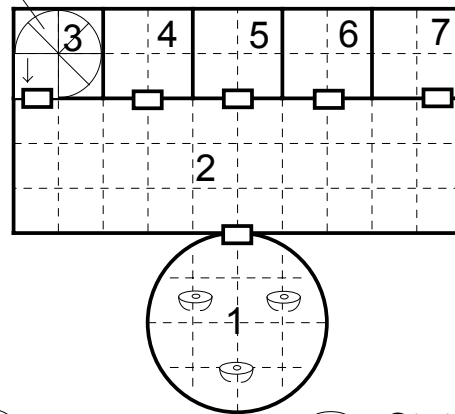


The Mosque

Dungeon Maps

Spiral Stairs Down to Area 8.

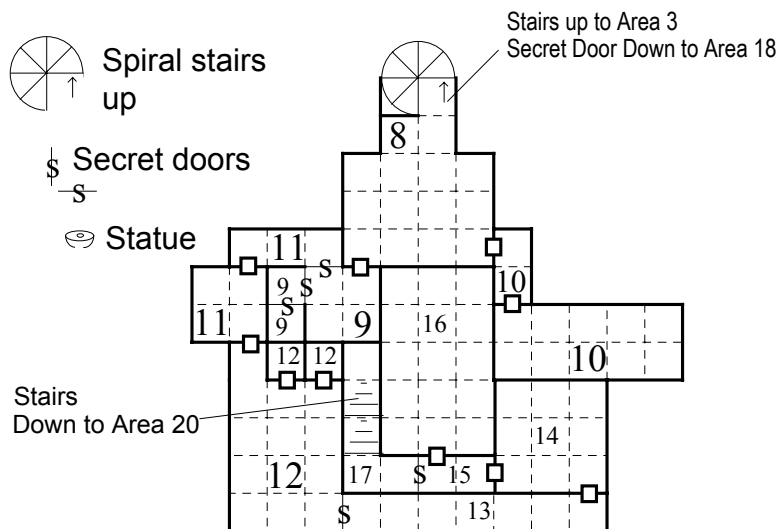


Spiral Stairs
down



Statue

Dungeon level 1



Spiral stairs
up

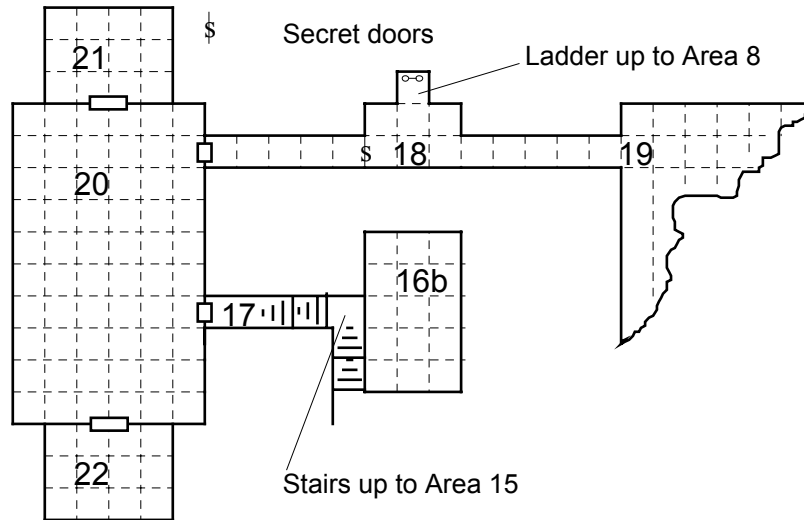
\$ Secret doors
-s-

Statue

Stairs
Down to Area 20

Stairs up to Area 3
Secret Door Down to Area 18

Dungeon Level 2



INTRODUCTION

The mosque is a burial chamber situated near the remains of a remote monastery. It has remained untouched due to the fact that it is secluded and not easily found. The mosque has been overrun for quite some time. Although small, it does hold creatures to be fought and money to be found. The monastery itself is full of terrible creatures and has been overrun for quite some time.

Legend Weaver; The Making of Heroes.

This adventure is designed as a starting adventure for a fairly new group of character for the Legend Weaver; The Making of Heroes RPG. I have made it as generic as possible separating out information on the monsters and creature a group will find. If you do use the module with another system you will have to work through and supply your own information on the monsters found within.

Getting To the Mosque

If you are working from the adventure sequence, the group will be working out of Shanley's Keep. Shanley will send the party out in an attempt to gather information on the Orcs and to try to find out what the Orcs in the area are up to. The group should have standing instructions to follow any small group of Orcs that they find. After the first two encounters with an Orc or two (i.e., the group is ambushed or attacked by them), the group will come across a group of Orcs that they can follow. These Orcs will be heading for the Mosque. The group of Orcs the group follows should have 2 or 3 Orcs within it. The Orcs will be following a map that shows them how to get to the Mosque. The group will find this map if they kill the Orcs.

