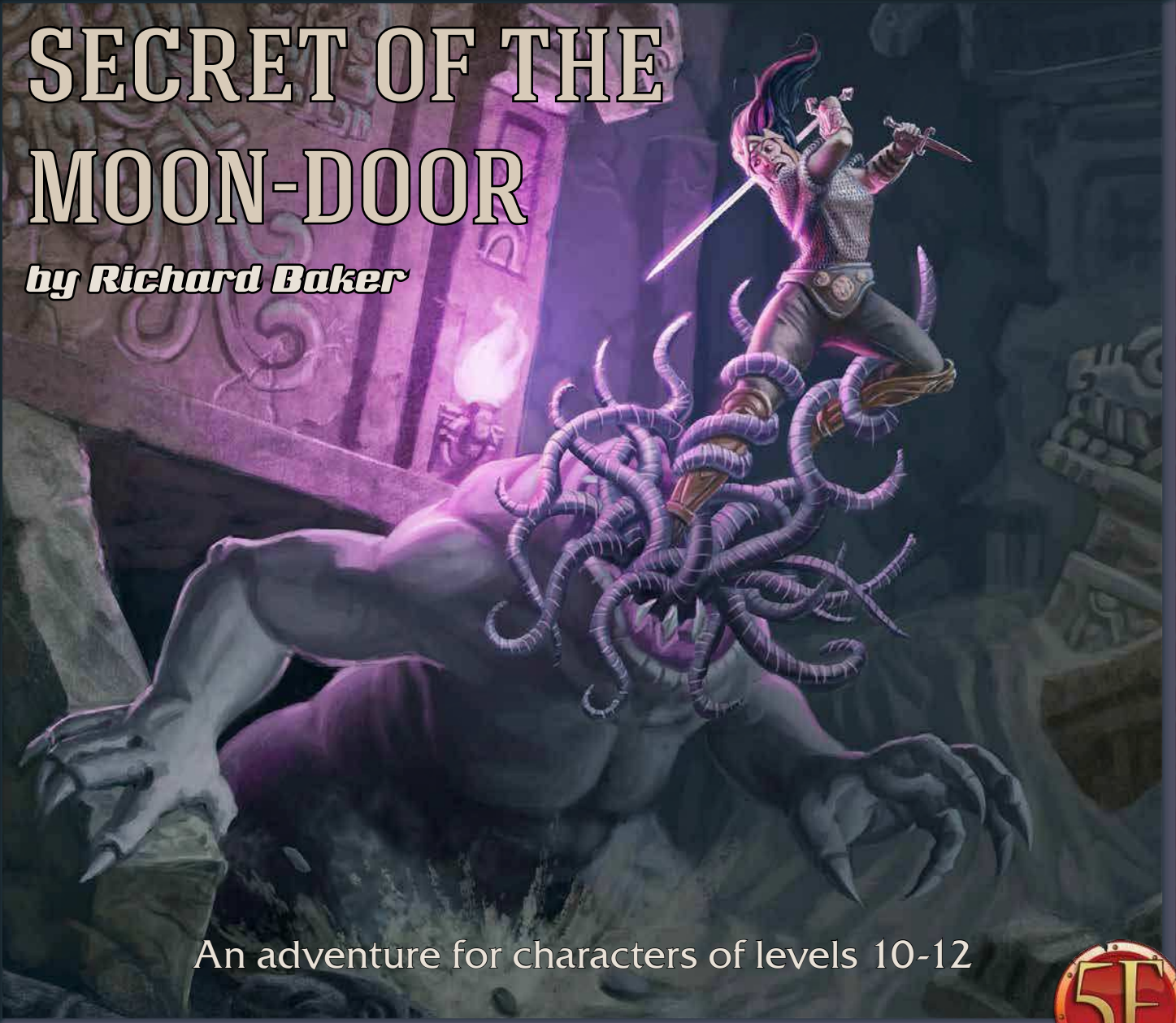


P R I M E V A L

THE WYLLIE

SECRET OF THE MOON-DOOR

by Richard Baker



An adventure for characters of levels 10-12





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The gods of Thule are ancient and mysterious. Over the centuries new gods have arisen, and old ones have fallen into obscurity or been abandoned altogether. One of these forgotten gods is Selene, the goddess of the moon. A thousand years ago her shrines dotted the city-states and holy places of the primeval continent, but over the course of generations her worship died out, and her temples fell into ruin.

One such ruin is the Temple of the Moon-Door, located on the southern shores of Lake Haal. Behind its horned altar stands a great stone door carved in the likeness of the crescent moon and decorated with mysterious sigils. Even though the temple has long been abandoned, explorers and treasure-seekers occasionally visit the place with some idea of opening the “Moon-Door” and uncovering the legendary treasure said to be hidden behind it.

No one has managed to open the Moon-Door yet, but that is soon to change. The wizard Dhargo Maath, a member of Thran’s Black Circle, made contact with the vile creatures known as moon-beasts. From them he learned the secret of the Moon-Door. To win the moon-beasts’ allegiance, Dhargo Maath must recover the Moon-Door’s mystic key. As for what use the monsters intend to make of the temple’s ancient doorway, the Black Circle wizard could care less.

Adversaries and Treasure: *Secret of the Moon-Door* is intended for a party of four 10th- to 12th-level characters. The monsters and villains featured in this adventure can be found in either the core rulebooks or the 5e PRIMEVAL THULE *Campaign* Setting. If your party is smaller or made up of lower-level characters, you may need to adjust some of the combat encounters to be less lethal by reducing the number of monsters involved or providing the PCs with opportunities to use stealth or clever play to bypass the more dangerous encounters.

THE MOON-DOOR

ADVENTURE SUMMARY

The adventure begins when the heroes learn that the famous sage and seer Ghilean has disappeared under mysterious circumstances. She was apparently abducted from her library in the heart of Katagia by monstrous assailants. Upon investigation, the heroes learn that Ghilean had recently come into possession of a strange key of white metal. A curio dealer named Turjak Bom—secretly an agent of the Black Circle wizard Dhargo Maath—came to see Ghilean soon after she obtained the key, offering her a king's ransom, but Ghilean refused. The next night, monstrous creatures appeared, ransacked the library, and then carried off Ghilean to parts unknown.

In Part I, when the PCs look more closely into Ghilean's studies and her scattered notes, they learn that she was specifically interested in a jungle ruin known as the Temple of the Moon-Door. The temple is known for a mysterious portal or vault that no one has ever managed to open, and it's clear that Ghilean suspected that her newly acquired key might be able to unlock the Moon-Door. The PCs also learn that Dhargo Maath is not yet finished with the library; when the PCs investigate, the wizard's servants attack.

Armed with the key that unlocks the legendary Moon-Door and the knowledge that someone is very interested in the place, the PCs' next step is to try to beat the villains to the temple. Part II of the adventure takes place in the Temple of the Moon-Door. Naturally, it's a monster-infested ruin. Fighting their way to the Moon-Door, the PCs learn its true secret: It doesn't lead to a vault filled with treasure. Instead, it's a mystic doorway that leads to the Moon, and Dhargo Maath is ahead of them.

In Part III, the heroes venture through the door to rescue Ghilean and deprive Dhargo Maath of his prize. The Moon to which the door leads is not the barren, airless Moon of the later Earth. This is the Moon of a dream-Earth, a parallel world, and it is a strange but not lifeless place. The Moon-Door leads to a forbidding island in one of the lunar seas, the Isle of Screams. Here the PCs confront Dhargo Maath and his moon-beast allies.

