

# Revenge of the Little ones

## Round Two



• ALM •

**DM Only!!** Give the players time to study or memorize their character's spells. Approximate game time to do this 30 minutes.

*You all have arrived on Orlin Island, and you have prayed or memorized for spells. According to the puzzle you now know which of the small island in the central lake you have to go to. Without problems you lend a small boat from the local sheriff. He is a simple, but honest mind, and has not the faintest idea what you're looking for. And the dragon, or any thugs he has never seen.*

All the inhabitants of the island are Geased or are friends of the Dragon and are of no help to the characters.

*The lake appears to be more like a deep swamp than a real lake, without the map you would become utterly lost in the 8' high reeds, and would sooner or later fall prey to the dragon or unknown swamp beasts. Strange guttural sounds emanate from around you, but nothing approaches. You reach the rocky island without any encounter (except the constant buzz and sting of mosquitoes). As you leave the boat, and pull it up the beach somewhat, you notice that the island seems to be a strange combination of natural volcanic rock and some ruins. On top you can partially see the wings of Gartax the Dragon. The size of the monster is immense. You suddenly become aware that even with your whole group you would not stand a chance in defeating the dragon here in the open. But... maybe..., you could steal whatever it wants so dearly right from under its nose unnoticed. A confrontation, however, would be absolutely deadly now.*

#### **DM Map**

The characters stand on a small beach (#1 on the map) with some structures cut in to the bedrock.

**Remember each examination takes 1 round to 1 minute (6 rounds) time as determined logically by the DM.**

All rooms are set 1' higher than the corridors or outside ground, except where noted differently.

If you intend to use miniatures, the D&D tiles would become very handy, or simply draw (or let the players draw by their player maps) each room the PC's enter on a piece of paper (each square being in size an inch).

#### **1 Abandoned open place**

*Thorn bushes and some trees and a whole lot of herbs grow so abundantly in this area they cover it completely.*

##### **Examine surroundings;**

North: 1 steel door, rusted, with 1 open window both in a steel frame.

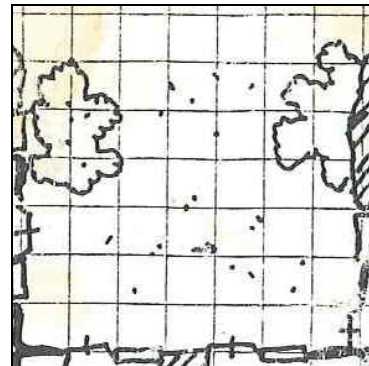
East: 2 steel doors both in a steel frame, and rust tainted, one slightly ajar, with a windows with open shutters.

South: 1 steel door, heavily rusted on the lower part, with a glassed window and a large bush.

**If Examine behind bush** find another rusted steel door with a picked lock.

West: The trees and the swamp whence you came, some shadows pass by in the reed, but do not approach you.

Up: The top of the rocky hill, 60' above you. Sometimes the tail or a wingtip of Gartax can be noticed. It is truly immense!!



**Examine Plants;** Skill check on Herbal Knowledge, Forest survival, or Healing (healing at -1).

If success; Find 3d8 plants capable of stopping blood loss and heal 1d4 Hp if applied on open wounds. Forest man can also tell that these plants do not naturally grow here.

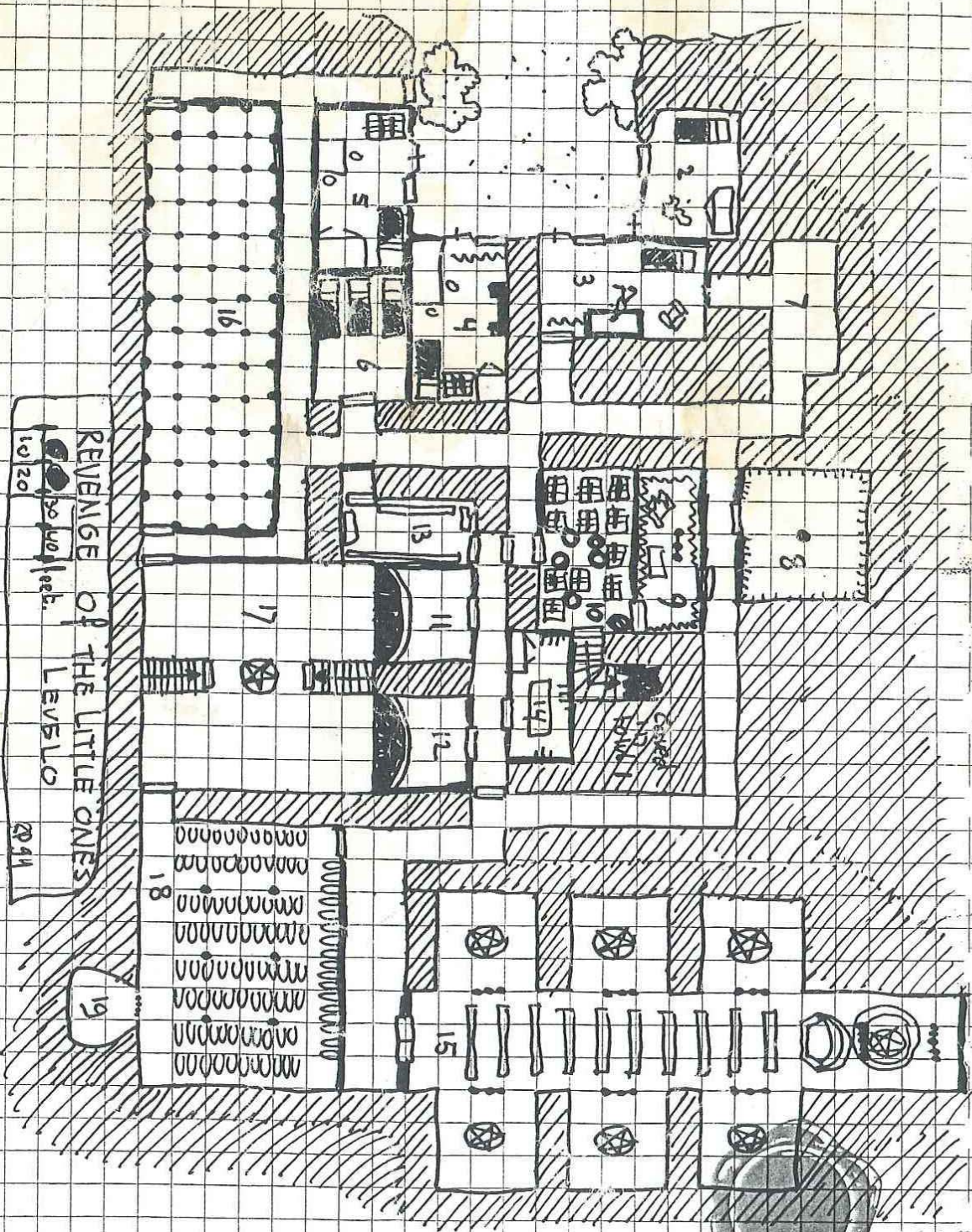
**If pull out plants** to use; Find strange green clumps between the roots

**Examine Ground;** Skill check on Tracking, or Forestman (-1)

If success; Find tracks of Orcs, several small boot/shoe prints (Going South or to the swamp), different small animals tracks, and some of a large cat-like creature.

Find traces of some green powder

Find large 10' x 10' tiles of marble overgrown by nature.



**Examine Clumbs;** Skill check on Alchemy, Mineral knowledge, Metallurgy  
If success; These are heavily corroded Hin copper pieces from centuries ago. And could be a silver piece of value each (there are about 500 pieces over the whole area, but it will take hours and hours to find them all and dig them up.)

**Examine Green powder;** Skillcheck on Alchemy, Mineral knowledge, Metallurgy  
If success; Green powder reveals itself to be copper oxide in large concentrations, but not natural to the minerals around.

**Examine Tiles;** Skill check architecture, or dwarven intelligence check  
If success; Some large cave or room must be underground here, where the marble tiles would cover the ceiling. The real ceiling could be no more than 10' deep, but digging here is out of the question due time and safety and stability.

Give the players the following player Main map and Rooms map(with Legend). At the end of this chapter. All the rooms are given as small interpretations of parts of the DM map for convenience. The DM gives the players the number of the room and describes where to place it on the Players map. He also describes the direction and length of any corridor traversed, as these are NOT given on the Room map nor on the players main map. Use the DM map to find out these details. Take care of the magnetic north on all maps that they are all in the same direction. The DM maps (level 1 and 2) and the smaller maps in the descriptions have North directed right.

## **2 Abandoned Stonehome**

*A Red rusted door with a large 2 foot hole above the door due corrosion.*

Use open door roll (1d6 + ST adjustment/character if greater than 5. No more than 3 characters can work together per door) to force open.

If enter; Sv Wands or tumble backwards by a lot of fleeing bats. They fly away to hide somewhere else.

Roll each round inside a check on 1d20, if higher than Constitution become nauseated by the stench of batguano (-1 to hitroll as long as smelling the stench).

*Inside stand a large wooden chest (overgrown by a coat of fungus and Guano, A bed and the remains of what once could have been a table and some chairs.*

**Examine Batguano;** *It is bat guano from accumulated over a long time.* Due to stirring up the guano, roll an extra check on 1d20-1, if higher than Constitution become nauseated by the stench of batguano (-1 to hitroll as long as smelling the stench).

**Examine Bed;** Rotten, cracked and empty, nothing underneath. Due to stirring up the guano, roll an extra check on 1d20-1, if higher than Constitution become nauseated by the stench of batguano (-1 to hitroll as long as smelling the stench).

**Examine Chest;** Unlocked, it contains nothing more than two rotten leather sacks with a 100cn of solid questionable contents, and a black coated, gunk encrusted medallion.