Once the Group and/or the Orcs reach the Mosque, they will find a second group of Orcs about to enter the building. The total number of Orcs that are at the building should be five (this means there will be five Orcs at the building if the group kills off the ones they are following). If there are two groups of Orcs, their leaders will have obvious words as they work out the details of them joining forces and entering the Mosque as a single group.

Except for one of these Orcs, the group will never see these Orcs alive again. If the group waits, none of these Orcs will ever come out of the Mosque again. If the group follows them into the Mosque, they will find their bodies (one at a time) as the group explores the Mosque.

These Orcs were sent to the Mosque to retrieve a specific item from a body entombed in area 21. For more information on this refer to the section *Ending the Adventure* at the end of the module.

Party Size and Composition

This adventure is designed for a group of four or five characters. It is meant for a group that is fairly new to adventuring. If this is not the case, you can sub in more powerful monsters within the encounter area. If the group is only one or two strong, then you will probably want to use weaker examples of the monsters given (i.e., cut their wound total by half and their weapon skill by 2 or 3 points).

Random Encounter Table

During the trip to and from the monastery the following wandering monster encounter table should be used. **The chance of an encounter is 1 in 1d6: roll for each 8-hour period (3 times a day).** If an encounter is indicated, roll 1d100 and compare the result to the following table.

01-05	1d3 Orcs
05-10	1 Black Bear
11-20	1 Giant Lizard
21-30	1 Orc
31-40	3d4 goblins
41-60	2d4 wolves, normal
61-70	1d2 Bears
71-80	2 Orcs
81-90	1 Goblin Wolf Rider
91-95	1 Goblin Wolf, Young
96-00	1 Cave Bear

All of these adventures build upon the previous adventures in the series. If a stat sheet is not provided for one of the creatures in the list, it is assumed that you will be using the stat sheet provided in a previous area. You will want to make sure that you have all the appropriate sheets assembled before running the adventure.

A note on Value

All values given in this module are for the items Base Value. This is the value a group can receive if it has none of the appropriate selling skills. The selling life skills needed are:

Business
Evaluate Goods
Merchant Skill
Fence Skill

The Base Value amount you get for an item is 20% of book value. With one of the above listed skills you

Legend Weaver, The Making of Heroes Adventure, Mosque

get 40%, with two you get 60%, with three you get 80% and with all four you get 90% of book value.

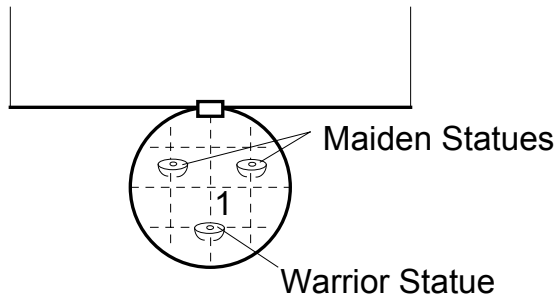
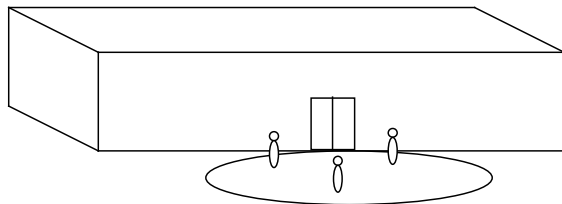
To put it in regards to how much stuff is worth, as based on the price given, use the following.

- No Skills: Use the Price Given
- One Skill: Multiply the price by 2
- Two Skills: Multiply the price by 3
- Three Skills: Multiply the price by 4
- Four Skills: Multiply the price by 4.5

Area Descriptions

Each area on the map is given a number, which can also be found below. Within many of the area descriptions are boxed information, which can be read aloud to the players when the characters first enter the area.

The Mosque (from the outside)

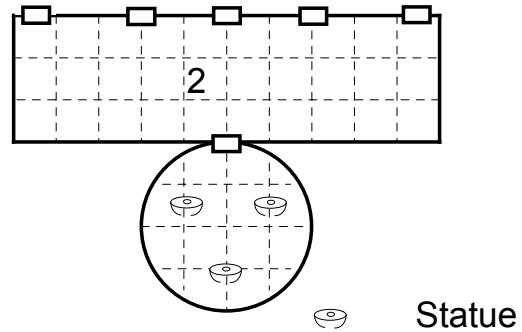


1 Entrance

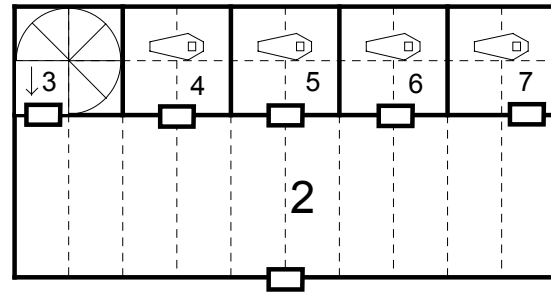
The building looks fairly large, 50 feet wide by 100 feet long. There is only one entrance, a large set of double doors set in the front of the building. Before the doors you see three exquisite statues set on a mosaic made up of the tiniest blue and red pebbles. The mosaic is of a temple scene, monks going about their daily choirs.