BACKGROUND

As a sage of great erudition, Ghilean was well acquainted with descriptions of the Temple of the Moon-Door and speculations about what the ancient priests of Selene hid behind the portal. A month ago, a freeblade wandered into Katagia and sold a strange key to a merchant named Jangar. No one recalls the freeblade's name; he was a

down-on-his-luck mercenary who found the key in a jungle tomb (in fact the burial site of the last of the temple's high priests, although the mercenary had no idea whose tomb he was plundering).

Jangar brought the key to Ghilean to find out what it was. Ghilean recognized it as the "Moongold Key" mentioned in some of her old tomes about the Moon-Door and paid Jangar richly for it. Unfortunately, not all of Ghilean's apprentices were loyal to her. One of them, a young man named Plooth, had been bribed long ago to report any interesting developments to a Black Circle agent. Plooth reported Ghilean's acquisition, and news swiftly reached Dhargo Maath. Maath quickly arranged for his agents to buy the key. Ghilean, however, did not wish to sell it.

Because the sage was not inclined to be reasonable, Dhargo Maath decided to remove her. He chose to use summoned monsters (a pair of moon-beasts) to do his dirty work, hoping to disguise his involvement. The moon-beasts seized Ghilean and terrorized the scholars of the library, but they missed the key.

Dhargo Maath still wants the key—if nothing else, he wants to make sure no one else can make use of it. However, with Ghilean in his hands and his own magic, he can open the doorway without it. As the adventure begins, he is on his way to the Temple of the Moon-Door, leaving his agents to tidy up loose ends in Katagia.

BEGINNING THE ADVENTURE

Noble goals such as foiling the Black Circle or saving people from a moon-beast invasion may not be sufficient to engage a party of mercenaries unless those events impact them directly. Find an adventure hook that works best for your players from the suggestions below.

Old Friend in Trouble: If any of the PCs has a relationship with a sage, astrologer, or educated patron who helped in earlier adventures, then replace Ghilean in this adventure with the PCs' old friend. You can shift Act I of the adventure to any library or sage's tower in Thule without affecting the story. The PCs become involved when they hear that their old friend disappeared under mysterious circumstances.

Offer of Employment: Ghilean realizes that she'll need hardened adventurers to explore the Moon-Door. She sends a message to the most well-known PC explaining that she wants to mount an expedition to a mysterious ruin, promising the equivalent of a small treasure hoard as payment (roughly 10,000 gp). When the PCs arrive to take her up on the offer, they find her missing.

Find Our Sage: Monsters tearing up libraries and a prominent sage abducted from the heart of the city certainly gain the attention of Katagia's ruler. The PCs are hired by Lord Protector Denech Saurane to find out what happened to Ghilean and to get her back if possible. The pay is equivalent to a small treasure hoard for the characters' level (roughly 10,000 gp).

ACT I: THE LYKEION

The adventure begins at the scene of Ghilean's disappearance: the Lykeion, a renowned academy in Katagia's Temple Ward. The Lykeion is home to seven "masters"—sages and philosophers of note—and sixteen "aspirants," students who live on the grounds. Another thirty or so "novices" live in the city nearby, spending most of their days in studies at the Lykeion but returning home each evening. Most of these novices are young, high-born men and women whose families were able to secure appointments for them to study here.

If you prefer to begin this adventure in Quodeth, then use Onther Tower (PTCS, page 188) instead of the Lykeion. If you choose to set this adventure in a different city, simply add the Lykeion (or an institution like it) to Ikath, Orech, or Lomar. Scholarly institutions are rare in Thule, but most of the larger cities boast one or two.

The Lykeion, home to the sage Ghilean and the foremost academy in Katagia, stands in a park-like enclosure in the middle of the city. It is a grand stone building of three stories with a golden dome, surrounded by paths winding through well-trimmed myrtle trees and elegant statuary. Five bored-looking Katagian soldiers guard the front door.

In addition to the front door, the Lykeion has five more ground-level doors, plus numerous windows in its upper floors. Two more **guards** patrol the grounds, keeping an eye on the other entrances (and likely noticing if the PCs try to avoid the guards at the front door).

The Guards: The squad standing watch consists of 4 **guards** and 1 **veteran**, a noble-born Atlantean officer named Veox. The city watch posted them here to reassure the nervous scholars of the Lykeion. Privately they scoff at the idea of monsters carrying off people, and they believe that Ghilean was probably just murdered by a rival. They can confirm that no one suspicious has entered or left the building since the afternoon after Ghilean's disappearance (several days ago).

The guards do not impede the PCs unless the PCs behave in an extremely suspicious manner. If the PCs inform Veox that they're here looking for Ghilean, he's reasonably helpful:

"Ghilean, you say? Well, that's the mystery of the hour, it seems—good luck with that. I'll take you to Master Hestoth. He can tell you more than I can."

Veox personally leads the PCs to meet Hestoth. Continue with The Master's Welcome, below.

Building Layout: Exact details of the floor plan aren't important, but players interested in thoroughly searching the Lykeion may visit some or all of these locations:

Cellar Level: Kitchen, servant quarters, storerooms, alchemical laboratory, workrooms.

Ground Floor: Entry hall (also serves as a debate hall), refectory, museum hall (mostly natural history with interesting animal remains), classroom-like lecture halls.

Second Floor: Library, workrooms, aspirant quarters.

Third Floor: Restricted library (for valuable or dangerous tomes), Masters' Hall (a small debate hall and council room), masters' chambers.

Roof: Observatory, pigeon coop (for messenger birds).

THE MASTERS' WELCOME

Characters asking about Ghilean or looking for someone who can tell them what happened are quickly directed to Master Hestoth. With Ghilean missing, he is the most senior of the Lykeion's masters. He meets the party in the Masters' Hall, a private council room.

You enter a council chamber on the Lykeion's third floor, where three scholars wait for you: a stoop-shouldered Atlantean scholar with a long white beard, a venerable Kalayan woman in green robes, and a dwarf who wears a leather apron that serves as a toolbelt over her brown robes. The white-bearded scholar speaks first. "Welcome, friends. I am Hestoth, Master of Collections. This is Nimira, Master of Philosophy, and Thurannifer, Master of Laboratories. I understand you're here about Ghilean. We are very glad to see you."

Hestoth does most of the talking. As Master of Collections, he's responsible for the Lykeion's various curios and artifacts. He tends to ramble and get distracted; Nimira, the Kalayan woman in green, keeps him on track and finishes sentences for him by getting to the point. Thurannifer the dwarf is taciturn and adds little, but she's friendly enough when asked a direct question.

THE MOON-DOOR

When prompted, Master Hestoth gets to the story:

"The attack was three nights ago, two hours after sunset. Ghilean was alone in the restricted library, just down the hall there. Her research has been keeping her up late for weeks now. Several people in nearby rooms heard a sudden commotion—glass breaking, furniture falling over, heavy thumps and footfalls, and Ghilean screaming in fright and calling for help. Plooth, one of Ghilean's students, was the first to reach the room. He said he saw two huge, terrible monsters holding Ghilean between them; the creatures and Ghilean all turned to mist and flowed away out the window."

