

DUNGEON CRAWL CLASSICS

SHADOW OF THE BEAKMEN

DCC DAY #1: A LEVEL 1 ADVENTURE
BY HARLEY STROH



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SHADOW OF THE BEAKMEN

A LEVEL 1 ADVENTURE

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Playtesters: The Roaring Fork Dungeon Crawlers

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INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

This adventure is a short offering in celebration of the inaugural DCC Day, and is intended to be played by 4 to 8 1st-level characters in a single 4-hour session with minimal prep on the part of the judge.

The adventure hews to the spirit of the DCC RPG: the PCs are free to behave as reavers and cutthroats, heathen-slayers and warlocks, facing hitherto unknown foes and magics. The lure of the adventure may be heroism, but gold and forbidden magics also beckon. Adventurers will be rewarded for being both courageous and cautious by turns, though it is up to the players to decide when to bide their time, and when to seize the day. The ideal party will include PCs from each of the 4 core human classes, but elves, dwarves, and halflings are sure to see their share of action. Smaller parties, or those lacking deadly warriors and dwarves, will need to be more cautious in their exploration as the plentiful beakmen are merciless foes.



ADVENTURE SUMMARY

The adventure begins shortly after dusk, as the travelling PCs approach a small, nameless village en route to their destination. Perhaps the PCs are travelling to the fell city of Punjar, or are simply trying to make their way back to Hirot after an unfortunate trip on a magical dragon boat.

Regardless of their destination, the village is intended to be a mere waypoint offering a straw bed and a warm meal, but chance and providence prove it to be otherwise.

The tiny hamlet is under attack by a horde of beakmen: powerfully-built, green-skinned humanoids with fearsome beaks and strange, clawed hands. The beakmen are aided by croc knights: dread warriors fighting astride giant crocodiles.

The source of the invaders is a towering stone obelisk that emerges from the lake, gouting water, mud, and muck. Characters brave (or greedy) enough to plumb the depths of the obelisk discover powerful magics capable of transmuting physical form, and rending the veil between shadow and light.

JUDGE'S AIDS

Numerous beakmen and their powerful champions, the croc knights, are encountered throughout the adventure. Rather than repeating these stats with each instance, their stats are included as quick reference cards in Appendix A.

Judges are welcome to photocopy or print these cards for easy reference when running the adventure.

Pre-generated PCs can be found on the Goodman Games website at www.goodman-games.com.



PLAYER START

As the PCs draw near the hamlet, read or paraphrase the following:

Foul smoke hangs over the small hamlet, mingling with the dense fog and icy rain. A shout goes up, followed by cries of terror, and somewhere in the darkness a great bell begins to toll.

The PCs—bloodied reavers in their own right—mark well the signs of slaughter. They can hear the sounds of weapons crushing flesh and bone, accompanied by wails of pain and fear.

Call for PC actions, and adjudicate accordingly. Moments later:

A hellish light fills the night, as one of the huts is set aflame. Moments later, a silhouette staggers free of the smoke and fog, stumbling towards you through the mud.

The figure is a man-at-arms, direly wounded in the defense of the hamlet. He is immediately pursued by a croc knight atop a horrific steed:

A massive form erupts from behind the burning hut: a huge humanoid in spiked armor, astride a gigantic lizard-thing! The beast-rider gives a roar and raises a glowing lance high, spurring its lizard after the stumbling man.

Night-blind from the burning huts and bent on slaying the man-at-arms, the croc knight is wholly ignorant of the PCs in the darkness. Call for initiative to determine the order of the PCs' actions. However, the croc knight takes no actions against the PCs this round, instead riding down the soldier and attacking with its blazing lance. The croc knight turns on the PCs the following round.

In combat, the croc knight lashes about with its greenstone lance, cutting through flesh and armor with terrifying ease, and leaving grievous wounds in its wake. Though impossibly sharp, the greenstone lance is also very brittle, shattering on a critical hit, fumble, or Mighty Deed of Arms.

The glowing lance is also the source of the croc knight's mastery over the giant crocodile; if the lance tip is shattered or the croc knight disarmed, the crocodile immediately rolls, crushing its former master. The giant crocodile then attempts to retreat back to the water. It attacks if cornered, but otherwise the thundering beast simply wants to be free of the land. If a PC takes up the greenstone lance, the character can attempt to mentally dominate the crocodile with a contested Will save. If successful, the PC can telepathically command the crocodile to do her bidding. This mastery must be re-established once every turn.

If the PCs succeed in saving the man-at-arms, he pledges his loyalty to them. Though wounded, he is a courageous ally (and possible replacement character in case a PC is lost in the course of the adventure). The man-at-arms's NPC stats are listed below.

Treasure: In addition to the valuable greenstone lance (see sidebar) the croc knight wears a suit of armor from the cured hide of its namesake. The large, spiked armor functions as banded mail (+6 AC), with the same armor check (-6), fumble die (d16), and movement penalty (-5'). Finally, the croc knight wears a trio of golden nuggets strung on a leather strap around its neck (25 gp each).

Croc Knight: See Appendix A for stats.

Giant Crocodile: See Appendix A for stats.

Man-at-Arms: Init -1; Atk spear +1 melee (1d6); AC 14; HD 1d8; hp 4; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L.



THE GREENSTONE SHARDS

The greenstone lance is a powerful weapon in the right hands. In addition to being used as a weapon (+3 to attack, 1d12+3 damage, shatters on a critical hit or fumble), the shard at the tip can also be used to add fuel to spellburn (a fact which spellcasters and PCs of similar backgrounds immediately recognize).