The statues are superb, as if people had been caught in time and set in stone. The front statue is of a warrior. The back two statues are of maidens.

The statues are harmless. The door into area 2 is locked.



2 Entry Hall



The walls of this area are covered with mosaics, scenes depicting buildings and places that were important to the builders of this place. The floor is made of inlaid tiles, a checkerboard pattern that seems to shift and waver as you try to focus on it. Besides the door you entered by you see 5 doors positioned along the north wall of the room.

All the north doors are locked. There is nothing special about the room.

3 The Way Down

You see a large set of spiral stairs going down into darkness.

The Orcs map showed them which room to take and will have headed straight down these stairs.

This small room leads straight into a spiral staircase. The staircase is 100 feet long and will take the characters 50 feet below ground level. The stair is trapped at the half waypoint with a trip wire. The first character to fall will bounce down the stairs to take 1d4 wounds (the character's Wound Resistance may negate some or all of this damage). The character will land (or the group will find) that there is an Orc body at the bottom of the stairs. Once the character is at the bottom of the stairs, the crystal statue that guards the

room will attack him or her. Refer to area 8 for more information on this.

4 Coffin Room

You see a large closed sarcophagus at the far end of the room. Faces and tiny figures have been carved into its stone sides.

This is a small burial crypt. The former occupant is a no-name monk from the monastery. The body was embalmed and has remained in fairly good condition. It is your basic skeleton with flesh and a set of monk's cloths hanging from its old moldering bones.

5 Coffin Room

This area contains the following monster.

1 Weakened Skeleton

The skeleton is activated once it or its items are disturbed. Read the players description once the door is open.

The large stone coffin in this room has already been forced open. The remains of a human can be seen within. Cloths hang rotting off what might once have been a monk. Around the skeletons waist is a belt that is in usable condition. At the foot of the coffin, there is a small pouch, turned inside out before being discarded.

6 Coffin Room

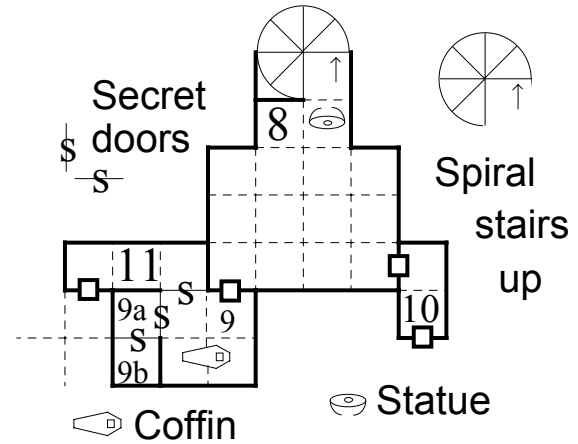
You see a large closed sarcophagus at the far end of the room. Faces and tiny figures have been carved into its stone sides.

This room contains nothing but the remains of the monk, laid to rest here shortly before the demise of the monastery. Nothing of value may be found in this area.

7 Coffin Room

You see a large closed sarcophagus at the far end of the room. Faces and tiny figures have been carved into its stone sides.

Once opened the group will find a monks body. The body was laid to rest with a necklace. The necklace was a heirloom from his family and his only real worldly possession (he kept it since he had no other memory or items from his family. The necklace has 2 gemstone suspended in a gold cage. If taken its base value is 125 Talons.



8 Dungeon Entrance

This area contains the following monster:

1 Crystal Statue

The statue will attack anyone on the round that they enter the room. If the character has tumbled down the stairs then he will be attacked before being given a chance to recover. To avoid the attack, all a character has to do is to put on a gray robe; the robe normally worn by the monks as they went about their business in the monastery. The statue will not attack (anyone) if anyone in the group is wearing a gray robe. The problem is that the group will have to bring their own robes, since the monks did not keep spare gray robes in the Mosque.

The group will find a dead Orc at the bottom of the stairs. The Orc they find will have tripped and fallen to land by the feet of the crystal statue. Once there the statue attacked. The other Orcs entered the room and without saying a word, they looked at each other and decided that a four way split was better than a five way split. They slipped past the fighting pair and headed to area 9 leaving their "friend" to live or die on his own. He died. The Orc's body has nothing of value.

Once the group reaches the bottom of the stairs read the following.

The air in this room is cool and clear. Much of the thin layer of dust on the stairs has been disturbed. An Orcs body lies bloody and lifeless just past the base of the stairs. A lot of its blood has been splashed and splattered about the entryway into the room.

As you look from the Orcs body, you see a clear crystal statues baring entry into the next room. As you look, you realize that the statue seems to be covered in the Orc's blood. The statue attacks.

Because of its fight against the Orc, the crystal statue will be at 75% of its normal wound total.

Once the group has destroyed the statue they will have a chance to get a proper look around. Once the statue is destroyed read the following.

There are three ways out of this area. You entered the room from the north. There are two additional doors, both by the room's southern end. Looking at the dust on the room's floor you realize that the Orcs came into this room and exited it by the door on the west side of the room.