Master Hestoth is anxious to aid the PCs' investigation—Ghilean is a close friend of his, and he is beside himself with worry over her fate. He can lead the party to any spot they wish to investigate in the Lykeion, including the restricted library, Ghilean's personal quarters, or even the personal quarters of other masters. He can also arrange for the PCs to speak to anyone they want (including Plooth).

Some specific questions and answers Master Hestoth might provide at this time include:

What kind of monsters took Ghilean? "I don't know. Plooth had the best look at them; perhaps he could describe them in more detail."

You're all masters of something. What was Ghilean master of? "Histories. She knows more about the Thule of yesteryear than most know about the Thule of today."

Did Ghilean have any enemies? "Not that I know of. She was well regarded by all here."

What was Ghilean working on? "A month or so back she became very interested in lore pertaining to temples dedicated to the goddess Selene. We can show you some of the texts she was studying if you think that might help."

Wait...the goddess Selene? "An ancient folk-religion that died out centuries ago. Selene was associated with the moon, I believe, and eventually her priests

merged with those of Ishtar. Ghilean could tell you more—if she were here..."

Did anything out of the ordinary happen recently? "Not that I can think of—no, wait, there was something. A dealer in curios came to see her a couple of weeks ago and wanted to buy some old relic or another in her possession, but she didn't wish to sell it. She didn't seem alarmed, but she did mention it to me. What was his name...Turjak Bom, that was it."

What old relic? "She didn't say, but Plooth might know. He is an aspirant to the Lykeion—and Ghilean's leading student."

Development: If the players don't know what to do next, Hestoth suggests that they might begin by looking at the scene of the attack or perhaps interviewing the aspirant Plooth, one of Ghilean's students.

THE SCENE OF THE CRIME

The restricted library is where the scholars of the Lykeion store books and scrolls that shouldn't be left in the academy's general library. Master Hestoth, Plooth, or Veox can confirm that Ghilean spent most of her time here over the last month (although in Veox's case, he is simply summarizing the results of his own inquiries since Ghilean's disappearance).

Signs of a struggle are clear in this small library. A heavy table lies overturned on its side, a big bookshelf lies where it toppled over with dozens of tomes and scrolls scattered about, and the frame of one of the large windows is broken, although a heavy canvas cover has been nailed up over the opening.

The Lykeion masters have held off on tidying up until they're certain they have found every clue possible, though they begin to clean up after the PCs view the damage. Important finds here include:

The Door: Sturdy and undamaged, though it creaks loudly when opened. The Lykeion masters are certain

DIVINING GHILEAN

The PCs may attempt to use divination magic to locate Ghilean. Their success depends on which spell they use to locate her. Ghilean is currently alive on the Isle of Screams, which is on a dream-dimension Moon. It's on a different plane. She is under the slave-stupor of the moon-beasts and can't muster the volition to think a coherent thought.

Locate creature and *locate object* fail because the range is too short. *Scrying* fails because she's on a different plane. A *sending* is likely to reach her, but she can't form a coherent reply. The *sending* does reveal that Ghilean is alive but very distant, and she manages to mumble, "Help me, please...they took me through the moon-door...help."

Commune, *contact other plane*, and *divination* can also reveal the truth about Ghilean's condition. Depending on the questions the caster asks, the responses suggest that she is a captive of moon-beasts, she is on the Moon, she is in danger, and the best way to get to her is to find the Moon-Door and go through it.

The masters of the Lykeion are sages and philosophers, not high-level spellcasters. They may suggest that the PCs perform divination magic, but they lack the ability to do it themselves.

the monsters did not come in this way, because they didn't hear the door creak until after the commotion started. On the floor inside the library near the door is a rolled-up map of the Lake Haal region. (Plooth dropped it in terror when he saw the moon-beasts.)

The Window: The broken window looks out over a 30-foot sheer drop. It would be a difficult climb. Debris from the window lies inside the library room, suggesting that the window was broken from the outside. The window frame is quite large (8 feet tall and 5 feet wide). With a successful Intelligence/Investigation check (DC 15), a PC studying the window notes claw scrapes on the framework consistent with something about the size of a large bear forcing its way inside.

Tomes and Texts: After a careful look at the books on the floor and the toppled bookshelf, a PC can sort the books into those that were probably sitting out on the table and those that were shelved (DC 15 Intelligence/Investigation check). Studying the tomes to determine what Ghilean was specifically researching requires 1 hour, and the ability to read High Atlantean, Dhari, and Kalayan helps. Make a Intelligence/History or Intelligence/Religion check with a +5 bonus for sorting the books first and a +2 bonus for literacy in each of the three languages. The character examining the tomes learns the following:

- *Result of 10+:* Ghilean was gathering lore pertaining to something called "the Moon-Door," a mysterious barrier in a ruined temple of Selene.
- *Result of 15+:* All of the above, plus the Temple of the Moon-Door lies near the village of Ayanari on the southwest shore of Lake Haal.
- *Result of 20+:* The above, plus the Moon-Door is supposed to be impossible to open, but there is a key: a strange rod of white metal, about a foot in length, said to be made of "moongold."
- *Result of 25+:* The above, plus the texts hint at some kind of "chamber of power" behind the Moon-Door.

On a failed check, the book's esoteric writings stymie the character, who can spend another hour and make another attempt.

Magic: No magic auras linger in the room. (At your discretion, some of the tomes in this room might be arcane spellbooks or even spell scrolls; the Lykeion scholars may agree to let the PCs make use of them.)

The Moongold Key: No key is in evidence here (Ghilean kept it in her own room). If the PCs ask Master Hestoth about the key mentioned in the text, Hestoth remembers that the key was the old relic that Turjak Bom asked Ghilean about. If the PCs ask Plooth about the key, he tries to lie about it (see The Eyewitness, below).

THE EYEWITNESS

When the PCs indicate that they want to speak to anyone who witnessed the attack or to someone who worked closely with Ghilean, Master Hestoth sends a student to fetch Plooth, an aspirant (senior student) who studied under Ghilean.

The student proves to be a young man of about twenty-five years, tall and gangly with tangled dark hair. He wears the robes of a Mithran acolyte, and he seems badly rattled—he is pale and his eyes dart nervously from side to side. "I am Plooth," he says. "Mistress Ghilean was my mentor. Tell me that you can do something to help her!"

Plooth has good reason to be nervous, although the PCs might not know that when they begin their interview. Turjak Bom pays Plooth to inform him of any interesting finds at the Lykeion. When Ghilean obtained the Moongold Key from Jangar, Plooth reported it to Turjak Bom. He suspects that Turjak Bom had something to do with the abduction.

If asked about the attack or the monsters he saw, Plooth relates the following:

"Late in the evening, Mistress Ghilean sent me down to the main library to fetch a map for her. It took me some time to find it. As I returned, I heard a terrible commotion from the room where she was working. I ran ahead and threw open the door, only to see her caught between two huge, pallid monstrosities. Each of them had her by an arm. They looked like big, faceless toads, with tentacles squirming where their faces should be...I shudder to recall it! I stood petrified in terror for a moment, then the monsters and Mistress Ghilean turned to white mist. The mist streamed out the window and vanished into the night."

Plooth knows quite a lot more, if the PCs question him further. He knows that Ghilean was looking for information on the Temple of the Moon-Door and that the recent acquisition of the Moongold Key from the merchant Jangar spurred her interest. He avoids any mention of Turjak Bom, although he suspects that Turjak Bom was somehow behind the moon-beast attack.

