Official

Advanced Dungeons & Dragons®

THE LOST ADVENTURES VOLUME I

This compelling compilation of exciting adventures culled from the pages of The DRAGON and The Strategic Review is suitable for players and Dungeon Masters, ages 10 and up.

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PRODUCTS OF YOUR IMAGINATION

Over 35 long-lost adventures for Player Character levels 1 -25 for original Dungeons & Dragons, Basic Dugeons & Dragons, and Advanced Dungeons & Dragons, 1st and 2nd Editions

You know, in the beginning Gary Gygax and his crew at TSR didn't even see the need for adventures.

They figured it was enough just to write the rules for the game – figuring out the mechanics and play-balance – and players and Dungeon Masters would do all the rest. With an entire world of imagination at their fingertips, why would any budding role-player be interested exploring in *somebody else's* universe? They as much as laughed when Bill Owen and Bob Bledslaw – founders of the *Judges Guild* – asked for permission to create supplements for D&D (but TSR gave them a license anyway and royalty-free too, because at the time TSR didn't see how there could be any profit in that business). But as any Dungeon Master will tell you, writing an adventure is hard, time-consuming work and even if he isn't interested in using a pre-written adventure, he certainly enjoyed reading them for inspiration. Eventually TSR caught on to the fact that adventures and source-books were where the **real** money was at, and – after tentatively dipping their toes in with *The Temple of the Frog* in the **Supplement II: Blackmoor** (1975), they released a slew of memorable modules and campaign material onto the market, starting with *G1 – Steading of the Hill Giant Chief (1978)* and later following up with classics like *B1 In Search of the the Unknown (1979), S1 Tomb of Horrors (1978)* and *T1-4 Temple of Elemental Evil (1985)...* and hundreds more.

But even *this* torrent of material was not enough for the insatiable hunger of the players. Thus, many of TSR's periodicals featured their own adventures – often sourced from the players themselves rather than written in-house. *The Dragon Magazine* presented its first adventure in *The Dragon* #32 (December 1979), and nearly every other issue featured another. Most were written for *Dungeons & Dragons* but there were also including a smattering of adventure for Game Designer Workshop's *Traveller*, as well TSR's own *Boot Hill*, *Top Secret* and *Marvel Superheroes* games. *The Dragon*'s sister publication, the *Polyhedron Newszine*, followed suit, featuring a full adventure module in issue #13 and including a new adventure in every issue for the next eleven years. Eventually, TSR recognized that the market was strong enough to support a third periodical – *Dungeon Magazine* – which was solely dedicated to bringing players and DMs new adventures every month.

Many of these adventures were written by names gamers would later become familiar with, including James Ward and Ed Greenwood. A number of the adventures published first in *Polyhedron* later were re-published as stand-alone modules distributed by TSR themselves. However, the vast majority of these stories have lingered forgotten, unseen by most in ancient copies of magazines mouldering in closets and attics since the early '80s. *The Lost Adventures* is our attempt to bring these forgotten quests back into the limelight, if only briefly. We are re-publishing these old adventures, with only minimal editing (mostly just to remove the advertising).

You may notice that this book is labeled "**Volume I**". That is because the sheer volume of the adventures is too much for any single book to incorporate. This volume includes all the adventures included in Dragon Magazine issues #1 - #199. We hope to later release further volumes with adventures pulled from the Polyhedron Newszine, and perhaps a final volume that includes the non-Dungeon & Dragons adventures and perhaps a selection of the board games (like the excellent first draft of *Snit's Revenge* or *Claymania*!).

In the meantime, enjoy this selection as you revisit ancient dungeons and forgotten tombs not opened for over twenty years...

Table of Contents

30: The City Beyond the Gate
The longest and strongest adventure in Dragon Magazine
AD&D 1st Ed, levels 9+
Robert Schroeck, Dragon Magazine #100

31: Valley of the Earth Mother
A Celtic-themed adventure
*AD*D 1st Edition, levels 4-6*
Lise Breakey, Dragon Magazine #102

32: Betrayed
Intrigue and adventure
AD&D 1st Edition, levels 3-5
Jim Bengston, Dragon Magazine #105

33: The House in the Frozen Lands
An adventure for investigative characters
AD&D 1st Edition, levels 4-8)
James Adams, Dragon Magazine #110

34: Death of an Arch-Mage
A murder-mystery module
AD&D 1st Edition, levels 7-9
Michael D. Selinker, Dragon Magazine #111

35:The Chasm Bridge
A special underworld encounter
AD&D 1st Edition, levels 4-6
Desmond P. Varady, Dragon Magazine #131 (Dungeon Magazine preview)

36: The Black Pegasus Trading Company
Meet an enterprising crew of Spelljamming merchants
AD&D 2nd Edition
Dragon Magazine #199

Special Bonus Papercraft Section!

A: The Dragon Dungeon Design Kit
Build your own 3-D Dungeon (Dragon Magazine #45)

B: Great Stoney
Build your own cardboard castle (Dragon Magazine #86)

C: Cardboard Dragon
Draco Manipartus Temporitus (Dragon Magazine #113)

D: High Seas in 3-D
Add 3-D ships to your campaign

SPECIAL FIRST ISSUE FEATURE!

SOLO DUNGEON ADVENTURES

by Gary Gygax, with special thanks to George A. Lord
Preliminary testing: Robert Kuntz and Ernest Gygax

Although it has been possible for enthusiasts to play solo games of DUNGEONS & DRAGONS by means of ?Wilderness Adventures?, there has been no uniform method of dungeon exploring, for the campaign referee has heretofor been required to design dungeon levels. Through the following series of tables (and considerable dice rolling) it is now possible to adventure alone through endless series of dungeon mazes! After a time I am certain that there will be some sameness to this however, and for this reason a system of exchange of sealed envelopes for special rooms and tricks/traps is urged. These envelopes can come from any other player and contain monsters and treasure, a whole complex of rooms (unfolded a bit at a time), ancient artifacts, and so forth. All the envelope should say is for what level the contents are for and for what location, i.e. a chamber, room, 20? wide corridor, etc. Now break out your copy of D & D, your dice, and plenty of graph paper and have fun I

The upper level above the dungeon in which your solo adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The first level of the dungeon is always begun with a room; that is the stairway down leads to a room; so you go immediately to TABLE V. and follow the procedure indicated. Always begin a level in the middle of the sheet of graph paper.

Save what you develop, for if you decide not to continue each solo game as part of a campaign, the levels developed in this manner can often be used in multi-player games. Likewise, keep a side record of all monsters, treasures, tricks/traps, and whatever. If the opportunity ever comes (as it most probably will) you will have an ample supply of dungeon levels and matrices to entertain other players.

Descretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits. Common sense will serve. If a room won?t fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best position- ing. At all times you are serving in two roles, referee and player, so be sure to keep a fair balance.

Now proceed to the tables which explain all play.

T A B L E I . PERIODIC CHECKS:

D i e	Result
1-3	Continue straight, check again in 60?
4-7	Door (see TABLE 11.)
8-10	Side/Passage (see TABLE Ill.), check again in 30?
14-16	Chamber (see TABLE V.)
17	Stairs (see TABLE VI.)
18	Dead End (walls 1., r. and ahead can be checked for Secret Doors, see TABLE V., footnote)
19	Trick/Trap (see TABLE VII.), passage continues, check again in 60'

20	Wandering Monster (see Vol. III, D&D), check again immediately to see what lies ahead so direction of monster's approach may be determined.

TABLE II. DOORS*:

Location of Door:		Space Beyond Door Is:	
Die	Result	Die	Result
1,4	Left	1,2	Parallel passage or 10'x10' room if door straight ahead
5,8	Right	3	Passage straight ahead
9,12	Ahead	4	Passage 45 deg. ahead/behind
		5	Passage 45 deg. behind/ahead
		6-12	Room (go to TABLE V.)

*If no room is beyond a door check again on TABLE I. 30' after passing by or through a door.

TABLE III. SIDE PASSAGES:

Die	Result
1	left 90 degrees
2	right 90 degrees
3	left 45 degrees ahead
4	right 45 degrees ahead
5	left 45 degrees behind
6	right 45 degrees behind
7	left curve 45 degrees ahead
8	right curve 45 degrees ahead
9	passage "T's"
10	passage "Y's"
11	four-way intersection
12	passage "X's" (if present passage is horizontal or vertical it forms a fifth passage into the "x")

Passage Width:	
Die	Result
1-7	10'
8-10	20'
11	30'
12	5'

TABLE IV. TURNS:

Die	Result (check on width of passage on TABLE III.)
1-4	left 90 degrees
5	left 45 degrees ahead
6	left 45 degrees behind
7-10	right 90 degrees
11	right 45 degrees ahead
12	right 45 degrees behind

TABLE V. CHAMBERS AND ROOMS: (Roll for Shape and Size, then Exits, then Contents

Shape and Size:		
Die	Chamber Shape and Area	Room Shape and Area
1	Square, 20' x 20'	Square, 10' x 10'
2-4	Square, 20' x 20'	Square, 20' x 20'
5	Square, 30' x 30'	Square, 30' x 30'
6	Square, 40' x 40'	Square, 40' x 40'
7	Rectangular, 20' x 30'	Rectangular, 10' x 20'
8,9	Rectangular, 20' x 30'	Rectangular, 20' x 30'
10	Rectangular, 30' x 50'	Rectangular, 20' x 40'
11	Rectangular, 40' x 60'	Rectangular, 30' x 40'
12	Unusual Shape and Area, see sub-table below --	

Unusual Shape and Size (Roll Separately for Shape and Size):

Die	Shape	Size
1-3	Circular	about 500 sq. ft.
4,5	Triangular	about 900 sq. ft.
6,7	Trapezoidal	about 1,300 sq. ft.
8,9	Odd-shaped*	about 2,000 sq. ft.
10	Oval	about 2,700 sq. ft.
11	Hexagonal	about 3,400 sq. ft.
12	Octagonal	roll again and add result to 11 above (if another 12 repeat the process, doubling 11 above, and so on)

*draw what shape you desire or what will fit the map

Exits: Number, Location, and Direction (Passages in Chambers, Doors in Rooms)

Die	Room Area	Number of Exits
1	up to 600'	1
1	over 600'	2
2	up to 600'	2
2	over 600'	3
3	up to 600'	3
3	over 600'	4
4	up to 1200'	0 *
4	over 1200'	1
5	up to 1600'	0 *
5	over 1600'	1
6	any size	1-4, roll to determine

Die **	Location	Direction (If a Door use TABLE II instead)
1-5	opposite wall	straight ahead
6-8	left wall	straight ahead
9-11	right wall	straight ahead, 20' wide
12	same wall	45 deg. left/right

* A secret door might exist, and a search may be made if desired. For every 10' of wall space checked roll a 12-sided die -- a 1 indicates a secret door has been found, a 12 indicates a wandering monster has come in.

** If a passage or door is indicated in a wall where the space immediately beyond the wall has already been mapped then the exit is either a secret door (1,2) or a one-way door (3-6).

Chamber or Room Contents:

Die	Contents
1-12	empty
13,14	monster only (determine from D&D, Vol. III)
15-17	monster and treasure (see table below)
18	special* or empty
19	Trick/Trap (see TABLE VII.)
20	Treasure (see table below)

* insert a sealed envelope indicating room contents which can be prepared for you by any willing person, and open the envelope when indicated above.

Treasure:

Die	Without Monster	With Monster
01-25	1,000 copper pieces/level	According to the type indicated in D&D, Vol. III for "Outdoor Adventures" with pro rata adjustment for relative numbers.
26-50	1,000 silver pieces/level	
51-65	750 electrum pieces/level	
66-80	250 gold pieces/level	
81-90	100 platinum pieces/level	
91-94	1-4 gems/level	
95-97	1 piece jewelry/level	
98-00	Magic (roll on D&D table)	

TABLE VI. STAIRS:

Die	Result
1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up dead end (1 in six is collapsing chute down 1 level)
9	Down dead end (1 in six to chute down 2 levels)
10	Chimney up 1 level, passage continues, check again in 30'
11	Chimney up 2 levels, passage continues, check again in 30'
13	Chimney down 2 levels,passage continues,checkagain in 30'
14-18	Trap door down 1 level,passage continues,checkagain in 30'
19,20	Trap door down 2 levels,passage continues,check again in 30'

* 1 in 12 has a door which closes egress for the day

** 1 in 10 has a door which closes egress for the day

*** 1 in 8 has a door which closes egress for the day

N.B. Check for such doors only after descending steps!

TABLE VII. TRICK/TRAP:

Die	Result
1-5	Secret Door unless unlocated: Non-elf locates 1 in 6, elf locates 2 in 6, magical device locates 5 in 6 (then see TABLE II.) Unlocated secret doors go to die 6,7 below.
6,7	Pit, 10' deep, 3 in 6 fall in.
8	Pit, 10' deep with spikes.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9 above, but room descends 2 levels.
11	As 9 above, but room descends 2-5 levels, 1 upon entering and 1 additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12-14	Wall 10' behind slides across passage blocking it for from 10-60 turns.
15	Arrow trap, 1-6 arrows, roll for each to see if and score hits, 1 in 6 is poison.
16	Spear trap, 1-3 spears, 1 in 12 is poisoned
17,18	Gas, party has detected it, but must breath it to continue along corridor as it covers 60' ahead. Mark map accordingly regardless of turning back or not. (See Gas Sub-Table below.)
20	Use a trick/trap from a sealed envelope, make up one of your own, or roll again until a 1-19 turns up.

Gas Sub-Table:

Die	Result
1-5	Only effect is to obscure vision when passing thru.
6	Blinds for 1-6 turns after passing through.
7	Fear: run back 120' unless save vs. Magic is made.
8	Sleep: party sound asleep for 2-12 turns.
9,10	Strength: adds 1-6 points of strength to all fighters in party for 10-40 turns.
11	Sickness: return to surface immediately.
12	Poison: save vs. Poison or dead.

CAVES AND CAVERNS FOR LOWEST LEVELS: You may wish to have "rough-hewn" and natural tunnels in lower levels, and where chambers and rooms are indicated substitute Caves and Caverns. Exits are as above, and there is a 1 in 6 chance for monsters, 5 in 6 that the monster has treasure.