As you continue your examination of the room, you realize that the dust covers a beautiful mosaic on the floor. The mosaic is of a map. You would guess that this building is at the center of the map. The map marks another half dozen buildings. As is common with stylized maps, all of the buildings are built shown out of proportion, the mosque being one of the largest buildings on the map.

The map is out of scale and may only be used to give the group a general idea of where these other areas are. All of the areas on the map depict potential adventures.

The "mosque" that is depicted on the map is actually the monastery. If you have the monastery adventure, then have the group make a *Discernment Skill* check. The person that makes the roll will realize that the "mosque" shown on the map must be another building or structure that must be nearby. After the group has finished with the mosque they may look for the monastery.

The spiral stair contains a secret door that goes to dungeon level 2. This secret door is very hard to find (add four to the *Search Skill* check when a character tries to find it). Once the door is found the group will see a ladder doing down into the darkness. This area connects to area 18.

9 & 9a Coffin Room

This area contains the following monster.

2 Weakened Skeletons

One skeleton is located in the secret room located to the left of the room (area 9a). The second skeleton is found in the coffin. Both skeletons will burst from their area should either be disturbed (i.e., the coffin lid opened or if the secret door into area 9a is opened).

You see an ornate sarcophagus at the back of the room. Slumped over the coffin is the body of a dead Orc. As you continue to look around the room, it appears that the entire outer edge of the sarcophagus is covered with death scenes, of creatures being killed in battle and suffering wounds much like those on the dead Orc (slash wounds...). The room itself is 20 foot square and very plain, much plainer than the rest of the mosque.

This Orc wanted to open the sarcophagus and the other three with him thought that was a really bad idea (especially since their map showed the secret door that would get them into the next area). An argument started and things just went downhill from there. It ended with the Orcs pulling their weapons and the killing of this Orc. There is no indication of where the other Orcs have gone. In actual fact they exited through the secret door that leads to area 11.

Both skeletons have belts and belt pouches. If the group looks within the pouches they will see that 1d6 gems per pouch with a base value of 1d100 talons each. In the bottom of the coffin is a small sac with 1200 talons in gold and silver coin with a weight of 1 VL item. The skeleton from the coffin has a ring on its bony finger. The ring will grow loose on the finger when the skeleton is destroyed. If someone puts on the ring it will shrink down to fit on their finger and will not come off. This is a blank magic item and can be given any properties that you see fit (it can even be a ring that just wont come off...)

A Note on Finding Secret Doors

The character has to make a successful **Search** skill check in order to find the secret doors in this room. The character may perform a skill check for each 50-foot section of wall. Once the doors are found, the character has to make a **Discernment** skill check to figure out how they operate (i.e., how to open them). Finding the crack of the door and the scraps left by its being opened or closed if quite different from finding the book / lever / pressure plate or point that opens it.

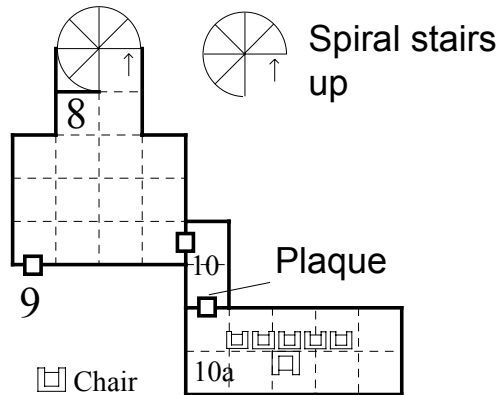
9b Minor Treasure Room

This is a minor treasure room. It is an attempt to make grave robbers believe they have found the big pay dirt. The treasure is in a trap free chest found at the back of the area.

The treasure includes

- 1200 talons in gold and silver coin that weighs the equivalent of 3VL items.
- 3 Potions:
 - Red: Healing (full)

- Green: Personal Gravity Control. Lasts 2-20 combat rounds (can walk on any solid surface as if it were 'down').
- Brown: +1d4 to the character's to TKA dice rolls; lasts 2-20 combat rounds.



10 Magic Spell Room

You see a short corridor leading south. The corridor is 10 feet wide by 20 feet long and ends in a door. There is a plaque on the door.

As the group approaches the south door, they will find a plaque. The group must make an Ancient Languages skill check to read the plaque. This plaque reads (if they are able to read it):

The faithful come to mediate or seek their reward.
As do those that wish to know something of their future.

The faithful may meditate in area 10a for one of three reasons; to contemplate the meaning of the universe; to gain a reward for outstanding service to the monastery or to use their Astrology Skill. See area 10a below for complete details.

10a Plaque Room

Read the boxed information once the group enters the room.

You enter a bazaar room. The floor and ceiling is completely bare. The walls are covered with every imaginable script, even the back of the door. It is a jumble of writing and words that you know cannot make any sense. In the middle of the room are several stone chairs, a large one facing the south wall and five smaller ones facing towards the north wall. The chairs that face north have been painted green.