**Examine Sacks;** Skill check Coinage, Metallurgy, Mineral knowledge

If success; *These are each a giant clumb of 100 rusted together ancient hin copperpieces. Total value 25 sp, when cleaned of rust.*

**Examine Medallion;** Skillcheck Metallurgy, Jewelry.

If success; *This is a silver medallion made with intricate elven design.*

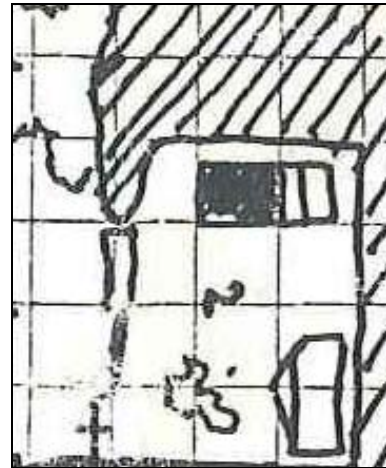
If Detect magic is active; *The item gives of a changing, almost faded aura.*

If Skill check alternate Magics used successfully; *This must be a protection device of some sort.*

If Analyze or Lore cast on the Medallion; *This is a medallion vs Lycanthropes with almost no power left.* Will only protect vs lycanthropes of less than 4 HD.

Examine table remaining; Unreadable remnants of parchment that shred when handled, and three dices made of a fine purple stone.

If Detect Magic is active; Te dices shed a powerful aura of magic, that seems to bind the dices together.



**Examine Dices;** Skill check Mineral Knowledge, Gemcutting, or Jewelry(-2). These dices are made from a very poor Amethyst with a monetary value of 125 gp each.

If Analyze or Lore is cast on the Dices. These Dices will give off spell effects if thrown the same number

Triple 1= Cure Light wounds on thrower

Triple 2= Cure serious wounds on thrower

Triple 3 = Cause light wounds on first person thrower hits or touched within 24 Hours.

Triple 4 = Cause serious wounds on first person thrower hits or touched within 24 hours.

Triple 5 = Sleep spell generated on thrower within 24 hours if thrower is threatened affecting all within 20 yards and less than 4+1 HD will fall asleep (max total 100 HD). Thrower is unaffected.

Triple 6 = Thrower falls asleep for 1d100 Turns (1 turn is 10 minutes=60 rounds).

All will function only once on each thrower and are treated as if cast by a Magic user of level 20.

The Lore spell also reveals that the dices were made by a human mage Ventrillion in the year 1350 Before Crowning (approximately 2000+ years ago).



### 3 Abandoned Stone home

*A Red rusted door with a large 2 foot hole above the door due corrosion.*

Use open door roll (1d6 + ST adjustment/character if greater than 5. No more than 3 characters can work together per door) to force open.

If enter: Sv Wands or tumble backwards by a lot of fleeing bats. They fly away to hide somewhere else.

Roll each round inside a check on 1d20, if higher than Constitution become nauseated by the stench of batguano (-1 to hit roll as long as smelling the stench).

Each Turn a 20% chance will be that a single person in the room will be hit by a single shot from a blowpipe with poison from the North (THAC0 14, no initial damage, but a beelike sting then a Sv vs Poison or take 2d20 poison damage at 2/rounds, if save success half damage round down at 1/round). The hole is nearly invisible and can only be discovered if searching for it.

*Inside stands a wooden bed to the northern wall, an open chest with a Hin corpse half in it, a table and a soft leaning chair all covered in batguano. The wall opposite of the door has a small curtain between the wall and the chest.*

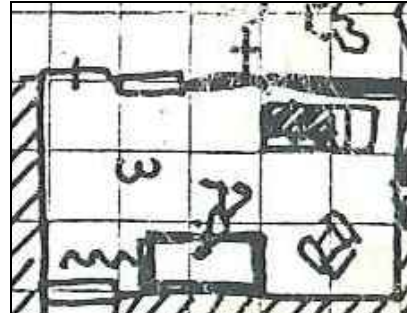
**Examine Batguano;** *It is bat guano from accumulated over a long time.* Due to stirring up the guano, roll an extra check on 1d20-1, if higher than Constitution become nauseated by the stench of batguano (-1 to hitroll as long as smelling the stench).

**Examine Chair or Bed;** *Rotten, cracked and empty, nothing underneath. Someone has searched through it long ago, as the search is covered in guano again.* Due to stirring up the guano, roll an extra check on 1d20-1, if higher than Constitution become nauseated by the stench of batguano (-1 to hitroll as long as smelling the stench).

**Examine Chest;** Unlocked, slightly ajar, inside clean. Can't be moved, as it is bolted to the floor.

If Detect magical is active; *bottom chest is magical, generates a 5<sup>th</sup> level spell;* (will teleport anything in the chest when closed on a forgotten garbage pile in the swamp.).

Examine corpse: Hin, Male, 30 to 40 years old, probably a thief and dead for several months or even more (with the guano, you never know), some holes have fallen into the body and clothing is rotten.



#### Skill check Doctor, Healing

If success the person died by a poisonous dart in the neck, which created a blue-purple spot and swollen arteries all over. The person is dead for over a year, but is partially mummified by the dehydrating effects of the batguano. The dart must have come from the north.

**Examine Northwall;** A small hole can be found, but it is covered from the inside. The hole is too small to move the obstruction on the other side.

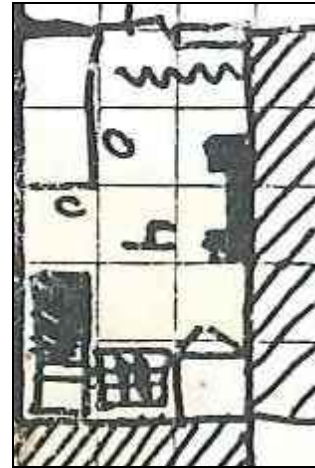
**Examine curtain;** A wooden door, where faint light can be seen underneath  
Open door by Open door roll (on a 1d6-1) or picking the lock.

#### **4 Stone Home**

*Slightly open steel door (2' open) shows entry to a lighted room behind a heavy curtain.*

If Enter; *This place is clearly inhabited, although not as clean as a common house (it has a straw/sand covered floor). A small fireplace and a pair of lit candles light the room. On the table stands a plate with a steaming bird on it (Chicken or pigeon or else). On the fire a cooking pot that bubbles a bit. There is a halfling-sized bed, and an open wardrobe. A large wooden chest can also be seen, just as a copper lidded pot next to the bed.*

**Examine room;** *It is warm and smells after a mixture of soup, chicken, straw, tanned wood, and Hin tobacco. There is no person here. The window shutters are open, but covered by the same curtain as the door. No light sheds out).*



DM Info only; The inhabitant, Sparrow Hollowfoot, a reclusive 91 year old Hin lives here. He went outside a few minutes prior to the landing of the characters to gather some herbs.

Thieves may use hearing skill now;

If success; *Not so very far outside, a low growl is heard, followed by a terrifying humanlike shriek and then silence.*

DM info Only; Sparrow Hollowfoot met his demise, as he was attacked by the cougar to feed her cubs, and was killed nearly instantly. This action will cause the characters to be very carefully, as something is lurking nearby. But when they try to investigate, they find nothing.

**Examine Copper pot;** It contains 3 Lbs urine and other refuse and smells awfully.

**Examine Cooking pot;** It contains a kind of good smelling herbal soup. Skill check cooking; This soup is excellent, but could use some more garlic or onions in it, it is clearly not finished, but will be in about an hour. It is enough to give 2 persons a daily ration of food.

**Examine Fireplace;** In front of the fire is a small pan with warm water, and an almost empty pan with a cold red sauce.

**Examine Food on the table;** It is still very warm and dripping a greasy red sauce, but will become cold within half an hour. A Glass of milk is next to it. It is enough for a single person's ration.

Characters eating the sauce or chicken and originating from above the Five Shires, Karamaikos etc., aren't used to these spices. They must Save vs poison or burn their mouth and need liquid to flush, and lose taste for 1d4 Turns.

**Examine Wardrobe;** It contains halfling-sized clothing for a man of average build with a clearly old fashion habit, with a preference for grey, grey-green or brown colors. There is also a shovel and a broom, a large iron cylinder with a lid standing in the corner. It is a double-sided cylinder with cold water in the outer part and 15 liters cold milk in the inner part.

**Examine clothing;** 3 leather pants, 2 cloth pants, 3 shirts, 5 woolen vests, 1 leather raincoat, an outdoorsman jacket with inside a folding knife, Five Shire coins (2 Yellow (gp), 1 Star (sp), and 13 sunsets (cp) from the Shires minted 10-20 years ago), some seeds, a walnut, 1 tooth of a halfling, and an iron key (to room 5).

**Examine Chest;** It contains a pair of worn-out slippers, 2 storybooks written in Hin, (Titles; The Daring Lion-romantic novel, and Mistress of the Wind- a pseudo real diary of a voyage to the far south) and a sea log of a vessel named; The Water Fox, written in Ostlandish(known if read partially only), speaking about the voyages of the vessel from 12-921 AC to 15-12-1005 AC. Further there are 3 bronze dishes (4 in total-on the table is the other)some cups and average tools, 5 carvings of wood depicting animals (cow, shark, bird, cougar, red dragon), a backpack filled with 50' rope, a set of thieves tools, 1 iron mirror (scratched an nearly useless), and a Holy Symbol of the Hin Immortal Raven.

### **5 Abandoned stone Home**

Lycanthropes are feared and refuse to enter !!!

A Strange strong smell comes from beyond the door.

The Steel door is locked (use key from room 4 clothing).

The door can't be forced open, but a thief can pick the lock with a 25% penalty. Each try takes 5 minutes.

If enter; *Some basic furniture can be seen, an empty wooden bed, , and a ceiling covered by bushes of herbs hanging down*

**Examine Herbs;**They are Dried and different species.

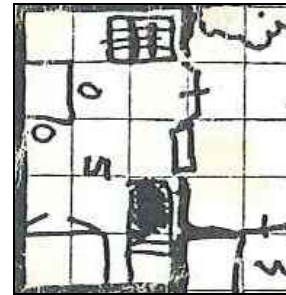
Skill check herbal knowledge, Forest survival (-3), Healing(-2), or Apothecary profession

If success; *20 bushes of wolfsbane (scares Lycanthropes), 13 bushes of coagulant herbs (see area 1), Poison Ivy, 45 single bushes of different vegetable or medicinal herbs against, flue, pimples, foot fungus, and other minor illnesses.*

**Examine table;** under the table are 12 sacks of 5 Lbs. salt

Skill check; Herbal knowledge, Apothecary profession;

If success; *Salt is used to dehydrate the room to enable rapid drying of plants.*



*The door West of this room, hidden by a bush (see area1) has a picked lock, but opens and closes slowly, as the rust keeps it in place. It gives access to an 80' long corridor, whith a side passage after 30'. The corridor is 10' wide and 8' high, and either cut into the bedrock or walls made up of bricks from the same material. This is the same as all walls in this dungeon. It is also unlit.*



## Inside the underground complex

### Wandering Monsters:

Inside the underground complex there is one group of Thugs guarding the area. They are rarely silent, as they expect no one to barge in, and so their names can easily be heard in their endless conversations; Arthur, Lomax, Astra, and Bjorn. Nobody may pass beyond them (whichever direction without uttering the daily password (which is today; Spider).

