



The River of Stars



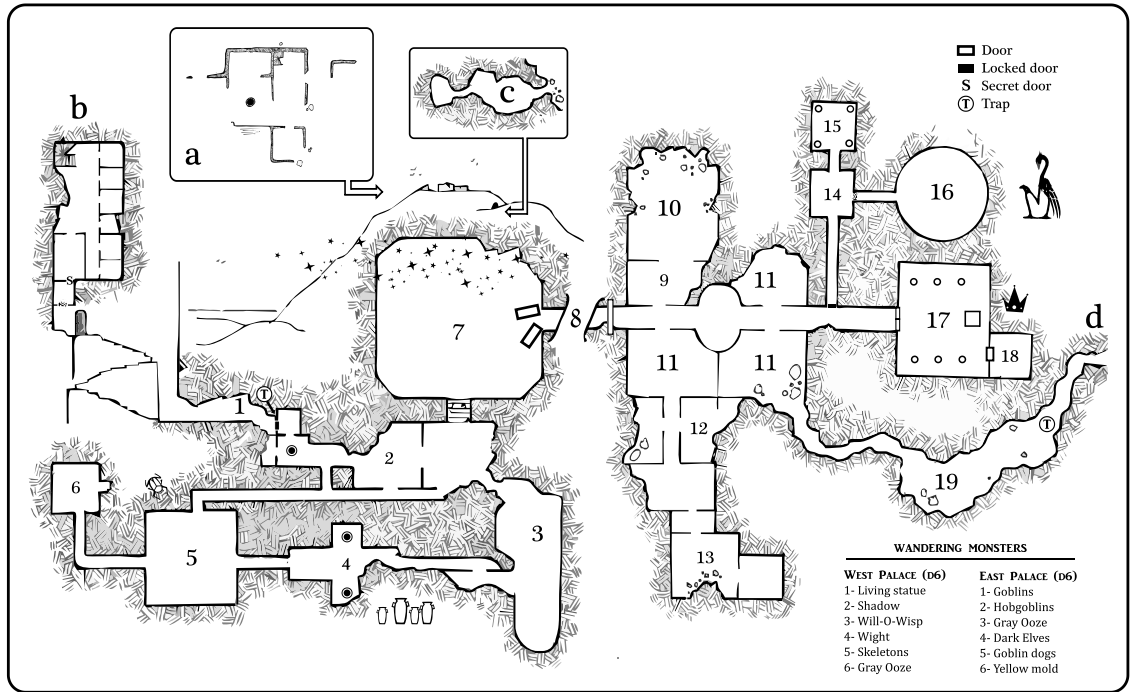
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THE RUINS OF THE PALACE OF THE MUSICIANS

On the top of Mount Urgul, watching over the beautiful city of Ur-Agnès, raise the gaunt ruins of the Palace of the Musicians. Under the ruins, lies buried an underground complex of buildings that formerly were part of an older and mysterious palace of the fallen Sochara Empire.

When the troops of the Infant King of Merarca conquered the island to the giants, the Corumme family, captains of that powerful army of men, built the Palace of the Musicians over the buried palace; perhaps knowing its existence, for the Corumme have been related to the practice of "The Arts" since centuries. There they dwelled until fifty years ago, when a fire turned to ashes the palace and its inhabitants, and it was never rebuilt.

The legends about what happened in the Palace of the Musicians and the lost treasure of the Corumme attracts adventurers from all over the world but none of them has discover the true of its nature.



MAP KEY

Note: Adapt the number of enemies and NPCs levels to the party level.

a- RUINS OF THE PALACE OF THE MUSICIANS. Stairs leading to the basement. For every turn here, throw a d6: 1-3 the **skeletal cave bear** appears.

b- BASEMENT. Two secret doors give access to the passage that leads down to the buried Sochara Palace.

c- DEN OF THE SKELETAL CAVE BEAR. The curse begins to extend beyond the underground palace and has affected the bones of a cave bear that rested on the caves near the ruins. Now, he's spreading the terror in the valley. **Skeletal Cave Bear.**

1- ENTRANCE DOORS. Locked doors. The inner side of the entrance doors has marks of scratches in spiral. **Trap** (1-2 in d6. Damage: 1d12 + paralysys d10 turns).

2- DEAD GARDEN. Every night dozens of purple flowers sprout and wither in seconds, as a beating. The Dead Garden is home of a **Zombie Plant**.

3- HALL OF MINIATURES. Former dance and events hall. Coloured mosaics cover the walls and the floor: The mosaic on the floor reveals the secret doors and hidden connections of the Palace. Spirits of the dead dance eternally in this room. **Spectres.**

4- THE TWO FOUNTAINS. One cures wounds, the other one recovers from illness. The gem stones in the water keep inside the spells of their creators.