Nothing will happen in this room until the group first figures out that they must prepare themselves in room 11a. This means they must take a robe in area 11 (put it on) and then come here to meditate.

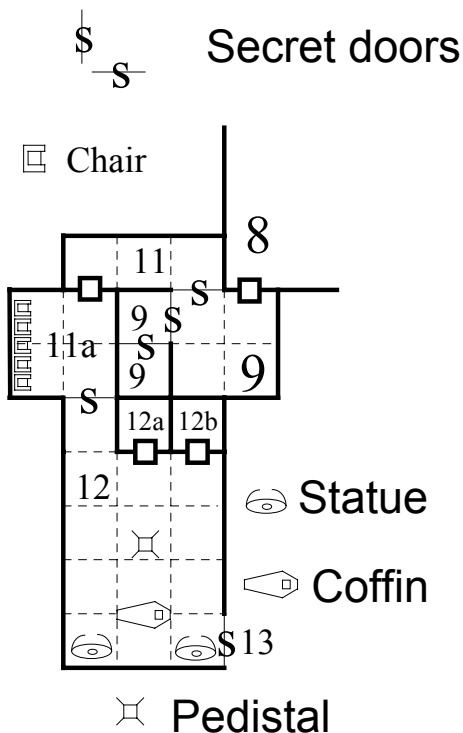
What happens in this room will depend on the color of robe the individual dons in area 11. Only the first character to use the Black or Gold robe gains a benefit from doing so. Any or all of the group's members can make use of the Green robes.

Black The faithful would don a black robe to perform a personal reading. Making an astrology skill check at -5 on the dice does this. This means that even if characters do not have the *Astrology Skill*, they can still perform a reading while mediating *in this room*. The individual to do the reading sits in the large chair that faces the south wall and takes a few minutes to contemplate life the universe and everything (hmmmm... kinda sounds familiar). This is the only chair that will result in a reading. If the character makes a successful Astrology skill check then he / she will be blessed with Extreme Luck for their next battle. Extreme Luck means that the character rolls each dice (or set of dice) twice in a given battle and always applies the results that are most favorable. After the reading the character will know that he is blessed with luck for the next battle, but will not know any more than that.

Green This is the normal meditation robe. The monks would wear the green robes and sit and meditate in one of the green chairs (the ones that face towards the north). If one of the characters sits in the chair and stares at the wall for an hour (while wearing a green robe), he / she will feel as if they have just gotten a good 8 hour sleep. This will work for anyone who does it.

Gold Once a year one of the initiates was chosen for outstanding devotion to duties. This initiate was allowed to take the gold robe and mediate in the chair that faces south. Should

a character do this now, he or she will find that her highest-level skill increases by two points (the skills base level can not go over 18, remember that extra points increases the skills synergy bonus). If the two highest skills the character has are equal in level, then each skill gains one point.



11 & 11a Robe and Preparation Room

You enter a hallway that is 10 feet wide by 30 feet long. Pegs line the free spaces on the hallways north and south side. At the far end of the hallway, set in the hallways south wall, sits a second open exit from the area.

You count 7 robes hanging on the pegs you see on the north wall. On these pegs you see five green robes, as well as a single black and a single gold robe. There are seven empty pegs on the south wall.

The northern hallway is called the Robe room. The room to the south of this is called the Preparation room (area 11a). The robes are for the faithful, to be used in the preparation area as well as in the plaque room (area 10a). The three colors signify different things to the monastery; black for astrology, gold for reward and green for the normal meditations done by the monks. They would hang their gray working robes on the south wall and take the appropriate robe from the north wall.

Once the group enters or looks into this area, read the following.

Chairs are set against the west wall of the room. Against the east wall you see a beautifully intricate pattern of shifting lines and shapes. You feel your gaze drawn to the pattern and guess that it holds magic of some type. Along the rooms west wall are five stone chairs. Anyone sitting in one of the stone chairs would face the rooms' east wall.

The monks would meditate in this area, after choosing a robe from the Robe room. Once they had finished here they would go to Area 10a for further meditation. Although nothing would happen in this room, it was part of the ritual the monks followed before going into Area 10a. Plus, the shifting patterns on the wall gave them a warm fuzzy and made them feel lightheaded after a day of drudgery and toil.

12 Burial Chamber

The following monsters are within this area:

2 Crystal Statues

The statues will attack should anybody walk past the prayer pedestal without first kneeling to pray. The Orcs have done this (those pesky Orcs... they even managed to close the secret door into area 13).

The statues cannot be damaged until they have actually animated.

The room is a trap. The priests would need a way to get past the crystal statues; hence the prayer pedestal. From this area onward this mosque is designed to kill anyone or anything that would desecrate the real burial chambers found in level two of the mosque.

A great painting covers the west wall. It depicts a priest standing upon a hill surrounded by streaks of lightning. It appears that the priest himself is controlling the lightning. The east wall shows a painting of a priest sitting upon a throne. All around this priest sits disciples and fellow worshippers.

