18, C12, Ch16

Appearance: Maerie is an attractive, auburn-haired, slender young woman with brown eyes.

Personality: Outwardly pleasant, she is ruthlessly devoted to her father and his evil plans. She is a very convincing liar.

Clothing/Protection: Long white robe, white belt, **dagger of concealment +2** in the form of a plain, gold ring (see below).

Weapons: **Dagger of concealment +2** in the form of a plain, gold ring (see below).

Thief Abilities: open locks 55%, find/remove traps 50%, pick pockets 55%, move silently 55%, climb sheer surfaces 93%, hide in shadows 45%, hear noise 1-4.

Other Personal Treasure: Three cheap (1gp each) ornamented hair pins.

The **dagger of concealment** takes the form of a plain, gold ring and has the the properties of a ring of protection. However, the wearer can make the ring change instantly into a magical dagger or back into a ring. The ring can be changed into a dagger, used to make an attack, and changed back into a ring all in 1 round. Typical daggers of concealment give bonuses of +1 or +2 on hit rolls, damage, armour class, and saving throws. Daggers of concealment +3 are rumoured to exist.

KALNAKAA

	<i>As Magic-User</i>	<i>As Devil Swine</i>
Armour Class:	3	0
Hit Dice:	M9 (hp 44)	9 (hp 44)
Move:	120' (40')	180' (60')
Attacks:	Staff of Striking or Dagger	1 gore
Damage:	2-12 or 1-4	2-12
No. Appearing:	1	1
Save As:	M9 +3	F9 +3
Morale:	11	10
Treasure Type:	Nil	Nil
Alignment:	Chaotic	Chaotic
XP Value:	3,000	3,000
THAC0:	15 (melee)/12 (missile)	11
Abilities:	S10, I17, W11, D18, C16, Ch5	

Appearance: In his human form, KalnaKaa is a middle-aged, fat, swarthy man with small, piggy eyes, black, bristly hair, and a matching beard and moustache.

Personality: Evil, cruel, cunning, bitter and vengeful, but not a coward.

Clothing/Protection: Black robe, long black cloak (see below), **amulet of protection +3** (see below).

Weapons: **Staff of striking** (22 charges), five throwing daggers.

Spells Memorised:

First Level: magic missile (x2), sleep.

Second Level: mirror image, web, wizard lock.

Third Level: lightning bolt, protection from normal missiles, slow.

Fourth Level: charm monster, polymorph self.

Fifth Level: animate dead.

Special Abilities:

- can use charm person three times per day (victims have -2 saving throw penalty);
- can change shape freely at night, but must keep one shape during the day (this is normally human and he uses polymorph self to assume pig shape if necessary);
- only hit by magical or silver weapons while in pig form;
- can summon 1-2 Boars (AC 7; HD 3; hp 13 each; MV 150' (50'); #AT 1 tusk; D 2-8; Save F2; ML 9; AL N; XP 35 each; THAC0 17; B32) which will arrive in 1-4 rounds.

KalnaKaa's Black Cloak

KalnaKaa found his cloak during his exploration of the Ancestors' chambers. Any person wearing the cloak can open any of the magical portals under Ki-ata from either side simply by touching the part of the wall where the portal will appear.

Amulet of Protection

This amulet is in the form of a distorted boar's head on a fine gold chain. It has been specially enchanted by KalnaKaa and has the properties of a ring of protection +3. It also protects any lycanthrope wearing it from the effects of wolfsbane. KalnaKaa can wear it in both pig and human form.

BACKGROUND OF KALNAKAA & MAERIE

From his time as an apprentice magic-user, KalnaKaa had been fascinated by the idea of shape-changing, polymorphing, and lycanthropy. He became infamous for his experiments on were-creatures. Even so, he was tolerated by the local community, until one night, he was badly injured by one of his captives: a devil swine.

Soon, KalnaKaa began to show signs of lycanthropy and was driven from his home. His only companions were his daughter, Maerie, and three adventurers whom he had charmed: Bezel, Rufus, and Geldered.

KalnaKaa fled from place to place, always driven onwards once his affliction became known. Eventually, he and his companions arrived on Teki-nura-ria where KalnaKaa was mistaken by the kara-kara for their god of pigs, Tapu.

KalnaKaa revels in his new position of absolute power, ruthlessly using the kara-kara and the kal-murus as the instruments of his revenge on the society that rejected him. He is cunning and cruel, but not a coward. Although he will flee when he first sees the party, his main aim is to prepare the best defence possible (even if it costs the lives of his daughter and henchmen). In the final encounter (area K43), he will defiantly fight to the death.

