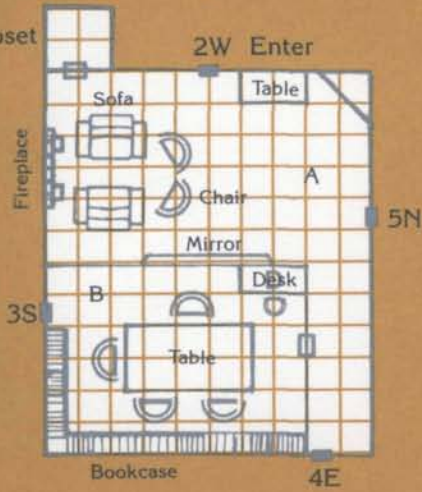


# DM MAP 1: LIVING QUARTERS

**KEY**  
 1 Square = 4 Feet  
 (except Room II)

MAGIC PORTAL	NORMAL DOOR	SECRET DOOR	DESTINATION CODES

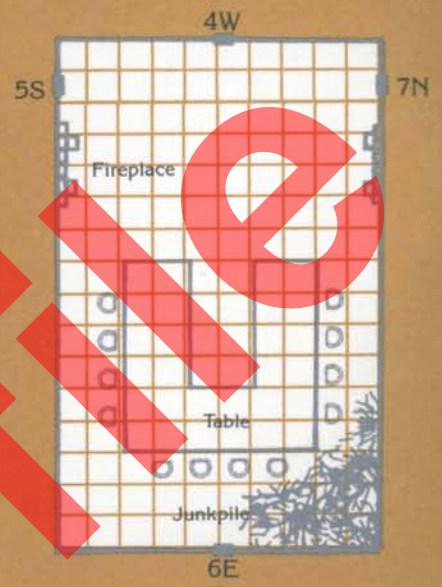
**Room 1—Living Area**



**Room 2—Lounge**



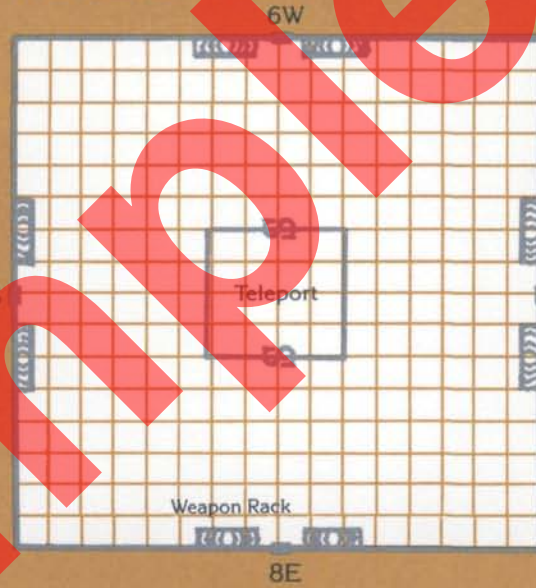
**Room 3—Dining Hall**



**Room 4—Kitchen**



**Room 5—Game Room**



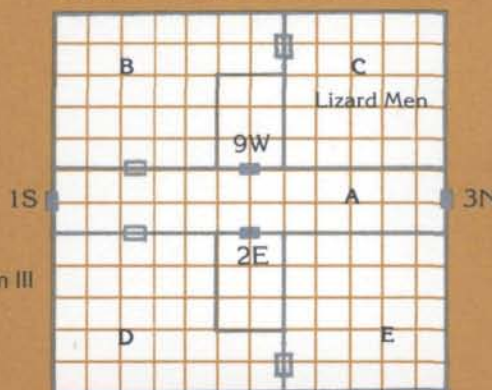
**Room 6—Fantasy Room**



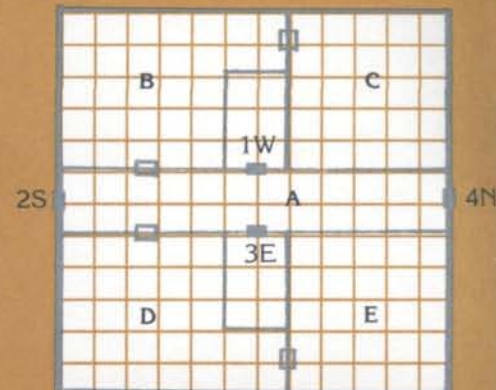
**Room 7—Gingwatzim Room**



**Room 8—Guest Rooms**



**Room 9—Servants' Quarters**



Adventure for Characters Levels 1-4

# Advanced Dungeons & Dragons®

Official Competition Adventure

## The Lost Island of Castanamir

Ken Rolston

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Cambridge CB1 4AD  
United Kingdom