TABLE VIII. CAVES & CAVERNS

Die	Result
1-3	Cave about 40' x 60'
4	Cave about 50' x 75'
5	Double Cave: 20' x 30', 60' x 60'
6	Double Cave: 35' x 50', 80' x 90'*
7-9	Cavern about 95' x 125'*
10	Cavern about 120' x 150'
11	Cavern about 150' x 200'*
12	Mammoth cavern about 250'-300' x 350'-400'**

*Roll to see if pool therein

**Roll to see if lake therein

Pools:

Die	Result
1-5	No pool
6,7	Pool, no monster
8,9	Pool, monster
10,11	Pool, monster & treasure
12	Magical pool

Lakes:

Die	Result
1-5	No lake
6-8	Lake, no monsters
9-11	Lake, monsters*
12	Enchanted lake**

* 1-4 monsters, 4 in 5 chance of treasure

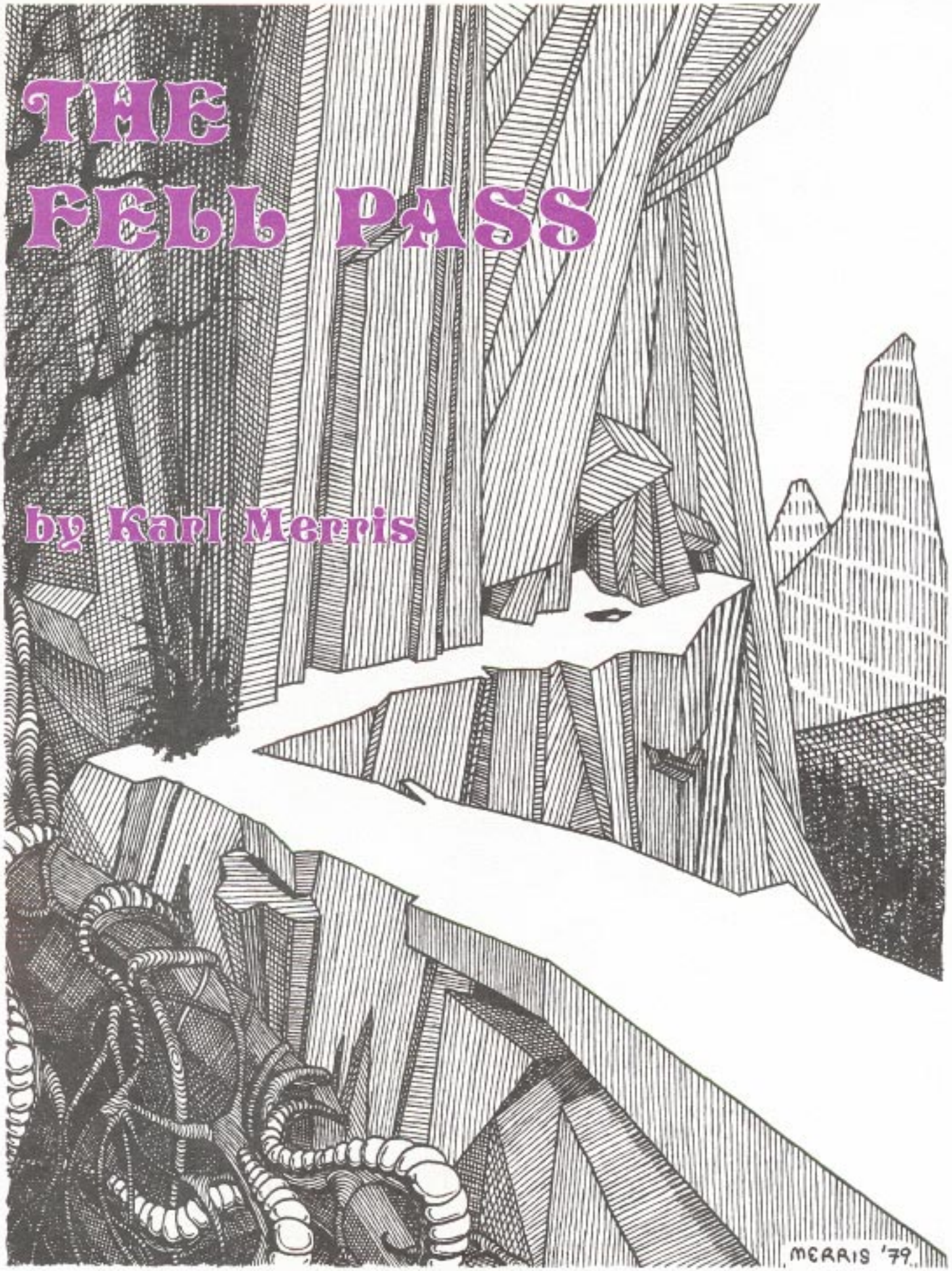
**enchanted lake leads any who manage to cross it to another dimension (if special map is available, otherwise treat as lake with monsters) -- lake will have from 2-5 monsters

Magic Pools: (In order to find out what they are characters must enter)

Die	Result
1-3	Turns gold to platinum (1-3) or lead (4-6), one time only.
4-6	Will on a one-time-only basis add (1-3) or subtract (4-6) from one characteristic of all who stand within it: 1 = strength, 2 = intelligence, 3 = wisdom, 4 = dexterity, 5 = consitution, 6 = charisma (add or subtract from 1-3 points, checking for each character as to addition or subtraction, characteristic, and amount).
7-9	Talking pool which will grant 1 wish to characters of its alighnment, damage others from 2-12 points; 1-2 lawful, 3-4 neutral, 5-6 chaotic. Wish can be withheld for up to 1 day.
10-12	Transporter pool: 1-2 back to surface, 3-4 one level down, 5-6 100 miles away for outdoor adventure.

THE FELL PASS

by Karl Merris



The Fell Pass, West End (Map 1)

Other maps on pages M15, M16

THE FELL PASS

Legend and Introduction

Along the caravan routes that tie the Cities of the West to the Kingdoms of the East, many tales are told of the mountains called the Towers of the Sun. One of these legends concerns a dark road said to be hidden among the twisty trails that spiderweb the mountains. Into the earth the road leads, into and through a series of vast caverns filled with treacherous traps and cunning monsters. Yet dangerous though the path is, many a party of adventurers have been tempted to walk it, for the stories say that the loot of a hundred lost caravans lies concealed along that evil way.

The dark road is called the FELL PASS.

Tread it carefully, friend.

General Notes

The location of the Fell Pass has been left vague so that the prospective Dungeon Master will have no trouble slipping it into his or her campaign. The legend assumes that it lies somewhere near established trade routes, so misleading or enticing players into the Pass should prove no problem. Indeed, it is perfectly possible for a party of characters to enter the Pass without realizing they have entered a "dungeon." In fairness, the Dungeon Master should "remind" the players of the legend of the Pass if they should come upon it, so that they will have some idea of what they are getting themselves into. Most parties will want to enter the Pass despite, or even because of, such warnings. (Heh, heh, heh!)

Although the Fell Pass is described here in the manner of a dungeon, technically it may be considered a wilderness area. Thus Druidic abilities, specifically the useful *Detect Snares and Pits* spell, should operate inside the Pass *except* in the area of the Dwarf Diggings, which are not a work of Nature.

The Dungeon Master should become completely familiar with the contents of the Fell Pass before conducting an adventure through it. Much detail is given in the Pass Key below, and the Dungeon Master is reminded not to reveal more to the players than their characters can reasonably perceive for themselves. Divining the rationale behind bizarre events is a major part of the challenge of a good dungeon.

PASS KEY

Start: As there are two ends to the Fell Pass, a journey through the Pass may begin at either the West or the East End. For simplicity's sake, the Pass will be described here West to East.

On the north wall there is scratched a message in dwarvish letters. It reads, "For the love of your ancestors, TURN BACK!"

The West End (Map 1)

General: The Fell Pass is a system of geothermal caverns, a fact which will be readily discernible by dwarves, gnomes or other characters with a special knowledge of geology. There are no stalactites or stalagmites here as in a limestone cavern. Unless otherwise indicated, floor, walls and ceiling are of fairly smooth, grayish-brown stone. Most of the galleries are wide enough and smooth enough to allow passage for horses or pack animals, although not carts or wagons. Ceiling height varies from 12 to 20 feet.

As might be expected in a geothermal cavern, it is warm and humid inside the Pass. The West End has the highest altitude of the three parts of the Pass, so the temperature is a comfortable, though moist, 72° F.

01: THE PIT OF BONES: This pit is four feet deep and nearly filled with a variety of weathered bones. A more than casual examination of these remains will reveal that half of the bones are those of horses and pack

animals, while the other half is a mixture of human, dwarf, orc and centaur bones.

The bones are just bones, and there is nothing dangerous or valuable in the pit. The pit was dug and filled by an earlier band of adventurers as a warning to travelers entering the Pass. So far, the warning has fallen on blind eyes.

THE DWARF DIGGINGS: Items #02 through #15 comprise the Dwarf Diggings, all that remains of an outpost pioneered by Prince Huruch the Proud, the noble son of a powerful southern king. After establishing this stronghold in the Towers of the Sun, Prince Huruch had planned to clear the Pass of its foul denizens so that the good peoples of the world could travel the mountains in safety. And, incidentally, this brave act would also enable the Prince to claim the mountains as his own territory. This is in accordance with the dwarf ethic of *doing well while doing good.*

Prince Huruch, however, did not do well. His attempt to purge the Fell Pass failed. After a few early victories, word was sent from the Pass of a new and terrible power that had entered the West End. Shortly thereafter, all communication with the Prince and his party failed. From that time since, neither the Prince nor any of his followers has been seen or heard from.

The new power in the West End is Vlog, self-proclaimed Lord of Ogres, who has claimed the Diggings as his lair (see item #13)

02: FALLEN ROCK: This entrance to the Dwarf Diggings is blocked by loose rubble. Clearing this rock to allow passage will take 6 turns.

The sound of the passage being cleared is certain to alert the dwellers in the chamber beyond. These are eight giant bats. The bats are not terribly bright and will attack any intruders.

For game purposes, the giant bats may be treated as giant rats with wings. Note, however, that bats rely on their keen hearing and acute sense of smell rather than their eyesight, and thus can easily overcome spells of *Darkness, Illusion* and *Invisibility.*

8 Giant Bats—AC 7; HD ½; Move 12"/18"; D/A 1-3; HP—1, 3, 3, 3, 1, 2, 4, 4.

The chamber beyond the fallen rock is empty. On the north wall there is scratched a message in dwarvish letters. It reads, "For the love of your ancestors, TURN BACK!"

03: SECRET PORTALS: These three camouflaged entrances to the Diggings appear to be made of natural stone, but in fact are of a substance similar to self-sealing rubber. A character can, by firmly pressing against the surface of the portal, push through the wall to the other side. The hole made by the character's passage will "heal" instantly, as will attempts to cut or chop through the portal.

Horses and pack animals will not voluntarily pass through these seemingly solid walls.

04: GUARD ROOM A dwarf-sized table and three chairs occupy the center of this

room. Shield-sized clay disks, glazed to depict dwarf hunting scenes, hang on the northwest and southeast walls.

05: GUARD ROOM: Two ogre lookouts sit with their backs to the secret portal, listening for intruders passing through the galley outside. They will detect a party of a chance of 1-4 (d6) or a 100% chance if the party stops to examine or search for the secret portal.

If the ogres detect a party, they will not attack it, but will instead run to chamber #13 and inform Vlog, their leader. Vlog will then organize an ambush which will jump the party in the galley outside of chamber #4 or #14, depending on the direction the party is traveling. Because the ambushers will be leaping out of a secret portal, the ogres will almost certainly (1-5, d6) have the advantage of surprise over the party.

Since the ogre lookouts are listening for movement in the galley outside, they can be easily surprised (double normal chance) by a party entering through the northeast door of the guard room.

Each of the two ogre lookouts has a bag with him containing stale bread, some meat of doubtful origin, 2-12 s.p. and 1-6 low value (10 g.p.) gems.

2 Ogres—AC 5; HD 4+1; Move 9"; D/A 1-10; HP—14,29.

06: DEMENTED GOBLINS: This chamber is littered with smashed crates, broken barrels and miscellaneous rubbish. In a circle in the center of the room squat eight heavily armed goblins, staring at one another.

The goblins are in a cataleptic trance. If anyone attempts to eavesdrop on their thoughts (by *ESP*, a *Helm of Telepathy* or whatever), he or she must save vs. magic or fall into a similar insane state for 2-8 game hours. Upon recovery, the eavesdropper will only recall a terrifying vision of a burning darkness in which drift many bright yellow eyes.

If a party charges into the room, the goblins will turn to look but will not otherwise react. If attacked, the goblins will merely blink their big, red eyes and whimper pitifully. If interrogated in the goblin tongue, they will only gibber and whisper something about, "Eyes! Eyes! Awful, yellow eyes!"

(These goblins have obviously met up with Xorddanx the Eye Tyrant, master of the Lower Caverns. See Map 2.)

Each of the goblins wears a goblin-bag on his belt. Between the eight of them, the goblins have 32 c.p., 8 g.p. and a brass ring.

07: STORE ROOM: This room is empty, even of dust.

08: SPIDERSILK SNARE: The floor, ceiling and walls of this room are festooned with streamers of spidersilk. In the northeast corner are seven man-sized bundles, also covered with silk.

Concealed on the floor under the silk is a net (position marked by "X" on the map). If stepped into, the net will snap up, suspending 1-2 characters from the ceiling, about 12 feet above the floor. At the same time, a loud gong will sound three times.

The gong is an alarm, obviously. The second turn after the trap is sprung, four ogres bearing clubs will come charging in. An additional ogre will arrive every turn thereafter for six more turns.

Extricating the character or characters caught in the net will require three turns of cutting with a dagger or sword. A character in the net may attempt to free him or herself if the character has a dagger handy. No other weapon can be brought to bear by a character entangled in the tough, silken strands.

Applying fire to the net will free the trapped player or players immediately, but will also ignite the rest of the silk in the room. All persons in the burning room will take 1-8 points of damage every turn that they remain inside.

The silk-wrapped bundles in the corner are bundles of silk. Genuine wild spidersilk is rare and valuable and these seven bundles, each weighing 12 pounds, are worth 300 g.p. apiece.

10 Ogres—AC 5; HD 4+1; Move 9"; D/A 1-10; HP—23, 26, 17, 15, 18, 15, 18, 12, 14, 28.

09: MEETING HALL: Against the west wall of this room is a semi-circular table and behind it are five high-backed chairs. Before the table are three rows of benches. All of these furnishings are dwarf-sized.

The walls of the room are "decorated" with ogre obscenities, scrawled in dung.

Otherwise, the room is empty.

10: BARRACKS: This room is littered with broken beds, tables and chairs. Small, harmless spiders scurry amidst the decay. The ancient aroma of death hangs in the air.

Hidden under the junk in the southwest comer is the carcass of an ogre. The right side of his head is caved in and a truncheon stained with dried blood and brains lies beside him.

A search of the body will discover nothing, but under the body is a concealed trapdoor, one foot square. Beneath the door is a compartment that holds a locked iron chest. In the chest are twelve bottles of amber liquid. The liquid has a very sour taste, but otherwise appears harmless.

The liquid is spoiled beer. A dwarf kept his private stash here.

11: CAVE BEAR'S LAIR: The ogres have a pet, a very large (14-foot) white bear. The ogres wrestle with the bear for sport. Presently it is asleep against the east wall. Around it are the half-eaten remains of three goblins. Goblin-bags are visible on the belts of the goblins. The rank smell of the bear and its victims is easily discernible outside the door to this chamber.