Any casters wielding the lance (wizard, elf, or cleric) can use it to add +1d to any single spell check. Using the shard to enhance a spellburn instantly destroys the lance.

The precious shards are never sold for mere gold, but are readily traded for wizard-boons and the good favor of devils.

Area A—The Battle: In the wake of their encounter with the croc knight, the PCs gain a growing awareness of the village, and the slaughter taking place all around them:

The darkness is filled with screams of horror over the crackle of burning huts. On all sides are panicked villagers, fleeing the deadly onslaught of the fearsome knights atop their terrible, reptilian steeds.

To the east – above the village rooftops – a blazing emerald light pierces the darkness, growing brighter with each passing moment. Something terrible is coming this way.

A chaotic, running battle is taking place throughout the village. Like waves crashing against a beach, the violence ebbs and flows, and there is little the PCs can do to rally the routed villagers. (In the chaotic darkness, the PCs are just as likely to be mistaken for beakmen as for saviors.)

Effectively, the PCs' choices are to retreat from the village or to press through the chaos towards the blazing light emanating from the lakeshore.

It takes the PCs roughly 10 rounds to cross the village to the lakeshore, or 5 rounds to escape the village. The encounter ends when either is accomplished (or the entire party is slain).

To simulate the chaos of the running battle, roll 1d10 on the following table. If the party splits up, roll once for each group. At the start of each round, roll again—former foes or allies are swept away in the tide of violence, possibly never to be seen again, and the dark battlefield, lit only by the burning huts and the eldritch green blaze, is a swirling maelstrom of blood, smoke, and mud.

1d10 Result

- | | |
|---|---|
| 1 | A moment of respite: through the chaos and fire, the PCs go unnoticed for the round. |
| 2 | 1d16 fleeing peasants collapse at the PCs' feet, begging for their aid. Regardless of the PCs' response, the peasants follow the PCs, only to be lost in the chaos the following round. |
| 3 | A flaming hut collapses, hurling sparks and flames at the party; PCs take 1d5 damage (DC 5 Fort save to avoid). |
| 4 | A dismounted croc knight armed with a greenstone lance corners 1d8 peasants against the wall of a flaming building. The knight withdraws if engaged; the peasants flee. |
| 5 | 1d12+3 beakmen charge past the PCs in pursuit of 1d20 peasants. If the PCs intervene, half the beakmen break away to engage for a round, before continuing pursuit. |
| 6 | A peasant and his 1d4 sons mistake the PCs for raiders and attack. If the party shows restraint, the group throws their lot in with the PCs. |
| 7 | The wind whips up, blowing a dense cloud of |

smoke and crackling embers over the PCs. Nearby huts catch fire.

- | | |
|----|---|
| 8 | A fishmonger calls to the PCs from a hut. Inside are 1d20+6 cowering peasants, hiding from the invaders and doing their best to fortify the crude hut. The following round, the hut catches fire, forcing the PCs and the peasants to flee. |
| 9 | A two-story building folds and collapses. Each character must succeed on a DC 5 Ref save or be caught in the blazing rubble for 1d8 damage. |
| 10 | The PCs stumble across the body of a slain croc knight. The knight's armor has been ruined, but the corpse still clutches a lance topped by a greenstone shard. |

Beakman: See Appendix A for stats.

Croc Knight: See Appendix A for stats.

Giant Crocodile: See Appendix A for stats.

Peasant: Init -2; Atk club -2 melee (1d4-1); AC 9; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N.

Area B—The Lakeshore: If the PCs reach the lakeshore, read or paraphrase the following, adjusting for the PCs' actions:

You break free of the chaos to the sandy beach at the lake's edge. Everything – the village, the breaking waters, your companions – is cast in a sickly green light.

A squat man, his oversized skull pulsing with power, stands at the water's edge. Curiously, the squat man is entirely devoid of color, appearing like a sharply defined shadow cast against the wall of a cave.

The little man grasps a stone-tipped rod – still devoid of color – and raises it to the dark heavens.

The master is summoning the Malachite Stele—a towering stone obelisk, dredged from the watery depths, and interplanar home to the beakmen. The PCs can intercede at any time but the damage is already done: the stele has been summoned.

A distant speck pierces the roiling waves. The speck grows larger as it draws near, breaking free from the water. With a roar, the speck grows into a tower, erupting from the water and eclipsing the night sky.

Water courses down the sides of the stone tower in showering rivulets of mud and silt. The towering monument rises to the shore's edge, the peak of the stele blazing with emerald light, turning night to day.

A single entrance – a gaping maw – stands open to the world, dribbling sludge down the stone face. The tower shudders to a stop at the water's edge. The world is silent for one terrible moment – and then the maw vomits a horde of green, beaked men onto the beach!

If the party has remained hidden, they have little to fear. The master leads the green horde into the hamlet, where

THE VILLAGE



they complete the capture of the villagers. The master and his horde return in 1d4+1 hours, marching their captives back to the stele where the helpless peasants are inserted into egg sacs. (See area 1-3 for details on the horrific fate awaiting the beakmen's captives.)

If the PCs have betrayed their position, the master turns the surging horde against the PCs — meaning certain death unless the party acts quickly.

The strange colorless figure is but an astral shadow of the true master, cast by the magical lantern in area 1-9. Non-magical weapons simply pass through the projection. Spells deal regular damage, and a single hit from a magic weapon dispels the projection, causing the master to vanish.

The master hangs back from combat, allowing the PCs to focus their attacks on the beakman horde. The master can attempt to counter one PC spell per round, with a contested spell check. If the master's spell check exceeds the PC's spell check, the spell fails (though is not lost). For every level of spell defeated in this manner, the master gains 1d5 additional hit points.