The Map: If asked about the map he was retrieving, Plooth stammers and says, "It was an old map—of the Lake Haal region." PCs can find the map on the floor of the restricted library (if they haven't already).

Plooth's Lies: Plooth denies any knowledge of Turjak Bom and claims not to know where the key is now, but he is not a good liar. A character skeptical of his story may attempt a Wisdom/Insight check (DC 10) to discern that Plooth is hiding something.

THE MOON-DOOR

The Moongold Key: After the moon-beast attack, Plooth went to Ghilean's room and removed the key (he'd seen where Ghilean was keeping it). The Moongold Key is now hidden in a trunk beneath Plooth's bed in his quarters on the Lykeion's second floor. Plooth knows that Turjak Bom wants the key and he hopes to sell it to the "curio dealer" later.

Creature (450 xp): If threatened with punishment or exposure, Plooth does his best to flee the scene and seek Turjak Bom's protection.

- Plooth (priest)

GHILEAN'S QUARTERS

Master Hestoth does not object if the PCs decide to make a thorough search of Ghilean's quarters. The sage's room contains many interesting mementos and minor valuables—a collection of knick-knacks and curiosities from all over Thule. Most are not relevant to her disappearance. However, thorough and attentive characters may turn up one clue on a successful Intelligence/Investigation check (DC 10):

Among the clutter and curiosities decorating Ghilean's rooms, you find something out of place: an old case made of black, lacquered wood. It's lying on the floor near the sage's desk. The interior is filled with beeswax so old it's as hard as stone. The wax holds a large, key-shaped depression about a foot long.

Plooth slipped into Ghilean's room shortly after the attack and took the key, but he was so rattled that he neglected to put the case back in its place. If the PCs show the case to Master Hestoth, he can confirm that it held a strange key of silver-white metal that Ghilean recently acquired. A character studying the case itself can determine that the craftsmanship appears to be Dhari (human), several centuries old, with a successful Intelligence/History check (DC 20).

THE WIZARD'S MINIONS

While Dhargo Maath has Ghilean, he realizes that the Moongold Key is not yet accounted for. After a careful interrogation of the captive scholar, he divines the location of the key (and Plooth's role in the affair) and dispatches more monsters to the academy to get it from the student. Maath's minions arrive while the PCs are conducting their investigation.

Run this encounter at any time while the PCs are searching the Lykeion or studying Ghilean's books. At your option, you can run this encounter when the PCs are interrogating Plooth, interrupting the conversation with the sudden arrival of Maath's monsters.

A sudden crash echoes through the halls of the Lykeion, followed by cries of alarm and the angry roar of some great beast. "Monsters! They're back!" someone screams in the distance. It sounds like the commotion is coming from the student quarters on the second floor.

Creatures (5,400 xp): Two winged apes swoop down to the second-floor balcony outside the quarters reserved for the aspirant and break into the building in search of Plooth. The winged apes have only two commands—slay Plooth and get his key. However, they are free to slaughter anyone unfortunate enough to cross their path, and they do so with savage glee.

- 2 winged apes (PTCS page 242)

Development: If the PCs have so far missed Plooth's involvement or don't realize they should be looking for the key, they discover Plooth among the dead, torn limb from limb by the apes before they reached the scene. The Moongold Key is lying beneath a cabinet just out of his reach (he was trying to hide it when the winged apes caught him).



TURJAK BOM

If the PCs decide to follow up on Ghilean's mysterious visitor from a couple of weeks past, they find that no one at the Lykeion knows Turjak Bom or where to find him. However, a few hours of asking around in the city districts outside the Lykeion (or the right divination spell) proves more useful—Turjak Bom resides in one of the city's mercantile districts, dealing in curios and collectibles out of his home.

The home of Turjak Bom is located on a high hillside in Katagia's market district. It is a fine stone courtyard-style house on a corner; the door is closed, and the few exterior windows are shuttered.

It's easy to scale the outer wall, cross the roof, and drop into the courtyard. However, Turjak Bom's guards assume that anyone sneaking into the house is an assassin or robber, so they attack immediately. If the PCs approach the house openly and just knock at the door, read:

A servant answers the door, and shows you in. A well-maintained garden lies in the middle of the house; two guards keep watch by a door leading into a sitting room just off the garden. "Please, wait here," the servant tells you. "I shall fetch Prince Bom."

Turjak Bom is a short, burly man of 40 years, with mixed Kalay and Dhari heritage. He is secretly an agent of the Black Circle, a skilled assassin and spy who passes himself off as a moderately prosperous merchant. (Prosperous enough to get his servants to call him "prince," at any rate.) He attempts to maintain this guise and deflect the PCs' questions, while subtly questioning them about why they're here. He openly admits that he visited Ghilean and attempted to buy "the white key," since he trades in such things. He denies knowledge of any attack on the sage (his Charisma/Deception check is a 15).

Creatures (10,500 xp): When Turjak Bom determines that the PCs know too much, he gives the command to attack. His two legionaries are well-trained and need only one sharp look from him to make their move. Allow the PCs to make Wisdom/Insight checks (DC 15); those who fail are surprised for the first round of the fight. Turjak's lover and mystic advisor, a Lomari woman named Deema, is elsewhere in the house. She appears and joins the fray at the end of the first round.

ENTER THE BLACK CIRCLE

Depending on the adventures the PCs have had in Thule so far, they may or may not be familiar with the Black Circle, wizards who rule the city of Thran. They're described in Chapter 4 of the *PRIMEVAL THULE Campaign Setting*, but almost everyone in Thule whispers of them as powerful, sinister figures who lord over Thran from an immense, black orb that hovers over the city.

Dhargo Maath isn't the most powerful wizard in the Black Circle, but he's among the most ambitious, and he has more than his fair share of rivals. That's why he avoids Thran in favor of his new domicile on the Moon (described in Part III).

- Turjak Bom, Black Circle Agent (PTCS page 226)
- 2 legionaries (PTCS page 79)
- Deema (cult fanatic)

Treasure (2,400 xp): Turjak Bom runs a prosperous business, and he receives secret funds from Thran to use in the Black Circle's interests. A search of the house reveals two chests containing a total of 4,400 sp and 1,700 gp. In addition, there are two art objects worth 750 gp in value (a copper statuette and an ornamental mask), and four more worth 250 gp each (a bracelet worn by Deema, a small tapestry, a ceremonial scepter, and a collection of scrimshaws).

Development: A desk in Bom's study contains a locked drawer (DC 10 Dexterity check to open with lockpicks, or easily forced). Inside is a stack of reports and letters. These make it clear that Turjak Bom works for a wizard of Thran by the name of Dhargo Maath, and that Bom is an agent of the Black Circle. Bom learned of Ghilean's acquisition of the Moongold Key from her student Plooth, and later reported to Maath his failure to buy the key. He requested permission to assassinate her and take it, but Maath informed him that "he would take care of it" and that Bom was to do nothing more that might put Ghilean on her guard.

The most recent communication from Maath reads:

Our allies failed to find the key when they carried off the sage. My divinations suggest your friend Plooth may have it. I am sending new assets to rectify that oversight. They will bring the key to your house. Unfortunately I cannot have them simply bring me the key, so you must do so once you have it in your possession. Send a report when you know your travel arrangements—I will meet you at the Moon-Door.