Printed in U.S.A.  
ISBN 0-88038-189-2  
9110

# How to Run the Adventure



When Castanamir withdrew from the Magicians' Guild, he was a wizard of the Eleventh Circle, and only a handful of mages were more powerful than he. He was renowned not only for his special spells, some of which remain secret to this very day, but also for his scholarship. He knew the legends of humans, demi-humans, giants, and goblins; theoretical and applied mathematics; dweomercraeft; metaphysics; and secrets of the astral, elemental, and ethereal planes. He had also a sense of humor, and while a visit to his home may prove fatal, it is more likely to amuse. What mysteries does his island contain? And why have those who ventured there never returned?

**THE LOST ISLAND OF CASTANAMIR** is an adventure for 5 to 8 player characters of level 1 through 4, several of whom should be magic-users or clerics. The island consists of two series of rooms connected by means of magical portals which are described below. Unless PCs (player characters) manage to figure out the portal system, they will soon be hopelessly confused. However, a weak party of almost any character class combination may still escape the island—if they are not too greedy, and if they stick together and learn to cooperate.

If PCs are too greedy or eager to fight, they may not escape alive. Encourage them to think before they act and to substitute cleverness for strength. Discourage any attempts to split up the party as it will be weakened that way.

If a PC wishes not to believe what is happening at any given time, the attempt will take the entire round. No movement, spells, combat, etc., are possible during that time. Roll the die and then tell the PC he still believes. If the thing he has tried not to believe is real, the PC automatically fails any applicable saving throws.

Because this adventure takes place on an isolated island independent of politics, social organization, or related geography, it may be easily fitted into any campaign that can accept the existence of Castanamir. Once the players have completed this adventure, a number of follow-up adventures can be improvised.

## How To Use This Module

In preparation, be sure you read the text carefully, taking special care to understand

the features of the one-way portal system. If you wait until play begins, you will delay the game too long trying to figure out where each character has been transported.

## Adventure Sections

*The setting:* This section briefly describes each level and points out any special features.

*Encounter key:* The different rooms in which encounters take place are numbered and keyed to the maps.

*Non-player characters and monsters:* NPCs' and monsters' abilities are indicated where they first appear. New monsters are covered in detail in the appendix.

## Adventure Maps

*DM Map 1: Living Quarters:* This map shows Castanamir's living quarters and those rooms used for entertaining guests.

*DM Map 2: Laboratories and Workrooms:* This map shows Castanamir's workrooms and laboratories, including a chapel, library, and exit to the island's surface.

## Pre-Rolled Characters

Pre-rolled characters are provided. Your players do not have to use these characters unless they want to. Their abilities are given in the center of the booklet and may be cut into individual cards for convenience.

## Non-Player Characters

Whenever NPCs or monsters appear in the text, their abilities are listed this way:

Name [No.]; race/class/level. AC; MV; HD; hp; AL; #AT; Dmg; SA; SD. Weapons; Equipment; Spells; other special as noted.

## New Monsters

The gingwatzim, magical creatures who appear in three forms, are fully described on page 28. As they are complex, you should become familiar with them before beginning play. Other new monsters are also included in the appendix.

## Magical Portals

The magical portals that connect all the rooms on the island are limited extensions

of the principles of the *teleport* spell. They will teleport anyone to a single predetermined location. When a character walks through one, he arrives in a completely different room. There is no clue that he has been teleported; the experience is indistinguishable from walking through a normal door. Since the PCs have no idea of where they really are after each teleportation, their mapping attempts will contradict the facts.