If forced into battle, the astral projection can hurl bolts of ink-black energy. However, it is loathe to do so since each bolt cast costs the master 1 hp.

If the master is slain or dismissed, the beakmen collapse to the sand like helpless dolls. Their beaks grow soft and slough off, followed by their rotting green skins, revealing the corpses of former peasants.

Beakmen (23): See Appendix A for stats.

The Master (Astral Shadow): Init +1; Atk black bolt +3 missile fire (1d5+1); AC 10; HD 1d6; hp 3; MV 40' or fly 20'; Act 1d20; SP immune to non-magical weapons, 1d20+3 counterspell (gaining 1d5 hp per level of countered spell), takes 1 hp damage for each black bolt fired; SV Fort +5, Ref -3, Will +10; AL C.

Area C—The Hills: If the PCs withdraw into the hills, read or paraphrase the following:

LEVEL 1: ASSAULT ON THE OBELISK

The beakmen's lair is a massive, monolithic stele summoned from their watery homeworld. The obelisk emerges from the lake in a cascading shower of water and mud. Fully revealed, it towers more than 100' above the tiny huts below.

Except where noted, the interior of the tower is uniformly cold and wet. There is little in the way of comfort — the chill stone walls and floors lack any decoration or adornment. Similarly, there is no ambient light, save as noted in the text.

The chambers and passageways stink of the muck from which the tower was raised, and the sound of dripping water is ubiquitous throughout.

The PCs have a narrow window of time to complete their explorations. After 5 hours, the last of the raiders return,

You and your companions turn back towards the village. Amid the flames and smoke you can make out peasants fleeing from the marauders, only to be cut down or herded together like panicked sheep.

Beyond the slaughter, you can see the lake — black, save where it reflects the light of the burning huts. A sparkling green light appears, emerging from the water, which quickly grows to reveal a massive, shuddering tower, thrust from the black depths.

Before you can comprehend this terrible portent, a hue and a cry goes up around you! You spin in surprise to see three of the dread knights thundering down upon you!

Call for a Luck check (roll under). Any PC failing is surprised, and cannot act in the first round of combat.

The croc knights are intent on capturing the PCs, stowing their greenstone lances and attacking with long iron man catchers. The polearms end in wide maws, tipped with croc teeth that ensnare their targets. On a successful attack, the target must make a DC 10 Ref save or become pinned by the man catcher. Pinned targets lose all movement, and suffer -4 to their AC and -1d to their actions. A pinned character can tear free of a man catcher, but suffers 1d10+3 damage in the process. A character pinned by two or more man catchers can only tear free with a DC 15 Strength check, and suffers damage from each of the weapons. A character reduced to 0 hp by a man catcher isn't slain, but awakens with 1 hp an hour later (likely in shackles).

If the PCs are captured, they are placed in chains, marched to the stele, and placed in the egg sacs, to be transformed into beakmen. (See area 1-3.) While there is a slim chance of the PCs' escape, it rests entirely on the players' own courage and daring.

Croc Knight (3): Init -1; Atk man catcher +3 melee (DC 10 Ref save or pinned, 1d10+3 on escape) or greenstone lance +3 melee (1d12+3); AC 15; HD 2d7; hp 7 each; MV 20' or swim 15'; Act 1d20; SV Fort +2, Ref -1, Will -1; AL L.

Giant Crocodile (3): See Appendix A for stats.

bearing their captives with them. They seal the portals in area 1-1 and the entire obelisk recedes back into the muck, appearing in another land (or another world) to continue the raids.

Area 1-1—The Mired Cavern: *The gaping stone maw opens into a large cavern. Black mud drips from the ceiling and crawls down the walls, pooling on the floor. The stink of black rot chokes your lungs and the constant rain of dripping sludge echoes through the still chamber.*

Vacuated of swamp water, the cavern remains coated in mud — a cold, black, sludgy slime that stands 2' deep on the cavern floor. The mud is ever present, sucking the warmth from the PCs' boots, dripping on their heads from above, and filling the air with a foul stink.

At first glance there are no exits from the cave. However, there are two — both covered in slime. Scraping at the walls quickly reveals the circular stone portals set with deep holds and secured by strange bronze disks.

The portals open at the command of anyone bearing a greenstone shard. Alternately, the magical binds may be picked by a thief (DC 20 Pick Lock check), or be destroyed after taking 20 points of damage.

However, failing to do either in a single round alerts the beakmen in area 1-2 — causing the troop to throw open the portal and pour into the chamber. Unless the party has taken explicit precautions (e.g., declaring “We keep a close watch on the walls”), they risk surprise. Call for a Luck check (roll under) by the PC with the worst Luck. On a failed check, the beakmen gain a free action before the party rolls initiative.

Conversely, if the PCs discover the door and open it in a single round, they automatically gain a free round of actions against the surprised beakmen.

Beakmen Guards (8, from area 1-2): See Appendix A for stats

Area 1-2—Antechamber: *The floors and walls of the small stone chamber have been worn smooth from the tread of many talons.*

At the start of the adventure, eight beakmen lurk here, squatting on the cold stone floor. However, odds are good that they have been alerted to the PCs’ presence in area 1-1 and have rushed to the tower’s defense, leaving the chamber empty.

If the beakmen guards are encountered here, they are always surprised, granting the party a surprise round. Use the stats above (see area 1-1).

