



GAMEMASTER'S WORKSHOP™



TROVE OF TREASURE MAPS™

KENZER AND COMPANY PRESENTS A GAMEMASTER'S WORKSHOP™ GUIDE: **TROVE OF TREASURE MAPS**

CREDITS

Author: Brian Jelke

The Tomb of Prince Thiebault Ironhelm Map by:

James Montney

The Moon Key Map by: Brent Newcomb

Lucky Bob's Prize Map by: Chris Hagerty

Crowns Map by: Kimberly Peterson

Battle of Murnig Heights Map by: Daniel Fobes

Toby's Tomb Map by: Eric Edmunds

The Underwater City Map by: James Montney

Editors: David S. Kenzer and Don Morgan

Project Manager: Brian Jelke

Production Manager: Steve Johansson

CONTENTS

HOW TO USE THIS BOOK	2
THE TOMB OF PRINCE THIEBAULT IRONHELM	3
THE STORY OF THE MAP	3
EPILOGUE	6
D20 RULES INFORMATION	7
HACKMASTER RULES INFORMATION	7
THE MOON KEY	9
THE STORY OF THE MAP	9
EPILOGUE	11
D20 GAME STATISTICS	12
HACKMASTER GAME STATISTICS	12
LUCKY BOB'S PRIZE	15
THE STORY OF THE MAP	15
EPILOGUE	16
D20 GAME STATISTICS	16
HACKMASTER GAME STATISTICS	17
CROWNS	19
THE STORY OF THE MAP	19
EPILOGUE	20
D20 GAME STATISTICS	20
HACKMASTER GAME STATISTICS	21
BATTLE OF MURNIG HEIGHTS	23
THE STORY OF THE MAP	23
EPILOGUE	25
D20 GAME STATISTICS	25
HACKMASTER GAME STATISTICS	26
TOBY'S TOMB	27
THE STORY OF THE MAP	27
EPILOGUE	29
D20 GAME STATISTICS	29
HACKMASTER GAME STATISTICS	30
THE UNDERWATER CITY	31
THE STORY OF THE MAP	31
EPILOGUE	34
D20 GAME STATISTICS	34
HACKMASTER GAME STATISTICS	35
PLAYER MAPS	37

© Copyright 2004 Kenzer and Company. All Rights Reserved.

Printed in China

Kenzer & Company
511 W. Greenwood
Waukegan, IL 60087



Questions, Comments, Product Orders?

Phone: (847) 540-0029

Fax: (847) 540-8065

email: questions@kenzerco.com

Visit our website:

www.kenzerco.com

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

GameMaster's Workshop, Trove of Treasure Maps, the Official Kingdoms of Kalamar Compatible logo, the Official HackMaster Compatible logo and the Kenzer and Company logo are trademarks of Kenzer and Company. Kingdoms of Kalamar, the Kingdoms of Kalamar logo and HackMaster are registered trademarks of Kenzer and Company.

The Moon Key

GAMEMASTER'S KEY

PUZZLE CHALLENGE LEVEL: AVERAGE

THE STORY OF THE MAP

There exists an order of clergy who worship the god of the moons and beauty. They are known as the Moonknights and their deity is known by many names in many different lands. There are those who call him Bendon the Shimmering One and ancient tribesmen who call her Feyd the Face of Rapture. The list goes on, but one thing these different cultures have in common with each other is the quest game that their religion proscribes every 280 years. Members of the church seek three magical charms. Each charm represents a moon (or an aspect of the moon for those worlds that have fewer than three such celestial bodies). Once the church gathers the charms, they are sacrificed to the Shimmering One in an ancient ceremony that disperses the charms to the corners of the world. It is then that the quest game begins again, as it has for millennia. The Moonknights and their followers have 280 years to find the charms and perform the ceremony over again to appease and amuse their benevolent god.

So the map of the Moon Key is a clue that is meant to bring the faithful who are clever and worthy that much closer to one of the prized moon charms. It may have been penned by a celestial being or it may have been inspired by prayer, dreams and meditation and put to parchment by one of the clergy. Its true origin is not important, but it now lies in an abandoned temple of the Moonknights. The temple was not abandoned by choice. It was sacked by hobgoblin worshippers of the Church of Endless Night who vigorously oppose the Moonknights, their god and all they represent.