On the maps, the portals in each room are marked with a code that tells which door a character will actually emerge from, such as 5N, 6E, etc. The number refers to the room the character enters (to prevent confusion, numbers are used on DM Map 1 and roman numerals are used on DM Map 2). The letter part of the code tells which portal—north, south, east, or west—the character enters by. For example, on DM Map 1, a character leaving Room 1 by the southern portal (4E) will arrive in Room 4 through the eastern portal. There is no portal connection between the living quarters on DM Map 1 and the labs on DM Map 2. To go from one to the other, PCs must pass through a concealed opening in the ceiling of Room 7 and the floor of Room III.

Another feature of these magical portals is that they permit only one-way passage. No light, sound, magic, or material can return once it has broken the plane of the portal. Anything reentering a portal will emerge through the opening to which it is keyed. For example, if PCs try to leave through the portal that brought them to Room 1, they will find themselves at the western end of Room 2.

Sooner or later PCs are bound to discover that they are not where they thought they'd be. For example, they can walk south from room to room and eventually end up in the room they started from. However, you should not give hints as to the organization of the portals.

## Abbreviations

The following abbreviations are used throughout this module:

AC:	armor class	XP:	experience points
HD:	hit dice	STR:	strength
hp:	hit points	INT:	intelligence
MV:	movement rate	WIS:	wisdom
#AT:	number of attacks	DEX:	dexterity
Dmg:	damage	CON:	constitution
AL:	alignment	CHA:	charisma
SA:	special attacks	d:	type of die
SD:	special defenses	r:	radius
L:	lawful	cp:	copper pieces
N:	neutral	sp:	silver pieces
C:	chaotic	ep:	electrum pieces
E:	evil	gp:	gold pieces
G:	good	pp:	platinum pieces



# Castanamir's Living Quarters



Use DM Map 1: Living Quarters

## Starting the Adventure

Read the following background to the players. If you are fitting this adventure into a campaign, place names may be changed to fit your world.

Five years ago in the Sea of Pastures an island mysteriously appeared. When adventurers attempted to investigate, their ships developed gaps in the hulls or were wrecked on invisible rocks. Those who managed to swim to the island were never heard from again. Those who clung to the wreckage and flagged down passing ships swore never to return. For a while no one dared go near the place. Then one day a young magician heard of the island and it reminded him of a legend he knew. After a little further investigation, he was almost certain the island belonged to Castanamir the Mad.

Castanamir was an 18th-level mage and hero of the Goblin Wars fought 200 years ago. For a while he led the Council of Twelve and the Magician's Guild, but he was a stubborn, willful mage and soon his popularity dwindled. Finally, feeling betrayed and resentful, he went to live on an island in the Sea of Pastures, and those who remained his friends reported that he was growing eccentric and had fallen in with characters of an unsavory reputation. Then one day his island just disappeared. Those who knew him were not surprised and they assumed he had cast powerful spells to ward off intruders. As the years passed, he was forgotten.

Castanamir was an acknowledged master of traditional spellcasting and a skilled enchanter. He was also a scholar interested in the abstract mathematics of network topology. Some of his works revealed a sense of humor, although those of a later date seemed rambling and confused. When his island disappeared he was a rich man and possessed a formidable collection of arcane lore.

Believing that Castanamir had either died or lost his faculties and that this accounts for the reappearance of the island, the magician hired your party of adventurers to explore it and bring

back whatever treasure you could find there. Since you were short on funds and winter was coming on, you decided to risk the attempt. You anchored your ship a distance away and swam to the island. The sea was rough, however, and much of your equipment and provisions was lost, and when you looked back, your ship was sinking.

At first glance the island is a disappointment. It is barren of all but rocks and short, wind-swept grass. There is no shelter, no edible plant life, and no wood for a fire. You are wet and hungry and a chill wind is blowing that promises to bring a storm with it. But just as darkness falls, you discover at the center of the island a shallow depression with a stone door. The door is unlocked and when opened reveals a descending stone stairway. At its bottom is another door of an unfamiliar material.

Castanamir is not on the island.

## The Setting

Castanamir's living quarters are homelike. Although such things as books have collected dust, there are signs that someone may have been in the rooms recently.

Once inside, PCs may not return through the entry portal. If they attempt it, they are sent immediately to Room 2. The only exit to the outside is from Room III in the laboratory area, DM Map 2.