Area 1-3—Brood Chamber: *The wide-mouthed, oval chamber is lit by a luminescent pool of glowing slime. Partially submerged in the ooze are dozens of large white sacs, seemingly spun from light. A low, dull hum can be heard, vibrating in your bones and the walls and floor.*

The sacs are egg sacs, used for transforming living humans into beakmen servitors. If the PCs or any villagers are captured during the course of the adventure, they are brought to this chamber, forced into sacs, and submerged in the ooze. A submerged character must make a DC 10 Fort save each round or lose 1d4 points of Personality. When a character reaches 0 Personality, any awareness of self or ego is lost and the character begins the slow metamorphosis into a beakman. Characters escaping the ooze before being reduced to 0 Personality regain lost points at the rate of 1 per hour.

There are over 60 sacs in all, but only a third contain viable beakmen. If any of the sacs are disturbed, the nascent beakmen emerge from the brilliant ooze and claw their way hungrily towards the PCs. The beakmen are released at the rate of 1d12 per round, until all 20 have torn free of the sacs.

The pupa cannot survive long outside the ooze, expiring on their own in 10 rounds.



Treasure: At the base of the pool is a trio of greenstone shards, set in rock. Freeing the stones is fraught with peril. The fragile shards can only be safely removed by a nimble-fingered thief succeeding on a DC 15 Disable Trap check, all the while swimming beneath the ooze (suffering a -1d penalty on the check).

On a failed check, or if the PCs attempt to simply snap free the shards, the greenstone shards detonate. All creatures within the pool (including beakman pupae) suffer 3d5 damage (DC 15 Fort save for half).

Finally, the egg sacs are functionally airtight, a feature that can be used to great advantage by PCs hoping to traverse the watery passageway in area 1-6.

Beakman Pupae (20): Init -1; Atk claw +1 melee (1d3); AC 8; HD 1d5; hp 3 each; MV 25' or swim 15'; Act 1d20; SV Fort -1, Ref -2, Will -5; AL C.

Area 1-4—The Weaver: *The alcove narrows to a slim fissure in the rock, scarcely 3 feet across. Wedged at the very rear of the chamber, shrouded in shadows, rests a corpulent woman. Long, silvery tresses hang down her body, moving in time to the clicking of her long, segmented limbs. Each of the eight limbs ends in a sharp black claw that clicks and snaps as she continues her weaving.*

The demon is weaving the egg sacs found in area 1-3, spinning threads from the silk of damned souls. Bound by a thin silver chain set in the stone, the weaver demon is an unwilling captive to the master.

The demon bears the beakmen no love, and eagerly offers her aid in exchange for her freedom. She will abide by any oaths sworn prior to her release (though twisting the wording for her own amusement) but if the PCs are so foolish as to release her without securing a vow, the demon vanishes the instant the chain is severed.

The weaver demon refuses to join the PCs in battle against the beakmen (fearing being captured once more) but offers what aid she can:

- The demon’s web strands extend throughout the entire obelisk. Plucking a single strand allows the PC to scry any single encounter area (though it still falls to the PCs to puzzle out the connections between the locations). The sole exception is the master in area 1-9: at-

tempting to scry the master yields a momentary glance, followed by a flash of arcane might that destroys all the strands and deals 1d16 damage (DC 15 Will save for half) to the scryer.

- The weaver has sufficient demon silk to weave a single demonweb item for the PCs. Following are some common examples to aid judges in adjudicating her creations: 100' of demonweb rope (cannot be severed or torn by mundane means); demonweb gloves (granting thieves +1d to pick lock, disable trap, and handle poison checks); demonweb garotte (+1d to attack rolls); demonweb short cloak (+1 AC and +1d to Fort saves). Other cloth items can be adjudicated as the judge sees best.

Once freed, the weaver demon continues to insert herself into the PCs' lives as it amuses her, offering (demonic) aid, gifts, and assistance (all at a price). At the judge's discretion, this corrupting influence might even extend down the generations, tainting the PCs and their families for centuries to come.

If attacked, the weaver fights to the best of her ability, slashing with her eight claws and casting web strands at ranged targets. On a successful attack, a web strand pins the target, reducing their movement to zero. Tearing away is readily accomplished, but inflicts 1d4 damage to the target.

Treasure: After the demon has been freed, the silver chain remains—though it may be quickly overlooked. Enchanted with powerful magics, the 4' chain can bind any creature from planar travel. Once fastened around a creature, the target cannot harm or damage the chain. (The slim chain is easily shorn by anyone other than the bound creature.) Such chains of binding are hated and despised by devils and angels alike, and highly sought by wizards and those that would treat with fiends.

Weaver Demon (type III): Init +3; Atk 8 claws +8 melee (1d5) and web strand +3 missile fire (pinned, 1d4 to escape); AC 14; HD 6d12; hp 66; MV climb 5' chained, 30' when released; Act 9d20; SP demon traits, ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, half damage from fire/acid/cold/electricity/gas; SV Fort +5, Ref -3, Will 10, AL C.

Area 1-5—The Warlord & the Beast: *A massive cavern looms before you. The floor is covered in a deep coat of mud, with intermittent mounds of sticks and furs.*

At the far end chamber, a massive, armored beakman lazes atop a great throne of skulls. The giant seems lost in reverie, gazing into a still, inky pool at its feet.

The cavern is home to the croc knights. All the dread warriors are engaged in battle with the villagers save for one: their warlord.

The aged champion no longer takes part in the raids, believing them beneath his dignity. Instead, the warlord remains in the obelisk, dreaming of ancient conquests and vanquished foes, when the great tribes of beakmen spread terror across the planes of existence.