ADVENTURE HOOKS

There are several ways the players can be introduced to the map of the Moon Key.

- 1) The player characters may come upon the sacked temple in their travels. Upon investigating it, they might find the map and the moon key concealed in a hidden compartment of the temple.
- 2) The player characters may encounter a lone Moonknight, named Samorl, with a mortal wound who is the last survivor of the hobgoblin attack on the temple. He will tell the player characters what happened and give them the map and key and explain its significance to them just before he dies.
- 3) The player characters may encounter a hobgoblin war party that participated in the raid on the Moonknight's temple. If the player characters defeat the hobgoblins, their leader will be carrying the map and the key.
- 4) The player characters may begin their adventure anywhere that there is another temple to The Shimmering One or they may come across one of the Moonknights in their travels. This cleric is the one who was divinely inspired to create the map in his prayers. He suspects that it is meant to lead him to one of the holy moon charms. He is seeking companions to escort him to the Moonknight temple that holds the Moon Key so he may gather the key and the other clergy there and begin his quest. Once there, he and the player characters will find that the temple has been sacked, though they may find the Moon Key and attempt to follow the map themselves under the cleric's leadership. Alternately, they may track the hobgoblin war party to recover what was stolen from the temple. Perhaps the hobgoblins received information from

someone who knew about the Moon Key and the map, so they knew to look for them.

1) THE TEMPLE

Player characters should start at the temple of the Moonknights to retrieve the Moon Key. They should then follow the March wind (with the highest cherub blowing its trumpet in that direction). Note that the player characters can actually wait until the month of March (or the equivalent end of winter month) and see which direction the wind blows at the temple (which will be west) or they can deduce from the map that the March wind blows west. Note also that the word "march" can be used to mean a frontier, boundary or border. If the player characters interpret this clue in this manner and they travel to the boundary of whatever land they are in, they will likewise find that the wind blows west.

The Moonknight temple is a simple structure that from the outside looks much like it is shown on the map. It is a rectangular building with a small set of stone steps leading up to an open-air porch that is decorated with classical columns. A set of wooden double doors stands partly ajar.

If the player characters enter the temple they find the gruesome remains of the three inhabitants that lived there. One was the chief cleric and the others were his assistants. Many beautiful works of art within the temple have been vandalized and destroyed. Nothing of value seems to remain. The temple has two rear rooms that appear to have been the living quarters of the inhabitants.

Whether by carefully examining the map or by measuring the prevailing winds in the right location or arriving at the right time of year, the player characters should eventually decide to travel west. When they do, they should come to the nearest town.

2) THE RIDDLE TREE

Regardless of which town the player characters arrive in, the town happens to have a tavern named the Riddle Tree. The Riddle Tree Tavern has a sign outside of it that depicts a tree with letters for fruit that looks remarkably similar to the one shown on the map. The player characters should then solve the anagram presented by the letters on the riddle tree. The letters spell, "Seek ye under harvest moon."

This clue can have two meanings. It can refer to the lair of the dead warrior later in this adventure as a clue that the player characters should place the key into the lock underneath the sign of the harvest moon. It can also mean that the player characters are to wait until the autumn equinox and observe the position of the harvest moon in the night sky to determine which direction they should next travel. Because the player characters may have waited until the month of March (or equivalent late winter month) to determine the direction of the wind, it could be almost another 6 months until they are able to observe the harvest moon first hand. If you do not want them to wait this long and interrupt their quest for the treasure hidden at the end of the map of the moon key, you may allow them to consult an astronomer who makes predictions of such celestial events based on past observations. By whatever means they determine it, the harvest moon clue should point them northwest. If they go directly north as indicated by the path on the map they may miss the petrified forest. Thus, this forces the player characters to try to solve the clue provided by the Riddle Tree. If your campaign world has more than one moon, the applicable celestial body should be either the largest one or the one that most closely associated with elven ideals and culture (since worship of the Shimmering One is strong among the elves).