Maerie's mother died when Maerie was still quite young, but even so, the girl is of far better character than her father and is more loyal to him than he is to her. She will do anything to further her father's interests, at the risk of her own life.

SHIP-BANE

The wise mariner will beware the Sea of Dread, but more so the water south-east of Thyatis. Here, the east winds blow great waves from the very edges of the world, and many ships sailing hence have not returned. It is said only the voracious, green-skinned pirates know as the "orcs of the sea" or "green reapers" may sail this windswept ocean safely.

Though pirates are a common scourge upon the high seas, it is our purpose to record such as is known of a stranger threat reported by those bold enough to seek their fortune in these waters.

These reports, some from seafarers of high repute, concern a fog which moves against the strongest wind, and which is filled with horrors to drive men insane and lead ships to their doom. By some it is name Ship-Bane. Little more can be said, and this guide can offer no set opinion concerning its nature or its existence.

Day 127 in my 43rd year.

At first light, word was brought that my ships had been sighted nearing the harbour. I dressed and hurried to the dock to meet them, but my hopes soon faded as I watched the Belle Venture limp in, alone, on the morning tide. Her rigging was torn, the timbers bent, and of the 40 brave men who had set out in her, barely 10 remained. Worse still, there was no sign of the Dawn Lark.

I sent at once for healers, but Captain Malmir was half-crazed, and refusing succour, repeated over and over the same awful tale; his elvish eyes filled with horror.

Nine days out into the waters south-east of Thyatis, the two ships had been riding out a mild squall when an unnatural fog had settled upon the Dawn Lark despite the wind. Terrible screams had been heard, and when the fog cleared, the Lark was a floundering hulk, manned only by corpses. Then, a strange galley cutting lightly through the waves bore down upon the Venture, with its green-skinned crew attacking like demons. It was only a further worsening of the weather which enabled the Venture and her crew to escape, with nothing to show for the experience but a single captive from the galley.

Their prisoner, a veritable "Orc of the sea", now lies chained in my cellar - little compensation for three-score bold crewmen and a fine ship.

Yet, it may still serve honest men if only we may divine from it how to rid the seas of the "green reapers". Only time will tell.

How well I hate civilisations and the men who make them. It was such men that drove me from my home.

To them, I was "the Pig" or "the Devil Swine" - cursed as I was with the bite of a lycanthrope. Of all those I knew, only my daughter, Maerie, stood by me. But here, on this island amid the stormy ocean, I have found a race of green-skinned savages: half-men untouched by civilisation who treat me with the fear and honour due to me.

To them, I am Tapu, God of Pigs, their father and their absolute master. They are the Kara-kara, warriors and pirates, and their island is Teki-Naru-Ria... Mountain of Death.

The Kara-kara are primitive, having no metals save those they steal, but beneath the island I have found the chambers of a more developed, but long departed, race - those whom the Kara-kara call "the Ancestors". The chambers are now home to many dangerous monsters, amongst which I have found powerful allies: elemental creatures of fog with the power to destroy the minds and bodies of men.

The Kara-kara have long lived by scavenging ships whose crews the fog-beasts had killed. Now, with the savages and the fog-beasts under my sole command, both a sweet revenge on civilised men and the wealth of their cargoes shall be mine.