Suspicious PCs—recalling the croc knights' relationship with their giant crocodiles—are right to wonder at the warlord's own mount. The enormous beast, many centuries old, lurks in waters at the warlord's feet and—unlike the others encountered to this point—defends its master to the death.

The warlord is a canny foe. He aims to dupe the PCs into attacking first, allowing the ancient crocodile to attack with surprise. (Careful parties, wary of the pool, may circumvent this risk.) If the crocodile succeeds on a bite attack, it hauls the victim into the pool, where the character begins to drown, suffering 1d6 points of Stamina damage per round. Any PC whose Stamina falls below 3 goes unconscious.

The warlord fights with a massive battleaxe, trying to batter his foes into the pool. On any successful melee attack roll of 17+, the warlord's target must succeed on a DC 10 Ref save or be knocked back into the pool. While swimming is child's play (DC 5 Strength check each round to remain afloat), judges should be sure to apply armor check penalties. The pool is 20' deep and connects to area 1-7 via a water-filled passage.

The warlord is also armed with a quiver of javelins tipped with slivers of greenstone shards (12 javelins total). Each can be used but once: when hurled, the greenstone slivers ignite with a brilliant green fire, dealing 1d5+3 damage on a successful attack. Like the larger shards, these slivers can also be used to fuel spellburn, adding +1 to the caster's spell check.

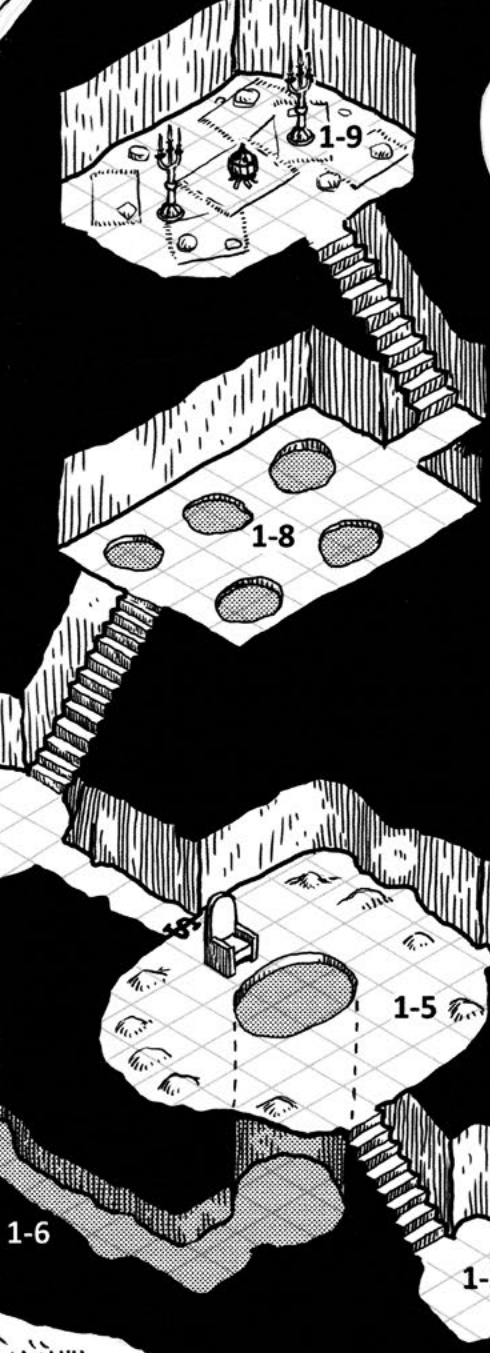
If the warlord is reduced to 5 hit points or less, he attempts one last desperate feat—seizing hold of a foe and hurling himself into the pool to drown. The warlord makes two final attack rolls: on a successful attack, he grapples the target and hauls the character into the inky depths. This inflicts no damage on the character, but they must escape the warlord's grasp (DC 10 Strength check, even in death) and survive the swim.

Sneaking past the Warlord: Lucky PCs can attempt to slip past the pair. Thieves and halflings must succeed on a DC 10 Sneak Silently check to slip past. All others must attempt Luck checks (roll under). On a single failure, the warlord and the giant crocodile are alerted and hurl themselves into battle.

Treasure: The mounds scattered about the chamber are used by the croc knights as crude sleeping pallets. There are 9 mounds in all. Parties inspecting a mound may attempt a single Luck check (roll under) per mound. On a successful check, roll 1d14 on the following table.

1d14	Treasure
1-5	1d3 gold beads (worth 5 gp each) and a wooden club
5-8	1d5 gold beads, 1d2 greenstone slivers, and a stone spear
9-11	1d7 gold beads, 1d3 greenstone slivers, and a longsword
12-13	1d10 gold beads, 1d5 greenstone slivers, and a battleaxe
14	Roll twice, ignoring 14s.

THE OBELISK



ENTER

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Secret Door: Directly behind the throne of skulls is a door, concealed in the side of the stone wall. It is readily discovered by PCs intentionally searching the chamber, but otherwise remains hidden.

Beakman Warlord: Init +0; Atk battleaxe +3 melee (1d10+3) or greenstone javelin +3 missile fire (1d5+6); AC 15; HD 5d7; hp 18; MV 25' or swim 25'; Act 1d20; SP knocks target into pool on 17+; SV Fort +5, Ref -1, Will +3; AL L.

Giant Crocodile (Ancient): Init -5; Atk bite +7 melee (5d4 plus drowning); AC 15; HD 5d8; hp 20; MV 40' or swim 30'; Act 1d20; SP drowns target on successful attack; SV Fort +3, Ref -3, Will +6; AL L.