3) THE FOREST OF STONE

When the player characters find the direction of the harvest moon, they may head that direction and come to a petrified forest. As indicated on the map, there are hostile denizens there. The map even tells the player characters to "beware the pass". If the player characters travel through the pass they may encounter a basilisk that lives in the petrified forest. If they try to avoid the pass and travel off the path that leads through the forest, they will encounter the hostile "natives", a xill tribe who frequents the forest.

If the player character search the territory of the basilisk, they may find other victims who have been turned to stone. They may also find a variety of gems that were carried by previous victims and not turned to stone. Some of these are still contained in stone belt pouches but some of them spilled onto the ground as the stone victim fell over or was knocked down by the basilisk as it fed. There is a total of 6,000 gp worth of gems of various sizes and quality.

Similarly, there is a total of 500 gp worth of miscellaneous coinage from previous victims of the xill tribe. The xill left the money because they find no use for it.

After the player characters deal with the denizens of the petrified forest, they will come to a stone tree that resembles a large crescent moon. While much of this forest is naturally petrified wood, some of it includes mineral deposits that are quite glossy. At night when the largest full moon shines on the petrified crescent tree, it reflects a shaft of light that points to a specific spot high up in the hills or mountains (depending upon which campaign setting you are using). This spot is the lair of the snow beast. Once again, the player characters might need to wait for a time in the petrified forest to see the full moon shine or they can retreat to a safer haven and come back at the proper time.

4) SNOW BEAST LAIR

While in the petrified forest, player characters may note that the moon shines the direction of a snow beast lair. They should enter the lair, defeat the snow beast and try to avoid the traps as indicated on the map.

The traps in the rear tunnel of the snow beast lair consist of a series of three pools that are each 10 feet across and separated by two feet of solid ground. The pools span the width of the corridor. The ceiling is only about 6-7 feet tall. The first pool contains concentrated acid. The second pool contains normal water and is guarded above (in the middle) by a scything blade trap that drops from the ceiling. The third pool contains a concentrated base solution that is equally corrosive to the acid and a similar scything blade trap.

The snow beast has accumulated a fair amount of treasure over the years from victims it has killed. A suggested treasure haul includes a total of 11,000 electrum pieces, 7,000 gold pieces, 2,000 platinum pieces, 19 gems of various sizes and quality and 9 pieces of jewelry. Be sure to adjust this as necessary to fit the economics of your campaign.

5) DEAD WARRIOR

The player characters should delve deeper under the mountain though the chamber of the dead warrior and defeat him in battle. The dead warrior has a treasure hoard of his own consisting of 5,000 cp.

They should then observe the three key holes that are present on the wall under various depictions of celestial diagrams. They should enter the Moon Key under the sign of the harvest moon. The harvest moon is defined as a full moon that occurs during the autumn equinox. The equinox is the time when the sun crosses the plane of the planet's equator making night and day all over the planet equal length. Players who know this will easily be able to

identify the correct celestial diagram and determine the correct keyhole. The other two are trapped.

6) IMMORTAL MAN'S CHALLENGE

After the player characters choose the correct keyhole in the chamber of the dead warrior, they should proceed to the next chamber that houses a being who is interested in riddles. The player characters must challenge the "immortal man" in the dungeon to a contest of riddles but they may only ask him one in order to gain safe passage. Here's how the contest works. The immortal man will ask the party his riddle. They have 30 minutes to answer it. If the answer is incorrect, they may not pass. If their answer is correct, they may ask the immortal man a riddle. If he fails to answer within 30 minutes then the party may pass unhindered. If the immortal man answers the riddle correctly within the allowed time, then he will ask them another riddle. If the party correctly answers this final riddle they may pass unhindered.

The immortal man is armed with two riddles as follows.

Q1) What is greater than the gods and older than the universe?
A rich man wants it and a poor man has it in abundance. If you eat it you will die.

A1) The solution to this riddle is "nothing."

Q2) Think of words ending in -GRY. Angry and hungry are two of them. There are only three words in the Common tongue. What is the third word? The word is something that everyone uses every day. If you have listened carefully, I have already told you what it is.

A2) The key sentences here are "There are only three words in [the Common tongue]. What is the third word?" The third word in the phrase, "the Common tongue" is tongue. Thus, the solution to the riddle is "tongue." The first two sentences are intended to cloud the mind of the answerer.