SKETCH-MAP

4 miles

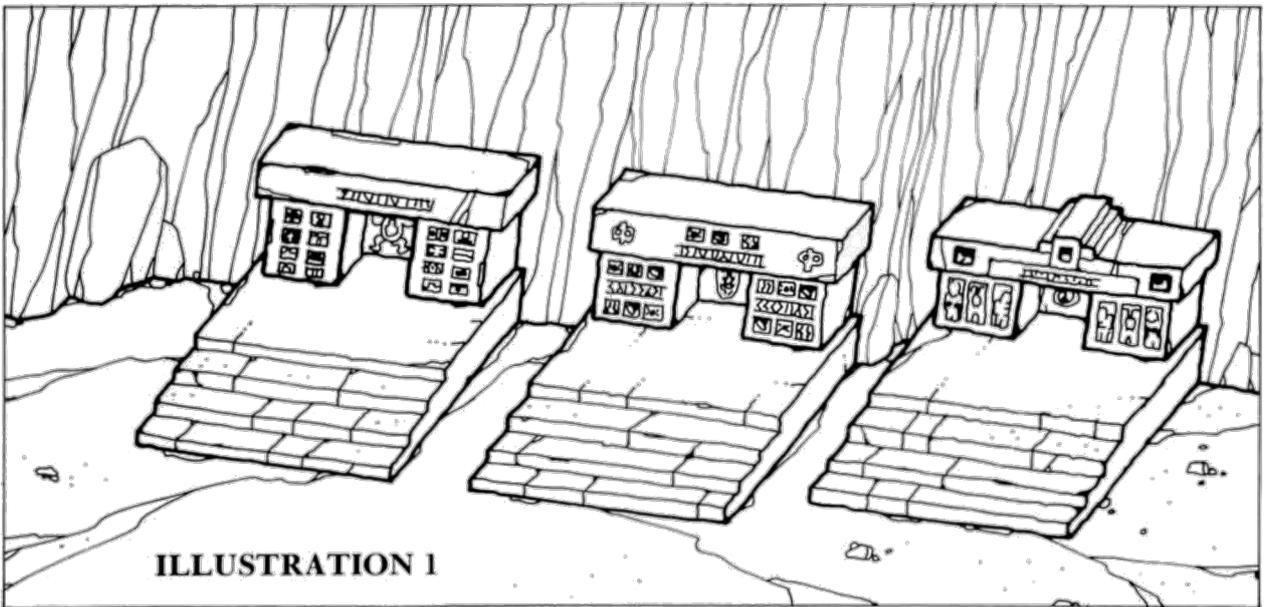
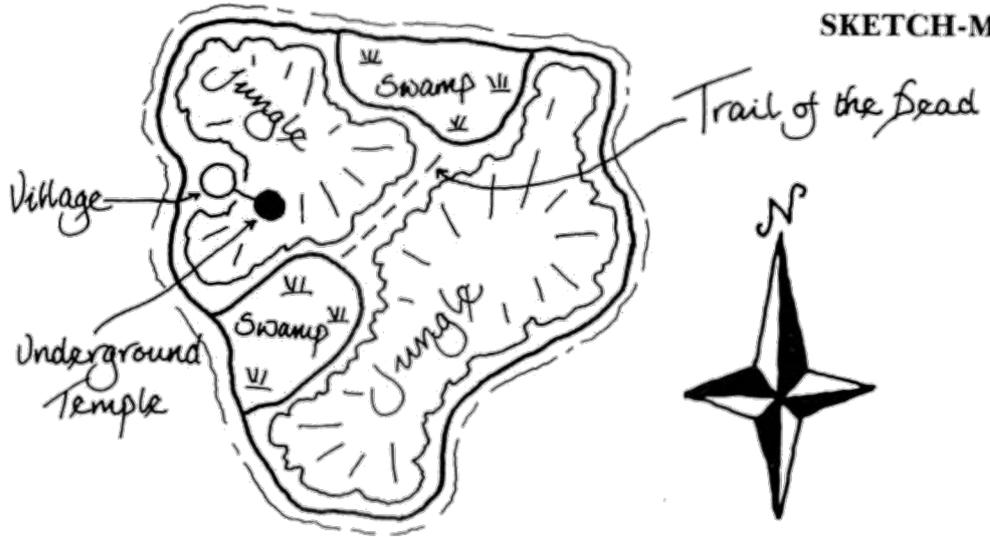