All ceilings are 16 feet high. Unless noted otherwise, light is continual and comes from fixtures about 30 feet apart along the walls at ceiling height. All fixtures have lead covers that may be turned to block the light.

## Encounter Key

### 1A. Living Room

The room is dark green. On the walls are gold fabric wall hangings and paintings of wilderness landscapes. A watermelon-shaped metal object is moving back and forth across the floor in a regular pattern. It has two stubby legs and feet but no head or arms. Against one wall is a simple oak table next to a large corner cabinet of dull metal. In the other corner is a wooden closet door. A mirror on the opposite wall has a very heavy filigreed frame of unfamiliar metals. Two com-

fortable sofas and two chairs are arranged in front of a fireplace which glows with a fire. Across from the fireplace is what looks like a pitch-black doorway, and to the right a sort of hallway leading to another black opening. In the hallway is also a wooden door.

Anyone first entering this room does not notice that he has emerged from an enchanted portal unless he happens to turn around and look in that direction. The moving metallic object is a cleaning golem. It is equipped with a disintegrator ray for cleaning purposes but will not harm any but the most troublesome creatures. However, it is nearly indestructible, and will defend itself if attacked. Incredibly heavy, the golem seems rooted to the floor. It immediately cleans up all messes, including destruction, debris, and corpses, but not unconscious creatures or valuable-looking items.

It will not leave this room. If a character stands in its path it will stop, wait for a few rounds, and then detour around him and resume its regular pattern of movement.

Cleaning Golem [1]. AC 3; MV 2; HD 12; hp 52; #AT 1; Dmg disintegration (ray disintegrates everything in a cone with a radius of 6 inches at the source, 3 feet at the far end, and a range of 60 feet).

The door to the cabinet in the northeast corner is sealed with a strip of a rubber-like insulation. Inside the magically refrigerated cabinet, which has been cooled to -50 degrees Fahrenheit, are what appear to be clear crystal plates, goblets, and trophies, all inscribed in some unfamiliar language. The "crystal" is really ice and will melt if left too long outside the cabinet. The items will cause 1 point of damage if handled without protection. These are special trophies awarded Castanamir by ice creatures, and the inscriptions read "Thanks to Castanamir, true friend of cold."

The mirror detects as magical, although it appears perfectly ordinary, and permits one-way viewing from Room 1B. It is securely fastened to the wall and cannot be removed. If the mirror is smashed or damaged, only wall will be found behind it, and it will no longer function magically. It is surprisingly durable; it must take 10 points of damage in a round to crack, and 15 points to break.

The fireplace is false; there is no real fire, only a visual illusion. This will be suspected

by anyone who passes within a few feet of it. Inspection of the fireplace will reveal no route for smoke to escape—only solid wall.

Inside the closet is an incredible accumulation of assorted junk, and two leprechauns. The contents of the closet are blanketed by illusion upon illusion: what looks like a hat is a wool blanket, which is really a cookpot, which is really a dog collar, and so forth. The disguised objects in the closet include 22 gp, 280 sp, 290 cp, a sword +1, scroll of *protection from demons*, scroll of three spells (*tongues*, *invisibility 10'*, *fly*), a ring of *free action*, and a potion of *levitation*.

Leprechauns [2]; AC 8; MV 18; HD 1/2; hp 3,3; AL N; #AT 0; Dmg nil; magic resistance 80%; SA spells, 75% chance to snatch an object, 25% chance to drop if pursued, can't be surprised; Spells (as natural ability): *invisibility*, *polymorph non-living objects*, *create illusions*, *ventriloquism*.

If the door is opened, one leprechaun becomes invisible, dashes out, snatches an item selected at random from the nearest party member, and dances about the room, giggling and teasing the characters. The other leprechaun cackles with glee from the safety of the closet. If the party permits the escaped leprechaun to get back inside the closet, he may *polymorph* the stolen item into something unusual (for example, a butter churn) and stash it with the other goods. Unless the party captures a leprechaun and convinces him (by threat or persuasion) to give up the item, it may be lost forever. However, pleading with the little fellows is likely to soften their hearts, and they return any items the characters beg for. The leprechauns may also donate something from their own store if the PCs' argument is moving enough. However, using *polymorph* they can pass off a piece of junk as treasure.