7) TREASURE

The player characters should be weary of taking certain treasure items as clued by writing on the edge of the map, "He who thus enters the depths and hidden fortune takes, shall tempt the wrath of immortal man and future days forsake." There is a large amount of coinage in this chamber: 1,000 platinum pieces, 10,000 gold pieces, 20,000 silver pieces and 30,000 copper pieces. The chamber also includes one of the three elusive moon charms of the Shimmering One. Feel free to develop artifact powers for this device that are suitable to your own campaign. If the player characters remove any of the treasure besides the moon charm, they will release a terrible demon. He looks somewhat like the figure depicted on the left side of the map.

ÉPILOGUE

If the player characters survive the dungeon beneath the lair of the snow beast and emerge with the coinage they will certainly be tempted to go on a wild spending spree. However, keep in mind what dumping even part of that money in one place would do to a local economy. Inflation would develop over night. There is also the problem about transporting it. Player characters will need to do some careful planning if they are to emerge with the treasure, get past the traps again and bring their haul back to civilization. On the other hand, if the player characters only retrieve the moon charm and turn it over to the Moonknights, they will certainly be rewarded with money, other treasure or spells. If they try to keep it, the Moonknights will surely try to hunt them down and bargain for it or take it by force.

USING THE MOON KEY WITH PUBLISHED CAMPAIGN SETTINGS

If you are using this product with the *KINGDOMS OF KALAMAR* fantasy campaign setting, one place you might choose to set the



beginning of the adventure would be near the City of P'Bapar or the town of Napalido on either side of the Legasa Peaks. See page 63 or page 16 of the *KINGDOMS OF KALAMAR* Atlas for more information. The Moon Key temple could be near either settlement. The player characters should find the Riddle Tree Tavern in the next town east. Once they go north from the Riddle Tree, they will find themselves in the Napalago Hills or the Legasa Peaks to find the petrified forest and the lair of the snow beast at a higher elevation. If you are using the Garweeze Wurld campaign setting, you might set the adventure near the village of Talert in sector D7.04.G1 in the Shadlurian Kingdom. The petrified forest and lair of the snow beast would be in the heights of the Galon Hills.

D20 GAME STATISTICS

12 Hobgoblins, CR 1/2 – See page 153 of the *Monster Manual*. They each carry 3d8 cp, 3d4 electrum pieces and 2d4 gp.

MOONKNIGHT

CR 1; **Tovi**, female human Clr1 (god of moon and beauty); hp 9 (1d8+1); AC 17 (+7 half plate); +1 melee (1d6+1), or +0 ranged (1d10); Size M (5 ft., 0 in. tall); Init +0; MV 20; Fort +3, Ref +0, Will +3; AL CG; Str 12, Dex 10, Con 12, Int 10, Wis 12, Cha 13.

Languages Spoken: Common.

Skills and feats: Concentration +3, Heal +6, Hide +0, Knowledge (Arcana) +4, Knowledge (History) +2, Listen +1, Move Silently +0, Spot +1; Martial Weapon Proficiency (rapier), Skill Focus (Heal).

Possessions: rapier, heavy crossbow, 10 bolts, backpack, 218 gp.

Cleric Domains: Chaos, Earth.

Cleric Spells Per Day: 3/2+1. 0th (3) *cure minor wounds*, *detect magic*, *detect poison*, 1st (3) *detect undead*, *cure light wounds*, *protection from law* (domain).

1) THE TEMPLE

If the player characters search for tracks outside the temple, it is fairly easy to find (Search DC 10) the tracks of a hobgoblin raiding party that may have had as many as twelve members. They made no effort to cover their tracks. On the inside, player characters may make a Knowledge (religion) check (DC 10) to know that temples of the Moonknight are known to house an assortment of beautiful objects, thus whoever was responsible for this most certainly destroyed or looted any items that seemed to be of worth. If the player characters do not already have the Moon Key and the map they may make a Search check on the altar (DC 20) to find a secret compartment that contains these items.