Area 1-6—Flooded Passageway: The passageway from area 1-5 to 1-7 is filled entirely with water, with no light and no pockets of air. The floor is covered in muck and silt, which is easily stirred up, so that even magical light is quickly obscured.

Attempting to swim the passageway, unaided, requires 3 Strength checks (DC 10, modified by armor penalties). On a failed check, the character begins to drown (taking 1d6 points of Stamina damage) and must also attempt a DC 15 Will save. Failing the save means the PC has succumbed to panic and lost all sense of direction; escaping the passageway requires an additional 3 Strength checks (for a total of 6 checks). Lost Stamina points are regained at the rate of 1 per round once the PC reaches air.

Clever PCs can mitigate this risk by running a rope through the passageway (to use as a guideline); filling waterskins or wineskins with air; utilizing the egg sacs from area 1-3; magical assistance; and the like. At the judge's discretion, these efforts will reduce the number of checks required to traverse the passageway, or eliminate them altogether.



Area 1-7—The Moon Pools: The stone walls of this chamber have been worn to a mirror-like finish. They catch and reflect the light like a sickening kaleidoscope. The reflections shift and dance with every step, until you start to distrust your eyes.

Arrayed along the wall is a trio of glowing basins: one green, one blue, and one red.

The shallow stone basins are carved into the wall and seem to swim in the PCs' vision as they draw near—a trick of the strange, faceted walls.

The walls are slick with condensation that collects in the pools. Leeching magic from the massive greenstone in area 1-9, the collected rivulets offer PCs both weal and woe.

Any PC touching the glowing liquid in any of the three pools must make a DC 10 Will save. On a successful check, apply the Weal result. On a failed check, apply the Woe effect.

Blue Pool: Weal: Character gains +1d4 Personality. Woe: Character is reduced to 6 Personality, and forever hence receives the conceited disdain of attractive members of the PCs' race. If already 6 or lower, the gods laugh and instead grant the character +1d3 Luck.

Green Pool: Weal: Character gains +1d4 Intelligence. Woe: Character is reduced to 6 Intelligence, and henceforth can speak only in single-syllable words. If already 6 or lower, the character is instead granted +1d3 Luck.

Red Pool: Weal: Character gains +1d4 Strength. Woe: Character is reduced to 6 Strength, and is rendered feeble and lame (reducing base movement to 10' per round). If the character's Strength is already 6 or lower, the character is instead granted +1d3 Luck.

Characters daring to try more than a single pool must succeed on DC 20 Will checks or suffer 1d24 damage and the Woe result. These brazen PCs never receive a second Weal result—no matter how high the save—nor Luck bonuses on failed saves.

Area 1-8—Beakmen Pods: The chamber is home to five large pools, each lit a dim green. The pools cast a faint glow about the chamber.

The pools are where the beakmen rest and heal between raids. While the majority of the beakmen are taking part in the assault of the village, a small number of wounded beakmen remained behind, submerged in the pools as their wounds slowly knit.

Though submerged, the beakmen are not asleep (and indeed, never do sleep). The slightest sound or vibration alerts them to the presence of intruders.

Sneaking through the Chamber: Thieves and halflings must succeed on a DC 10 Sneak Silently check to slip through the room unnoticed. All others must attempt Luck checks (roll under). On a single failure, the beakmen erupt from the glowing pools and hurl themselves at the party.

Treasure: At the base of each pool is a single greenstone shard, set in the stone. The fragile shard can only be safely removed by a nimble-fingered thief succeeding on a DC 15 Disable Trap check at -1d due to swimming beneath the ooze.

On a failed check, or if the PCs attempt to simply snap the shard free, the greenstone detonates. Anyone within the pool (including beakmen) suffers 1d5 damage (DC 15 Fort save for half).

Beakmen (14): See Appendix A for stats.

Area 1-9—Master of Shadows: *The stairs rise into a grand chamber. Towering candelabums, rising 6 feet or more, cast a flickering light around the richly appointed room. In the dim light you can make out elaborate tapestries hanging on the walls and thick rugs carpeting the floor. Cast all about are cushions and pillows.*

At the very center of the chamber is a squat green man with an oversized skull. He stands before a lantern with eight faces, each covered by an opaque glass slide. The green man begins to crank the lantern, causing monstrous shadows to dance and spin on the walls.

From this chamber the master is able to astrally project images of himself using the magic lantern. The same spinning lantern can be used to create astral shadows of any number of fell creatures, all under the master's control.

A brilliant greenstone shard sits in the center of the magic lantern, casting light on the far walls of the chamber. The lantern has eight sides. Correspondingly, the master is able to command and maintain up to eight astral shadows.

When the PCs enter, there are 8 shadows cast along the walls, each corresponding to one of the lantern's lenses. At the command of the master, all eight shadows leap to the attack.

The faster the lantern spins, the stronger its projections grow; this is gauged by how many uninterrupted rounds the master has had to spin the lantern, and is reflected in the astral shadows' action dice.

The shadows' action dice begin at 1d10 and are improved by +1d each round he is able to crank the magic lamp, uninterrupted, up to 1d30 (6 rounds). As the shadows are slain or dismissed, the master can elect to stop the spinning lamp to replace the slain shadows, but this reduces the action dice of the astral shadows back to 1d10.

Example: The master has spun the lamp uninterrupted for 3 rounds, improving the shadows' action dice from 1d10, to 1d12, then 1d14, and then 1d16. However, the PCs succeed in dismissing 3 of the 8 shadows, so the master stops the spinning lantern to replace the shattered lenses. In a single round the PCs are facing 8 foes once again, but the shadows' action dice have all been reset to 1d10.

