

DUNGEON CRAWL CLASSICS

MOON-SLAVES OF THE CANNIBAL KINGDOM

#93: A LEVEL 2 ADVENTURE
BY EDGAR JOHNSON



AK 6/2016

PLAYER'S MAP



Isle Of The Moons

Isle Of The Sun

MAKING OF SUNKEN RUINS

Beach

Beach

Beach

$\frac{1}{4} = \frac{1}{4}$

EACH TOPOGRAPHIC MILE LINE = 100 YARDS

$$\square = \frac{1}{4}$$

STORM



MOON-SEAVES OF THE CANNIBAL KINGDOM

A LEVEL 2 ADVENTURE

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INTRODUCTION



In *Moon-Slaves of the Cannibal Kingdom*, the characters land on the perilous shores of the Tolomak Islands. Depending on the make-up of the party in question, and obligations they owe to patrons, gods, and so forth, it may make sense for PCs to ally with one of the factions present in the islands, to accomplish a task for a deity, patron, or mortal NPC, or simply to explore the isles in search of adventure. This work is intended for six 2nd-level PCs, but may prove deadly to improvident players. These 2nd-level characters may be supplemented with one zero-level character per PC (e.g., the bearers, guides, and other staples of pulp adventure), to be leveled up as the adventure proceeds, adding more depth to the party.

This adventure includes a jungle/ruins-based hexcrawl, as well as keyed locations and encounters. Depending on the judge's goals, the adventure could be accomplished in a single, four-hour session, or it could span two or more sessions. Though brief, this work provides ample opportunities for judge and players to extend their island vacation.

This work assumes that the player characters arrive on the *Vainglorious Rat*, an armed merchant ship sailing under the command of Lyraxtes Ozmandus. Further references to Ozmandus are made under that assumption, and they may be ignored should the party arrive by other means.

BACKGROUND



East, west, beyond the sun, far from civilized climes, lie the legendary Tolomak Islands. Covered with jungle and straddling ancient, sunken ruins, the islands are home to lost races, legendary beasts, wondrous artifacts, and the last scions of Marakanu, a city-state mostly destroyed by volcanic eruptions.

Three sisters reign in the Tolomaks, immortal beings and the last of their kind. The sisters serve, respectively, Law, Chaos, and Neutrality. Each rules over her own domain, in her own way and for her own reasons.

Eloiz, the Green Lady, haunts the waking lands of the Isle of the Sun, bathed in glow of the sultry tropical sun. Her realm encompasses the lush, mountainous jungle of the easternmost great island, where she cultivates a variety of dangerous plant species and binds them to her will. She has power over plant life, and commands a golden race of diminutive, fractious humanoids, "goldlings," who embody the mercurial aspects of Chaos. She has allied herself with Gormaz, an intelligent great ape. Eloiz seeks to kill her sister, the Undying Queen.

Strava, the Undying Queen, dwells beneath the Isle of the Moons, and rules over a realm of living metal forms and "moon-slaves" — victims whose life essences have been distilled and replaced with liquid moonlight! She commands Qwrzak the Moonbird using the Celestial Diadem. Strava bears an un-healing wound, inflicted by her sister, Eloiz,

and her lust for revenge is eclipsed only by her desire to escape the clutches of mortal death.

Zsofinia, the Dollmaker, lives within the caldera of Ulmalelah, an extinct volcano, and lives in solitude with her collection of living dolls. She rules the smallest island, but has powerful allies in the form of the arachno-men who inhabit the surrounding caldera. She refuses to take part in her sisters' vendetta, but uses her alchemy to lend strength to Eloiz, so as to balance the power of the feuding sisters.

JUDGE'S NOTES

GEOGRAPHY

The Tolomaks consist of two large volcanic islands linked by sunken ruins, a volcanic caldera with a central island, and several smaller islands. On the large islands, beaches of black sand and cliffs of basaltic rock climb to steep, volcanic peaks shrouded in pestilential jungle. Here and there on the land, one can spot blocky ruins of dark stone — colossal in scale and fitted almost seamlessly, with little ornament or artifice beyond the brute grandeur of their size and extent. A maze of submerged ruins forms a no-man's-land, both separating and joining the Isle of the Sun and the Isle of the Moons. Crystalline waters reveal that these ruins extend well into the sea itself, retreating down-slope from the islands into the darkest depths.

While only the most important adventure locations are listed in this work, the isles are large, and conceal potential for other adventures, beyond the scope of this writing. There are six main areas, four of which contain keyed locations:

Area 1: Isle of the Sun—Three volcanic peaks covered with dense jungle, bordered by high sea cliffs and black sand beaches. The domain of Eloiz the Green Lady, this island is home to the main goldling village (area 1-2), the Green Tower (area 1-4), and the lair of Gormaz, the great ape (area 1-6). There also are several feral goldling enclaves (area 1-3).

Area 2: Sunken Ruins—A sprawling complex of massive, submerged ruins and festering mangrove swamp, and home to many lurking dangers — animal, plant, and sorcerous. This area is used in the Random Encounter table (opposite page), but contains no other keyed locations, other than those added by the judge. Several suggestions for stocking these ruins are in the sidebar, "Adventures & Encounters in the Sunken Ruins and Outer Islands" (p. 13).

Area 3: Isle of the Moons—Similar to the Isle of the Sun, but instead holds the Moonhir home of Qwrzak the Moonbird (area 3-1), the open entrance to the Moonlands (area 3-2), a hidden entrance to the Moonlands (area 3-3), and several arachno-men colonies (area 1-5).

Area 4: Ulmalelah—Consists of a 250' high caldera of an ancient volcano, partly open to the sea. Zsofinia the Dollmaker lives in a well-provisioned hut on its small, central island, along with her collection of living dolls (area 4-1),

and a colony of arachno-men lives in the interior of the crater (area 4-2).

Area 5: Moonlands—The lair of Strava the Undying Queen may be accessed through Moonhir portals (area 3-1), through the top of the crater (area 3-2), or via a sea cave on north side of the Isle of the Moons (area 3-3). The main complex rests within an active volcano, only kept dormant through technology. If it fails, the mountain awakens!

Lesser Tolomaks—Several smaller islands surround the larger ones, and are home to all manner of flora and fauna, and possibly a small ruin of the judge's choosing. Feral goldlings have formed enclaves here (area 1-3). Also, see sidebar "Adventures & Encounters in the Sunken Ruins and Outer Islands" (p. 13).

THREE SISTERS AND AN APE

The PCs can encounter any of four major NPCs:

Strava (The Undying Queen)—She imagines herself to be the rightful queen of all the islands, and her stronghold is nearly unassailable.

Initial Attitude: Suspicious: "What are they really after?"

Later Attitude: Instrumental: "Tools for revenge on Eloiz!"

Job: Assassinate her sister, Eloiz.

Location: The Isle of the Moons (various)

Motivation: Kill her sister, Eloiz; heal herself for good.

Quirks: Perfectionist; charming and manipulative.

Fatal Flaw: Obsession with timing and order.

Minions: Qwrzak; moon-slaves.

Ally: Living metal forms.

TABLE: RANDOM ENCOUNTERS (ROLL 1D24)

Roll	Ocean	Sunken Ruins	Inland
1-6	X	X	X
7-9	X	X	River crossing
10-12	X	X	Cliffs (1d10 x 10')
13-15	X	1d8 Arachno-men	Lost ²
16-17	X	1d3 Thorn crabs	1d6 Feral goldlings
18-19	1d6 Feral goldlings	Lost in ruins ¹	1d3 Carnivorous plants ³
20-21	1d4 Dinosaurs	Lost in ruins ¹	1d4 Dinosaurs
22	Outcrop of ruins ⁶	1d4 Carnivorous plants ³	Outcrop of ruins ⁶
23	1d8 Goldling hunters	Confounding magic ⁴	1d8 Arachno-men
24	1d5 Thorn crabs	Area of corruption ⁵	Gormaz (see area 1-6)

1. PCs must make DC 15 Intelligence check during next movement phase to regain path. Add +2 to roll if they climb to better vantage point to survey.

2. In some locations, the land slopes directly down to the sea, making it clear that "up" is "forward." In such cases they are merely delayed in finding a navigable path. Further inland, between peaks for example, "lost" means they have moved in a random direction that turn. Do not tell them they are lost, but if they go to a place they've already been they may recognize that fact at the judge's discretion.

3. Roll 1d6: 1-3 constricting, 4-6 devouring.

4. DC 12 Willpower Save. Failure means the party member is convinced that she is going in the right direction, but actually is going opposite one. Effect lasts two hours of travel.

