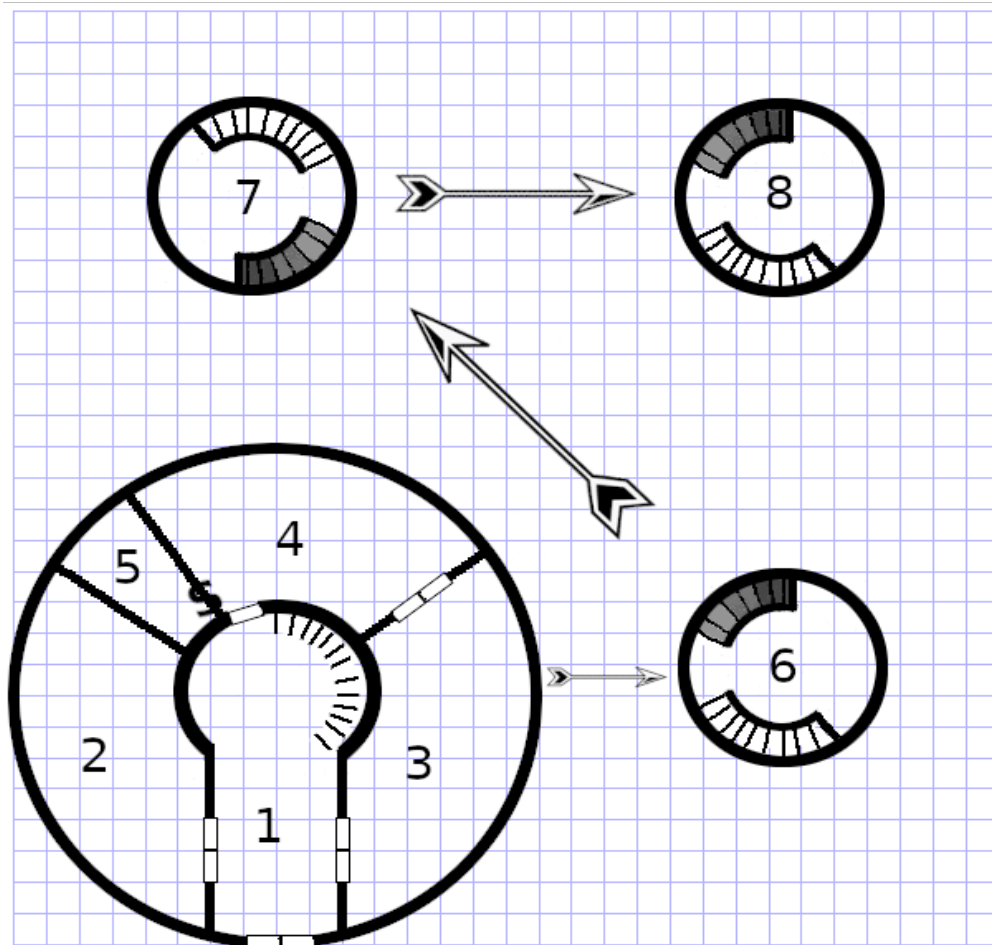


The Garden of Blood and Ivory

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Wandering Monsters – 50% chance per 30 minutes exploring the oasis; roll 1d6 if characters are quiet, 2d6 if they are noisy (noise may also cause checks more often)

Roll	Daytime	Nighttime
1	1d4 antelopes	2d6 bloodmoths
2	1d2 zebras	1d4 giant bloodmoths
3	1 cape buffalo	1 rhinoceros
4	1 rhinoceros	1 bloodmoth swarm
5	1 elephant	1 elephant
6	tusks	tusks
7	1 rhinoceros	1d2 bl moth swarms
8	1 elephant	1 elephant
9	1d2 cape buffalo	1d10 giant bl moths
10	1d6 zebras	1 rhinoceros
11	1d6 antelopes	1d3 bl moth swarms
12	tusks	tusks

All normal animals are infected by the red musk creepers and will fight rather than flee. Bloodmoths will drain blood until they have done damage equal to their own hp, then return to the spire to feed the bloodmother. (Night encounter #1 isn't enough moths to damage a human, no worse than mosquitoes.)