Note that while the shadows appear as different beasts, they all share the same stat block (below).

The astral shadows enjoy immunity to non-magical weapons and spells requiring Will saves. Other spells deal regular damage, and a single hit from a magic weapon dispels a projection, causing the shadow to vanish and the lens to shatter.

If the master is slain, the lantern spins to a stop along with the shadows.

Destroying the Lantern: The easiest way to defeat an astral shadow is to shatter its lens on the magic lantern. The lantern has 8 faces in all, each set with a lens depicting a monstrous beast. Any attack succeeding against AC 10 and dealing 5 or more points of damage instantly shatters a lens, dismissing the shadow.

The other means of dismissing the shadows is to slay the master. However, the shadows all defend the master to the best of their ability and with no fear of death.

The master is able to take two actions a round. The first is usually to crank the magic lantern, and the second is most commonly to counter a PC's spell. If the master's spell check exceeds the PC's spell check, the spell fails (though is not lost). For every level of spell defeated in this manner, the master gains 1d5 additional hit points.

If pressed, the master can hurl bolts of ink-black energy. However, he is loathe to do so as each bolt cast costs him 1 hp.

Slides: The lantern begins with 8 slides, but, functionally, the master has an unlimited number of lenses to insert into the magic lantern. In a single round the master can arrest the lantern and insert up to 8 new slides. However, note how this reduces the effectiveness of the astral shadows.

Treasure: Characters taking the time to loot the chamber uncover 3d100 gp worth of valuable bedding, cushions, woven, rugs, tapestries, and the like. However, transporting these goods is no small feat, and PCs will be hard-pressed to protect their gains while en route to a city large enough to provide buyers.

The real treasure, of course, is the massive magic lantern. When lit by a greenstone shard and spun, the lantern's shadows come to life. The specific implications of this are left up to the judge and his or her campaign. The lantern, some 3' in height and chased with gold and gems, easily weighs over 200 lbs. While difficult to transport, it is a trophy to honor any true reaver.

Astral Shadow (8 forms: lion, griffin, ogre, dragon, giant, spider, snake, devil): Init +0; Atk +0 melee (1d5); AC 10; HD 1d6; hp 3 each; MV 30' or fly 30'; Act 1d10 + 1d per uninterrupted round; SP immune to non-magical weapons and Will-based attack spells; SV Fort +3, Ref +3, Will Immune; AL L.

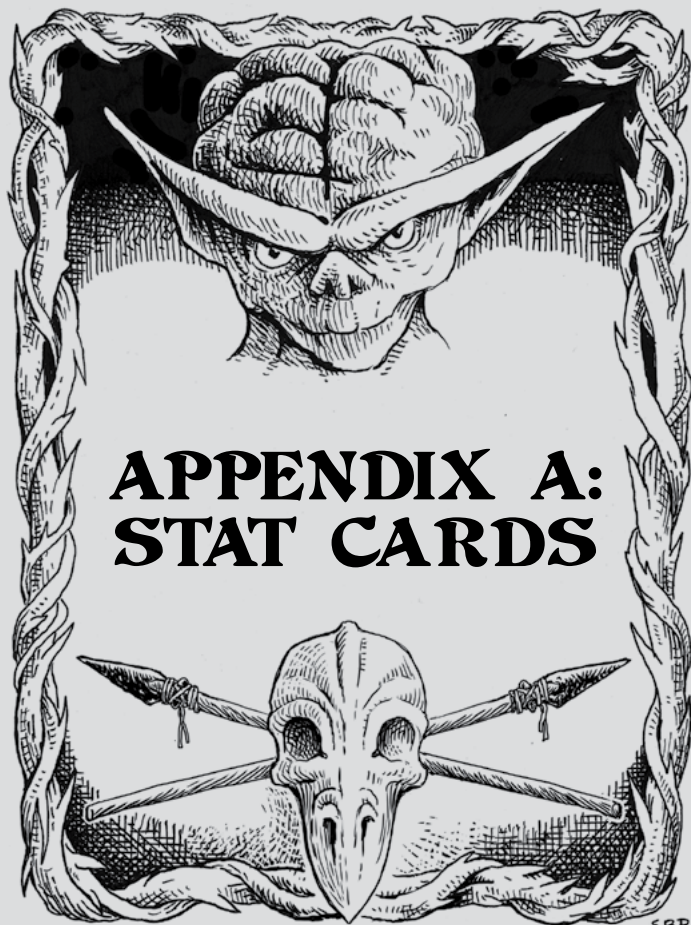
The Master: Init +1; Atk black bolt +3 missile fire (1d5+1); AC 10; HD 5d6; hp 25; MV 30'; Act 2d20; SP 1d20+3 counterspell (gaining 1d5 hp per level of countered spell), command astral shadows, takes 1 hp damage for each black bolt fired; SV Fort +5, Ref -3, Will +10; AL C.