5. Each PC must pass a DC 13 Fortitude save or roll 1d7 for corruption: 1-4 minor, 5-6 major, 7 greater.

6. A significant, interesting element of architecture, possibly interactive. Judges should use this encounter as an opportunity to provide a vivid description of something you'd like to include in the adventure, anything from a strange encounter with an otherworldly NPC to the remains of a crashed spaceship.

Eloiz (The Green Lady)—She is charming but murderously insane, and loves to grow and experiment with dangerous plants.

Initial Attitude: Novelty: “New people! How interesting!”

Later Attitude: Cunning: “Use them to kill Strava!”

Job: Assassinate her sister, Strava.

Location: The Isle of the Sun (area 1-4 or 1-2).

Motivation: Hedonism

Quirks: Easily distracted; prone to tantrums.

Fatal Flaw: Psycho-pharmacologically-induced insanity.

Minions: Goldlings.

Ally: Gormaz (though he would readily betray her)

Zsofinia (The Dollmaker)

Initial Attitude: Suspicion: “What do these strangers want?”

Later Attitude: Watchful: “My dolls will observe and report.”

Job: Asks a party member to model for a new doll, in exchange for knowledge. Party must fetch clay from interior of Sunken Ruins.

Location: Ulmalehla (Area 4-1).

Motivation: Create perfect living doll .

Quirks: Detached; disinterest in the affairs of the world.

Fatal Flaw: Loneliness.

Minions: Living dolls.

Allies: Arachno-men (Area 4-2).

Gormaz (Intelligent, gigantic ape)

Initial Attitude: Curious: “What do these strangers want?”

Later Attitude: Diplomatic: “I will convince them to help me escape.”

Job: Offers to hire the PCs to grant him passage, so that he may get to civilized lands and hire a mercenary army.

Location: Area 1-6 or nearby 1-2.

Motivation: To put his military genius into practice, to become a great warlord.

Quirks: Supreme confidence; tactician extraordinaire.

Fatal Flaw: Ambition, possible hubris.

Minions: None.

Allies: Eloiz.

MINIONS & ALLIES

The three sisters boast formidable crews of minions and allies, including living dolls, goldlings, moon-slaves, arachno-men, a gigantic ape, and more.

Zsofinia

Arachno-men are hybrids of human and spider, and live in the wilds of all the islands, inhabiting web complexes woven into tree branches. Arachno-men use web-traps and ambushes, but avoid direct confrontation unless they have great advantage. They range in color from orange to deep crimson, have long and spindly humanoid limbs with grasping pincers, and the heads (and poisonous fangs) of spiders.

A large colony of arachno-men (area 4-3) has allied with Zsofinia, and will protect her from harm.

Living Dolls are lifelike creations of clay and witchery, each unique and each modeled after a living person. They are the work of Zsofinia and serve as her eyes and ears, in addition to being incredibly creepy masterpieces of the dollmaker’s art.

Eloiz

Goldlings are halfling-sized, but slender, with golden skins and oversized, black eyes with no pupils. They have rows of tiny, needle-like teeth, and climb like squirrels. Their nobles ride dinosaurs and hunt their lowest caste, feral goldlings, outcasts who live in the jungle. The noble caste wears colorful, carved masks, but most goldlings have regular occupations and go mask-less.

Goldlings avoid the Isle of the Moons, the home of Qwrzak, and fear/hate Strava the Undying Queen. They worship Eloiz the Green Lady and will defend her to the death. They brawl amongst themselves incessantly, usually resulting in bloody bites and scratches but rarely in death.

Goldlings fight with javelins, shark tooth swords, and war clubs, and are utterly fearless in packs of 10 or more. They are avid cannibals who believe they gain strength from eating the bodies and souls of their enemies.

Feral goldlings are oath-breakers, criminals, and those born feral. They live in the wilds, but avoid the Isle of the Moon. Ferals wear no masks, but instead paint their faces and bodies in natural pigments, in designs proclaiming their deeds.

Gormaz

The result of an ancient experiment, Gormaz is a gigantic (20’-tall) ape, but he is intelligent and capable of communication through crude speech, complex gestures, and drawings. Though Gormaz is allied to Eloiz, he serves himself first, and longs to leave the islands. He believes he’s destined to be a great warlord and has hoarded gold worth 25,000 gp with which to hire a mercenary army. Judges should give him a chance to interact with the party, and determine their intentions. If he sees advantage in dealing



with them, he offers 1,000 gp for passage to civilized lands. He is just as willing to crush the party if that end serves him better. Gormaz moves quickly and quietly through the jungle. Once he knows the party has landed, he will observe them from a distance before approaching.

Strava

Like her sisters, the Undying Queen is a descendent of the ancient race that built this place. She usually is accompanied by a guard of 10 moon-slaves, and wears the Celestial Diadem, which allows her to control Qwrzak the Moon Bird. Strava was gravely wounded in a fight with her sister, Eloiz, the Green Lady. She maintains her fragile health through a combination of tonics given her by Zsofinia and using her rejuvenation chamber (area 5-7C).

The Celestial Diadem, worn by the Undying Queen, is made of the same material as the Moonhir (area 3-1), and studded with gems matching the colors of the Moon Bird's aspects (see "Moon Cycle Effects," p. 6). With it, she (or anyone else) can command Qwrzak. If it is destroyed (with *tear* result of 32+; *tear* is a reversed *mending* spell), Qwrzak returns immediately to the astral plane.

Qwrzak the Moon Bird is an extraplanar being bound by Strava the Undying Queen. It varies in its aspects, depending on the moons, and each aspect has different powers (see "Moon Cycle Effects," p. 6). An ancient geas compels Qwrzak to obey anyone who wears the Celestial Diadem (currently possessed by Strava). If either Qwrzak's statue form (area 3-1) or the Diadem is destroyed, Qwrzak returns immediately to the astral plane. The PC destroying the Diadem or statue form gains 1d4+1 Luck for doing so. Other party members gain or lose Luck as described on page 15. If killed without destroying either the Diadem or its statue form, the Qwrzak regenerates at the Moonhir on the next moon phase.

Moon-slaves look like goldlings, but with corpse-pale skin and large, pale blue eyes which glow with inner light. Where the goldlings are loud and fractious, the moon-slaves are eerily silent and still. Moon-slaves consume the blood of the living in order to satiate their ravenous thirst for life. On a successful bite moon-slaves attach to their victims and drain blood at a rate of 1 hp per round. These drained hit points regenerate any damage taken. Removing an attached moon-slave causes 1 hp of damage.

Moon-Slave Siblings are the remaining siblings of the three sisters. They are moon-slaves, made by Strava, but tougher than normal.

Living Metal Forms are primitive geometric forms (e.g., cones, spheres, cubes) made of sentient metal, an ancient technology put in place to maintain the Metal Apparatus and its associated systems (See area 5 descriptions). Though intelligent and capable of communication, they remain neutral toward the three sisters, focused on their task, which they view as holy. Should the PCs attack them, the Metal Apparatus or its subsidiary systems, they assume the form of a metal monstrosity (see p. 17) and attack.

THE MOON CYCLE

The Moonhir (area 3-1) and Qwrzak the Moonbird are ruled by appearances of the three moons—blue, green, and red—which follow an 8-night cycle. At beginning of play, judges should roll an 8-sided die to determine which moons are in the sky that night, if any. Consult the Moon Cycle Effects table (p. 6) to determine effects of the moons. Thereafter, for each night that passes, advance the moon cycle by one increment, going back to 1 after reaching 8.

MOON CYCLE EFFECTS

Qwrzak the Moonbird and the Moonhir are governed by the appearance of the three moons. Depending on which moon(s) rise that night, their powers manifest differently. The following always occurs:

Qwrzak becomes active one hour after moonrise and “sleeps” just before the last moon sets. Unless impeded by characters, it will move to a specific location and do some specific thing.

Each night of one or more moons, the pool of the fountain will fill with 1d6 pints of liquid moonlight per moon in the sky. PCs may collect this liquid and sample its effects. Liquid moonlight maintains its form and powers indefinitely, unless consumed.

Sometimes, the moons and the focusing spheres of the Moonhir may align, opening portals to keyed locations.

Strava, the Undying Queen, lives her life according to a precise schedule, based on the phases of the moons; it governs her location and activities on each day.

The cycle can be seen on the Moon Cycle table below.