Within the middle of the room rests a small Prayer Pedestal while the south end of the room holds a large sarcophagus. On each side of the altar you see a clear crystal statue of a monk like warrior.

The lid of the sarcophagus is tightly sealed. If the lid is removed the players will find a decayed corpse plus the following:

- 1 set of fine, usable robs. Base value 25 Talons.

- 1 belt pouch complete with 5 gemstones and 10 Talons with each gem having a base value of 100 Talons
- 1 scepter with a base value of 250 Talons
- 1 brooch that helps protect the wearer from undead (+ 1d4 APV versus any blow from an undead creature) this item has a base value of 700 Talons.

12a Left Hand Store Room

This 10 by 10 foot room contains a variety of religious artifacts, including prayer beads and other items that would be required by the faithful to offer prayer to their god.

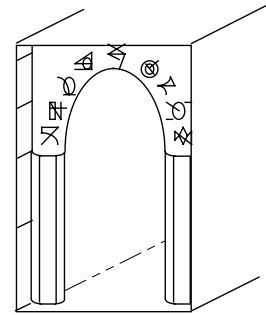
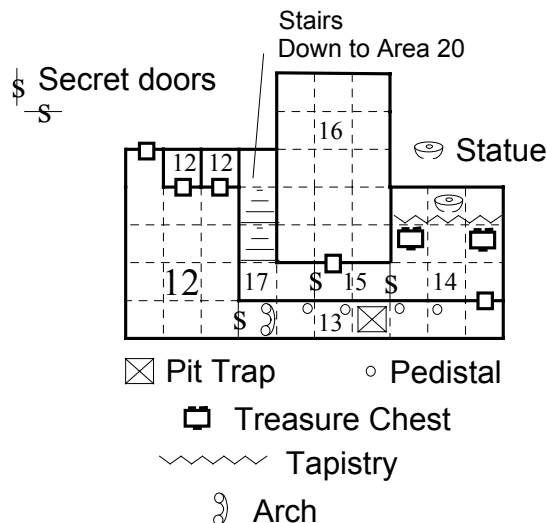
There is nothing special about this area or the items in it. If all items within this area are taken (150 VL items worth), they may be sold in town of a total base value of 775 Talons.

12b Right Hand Room

This room is totally bare of any items. It is a 10-foot cube, with dull gray walls.

Should a single character go into the room and shut the door, that character will be cursed. It is a 3+1d3 level curse. Roll on the curse table. Removal of the curse is left to the Legend Weaver. Note, that a lone character must enter the room and shut the door for the curse to take affect.

13 Archway



The entire area is a trap. The first thing the characters see is an arch covered in magical writings. The arch's center shimmers and wavers like water, reflecting the characters image within. The only problem is that the characters see themselves as undead zombies, their flesh rotting and falling from their bones. The group may step through the shimmering surface. It is like walking into a bubble. Once on the other side of the surface the group may retrieve any items they threw through and continue on.

If a member steps through the arch, while the group remains behind, the group will see him as undead. If the character comes back through the arch he will continue to have the same look to him. This look will remain until the group spends a minute or two in sunlight... or all of them step through the arch.

Once past the arch read the following description:

You see a fifty-foot long corridor ending in a door on the northern wall. On the north side of the room are four pedestals, evenly spaced along the corridor. On the top of each pedestal you can see a small 2-foot tall stature of a monk, arms crossed in front, looking forward across the width of the corridor.

The statues are harmless and are actually there to draw attention from the real threat, the pit trap that is located between the second and third statue. The pit trap is 40 feet deep and will not trigger unless a character (or group of character's) with an RS rating of 3 or more, step on it. When this happens the pit opens and all standing on it at the time take a 40-foot fall unless they are able to make an *Escapist Skill* check.

If a group member should fall down the pit trap they will find the body of one of the three remaining Orcs at the bottom of the area. The fall killed the Orc. Because the Orc will provide the group with a "relatively" soft landing, treat the fall as a 30-foot fall rather than a 40-foot fall.

14 Fake Treasury

The following monster is within this area:

1 Glass Statue

The glass statue will not attack unless the group tampers with either of the chests that it is guarding. The statue will animate if the group touches it in any way (i.e., with an object such as a rope). The statue cannot sustain damage unless it is animated.

You enter a 20 by 30 foot area. Ahead of you, against the north wall you see two large iron bound treasure chests. A large tapestry covers the wall behind the two treasure chests. The picture on the tapestry depicts life at a monetary.

Once the group kills the monster they may open the chests to find:

First Chest Opened:

- 2500 talons worth of gold and silver (weight equals 2 VL items)
- 1 Wand: Cast Lightning bolt spell for 3d12 damage. Target gets its normal APV and WR rolls. If wearing metal armor then the targets APV value is double. Range is 30 feet or first target the bolt hits. The wand has one charge left. Has a base value of 150 Talons.
- 3 potions (all have a base value of 80 talons):
 - Orange: adds 2d10 WR roll if the character takes burn damage. The potion lasts for 2d10 combat rounds.
 - White: Drinking this potion will add 2d10 WR roll if the character suffer cold based damage. The potion lasts for 2d10 combat rounds.
 - Green: cure poison. 1 use

Second Chest Opened:

- 3150 talons worth in gold and silver coin (weight equals 4 VL items)
- 1 Short Sword (non magical)

15 Short Corridor

You see a corridor 20 feet long by 10 feet wide. Near the end of the corridor, against the north wall is a door.