ILLUSTRATION 1



ILLUSTRATION 2

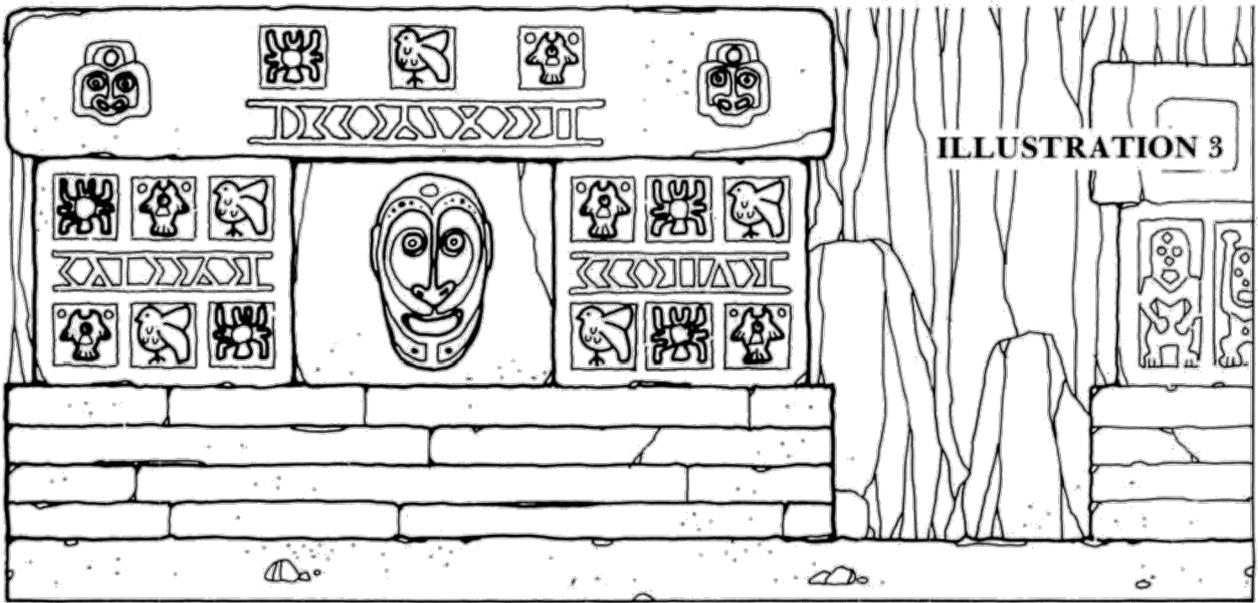


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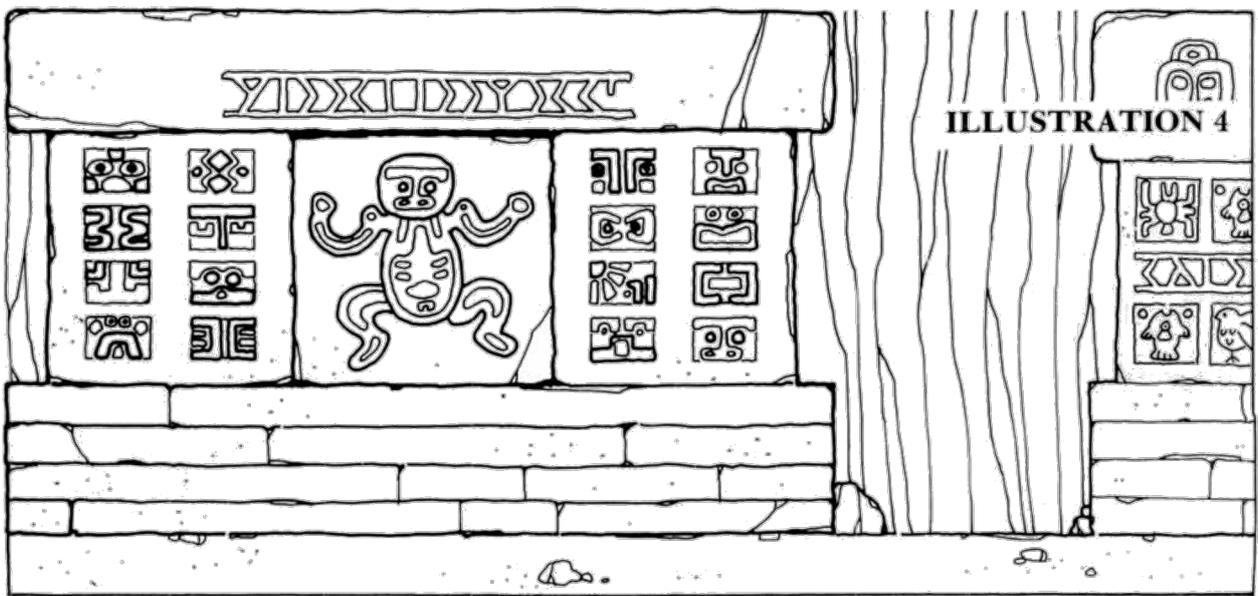