The bear will awaken at any sound louder than a fingersnap. And even if a party entering this room is quiet, there is a 1 in 10 chance per turn that the bear will awaken anyway. Cave bears are notoriously territorial, so the bear is sure to attack any group of intruders, defending its lair to the death. If the players choose to jump the bear while it sleeps, they will get 1 free melee round and a +4 to hit in that round.

A search of the goblin-bags will reveal that one is empty, another contains 80 g.p. and the third contains a vial of dark brown liquid that tastes like bad whiskey.

The liquid is in fact a *Potion of Fire Resistance.*

1 Cave Bear—AC 6; HD 6+6; Move 12"; D/A 1-8/1-8/1-12 (hug on 18+ for 2-16); HP 46.

12: WATER HOLES: By the south wall of this chamber are two open pits, each 3 feet in diameter. A lone ogre squats over the western pit. He is (ahem) making use of the facilities.

A party bursting into this room has a double chance of catching the ogre with his pants down. The ogre has no items of value on him.

The western pit is exactly what it appears to be: a bottomless pit. A stone dropped into it will not return an echo. A character dropped into the pit will not return, either.

Warm, humid air rises from the eastern pit. 32 feet down there is a 3-foot-deep pool of very hot (210° F.) water. Characters not resistant to heat will suffer 1-4 points of damage every round that they are in contact with the water.

At the bottom of the pool is a finely wrought gold chain, worth 60 g.p.

1 Ogre—AC 5; HD 4+1; Move 9"; D/A 1-10; HP 22.

The western pit is exactly what it appears to be: A character dropped into the pit will not return.

13: VLOG: This is the hall of Vlog, would-be Ogre Lord. In the center of the room is a roaring, snapping fire. Around the fire are 12 ogres and ogresses, laughing, scratching and carrying on. Anyone standing outside either of the two entrances to this chamber are certain to hear the ruckus the ogres make.

Slabs of meat are being roasted on spits over the fire. One ogre can be heard to exclaim, "I sure hope this bastard tastes better than he fought!" There is a wineskin in every hand, except the hand of Vlog.

Slouched in a massive stone chair against the south wall is Vlog, an enormous ogre clad in a white bearskin. Gold and jewels fairly drip from him. He cradles a peculiar-

Vlog and his "friend" Casrac

looking two-handed warhammer in his arms. He does not carouse or laugh as his followers do. He simply sits and stares into the fire, apparently fascinated.

Anyone who attempts to eavesdrop on the Lord of Ogres' thoughts will discover an odd thing: Nobody's home! The only thoughts that stir sluggishly through the mire of Vlog's mind are simple reflections of the ratiocinations of a far more powerful entity.

This entity is Casrac the Mountain-Splitter, the great warhammer which Vlog possesses. Casrac is the legendary hell-hammer that sundered the ensorceled portals of the Fortress of Wizardry and slew the noble gold dragon, Tlactorilliac. It is intelligent, aware and thoroughly Chaotic Evil.

For game purposes, Casrac may be treated in the same manner as an egoistic magic sword. Its intelligence is 12, its egoism 18. It will always attempt to control its bearer, even if the bearer is of the same alignment. It has a +2 hit probability and does 2-16 points of damage when it strikes. It also has two extraordinary abilities. The first is a magic resistance of 25%, and it passes this resistance along to its bearer. The second is the ability to shatter any normal door with a single blow and a 25% chance per attempt of bursting any magically sealed or held door.

Make no mistake, Casrac rules here. The Dungeon Master is strongly urged to play this role forcefully. There is something very unusual about an ogre who covers himself with treasure in a room full of thieves. Players who ignore this clue, who ignore Vlog's great size and obvious strength and who ignore the odd weapon he carries deserve no mercy. Vlog will drink their blood.

A party that breaks into this chamber is certain to be attacked. The followers of Vlog have great confidence in their puppet-leader and will not check morale as long as Vlog lives. Conversely, if Vlog is overcome, the ogres will immediately check morale and those who fail the check will bolt.

Casrac has a deep antipathy towards magic-users which will force Vlog to attack magic-users before any other target. If the encounter goes against Vlog, Casrac may attempt to bargain with the opposing party. But note that a part of any such bargain will be the "surrender" of Casrac to the party's leading fighter! Casrac will, of course, immediately attempt to seize control of this fighter, thus re-establishing itself in a position of power. Clever Casrac!

Each of the lesser ogres carries a small sack containing 4-40 g.p. Vlog himself wears a jeweled collar and belt, gem-studded bracers and a gold earring, altogether worth 5,300 g.p.

Vlog—AC 4; HD 7 (+2 to hit, 25% magic resistance); Move 9"; D/A 2-16, HP 33

12 Ogres—AC 5; HD 4+1; Move 9"; D/A 1-10; HP—24, 21, 15, 18, 13, 19, 16, 19, 14, 22, 17, 18.

14: GUARD ROOM: This room is empty save for two shield-sized clay disks mounted

Players who ignore Vlog deserve no mercy . . . Vlog shall drink their blood.

on the east and west walls. These disks are painted to represent dwarf battle scenes.

15: THE CRACK: This open shaft drops 40 feet, then turns to become a sloping passage that leads to the Lower Caverns (Map 2, #l).

16: SIGN OF BATTLE: Arrowheads, sword shards, rivets lost from armor and shields and other telltale signs mark this as a place of battle. Yet there are no bodies. Moreover, there are no indications of obvious enemies or treasures.

The area appears empty because it is empty. This should serve to put players on their guard if the Pit of Bones did not.

17: THE KILLING GROUND: This cave is marked with battlesigns similar to those in #16, above. But when a party enters this area, each member will experience a sudden 20° F. drop in temperature.

Detect Evil, *Detect Good* and *Detect Magic* spells will all register positive in this area. If the party is carrying a good light source, there is a 10% chance that someone in the party will realize that there are some shadows on the walls that do not correspond to anyone in the party.

The strange shadows are Shadows. There are seven of them altogether. If left undisturbed they will not attack and they will not leave the Killing Ground. If questioned (via *Speak with Monsters* or similar means), the Shadows will merely say that this is a place of ill omen and that the party would be well advised to leave. The Shadows will certainly fight if attacked.

These Shadows are the negative material after-images of several men, good, evil and otherwise, who were massacred on this spot by the ogres of the Diggings. In this weird afterlife they exist only to avenge themselves upon their slayers. If the ogres stage an ambush here (see item #05 to determine this), the Shadows will leap to the defense of the party.

The darkling protectors do not require or expect any gratitude from those whom they aid, but a word of thanks from the party would show some class.

7 Shadows—AC 7 (+1 or better to hit); HD 3+3; Move 12”; D/A 2-5 plus 1 point strength drain; HP 22, 15, 14, 18, 13, 26, 11.

18: THE HOLE: Here there is an opening to a down-sloping galley that leads to the Lower Caverns (Map 2, #4).

19: ROCK OF PHAGES: Here is a boulder-sized object surrounded by a nimbus of bluish-white light. A sickly-sweet smell pervades the alcove the object rests in.

This a trap. The object is a boulder covered with bioluminescent *Gray Ooze.* It will engulf and attempt to devour the first person who touches it. If someone prods the Ooze with a pole or something first, he or she will discover that the thing has a soft texture, but this action will not goad the creature into attacking. Only contact with living flesh will attract it.

1 Gray Ooze—AC 8; HD 3+3; Move 1”; D/A 2-16; HP 22.

20: MANTICORE DEN: The floor of this cave is covered with fine black sand. A musky animal odor hangs in the air. Otherwise, the room is featureless.

Under the sand on the north side of the cave is a deep depression. If the party sifts through the sand in this depression, they will immediately uncover 12 strings of cheap costume jewelry, worth 5 c.p. apiece. After an additional turn of sifting, the party will find 8 cats-eye gems of fair quality, each worth 35 g.p. After three more turns of digging, the party will discover a horde of electrum pieces, 1,070 in number. Further searching will uncover nothing of value.

While all of this is going on, there is a 1 in 6 chance per turn of a pair of *Manticores* returning to the cave. Since the cave is the manticores’ den, the beasts will not be friendly.

2 Manticores—AC 4; HD 6+3; Move 12”/18”; D/A 1-3/1-3/1-8 plus 6 volleys of 6 missiles, 1-6 per hit; HP 22, 19.

21: GRIFFON PERCH: As the party approaches this point, any horses or pack animals with the party will begin to display signs of nervousness. There is, however, no obvious sign of danger.

30 feet above the point, concealed above a projecting ledge, are three *Griffons.* If a party with animals passes beneath them, the Griffons will pounce upon them and attempt to carry away one or more of the beasts.

If the Griffons have the advantage of surprise, their attack is automatically successful; 1-3 horses are lost along with any baggage they bear.

Lacking surprise, the Griffons will attack the nearest animals with their claws while defending with their beaks. If, in a single melee round, a Griffon is able to hit with both claws while sustaining no damage itself, then the Griffon will be assumed to have made it back into the air with its prize.

The Griffons will fight until two are dead or two get away with food. The other one will then withdraw if possible.

The Griffons will not pursue a party *into*

the Pass.

3 Griffons—AC 3; HD 7; Move 12”/30”; D/A 1-4/1-4/2-16; HP—36, 32, 28.

22: ILLUSORY ROCK: To the unaided eye, the east wall of this cave is a featureless blank. But, in fact, the eastern wall is an illusion. This illusion cannot be dispelled but likewise it offers no resistance. It can be detected in the same fashion as a secret door.

23: THE HAND OF EDURLAG: Beyond the Illusory Rock is a passage which leads to this chamber. The dominating feature of the chamber is an enormous brown hand, 16 feet across the palm, which thrusts up through the floor.

The hand will be motionless until a character approaches within 10 feet of it. Then the fingers of the hand will begin to writhe and reach imploringly toward the player.

If anyone has the guts to climb up into the palm of the hand, a soft glow like starlight will suddenly suffuse the chamber and a sweet, feminine voice will speak from the air, saying, in Common,

Know then that this was the fate of Edurlag, heroic Storm Giant of the Great North, who dared the terrors of the Demondance, battled the Legions of the Abyss and rescued Ningillan the White, Queen of Elves. Magnified to this wondrous size and imprisoned in the living rock of the Towers of the Sun, shackled by the awful power of She Who Died, Edurlag yet lives and is counted blessed by the Elvish people.

Know then that Edurlag shall walk again. Followers of Evil, beware!

At the conclusion of this speech, any characters of good alignment in the palm of the hand will receive the benefits of a *Heal* spell. Neutral characters will be unaffected. Evil players will be mercilessly crushed by the giant fingers, each receiving 6-36 points of damage.

The hand will only perform in this manner once per day.

While no shreds of flesh remain on the bones, the marks and breaks in the skeletons suggest that the victims were severely beaten and tortured.

24: PIT VIPERS: Several holes, each about 1 foot in diameter, are visible in the north wall of the galley here.

There is a 5 in 6 chance that 12 venomous *Pit Vipers* will flow from these holes as the party passes. Each snake is mottled brown in color and about 4 feet long. Recall that all Pit Vipers possess natural infravision.

A careful search of the snakeholes will be rewarded with the discover of an ancient leather bag. This bag contains 800 s.p., a *Potion of Cloud Giant Strength* and three baby Vipers that will bite the first person to reach into the bag.

12 Pit Vipers—AC 5; HD 1+1; Move 12"; D/A 1-2 plus poison; HP 7, 8, 9, 6, 8, 3, 3, 4, 6, 8, 7, 9.

3 Baby Pit Vipers—AC 6; HD ½; Move 6"; D/A poison only; HP 1, 1, 2.

25: MURDERERS MOST FOUL: The terrible stench issuing from this cave announces the presence of *3 Trolls* who lurk here and prey upon luckless passersby. The Trolls are not particularly alert, so a quiet, cautious party should be able to sneak by without arousing the monsters.

The Trolls' cave contains, in addition to the Trolls themselves, a great litter of skins and bones, all covered with a deep blanket of white mold. If the trolls are disposed of and a careful search is made of the cave, nothing of any value will be found.

3 Trolls—AC 4; HD 6+6; Move 12"; D/A 2-5/2-5/2-8; HP 26, 34, 31.

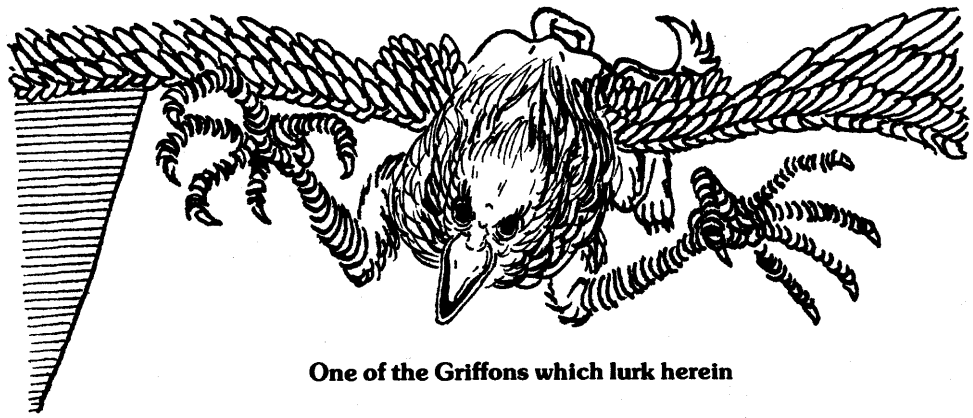
26: THE BREEZEWAY: Warm, wet air blows through this opening. Here the galley slopes downward and leads to the Lower Caverns (Map 2, #5).

Just inside the opening is a large, flat rock set nearly flush with the floor. Beneath this is the secret cache of the robbing Trolls from #25, above. If the passing party detects this, it will require a combined strength of 54 to lift the stone. (If the trolls have not yet been dealt with, the sound of this activity is certain to bring them running.)

Under the stone is a hollow space filled with pretty rocks. Rummaging through the rocks will uncover nothing of value, but if a party goes to the trouble of clearing the pebbles out of the hollow space, the party will find a crack in the floor which is lit with an eerie glow. In the crack is an oaken chest, a sheathed dagger and a gleaming, golden shortsword.

The lock on the oaken chest is covered by a *Leomund's Trap* spell. Inside the chest is a gem-encrusted goblet of obvious value, worth about 5,600 g.p. What is not obvious is that the goblet is an *Item of Commanding Water Elementals*. Pure water must be poured into the goblet to make it perform this function.

The sheathed dagger is just a common dagger, but the golden sword is obviously of a magical nature. It is a *Sword +1, +2 vs magic-users and enchanted monsters.* It is Lawful in alignment and is not intelligent.



One of the Griffons which lurk herein

The Lower Caverns (Map 2)

GENERAL: The Lower Caverns are the deepest and gloomiest parts of the Fell Pass. The temperature is a muggy 96°F. A steamy mist reduces visibility, even infravision, by half. Throughout the caverns there is an incessant cracking-popping sound, as if the stones themselves are restless and uneasy.