The corridor has a secret door that leads down into area 20.

16 Throne Room Trap

This can be a fairly nasty trap. If you do have a small or inexperienced group, then you do not want to have more than 1 or 2 Crystal guardians attack the group after the group has sprung the trap. If you do have a fair sized group and they tend to know what they are doing (i.e., they eat danger for breakfast) then you can throw in a few more for good (heart pounding) measure.

The following monster is within this area:

1 to 4 Crystal Statues

This entire room is a trap. The skeleton is a decoy and will not animate. The trap is sprung once someone tries to remove the lid of the sarcophagus. The lid is big and heavy and is not easy to move. It should take a combined RS rating of 4 or more to move. Once the lid moves the trap activates. Read the players description below when the players open the door.

The first things you see are a throne, a sarcophagus and a skeleton. The Throne is set at the far end of a fifty-foot room that is 30 feet wide. Upon the throne sits a skeleton. Across the skeleton's legs rest a great 2-handed sword. The skeleton's hands rest against the sword as if it is ready to pick it up and wield it in battle. In the center of the room, between the skeleton and you is a large stone sarcophagus. The sarcophagus is 5 feet wide and 10 feet long and is covered in carvings that depict death and torture.

The skeleton is pure decoy. It has a non-magical 2-handed sword. The skeleton can be hit and damaged, as you would expect an old moldering heap of bones could be. The sword may be taken without a problem. It is only when the lid of the sarcophagus is moved that there is a problem.

When the group manages to move the lid, the room's entire floor falls out. The only two things left at the room's current floor level are the sarcophagus itself and the throne. Beneath the room is a 30-foot fall. The characters will take normal fall damage plus 1d6 damage from landing on the floor rubble that will be falling and bouncing around with them.

Character's that are close to the sarcophagus or the throne may make an Escapist skill check to avoid the fall. Those with the Reduce fall skill can make skill checks to lessen the damage from the fall.

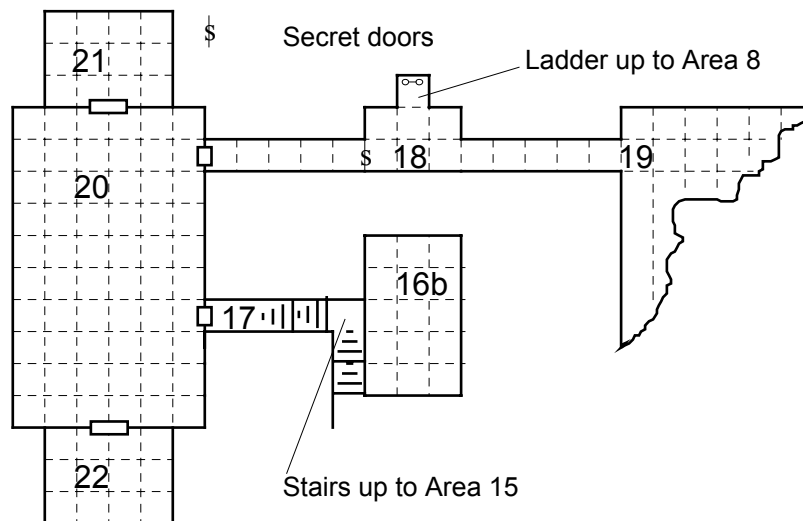
The area the group falls into has small alcoves set about its sides. There are 18 alcoves in total. Some of these alcoves hold Crystal statues that will animate and attack group members that have fallen into the

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pit. As few or as many of these alcoves may have statues and as few or as many of the statues can attack the group as you see fit. A few or a lot of the statues could even be inactive or may have been damaged from the floor caving into the room (for obvious reasons the trap was never tested and there is no way to know if it would work as intended).

Once the crystal statues have been destroyed the group may even be able to finish getting the lid off the sarcophagus. When they do manage to open it they will find.

- Brigandine Armor for RS rating of 1.
- Two Scrolls
 - Missile (3d4 wounds. Range = 10 inches)
 - Raise Dead (Costs 2d4 Soul points)
- 500 Talons in gold, silver and copper Talons. Weight equals 1 medium item.
- 1 Dagger, ornate, base value is 200 Talons
- 1 Potion
 - Brown; Luck when climbing. May re-roll a failed climbing roll. Lasts 2d10 combat rounds.



17 Stairs Down

These stairs lead down to area 20. As the group goes down these stairs they will meet an Orc coming up from below. The Orc is cut up pretty bad and is on the verge of death. As a matter of fact, when it sees the group it will give out a snarl, a growl, and a gasp and then die (the whole time holding a huge chest wound closed with one hand). If the group checks this Orc they will find a map of the Mosque, showing the route the Orcs took to get to room 21. See the section *Ending the Adventure* below for more information pertaining to the maps.