There is a 1 on 1d6 chance each round they will come around the corner.

Alarmed: This chance is increased to 1-2 on 1d6 each round, when the water from the pillar room (16) is released or when an attack is noted (keeping doors open during combat, or after thus revealing corpses, but then they have split in two groups of two each 1 round apart walking from the other. (thus it is possible to be attacked from two sides).

Their morale drops 2 points if they discover that their leader in room 9 is killed.

If any door is open (this is normally NOT so) they enter and request the password to those within.

All Thugs; AC4, AV2, MV 120'/40', Surprise 1-2 on 1d6, AT by weapon, DM By weapon Short Sword 1d6, or backstabbing 1d6x2), + poison (Sv Poison or lose 1d8 hp at 1 hp/round after 1 round, if saved poison damage halved rounded down, only same rate), Special attack if surprised only; Kill in 1 blow (50% -5%/HD victim greater than HD Thug chance to kill a character in one stroke), Save as Thief level HD, Morale 8(6 if leader is dead), TT each 1d10 Sp, 1d20 Gp, Arthur HD 2, Hp 19, THAC0 16, ST 11, IN12, WI 8, DX14, CO 10, CH 9, Thief abilities Level 2, AL CN, XP 175

Lomax HD 4, Hp 22, THAC0 12, ST 17=Dm+2, IN10, WI 6, DX12, CO 14, CH 12, Thief abilities Level 4, AL CN, XP 575

Astra HD 3, Hp 16, THAC0 15, ST 9, IN11, WI 13, DX17, CO 9, CH 17, Thief abilities Level 3, AL CN, XP 275

Bjorn HD 2, Hp 9, THAC0 16, ST 13=Dm+1, IN8, WI 8, DX9, CO 18, CH 9, Thief abilities Level 2, AL CN, XP 175. Bjorn smokes tobacco and thus can be smelled prior to attacks, but does NOT do so if alarmed.

### 6 Abandoned group bedroom

*Three bunkbeds (for a total of 6 sleepers) are here opposite of the small door (only 3' wide and 5' high). The room is empty except for a decennia thick layer of dust.*



### 7 Watchroom

As you come closer to this room, you smell a sweet, utterly sweet scent, or better said smoky sweet stench.

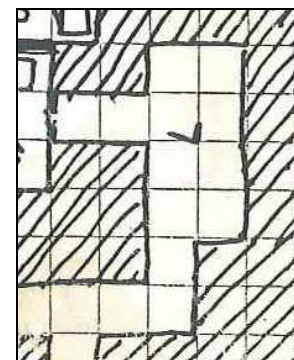
If a character originates from Alphatia, Quadhar, Bellisaria, Norwold or other Alphatian lands make an Intelligence check on 1d20.

If a character originates from Thyatis city make an intelligence check at 1d20-2.

If a character succeeds this check or is a current or former Zzonga user, the smell is recognized as from smoked and boiled Zzonga.

*As you enter the half-darkened room, you see six unshaven, apparently drunk or sleeping humans. One of them is smoking a strange copper pipe in the back of the room. There is also another corridor to the left.*

6 Zzonga using Thugs HD 1 Hp 3,4,4,1,3,6 AC8 , MV 90'/30' AT by weapon short sword (DM 1d6, SV Thief 1, Morale 4, TT nil, AL N, IN 6 (originally 10), XP 5, THAC0 20. There is also a single blowpipe with 5 darts(THAC0 17, no initial damage, but a beelike sting then a Save vs Poison or take 2d20 poison damage at 2/rounds, if save success half damage round down at 1/round). If morale breaks, they just fall down, not being interested anymore, whatever happens.





**Examine humans** *They are very dirty copper-skinned (Alphatian) men, on the brink of food/water deprivation, between 16 and 30 years of age and apparently under the influence of some drug or alcohol. They are so self absorbed that they aren't worth the time or action to fight them.*

**Examine Floor;** *One copper pipe with a dirty sweet smelling steaming purple something within. The stench is so repulsive, not even a mellow Hin or Fairy would like too use this smoking broth. Only stupid Alphatians would.*

The Zzonga-bush is a plant which grows to be about 4ft in diameter. It has short, spiky green leaves, white, yellow hearted flowers, and a large fruit which looks like a pale pink strawberry. The fruit gives off a strong, distinctive, sweet odor. A Zzonga-bush has 8 hp, and is vulnerable to fire (+50% damage). This plant originally grows in the Dimension of Alphatia (Old Alphatia) and was bred for use with the air magicians. Were it not for this drug, the air mages would have severely crushed the flames (fire) wizards, instead of driving them away or into surrender.



It is rumored now that the plant is brought to

Mystara by addicts and Flaemish (Glantrian) mages, and took much more effect than it had in the ancient wars. Otherwise the small Glantrian Principalities wouldn't stand a chance at battling the mighty Alphatian Army in 1004-1009 AC, even with Thyatian help. Since the war is past, and main Alphatia is sunk beneath the waves, the drug further takes on its destructive effects on (mostly Alphatian) persons elsewhere. Zzonga fruits have a potent and detrimental effect; one dose of Zzonga fruit (a dose constitutes the equivalent of one fruit or the equivalent amount in jellies or preserves; one glass wine; or one shot of Zzonga whiskey) will drug the consumer if he doesn't make a saving throw vs. poison at -6 (add a -1 for each extra dose consumed). The effects last 1d4 days.

During that time, the drugged party is pleasant and happy, but utterly and completely unambitious; he or she has no interest in furthering his or her career, earning a living or protecting the empire or other honorable goals. He can rouse himself or herself to protect his or her family or friends with a wisdom check, but when that also fails, the person will remain where he is and with a strangely pleasant uninterested look see how they are attacked. This wisdom check may be done each round. While under the influence of Zzonga, a spell caster casts magic with difficulty. To cast any spell successfully, he must make an intelligence check at -6. Clerics must make a wisdom check at -4.

A second dose consumed in the affected time will increase this period within full 4 days, instead of the unreliable 1d4 days. More doses in the same day have no further effect—except that the drugged party likes them a lot. One dose on each subsequent day will extend the duration of the drugged condition by one day. Subsequent doses on days when Zzonga has already been consumed have no further effect—except, again, to please the partaker.

In the Alphatian Empire there are many Zzonga addicts. They waste all their money on acquiring the stuff; under its effects they cannot work. Even mighty magic-users among them cannot defend themselves with their magic.

The drug effect is similar to being fascinated. The object of the fascination may change, and may even be the victim's own thoughts. While drugged, the creature blissfully stands or sits quietly, taking no actions other than to pay attention whatever is fascinating it at the moment. It takes a -4 penalty on skill checks made as reactions.

Also keep in mind that a person using Zzonga beverages can become Drunk and drugged at the same time. The character can thus become stuck in any one but single emotion and related behavior. When he becomes aggressive he will act as if becoming berserk (+2 to hit, damage, bewildered look on face, etc) until he becomes exhausted (make exhaustion fatigue checks at altered ability statistics as according Drunkenness) and falls into a comatose sleep (as with drunkenness). However, when he will become awake, he will have all hangover effects, but will not notice them as he is still under the influence of the Zzonga drug.

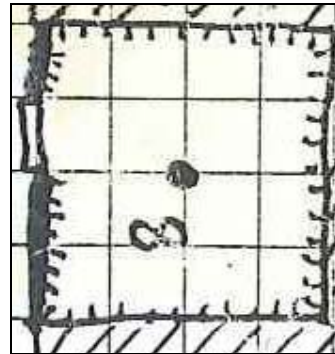
Troll and Gnoll are immune due their regeneration abilities, as those wearing a ring of regeneration (they also dislike the stench of the fruits).

It is impossible to disguise the odor of the Zzonga fruit; one can't introduce it into someone's food without that person's knowledge, for instance' the fruits can be eaten raw, made into preserves and jellies, or fermented and distilled into wines and liquors. In any form they are delicious, but absolutely discernable as what they are..

**Examine corridor;** It is dead end, with a strange red metal disk nailed to the wall. If moved, it reveals a peakhole into room 3.

### **8 Dressing room**

*This large room with a 60' ceiling and a central pillar iis filled with a lot of humans (copperskinned males between 15 and 30) laying here and there on brown cloaks, which they apparently use as blankets and mattresses. They all snore and sleep deeply.. There are 15 short bows, 30 short swords, and 40 daggers hanging on hooks on the walls and pillar. The room is white tiled, and was apparently a dressing room of some kind. The cloaks the thugs use, are Halfling-sized clerical robes.*



**Examine Thugs;** These are 22 thugs, which will awake on 1-3 on 1d6 (check every round made any noise, 1d6 will awake first, the rest later) Move silent or a silence spell will prevent this. Then there is only a 35% chance each round one will awake naturally.

Pickpocket +20% while plundering or doing anything else to the Thug or he will awake. If success each thug has 3d6 stars (sp) and 2d6 Yellows(gp)

If a thug awakes; roll 1d6. 1-2 on the roll reveal the thug is surprised and can't act the same round. He can be knocked out in a single fist/blackjack or weapon handle blow if the hitroll is successful. Otherwise all other thugs will awake the following round and reach for weapons, to attack the next round.

22 Thugs (AC4 ( if asleep), HD 5\*\* MV120'/40' AT by weapon, DM by weapon (Sh. Sword 1d6, Sh Bow 1d6, Dagger 1d4) or x2 if backstabbing, SV as Thief 5, Morale 7, TT 3d6 Stars, 2d6 yellow, ST 10, IN 12, WI 8, DX17, CO9, CH 8, AL N, XP 425, (16 if asleep) THAC0 15.