Cycle	Moon(s) in Sky	Qwrzak Movement	Qwrzak SP	Fountain Contents	Portal	Undying Queen Location
1	Red	Area 2, seeking knowledge to set itself free.	<i>Blood drain</i> (1d4 hp per touch, added as bonus to its next attack) This damage not affected by clerical Lay on Hands; can only be healed by ruby moonlight or natural healing..	Ruby moonlight (1d6 pints) – heals 1d6+1 normal damage.	Cage in area 5-6: Blood Still.	Rejuvenation chamber in area 5-7A, regaining the hit points lost to her un-healing wound.
2	Green/Red	Remains near Moonhir and communicates with living metal forms.	<i>Ferromagnetic field</i> (30' range, DC 15 Strength check or lose metal weapon), <i>absorb metal</i> (on touch) integrates PCs' weapons/armor into its form, providing enhanced melee attack (+1d6 normal damage) and armor class (+2 AC, 1 round).	Amber moonlight (1d6 pints) makes metal objects strongly magnetic for 1d6 weeks.	Area 5-1: The Aerie, living metal forms gather amber moonlight.	Lunar Orrery (area 5-5), tuning machinery.
3	Green	Area 1-4, lurking in wait for Eloiz.	<i>Anti-life field</i> (10') draws the life force from plants and insects, causing them to wither and die – Regenerates 1d4 hp per round of inactivity in proximity to plant or insect life. Can do the same to PCs on touch (melee, 1d8+2 damage, DC 15 Fort save for half).	Green moonlight (1d6 pints) – restores 1d6 ability score points.	Portal circle in area 1-6.	Area 5-7C, maintaining stasis of her siblings.

Cycle	Moon(s) in Sky	Qwrzak Movement	Qwrzak SP	Fountain Contents	Portal	Undying Queen Location
4	Green/Blue	Through portal to area 1-6A, and then to 1-2.	<i>Paralytic touch</i> (DC 15 Fort save or paralysis for 1d3 hours), <i>levitation</i> (others) one creature per attack can be lifted into the air, 10' per round for 1d4 rounds, no save.	Aquamarine moonlight (1d6 pints) allows <i>flight</i> , per judge's discretion.	Area 5-1A; living metal forms gather moonlight to power their flight ability.	Area 5-5; using the Lunar Orrery to prophesy the future—possibly providing her a warning of approaching danger, like the PCs coming to kill her.
5	Blue	Area 3-2, listening to Strava's songs.	<i>Negative energy powers</i> (a missile attack as <i>chill touch spell</i>).	Blue moonlight (1d6 pints) – useful for crafting weapons potent against un-life.	To blackest void. Characters entering lost forever.	Area 5-3, playing a stringed instrument and singing under the light of the blue moon.
6	Blue/Red	Area 1 interior, hunting feral goldlings and arachnomen.	Touch drains magic from wizards and elves by <i>spellburning</i> their physical attributes (1d3+2 per touch, evenly distributed); power is discharged as pulse of energy at beginning of next round, doing 1d5 damage to all in 10' radius.	Amethyst moonlight (1d6 pints) provides extra power for spellburn (1d3+2 per pint)	None.	Area 5-4
7	Blue/Green/Red	None. Stays in vicinity of Moonhir, communicating with Strava.	Laser like beams (+4 missile, 1d10, plus Will Save or dazzled until successful; Will Save DC of original attack roll).	Opal moonlight (1d6 pints) permeates the flesh with un-life, instilling a craving for life energy. PCs drinking make DC 18 Fort save or acquire taste for the blood of the living, and lose 1d4 hp per day it is not satisfied.	Area 5-7	Area 3-1 (communing with the three moons and Qwrzak).
8	None	Dormant	Dormant	Empty	None	Area 5-1 then 5-7.

MUTINY! (OPTIONAL)

The Tolomaks furnish players with an array of “shiny objects” to pursue. To keep the party focused, consider building in a time limit to keep the adventurers moving. Here is one option for doing so.

Make clear to the players that, while the party is ashore, Captain Ozmandus’ crew will grow more and more frightened by the various dangers of the Tolomaks, real or imagined. Ozmandus has been promised a princely reward for his loyalty, but the common sailors have not. After three days, there’s a 20% chance the crew mutinies, killing their captain and marooning the party. Each day thereafter, increase the chance by 10%. If the crew mutinies they sail away on the *Vainglorious Rat* to assume a life of piracy. The PCs must then escape on their own (e.g., a bargain with a patron, rickety hand-built raft, etc.).

Rumor Table: Why is the crew so frightened? (Select two or roll d8 twice.)

- 1 The islands are the domain of a witch (True)
- 2 Haunted by the ghosts of the dead (False)
- 3 Lair of the Moonbird (True)
- 4 Vampires! (Not quite false)
- 5 Fierce monsters, including a gargantuan ape (True)
- 6 A demon dwells on the Isle of the Moons (False)
- 7 Cannibals (True)
- 8 The rivers are filled with cursed treasure (False)

USING 0-LEVEL HIRELINGS (OPTIONAL)

Because this adventure holds dangers at every turn, it may be wise for judges to allow their players to retain hirelings at 0-level, and treat the adventure as the hirelings’ 0-level funnel. Further, in cases where a 2nd-level PC would suffer injury or death, the “loyal manservant” could be sacrificed in her stead — as in the old pulp films, where, for example, a bearer is snatched up screaming while the main characters look on in horror! Similarly, the dogged persistence and good sense of another 0-level retainer might result in advancement to 1st level character (after 5 significant encounters/events), providing valuable backup to the main PCs.

RIVERS FLOWING WITH GOLD

Goldlings are not just gold in color, but their nobles also wear strings of gold nuggets. Questioning reveals that goldlings find nuggets in streams. Whenever PCs take an hour’s time searching streams in the interior jungle, each may make a Luck roll to find 1d4 gold nuggets worth 1d30 gp each. Each hour spent, make check for random encounter (p. 3).

BEGINNING THE ADVENTURE



his adventure assumes that the PCs start this adventure aboard the armed merchantman, the *Vainglorious Rat*, having just sighted the Tolomak Islands. They have come seeking the gold rumored to be so plentiful here. However, here are a few additional options to suit judges’ needs:

Pulp Jungle Adventure: Hoping to capture a fantastic creature from the jungles of the islands for a wealthy noble’s menagerie, perhaps the giant ape who lives on the Isle of the Sun (area 1-6).

Reward: PCs seek a potent artifact as agents for a patron, god, or some other benefactor. Strava’s Celestial Diadem is one possible artifact, though the judge may place others, as desired (area 5, various).

Patron’s Allies: The PCs have been tasked to assist one of the sisters by a patron of like alignment. A chaotic party, for example, might help the Green Lady assassinate the Undying Queen, in service to Sezrekan.

Lore: A PC wizard or elf seeks knowledge from one of the three sisters (e.g., doll-making, creation of un-life, nurturing of carnivorous plants, etc.).

Monster!: PCs must stop Qwrzak the moon-bird, whose peregrinations recently have gone further afield in search of victims, and taken a member of an important noble family.

Colonial Exploration: The PCs come to chart new lands for a mercantile concern, ruler, or some other employer. The goal, here, is to map the islands themselves, and to find valuable resources.

They Have a Ship: The PCs are on a ship, and the judge needs a “next place” for a nautical journey. The Tolomak Islands are a perfect place to continue their adventures.

Whatever the goal of the adventure, judges should consider allowing each PC to select a single item of equipment relevant to that purpose, and to include other items as makes sense (e.g., a large, iron cage if hunting creatures for a menagerie).

Judges also should hold in mind that NPCs may have their own agendas (See “Three Sisters and an Ape,” p. 3; “Mutiny!” in prior column).



ENCOUNTERS

Area	Type	Encounter
1-1	C	Muftas and 10 dinosaurs; reinforcements if needed
1-2	C	Many goldlings, many hunting dinosaurs, many dinosaur riders; Eloiz; Gormaz.
1-3	C	3d6 Feral goldlings
1-4B	C	4 Carnivorous plants
1-4C	C	Eloiz, 8 Carnivorous plants
1-5	C	2d8+4 Arachno-men
1-6	C	Gormaz, Qwrzak (on night 2 of moon cycle)
3-1	C	Qwrzak/Strava (on night 7 of moon cycle)
3-2	C	2d6 Living metal forms
4-1	C	Zsofinia, 15 living dolls
4-3	C	50 Arachno-men
5-1	C	128 Living metal forms
5-1A	T/C	Portal energy cage; Strava (early on night 8 of moon cycle)
5-3	C	6 Lethe plants
5-4	T/P	Subzero temperatures; control box
5-6	C/T	2 Moon-slave scientists, portal energy cage
5-7A	C/T	8 Moon-slaves, portal energy cage; Strava (late on night 8 of moon cycle)
5-7B	C	4 Moon-siblings; Strava (on night 3 of moon cycle)
5-7C	C	Strava (on night 1 of moon cycle)

ISLAND CRAWLING

Movement: Each in-game hour of travel moves the PCs one quarter mile (interior), one half mile (sunken ruins), or two miles (beach), and also requires a check on the random encounters table (p. 3). Judges should resolve encounters with terrain obstacles separately from this timed movement.