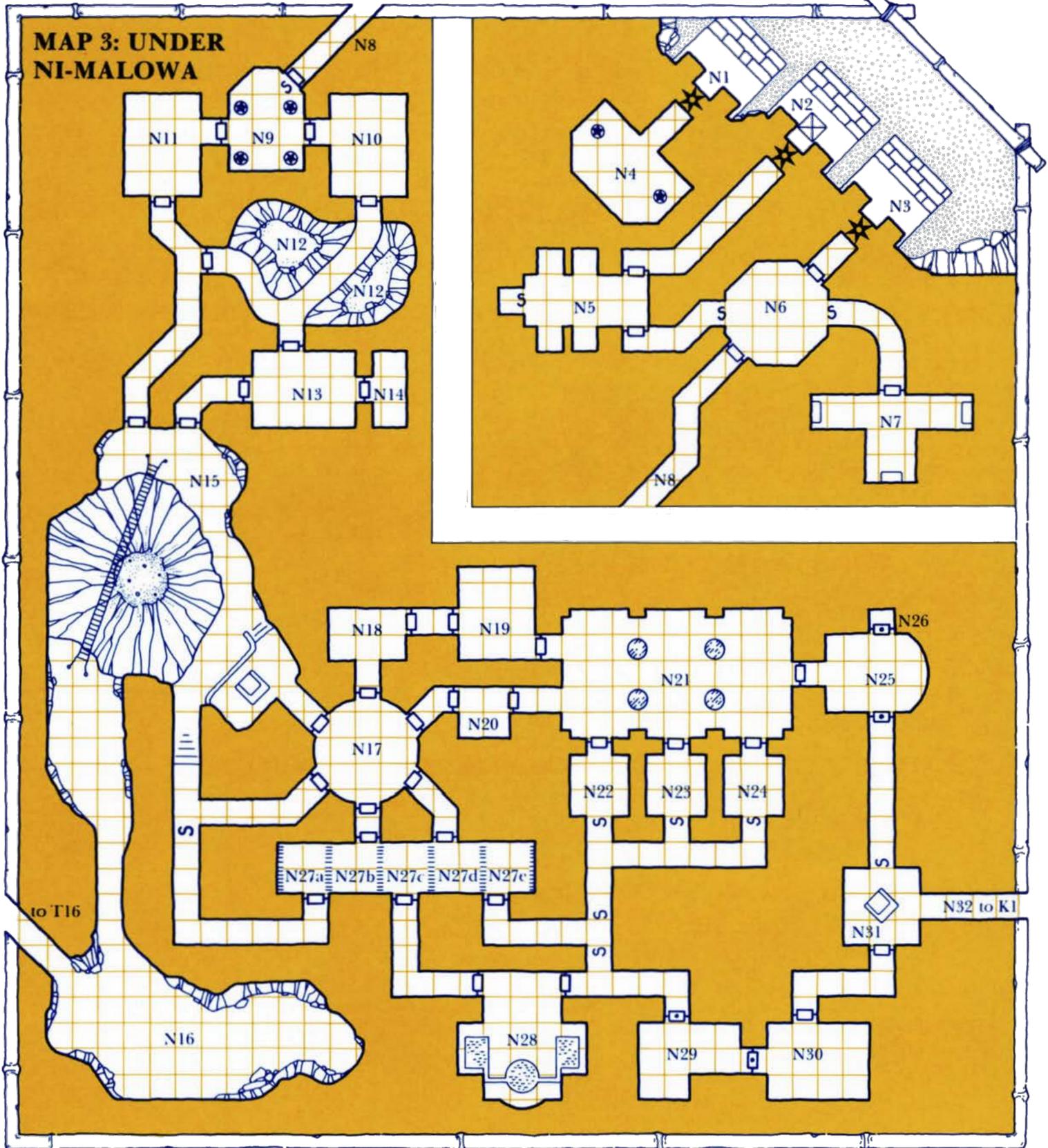
ILLUSTRATION 4



TEKI-NURA-RIA



MAP 3: UNDER NI-MALOWA



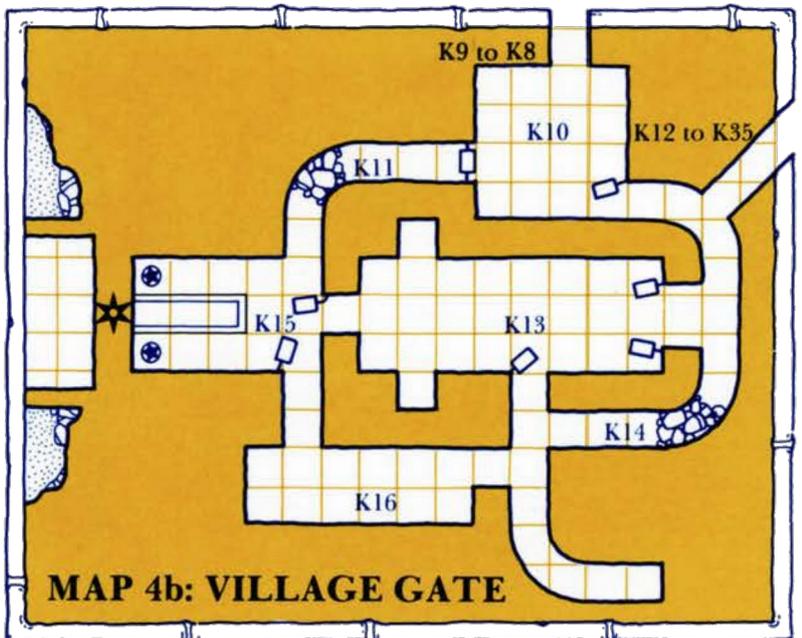