18 Entry to Level

You enter a 20 by 30 foot room. In the north wall is an alcove with a ladder leading up to the next level. A passage leads due east from the room.

The secret door on the west side of the room leads to the real burial chambers.

19 Unfinished Room

You enter a room that was obviously under construction. Tools from ages past are scattered about the unfinished area.

None of the tools are worth a damn now. All are damaged to the point where they are worthless.

20 Bone Pits

The following monster is within this area:

Up to 6 Weakened Skeletons

When disturbed, these bone chips will generate weakened skeletons. The pits will produce up to six weakened skeletons in total. You may have them attack all at once, or in groups, as group size and power permits.

This huge room is dimly lit. You cannot tell where the light comes from but the sight you see disturbs you somewhat. The entire room is filled with bone pits. Although impossible to tell how deep the pits are, each is piled with a mound of polished bones. As far as you can see, all of the bones are from humans.

You notice double doors exiting the rooms north and south walls.

The group will also find the body of the last Orc in this room. The Orcs entered the room and started to argue with each other over who would cross the room first. Things went down hill, each suspecting a trap (despite what their maps told them) and thinking the other wanted to be the last one left alive (which, surprisingly enough was all true). It finally degenerated into an all out battle in which both were mortally wounded. This one quietly bled to death, while the other regained consciousness just long enough to make it back to the stairs to die at the group's feet (if all goes well). If the group checks this Orc they will find a map of the Mosque, showing the route the Orcs took to get to room 21. See the section *Ending the Adventure* below for more information on the maps.

Over the centuries the monks collected the bones of their brethren and placed them here. If you have the monastery module then you may have one of the characters make a *Discernment Skill* check. A successful check will mean the character realizes that this many bones represent a fairly large population that must have been located somewhere in the area.

There is nothing but bones in the pits, with some of the pits being up to 15 feet deep.

21 Northern Monk Burial Chamber

You see a chamber that is 40 feet wide by 30 feet long by 30 feet high. Along the northeast and west walls are alcoves carved into the stone. Each alcove contains the remains of a monk. Often these bodies have nothing but tattered clothing hanging from them, but occasionally, you can see an item poking out here or there under the cloths.

Monks with higher status were laid to rest in this area as well as in area 22. Each alcove holds a single body. These monks were sometimes laid to rest with items. The items available are:

- Ornate Scimitar (+ 1 to wound rolls).
- Oak staff (non magical)
- Pouch of Holding (will have to make a successful search roll for this one). Will hold 1 cubic foot of material or 1 VL item. Even when full the pouch weighs the equivalent of 1vs item. Base Value = 400 Talons
- Ring. Shrinks to fit on finger but is otherwise non magical.
- A small pouch of gems. There are 3d6 gems in the pouch. All but one of the gems have a base value of 2d6*10 talons. The largest gem in the pouch is black and is shaped like an egg. This gem has a base value of 250 talons. If the group has this gem when they make a *Discernment* skill check on the Orc Maps, then they may subtract five from the dice roll (see *Ending the Adventure* below for more information).

22 Southern Monk Burial Chamber

You see a chamber that is 40 feet wide by 30 feet long by 30 feet high. Along the south, east and west walls are alcoves carved into the stone. Each alcove contains the remains of a monk. Often these bodies have nothing but tattered clothing hanging from them, but occasionally, you can see an item poking out here or there under the cloths.

This area, like area 21 contains the bodies of monks that had a higher social status in the monastery. The group will find the following things as they search the bodies.

- Small figurine (vaguely humanoid). If thrown (or dropped) will blow up. All within 20 feet will take 3d6 wounds, armor and wound resistance rolls apply.
- Ring, gold. Worth 200 Talons but is otherwise non-magical.

Ending the Adventure

The adventure ends here unless you want to expand the dungeon in the area. The group will have to make its way back to Shanley's keep, where they will find that he wants his cut of the loot (otherwise they can just sleep in the wilderness... not a good idea).

The two groups of Orcs that came to the Mosque each had its own map. The group will find that both maps are identical. The characters will have to make a successful Discernment skill check to realize that the scratching and symbols on the map are in fact a set of instructions that even a bunch of Orcs could follow (which tells you something about the characters if they don't make their discernment skill check). The instructions tell the Orcs to go to room 21 and find a black gem shaped like an Egg.

If a character makes a second Discernment skill check while looking at the maps, he / she will realize that the maps will have way too much detail to have been made by the Orcs. Someone had to have made the maps and given them to the Orcs. Why that someone would send two groups of Orcs to this location is a mystery as is the gem and its purpose.

Affinity Points

The group should each get 200 affinity points for finishing the module. If the group thinks to hand in both maps to Shanley upon their return to his keep, they will get an additional 150 affinity points each. Both maps must be given to Shanley to gain this portion of the reward. In addition, if they give Shanley the Black Egg Shaped gem from area 21 then they get an additional 50 affinity points each. If Shanley has to ask for the Gem, they do not get this bonus.