The drawer also contains a map of the Lake Haal region (similar to the Lykeion's map). It has the temple's location marked with a handwritten "X."

THE MOON-DOOR

PART II: TEMPLE OF THE MOON-DOOR

The mystery of Ghilean's disappearance from the Lykeion points at one obvious lead: the Temple of the Moon-Door. Unfortunately, it is quite a long way from the heart of Katagia. The temple stands about ten miles southeast of the village of Ayanari on the Katagia-Thran track.

The Journey: As the crow flies, Ayanari is about 300 miles from Katagia; for characters who choose to follow the established track, it's closer to 400 miles. A party on foot can make the trek in about three weeks; a mounted party can do it in two weeks. (If the PCs are anxious about reaching the temple swiftly, magical means will be required.)

Feel free to complicate a long overland journey with "random" encounters along the way—no track in Thule is truly safe, after all. A band of serpentmen, a Thulean cyclops, or a small herd of angry mammoths on the plains of Nar would be appropriate.

Arrival: When the PCs reach the area, they find that the Temple of the Moon-Door is a well-known local landmark.

A few miles south of the village of Ayanari, a disused track splits off from the main trail, leading toward the shore of Lake Haal. A short march brings you to a forest-covered hillside overlooking the lakeshore. The ancient temple stands at the top of the hill, surrounded by trees that must be centuries old. The winding causeway climbing up to its entrance is cracked and broken by roots, and vines cover the once-elegant marble dome. The building seems mostly intact, although heaps of rubble and dark fissures in the walls show its age.

Vines partially choke many of the old windows in the building, but missing stones in the walls and holes in the roof admit light from outside. The illumination inside depends on the time of day. The floors are carpeted with plaster debris, leaf mold, and tumbled masonry that has fallen from overhead.

I. THE PORTICO

The front of the temple is a portico about 100 feet wide and 15 feet deep. Four large columns spaced evenly across the front of the building are decorated with carvings that depict the Moon in its four phases. A once-impressive double entrance leads to the temple interior; one doorway is merely a heap of rubble, while a broken stone door lies on the ground in the other doorway.

No particular force destroyed the front door—it was ruined by the simple passage of time. If the PCs make a lot of noise out here, they may alert the cannibals in area 2, who will hide and observe the PCs.

2. HALL OF STATUES

The temple's entrance leads to a large foyer that spans the width of the building. Two stone doors at either end of the foyer lead east into the temple interior. Four large statues stand along the curving eastern wall between the doors, depicting a tall, beautiful woman in robes. Each statue shows her in a different pose and profession—a wise healer, a caring mother, an amorous lover, and a huntress armed with a bow. Dead leaves and dirt cover the floor.

The statues depict Selene, the moon goddess, in four of her aspects. A character studying the statues identifies them with a successful Intelligence/Religion check (DC 15).

Creatures (300 xp): Two Tcho-Tcho cannibals (sentries from the band encamped in area 6) are lurking in the shadows of the statues, keeping watch. If the PCs made a lot of noise in area 1, the Tcho-Tcho are well-hidden (DC 20 Wisdom/Perception check to spot them). Otherwise, the DC is 16.



The Tcho-Tcho intend to observe the party for a few rounds, then slip away to the south (area 5) to warn their fellows in area 6. If they need a distraction, one tosses a pebble toward the northern corner: Let the players see you roll a die, and tell them, “You hear a clatter of stone near the door to the north.” Any character reacting to the noise doesn’t notice the Tcho-Tcho slipping out, but any other character with an average Perception score of 16 or better sees them make a break for it. If the cannibals manage to get away, they warn the Tcho-Tcho in area 6 to prepare an ambush for the PCs.

If spotted, the Tcho-Tcho flee immediately.

- 2 Tcho-Tcho cannibals (see appendix)

3. SERPENT’S DEN

It looks like this chamber might once have been a robing room or sacristy, but this part of the temple is heavily damaged. A large portion of the northern wall has collapsed, leaving a ten-foot wide fissure in the side of the building. Another doorway leading into a dark chamber to the south has also collapsed. Stone doors at the east and west end of this room remain intact. A heavy, musky odor hangs in the air.

This room has become the lair of a giant viper, which found the fissure in the wall leading outside and took a liking to the dark, cool den. The Tcho-Tcho found out the hard way that the viper laired here, and they now avoid this room.

Creature (2,300 xp): The viper is curled up, dozing among the debris and leaf-mold near the eastern doorway, and is a little hard to see (DC 12 Wisdom/Perception check). Characters who wish to pass through this room without rousing the creature can attempt to do so with Dexterity/Stealth checks (DC 12).

- Giant viper (PTCS page 221)

4. PRIESTS’ QUARTERS

Dank and dark, this chamber is filled with mildew-covered furniture and debris from a partially collapsed ceiling. Puddles of standing water indicate several spots where the roof leaks. Among the ruined furnishings are a sagging bed frame, a damaged armoire, a collapsed bookshelf, and a debris-covered table.

This room once served as the personal chambers of the temple’s intendants. It’s been picked over by previous explorers, but they missed something—a secret compartment in the wall. A successful Intelligence/Investigation check (DC 10) reveals the old cache.



Treasure (2,400 xp): An ebony coffer in the hidden compartment contains 260 pp, seven fine black pearls worth 500 gp each, a *potion of vitality*, and an *arrow of slaying extraterrenes* (substitute a crossbow bolt or sling bullet if you prefer).

5. THE FONT CHAMBER

A large font of white stone, about six feet in diameter, stands in the middle of the eastern end of this chamber. It appears to be full of clear water. Peeling murals along the walls show priests performing ceremonial ablutions under moonlight. Stone doors lead north and west from this room, but a doorway to the east is badly damaged—a path through the rubble opens up into a larger room beyond.

As the murals suggest, this room was used for ceremonial purification before participating in rites in the main chapel (area 6 to the east). The basin water is pure and wholesome, renewed by an ancient blessing.

The Font: Any good-aligned character who washes his or her hands or face in the basin receives the benefit of an *aid* spell (no character can benefit more than once per 24 hours from the effect).

6. SHRINE OF THE SILVER LADY

This large semicircular chamber lies beneath what was once a magnificent dome, although partial collapses now show glimpses of sky overhead. Tall windows high above the floor in the dome's eastern side look down on a twenty-foot-wide mosaic of silver and black tile depicting a crescent moon, and four large pillars support the dome overhead.

To the west, a low dais about twenty feet wide leads up to an altar-stone of white marble. Behind the altar, a huge stone disk stands in the middle of the western wall of the chamber. It appears to be covered in strange carvings.

Characters who studied Ghilean's notes in the Lykeion instantly recognize the Moon-Door (the stone disk standing against the western wall). When the PCs take a closer look, read the description for area 7.

The shrine was formerly one of the foremost temples of Selene in all of Thule. For centuries pilgrims journeyed here from distant cities, until the worship of Selene died out and none but a few forgotten priests remained to tend her holy places. The windows in the eastern part of the dome align with the rising Moon at various times of the year, serving as a lunar calendar of sorts. (Any character with the Seer narrative notices this automatically; others must study the mosaic and succeed on a DC 15 Intelligence/Religion check to make the connection.)

Anything valuable in this chamber was long since looted, except for the altar block itself—a fine slab of marble weighing more than 5,000 pounds.