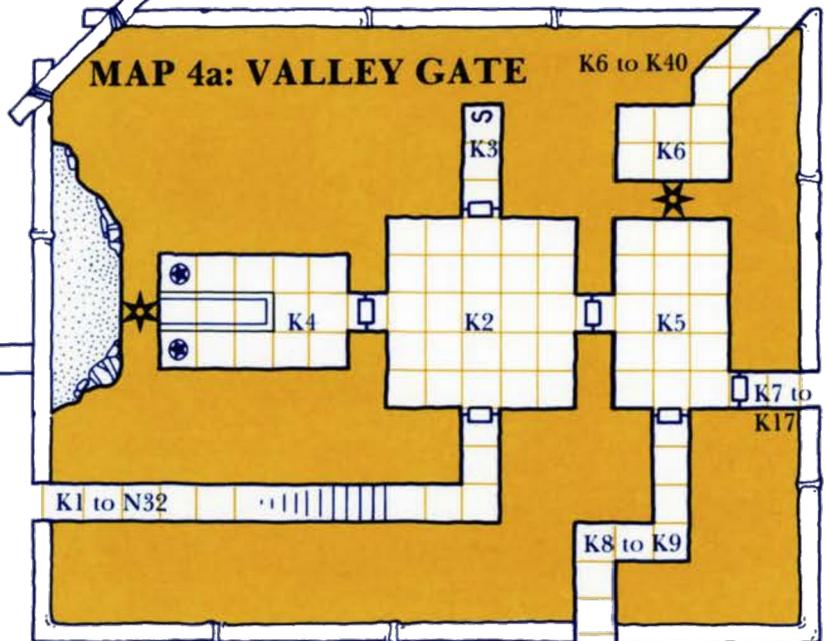
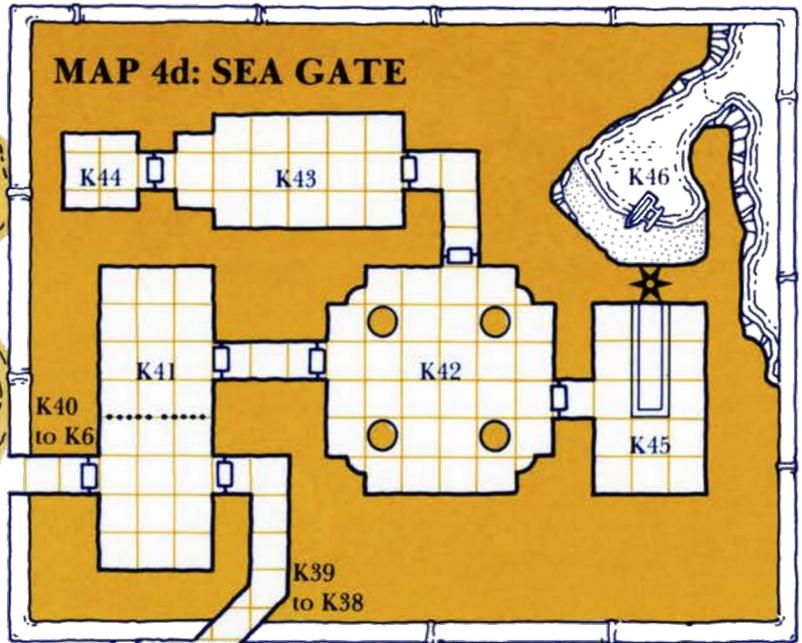
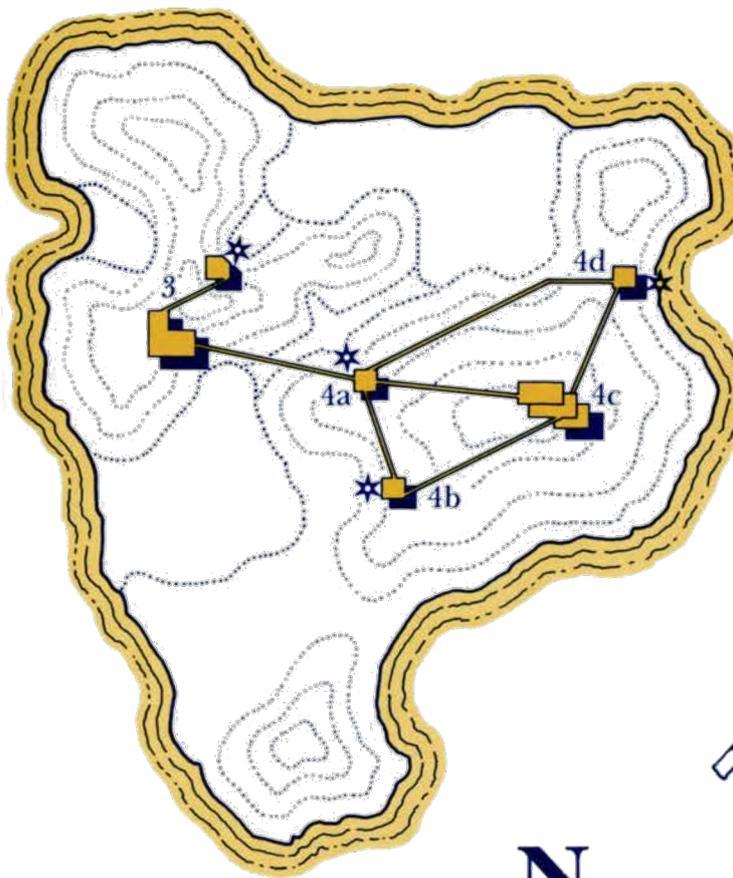
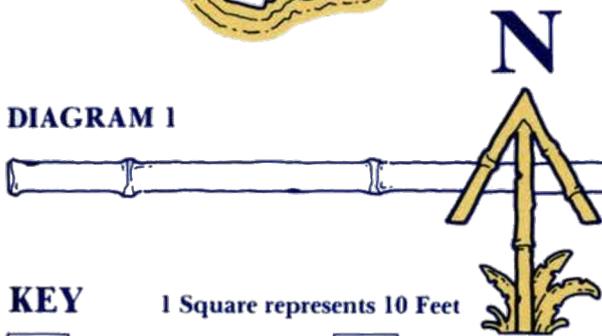