5- THE ALTAR OF THE UNDINE. In the South wall of the room an altar rises in wich the scale of an Undine has been deposited to purify the underground waters that move under and feed the two fountains of room 4. The statue of an Undine presides the altar and will attack if somebody tries to extract the scale or the gem stones of the fountains. **Living statue of Undine.**

6- THE VAULT. Formerly it led to an underground level, completely closed at present. Now is home of a **Yellow Mold**.

7- THE RIVER OF STARS. The room known as "The Starry Night" or "The River of Stars" is covered by an enormous vault. The vault is decorated with nocturnal sky map, in wich the stars shine with magic light, illuminating the room. A prolonged study of this map would reveal the exact position of the lost capital of the old Sochara Empire. Here lies the corpses of many of the inhabitants who were buried during the earthquakes that destroyed The Starry Palace. **Lost Souls** (wights / skeletons).

8- THE PERGOLA. This shaded passageway connected the public part with the private part of The Starry Palace. The passageway is filled with the corpses of deceased servants and guards of the Sochara. **Skeletons / spectres.**

At the end of the Pergola, the goblins of King Okusani have built a parapet to be protected from the incursions of visitors of the West part of the Palace. **Goblin guards.**

9- LIBRARY. Most of the books here will crumble up at mere contact. A locked secret shelf preserves in good state the personal diaries of the empress and some of her most priced jewels (5.000 GP). **Trap** (venom; 1-4 in d6, Lethal). In this room await the personal guard of Maximilian. **Dark elves.**

RUMOURS (d6)

Under the ruins of the Palace of the Musicians, a treasure of incalculable value is hidden but protected by a terrible curse and a guardian that neither the time nor the flames have been able to exile. **(T)**

A ghostlike beast is devastating the farms near Mount Urgul. The hunters talk about a restless spirit that doesn't devour the meat of its victims. **(T)**

Some children of the farms near Ur-agnès have disappeared while they slept in their beds. The people talk of northern enslavers kidnapping the children to sell them in the slave market of the distant Qûr. **(F)**

The Corumme family build the Palace of the Musicians. They were rich and powerful although in the period of the fire that destroyed the Palace only the youngest of the brothers was sane. Some state that he survived to the fire but nobody has saw him again or known anything about him. **(T)**

10- OLD OBSERVATORY. Personal room of Maximilian, Okusani's lieutenant. **Maximilian** (Dark elf; demi-Powerful NPC).

11- GOBLIN ENCAMPMENT. Most of the goblins that serve King Okusani are distributed in these rooms, awaiting his orders. **Goblins.**

12 & 13- PRISON and TORTURE ROOM. The Torture room is illuminated by a milky light of unknown origin. Here works **Mako the Jailer** (hobgoblin; NPC).

14 & 15- PRIVATE LIBRARY and CHAMBER OF DOMESTIC RITES. The Sochara put in this room the books related with The Arts. The books only can be manipulated with the Ahrar Gloves (now in Okusani's hands). Any contact without them would submit the mind of the reader to the will of the book.

16- THE ORIGIN OF ALL EVIL. There are seven doors painted on the walls and a golden point that indicates the center of the room. Here rests Quâ-quâ'h, originally a water spirit captured by the Sochara, now, after centuries of captivity, a devil of Grudge. The Corumme didn't free him for they longed for the lost Arts of the Sochara. He corrupted their souls until they turned mad. Only one Corumme escaped his fate and set fire to the Palace. Since then, the grudge of Quâ-quâ'h has corrupted the Palace itself and the entrails of Mount Urgul, and now starts to extent further on, threatening Ur-agnès.

Quâ-quâ'h animated the corpses and throw the spirits against the living. He's trying to cheat Okusani and be released. Only destroying Quâ-quâ'h will finish the curse. **Quâ-quâ'h, Devil of Grudge** (Powerful demon; NPC).

17- THE COURT OF THE OGRE KING. Okusani is an ogre mage who has proclaimed himself king. His goblins discovered the ruins of the Sochara palace by accident, while they were exploring the Underdark. Now he's trying to reveal its secrets. He uses this room as his throne room and is always protected by his personal guard. He keeps the keys of the locked door that leads to rooms 14, 15 and 16, and the one of the Treasure chamber. **Okusani** (Ogre mage; powerful NPC) and **personal guard** (Elite Hobgoblin guard).

18- TREASURE CHAMBER. Okusani keeps in this chamber the treasure recovered from the East part of the Palace, as well as his personal treasure (**Treasure trove**). The treasure is guarded by his pet **Alcoba** (Pseudodragon).

19- TO THE UNDERDARK. An alarm trap and several goblins protects the bastion of the ogre king of non invited visitors. **Alarm Trap** (1-5 in d6. Damage: d6 and deafness) and **Goblins.**