Creatures (7,500 xp or 9,600 xp): Dhargo Maath arranged for some unsavory allies to guard the shrine until he concludes his dealings with the moon-beasts. A dozen Tcho-Tcho tribesmen—degenerate subhumans devoted to the Great Old Ones—keep watch here, ready to waylay intruders.

If the PCs did not notice the Tcho-Tcho scouts in area 2, there are two additional cannibals here. The Tcho-Tcho are all hidden, ready to spring an ambush. They conceal themselves behind the altar and among the rubble piles in the corners of the room, apply poison to their weapons, and strike as soon as two characters are in the room. Any PC whose passive Perception is 15 or better is not surprised. The Tcho-Tcho also have time to ready an ambush if the party makes a lot of noise in areas 3 or 5.

- 2 Tcho-Tcho lamas (see appendix)
- 8 or 10 Tcho-Tcho cannibals (see appendix)

If the PCs found the Tcho-Tcho in area 2 or find a way to reach this room without making much noise, it's a fair fight—the cannibals can't ambush the party.

Development: The Tcho-Tcho are extremely sullen and would almost rather die than spill information to outsiders. However, if the PCs succeed in questioning the surviving Tcho-Tcho, they learn that this group of Tcho-Tcho hail from a village a day's march away. They agreed to help Dhargo Maath and serve as the Moon-Door's guardians in exchange for his help in recovering some long-lost idol, which now resides in a place of honor in their squalid village.

The Tcho-Tcho know that the Moon-Door is a magical portal and that it leads "to a place of the Great Old Ones," but they do not know how to open it and they have not been to the other side. They can confirm that Dhargo Maath and a small number of Thranish soldiers have been coming and going from the temple for months, and that a prisoner matching Ghilean's description was dragged through the Moon-Door a couple of weeks ago.

7. THE MOON-DOOR

When characters examine the stone disk at the western end of the chamber more closely, read the following:

The disk with the carvings is a single piece of pale stone, housed in a strange archway. The design on the disk appears to be a complicated chart showing the movements of the Moon in the sky. About six feet above the floor there is a large keyhole in the disk, which otherwise appears to be solid stone.

Opening the Moon-Door: The portal can be opened simply by inserting the Moongold Key. Other methods require careful examination and access to the right sort of magic. A character who studies the disk's carvings can attempt an Intelligence/Arcana or Intelligence/Religion check (DC 20) to devise an alternate method. These include:

- A *passwall* or *stone shape* spell cast upon the Moon-Door activates it for 1 hour instead of creating its normal effect.
- The sigils covering the door provide enough information to make the Moon-Door's far end the target of a *teleportation circle* spell.

When the portal opens, read the following:

The stone disk begins to glow with a pearly light, and one by one, bright gleams of silver shine from the sigils. Within the span of ten or fifteen heartbeats, the white radiance from the disk fills the chapel. Then the stone, still glowing, seems to become insubstantial. You cannot see through the misty stone—but suddenly a huge, monstrous form bursts out of the mist!

In the door's ghostly state, a character can walk right into the Moon-Door. This instantly transports him or her to area 1 on the Isle of Screams (see Part III). However, the Isle's denizens know about the potential of the Moon-Door and keep a sentry posted by its lunar terminus.

Creatures (8,550 xp): A moon-beast and its bodyguard (a lanky, pinkish-purple moon-thing equivalent to a troll) are warned by the silvery glow that the portal is about to open. Dhargo Maath has informed the creature that no friends should be expected to journey through the Moon-Door, so the moon-beast decides to investigate for itself. The moon-beast and the PCs are equally surprised, so roll initiative normally.

- Moon-beast (PTCS page 245)
- Guardian creature (troll)

Using the Moon-Door: A character that moves into the Moon-Door while it is insubstantial is transported to the other side. If the portal is activated by the Moongold Key, it remains open for 1 minute after the key is removed. It can be opened from either side by means of the right spell or the key.

PART III: THE ISLE OF SCREAMS

The Moon to which the Moon-Door leads is not the airless, lifeless rock one might expect. Instead it's the Moon of an alternate Earth in a sort of dream-dimension. It is weird, dangerous, and alien—but it's a place where humans can survive. The air is cold and quite rarefied; it's roughly similar to an altitude of 15,000 feet on Earth. Nights are bitterly cold, but during the long lunar day the temperature rises to a level comfortable for a lightly dressed human and remains there until night falls.

The specific locale linked to the Earth through the Moon-Door is a place called the Isle of Screams. Once it was home to a mystic Selenite oracle, but after that place fell into ruin, moon-beasts took it over and built a horrible laboratory in the island's interior. The terrible shrieks of the laboratory's subjects (humans who fell into the moon-beasts' clutches) can be heard miles away through the clear, cool air.

Dhargo Maath figured out how to open the Moon-Door using his spells, but his moon-beast allies want the Moongold Key so that they can use it whenever they want. Maath intends to trade the key for their future cooperation.

Environment: Due to the light gravity, PCs can lift twice the normal amount of weight and jump twice the normal distance. The thin air is equivalent to high altitude.



I. THE MOON-DOOR

When a PC traverses the Moon-Door from the Temple, read the text below:

Stepping through the misty silver doorway, you find yourself standing on a stone terrace beneath a dark, starry sky, even though the sun is low on the horizon. The Moon-Door looks the same from this side—a misty barrier in the shape of a great stone disk.

The terrace stands in a clearing about a hundred yards across. Ahead of you there is a field of scarlet grass leading up to a low bluff, which looks out over a strange, dark sea. To your right stands an old ruined chapel of white stone, which looks out over the sea. The air is thin and cool, and you feel oddly light on your feet.

On all other sides of the clearing a bizarre purple jungle presses in close, although you can make out two distinct trails leading away from the clearing—one by the ruined chapel, the other behind you to your left.

Characters who still haven't figured out where they are might recognize the moon-beasts' home with a successful Intelligence/Arcana check (DC 20). A few obscure tomes, such as those Ghilean was studying, provide enough of a description to identify

THE MOON-DOOR

the place; the DC is only 10 for a PC who read those books in Part I.

2. RUINED CHAPEL

This small building is a surprisingly familiar sight in such a strange place. It's an ordinary temple much like you would see almost anywhere in Thule. In fact, it looks like the Temple of the Moon-Door near Lake Haal, with similar architecture and design motifs. It seems that it was abandoned long ago—a large statue of a beautiful robed woman lies broken in several pieces on the floor inside the temple, next to an empty pedestal.

The statue depicts Selene, the goddess of the Moon. A character can identify the idol with a successful Intelligence/Religion check (DC 15). The statue was pulled down off its pedestal by the moon-beasts when they took over the island. A lingering blessing of Selene makes extraterrestrial creatures uncomfortable near the chapel, so this can serve as a safe place to rest if the PCs need to.

3. LUNAR SEA

The sea ringing the isle is oddly dark and viscous, more like a thick wine than water. It has a rich, almost musty smell. The waves are quite small, and there is no debris or tidal range on the shore.

The water is fresh and drinkable, if a little strange to taste. No other land is in sight; characters who decide to sail off in search of new lands to explore can find them after a voyage of a hundred miles or so. What they find there is outside the scope of this adventure!

4. LUNAR JUNGLE

The jungle is like nothing you've ever seen in Thule. Most of the vegetation is a vibrant purple in color, with bizarrely thin trunks and a profusion of feathery leaves. A sweet, heady aroma spills from huge, pale blossoms that sway softly with no breeze.