01: THE CRACK: The passage down from the West End (Map 1, #15) empties out here.

02: GRAY FUNGUS GLADE: Parasol-shaped fungi, varying in height from 1 inch to 15 feet, pack this chamber. The fungi have a sharp, sweet odor.

If a party enters the fungus glade, it is certain that one of the giant growths will dump a load of spores upon them. The spores have no immediate, obvious effect.

In fact, the spores are completely harmless to living creatures. They will, however, infest and spoil any bread, meat or cheese that the party is carrying. Further, if the party has with it the body of a fallen comrade (keeping it with the intention of resurrecting the character later), the spores will completely and thoroughly poison the body, thus eliminating the possibility of a successful revival (except by a *wish*, of course).

These mushrooms are themselves, incidentally, quite edible.

03: CHAMBER OF CHAINS: Firmly anchored in the ceiling and walls of this cave are many sets of manacles, forged of stainless steel. The skeletons of several men, dwarves and elves dangle from them. While no shreds of flesh remain on the bones, the marks and breaks in the skeletons suggest that the victims were severely beaten and tortured before they were killed.

04: THE HOLE: Here is the opening of a passage which leads down from the West End (Map 1, #18).

05: THE BREEZEWAY: A steady breeze blows into this tunnel which leads up to the West End (Map 1, #26).

06: RED FUNGUS GLADE: Globular, red-and-white stippled fungi, 1 to 8 feet in diameter, populate this chamber. In the center of the room is a cairn of boxes, crates and chests.

The fungi are harmless. Searching through the stacked crates and chests will take a considerable amount of time (20 turns, if the party applies itself) and for the most part the search will only reveal decayed goods and sundries cast off by merchant caravans lost long ago: bolts of mildewed cloth, rotted silks, moldy herbs and spices, a child's coffin (mercifully, unoccupied), a case of wine that went to vinegar years ago, and many other such things.

There are two items of special interest. One is a jewelry case, locked and trapped with a poisoned barb.

The poison on the barb is old and has long since lost its virtue. A character stung with it will not be harmed, but the wound will hurt like mad for the rest of the game day.

Inside the case are six fine gold chains, each worth about 75 g.p. Note, however, that these chains radiate a faint aura of magic, giving away the fact that these chains are of *Fairy Gold*, which, as everyone knows, disappears when exposed to direct sunlight. Until this happens, though, it is indistinguishable from real gold, even to a dwarf.

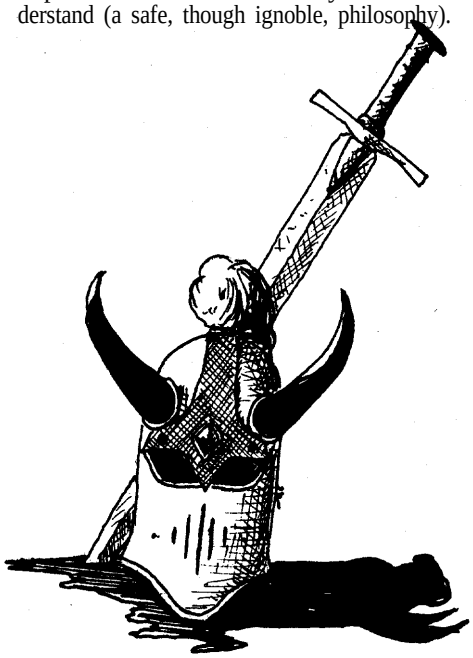
The other item of interest is a locked strongbox which contains 8 tubes, each 1 foot long and 2 inches in diameter, made of waxy black paper. One end of each tube is marked with a red stripe.

The tubes are fireworks similar to Roman candles. When the end marked with the stripe is lit, a tube will spew forth a 15-foot stream of multicolored flecks of fire. This pyrotechnic display is harmless, but is impressive enough to frighten most unintelligent monsters and to cause creatures of low or semi intelligence to check morale. One tube will bum for 1 full turn.

07: TREMBLING ROCK: In the center of this galley is a circular area, 20 feet wide, which is more darkly colored than the surrounding stone and streaked with white mold. Many tiny plumes of steam vent from cracks in the floor within the area. A player who steps into this sinister circle will sense a thrumming vibration beneath his or her feet.

No, this is not a trap. It is merely an interesting phenomenon of the Lower Cav-

erns. The Dungeon Master is encouraged, however, to allow the players to think it is a trap. Make them fear what they do not understand (a safe, though ignoble, philosophy).



PSYCHOPATHIA GARGOYALIS: There are a number of groups of Gargoyles stationed at various points in the Lower Caverns, so, to avoid unnecessary duplication, herewith are a few notes of description and explanation.

As is true of Gargoyles everywhere, these denizens of the Fell Pass are winged monsters, reptilian in aspect and chalk-white in color. They are neither clever nor friendly. Torturing the weak and the helpless is their favorite pastime.

Each of the Gargoyles of the Lower Caverns, however, carries a special mark. Each wears a leather thong about its neck from which hangs an irregular yellow crystal. These pendants brand the Gargoyles as the slaves of Xorddanx, Eye Tyrant and undisputed master of the Lower Caverns (see item #13). All of the Gargoyles here are very loyal to Xorddanx and none would voluntarily act against its master. Presently, the Gargoyles are under orders from Xorddanx to capture any intruders they see, if possible, or slay them if necessary. Characters taken prisoner will be brought before Xorddanx for questioning.

Xorddanx the Beholder is old and evil, and it did not live to be old by being stupid. . .

08: GARGOYLE GUARDS: 3 Gargoyles squat near the opening of this chamber. They are alert and ready to confront any party that comes within sighting distance.

3 Gargoyles — AC 4 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4, HP 24, 23, 21.

09: MIST OF MISDETECTION: This chamber is filled with a strange purple vapor. However, a party passing through this fog will suffer no *obvious* ill effects.

The vapor will cause warning and detection spells and devices to fail. This effect lasts for 1 game day. Spell-casting characters are allowed a saving throw vs. magic, but magical items always fall under the vapor's influence.

10: STRANGE SNARES: There are five 1-foot-diameter holes in the north wall of this galley.

If a party approaches or attempts to pass by these holes, 5 Giant Snakes will emerge and attack. The snakes are venomous but their venom is peculiar; a character who is bitten and fails to make a saving throw vs. poison does not die, but instead becomes noncorporeal! The snakes' venom acts in the same manner as a *Potion of Gaseous Form*, rendering the affected player completely insubstantial for 10 turns. A character in this form is naturally immune to normal physical attacks, but is also unable to handle normal material objects. The character's clothing, arms and armor will all fall to the floor. The player will have to drift around naked until the effect wears off.

In this connection, note item #11 (below).

5 Giant Snakes — AC 5; HD 4+2; Move 15"; D/A 1-3 plus poison; HP 17, 20, 18, 19, 10.

11: THE WAY OF THE JACKAL: 4 Jackalweres are concealed within this cave. They have staked out the adjacent passage with the intention of robbing and eating hapless travelers.

There are a number of groups of Gargoyles stationed at various points in the Lower Caverns. . . Torturing the weak and helpless is their favorite pastime.

The Jackalweres know about the Strange Snakes (#10). If they hear a party fighting the snakes (90% likely), they will wait until the battle is over and then confront what remains of the party. If the Jackalweres are not too badly outnumbered, they will attempt to slay the characters who are still material, thumb their noses at the rest, and make off with all the loot they can carry.

Otherwise, being intelligent creatures, the Jackalweres will only challenge a party if the party is not obviously overwhelmingly powerful.

4 Jackalweres — AC 4 (iron or +1 weapons to hit); HD 4; Move 12"; D/A 2-8; HP 18, 14, 14, 25.

12: JACKAL'S MEAL: At the very end of this corridor are the dismembered bodies of three elves. Portions of the bodies are missing; those parts that remain have obviously been chewed.

There is a secret door in the wall behind the bodies. This is in the form of a large stone that will require a combined strength rating of 36 to move aside. When this has been done, a cloud of poisoned darts will fly from the opening behind the stone, dealing 1-4 hits to each player involved in shifting the rock. The hits will do no damage but each will require a saving throw vs. poison.

If the Jackalweres in chamber #11 have not yet been dealt with, they are 90% likely to hear the stone being moved. They are certain to investigate this, since their looted treasure is behind the stone. And, being possessive by nature, they are certain to fight to keep it.

In the space behind the stone are a multitude of sacks, purses, bags and wallets. Altogether, these items contain some 44,500 c.p., 1,600 s.p., 460 g.p., a modest sapphire worth 50 g.p., a finely crafted jeweled dagger worth 950 g.p., a vial of colorless liquid and a locked, brass-bound book

The liquid in the vial is a *Polymorph Potion* that will transform the imbiber into a Gargoyle for 6 plus 1-6 turns.

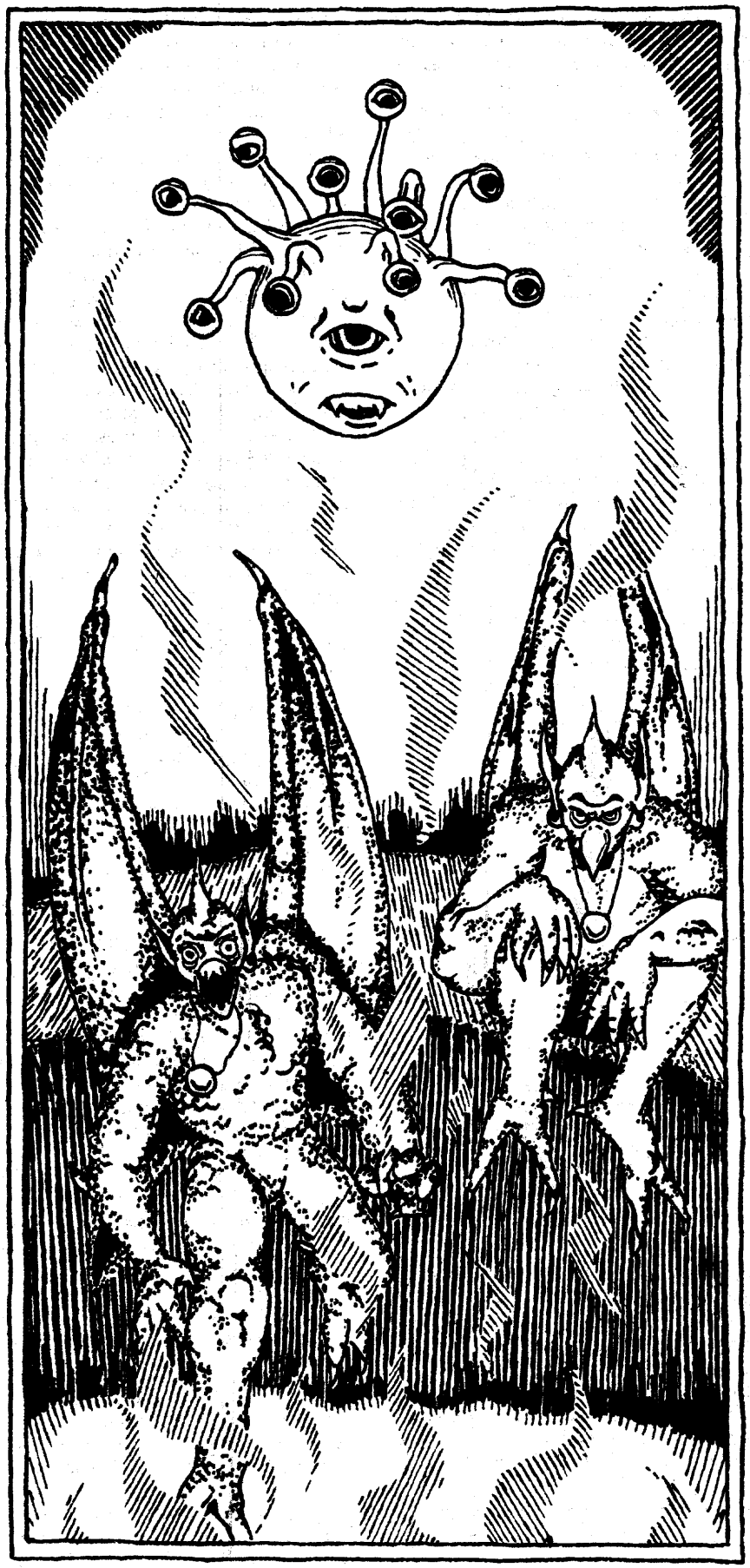
If the brass-bound book is opened, it will be found to be an accounts ledger. But, concealed in the inner lining of the binding is a *Scroll of Protection From Magic*.

13: THE CHAMBER OF XORDDANX: At the center of this cavern is a bright pink pool of molten metal. Its heat is fierce; the temperature in the chamber is 130°F. The ruddy light of the molten pool etches intense shadows on the rough-hewn walls and ceiling.

Opposite the entrance to the chamber, 5 feet above the uneven floor, there is a wide shelf of rock. Upon this squat 8 very large Gargoyles, Xorddanx's elite guard. They are quiet and controlled, confident in their power and the power of their master.

As the party enters or is dragged into the chamber, Xorddanx itself will appear, floating slowly from its place of concealment in the cavern ceiling. It will examine the party with its analytical, unpitying gaze.

Xorddanx the *Beholder* is old and evil, and it did not live to be old by being stupid. It will not hesitate to negotiate with a party, even a lawful one, if the party is strong enough to seriously threaten its safety. But it is a stern and hungry bargainer and is possessed of a tremendous will, strong enough to dominate and organize the normally intractable Gargoyles of the Fell Pass. It will only accept a deal that accrues it some benefit. Most agreements with Xorddanx will require the party to sacrifice one or more of its members.



Xorddanx has his eyes on you

If a party decides to do battle with Xorddanx, the Eye Tyrant will withdraw to a point above the molten pool where it can use its magic while remaining out of reach of weapons. It will usually employ its eye of *Sleep* to take out low-level types, while concentrating its eyes of *Death, Disintegration* and *Antimagic* on the high-level characters. It will leave physical combat to its guards.

The handling of Xorddanx must be left mainly in the hands of the Dungeon Master, but it is intended that Xorddanx be a very dangerous character, so the referee is encouraged to show no mercy. A low-level party has no business thinking it can take on a menace as obviously great as Xorddanx. High-level parties often need to be taken down a peg. Be strong!

Xorddanx keeps its treasure horde in its hiding place in the ceiling. Access is through a Beholder-sized hole which leads up to a spherical chamber. In the chamber are four locked and trapped strongboxes.

The first box, bound in iron, will release a 30-foot-diameter cloud of poison gas when opened. Inside are fifty gold ingots, each of 150 g.p. weight.

The second box, bound in brass, will launch a volley of six *Magic Missiles* at the player who opens it. Inside are three vials of liquid. These are *Potions of Dragon Control,* one each for red, white and blue dragons.