2) THE RIDDLE TREE

Player characters may attempt a Knowledge (nature) check (DC 10) to know precisely what time of year the harvest moon comes (autumn equinox). They may make a Knowledge (nature) check at DC 30 to know which direction in the night sky the harvest moon will lie in the coming autumn months. In a *KINGDOMS OF KALAMAR* campaign the applicable moon is Diadolai, the elven moon. You may also choose the time of the harvest moon to be a time when Diadolai is aligned with the largest moon, Veshemo.

3) THE FOREST OF STONE

If the player characters travel on the path in the petrified forest, they will encounter a basilisk, CR 5. See page 24 of the *Monster Manual*. Regardless of where the player characters travel in the petrified forest (either on or off the pass) they will encounter one or more gangs of 2-5 xill, CR 6. See page 259 of the *Monster Manual*. Each gang of xill is led by a 1st level cleric. The xill materialize from

the Ethereal Plane and attempt to surprise the player characters. They begin their assault with longbow attacks.

Xill Clerics (6 HD, 39 hp) ECL 10

Strength Domain (page 188 of *Player's Handbook*).

Spells: 0th (3) *cure minor wounds* x 3, 1st (3) *command*, *doom*, *enlarge person* (domain).

Added Skills: Concentration +6, Heal +5, Spellcraft + 5.

4) SNOW BEAST LAIR

The snow beast can be a **remorhaz**, CR 7. See page 214 of the *Monster Manual*. For a more challenging campaign the snow beast can be a **white dragon** (adult CR 10, page 77 of the *Monster Manual*) or a **frost worm** (CR 12, page 111 of the *Monster Manual*).

The acid in the first pool inflicts 1d6 points of damage per round to those unfortunate enough to be splashed or otherwise partially exposed to it. Total immersion inflicts 10d6 points of damage per round. Note also the hazards of breathing acid fumes as described on page 302 of the *Dungeon Master's Guide*.

The **scything blade trap** (CR 1) above the second pool is similar to that described on page 71 of the *Dungeon Master's Guide*. Search DC 20. Disable Device DC 21.

The concentrated base solution in the third pool delivers an identical amount of damage as the acid in the first pool but any kind of acid resistance is useless. The scything blade trap above the third pool is similar to a **ceiling pendulum** (CR 3) as described on page 71 of the *Dungeon Master's Guide*. Search DC 16, Disable Device DC 26.

5) DEAD WARRIOR

The dead warrior can be a **Skarrnid swordwraith** (CR 5) from the *KINGDOMS OF KALAMAR* Dangerous Denizens book, page 142 or for slightly more of a challenge it can be a **huecuva** (CR 7) from page 94 of the *Fiend Folio* or a **swordwraith** (CR 7) from page 173 of the *Fiend Folio*.

If the players do not know enough about astronomy to determine the location of the harvest moon keyhole, they may make skill checks in character. Determining the correct keyhole for the depiction of the harvest moon requires a Knowledge (nature) check DC 17.

One of the traps associated with the other two keyholes is a **Pit Trap** (CR 3) similar to that described on page 71 of the *Dungeon Master's Guide*. It is 60 feet deep and delivers 6d6 of damage. Search DC 19, Disable Device DC 21, and a Reflex save of DC 20 allows one to avoid the trap. The other trap is a **lightning bolt trap** (CR 4, 5d6) similar to that described on page 72 of the *Dungeon Master's Guide*. Search DC 27, Disable Device DC 29 and a Reflex save DC 14 allows half damage.

6) IMMORTAL MAN'S CHALLENGE

The "immortal man" who has been bound to this dungeon to protect the treasure chamber with his riddles is a **keeper** (CR 7) as described on page 111 of the *Fiend Folio*. If you do not have that book, consider using a hound archon from page 17 of the *Monster Manual* who has been bound here for the same purpose.

7) TREASURE

If the player characters remove anything from the treasure chamber other than the moon charm of the Shimmering One, they will release a demon who immediately attacks. The demon is a **balor** (CR 20) as described on page 40 of the *Monster Manual*.

HACKMASTER GAME STATISTICS

12 Hobgoblins, HF 0 – See *Hacklopedia of Beasts* Volume 4, page 10. Each carries 26 hp and carries 3d8 cp, 3d4 electrum pieces and 2d4 gp in addition to their armor and weapons.