Armor: Navigating the islands' geography is grueling, dangerous work; and the unforgiving landscape and tropical conditions make wearing armor taxing. Characters wearing armor must make a Fortitude save at DC 5+Armor AC bonus, each hour of travel, or be forced to rest 1 hour (plus random encounter roll) before continuing.

PLAYER START



Start the adventure, just before sunset, at area 0, marked with an "X" on south edge of the main map. Read aloud or paraphrase to players:

The legendary Tolomak Islands loom on the northern horizon, high green mounds of steaming jungle and beetling, basaltic cliff faces. Ruins lie between the two largest islands, some parts rising higher than your ship's mainmast, but mostly obscured by mangrove swamp. To the southeast, high cumulus clouds have built to anvil-topped thunderheads, which mutter and rumble in warning, but the freshening wind provides scant relief from the oppressive tropical heat. The superstitious crew has been muttering about doom and damnation for much of the journey, but now are silent, Doom writ clear upon their faces. Captain Ozmandus warns of the storm's threat, and suggests circling westward, around the islands, so as to find safe harbor in their lee.

Following the captain's direction will take the PCs clockwise around the two big islands. Judges should describe the geographic features, and allow the players to choose their own course, understanding that the PCs' basic options are: to climb the cliffs, to go into the ruins, to enter the caldera, or to land on a beach. The ship has two boats, each capable of seating 12, with room for cargo.

The Captain's route may bring the ship in sight of area 1-1, where native folk have a watch post, and alert the goldling village (area 1-2). Eloiz (one of the three sisters) is in the Green Tower (area 1-4) and will spot them using her telescope, and will summon Gormaz from area 1-6 bidding him to stay hidden but close-to-hand.

Wherever they choose to sail and/or land, just after sunset a dazzling beam of white light shoots into the heavens from the crag at area 3-2 (Note that this is immediately adjacent to area 5-1), followed by a peal of thunder several seconds later. The Metal Apparatus (area 5-2) has been triggered, as it will be each day, at exactly the same time.



AREA 1: THE ISLE OF THE SUN



he Isle of the Sun is surrounded by beaches and cliffs, covered in dense jungle, and rises to three large volcanic peaks, one of which is active, with a visible plume of steam.

Area 1-1 – Goldling Watch Post: *The ship's boat grounds upon a beach of black sand. Jungle covered hills rise about 100' beyond the sands.*

Though nearly impossible to see (DC 20), a treehouse containing 4 goldlings stands atop one of the hills. They use a heliograph to send for reinforcements from their village (area 1-2) and to alert Eloiz (area 1-4). By the time anyone is able to land on the beach, a hunting dinosaur pack led by Muftas the Giant arrives. Other goldling warriors join their fellows in the hills, in hiding, and support him if he's attacked.

Suddenly, a small, golden humanoid, masked and riding a reptilian monstrosity, emerges from concealing jungle, surrounded by large (5' high), scaled and feathered creatures resembling fighting cocks. He charges his strange mount a few paces forward, crying out shrilly at the party in a strange language and shaking his lance in the air, then stands his ground, his beasts milling around their swiveling heads staring at the party with unblinking gazes.

Muftas is arrogant and fearless, but also curious. He has demanded in a high, chattering voice who these invaders are, and from whence they have come.

The warlord wears a painted wooden mask, a necklace of gold nuggets and shells, and brilliantly hued, feathery armor made from dinosaur hide. He commands his pack of hunting dinosaurs by voice command, and rides a golden dinosaur like a large alligator. Muftas is 4'3" tall, a giant among goldlings!

Muftas the Giant: Init +3; Atk lance +3 melee (1d8+2) or war club +2 melee (1d4+2); AC 15; HD 5d4; hp 16; MV 25' (climb 20'); Act 1d20; SP control dinosaur pack; SV Fort +4, Ref +5, Will +3; AL C.

Running the first encounter:

While he is assertive, Muftas should be played as pointedly curious rather than belligerent, unless attacked.

If the PCs Parley:

If not attacked, Muftas dismounts and approaches the largest member of the party, attempting communication non-verbally through gestures (and possibly sand drawings) rather than in Common. Judges also could allow the warlord speak some dialect of Common, to streamline this encounter.

After several attempts to get information about their origin and intentions, he invites the party back to the village (area 1-2). He offers them hospitality in the form of meat fresh off the spit (feral goldling meat!).

Dinosaur (hunting) (8): Init +2; Atk bite +2 melee (1d3) or spur +1 melee (1d5); AC 14; HD 1d8; hp 5 each; MV 40'; Act 1d20; SP keen eyesight +2 chance to notice creatures in hiding; SV Fort +0, Ref +2, Will +1; AL N.

If Muftas is Attacked or Killed

Should the PCs attack Muftas, he sics the dinosaurs on them, and reinforcements arrive after 2 rounds. If he is killed, the hunting dinosaurs scatter and head back to area 1-2. There, the alarmed goldlings (warned by the watch post at area 1-1) prepare a defense. If the PCs approach the village immediately, 10 dinosaur riders and 20 armed goldlings attack savagely, seeking to drive the invaders away. Even if this happens, if left alone for a day, the goldlings will be hostile but not vengeful, and distracted by competition for leadership.

Dinosaur (Riding) (10): Init -1; Atk bite +1 melee (1d6+1); AC 18; HD 3d6; hp 12 each; MV 40'; Act 1d20; SP None; SV Fort +3, Ref -1, Will +1; AL N.

Brightly-hued, quadrupedal dinosaurs with heavy scales and a beak-like maw, about the size of a large alligator. Large enough for small humanoids (like goldlings or half-lings) to ride.

Dinosaur Rider (10): Init +1; Atk lance +2 melee (1d8+1) or war club +2 melee (1d5); AC 14; HD 2d4; hp 6 each; MV 40'; Act 1d20; SP none; SV Fort +2, Ref +2, Will +0; AL C.

Dinosaur riders are tougher than normal goldlings, and a riding dinosaur mount can attack if its rider is killed/knocked off.

Goldlings (20): Init +3; Atk javelin +2 missile (1d6) or war club +1 melee (1d5) or bite (1d2); AC 13; HD 1d4; hp 2 each; MV 25'; Act 1d20; SP None; SV Fort +2, Ref +2, Will -1; AL C.

Whether the PCs parley or attack, Eloiz (area 1-4), having spotted the PCs' ship, alerts Gormaz (area 1-6) and makes her way to the village, arriving sometime later. Gormaz follows Eloiz, but remains in the jungle, observing, unless they attack her. Both Eloiz and Gormaz have agendas: She to have them kill her sister, Strava the Undying Queen; he to find some way to get to civilization to pursue his martial dreams.

Area 1-2 – Goldling Village: *The narrow trail forks at a crude dam across a stream, which provides a rough bridge for crossing, and beyond it a small lake has formed. In the trees around the lake you spy dozens of little treehouses, cunningly made. Small, golden people peer curiously from all around you. Across the water, a clearing holds a fire pit and a large, fenced and roofed enclosure, and more of the "fighting cocks" peck in the dirt beneath the canopy of the surrounding jungle.*

The village contains a variety of treehouses, small and large, and the clearing holds an open area for congregation and a firepit with spits for cooking (area 1-2A). PCs inspecting it will see small humanoids turning on spits (as the goldlings are cannibals). Beyond the fire pit a fenced and roofed open enclosure holds 20 riding dinosaurs (area 1-2B).



Goldlings (50): Init +3; Atk javelin +2 missile (1d6) or war club+1 melee (1d5) or bite (1d2); AC 13; HD 1d4; hp 2 each; MV 25'; Act 1d20; SP None; SV Fort +2, Ref +2, Will -1; AL C.

Area 1-3 (all) – Feral Goldling Enclave: Among the branches of the gigantic jungle trees, you spy several tree houses, crudely made.

Feral goldling enclaves are small treehouse villages, each with 4d6 feral goldlings in residence. Feral goldlings are wary, and groups of less than 10 flee into the jungle when PCs approach. Others may take up arms and attack if the PCs don't make some overture toward peaceable parley.

Goldling (4d6): Init +3; Atk javelin +2 missile (1d6) or war club+1 melee (1d5) or bite (1d2); AC 13; HD 1d4; hp 2 each; MV 25'; Act 1d20; SP None; SV Fort +2, Ref +2, Will -1; AL C.

Area 1-4 – Green Tower: A spindle-shaped tower of metal and glass thrusts from a prominence near the peak of the mountain, gleaming green and gold in the sunlight. In its wide base is a closed portal, and the shaft of the tower culminates in a bulbous, windowed dwelling.