These fellows were pets of Castanamir. They speak rapidly in high, squeaky, giggly voices, in the style of Mickey Mouse. They are not malevolent; snatching stuff is just a game with them and they are very puzzled if the PCs get upset about it. They know that this area was Castanamir's living room and that Castanamir hasn't been around in a long time. They can give a vague description of Castanamir—an old man with gray hair, a big nose, a good sense of humor, but no sense of fashion or taste in clothing. They can identify the cleaning golem and they know about the library (1B) which they've occasionally visited. Otherwise,

they have never been out of this room; the magical portals frighten them, because Castanamir told them never to go near them.

## 1B. Library

The scene described below should be read to PCs only as they enter the room from the Living Room for the first time. If they enter from a room other than the Living Room, the Library will be deserted.

There is a black portal in one wall. Bookcases line two walls, and in the center is a small table and four chairs. In another wall is a clear glass window through which the Living Room may be viewed. In a corner are a desk and chair. The desk is messed up as though someone has searched it. On the floor lies a human figure face down and motionless. The body has no visible injuries.

Two thieves are hiding in the room: Joblo is playing dead on the floor while Doblin hides behind the table with his bow ready. If party members survey the room for possible ambush, they will see Doblin hiding. Doblin waits until he has a clear shot at a party member and gets two surprise bow shots. In the next round Joblo gets up and runs for the black portal while Doblin tosses a potion bottle full of water on the floor in front of the party. The potion bottle is a bluff intended to make the PCs hesitate long enough for the robbers to escape through the portal.

The thieves only intend to weaken the party for the eventual kill. Then they hope to loot the bodies, looking for some magical item that will help them escape the island, where they've been trapped for several months. They haven't figured out the pattern of the portals yet, but they have a good idea where each portal in each room leads. They have not discovered the laboratories. Joblo and Doblin stay alive by hitting and running. They are effective scavengers, and they love to get someone alone for an intimate mugging. If captured, they will cooperate with a party that might be able to escape, but they will doublecross at the first opportunity. They are dangerous, treacherous, and sly, but far too smart to provoke an open confrontation with the entire party.

Doblin and Joblo; human/thieves/fourth level. AC 7; MV 12; HD 4; hp 12; AL LE; #AT 1; Dmg 1-6 or 1-4; SA strike from behind, double damage and +4 to hit.

Weapons: shortsword, short bow, dagger. Magical Items, Doblin: potion of *extra healing* (unmarked), two +1 arrows, a pouch of *dust of appearance* (two doses, negates *invisibility*), and 80 gp. Joblo: potion of *levitation* (unmarked), *javelin of lightning* (1d6 +20 electrical jolt damage, saving throw reduces damage to 10 points). Lightning bolt is 6 inches wide and 30 feet long. It works only once. If the bolt is reflected its backstroke causes 20 points of damage. Joblo will use the *javelin* only if cornered, wounded, and desperate. He does not know about the danger of a backstroke.

The desk contains none of Castanamir's private papers, and is intended for the use of visitors. There are supplies of paper, ink, and pens, but no personal clutter. It has been searched by the thieves who were looking for keys or plans to the dwelling.

The bookcases are full of light reading material on the following: the history of the Goblin Wars (in which Castanamir served with distinction, and is mentioned frequently); the folklore of pixies, elves, goblins, fairies, and other mythical creatures; and the conjuration of demons, spirits, and other powers.

If the party fails to kill or capture both Doblin and Joblo, there is a 10% chance that any room in the living quarters contains another hit-and-run ambush set up by the thieves. If seriously wounded, they retreat to Room 9E.

## 2. LOUNGE

This L-shaped room has light gray walls and a deep, comfortable floor covering. There are black openings in four of the walls. In one corner of the room is stacked a giant pile of furniture about 6 feet high. The stack of furniture seems carefully arranged. The floor covering shows signs of heavy objects having been dragged across it. In some places are stains which might be blood, and there is a foul odor here.

Heavy breathing can be heard on the other side of the pile of furniture. The pile is a barricade, behind which a group of hobgoblins have taken refuge. Also behind the barricade are cushions for sleeping and the evidence of several meals (bones and such, some human). The odor is garbage and offal.