The jungle is dangerous. Characters who stray from the paths or clearings find that the jungle impedes movement, and is treated as difficult terrain. Anything more than 10 feet away from a character is lightly obscured by the foliage, and anything more than 30 feet away is heavily obscured.

Hazard: Each time a character moves 10 feet or more through the jungle, roll a d10. On a roll of 1, the character stumbles into a patch of brown mold. On a 2, the character stumbles into a patch of yellow

mold. A character trained in Nature or Survival notices the danger and can avoid the mold if his or her passive Perception score is 15 or better.

Once a character has encountered both varieties of mold, he or she knows what to look for and can avoid this hazard in the future.

5. THE QUAY

The jungle path leads downhill to a strange harbor on the dark sea. Several stone piers jut out into the water, although no vessels are present now. A group of large, bulbous buildings that look like giant examples of puffball fungi stands near the waterfront; strange, round doorways lead into each one.

The moon-beasts are notorious for their gluttony and avarice, sending their more warlike slaves out as corsairs against other lunar civilizations. The Isle of Screams serves as a base for this piracy, although none of the moon-beasts' corsairs are present when the PCs visit.

The Doorways: The doors are made of living fungal tissue as strong as hardwood; they dilate open at a touch from a living creature's hand (or tentacle, as the case may be).

The Buildings: The three large buildings located near the quay are warehouses where stolen goods are stored until they can be shipped back to moon-beast cities. The small building at the west end of the harbor is the moon-beast equivalent of a harbormaster's office, and it features a number of strange wooden tablets covered in weird, dot-like indentations (moon-beast cargo manifests and inventories).

Creatures (10,500 xp): A small crew of lunar creatures long enslaved by the moon-beasts toil in the warehouses, rearranging the cargo stored here. The lunar creatures are pallid, bestial humanoids equivalent to quaggoths; they are fiercely loyal to their masters and attack any intruders that appear in the area. Their overseer is a moon-beast, keeping watch over this area from the small solitary building. Any commotion (such as a pitched fight) in the warehouse brings the moon-beast out to investigate; it shows up at the end of the second round of combat. Likewise, a fight against the moon-beast brings the quaggoths hurrying to defend their master.

- Moon-beast (PTCS page 245)
- 3 quaggoths

Treasure (2,400 xp): Most of the cargo stored here is bulky and not very valuable—for example, fungal timber cut from lunar forests, barrels of pitch, iron ingots, and sacks of gray, oily grain.

However, a group of three iron chests in the moon-beast's lair hold treasure recently dropped off here by moon-beast corsairs: 4,000 sp, 7,200 gp, and 900 pp, along with a small leather sack containing nine yellow sapphires worth 1,000 gp each.

6. MOON-BEAST SLAVE STOCKADE

A large clearing in the center of the island contains a strange-looking stronghold of some kind: a group of bulbous, dome-like buildings huddled together like a patch of puffball fungi. Jungle paths lead away from this clearing to the north, south, and west. Strange, round doorways lead into each building. From somewhere inside comes a horrible, thin piping sound, along with the tortured groans and baying of some large beast.

This area is the center of the moon-beast's activities on the isle, and it's the reason why this place is known as the Isle of Screams. The three southern domes of the structure serve as the moon-beast equivalents of a barracks, shrine, and mess hall. The doorways leading into the domes (and the doors between the domes) are the same as those described in area 5—living fungal tissue that dilates open at a touch.

Barracks: Humanoids from Thule might not recognize this room for what it is, because there are no bunks. Instead, this chamber (the largest of the southern group) is filled with two dozen "resting pools"—shallow pools of foul water surrounded by nest-like walls of slick, gray stone, perfect for a moon-beast to wallow in.

Shrine: This small chamber, the smallest of the southern group, features a foul idol depicting an eyeless, faceless three-legged thing—a depiction of the Great Old One Nyarlathotep (a successful DC 20 Intelligence/Arcana or Religion check identifies the idol).

Mess Hall: The chamber with the doorway facing east is the moon-beast mess hall. It consists of larders stocked with dismembered bodies preserved in a strange pickling jelly—some human, some from lunar beasts no human has ever seen.

Creatures (11,700 xp): The facilities here could easily support a couple of dozen moon-beasts, but at the moment the Isle hosts nothing more than a skeleton crew. Two moon-beasts are resting in the barracks area, although they quickly rouse themselves to investigate any commotion in the other portions of this complex. They attack any intruders they find, hoping to capture useful slaves—or tasty meals.

- 2 moon-beasts (PTCS page 245)

7. THE PIT

This large dome is clearly the origin of the strange piping music and bestial howls you heard from outside. The floor is hollowed out into a huge, shallow pit filled with oddly shaped stone tables and bizarre machines of sinister purpose. A huge, pallid moon-beast squats on the floor of the pit, clumsily playing a pipe-like instrument in its paws. A blue, winged beast with scales, feelers, and a long stinger is chained to a table next to the moon-beast. It writhes and hisses in misery.

This portion of the moon-beast base is given over to the monsters' favorite pastime: torturing things that fall into their power. The floor of the pit is about 10 feet below the rim, which forms a 10-foot wide path just inside the wall of the dome. The stone tables are fitted with shackles that can be adjusted to fit creatures of a variety of sizes and body forms; the strange machines are the moon-beasts' fiendish torture implements.

Creatures (9,300 xp): The creature being tortured by the moon-beast is the lunar equivalent of a wyvern. It is more brightly colored and insect-like in appearance than a terrestrial example, but it's otherwise the same. When the moon-beast becomes aware of the presence of intruders, it uses an action to yank a lever that releases the wyvern from its bonds. Instead of attacking its tormentor as one might expect, the creature springs at the nearest intruder in sight.

- Moon-beast (PTCS page 245)
- Wyvern

Development: If any PCs fall into the moon-beasts' clutches elsewhere on the isle, the moon-beasts bring them to this room and chain them up in preparation for hideous torture.

8. HOUSE OF DHARGO MAATH

At the northern end of the isle, the jungle gives way to a clearing of scarlet grass. Here stands a stone villa at the cliff-edge, overlooking the dark sea. Close by, a small tower stands at the very point of the headland. The villa and the tower are well-maintained, with manicured gardens and freshly painted shutters and doors. They appear to be examples of typical Thulean architecture, similar to the houses of the wealthy in places such as Ikath or Thran.

After striking his bargain with the moon-beasts, the wizard Dhargo Maath had his servants repair and refurbish an ancient Selenite retreat to serve

THE MOON-DOOR



as his own secure hideout and sanctum sanctorum—a wise precaution, given the bitter rivalries dividing the Black Circle. Here Maath is far out of the reach of his enemies back home, and he can indulge his scholarly interests in the bizarre flora and fauna to be found on the Moon.

The Manor: Maath's home is comfortable, not luxurious; ferrying rich furnishings through the Moon-Door is tedious and difficult, especially without the Moongold Key. There is a bedchamber with a rather plain bed, a dining room with a fine table and only two chairs (salvaged from the old Selenite ruins here), a kitchen stocked with rich viands and preserves (Maath is a gourmand and dines well when he is here), and several guest rooms (all empty). When the PCs arrive, Maath is engaged in research in his tower, a humble structure separated from the manor itself by a fifty-foot path.