The portal is closed with no apparent lock or mechanism, and the material resists mundane means of forcible entry. Eloiz's wand is a passkey, and a *knock* or *tear* (*mending*, reversed) spell with result of 16+ also can open it. The tower's exterior has handholds, but reaching the windows requires

a DC 18 climbing check. The windows themselves can be opened with a DC 15 pick locks.

Area 1-4A – Entry: A short, well-lit corridor leads to an opening in the central shaft of the tower. You see no apparent means of ascent.

Inside the shaft gravity is only about 1% normal unless the field is deactivated using a switch in area 1-4C. Leaping upward allows PCs to reach a protruding handle, which can be grabbed to arrest momentum. Grabbing the handle opens a portal to area 1-4B.

Area 1-4B – Study/Work Area: A round, well-lit room, sparsely furnished with low couches and large potted plants. A telescope stands on a tripod in the northwest, next to a desk and a table laden with alchemical equipment. A staircase winds around the eastern wall, climbing to the next level.

During the daytime, Eloiz wanders the island gathering plant materials and tends to her horticulture (she is present 40% of time during the day). If she is present, her plants gain +2 to stated initiative and attack bonus.

On the desk is an illustrated book of flora native to the isles, including information about their locations, uses as poisons, potions, tonics, etc.

Eloiz, Green Lady: Init +3; Atk disintegration rod +3 missile (1d6+1, destroys dead); AC 13; HD 6d6; hp 30; MV 30'; Act 2d20; SP command plant life (uses one action die), rod also is passkey for tower portal; SV Fort +3, Ref +5, Will +5; AL C.



Carnivorous Plant (devouring, 4): Init +2 (+5) (surprise on first encounter); Atk +2 (+4) melee (1d4 + swallow); AC 13(15 if swallowed); HD 1d8 per pod (1d4 devouring pods per plant); hp 5 per pod; MV 15' (reach); Act 1d20; SP swallow (-1 hp and -1 armor AC per round acid damage), fire and cold attacks do double damage; SV Fort +0, Ref +1, Will immune; AL N.

Area 1-4C – Chamber: *This chamber is filled with large, potted plants. Near the windows to the south, stands a large, pod-like device with a translucent top, seemingly rooted into the floor. In the center of the chamber is a console with a round dial.*

At night, Eloiz rests in the revivification pod on this level. Should the PCs gain entry to the tower, she awakens. It takes her 5 rounds to extract herself from the pod. Any PC attempting to use the pod should make a DC 20 Fortitude save. If failed, the PC is ripped apart and poisoned by root-like injectors. If successful, the PC gains 1d3 points *each* to all physical attributes, permanently.

Eight carnivorous plants attack when the PCs reach the console in the center of the room (stats as above). The console's dial controls the gravity in the ascent shaft, and ranges from 0 to 300% normal gravity.

Area 1-5 (all): Colony of Arachno-men: *Spider webs shroud the lower branches of the nearby trees.*

2d8+4 arachno-men dwell in each colony. The PCs are a potential meal, certainly, but the creatures also are curious and intelligent. Savvy players can attempt to parley with

them, if they have language to do so. If the PCs approach with belligerent words or actions, the arachno-men attack immediately.

Arachno-men (2d8+4): Init +2; Atk shark tooth sword +3 melee (1d8), bite +2 melee (1d2 + poison); AC 12; HD 1d8; hp 5 each; MV 30' (35' in web); Act 1d20; SP poisonous bite (DC 16 Fort save or comatose for 2d3 turns), web binding (DC 18 Strength check to escape); SV Fort +0 Ref +2 Will +0; AL N.

Each enclave of arachno-men has one or more leaders. These individuals are tougher and have special roles and powers. For each enclave roll 1d6 on the table on page 13.

Area 1-6 – Sacrificial Site/Lair of Gormaz: *A vast, stone-paved plaza entirely devoid of jungle opens before you. A ring of monoliths stands at its center.*

Under the shadow of the volcano, Gormaz, a gigantic ape, makes its home. It often scavenges the sacrifices made here by the goldlings (who seek to appease the God of the Mountain), and is an ally to Eloiz the Green Lady. There's a 50% chance that Gormaz is present, sleeping in a well-made lean-to of woven trees in the nearby jungle (just visible beyond the eastern edge of the plaza). If he is present, roll a 3-sided die for each turn the PCs linger here investigating. On a "1" the beast will awaken to their presence and investigate. If the PCs enter the lean-to, he awakens immediately and aggressively (also see "Minions & Allies," p. 4).

Gormaz (20' tall, 5,000 lbs.): Init +1; Atk club +8 melee

ARACHNO-MEN LEADERS

1d6	Role in Tribe	Appearance	Special Power
1	Shaman	Wears an elaborate headdress made of a skull and woven fetishes	Automatically casts <i>spider web</i> spell (as per 22 result) once per combat.
2	Champion	Carries an obsidian battle axe (1d12+1 damage)	10 hp, AC 14, and critical hit range 19-20.
3	Sniper	Covered in camouflaged garment (Surprise 75%) and armed with crossbow missile +4 (1d6 plus poison)	Poison DC 15 Fort save or death in 1d4+2 rounds.
4	Egg Layer	Twice as thick as regular arachno-men, but no other discernible difference	On successful bite, implants egg case instead of poison (DC 15 Fort save); healing can cure the bite, but the case must be removed by hand or by Lay on Hands roll of 3 or more dice of healing. If not removed, a baby arachno-man will burst from the character's abdomen in 2 days, causing massive damage (2d6).
5	Web slinger	Looks normal, but keeps distance from combat.	Can use web binding SP as missile weapon +3 (range 50')
6	Brood-keeper	Looks normal, except that 2d4 young cling to its arms shoulders and back	When it attacks, the young also may attack and bite (+1 melee (1 hp + poison as per normal arachno-men)

(2d6+8) or grab/squeeze +10 melee (DC 20 Strength check to escape, grab does 1d6 damage and squeeze does 2d4 per round); AC 17; HD 10d12; hp 85; MV 45' or climb 30'; Act 2d20; SP crit on 18-20; SV Fort +10, Ref +5, Will +7; AL C.

Area 1-6A – Moonhir Portal: *In the center of the plaza, a circle of monoliths topped with crystalline spheres surrounds a platform of opalescent stone. Two of the monoliths are wrapped with roughly woven ropes, the ends of which hang ragged and broken.*

It is here that the goldlings from area 1-2 sacrifice victims to the mountain spirit, to keep it from erupting. Gormaz eats them.

On nights of the green moon, a portal opens in the center, leading to area 3-1. Qwrzak arrives within 1 turn and moves in the direction of the goldling village (area 1-2), seeking victims for Strava's Blood Still (area 5-6).

AREA 2: SUNKEN RUINS



etween the Isle of the Sun and the Isle of the Moons lie vast areas of sunken ruins: High mazes of thick walls and broken architecture linked by fetid waterways and noisome mangrove swamp. The structures are full of subtle dangers, including defensive magicks. If players attempt to navigate the ruins, they should roll on the Random Encounter table (p. 3) for each hour (default movement time), during which time they will move one-half mile.

Space limitations prohibit further elaboration of this area, but judges could add temples, ruins, and associated encounters from other Goodman Games and third-party DCC RPG adventures (see next section, "Adventures & Encounters in the Sunken Ruins and Outer Islands.").

Adventures & Encounters in the Sunken Ruins and Outer Islands

In addition to the random encounters provided for this adventure, judges may consider using Goodman Games and third-party publisher adventures to create additional encounters suitable for this area. Here are a few suggestions, most available through the Goodman Games online store.

- DCC #66.5: *Doom of the Savage Kings* (Area D: The Sunken Fens, and D-1)
- DCC #67: *Sailors on the Starless Sea* (Re-skin as a swamp; consider increasing hit points, AC, and to-hit bonuses of creatures encountered).



WHILE BATTLING THE METAL MONSTROSITY
BLOODY ALLASIN PREFORMS A MIGHTY DEED OF
ARMS AND TIARELLA NYSSA SAUX SOPHORA SUFFERS
CORRUPTION ON THE PATH OF THE LEFT HAND!

- *DCC #68: People of the Pit* (Re-skin as swamp; otherwise all of this is useable but may require some changes to descriptions.).
- *DCC #75: The Sea Queen Escapes* (If players seem interested in ruins under the sea. Have them recover the idol described in “Beginning the Adventure” and follow from there.)
- *DCC #77: The Croaking Fane* (Can be run almost completely as-written, but may prove deadly due to higher level.)
- *DCC #82: Bride of the Black Manse* (The entire supplemental adventure *Blood for the Serpent King!* can be run almost as-written, with some re-skinning of the setting descriptions.).
- *DCC #90: The Dread God Al-Khazadar* (Consider using the map and encounters for area 1: The Black Circle)
- *In the Prison of the Squid Sorcerer* (Mystic Bull Games): This supplement provides several stand-alone encounters appropriate for this area, especially “Shadows of Malagok.”
- *Attack of the Frawgs* and *The Haunting of Larvik Island* (Thick Skull Adventures): *Frawgs* fits the Sunken Ruins well and could be run in its entirety, while *Larvik Island* could be used to populate the outer islands.
- *Lair of the Mist Men* (Purple Sorcerer Games): The Lair section itself can be used in its entirety.