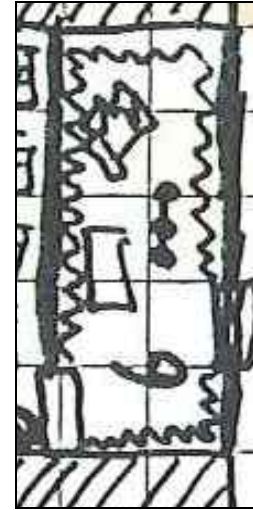
Special surprise attack form of thugs do not apply as they can't surprise in the current conditions.

## **9 Priest Dressing Room**

If you enter this room from the North by pushing the door open, you must roll a saving throw vs Wands or take 2d12 points of damage from a double bladed scissor blade trap from the walls. The trap can be found is searched for near the door by a successful Find Traps roll. If unsuccessful, the trap is not found. The trap can be simply negated by pulling the door open (any successful Remove trap skill will reveal this).

If you try to enter this room from the south, the nice hand-worked door is protected by a wizard lock of 16<sup>th</sup> level blocks you (thus can only be bypassed if you are 16<sup>th</sup> level+, Knock spell or command word "Mine", or by a Dispel magic (-5% chance per level lower than 16) on the lock or by a Thieves Open Lock roll at 50% normal chance in 10 minutes time.

*This very dark room is covered all around by heavy brown curtains and high woolen brown carpet stained by dirt and grease. You see immediately that this room was once meant to be used by someone important, a leader or a high priest of some kind. You see a leaning chair of brown leather, a table and 4 large copper candleholders with white candles that barely light the room.*



If you have entered silently, and carefully moved through the curtains, you surprise a large muscular human and two pretty looking females in an act of passion. They immediately attack barehanded if they notice you.

If you haven't been silent enough (triggering the trap for example), these characters are hiding behind the western curtain and the man behind the northern curtain next to the door and try to surprise the PC's.

Give the PC's one round chance to locate feet from underneath the curtains and rough shapes behind them (a Find Trap would suffice, or a Intelligence check at -3), then they attack, preferably in the back.

**Thug leader Boris** AC2 (6 if surprised, barely clothed) AV 2 HD12\*\*\*\*\*, Hp96, MV 120'/40' AT by weapon or by fist(1+2), DM 1d8+2 (x3 if backstabbing + Save vs poison or take 2d4 extra damage at 2/r(first hit only), Save for half round down). THAC0 9-2st(-4extra if backstabbing)

Surprise attack 1-2 on 1d6, if success 50%-5%/HD or level victim greater than Thug chance to kill victim in a single blow. If fail = normal hit.

Save as Thief 12, Morale 9, ST 16, IN 16, WI 8, DX 16, CO 11, CH 14, TT 1d8 stars, Leather armor human-sized +2 (AV2), AL NE, XP 6500.

**2 Thug female bodyguards; Letya and Lukya** AC4, (6 if surprised, barely clothed) AV2 HD6\*\*\* HP 42, 43, MV 120'/40' AT by weapon or fist 1+1), DM 1d6 (x2 if backstabbing) + Save vs poison or take 2d4 extra damage at 2/r(first hit only), Save for half round down). THAC0 13 (-4 if backstabbing).

Surprise attack 1-2 on 1d6, if success 50%-5%/HD or level victim greater than Thug chance to kill victim in a single blow. If fail = normal hit.

Save as Thief 6, Morale 9 (7 if leader dead). ST 12, IN 12, WI 8, DX 13, CO 9, CH 16, TT 1d6 stars each, Each Leather armor human-sized (AV2), AL NE, XP 950

*Behind the chair is a wooden locker* protected by a wizard lock of 16<sup>th</sup> level blocks you (thus can only be bypassed if you are 16<sup>th</sup> level+, Knock spell or command word "Mine", or by a Dispel magic (-5% chance per level lower than 16) on the lock or by a Thieves Open Lock roll at 50% normal chance in 10 minutes time.

Inside are 40 sacks of 100 Daro (Darokinian Gold Pieces) each and 18 assorted jewelry Skill check Jewelry or Appraisal if success; total value estimates 75.000 gp

*They are all priest emblems, idols and the like, all related to two Immortals; Mother Earth and Night. The last one is an Entropic Immortal almost unheard of, at least as far as the Hin know.*

## 10 Former Adept rooms

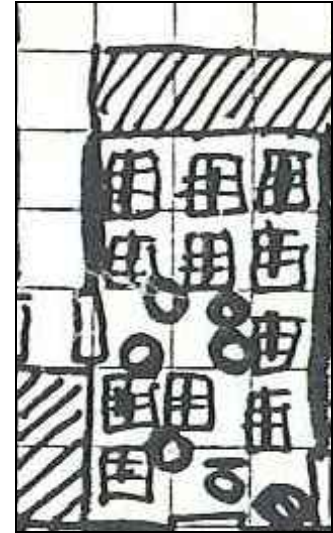
*This room lost its former function as a sleeping room for at least 5 adepts. It is now used as a storage room for the stolen goods of the Thugs and pirates. On one side of the room you see 8 large crates standing, 1' away from the wall. On the other side you see 3 crates. In the passageway between the crates stand several barrels, 1 barrel is behind the 3 crates, and next to a highly decorated door stand 2 barrels stacked upon each other.*

*The crates are 3' x3' x3' and made of simple wood. The barrels are oaken. If open crates (makes a lot of noise) you will find the following. An empty crate weighs 200cn. An empty barrel weighs 100 cn. A small label also reveals the contents of these containers. The room is further dry, empty and even dust free.*

If detect Magic is active: The handworked door to the North next to the stacked barrels is radiating magic.

(For Alcohol rules see my compilation Blog Breath of Mystara;

<http://breathofmystara.blogspot.nl/2013/04/how-does-alcohol-affect-body-remember.html>)



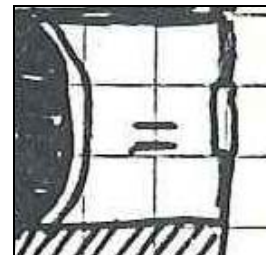
Crate Contents	Item weight	Item Value	Total weight	Total Value
60 rare books	50cn each	70gp each	3200cn	4200 gp
3 Large sacks	1000cn each	1000sp	3200cn	3000sp
3 Large sacks	1000cn each	1000gp	3200cn	3000gp
32 bottles rare wine (2 quart each) 3 AP/glass	35cn each	500 gp each	1320 cn	16000gp
16 rolls of Silk 275yrd long 1 yrd wide	275 cn each	2200gp each	4600 cn	35200 gp
200 sticks of Rare incense	1cn/stick	21 gp each	400 cn	4200gp
20 silver ingots	200cn each	200sp each	4200cn	4000 sp
100 seal pelts	60 cn each	2 gp each	6200 cn	200gp
150 ermine pelts	30 cn each	3 gp each	4500cn	450gp
40 dehydrated elven month rations (edible 1 year)	100cn each	50gp each	4200cn	2000gp
Barrel Contents (1 gallon)	AP/Glass		Total weight	Total Value
Castorbean oil	0		410cn	800gp
Heldannic Rum	6		340cn	260gp
Thyatian Imperial Brandy	4		340cn	170gp
Karameikan Vodka	5		340cn	210gp
Alphatian Zongajuce	2		340cn	17.000gp
Pearl Island Sake	5		340cn	310gp
Ostlander Aquavit	5		340cn	205gp
<i>1gallon = 4 quart = 8 pints, 1 quart = 2 pints, 1 pint = 4 gills or 16 oz. , 1 glass = + / - 1 gill or 4 oz</i>				

## 11 Hot Bath

*This Red/white tiled room is partially filled with a roundish bath made of copper, 3' deep at the back but only 1' deep at the curved side. The bath is set 2' deep into the ground, thus sticks above the ground 1'. The water is 20 degrees Celsius, but as soon as someone enters the water, the temperature will rise with 1 degree each minute, until it reaches 45 degrees.*

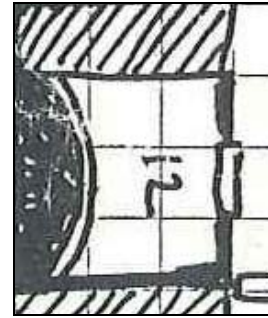
If Detect magic is active; the copper of the bath gives of a reddish glow. It heats the water magically without harming any bathers. The slow rise of temperature is used in the real world in Spa's. it is painful entering a hot pool without slow temperature rise. A protection from heat will prevent this.

If infravision is used; the pool is almost as warm as a living person and becomes more red when someone enters the bath, until the person becomes invisible to infravision in the warmth.



## 12 Cold Bath

*This Blue/white tiled room is partially filled with a roundish bath made of copper, 3' deep at the back but only 1' deep at the curved side. The bath is set 2' deep into the ground, thus sticks above the ground 1'. The water is 15 degrees Celsius, but as soon as someone enters the water, the temperature will drop with 1 degree each minute, until it reaches 0 degrees.*



If Detect magic is active; the copper of the bath gives of a icy white/bleuish glow. It cools the water magically without harming any bathers. The slow decline of temperature is used in the real world in Spa's. it is painful staying in a cold pool. This will cause Hypothermia, (All Statistics drop by 1 each minute (6rounds) under 5 degrees until death). A warm bath will repair these damages. A protection from cold will prevent this.

If infravision is used; the pool is light blue as normal but becomes more darker when someone enters the bath, until the person almost becomes invisible to infravision in the cold water.

*There seems to be a key at the bottom of the water at the back of the bath. You must enter the bath to grab the key. The Key is clamped on the bottom.*

The Key will open the lock of the door to the HΘ|Δ (it is written on the Key).

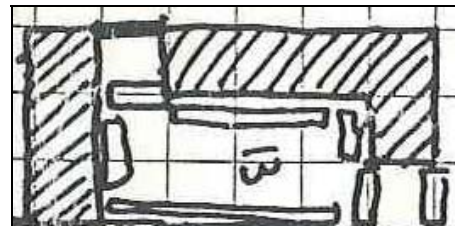
**Find traps (or Spell Detect Traps)** will give halve success . if used from the outside of the to look into the water.