The third box, bound in copper, will do 3-18 hp of electrical damage to whoever touches it. Within are two tubes. The first contains a scroll bearing the spell of *Bigby's Interposing Hand.* The second contains a scroll with *Bigby's Clenched Fist* written thereon.

The fourth box, bound in steel, is coated with an invisible contact poison. This will affect all who touch it barehanded. Inside is a *Ring of Regeneration.* Wear it in good health.

Xorddanx, Beholder — AC 0/2/7; HD 13 (approx.); Move 3"; D/A 2-8; HP 63.

8 Gargoyles — AC 5 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4; HP 31, 27, 30, 26, 32, 29, 31, 32.

14: THE LOCKUP: This chamber has been sealed with an iron wall. In the wall is a heavy door, locked and barred on the outside.

Imprisoned within are *6 Centaurs,* who are being held here for the later amusement of the Gargoyles. As might be imagined, they are nearly mad with anxiety and are likely to trample whomever opens the door of their prison unless that person is quick to declare himself or herself a friend.

The Centaurs will offer to join a party that will agree to take them out of the Pass. While none of the Centaurs is armed, they can all kick like mules (so to speak).

6 Centaurs — AC 5; HD 4; Move 18"; D/A 1-6/1-6; HP 22, 15, 25, 14, 19, 16.

15: GARGOYLES AT PLAY: A party

approaching this chamber is sure to hear the loud arguing and sound of fists hitting flesh coming from inside. The voices are recognizably those of Gargoyles.

There are 7 of the creatures here, watching 2 more slug it out for possession of a sizable blue diamond worth about 1,400 g.p. Since they are all preoccupied, the chances of a party gaining the advantage of surprise are doubled.

9 Gargoyles — AC 5 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4; HP 22, 26, 15, 10, 24, 15, 19, 12, 9.

16: TANGLED WEBS: This galley is clotted with 55 feet of spiderwebs. Visible in the midst of this mass of silk are several man-sized bundles wrapped in silk.

The spiders that spun these webs are long gone. The danger here lies in the bundles. In this hot, damp environment, the bodies wrapped inside the bundles have reached an advanced state of decay and are ripe with deadly bacteria. If the bundles are poked or prodded in any way, they will burst, releasing a noxious cloud of germ-laden vapors that will fill the web-enclosed section of the galley. Fire applied to the bundles will destroy them safely.

The players exposed to the bacterial cloud must save vs. poison or suffer the effects of a *Cause Disease* spell. Naturally, a *Cure Disease* spell will instantly reverse the progress of the illness.

17. THE BREEDING GROUND: A peculiar squawking, chittering sound can be heard by a party approaching this cave. Within the cave are 11 Gargoyles who are keeping close watch over a dozen Gargoyle eggs.

The Gargoyle eggs rest in a pit on the south side of the chamber. The pit appears to be nearly filled with golden sand. In fact, the "golden sand" is actual gold dust, 4,000 g.p. worth.

Naturally, the Gargoyles are not going to let anyone get near the pit of eggs. They will defend their "nest" to the death.

11 Gargoyles — AC 5 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4; HP 22, 15, 12, 20, 26, 19, 17, 16, 26, 19, 22.

18: THE RACK: In this chamber is a heavy wooden table equipped with iron chains and manacles. The table is covered with dark stains.

This is the gargoyles' "playroom," where the monsters break the bodies and spirits of those unfortunate enough to fall into their clutches.

19.: WHITE FUNGUS GLADE: Towering, pale toadstools crowd this chamber. Between the giant fungi hang sheets of dense spidersilk, and many *Large Spiders* can be seen scuttling about in the shadows.

There is an opening in the east wall of the chamber. The tunnel beyond the opening is a smooth tube that corkscrews upwards and leads to the East End (Map 3, #l).

The spiders will not bother the party if it moves quickly through the chamber. But if it lingers, then beginning in the turn after the party entered, the spiders will begin to attack at the rate of 1-4 per turn. There are 20 large spiders altogether.

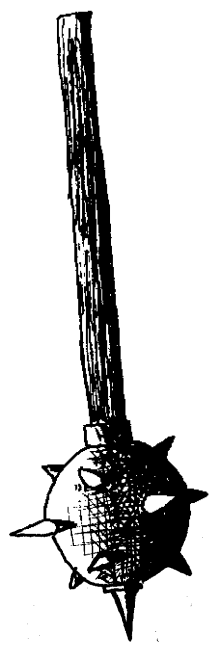
Well concealed in the Northwest end of the chamber are the bones of a party of adventurers that did not make it. Their skeletons are seen to be clutching a large canvas bag.

In the bag are 2,600 s.p. and a beautifully wrought silver web belt worth 1,960 g.p.

20 Large Spiders — AC 8; HD 1+1; Move 15"; D/A 1 plus poison (saving throw +2); HP 3, 3, 6, 2, 6, 2, 3, 2, 7, 7, 9, 3, 5, 6, 6, 4, 8, 7, 5, 9.

20: GEYSER DJINN: There is a low rise in the middle of this galley. From the peak of this rise vents a plume of steam shot through with scintillating white lights.

If a character climbs the rise or if the



plume of steam is disturbed in any way, a mighty *Djinn* will suddenly materialize out of the plume. Brandishing a shining, silvery scimitar, the Djinn will bellow in a terrible voice, "MORTAL FOOL! KNOW YOU WHAT COMES AT THE END OF LIFE?"

The correct response to this is, of course, "Death comes at the end of life." To this the Djinn will reply, "EVEN SO! NOW TAKE THIS BONE, YAPPING DOGS, AND DISTURB ME NO MORE!" So saying, the Djinn will hurl a small bag at the party, become gaseous and vanish into the geyser plume once again. The bag contains 30 pieces of silver.

Smart-aleck players may answer the Djinn's challenge by saying, "The letter 'e' comes at the end of life." This flippant answer will enrage the Djinn. "MISERABLE JESTER!" the Djinn will shout, "LOOK TO YOUR HEAD!" The Djinn will then fly at the offending player, scimitar swinging. If, as is likely, the Djinn slays the wisemouth, the Djinn will indeed take the character's head, thus preventing any normal attempt to resurrect the player. Head in hand, the Djinn will then disappear into the geyser.

Further attempts to rouse the Djinn will result in the geyser erupting, delivering 6-36 points of damage to all within a 20-foot radius of the geyser (saving throw allowed).

If the Djinn is defeated in combat, the Djinn's body will vanish but his sword will remain behind. This is a +3, *Chaotic Good scimitar.*

1 Djinn — AC 4; HD 7+3 (+3 to hit probability); Move 9"/24"; D/A 2-16; HP 34.

21: GARGOYLE GUARDS: In this chamber are three more members of Xorddanx's Gargoyle army. They lurk in the shadows behind the entrance, ready to pounce on any intruders who enter or pass by.

3 Gargoyles — AC 5 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4; HP 16, 21, 17.

22. THE STRANGLING POOL: On top of this scummy stagnant pool floats a mass of mottled green-and-brown weeds.

If a character approaches within 5 feet of the pool, 5 *Strangle Weed* fronds will rise up out of the pool and attempt to grab the character. If the character is caught and crushed (as per the Strangled Weed description given in the Monster Manual), the body will be dragged into the pool.

If the pool is carefully dredged (and it will take at least 12 turns to do a thorough job), the party will uncover the remains of many former victims of the weed, as well as 12 c.p., 14 s.p., 15 g.p., a *+1 shield* and 12 *+1 magic arrows.*

5 Strangle Weeds — AC 6; HD 4; Move 0"; D/A special; HP 16, 16, 14, 22, 20.

23: FOG OF FORGETFULNESS: A curtain of shimmering chartreuse mist hangs across this passage. Characters passing through this curtain will feel no immediate ill effects.

The chamber beyond the curtain of fog is apparently empty. But if one of the characters who entered the chamber is a magic-user or cleric, and if this character comes within 3 feet of the northeast wall, bright letters of *Illusionay Script* will suddenly ap-

Well concealed in the northwest end of the chamber are the bones of a party of adventurers that did not make it . . .

pear on the wall. The message of the script is in Common, and reads,

"Woe to you, brother magicker! For know you now that the emerald mist which closes this place is a product of awful conjury, and shouldst thou again penetrate yon sinister barrier, you shalt surely become bereft of thine eldritch arts and skills, diminish and become as mortal man. Know you this and weep, for it is true. So writes Tygard tiJulian, the once-wizard."

In actual fact, this is *not* true. Tygard tiJulian was a senile old man who blamed "terrible, unseen enemies" for his deteriorating magical abilities. The green mist is completely harmless. However, there is no way that the spellworking character can know this. The spellworker might ask him or herself, though, how tiJulian, who apparently fell victim to this "curse," was able to etch his Illusionary Script if he had lost his "eldritch arts and skills."

24: THY NAME IS MUD: This chamber appears normal, except that the floor of the cave is perfectly level and smooth. In the center of the floor are several cloaks, coats and small sacks, tossed together in a heap.

Some years ago, a passing druid used a *Transmute Rock to Mud* spell on the floor of this chamber, and in so doing was able to eliminate the monster that once dwelt here. But, due to the unusual heat and humidity of the Lower Caverns, the mud never entirely dried. So, should a player enter this chamber, the floor will give way under the player's weight and the player will be hip-deep in hungry brown ooze. The player will sink and suffocate in 1 turn unless he or she can fly or levitate, or someone outside of the chamber throws the player a rope.

The heap of cloaks, coats and sacks contain nothing of value. They are just the visible remains of an earlier party of adventurers who were trapped by the mud.

25: THE LOW ROAD: Beyond this opening is a gallery which climbs upwards to the caverns of the East End (Map 3, #2).

26-27: THE LOOP: Due to a peculiar space-distortion effect, the tunnel that connects these openings seems to slope upward regardless of the direction of travel. A party passing through the Loop will think it has climbed fifty or sixty feet, when in fact it has remained on the level of the Lower Caverns.

The East End (Map 3)

GENERAL: The mean temperature of the East End is 85°F. and it is uncomfortably humid. The floors, walls and ceilings of all of the corridors and chambers of the East End are slick with condensation and fuzzy with grayish-green moss.

THE TREADMILL: On the map there is marked with stars an elliptical route. This is the Treadmill. If a party crosses or travels along this route for any distance, roll for a wandering monster encounter. The *first* such encounter indicated will be a meeting with Sister Felicity Grace, High Priestess of the Church Militant of Uldra and prisoner of the Treadmill.

Sister Felicity is a charming, fortyish woman, wise in clerical magic and strong in battle. She is Neutrally aligned. As she will freely explain to any party she meets, she is on a pilgrimage for her goddess, and while seeking a safe route through the Towers of the Sun she accidentally wandered into the Fell Pass. She is eager to find a way out and would be glad to join a party with a similar interest.

Given her alignment, her high charisma and her useful clerical skills, the Dungeon Master should consider it likely that the party will accept Sister Felicity as a traveling companion, even if this is against the party's usual practice. If she has to, she can even offer a bribe of diamonds (up to 12, each worth 500 g.p.) to the party, although she will only do this as the very last resort.

Sister Felicity has an excellent reason to want out of the Pass. She is, to borrow Fritz Leiber's elegant phrase, "under the thumbs of the gods." For ten years now she has been doomed to circle around and around the path of the Treadmill, unable to leave it because of a curse that prevents her from seeing the true path. She hopes to escape this fate by following a party that can see the way out, not realizing that by joining this party, *she extends her curse to them.*

What this means is that as long as Sister Felicity accompanies the party, the party can only follow the starred route of the Treadmill. Furthermore, the illusion/confusion component of the curse will prevent the players from realizing that they are traveling in circles. They will instead think themselves lost in an infinite, subterranean labyrinth.

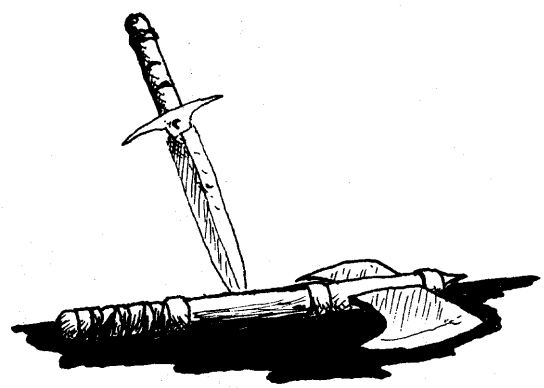
The only way to escape this trap is to abandon, drive off or kill Sister Felicity. Only after this has been done will the party be able to see the way off the Treadmill. *All other methods of escape must fail.*

(And this, you see, is the true nature of Sister Felicity's curse. She is condemned for life to be cast out or attacked by those she befriends. Perhaps one day whatever gods there be will take pity on her and free her. But do not stand on one foot waiting for this to happen.)

Sister Felicity wears *+3 enchanted chainmail* and carries 12 500 g.p. gems in her belt (as mentioned above).

Sister Felicity Grace, High Priestess — AC 2 (+3 chainmail); HD 9+2 (10th level); Move 12; D/A 2-7 (mace); Str 14; Int 13; Wis 15; Con 12; Dex 12; Cha 18; HP 44. She will hold these spells when encountered: *Cure Light Wounds (2), Command, Protection from Evil, Hold Person (2), Speak with Animals, Silence, Continual Light, Cure Disease, Dispel Magic, Cure Serious Wounds (2), Neutralize Poison, Flame Strike (2).*

01: THE TUBE: Through this opening is a smooth, round tunnel that spirals down to the Lower Caverns (Map 2, #19).