Some of these encounters and adventures may be more (or less) than what the characters are able to overcome. Judges should use discretion when including this content, but should not be too concerned with “balance” of encounters and character experience levels.

AREA 3: THE ISLE OF THE MOONS



he Isle of the Moons is home to the Moonhir (area 3-1), and two potential entrances to the Moonlands (areas 3-2 and 3-3).

Area 3-1 – The Moonhir (by daylight): *A circle of opalescent stone monoliths topped with crystal spheres surrounds a deep, bowl-shaped depression. Within the polished bowl, on a circular pedestal stands a tall statue of the same stone.*

The Moonhir consists of a circle of seven menhirs topped with crystalline spheres, its lenses, which surround a polished bowl with a pediment and statue at its focus. The 25' statue consists of wing-like loops and whorls around a central axis, an ethereal, many-winged creature, its delicacy of form, and billows and wisps of pale, opalescent stone, belying its real menace. This is Qwrzak the Moonbird, which only awakens under the light of the moon(s). The pediment is concave, and holds a depression at its center, where liquid moonlight collects, tangible lunar radiance with marvelous properties. The pediment also opens portals leading to different places, depending on the moons' phases.

(by moonlight) If the PCs arrive during nights 1-7 of the moon cycle (see p. 6) Qwrzak is not a statue. It may be either present or off on some nefarious mission. Other NPCs or creatures also might be present (see Moon Cycle Effects table, p. 6).

All structures of the Moonhir are indestructible by normal means, though a *tear* spell (reversed *mending* spell) with result 32+ destroys one part of the structure. Destroying one of the 7 outer monoliths will disable the Moonhir and traps Qwrzak in statue form. If the Qwrzak statue is shattered the creature is freed of its bondage, and makes psychic contact with the PC who did so. That PC makes a DC 15 Willpower save, if successful, gain 1 point Intelligence; if failed,

lose 1 point Intelligence. In either case, that PC gains 1d4+1 Luck; other PCs' Luck also is affected (Lawful members of the party gain 2, Neutrals gain 1, and Chaotics lose 1 Luck).

Qwrzak (The Moon-bird): Init +3; Atk energy beam +4 missile (variable effect depending on aspect) or touch +3 melee (varies); AC 18; HD 5d12; hp 40; MV 35' (flying); Act 1d20; SP spell like effects; SV Fort +0, Ref +0, Will +0; AL L.

Area 3-2 – Crater Entrance: *Below, you see a complex of girders and guy wires with an open ring in the middle. In the air below, metallic, geometric forms dance in complex patterns and rhythms, obscuring the rest of the interior.*

The largest peak of the Isle of the Moons is hollow, and can be entered to reach Moonlands Aerie (area 5-1). The living metal forms ignore the PCs unless they attempt to damage the Metal Apparatus, or alter its functioning.

Area 3-3 – Sea Cave/Drainage Tunnel: *At the end of this narrow cove you find a sea cave, mostly submerged.*

30 feet in, the cave contains an un-corroded metal grate, locked, a stream of cold water flowing from it. Beyond the grate, a drainage tunnel leads to the frigid pool in the Garden (area 5-3).

Area 3-4 – Lava Flow: *A tall plume of steam rises from the sea, here, where a river of magma flows out into the ocean.*

This area is included to ensure the players understand that the mountains are volcanic and potentially active. Approaching within 100 yards of the magma causes 1 point of heat damage, and getting any closer begins to cause progressively more damage – at judge's discretion but enough to discourage close investigation!



AREA 4: ULMALELAH



near the northwest edge of the Isle of the Moon the shell of an ancient caldera encloses a low, dark island, its broken sides rising some hundreds of feet to end in a jagged, semi-circular ridge. Within its walls, the arachno-men make their peculiar web-city (area 4-3). On the island within the walls lives Zsofinia, a powerful witch, and sister of Strava and Eloiz.

Area 4-1 – House (Outside): A brightly painted house stands in the middle of this small island, made of the boles of great trees, cemented with a clear sap-like substance. Intricate designs have been carved into its members, and bright pigments used to accent the carvings. A large metal door appears to be the only entrance.

(Inside): Warmly glowing globes, suspended from the ceiling, light the interior of the dwelling. To the right, shelves climb from floor to ceiling, mostly filled with dolls, their crafting so lifelike that they appear to be living beings, just taking a rest. On a work table you see a work-in-progress – natural bones connected by fibrous sinews and partly covered in pure, white clay – surrounded with potter's tools and unglazed clay vessels. To the left, a ritual circle has been scribed on the open floorspace, and cabinets fill much of the wall beyond. Only the well-appointed dining table with six matching chairs seem out of place, contrasting with the eeriness of the other décor.

Zsofinia is blind, and her eyes are covered by a cloth blind-

ing, but nonetheless beautiful and regal. Her hair is long and silver in color, her skin so pale as to be bluish. She makes living dolls, using a unique white clay found deep in the sunken ruins. She can be persuaded to teach others this lore, but only for a steep price: a large quantity of clay and a piece of the student's soul, which links the PCs to the doll and whatever befalls it. The dolls sit on the shelves, unmoving, but leap to her commands. She blinded herself so she could see through any of her dolls' eyes. When the witch is speaking to the PC, one of her dolls will jump from its alcove, perch nearby, and look at whomever she addresses.

On the last day (Night 8) of the moon cycle, Zsofinia sends one of her dolls to bring a healing tonic to her sister, Strava (via area 3-2). The tonic heals 1d6 hp under normal circumstances. Other effects at judge's discretion. There are 1d5+1 completed tonics in one of the cabinets on the north wall.

Zsofinia, Dollmaker: Init +3; Atk harmful magic +6 ranged (60', 1d6 or curse) or living dolls (see below); AC 16; HD 6d6; hp 30; MV 25'; Act 2d20; SP harmful magic (1d6 damage) or curse (-1d3 to any ability score until removed); SV Fort +10, Ref +5, Will +6; AL C.

Living Doll (16): Init +2; Atk glass dagger +1 melee (1d3+1); AC 14; HD 1d3+2; hp 3 each; MV 25'; Act 1d20; SP un-living, witch's eyes; SV Fort +0, Ref +2, Will +4; AL N.

Zsofinia creates living dolls using the unusually pure clay found inland, plants from her garden, and fragments of the souls of her "models." They are immune to mind-affecting magicks, like *charm* spells, illusions, and fear effects.

Area 4-2 – Garden: *Just outside a painted house, in a patch of light admitted through the cone of the caldera, stone walls with a wooden gate enclose a variety of plants, sown in no apparent order or pattern.*

Zsofinia uses these plants in making her living dolls, blending them to tint the clay and imbue it with the potential for life, and also for various tonics. Eloiz often sends her new specimens she has discovered, hoping to curry Zsofinia's favor.

If PCs attempt to eat or otherwise ingest the plants, they should make Luck rolls. If successful, the judge should provide either no effect or a beneficial effect (e.g., healing, infravision, restore abilities, etc.). If failed, assign a detrimental effect according to magnitude of failure (from a rash to death).

Area 4-3 – Arachno-men Colony: *In the dimness of the caldera's walls, vast swaths of webbing coat the rough stone,*

thick lines and finer strands strung between them – a vast web complex! Above, and all around, rubrous humanoids, blends of man and spider scurry about, some peering down at you. They do not threaten, but your sense of their menace is tangible.

Within the walls of the caldera about 128 arachno-men have established a permanent colony, 50 of whom attack immediately if the PCs seek to harm either Zsofinia or the colony. The remaining creatures reinforce at a rate of 10 per round. They are neutral in all other ways, but are loyal guardians of Zsofinia.

Arachno-men (50+10 per round): Init +2; Atk shark tooth sword +3 melee (1d8), bite +2 melee (1d2 + poison); AC 12; HD 1d8; hp 5 each; MV 30' (35' in web); Act 1d20; SP poisonous bite (DC 16 Fort save or comatose for 2d3 turns), web binding (DC 18 Str check to escape); SV Fort +0 Ref +2 Will +0; AL N.

As in other arachno-men enclaves, this colony has special/leader types among its host, in addition to the regular troops. The colony begins combat with a Champion in the ranks. Judges should roll 1d6 on (or choose from) the table in the description of area 1-5 (p. 13) once per round thereafter, up to 4 additional times.