DIAGRAM 1

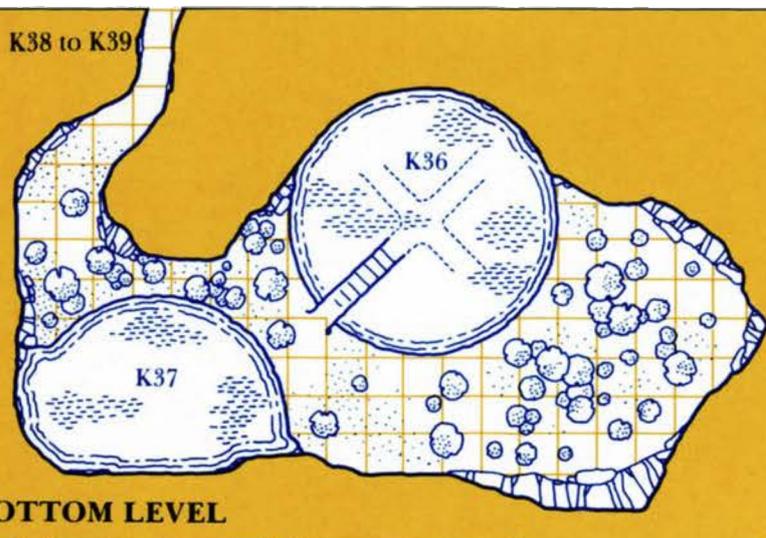
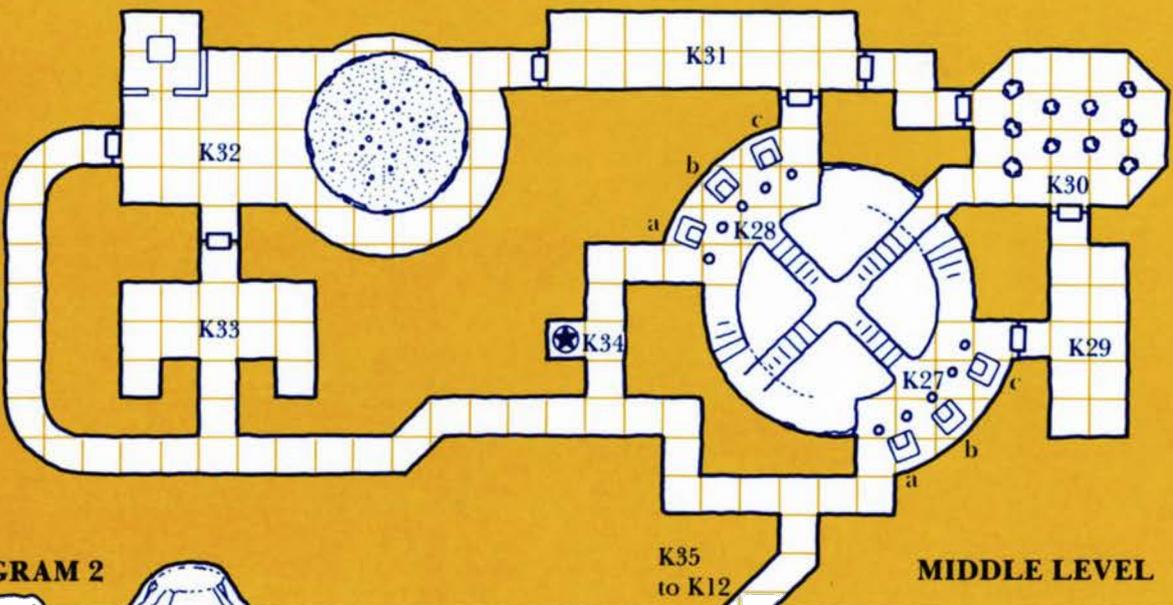
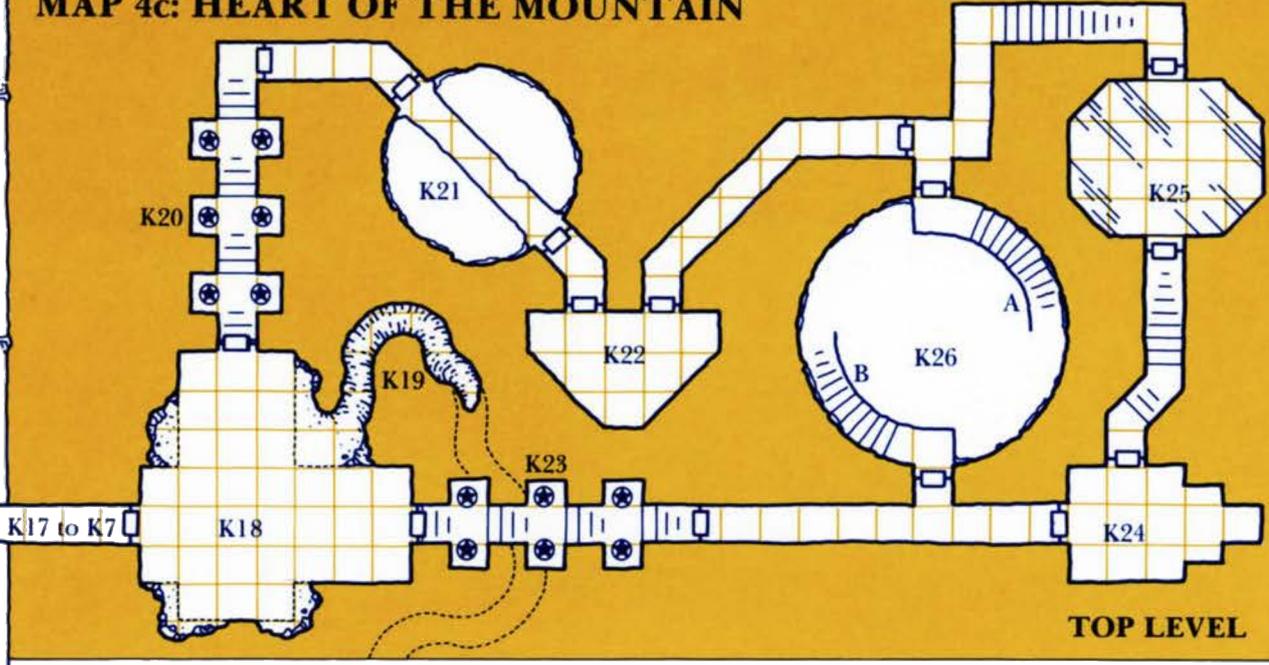


KEY

1 Square represents 10 Feet

	Door		Mirror
	Locked/trapped door		Plinth
	Secret door		Ledge
	One-sided secret door		Pit trap
	Open door		Mosaic
	Barred gate		Glass
	Magical portal		Purple worm tunnel
	Stairs U ← D		Lava
	Throne/seat		Pool
	Statue		Fungi

MAP 4c: HEART OF THE MOUNTAIN





Expert Set Adventure Module

Drums on Fire Mountain

by Graeme Morris and Tom Kirby

In a dark cell, Rollo Bargmann, merchant of Thyatis, turns away in disgust from his evil, green-skinned prisoner; capturing this wretch cost a ship and sixty gallant men. Then his heart hardens once more, and he resumes the interrogation. Here, perhaps, he may find an answer to the question that haunts him.

What new evil is casting its shadow over the storm-swept eastern reaches of the Sea of Dread?

The trading routes are no longer safe. The attacks of the green-skinned "Orcs-of-the-Sea" and the mysterious "Ship-bane" now go unchecked. Once their raids were random, but the influence of some unseen master has made them into an organised menace.

Soon the questioning will be over; Rollo will know enough to track the threat to its lair. Then he will need a band of hardy adventurers brave enough to take on the task.

You, perhaps?

Drums on Fire Mountain is a module for 5 to 8 characters levels 5-8.