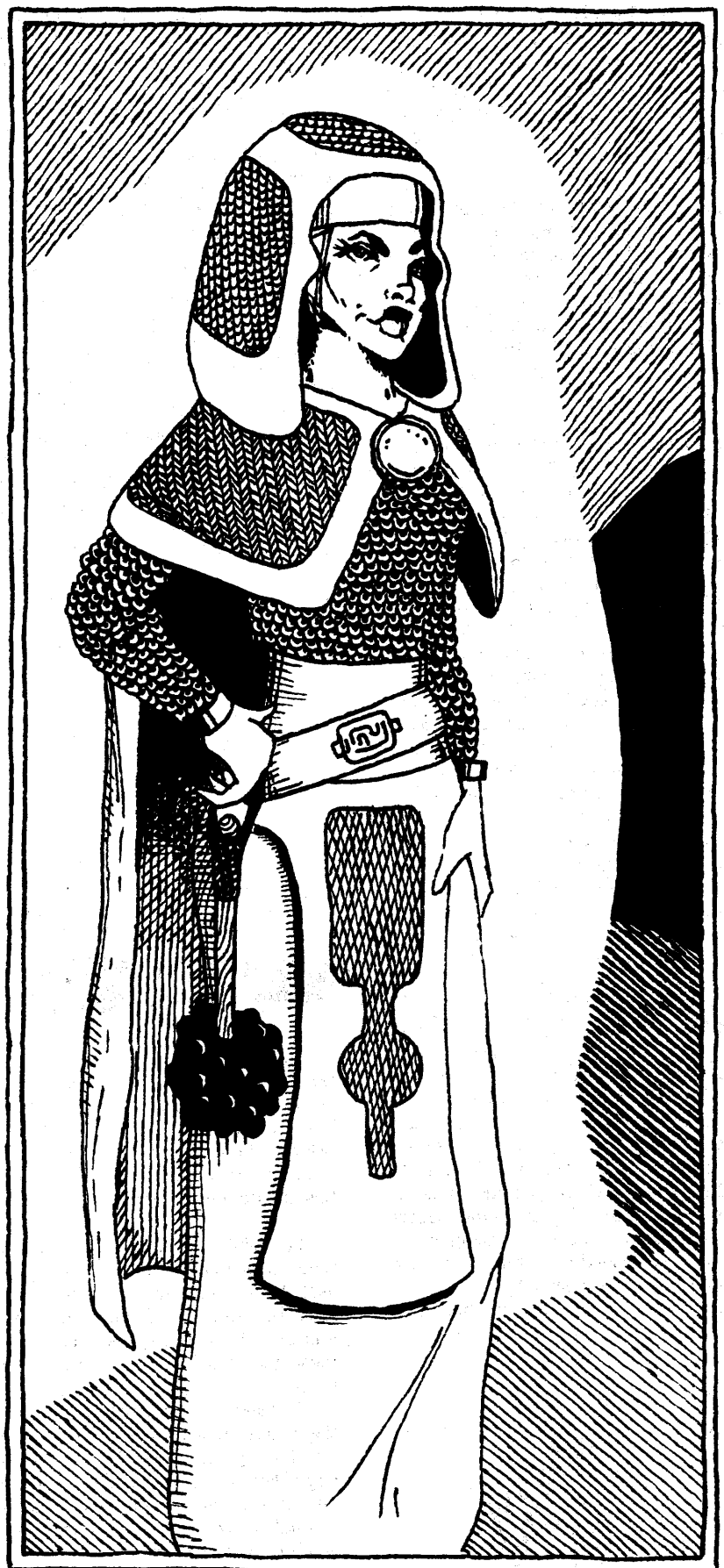


02: THE LOW ROAD: This gallery leads down to the Lower Caverns (Map 2, #25). As the party passes through the opening, the sound of ringing, maniacal laughter will reverberate throughout the chamber. It will seem to come from every direction and has no apparent source.

03: THE INVADERS: An orc raiding party is bivouaced in this cave, preparing itself for a sortie into the Lower Caverns. Guards, alert, armed and ready, flank the entrance. There is no possibility of surprising these guards unless some form of invisibility is used.

The leader of this troop is Thurast Dwarfslayer, a cunning orc who is far more dangerous than he appears. Thurast keeps four large *Dire Wolves* at his side at all times, and he controls these brutes with his *Ring of Animal Control*, which he keeps hidden beneath his right gauntlet. His armor +1 plate and he carries a +2 scimitar. These extraordinary aids have made Thurast mighty in battle, and thus his followers are exceptionally loyal (for orcs).

Thurast Dwarfslayer



Sister Felicity Grace

M12

The followers of Thurast wear chainmail and bear normal scimitars.

Each of the orc regulars has 2-12 g.p. stashed in his field pack. Thurast himself has 190 g.p.

Thurast Dwarfslayer — AC 1; HD 2 (+2 to hit); Move 9"; D/A 1-8; HP 16.

4 Dire Wolves — AC 6; HD 4+4; Move 18"; D/A 2-8; HP 26, 27, 28, 25.

16 Orcs —AC 5; HD 1; Move 9"; D/A 1-8; HP —3, 5, 1, 2, 5, 7, 5, 2, 7, 8, 5, 6, 2, 6, 6, 3.

04: THE SWORD IN THE STONE: A broadsword is sunk to the hilt in the northwest wall of this alcove. Strange runes and glyphs are visible on the swords grip. The sword radiates a clear aura of magic.

If a fighter of level 4 or greater grasps the sword, both the fighter and the sword will abruptly vanish, teleporting to the Circle of Skulls (#05A, below). If any other type of character or more than one character grasps the sword, the offending player or players will receive 2-12 points of electrical damage (½ saving throw allowed).

05A: THE CIRCLE OF SKULLS: The fighter will find himself or herself deposited here, sword still in hand, in a dimly lit chamber whose walls are lined with the skulls of creatures of a dozen human and inhuman races. The skulls are all whispering to each other, and chanting aloud, "No escape but death . . .no escape but death . . . no escape but death . . . ."

Through a low archway in the northeast wall can be seen a short passageway leading to a brightly illuminated room.

05B: THE CIRCLE OF CONFLICT: A raised dais 10 feet in diameter is the only object in this room. The dais is seemingly made of fine, white marble, yet it shines with a brilliant white light.

When the fighter steps onto the dais, three things will occur simultaneously:

The fighter and the Sword from the Stone will instantly shrink until the fighter is but 6 inches tall. From the fighter's frame of reference, it will appear that the dais suddenly expanded into an arena 120 feet in diameter. The fighter's clothes and regular equipment will likewise seem to grow to outlandish size. On this scale, only the Sword from the Stone will be usable as a weapon.

Secondly, a dome of the same material as the dais will clamp down over the arena, thus preventing the fighter from leaving the area.

And finally, a *Flesh Golem* bearing a sword identical to that of the fighter will appear in the arena. Wordlessly, the monster will advance on the fighter and engage combat.

This fight has been rigged. The fighter's sword, though magical, will not be able to harm the Golem. Nor can the Golem be hurt by its own sword. The only possible outcome of this combat is the death of the fighter,

hacked to pieces by a monster against which the fighter is helpless.

But this death is not final. The death is real, yes, but the power that built this trap can also raise the dead. After his or her defeat in the arena, the fighter will reappear back at the alcove of the Sword in the Stone (#4), physically fit but mentally in shock. There is a 50% chance that the terrible "death experience" that the fighter just endured will so unnerve the fighter that he or she will renounce the profession forever and take up some other class. Modify this probability downward 5% for every level the fighter has achieved above the 4th. Subtract 10% for every time the fighter has been previously resurrected.

(The trap of the Sword in the Stone was constructed ages ago by a mighty wizard who despised fighters. The rationale is that, having experienced the terror of falling before a warrior's blade, the fighter will be unable to inflict the same terror upon others. Of course, long experience in battle will make a fighter less susceptible to this sort of conditioning.)

Flesh Golem — AC invulnerable; HD 9; Move 8"; D/A 2-8 (by sword only); HP effectively infinite.

The only possible outcome of this combat is the death of the fighter, hacked to pieces by a monster against which the fighter is helpless . . .

06: THE POOL OF SOULS: A slow but steady tink-tink-tink of dripping water echoes through this chamber. A pool of black liquid covers the northeast half of the cave. Wisps of steam dance across the surface of the pool.

If the pool is disturbed in any way, 4 *Wraiths* will rise from the pool and attack the party. Characters that become Wraiths will be spiritually bound to the pool, as their new "masters" are.

The inky liquid of the pool is completely opaque, but if players grope around in the pool for two turns, they will discover 13 *+1 magic arrows*, a *dagger +2 vs man-sized opponents, +3 vs orcs, goblins and kobolds*, 750 g.p., 460 s.p., and 2 *Scarabs of Death.*

4 Wraiths — AC 4 (silver or magic weapons to hit); HD 5+3; Move 12"/24"; D/A 1-6 plus drain 1 life energy level; HP 22, 24, 30, 27.

07: BLACK FOG: This area is choked by an oily black mist. Characters passing through this noisome fog will experience coughing fits, dizziness and nausea.

Aside from the effects described above, the black fog is harmless. Note, however, that this unpleasant and sinister encounter is sure to weaken the morale of the non-player characters accompanying the party (-2 on all morale checks for the next 20 turns)

08: PUDDLE OF SLIPPERINESS: This passage slopes sharply down and then up again, creating a basin which is filled with a viscous, brown liquid.

The liquid is identical to *Oil of Slipperiness*. Characters who step into the puddle will not be able to keep their footing unless they are equipped with crampons, spiked boots or similar footgear. Without such equipment, the puddle can only be crossed at a slow crawl, 3" per turn.

When the character at last emerges from the puddle, his or her footgear will naturally be coated with the slippery slime. The slime will have to be removed from the player's boots, or else the player will slide and fall with every step. Wine, or any other alcoholic liquid, will serve as a proper cleaning agent.

09: THE STAIRWAY TO ELSEWHERE: A series of hand- and foot-holds are cut into the southeast wall of this chamber. They lead up to the ceiling and stop, apparently going nowhere.

If a character climbs this ladder to the top, he or she will abruptly vanish. The effect is very similar to a rope trick, for there is an invisible extra-dimensional space at the top of the ladder. Characters can move from the space to the ladder and back at will.

The space at the top of the ladder is a circular room, 30 feet in diameter, with greenish, glowing walls. Hovering in the center of the room is a crystalline sphere, 4 feet in diameter, which contains the wizened body of a very, very old woman.

If a character comes within touching distance of the sphere, the old woman's eyes will open. "Ah, my pretty," she will say in a voice dripping with ancient evil, "have ye come to give old Gran' a present? What is it, now? What will you give me?" A sly, hungry look will cross her time-ravaged face. "For the gift of a life, old Gran' can tell ye a *secret.*"

For a blood sacrifice, the woman in the sphere will answer one question. Accuracy and completeness of the answer will be near total. (Human sacrifice is not necessary; an animal will do.) The woman in the sphere will also accept sacrifices of valuables or magic items, but in this case her response will only be a convincing lie.

The sphere that holds the old woman is completely resistant to physical and magical attack. The old woman cannot be threatened or harmed, but neither can she harm the players, except through her lies and deceit.

10: EYES OF DARKNESS: Hidden in this chamber, concealed among the cracks and irregularities of the ceiling, are many tiny *Bats.* They are timid creatures but are attracted by any sort of fire. If a character bearing a torch, lantern or the like enters this chamber, the bats will immediately swarm around the character. The little creatures will not attack, but they will flap about and obscure the player's vision, and they will follow the player until they are killed or driven off.

30 Bats — AC 7; HD ¼; Move 3"/18"; D/A 0; HP (any hit will kill).

11: THE HOWLERS: 12 skinny adolescents lounge around a small fire in the middle of this cave. They all carry swords but wear no armor.

If approached by a party, the teenagers will prove to be arrogant and nasty. They will refuse to answer any questions about themselves or about the Pass, and will rudely advise the party to "shove off, or else!"

If attacked or threatened, the adolescents will revert to their true Werewolf forms. Being young and stupid, they will attempt to take on any party, regardless of its size and strength, but they will retreat if they sustain more than 25% casualties.

Each of the Werewolves has 2-20 g.p. stashed away in his or her backpack.

12 Werewolves — AC 5 (silver or +1 or better to hit); HD 4+3; Move 15"; D/A 2-8; HP 17, 18, 22, 30, 12, 20, 25, 26, 20, 21, 22, 20.

12: THE TERRACE: This area is outside of the Fell Pass, but there is no way down from here except by flight or a hazardous climb down a 600-foot, sheer cliff face. Non-thieves and non-monks will very probably die if they attempt the climb; Dungeon Master discretion is advised.

13. CURRENT EVENT: At the rear of this cavern is a dull, black monolith. Close examination will reveal that the block is of

As the party passes between them, the giants will leap out of hiding and begin raining stones upon the party. This is a Hill Giant's idea of fun. . .

iron and that it is completely unmarked and featureless.

This is a trap. The monolith is electrically charged, and a player who touches it will receive 1-4 points of damage per turn that he or she is in contact with it. Note that the electrical current will cause the character's muscles to lock, paralyzing the character. A second character touching the first will also be paralyzed, as will a third, a fourth, and so on. These trapped characters can only be freed by someone using a non-conductor (like a pole or a rope) to push or pull the characters out of contact with the block.

14: WYVERN LAIR: A mated pair of *Wyverns* guard the opening in the northeast wall of this cavern. As one of the beasts is always awake at any time, they are difficult to surprise. In a circle around them are the skins and bones of many earlier kills, as well as several large bags and chests.

Three of the bags contain gold dust, each 500 s.p. worth. One of the chests contains what appears to be a collection of rare silver coins, worth some 5,000 g.p. to a collector. In fact, these coins are inexpensive replicas of the actual coins, and are really silver-plated copper, altogether worth 50 s.p. Only a dwarf or an expert numismatist will recognize the coins as fakes (as will any collector that the players try to pawn the coins off on).

2 Wyverns — AC 3; HD 7+7; Move 6"-/24"; D/A 2-16/1-6 plus poison; HP 28, 26.

15: THE LONG STEP: The tunnel down from the wyvern's lair ends suddenly with a sheer, 600-foot drop into a rocky, pine-strewn wilderness. Flight is the only safe means of descent from here. Only thieves and monks have any chance at all of surviving a climb down from this height.

16: RAT HOLES: Several ominous-looking holes, each 1 foot in diameter, are dug into the west wall here. From within the holes peep dozens of tiny, red eyes.

The eyes belong to a pack of normal wild *Rats.* The rats are not a threat and will retreat into the depths of their lair if approached.

17: ROCKY HORROR: There are piles of rocks collected in the north and south ends of this area. Concealed behind each of the two rockpiles is a young, prankish *Hill Giant.* As the party passes between them, the giants will leap out of hiding and begin raining stones upon the party. This is a Hill Giant's idea of fun.

The giants are not serious enemies, and will retreat from a forceful attack. They will not pursue a fleeing party. They will, however, laugh uproariously and shout obscenities at the retreating adventurers.

2 Hill Giants —AC 4; HD 8+1; Move 12"; D/A 2-16, also hurl rocks for 2-16 hp; HP 20, 24.

18: EXIT: Here the Fell Pass opens. The trail proceeds south down the mountainside.

19: LAST WORDS: Carved here in the letters of the Common tongue are the words, "I'D TURN BACK IF I WERE YOU!"

A trail of dried blood leads from this inscription to the edge of the cliff.