AREA 5: THE MOONLANDS



The Moonlands are the underground realm of the Undying Queen, accessed via the well-guarded crater-top entrance (area 3-2), the drainage tunnel (area 3-3), or through one of the Moonhir portals (area 3-1). The complex fills the hollow interior, though there also are several discrete chambers connected by tunnels and other connectors. Most of these structures are parts of, or support for, the Metal Apparatus (area 5-2), a mechanism used to cool the magma beneath the crater.

Moonlands Random Encounters: Each turn spent in Moonlands roll 1d7 for encounters: (1-2) 1d4 moon-slaves, (3) 2d4 moon-slaves, (4-7) no encounter. The moon-slaves encountered may not see the PCs, but send one of their number to warn Strava when they discover the intruders.

Area 5-1 – The Aerie: *Shining metal spheres, cones, and cubes move around the top of the crater, in a complex dance, in and around a complex of heavy girders and guy wires, periodically opening as one, and reflecting the sun in the interior.*

The focused sunlight is used to power the Metal Apparatus. Each day, the living metal beings congregate in the structure. They open up like flowers, forming a lens and shining day's sunlight focused upon the Metal Apparatus (area 5-2). The Apparatus glows brighter and brighter throughout the day before emitting a thick beam of intensely white light up into the sky, just after sunset.

Living Metal Forms (128): Init +2; Atk spark +2 missile (1d4) or spike +1 melee (1d4+1); AC 14; HD 2d4; hp 4 each; MV 25'; Act 1d20; SP cooperative structures, dark vision 60'; SV Fort +1, Ref +3, Will +0; AL L.

Metal Monstrosity: Init -1; Atk flail +6 melee (1d14); AC 14; hp 128; MV 40'; Act 1d24, 1d20; SP dark vision 60', malleable form, uses Crit Table G; SV Fort +3, Ref -1, Will +6; AL L.

If PCs destroy any of the living metal forms, 64 of their members combine to create a metal monstrosity (and should it be significantly damaged by the PCs, a second one forms). The joined forms do not die when reduced to 0 hit points, but break apart and retreat to the Metal Apparatus to regenerate power. After 2 hours of regeneration, they may deploy again.

Area 5-1A – The Moonhir Portal: *A circle of monoliths topped with crystalline spheres surrounds a platform, all enclosed by a cage of coruscating energy, stands on metal jetty, jutting out from the crater's wall.*

The caged area is a portal to the Moonhir, active on the 4th night of the moon cycle (see p. 6). The cage can be entered from the outside with no discernible effect. Once inside, creatures touching the energy field take 1d12 damage. Living metal forms are not affected. Turning off the field requires one of the keys held by one of the moon-slave scientists in area 5-6 or Strava's wand.

Area 5-2 – Metal Apparatus: *A gigantic metal and glass apparatus rises hundreds of feet from the bottom of the crater. There are no apparent entrances.*

The apparatus is solid, with no entrances, approximately 300' tall, and ends in sharp point. Its base is in the pool of the Garden (area 5-3). The living metal forms (area 5-1) dance high above the structure. Occasionally, some fly down to form bridges for moon-slaves crossing from place to place as they go about their rounds. They attack PCs at-



tempting to damage the Metal Apparatus, its controls, or its cooling coils (area 5-4), or the portal circle at area 5-1A.

The purpose of the apparatus is to cool the volcanic interior, keeping the mountain dormant. If it's destroyed, then the volcano becomes active in 12 hours and explodes in 1 day.

Area 5-3 - The Garden: Thick growth of plants and trees from cooler climes springs from two circular, descending tiers. A high metal tower with no discernible entrance stands in the middle of a deep pool carpeted in flowering water plants. The air is still and much cooler here.

Circular tiers step down to overhang a still pool of frigid water, with the gigantic Metal Apparatus (area 5-2) in the center at the bottom of the crater. The main pool is 50' deep and its waters only just above freezing (submerged PCs make DC 12 Fortitude save each round or lose 1d4 Stamina). Cold-loving Lethe plants inhabit the pool, guarding the way from area 3-3. The plants attack anything living if it enters the pool. They ignore all else, including poking and prodding from above. When they attack, the plants' "flowers" cover the faces of victims, saturating them with soporific toxins, and then rapidly encase them. Victims remain in stasis indefinitely, unless freed. Each plant killed releases 1d4 victims (zero-level characters) who float to the top of the pool in vegetative pods, and may be freed.

Lethe Plant (6): Init +3; Atk flower +2 melee (stasis); AC 14; HD 3d8; hp 14, 9, 8, 16, 17, 22; MV n/a; Act 2d20; SP stasis poison (DC 15); SV Fort +4, Ref +1, Will immune; AL N.

Area 5-4 - Frozen Cavern: Accessed via ladder from 5-2A to 5-2B.

(Outside) A tunnel leads to a heavy door made of metal-framed ceramic plates. The air is frigid and you can see your breath in the air. There's a metal panel in the wall to the right of the door, labeled with strange script.

(Inside) This chamber is rimed with frost and icicles suspended from metal girders in the ceiling. A thick layer of ice covers the floor. A cylindrical structure of heavy, pinkish metal rings rises from floor to ceiling. There are two large, elongated lumps on the floor near this structure.

The panel to the right of the door hides two moveable dials, each with an indicator shaded from blue to white to red. In each indicator needle points to the white area.

If the dials both are turned to "blue" the pool in area 5-3 freezes within 2 turns, killing the Lethe plants and their pod contents. If both are turned to "red" the ice inside the room begins to melt as the magma below begins to heat. Alarm klaxons sound, and 16 living metal forms arrive in 4 rounds (and reinforcements as needed). The apparatus now actively heats the mountain. The volcano becomes active 6 hours later, and explodes in 24 hours. If the PCs are within a mile of the mountain, they will be killed instantly.

The inner chamber beyond the door lies directly below the Metal Apparatus. Ice rimes the heavy girders of the ceiling above, forming icicles. In the center are the exposed coils of a cooling apparatus. The visible cooling coils are made out

of an alloy of mithril and copper, and penetrate 3,000' into the icy floor.

The “**lumps**” are moon slaves who came recently to remove ice from the apparatus and were overcome by the cold. One has a small jack-hammer capable of digging through rock or ice, and one has a snow shovel. Should they be thawed, they revive as if never frozen.

If PCs enter the room, each must make DC 10 Fortitude save every round or take 1 hp and 1 Stamina damage. Fire-based spells can melt the ice, but run the risk of damaging the coils (Luck check by caster). If the coils are damaged, this will disable the cooling system, and cause the volcano to become active again, as described above.

Area 5-5 – Lunar Orrery: *A wide balcony circumscribes this spherical room. Within the open space, a structure of metal loops and vividly colored spheres of blue, green, and red surrounds a central globe covered with a map of blue waters, and green and gold landmasses.*

A gigantic, clockwork orrery fills most of this room. The device shows the planetary sphere, and the blue, green, and red moons. Each sphere is covered with precious and semi-precious stones (500 gp each for moons, 750 gp for planet) if the PCs can find a way to reach them. A balcony circumscribes the room. Careful study of the device over three consecutive days grant a wizard or elf insight about astrology, or perhaps a spell of the judge's choosing.

Area 5-6 – The Blood Still: *This large, round room is dimly lit by globes hanging from the ceiling, but they brighten after you enter, providing a blue-white light. The floor holds 10 metal racks of silvery metal, equipped with restraints of various sizes. Above each rack are two globes, one filled with glowing, bluish-silver fluid, and one empty, a small tube draining from its bottom into a socket built into the wall. Coiled tubes of some transparent material hang from each globe. Another tube of the same material connects from the top of each empty globe to a complex alembic at the side of the chamber. Two tall humanoids, glowing blue-silver and wearing robes of cloth-of-silver, stand still and silent against the wall of the chamber. A slightly raised circular area enclosed by a cage of coruscating energy fills the center of the chamber.*

In this room, moon-slave scientists drain and distill the blood of living, sentient beings, using the distillate to catalyze the Undying Queen's rejuvenation chamber (area 5-7A). Liquid moonlight replaces the blood of the victims, making them into moon-slaves. The two humanoids are moon-slaves of Strava's race, scientists whom she has preserved to manage this equipment. They only react if harmed, and then flee (or make a fighting retreat) to Strava's Sanctum (area 5-7).

Moon slave scientists (2): Init +4; Atk shock baton +1 melee (DC 17 Fort save or stunned 1d4+1 rounds); AC 13; HD 2d8; hp 7 each; MV 25'; Act 1d20; SP dark vision 60', detect life 60', regenerate; SV Fort +1, Ref +1, Will +4; AL L.