Antelope (AC 7 [13], HD 1, damage 1d4)
 Zebra (AC 7 [13], HD 2, damage 1d4+1)
 Buffalo (AC 7 [13], HD 4, damage 1d8*)
 Rhino (AC 6 [14], HD 6, damage 2d6*)
 Elephant (AC 5 [15], HD 8, damage 2d4/2d4 tusks or 4d8 trample)
 * double damage if charging

Bloodmoth stats listed below

The characters have heard rumors of an elephant's graveyard in a desert oasis and gone in search of it, or have stumbled across the oasis by accident. The oasis does exist, and elephants are drawn there, eventually to die. Ivory can be found (when tusks are found as a random encounter, it is an elephant carcass with tusks worth 1d6x100gp, weighing 1lb per 4gp value, each live elephant has tusks of this value as well), but watch out for the elephants. The plant life of the oasis is dominated by red musk creepers (similar to yellow musk creepers, except that the flowers specifically target large herbivores rather than humanoids). Elephants and other herbivores (including the party's mounts) are sprayed by the hypnotic pollen and will remain in the oasis, attacking other animals and stomping them into the soil to fertilize the creepers. But only thick-skinned animals like elephants and rhinos last more than one day here, before the inhabitants of the spire get to them.

Standing above the oasis, a one hour walk from the edge is a broken minaret-like spire, the rubble of the top of the spire and a few outbuildings scattered nearby. Each evening as the sun goes down, clouds of silent moths float from the top of the spire, swarming down on any living animal to drink their blood. Adventurers will have to fight for their lives or join the zebras and antelopes fertilizing the garden oasis.

Room Key - All windows in the tower are covered with iron bars. Windows into area 2 are also barricaded from inside.

- Entry:** the door here is heavily barricaded. A determined effort to break it down will succeed in 1d4 turns, but the noise involved will have a 75% chance of attracting wandering monsters each turn. Climbing the spire and entering from the broken top is probably a safer bet. The remnants of paintings hang on the walls here, chewed up and covered in silky strands by caterpillars.
- Study/scriptorium:** The floor is littered with empty wine bottles, a cheese board, a fruit bowl, and two skeletons. The shelves and other large furniture has been dismantled and used to barricade the windows. Several books lie scattered on the floor. A journal contains several entries about extraplanar experiments, with the last entry begging mercy from the gods for unleashing hell on earth. The writer feels the world is doomed by the creepers and moths.
- Geography library** and 4. **Metaphysics/philosophy library:** The furniture here is mostly intact. The books on the shelves appear to be intact, but have mostly been chewed up by caterpillars. A few books of interest may remain. The upholstery on the chairs is also chewed up.
- Magic library:** The secret door in the bookcase leading here is tight enough to have kept the caterpillars mostly out. There are several only slightly chewed treatises on parallel worlds, and enough information can be gleaned to build a frame that will turn a regular mirror into a planar portal.
- Nest of the Bloodmoth Mother:** Caterpillars crawl and squirm over the floor and walls here, eating the remnants of the tapestries on the walls, books on the shelves, and upholstery of the furniture. Cocoons dangle from the ceiling and from the bottom of all the furniture. The moth mother is massive, and while she is unable to fly, her blood drinking proboscis is deadly and her wings can knock a full-grown man unconscious. A mirror is here, fallen over, the frame broken, and the glass somehow intact. This was the portal that allowed the moths and creepers access to this world.
- Swarm lair:** Nestled here in the dark areas protected from the light of day are 3 swarms of blood moths, as well as 30 giant moths. They will avoid light but if provoked will swarm and attack regardless. If characters can hide from the swarm as it leaves at dusk, this room will be empty until dawn except for caterpillars and cocoons. This is not the entirety of the moths in the oasis, just as many as will fit here. Others lair in other dark nooks around the oasis.
- "Top" of the spire:** Once another luxurious reading room, this area is now open to the sky. The remnants of the fine furniture here are heavily weathered and rotted from exposure to the elements. A spiral staircase around the outside edge of the room leads up to nowhere and down into the interior.

Bloodmoth mother: AC5 [15], HD 6, damage 1d6 proboscis stab (1st round) + 1d6 blood drain (automatic after initial stab); wings buffet all adjacent characters for 1d6 subdual damage (save for half)

Giant bloodmoth: AC7 [13], HD 1, damage 1d3 (1st round) + 1d3 blood drain (automatic after initial stab)

Bloodmoth swarm: AC7 [13], HD 2 (only takes 1 pt damage unless attack is area effect); damage 2 vs armored, 4 vs unarmored (automatic)