ABOUT THE AUTHOR

Karl Merris and Friend

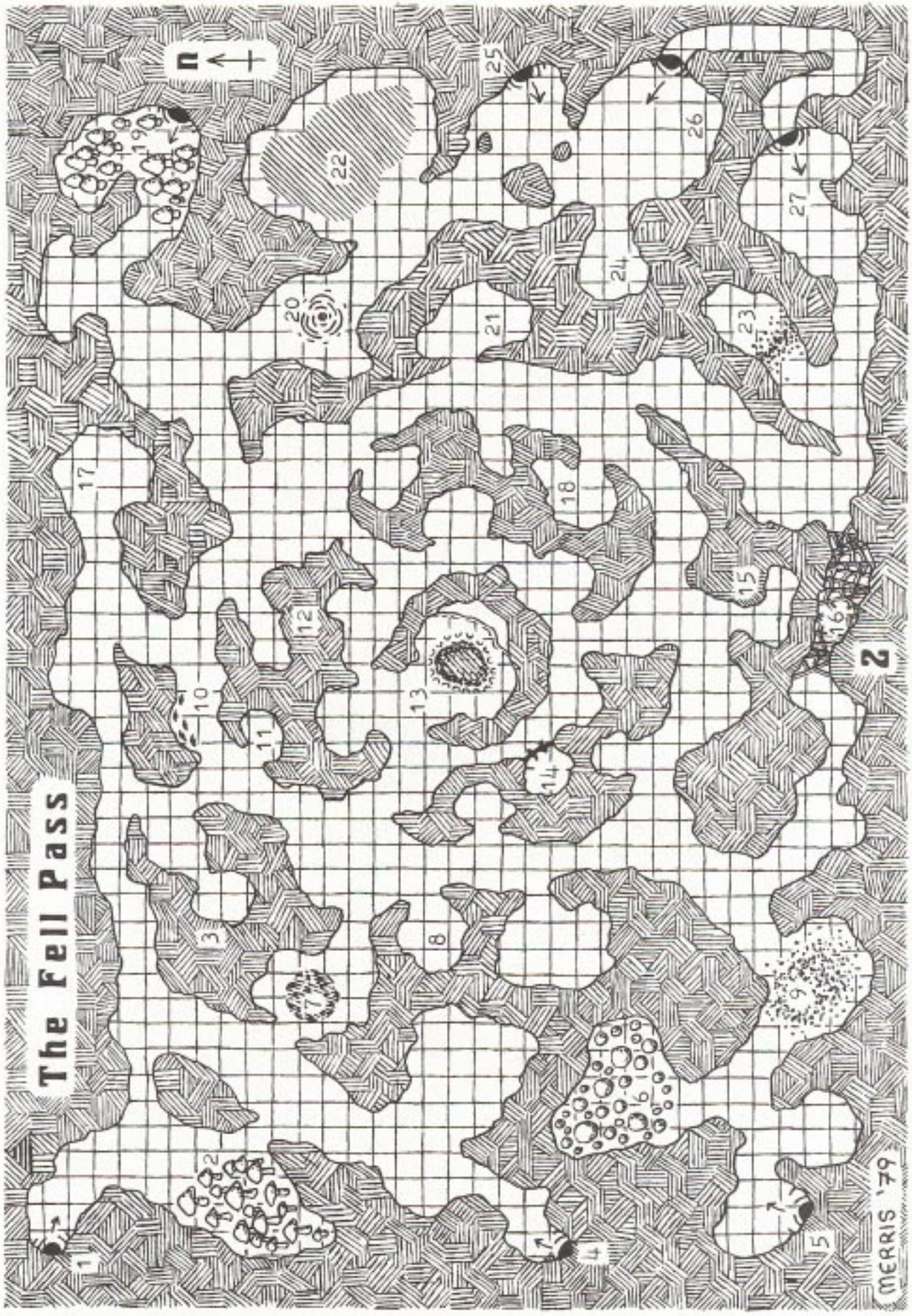
The author is one of those rare birds, a native Californian, born, raised and happily residing in San Diego. He became enamoured of fantasy and science fiction at an early age; the first books he checked out of a public library were Eager's *Half Magic* and Heinlein's *The Rolling Stones.*

He was initiated into the mysteries of *Dungeons &Dragons* in college. Glancing through a friend's notebook, he innocently inquired as to what a "Ring of Regeneration" could possibly be. The answer astounded him. In the years since he has done his best to remain astounded and to spread his astonishment to others.

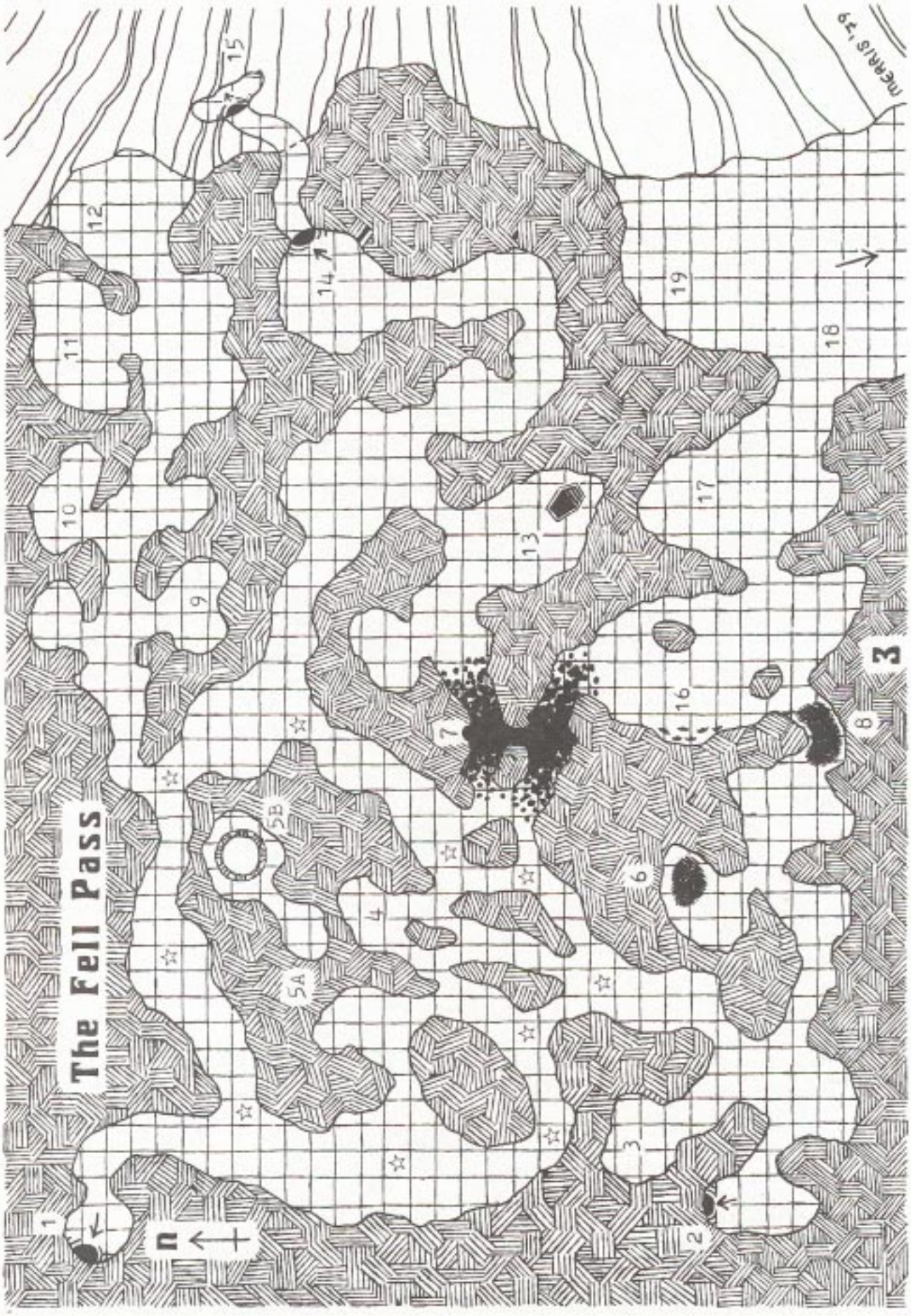
He prefers refereeing to adventuring. This, he explains, is because he enjoys devoting hours to designing maps, traps and monsters even if his players smash them to pieces in a few minutes. He denies that his preference is due to the absurdly high mortality rate among his own player-characters. (He had a character that reached the eighth level *once.)*

When not weaving the destiny of his private cosmos, the author is a systems programmer for a computer consulting firm.

He sincerely hopes that everyone enjoys fighting for his life in the Fell Pass.



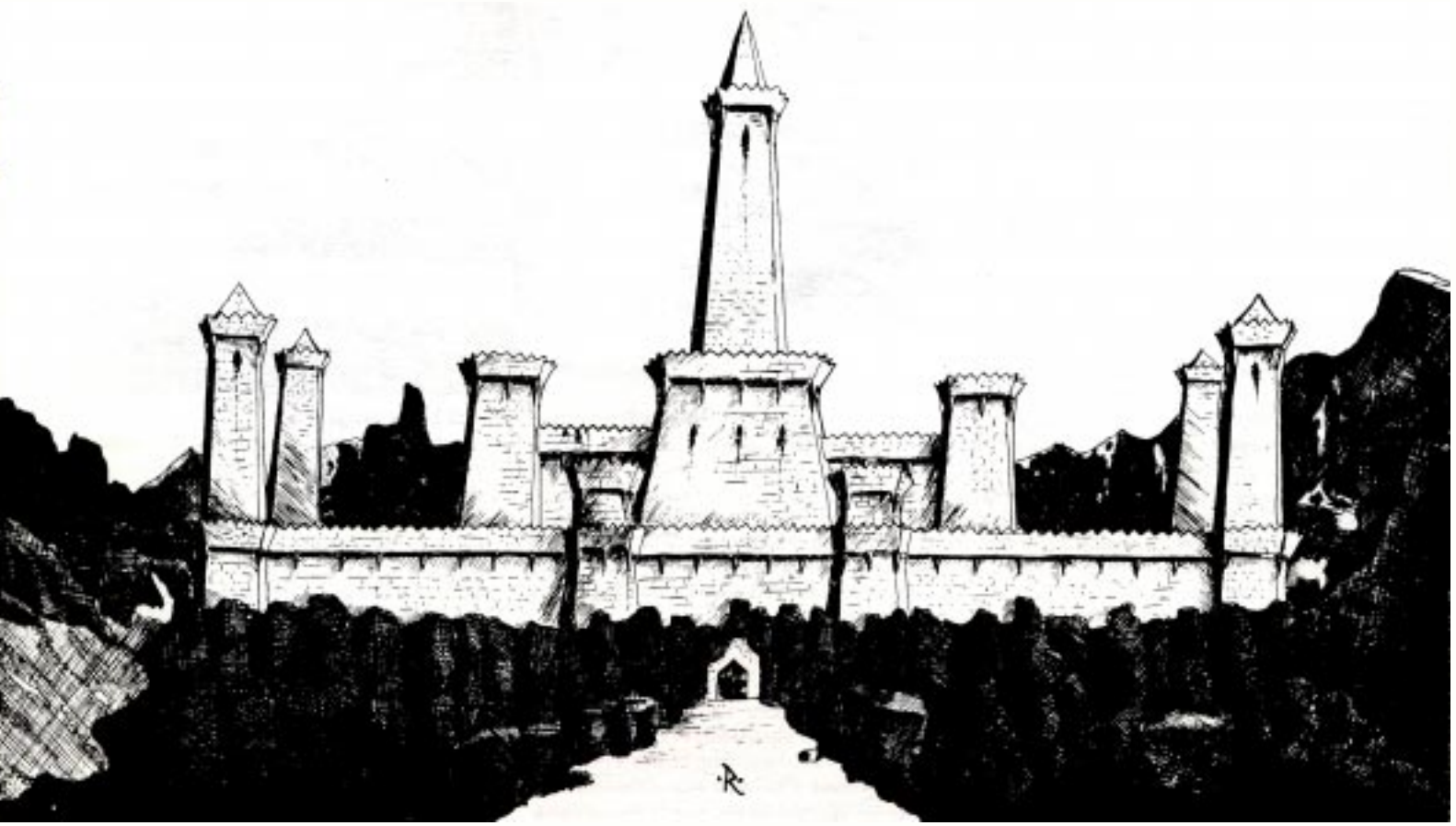
The Fell Pass, The Lower Caverns (Map 2) Other maps on pages M2, M16



The Fell Pass, East End (Map 3)

Other maps on pages M2, M15

DOOMKEEP



The Second Official AD&D Masters Tournament

PRELIMINARY BRIEFING FOR PLAYERS

The three of you are a group of adventurous wanderers. You have journeyed to a far-off land in search of the fabled **ROCK OF AGES,** a mighty artifact which is rumored to confer everlasting youth, strength and health to its possessor. You have determined that it is somewhere in this vast land, but the legends place it in at least a dozen different places.

However, you are certain that the dungeons of an ancient castle, **DOOMKEEP,** hold vital clues to the exact location of the artifact. You are before the castle, and have decided to enter it in search of not only the information it contains, but also for the chance of obtaining valuable treasure: a thought which is near and dear to your hearts. The only entrance into the castle is a door leading to a passageway down into the ground below the walls.

You will receive a map showing the land of this portion of the world and the possible locations of the **ROCK OF AGES.** After the adventure is over, you will be requested to write down the place where you believe the **ROCK OF AGES** is located, based on the clues you have uncovered. You will not be allowed to consult with your teammates on this and you will score bonus points if you select the proper location.

Note: Special instructions on how to conduct adventures in this dungeon are printed on page M7. It is suggested that prospective DMs turn to that page and read those instructions before continuing with the actual text.

THE ADVENTURE BEGINS

START. The only entrance you can find is a door slanting down into the earth. You open the door and find a short earthen ramp leading to a dark spiral staircase.

1. You follow the staircase down about 50'. It ends in a room which measures 50'x 50'. You are standing 10' from one wall ahead and 10' from a wall to your left. Before you is a door. The remainder of the room is basically plain and bare. The ceiling is 15' high and is made of huge blocks of stone, as is the floor. The left wall has been heavily plastered and on the right wall, in its center, is what appears to be a magical writing.

((a = an illusion on the ceiling which conceals a crawlway leading to the adjacent passage. b = a secret door which can only be detected on a 1 or a 1-2 by an elf. c = here the plaster can be smashed through to get to the adjacent passage. d = if a Read Magic is used on the writing, a door will open here. e = if a *Detect Magic* is cast anywhere in the room (spell only), a door will open here. f = here is a shifting wall section which can be found only on a 1 or a 1-2 by a dwarf. g = a normal secret door.))

2. ((The circular corridor.))

After the door is opened, you find yourselves looking down, not across, at the farther wall of a passage.

((The players will have to drop into the corridor, and standing upright, they will find

the entrance door above their heads. They are now standing parallel to the normal plane of the dungeon.))

The passage is filled with a mist which limits your sight to 40' in either direction.

((a, b, c, and d are rooms, and a and c are empty. Rooms b and d contain the guards; in room b are 6 *Lizard Men*, AC 4, 10HP each, armed with shields and 4 javelins each (72 points each), and room d contains 6 *Goblins*, AC6, 4HP each, armed with short bows and daggers (12 points each).

A missile cast an at enemy goes on for a full 24" during the first melee round, returning to its point of origin. The next melee round it will move another 24", and so on. The Goblins and Lizard Men have learned to dodge their own missiles as they come around behind them, so do not roll for the missiles to hit them. A missile will only stop when it has struck a target, or when the thrower catches it (which the Goblins and Lizard Men have learned to do). The players will become aware of the curving floor only if a dwarf is in their party, as the floor is magically made to appear as if it will not curve straight down just ahead.