If success; You will see an intricate web of lines just over the key. There seems to be no way of removing this trap without entering the bath and hence activating its mechanism. Thrown or poked objects will not activate the trap. It is magical and will only function upon living beings.

When entering the bath, the normal cooling process is triggered, when approaching the key up to 1 feet or less, the trap will be triggered, no save. And the temperature will drop with an increased rate of 10 degrees each round, until the whole pool is frozen (-55 degrees Celsius), and thus incapacitating the unlucky victim in ice. The victim must Save vs spells at -1 each round below 0 cumulative due to the extreme cold or lose consciousness. If unconscious , Save vs Spells again to stay alive as in a cryogenic chamber (as long as the victim stays within the ice, it will stay alive, indefinitely). If failed Hypothermia will slowly kill the victim. When retrieved by others from the ice (probably, by hacking him out in an icecube) and put into warm water, the ice and body will warm 1 degree each round, until normal temperatures have resumed, the victim will be alive, healthy and completely healed, all diseases, expect lycanthropy or curse-based diseases, all wounds will be healed also, even broken bones, but not lost limbs. In the time the frozen victim thaws , the cold pool also refills, and setting the trap again. The trap will stop functioning when the key is removed from the clamps. The clamps can be opened by opening the padlock on it. Anyone trying to do this must go under water, while holding his breath (1/3<sup>rd</sup> constitution of the victim in rounds possible due the cold, before trying to gasp for air. Any open lock skills are halved due to the cold. A knock spell cannot be cast while underwater. Breaking the lock will not work, as the clamps are of steel, and to small to give enough grip.

## 13 Dressing Room (with closet)

*This room has several low long benches all around the room with small hooks spaced ½'; on a horizontal line 1' above them. The room is yellow/white tiled and the benches are red as the doors and hooks. The closet only contains white, red and blue towels, stacked together of each 3 towels. There is place for at least 2-stacks more, and on each stack lies a small piece of soap.*



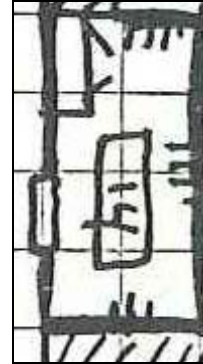
If Detect Magic is active. This room gives of a warm yellowish glow.

If Infravision is used; these towels give of a low reddish glow as if they are warm. If touched they are indeed pleasantly warm to the touch. The closet is magical and will clean, dry and stack any warm fabric put in , in a period of 10 hours. It also magically generates a small piece of soap (unscented), which is laid on top of the stack.

#### **14 Massage Parlor**

*This small room contains nothing more than a low 7' long 3 stone table and several hooks on the walls. The room is green/white tiled. On one of the hooks hangs a bundle of straw (Int check to know straw is used to revive the skin during a massage by hitting the skin with it). On the ground under the table stand 8 large jars with 250 cn of different massage oils or creams. There are also 20 neatly stacked green towels in two sizes (one as large as the table, the other about half that size). A small copper shield is put on the inside of the door with some writings on it.*

If able to read Lalor (also called Hin language) , or using Read/Write Language magic, spell or ability; A CLEAN SØUL STARTS WITH A CLEAN BØDY.

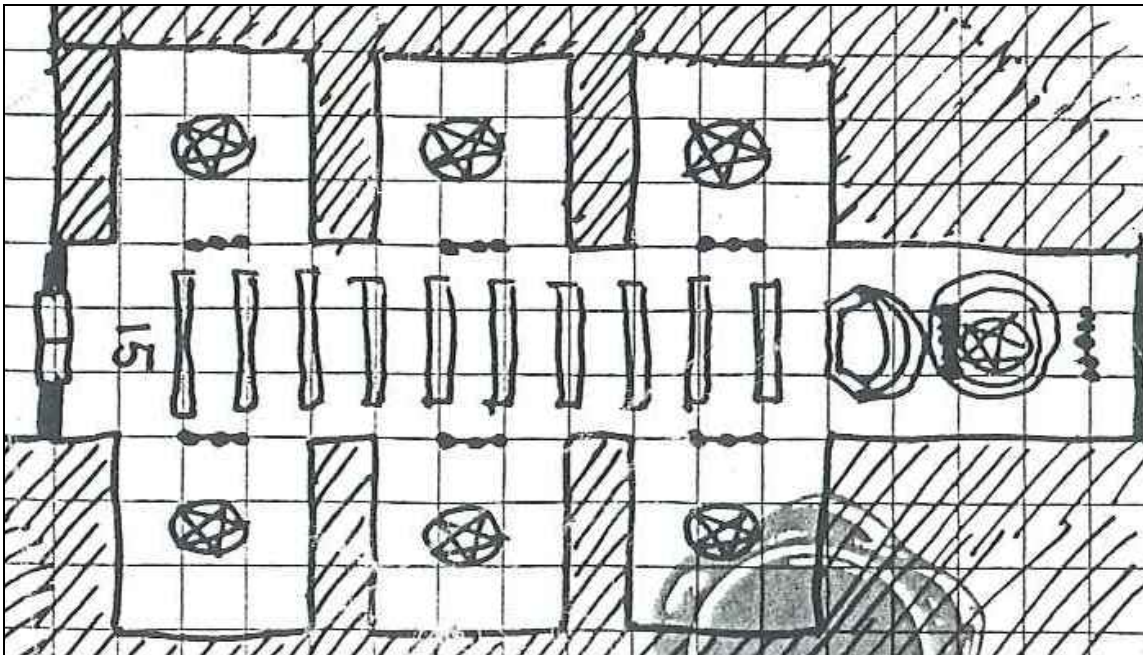


#### **15 Temple**

*The floor tiles in the 30' high hall are grey/brown in color and lead to a 20' high double door. The Redwood is closed but does not seem to have any lock.*

*Any being that follows the Immortals Mother Earth or Night can open this door without any problem. Followers of other immortals must be at least 20<sup>th</sup> level to open this door on an open door roll. This is why the Thugs never entered this place. The doors and walls are impervious to any damage.*

If Open doors;



*This is NOT what you expected to find inside this underground complex. This place seems to be some huge kind of temple.*

*The ground and walls seem to be made of marble, mostly white with rose veins. The large room is 170' deep and only 30' wide, but the domed ceilings are 40' high.*

*To either side are three alcoves, 30' wide and deep, but even these have 20' high domed ceilings. In every Alcove stands a statue made of White/grey or blue veined marble, which are lighted by 10' high golden chandeliers in front of it, on top of these are three one foot high, three inch thick candles on them, that magically spring to light when you enter the area. ( the chandeliers are magical, the candles not)*

*At the end of the room stands another statue, this one seems to be made of some darker material and stands on a pedestal of 6' high. The whole statue almost reaches the ceiling.*

*Ten 1' high, 11' long benches are lined up in the middle of this large room., all facing to the strange wooden highly decorated pedestal of 6' high standing in front of the large statue. And each bench has books spaced evenly on top.*

*The large statue is lit by 2 chandeliers of 10' high with each 7 candles on them in the colors, Red, Orange, Yellow, Green, Bleu, Violet, And Black. These chandeliers are made of Platinum. The whole room smells of roses, while your footsteps echo away .*

*The ceilings are domed and depict different scenes, not only the basic elements can be seen, but also the seasons, the major races (Human, Elf, Hin, Dwarf, Faerie, Giant). The pictures of the side domes depict different major histories of the immortal depicted in the statue of the alcove.*

*The domed ceiling at the back of the temple depicts the creation of the Halflings by the Immortals Night (Nyx)t and Mother Earth(Terra).*

**If Detect Magic active:** The Whole room spreads a gentle but very powerful magical aura. People of Evil alignment are instantly blighted, and nauseated, they also feel the temple as being frigidly cold, and uninviting. The room has a very high Piety if a Cleric uses Treusight. But to all of non Evil alignment (or intentions) the room feels warm and Friendly.

**If Examine Statues; Left (from entry to back)**

**1<sup>st</sup>** *This statue stands on a 3' high pedestal and is in total 18' high. It depicts a small woman with pale skin, beautiful and exotic features, long black hair and black eyes. The female is dressed in a long black robe. The colors are painted on the marble. The character has two golden items in her hands; an apple and a knife. At the foot of the Pedestal is some writing.*

If read Lalor (Hin); USE THE FRUITS OF LIFE, BUT DO NOT RUIN THEM. A small symbol that looks like a solar eclipse ends the message.

**2<sup>nd</sup>** *This statue stands on a 2' high pedestal and is in total 17' high. It depicts a wizened, bearded, scholarly old man, apparently a mage of some kind. This individual is dressed in a large dark-grey cloak, with a small leather belt around its waist. The colors are painted on the marble. The character has two golden items in its hands; a large book and a Quill. At the foot of the pedestal is some writing;*

If read Lalor (Hin); KNOWLEDGE IS THE ONLY TREASURE THAT REALLY ENRICHES YOU. A small symbol that looks like a solar eclipse ends the message.

**3<sup>rd</sup>** *This statue stands on a 4' pedestal and is in total only 12' high. It depicts a skeletal-like creature, that looks like how a lich could be similar to. Tattered remains of clothing are draped around the body. Yet though undead (or dead) it does not shed an evil grimace or attitude. The colors are painted on the marble. This creature has two golden items in its bony fingers; a torch with a black flame and a large coin.*

If read Lalor (Hin); DON'T FEAR THE DARKNESS FOR IT HAS ITS OWN TREASURES.

A small symbol that looks like a solar eclipse ends the message.



**Right (from entry to back)**

**1<sup>st</sup>** *This statue stands on a 3' high pedestal and is in total 18' high. It depicts a young dark-skinned woman that is strongly build and very beautiful. This female is dressed in a wide flowing robe apparently made of expensive fabrics like silk and lace. The waist is heavily corseted and the heavy bustline gives an astonishing figure. The rich rosy red hair is put up and is decorated with small orchids. The colors are painted on the marble. The character has two golden items in its long-nailed slender hands; A mirror and a comb. At the foot of the pedestal is some writing.*

If read Lalor (Hin); BEAUTY HAS TO BE CHERISHED OR IT WILL FADE AWAY.

A small symbol that looks like a rose in a circle of small white stone ends the message.