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BEAKMAN



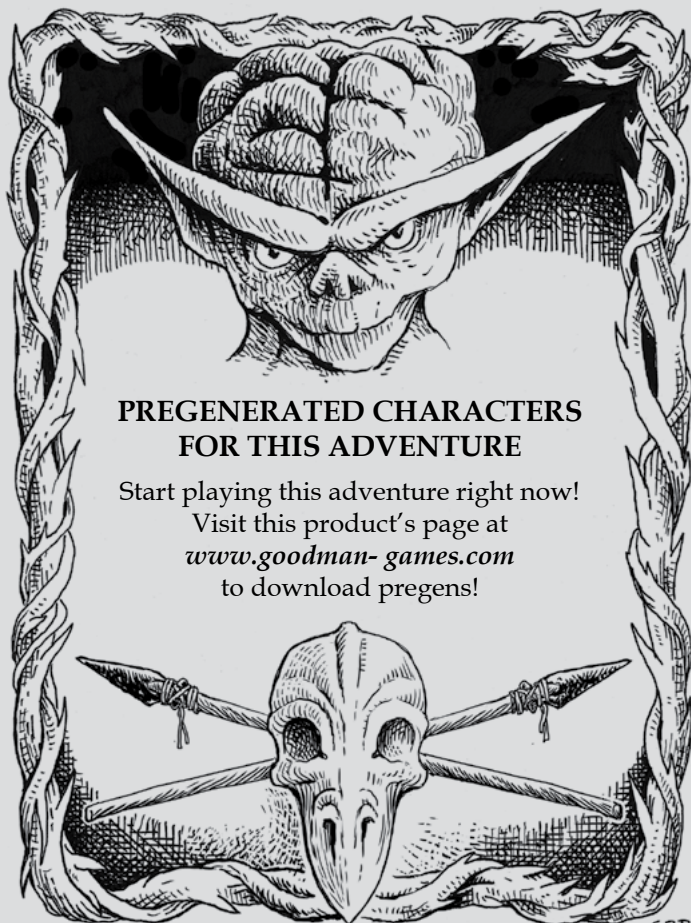
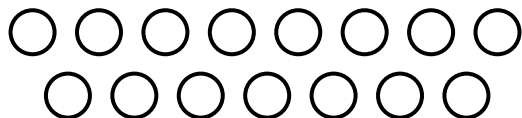
Initiative +0;
Attack claw +1 melee (1d5+1);
AC 9; **HD** 1d7; **hp** 4;
Move 30' or swim 20'; **Action** 1d20;
Saves Fort +1, Ref -1, Will -3;
Alignment L.



GIANT CROCODILE



Initiative -3;
Attack bite +5 melee (3d4);
AC 17; **HD** 3d8; **hp** 15;
Move 40' or swim 30'; **Action** 1d20;
Saves Fort +2, Ref -2, Will -2;
Alignment N.



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CROC KNIGHT



Initiative -1; **Attack** greenstone
 lance +3 melee (1d12+3);
AC 15; **HD** 2d7; **hp** 7;
Move 20' or swim 15'; **Action** 1d20;
Saves Fort +2, Ref -1, Will -1;
Alignment L.





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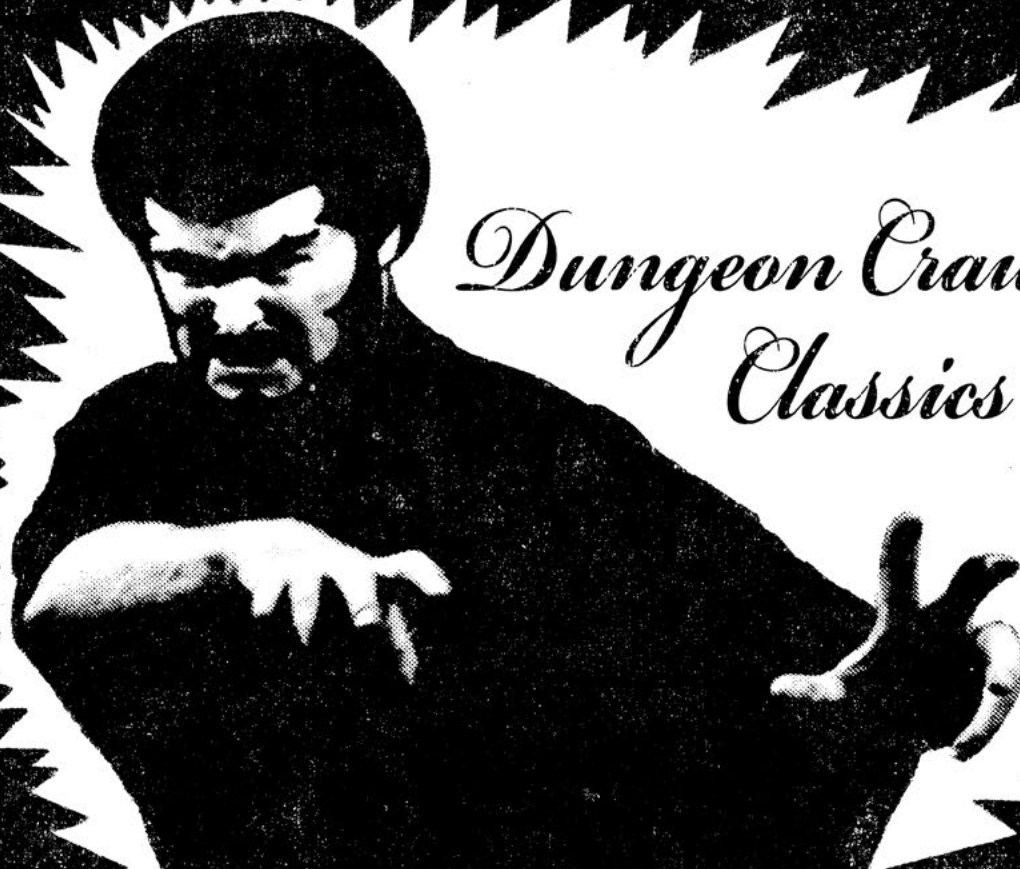
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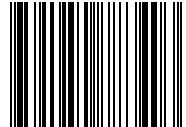
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