The Tower: The tower consists of three stories: a laboratory on the ground floor, a conjury on the second floor, and an observatory on the third floor. The third floor is the only floor with windows. When the PCs enter the tower, add:

This appears to be a wizard's workroom. Alchemical apparatuses are arranged on worktables by the wall; scrolls and texts are scattered about in disorder, along with jars of strange reagents and odd keepsakes. In one corner, an upright, coffin-like chamber of glass holds the unconscious body of a human woman in scholar's robes, about 60 years of age. A flight of steps leads up to a conjury above, guarded by a fierce-looking minotaur.

The woman in the glass chamber is Ghilean. She is currently suffering from the slave-stupor caused by the touch of a moon-beast, and the magic of Maath's glass chamber keeps her in that state until she is removed. If questioned, she remembers little of her ordeal after the moon-beasts attacked her in the Lykeion.

Creatures (13,650 xp): A minotaur stands watch in the laboratory. The creature is fanatically loyal to Dhargo Maath, roaring a warning the instant it detects a threat. Dhargo Maath himself is upstairs in the conjury, making preparations for a scrying rite.

- Black Circle wizard (PTCS page 227)
- Minotaur

If combat appears inevitable, Maath begins by casting *visions of madness*. If things appear to be going poorly, he attempts to escape by climbing to the observatory and slipping out the window, intending to make his way to the Moon-Door or seek the aid of his moon-beast allies.

Roleplaying Maath: While Maath greets any would-be assassins with every spell at his command, he is not unwilling to negotiate if the PCs. If warned by his minotaur, Maath descends halfway down the stairs and demands, "Who are you, and what are you doing here?" He wants to know how the PCs found him and determine whether they are a threat that must be neutralized.

Maath is confident and unapologetic; he feels little remorse at reports of deaths or damage at the Lykeion. Above all, he is pragmatic and efficient, which means that he is perfectly willing to pay the PCs to make them go away. Specifically, Maath is willing to trade Ghilean in exchange for the Moongold Key; he figures that once he delivers the key to his moon-beast allies, his position will be secure enough that Ghilean's knowledge will no longer pose a threat to him.

Treasure (2,400 xp): Dhargo Maath does not bother to keep much in the way of conventional wealth in his lunar refuge. A sturdy wooden coffer in the manor's bedroom contains 800 gp and 220 pp, plus six assorted gemstones worth 100 gp each. He carries a *potion of invisibility* and a *potion of healing* on his person, and the curios in Maath's library include two rare magic items of your choice.

CONCLUSION

Rescuing Ghilean from the Isle of Screams solves the mystery of her disappearance from the Lykeion and completes the PCs' initial mission. Whether the PCs go on to defeat Dhargo Maath (and perhaps destroy the Moon-Door) is up to them. If the PCs rescue Ghilean but leave Dhargo Maath free to make use of his moon-beast allies, the wizard soon makes use of that relationship to climb the ranks of the Black Circle and concoct even more threatening plots.

For her own part, Ghilean is deeply grateful to the PCs for rescuing her. As soon as she comes out of the stupor affecting her, she urges the characters to destroy or block the Moon-Door in order to prevent the moon-beasts from traveling to the Earth by that means. She also provides the PCs with a scroll, tome, or map pointing them toward a future adventure to express her gratitude.

APPENDIX

THE TCHO-TCHO

Hateful and depraved, the Tcho-Tcho are a race of near-humans given over to the worship of dark, prehuman deities. They are zealous servants of the Great Old Ones, and unlike the more alien beings that also worship the primordial gods that ruled over the Earth, they are just human enough to carry out missions for their masters among the more civilized peoples of Thule without attracting undue attention. Most Thuleans believe the Tcho-Tcho to be nothing more than a clannish, unfriendly tribal people with peculiar religious traditions.

The Tcho-Tcho are short, wiry, and hirsute, with long arms, wide mouths, and surprising strength for their slight statures. Most other people find the Tcho-Tcho to be unpleasant at best. In turn, Tcho-Tcho hate other peoples, especially true humans.

The PRIMEVAL THULE *Gamemaster's Companion* describes the Tcho-Tcho in greater detail.

TCHO-TCHO CANNIBAL	CR 1/2
CE Small humanoid (human)	XP 100
Senses average Perception 13	
Languages Dhari, Tcho-Tcho	
BASE STATS	
AC 15 (leather)	
hp 22 (4d6+8)	
Speed 30 ft.	
ABILITY SCORES	
Str 13 (+1), Dex 16 (+3), Con 15 (+2)	
Int 10 (+0), Wis 13 (+1), Cha 8 (-1)	

TRAITS

Skills Perception +3, Stealth +6, Survival +3

Hateful Tcho-Tcho gain tactical advantage on saves against being charmed. Deception and Persuasion checks against Tcho-Tcho are made with tactical disadvantage.

Poison Use The cannibal can use an action to apply poison to a weapon. The poison remains potent for 1 minute. Any creature hit by a weapon coated in Tcho-Tcho poison must make a Con save (DC 10) or take 1d6 poison damage and be poisoned for 1 minute. The creature may make a new save at the end of its turn each round to end the effect, but if it misses 3 saves, it falls unconscious for 1d4 hours.

Sneak Attack The cannibal deals an extra 1d6 damage when it hits a target and has tactical advantage on the attack roll or when the target is threatened by an ally of the Tcho-Tcho.

Equipment leather armor, short bow, bronze handaxe, 3 doses of Tcho-Tcho poison.

COMBAT ACTIONS

Handaxe (melee weapon) *Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6+1 slashing damage.

Shortbow (ranged weapon) *Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d6+3 piercing damage.

TCHO-TCHO LAMA

CR 4

CE Small humanoid (human)

XP 1,100

Senses average Perception 16

Languages Dhari, Mi-Go, Tcho-Tcho

BASE STATS

AC 16 (none)

hp 49 (9d6+18)

Speed 30 ft.

ABILITY SCORES

Str 11 (+0), **Dex** 14 (+2), **Con** 15 (+2)

Int 12 (+1), **Wis** 19 (+4), **Cha** 12 (+1)

TRAITS

Saves Dex +4, Int +3, Wis +6, Cha +3

Skills Medicine +6, Perception +6, Religion +3, Stealth +4

Hateful Tcho-Tcho gain tactical advantage on saves against being charmed. Deception and Persuasion checks against Tcho-Tcho are made with tactical disadvantage.

Spells The lama is a 7th-level caster. Its spellcasting ability is Wisdom (save DC 14, +6 attack).

At Will: *guidance, ray of frost, resistance*

1st level (4): *bless, command, protection from good*

2nd level (3): *cure wounds, hold person, pass without trace*

3rd level (3): *animate dead, bestow curse*

4th level (2): *blight, summon nightgaunt**

* see PRIMEVAL THULE *Campaign Setting*, Chapter 7

Equipment robes, fetish stick

COMBAT ACTIONS

Multiattack The lama attacks twice with its open hand technique.

Open Hand (melee weapon) *Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 bludgeoning damage. If the lama hits a creature twice in the same round with open hand attacks, the creature must make a Con save (DC 14) or be stunned until the end of the lama's next turn.

Fetish Stick (ranged spell) *Attack:* +6 to hit, range 30 ft., one creature. *Hit:* 2d6+4 psychic damage, and the target must make a Cha save (DC 14) or be frightened until the end of the lama's next turn.

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