2<sup>nd</sup> *This statue stands on a 4' pedestal and is in total 17' high. It depicts a dark-skinned adult woman that is strongly built and beautiful. This female is dressed in a wide loose skirt, made of simple fabrics, this probably due her state of pregnancy she is in. her long rich earthy-brown hair hangs in a loose tail. The colors are painted on the marble. The figure has a motherly expression on her face. The character has two golden items in her hands; a teat, and a child's rattler. At the foot of the pedestal is some writing.*

If read Lalor(Hin); CHILDREN HAVE THE FREE FANTASY TO HOLD, CHANGE OR EVOLVE THE MEMORIES OF THE PAST.

A small symbol that looks like maize (corn) in a ring of white stones ends the message.

3<sup>rd</sup> *This statue stands on a 1' high pedestal and is only 13' high. It depicts a mature dark-skinned woman that is strongly build with long blond hair. This female is dressed in a very beautiful robe with a very heavy corseted waist. Her hair is adorned in a very complex pattern. Jewelry can be seen all over the figure. The colors are painted on the marble. The figure has an regal expression over her as if she is the queen. She has two items in her beeringed hands; a Scepter and a large cut Gemstone. On the pedestal is some writing.*

If read Lalor(Hin); TO RULE A LAND YOU MUST FIRST LOVE AND CHERISH IT.

A small symbol that looks like a mouse in a ring of white stones ends the message.

The large statue at the end of the room.

*This statue stands on a 6' high pedestal and is in total 39.5' high. It depicts two women. They have their arms over each shoulder and the other art each others side. In front of the sits a female a male Halfling child. The expression on the faces of the women is of satisfaction, while looking down upon the Halfling children. Behind the left character, partially hidden within its cloak you can see a Kobold, a Tabi, animals like bats or an owl, and several other creatures of the Night. Hidden partially in the cloak of the right woman, are a Pixy, a gnome, a mole and several other Animals.*

*Each character has a platinum item in her hand resting upon the shoulder of the other..*

*Left; A Pair of Scissors, (Wisdom check reveals this as symbolizing the End of Life)*

*Right; A Knot of Thread, (Wisdom check reveals this as symbolizing the repairing of Life itself).*

*The hair of the right woman is black and braided in long strains. The woman to the left looks exactly like the woman in the first alcove to the left. The colors are painted on the ebony wood. This statue seems to be made of a single piece of ebony, and is so highly decorated that almost fingerprints can be seen. On the Pedestal is some writing.*

If read Lalor (Hin) TOGETHER YOU CAN PERFORM MIRACLES.

This piece was made by the original halflings on the Southern continent Davania and took 660 years to complete. They even worked on it while traveling to Brun. It was a gift for the two Immortals that created them.

A Small symbol that looks like a Nightshade flower in a circle of white stones, lighted by a solar eclipse ends the message.

Intelligence check for all Halfling Masters or any being granted Blackflame item; To recognize this picture always depicted in any form of art near to a source of Blackflame in the Five Shires.

Any Cleric, Hinmaster or Wicca must now make a Wisdom check to recognize the Holy Symbols of the Immortals Terra (Mother Earth) and Night on the side pedestals and merging here together.

The wooden pedestal in front of the large statue seems to be a pulpit. The three steps have writings on them.

If read Lalor (Hin); 1<sup>st</sup> step; EQUALITY, LIBERTY, AND HAPPINESS.

2<sup>nd</sup> step; FRIENDSHIP, BROTHERHOOD AND TRUST.

3<sup>rd</sup> step; LOYALTY, HONESTY AND LOVE.

There is a large Holy Book on the pulpit.



If read Lalor (Hin) for a minimum of 1 Turn, skipping through the highly decorated pages; Though not completely read (302 pages), it is clear that this book tells all Hin-History as it really happened.

It seems to be a combination of the work of two Immortals. The Entropic Immortal Night, and the Matter Immortal Terra (also known as Mother Earth). Together they seemed to have created the Halfling race at the earlier days of time on Mystara.

The book was laid open on one page with a thin platinum ledger.

The text shown there seems to be a song and speaks the following;

AFTER AGES OF DARKNESS, AFTER AGES OF INNOCENCE,  
HERE THEY CAME, THE COMBINED MIGHT OF OUR CHILDREN.  
TOGETHER THEY FOUGHT IN MYSTERY,  
AND FREED THE KNOWLEDGE OF OUR COMBINED HISTORY.  
OHA...OHA...OHA...  
AND THEN THEY SEARCHED FOR THE HOJA,  
DEEP BELOW, BATTLING THROUGH SOME SCUM,  
FOLLOWING THE ROOTS OF WISDOM.  
AND SO THEY CAME FROM DEEP DOWN THE SHRINE,  
GOING UP WISHING THEY WERE ON TIME,  
AND WHEN THEY FINALLY MET,  
THE ONE THAT WANTED THEM DEAD,  
THEY SHOWED FRIENDLINESS AND SANITY,  
TO BRING THE ONE THE BEST IMMORTALITY.  
AND SO WE AND OUR CHILDREN REUNITED.  
ENEMIES HERE FOREVER BLIGHTED.

A platinum page ledger marks this page, A golden one speaks about the creation of the first keeps, under which Faerdinel, a silver Ledger brings us to the page about Hin Creation.

All the small books on the benches are exactly like the large book on the pulpit, but smaller in size, print, and less intricate decorations. They have White, Yellow and Grey Ledgers instead of Metallic ones.

If someone decides to take a small book, nothing will happen. The book will be recreated in a week to refill its place on the Temple Benches. Each book is 20gp value.

If one takes, damages or destroys any of the other items, statues, decorations, integral structure, then the following will happen;

The maledicted (the one who did this) will be struck by a combined curse of both Immortals. He or she will be unconscious for at least a Turn and becomes Geased (magically enforced) to restore or replace the items. As long as the character really tries to achieve this hard goal (NO side adventures, goals etc), he will be free of the heavier parts of this Immortal Curse (a Remove Curse will not work; one must, repair/restore what was changed, Atoned and then the Curse is lifted.

The heavier part of this curse will be triggered when the character has no intentions, plans to restore his wrongful acts. From now on all food eaten will have lost its taste, will cause heavy flatulence (Charisma -3), all owned valuables will become stolen (as if all thieves know its value, and how to achieve it. (These thieves get Pickpockets +50% to all thieves abilities when trying to steal any owned item of the accursed one).

Also no spell of any kind except Haste, will work on the character. As soon as the Character has the intention and starts planning to do what he needs to do, this effect will be lifted. When all is restored in equal value or better the curse will fade away.

Any character praying for at least 1 Turn to Terra or Night will get a response in 1d20 days (either by the immortal itself in a dream, a cleric coming by, or strange omens)

Any praying to other immortals has no effect (other than a 5% chance you will anger your immortal and lose up to 4 Piety points).

### **16 Pillar room**

*The wooden door to this room is wet and covered with a thin layer of dark green moss and several lichens. The door does not have any lock, and its direction reveals that it must be pulled open.*

Open Door roll: 1d4+Strength adjustment, if total exceeds 7 the door will open. No more than 3 persons (2 human sized) can work together at the same time. A Knock spell will also do the job.

The area behind the door is filled with centuries of accumulated water, 1 foot above the threshold. When the door is opened only slightly, all characters and loose items within 20' of the door must make a Saving throw vs Dragon Breath or be slammed into the opposing walls (if not taken precautionary measures. Anything will be flushed 20+1d20 feet away from the door by the 17000 or so cubic feet of water rushing out of the door. This will take 3 rounds of time.

From now on all the corridors will be covered by about 7 or 8 inches of water. This will make surprise impossible. Remember that all rooms are 1 foot higher than the corridors and so no water will rush in. There is also a stench of dead water. Any open flames carried while being flushed away are extinguished and not usable until dried.(this takes several days, or 8 hours near a fire.)Any remaining Thugs know someone is in 'their' domains. Area 7 is also flooded an inch or so but these Thugs there are not bothered by it.

You need a light source or infravision to look into the room.

If look into room: *This large room seems to be filled with simple stone pillars standing in a grid. Even the walls have pillars styled on them. The ground is still covered with black water, and the stains of 1 foot higher water-level can be seen on the wall. Lots of lichens and mosses grow on the inner walls just above this level. The stench of dead water is heavy.*

If enter. *The room is deeper than any other room, and is still covered by 2 feet of black dead water. The room is further empty, although you will have the feeling as if someone is watching you. (Actually this is the truth, both Immortals Night and Terra view the characters to see if they succeed in their quest.)*

On every Pillar is a single line of text. If Read Lalor(Hin); some of them read;

IT IS NOT ALWAYS NEEDED TO KILL YOUR OPPONENT TO SUCCEED.

REMEMBER THE HΘ|Α, IT ALWAYS HELPED US.

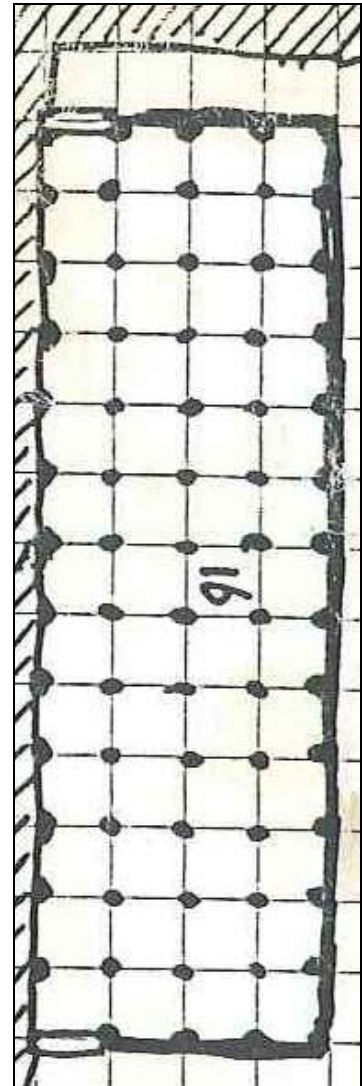
THE HΘ|Α WAS CREATED WITH BLACKFLAME.

THE HΘ|Α WAS GIVEN TO IΧ|ΘN THE SUNPRINCE.

IΧ|ΘN FEARED THAT THE CHILDREN OF TERRA AND NIGHT WOULD BECOME EVIL.