One of the moon-slave scientists holds a “key” for deactivating the energy cage. 10+1d30 pints of opal liquid moon-

light (see Moon Cycle Effects table, p. 6) are contained in a large drum with a hand pump on top.

The cage can be entered from the outside with no discernible effect. Once inside, creatures that touch the energy field take 1d12 damage. Turning off the field requires either the key held by one of the moon-slave scientists in area 5-6 or use of the Undying Queen's wand.

Area 5-7 – Sanctum of the Undying: *The light of several dim globes reveals a large, high room with stairs leading to a raised loft. The glowing forms of several small humanoids and four large ones stand unmoving on the lower and upper levels. A slightly raised circular area enclosed by a cage of coruscating energy fills the center of the chamber.*

This is the lair of Strava the Undying Queen, and consists of one large room, with a loft around the north and east sides. An energy case surrounds a portal circle in the center of the lower level. Ten diminutive moon-slaves stand around the lower chamber.

Strava may not be present when the PCs arrive (See Moon Cycle Effects table, p. 6). On the night of the red moon, she rejuvenates herself in a glass and metal chamber (area 5-7C) using distillate from the Blood Still (area 5-6). On the nights when all the moons are in the sky, she ventures through the portal (area 5-7A) to the Moonhir (area 3-1).

Strava, the Undying Queen: Init +3; Atk moon-wand +4 missile (Fort save vs attack roll DC or slowed to half movement and attacks for 1d4 rounds) or dagger +2 melee (1d4+1); AC 14; HD 6d6; hp 25; MV 30'; Act 1d20, 1d16; SP command Qwrzak, immune to sleep, charm and other mental effects; SV Fort +0, Ref +3, Will +3; AL L.

If Strava is absent, the 10 moon-slaves attack immediately. Otherwise they follow her lead.

The cage can be entered from the outside with no discernible effect. Once inside, creatures touching the energy field take 1d12 damage. Turning off the field requires either the key held either by one of the moon-slave scientists in area 5-6 or the Undying Queen's wand.

Moon-slaves (10): Init +2; Atk bite +1 melee (1d3 + 1 point per round); AC 13; HD 2d4; hp 5 each; MV 25'; Act 1d20; SP dark vision 60', detect life 60', regenerate; SV Fort +1, Ref +3, Will +0; AL L.

On the loft's north side, the three queens' siblings, now moon-slaves, stand under force fields, atop pedestals labeled with their names (area 5-7B). The siblings only attack if Strava uses her moon-wand to release them.

Moon-Sibling (4): Init +4; Atk claws +2 melee (1d5) or bite +1 melee (1d4 + 2 points per round); AC 14; HD 6d6; hp 15 each; MV 35'; Act 2d20; SP dark vision 60', detect life 60', regenerate; SV Fort +4, Ref +3, Will +1; AL L.

SUPPLEMENTAL BESTIARY

Carnivorous Plant (constricting): Init +1 (surprise on first encounter); Atk +1 melee (1d3 + constrict); AC 13; HD 2d8; MV n/a; Act 1d20; SP constriction (1d3 per round), fire and cold attacks do double damage; SV Fort +1, Ref -2, Will immune; AL N.

Thorny vine plant that constricts its victims. Surprises automatically the first time encountered.

Carnivorous Plant (devouring): Init +2 (surprise on first encounter); Atk +2 melee (1d4 + swallow); AC 13 (15 if swallowed); HD 1d8 per pod (1d4 devouring pods per plant); MV n/a; Act 1d20; SP swallow (-1 hp and -1 armor AC per round acid damage), fire and cold attacks do dou-

ble damage; SV Fort +0, Ref +1, Will immune; AL N.

Looks like big flower with 1d4 buds. Each bud is a devouring pod, and may attack independently of others. Surprises automatically the first time encountered.

Thorn Crab: Init +1; Atk claw +1 melee (1d6+2); AC 16; HD 3d8; MV 30'; Act 1d20, 1d16; SP claw grapple DC 15 Str check to escape, spiny shell; SV Fort +2, Ref +0, Will +1; AL N.

The thorn crab's shell is covered with sharp spines. Anyone who climbs on top suffers 1d3 damage and must make DC 12 Reflex save to escape or take 1 hp per round stuck to the shell.

CONCLUDING THE ADVENTURE



Because the adventure provides several potential beginnings for the PCs, and they may ally with (or become enemies of) inhabitants of the Isles, the "end" of this adventure depends on the choices of the individual judge and her players.

However, the PCs still must find a way home. If they are

quick, Captain Ozmandus and his crew can provide them with transport off-island. Should the ship have sailed away without them, they must seek other means of passage. If they have managed to wreck the Metal Apparatus (area 5-2/5-4), divine intervention may become necessary, as the volcano becomes active again, and threatens to explode.

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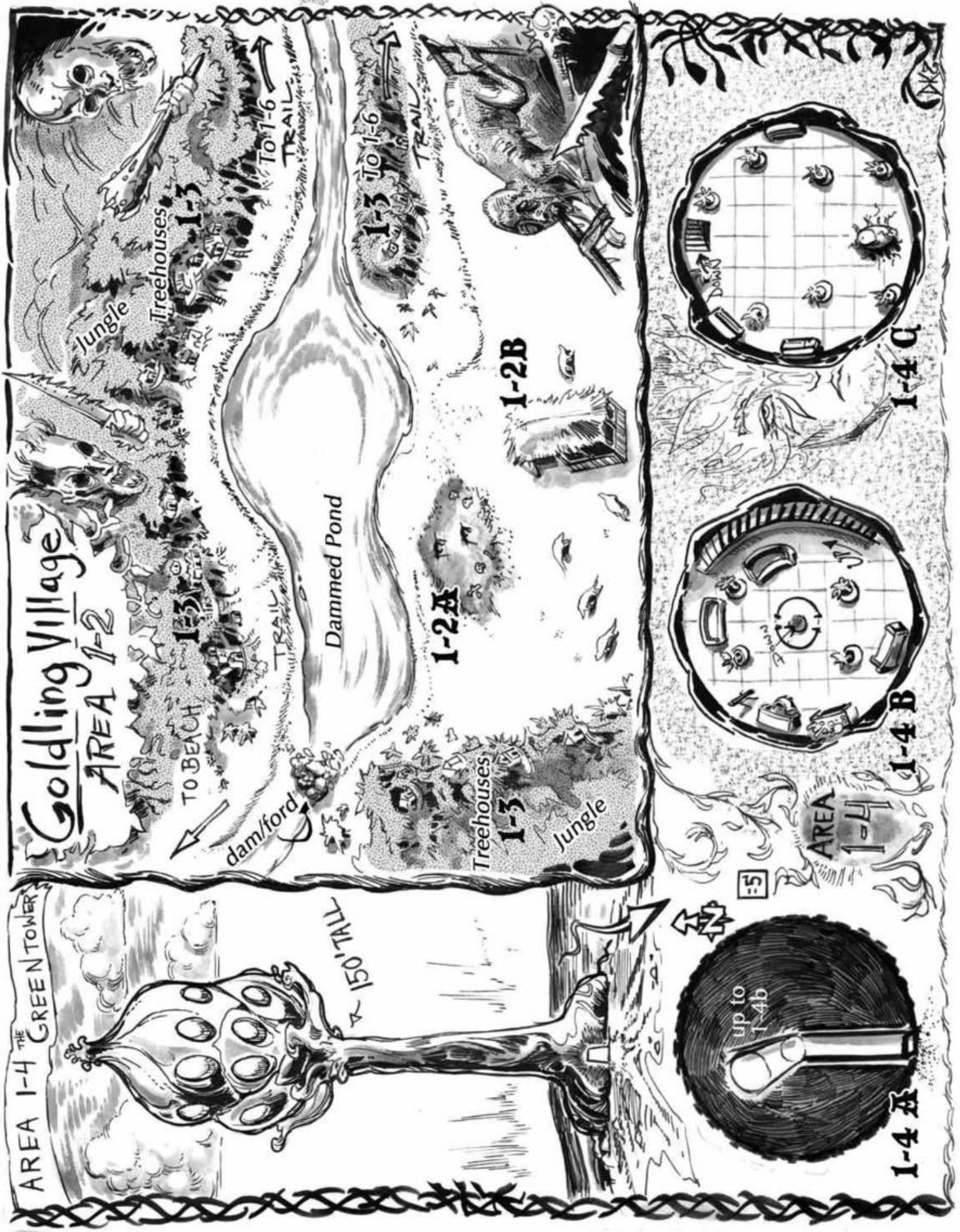
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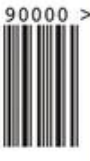
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