MOONKNIGHT

Tovi, female human Cleric1 (god of moon and beauty) (HF 1, EP 94, Str 12/29, Dex 10/92, Con 12/18, Int 10/56, Wis 12/44, Cha 13/80, Com 17/72, AL CG, AC 3 (plate mail), MV 6", HD 1, hp 26, SZ M, #AT 2 (melee) or 1 (ranged), D 1d6+2 (rapier and Strength) or 2d4+1 (heavy crossbow), SA nil, SD turn undead, Lang: common, ML 15, TOP 13, Hon: Ave, Crit BSL: Def AC -4, FF 6, Quirks & Flaws: clingy, Skills: healing 60%, cooking 46%, maintain self discipline 18%, arcane lore 36%, ancient history 26%, glean information 62%, Talents: ambidextrous.)

Possessions: 2 rapiers, heavy crossbow, 10 bolts, backpack, 200 gp.

Cleric Spells per Day: 1st (3) Cure Light Wounds, Detect Magic, Detect Evil.

1) THE TEMPLE

If the player characters search for tracks outside the temple, it is fairly easy to find the tracks of a hobgoblin raiding party that may have had as many as twelve members (+40% to tracking skill check). They made no effort to cover their tracks. On the inside, player characters may make an easy religion (specific) check (+65% to skill check) to know that temples of the Moonknight are known to house an assortment of beautiful objects and that whoever was responsible for this most certainly destroyed or looted any items that seemed to be of worth. If the player characters do not already have the Moon Key and the map they may search for secret compartments on the altar to find a secret compartment that contains these items (base 1 in 6 chance for non-elves).

2) THE RIDDLE TREE

Player characters may attempt an astrology skill check (an Easy task, +65% to skill check) to know precisely what time of year the harvest moon comes (autumn equinox). They may make a Very Difficult astrology skill check (-10%) to know in which direction in the night sky the harvest moon will lie in the coming autumn months. In the Garweeze Wurld campaign the applicable moon is Shadara, the planter's moon. You may also choose the time of the harvest moon to be a time when Shadara is aligned with the largest moon, Arlora.

3) THE FOREST OF STONE

If the player characters travel on the path in the petrified forest, they will encounter a **Lesser Basilisk**, HF 12. See page 50 of *Hacklopedia of Beasts*, Volume 1. It has 51 hp.

Regardless of where the player characters travel in the petrified forest (either on or off the pass) they will encounter one or more gangs of **1-6 Xill**, HF 24. See page 107 of the *Hacklopedia of Beasts*, Volume 8. The Xill materialize from the Ethereal Plane and attempt to surprise player characters. They begin their assault with longbow attacks (+3 to hit due to Dexterity).

4) SNOW BEAST LAIR

1 Snow Beast, HF 12. See page 89 of the *Hacklopedia of Beasts*, Volume 7. It has 55 hp. For a more challenging campaign, the lair of the Snow Beast can house a **Snow Strider** instead, HF 33. See page 90 of the *Hacklopedia of Beasts*, Volume 7. It has 85 hp.

5) DEAD WARRIOR

The dead warrior can be a **Huecuva** (HF 4) from page 18 of *Hacklopedia of Beasts*, Volume 4.

If the players do not know enough about astronomy to determine the location of the harvest moon keyhole, they may make skill checks in character. Determining the correct keyhole for the depiction of the harvest moon requires an astrology skill check for a task of Average difficulty (+30%).

One of the traps associated with the other two keyholes is a Pit Trap. It is 60 feet deep and delivers 6d6 of damage. A successful Dexterity check allows one to avoid the trap. The other trap is a Lightning Bolt trap that inflicts 5d6 points of damage. A successful saving throw versus breath weapon allows a victim to take only half damage.

6) IMMORTAL MAN'S CHALLENGE

The "immortal man" who has been bound to this dungeon to protect the treasure chamber with his riddles is an Octahedron **Modron** (HF 10) as described on page 27 of the *Hacklopedia of Beasts*, Volume 5.

7) TREASURE

If the player characters remove anything from the treasure chamber other than the moon charm of the Shimmering One, they will release a demon who immediately attacks. The demon is a **Type IV Demon** (HF 43) as described on page 96 of the *Hacklopedia of Beasts*, Volume 5. It has 95 hit points.