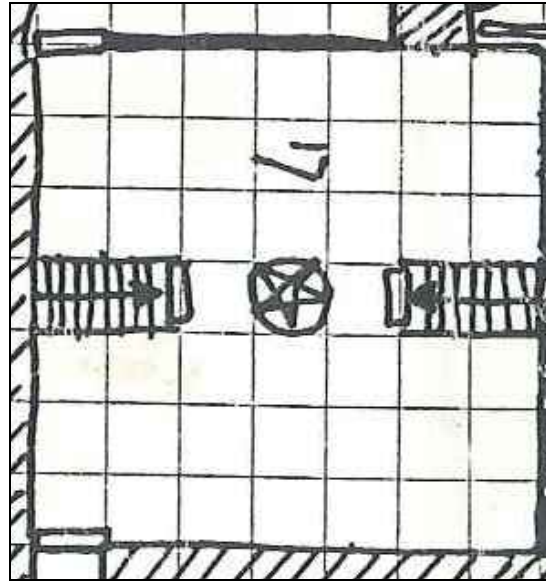
BUT THEY DID NOT, SO THE HΘ|Α WAS RETURNED.

Other lines are the same as from the pedestals (not the books!!) in the temple (room 15). Any cleric, Wicca or Master knows that Ixion is the best known and most powerful Immortal of Energy.



### 17 Statue room

*This large 15' high room is strangely formed. The walls are covered with hundreds or maybe thousands, mostly halfling bas-relief's of several faces and inscriptions (Names, Date). The room seems to be split in half by two 8' high blocks of bricks. These blocks have a door pointing towards the middle of the room, where a large statue stands. The statue is made of rose-veined marble and depicts a 90 year old male halfling. He seems to be a cross between a wilderness man and a pirate.*



DM info only; This is a magical statue of the keeper of the compound. This was the old halfling residing in room 4, which was killed by the cougar. Anybody who willingly and loyally declares to become the keeper and guardian of this complex will become portrayed instead by this magical statue., and will be treated as the new keeper. When died or replaced his picture will be added to the ranks of the faces on the wall.

*The dates follow up exactly. The last dated halfling is named Sparrow Hollowfoot, has the same face as the statue. The date and time is from about when you came here.(Int. Check; exactly when you were in room 4 and heard the scream).*

*On the pedestal of the statue is a copper plate but it is corroded. If cleaned you see some writing; If read Lalor/Hin; THE TREE OF WISDOM BEARS THE WAY TO HΘ|A.*

The doors give access to stairways leading down.

### 18 Burial chamber

Only the hands of a living halfling or the keeper of the compound can open this door.

*If enter; This dark 5' high room is covered by a layer of 1' salt (making it actually a 6' high ceiling). Eight rows of eleven 3.5 feet long cloth sacks are placed in the middle of this room. Another 19 sacks are placed against the northern wall. The place gives the feeling of a graveyard.*

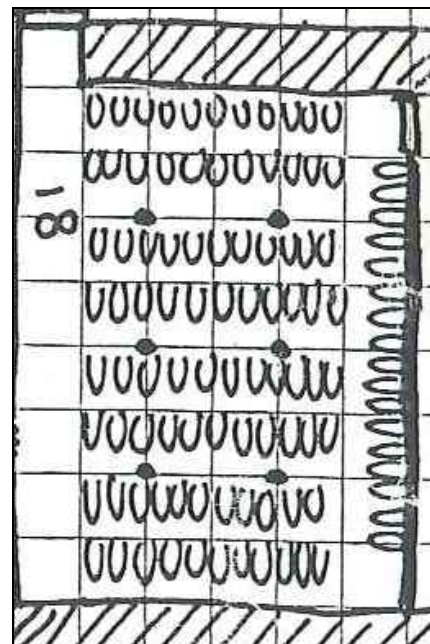
*If examine sacks; It contains more salt and a completely dehydrated mummified corpse of a halfling (there are three sacks that contain either a body of a Gnome and one of a dead Kobold). Intelligence check to recognize the faces from room 17 the statue room.*

*If success; these must all have been former keepers of these grounds.*

*If at least thee sacks are opened the following becomes noticeable;*

*They were all put within these sacks with their face directed to the southern wall, as if something as there.*

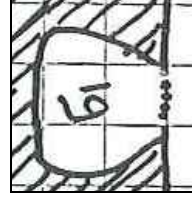
*If search for Secret doors (chance of 1 or 2 on 1d6/minute searched/person/10' part of wall. If on the location where the Dots are on the southern wall results in success; a secret illusionary door is located. It is also revealed if a Detect Magic or Treusight spell is active*



### **19 Treasure of the Keepers**

This dark and oddly shaped room can only be entered by walking through the illusionary wall in room 18.

*If Enter. You see several open chests and more sacks with treasure of all kind, and one purple pillow with two coins on it. One of these coins has a Pentagram on one side and a sunburst on the other. The other slightly smaller coin has a smiling Gnome on one side and a ring of several hand shaking each other around an infinity symbol (8 on side) in the middle.*



*If Detect magic is active. The Left coin radiates a strong golden light of Energy magic. The right coin does nothing. If Detect Evil or Detect Good or a Treusight is active; the alignment of this coin gives of a pleasant warm light as if good.*

The Detect Magic also reveals that all treasure in this room has an ambient magical aura over it except the pillow and coins on it.

*A large copper shield shines a magical (even those with other languages or unable to read can read this) message for all to read; **Do NOT take this treasure, for it is NOT YOURS!! Be WARNED!!***

The treasure is originally from the former Keepers and is not to be taken freely. It has to be used to restore the keep or temple. Only the new keeper can handle it freely (when used to pay for something the magic dwindles away), all others must make a saving throw vs Spells or be succumbed to a powerful curse. The character will fall asleep permanently until awakened by a Keeper. The victim will need no air, food or water, and will not age. If the victim is killed while asleep, he will turn to salt, and cannot be retrieved even by Raise Dead. Only a Wish could then recreate a new body for the victim.

The total value of the treasure is 623.778,56 Gp.in different coins, mixed jewelry and mixed gems (total encumbrance 25.623 cn. There is no other treasure. No Xp can be gained by acquiring this treasure.

**The following two large rooms are on a lower level. Give the players the players the same map as the DM uses, but remove the markings x and xx.**

### **20 Swimming Pool**

This giant room can only be reached by using the stairs from the Statue room (17).

*The doors to the East are no more locked, and have been broken open by brute force.*

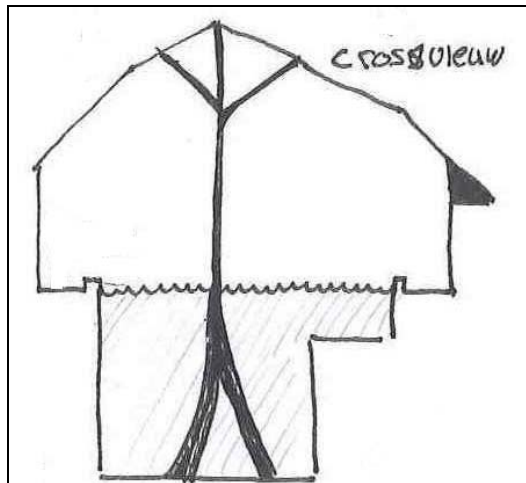
*The door to the West is still locked, some scuffs are seen and scratch marks as a proof that some thieves and some brute force was used to open this door. They have closed it later again, for unknown reasons.*

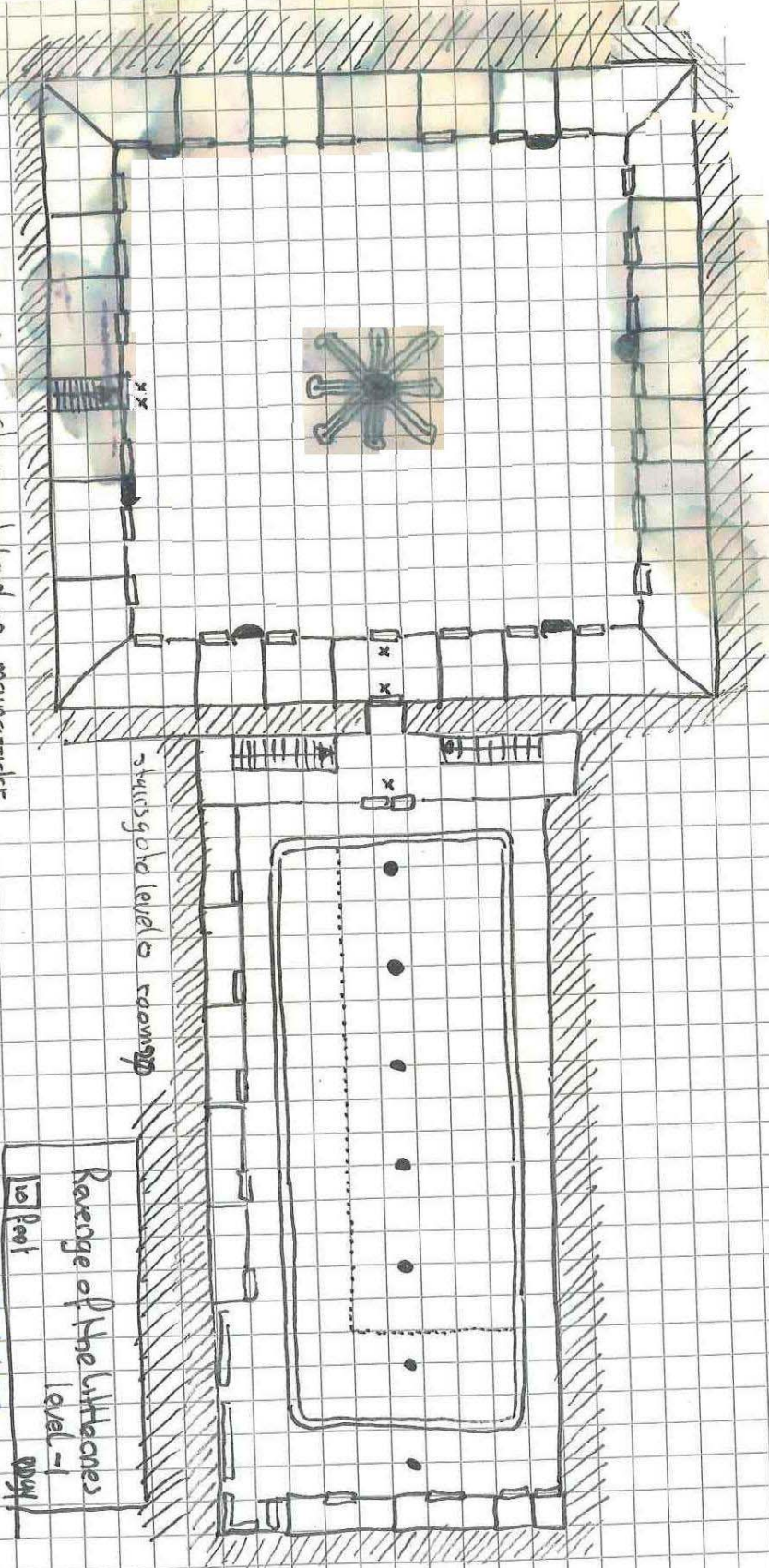
*If Enter double doors East:*

The ceiling is about 30' high. There is a large swimming pool, 20' deep in this room, except to the south and East where it is only 5' deep. The water is about 18 degrees Celsius. The whole room is white-tiled with 1 inch square tiles(except the rim of the pool, which is light-blue).

Only some bottles and chicken bones are on the bottom of the pool, and some clothes. These can also be found in the corners.

To the sides are open dressing compartments. The curtains have been stolen by the Thugs. This underground area must have been a joyful place, if they had such a large swimming pool inside. The Thugs made there pleasure here too, but surely messed up the area. In at least two compartments, they have defecated, en junk can be found in nearly any corner. Some graffiti can be seen on the wall. And several bottles and glasses (with wine and beer remnants) are found all over. A pair of buckets and a rubber broom are standing untouched in the cabinet in the north-east corner In the south-east corner are some wooden benches, with dirty towels, and aforementioned junk..





x marked doors are locked  
 xx marked door - 1 if pick lock otherwise round 2 ends

Staircase level - 2 main entrance

Staircase level to room up

Range of the Lighthouse level - 1  
 10 Feet

DM 11/1/22

South of the double door entry(in the hallway to the stairs) covered by some debris, is a Golden ring, just sticking out of it.

Skill check; Jewelry;

If success; *this is a very simple ring made by humans, so it must belong to the Thugs.*

If Detect Magic is active; *This ring is magical;*

Skill check Alternate Magics

If success; *This is a detection device of some sort. It is functioning right now, so this could well be a ring of magic detection.*

If put on the Ring or use an Analyze or Lore spell on it (this can only be done by touching the ring). All your magical items seem to glow in a bright range of colors.

The lore spell also reveals that Harmonius Thungsten, a Thug of 21 years from Karamaikos wanted to examine the tree in the next room with this ring, but lost it just before he tried and could not retrieve it. This happened 38 days ago.

There are four more uses in this ring, which will function automatically as long as in touch with living flesh(this ring is continues in effect, but can be handed (donning, handling and undonning) by another only 4 times after which it will lose all magic. In effect the ring had 5 charges left, but as soon as picked up by the PC coming in contact with flesh the ring's magic used up one charge and came to effect.

*The room and cabinets are further empty. Only a thin layer of disturbed dust lies on the grounds.*

Skill check Tracking;

If success; There are abundant tracks of boots, shoes and bare wet feet of humans, probably the thugs. All these tracks (including the junk all around) are no older than 40 days.

## **21 Room of Wisdom**

*This gigantic room is more than 45' high, the domed ceiling is held aloft by a huge tree that stands in the middle of the room, Eight roots grow from the tree and have different heights. The lowest one points SW is only ½' high near the Tree itself, The following roots going clockwise, are just a bit higher every time, until the last one directed South is 3' high near the tree.*

*On the tree is a Copper Plate. It is corroded.*

*If remove rust; there is some writing underneath.*

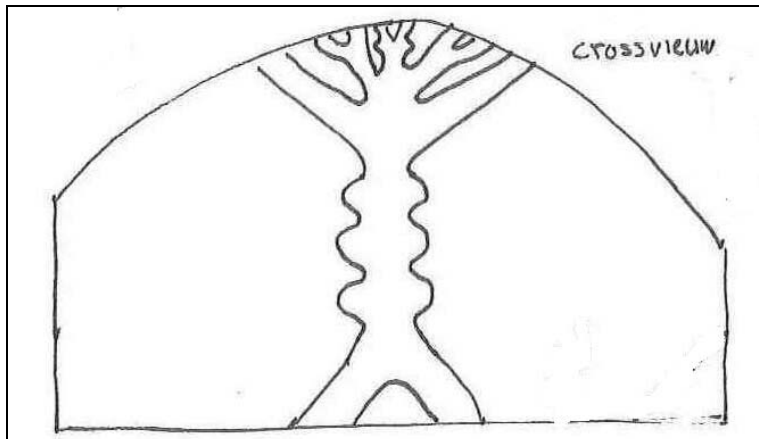
*If read Lalor (Hin); PRAY AND WISDOM GROWS.*

*Almost all the surrounding doors lead to abandoned simple living quarters, now completely ransacked by the Thugs. Nothing is to be found except lost of disturbed dust.*

*Only the door in the middle of the Southern wall can't be opened. Some scuffs are seen and scratch marks as a proof that some thieves and some brute force was used to open this door.*

If Detect Magic is active.; this door radiates a powerful aura of magic connected to the Large tree. The characters (who must have visited the temple (15) earlier), have to hop along the roots going higher until they have all roots (going as Wisdom teaches, growing up), and then they can open the Middle southern door (it locks again in one minute (=6 rounds), but can easily be opened from the inside.

**If the Door is Opened Round 2 is at its end.**



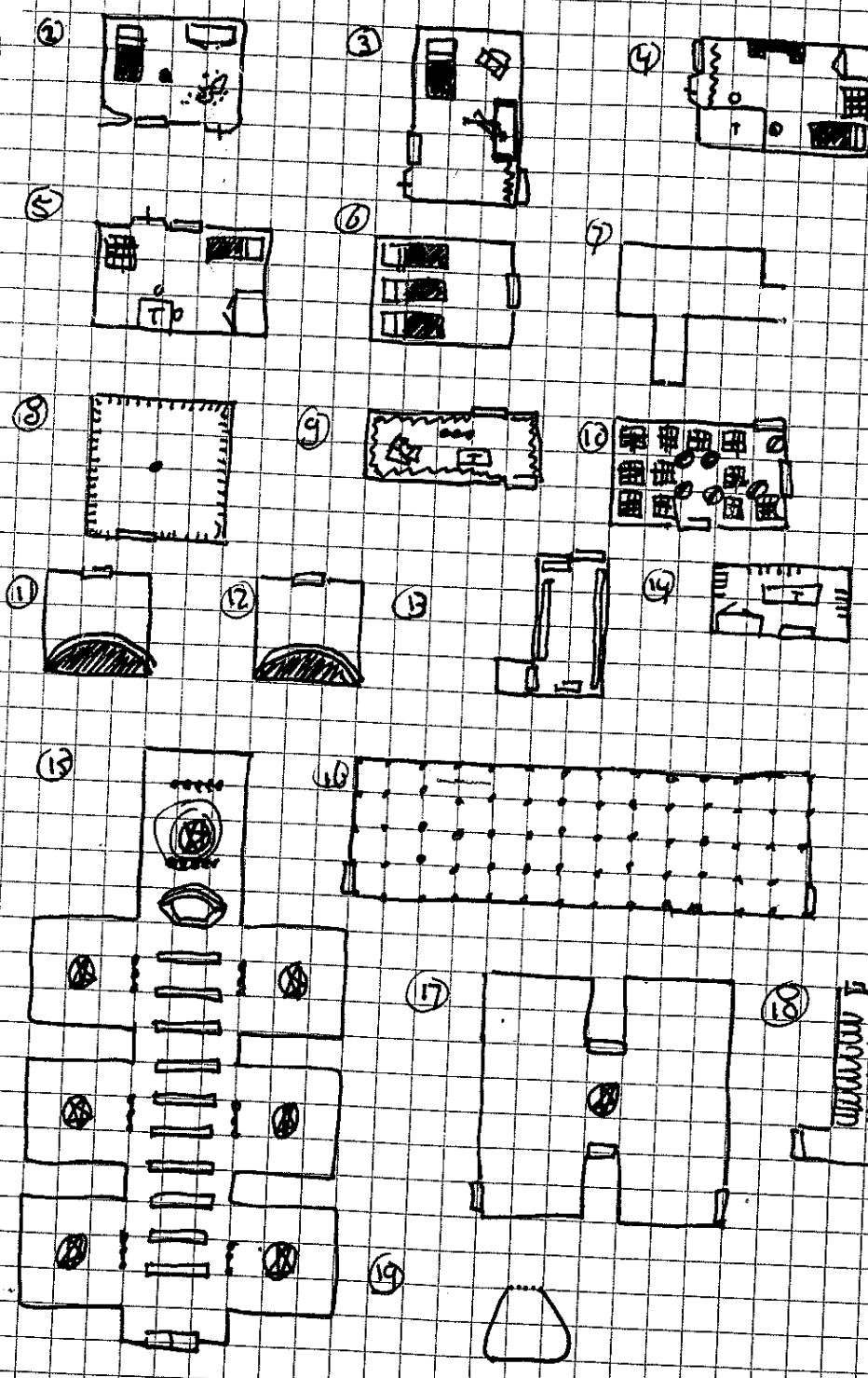
Player information sheets  
To print out.

player maps

# Revenge of the little ones

## Rooms

>id<      <idj>



## legenda:

- ☐ closet
  - ☐ bed
  - ☐ chair
  - ☐ table
  - ☐ chest
  - ☐ door
  - ☐ window
  - ☐ barrel
  - ☐ pillar (small or free)
  - ☐ statue
  - ☐ bench
  - ☐ pool
  - ☐ pedestal
  - ☐ hachis on wall
  - ☐ illusory wall
  - ☐ stairway leading
- scale: >10<



Player mapping map 1



side