There are two normal pits marked, and these will drop a player 10' (for 1 die damage on a 1-2). There is also a special pit in the passage. It is 70' deep. From the corridor, the players will see:))

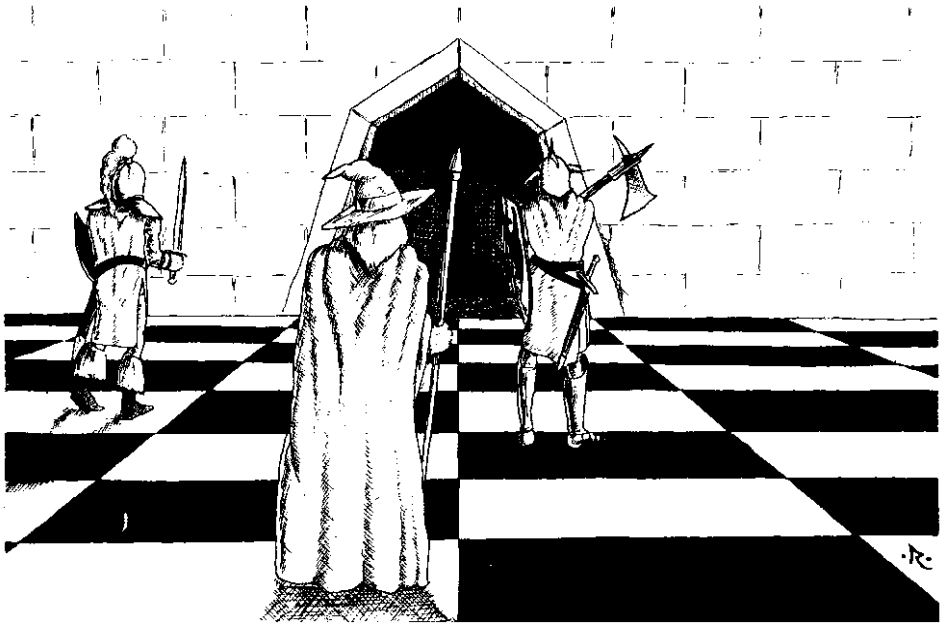
There is a pit 10' across blocking the entire passage. There is no cover on it and its depth is beyond the range for you to determine clearly, but you think that you can see a bottom.

((The pit has an invisible floor covering it. It is perfectly safe to walk on, even for a heavily laden player. The covering can be broken through fairly easily, and can be passed through by means of a *Knock* spell, *Dispel Magic*, *Passwall*, etc. If the players go into the bottom of the pit, they will see the following:))

There is a small chest on the floor, with a small box and a tube next to it.

((The chest contains 1200 gp. The small box contains an item which appears to be a portable hole; in reality it is a *Portable Manhole* (value 3000). The extradimensional warp of the portable manhole only affects three of the four dimensions, with the effect that anything which goes into the manhole will be considered as falling until the next time the manhole is opened. If this delay is longer than 15 seconds, the object will have reached terminal velocity and the object will suffer 10d6 damage when the manhole is opened and the item comes hurtling out. If the manhole is spread on the floor, the item will fall up; if on a wall, it will fall toward the opposite side of the area. Even magic items must save versus crushing blows when they come out. If something falling from the manhole strikes a living being, damage to the being will be 10HP if the object is at terminal velocity.

Inside the tube is a *True Clue* (value 1,200) written on paper. The tube is sealed and has magical writings on it. It can only be opened by smashing it, using a *Read Magic* or *Read Languages* or a *Dispel Magic* or by a Thief using his ability to pick locks. The paper has written on it the words: "The key to life is between the mountains." The writing will fade away within 10 seconds after the tube is opened.))



Watch your step in this room!

3. ((Chessboard Room.))

After opening the door, you see a large, well-lit room, 80' x 80'. Each 10' section of floor is either ivory white or ebony black, with the colors alternating in a checkerboard fashion. You are standing before a (white or black) square. On the far side of the room, an archway opens over the middle two squares. A room can be seen through the archway, and in the room is a very large chest and a feline creature about 7' tall. The feline stands on its hind legs, is jet black with blue spots and has a triangular head with three eyes on each side.

((The creature is a *Niner*, AC6, 4 dice, 18HP. It attacks twice per round with its claws only for 1-6. If it dies, is charmed or otherwise magicked so that it is not in control of itself it will collapse and "die." It will remain dead for 2 melee rounds and then come back to life. This will occur even if it is teleported or disintegrated, and it will reappear at the spot where it died. It can die 8 times in this manner. After it has come back to life the eighth time, it will die permanently, (value 165 points) but only if it is actually killed and not just charmed, etc. The Niner has a mouth, but it feeds by drawing blood through its claws as the claws contact flesh. The Niner will not enter the checkerboard area, but will attack anyone entering its room.

The checkerboard room is actually a magical chessboard. It can only be moved across by a player using a certain move of a chess piece. Assume the players represent white pieces. Using an incorrect method will result in the trespasser's being hit by a bolt of energy for 2d6 damage. The proper way to cross the board is as follows:

Fighters—Must enter room on a knight's square and move as a knight (either two forward and one sideways or one forward and one diagonal is OK).

Clerics—Must enter on a bishop's square and move as a bishop.

Magic-Users—Must enter on the queen's square (white) and move as a queen.

Thieves—Must enter on a rooks square and move as a rook.

Monks—Move as clerics.

Sub-classes—Move as the parent class.

Multi-class—May move as any applicable class.

Only a character who is actually a king may enter the king's square (black) and move as a king. Only the actual act of a person moving across a space will set off a bolt, not the movement of poles or spikes. Those who are able to move across the board without touching the floor will not be hit by a bolt.))

((Written on the bottom of the chest is a *True Clue* (value 1200): "The key to life reposes where man once dwelt." Inside the chest is 2,400 gp and the *Hand Mirror of Hoping*. The hand mirror (value 4,500 points) is a 3" circular mirror mounted on a green jade handle. It is activated by pointing the mirror surface at something and wishing for something to happen (any expression of desire, whatever for, is sufficient). Each time the mirror is used the referee will randomly roll a d10 to see what happens:

1. A Death Ray emerges (normal saving throw allowed).

2. A 5-die fireball explodes 32' away from the mirror.

3. A twin of the object pointed at appears and aids the object pointed at (if possible).

4. 27 Blackbirds fly out of the mirror and confuse (saving throw allowed vs. spell) everyone in the area for 2 melee rounds.

5. The object pointed at is sucked into the mirror, never to return.

6. The object pointed at turns into a Type I Demon which attacks the holder of the mirror.

7. A 6-die lightning bolt shoots out 60' from the mirror.

8. A *Cure Critical Wounds* spell is emitted at the thing pointed at.

9. A mist appears which obscures all vision in a 20' x 20' area (treat this as a *Confusion* spell if melee occurs in the mist).

10. Poison gas fills an area 30' x 30' (+2 on s.t).))

4. A pair of simple wooden doors open into an area that appears to be dimly lit by candles in holders on the floor. The walls are concealed by black velvet draperies except for the center of the wall directly ahead, 40' away. The walls to the immediate right and left are angled off at 45° from the 20' wide double door until the room is 40' wide. The wall ahead is lined with an array of portraits depicting various victories of good over evil.

((The diagonal curtains to immediate right and left will part, if checked, to reveal modest bathing facilities. Two bath basins, a shelf of clean linen garments and a partially filled trunk of soiled clothing can be found in each area. There is nothing of value here.))

((The portraits have no intrinsic value as the quality is rather crude.))

In the center of the room are four rows of narrow benches.

((The draperies at the right and left on the far wall will open to reveal passages if checked. If the players pass through, they will see:))

You have entered another chamber, which is also lit by candles. It is 60' wide and 80' long. Roughly in the center are two rows of church pews. On the right and left walls beside the pews are 5' x 20' tables, each holding two 4'-high candelabras.

((Each is made of mithril and plated with brass; they weight 30# each and are worth 600 gp each.))

These are very thin and delicate appearing, and the candles in them are the only source of illumination. At the near and far ends of the room are a pair of daises. At the top of the near one is a 20' x 10' ebony and teak chest which is ornately carved with images of a number of warriors battling evil creatures, demons especially.

((The chest is not locked and is filled with many sets of clothing and leather armor, bits of metal armor, old weapons, remnants of food and religious items. There is a 1 in 6 chance per person searching through this stuff (per turn) of finding *The Staff and Boots of the Earth Lord* (value 4,800).

The staff is an unbreakable cylinder of rock 6' long and streaked through with veins of platinum and gold. It has a circular hollow spot at its tip. In a leather bag tied to the staff by a thong are a 600 gp ruby and a pair of soft leather boots.

If the ruby (or any other ruby of the same size) is wedged into the hollow of the staff and its tip is struck on any surface solid enough to support a man, the ruby will turn to dust and a rough-sided circular pit, 16' across and 40' deep, will come silently into existence.

However, an illusion makes it appear that the surface is still solid, and the sudden appearance of the pit will go unnoticed, even to someone watching the transformation. The illusion will last for three full turns but the pit is permanent. The staff may be used a maximum of once per day.

The boots will allow the wearer to walk across the illusionary surface of the pit for as long as the illusion lasts.))

((If the pews are inspected, a scrap of paper will be found, neatly folded, which has the following written on it (this is a false clue): "Seek the old Ones."))

The far wall is dominated by a large, donut-like structure set on a dais. Above the structure is a brass plate which reads "Portal of Eternal Life" in large letters. The structure appears to be made of living plant life, bearing bright green leaves, red and white berries and a strange-looking, deep orange-colored fruit.

((If eaten, the fruit and berries taste good, but the berries will cause a deep, comatose sleep within 3 turns if a save versus poison is not made. No ill effects will be noticed immediately.))

Within the plant structure a rainbow of color is visible.

((If a character steps onto the dais, the following will occur:

The candles will dim.

The color pattern of the portal will increase in intensity.

A deep, melodic voice will appear to speak from within the portal and say: "Behold the Portal of Eternal Life" . . . "You stand upon the threshold of the undying lands. Those with strong will and great courage may reap the rewards of neverending life. Lay down your implements of mortal man and witness that neverending life is possible to those who believe . . . Welcome."

A scene will appear with the portal portraying a handsome elven lord dressed in silk robes. He holds out his hand. He then turns to reveal a lush, fruit-laden valley with ankle-high grasses and a narrow brook. An irregularly shaped metallic object with a rough surface can be seen behind the stream. Six elven maidens and three elven gentlemen can be seen cavorting in the grasses. The elven lord walks away from the portal and joins the group.

This scene fades, the colors reappear, and the candles brighten.

If anyone approaches the portal to enter it, the lord will reappear, lead the character down a path to the valley and join the elven group in conversation. The picture then fades again.))

((A dwarf will definitely not trust this elven scene and will say as much to anyone present.))

((This portal is actually a disintegration chamber with a sophisticated, programmed illusion used to create the scenes. The illusion will be believed unless a *Detect Illusion* spell is used.))

Standing in the far corner is a strange, metallic statue. It is about 8' tall and 15' long. It has a large central body, and extending out in front of it are 8 razor-sharp discs. The discs are about 3' in diameter and are mounted across a 10' rod. Coming out of the rear of the body is a large cylinder of some kind. It has two feelers extending from its top.

((This is a *Harrow;* AC -3, 9 dice, 40HP, value 2,400. It is a creature from another universe which is composed entirely of ferrous metal. Its life force and mode of movement are of magnetic origin, and it is surrounded by a strong magnetic field which gives it a magic resistance of 50%. It feeds by absorbing the magnetic auras of dying creatures and by ingesting iron and steel directly into its central body. It can attack twice per turn, once with its discs at all targets in a 10'-wide space for 3-12; if it misses, a second

The Staff of the Earth Lord can be a real jewel to possess.

attack is allowed by the massive rear drive cylinder on the same targets for 4-16. The two feelers are sensors which detect the magnetic auras of living creatures. The Harrow is unaffected by paralyzation and all mind-influencing attacks, and cold attacks do half or no damage. When it is killed, all of a Harrow's parts freeze up and are immovable. The Harrow will not attack unless attacked, or if any person who has stepped up on either dais leaves the dais.))

5. ((Opening the secret door reveals the following:))

You see a well-furnished room, 20' x 20', extending to your right and ahead. The room is obviously the study of a wealthy man. There are three small tables, four chairs, and an assortment of rugs and wall hangings. On either side of the door are large stone urns full of dirt, which apparently once also held plants. There is a rice-paper ceiling.

((The ceiling conceals the room's true height of 30'.))

Facing the huge stone fireplace which dominates the right wall is a massive, padded wooden chair and table on which are placed wine, cheese, bread and a large bowl of walnuts in the shell. Next to the chair is a 6'-long lizard with huge eyes and violet scales.

((This is a *Thesaurus;* AC 6, 6 Dice, 20HP, value 900. It is 90% magic-resistant, of genius-level intelligence, and has such tremendously quick mental reflexes that it always gains the initiative in every combat round. It gets a single attack which will affect every creature within 60'. To attack, the Thesaurus will utter a single word. If any player states aloud the definition of the word, all who could understand the definition are safe. If none say the definition, or some do not hear it, each receives three points of damage and is stunned for the remainder of the round, forfeiting the chance to attack or take other action. The words the Thesaurus will use are (in order):

Epigram—a terse, witty, pointed statement;

Kith—friends, acquaintances;

Nostrum—a quack medicine;

Vacuity—emptiness (or inanity);

Kismet—fate, destiny;

Coalesce—to unite into a single body or group;

Avarice—greed for money;

Apropos—opportune (or relevant);

Dory—a small boat with high sides used for fishing;

Peeve—to become annoyed, an annoyance;

Stipple—to paint, draw or engrave in small dots.

The exact definition need not be given, just enough to convey the sense. If the Thesaurus runs through all of these words, it will mysteriously vanish (it can teleport).))

((Treasure is concealed inside some of the walnut shells. There are 20 shells. Twelve hold single black pearls worth 900 gp each. One holds a false clue in the form of a paper which reads: "Search to the east." One holds a 600 gp ruby. Two hold slips of parchment inscribed with exploding runes (for 1-6 HP in a 5' radius). Two hold white powder which explodes upon contact with the air in a bright flash, causing blindness for 3 turns. Two are empty. Roll randomly for which shells are opened first, unless the players have a way of testing them.))

((Smashing the nuts open will destroy the pearls.))

There are bookshelves on the far wall.

((There is nothing of value in the books.))

Near the door is a cabinet.

((It is an illusion which can be seen but not touched; it does nothing.))

On each side of the cabinet are 3 carved wooden wall hangings.

((They are valued at 24 gp each.))

((Concealed behind one hanging is a hole 6 inches in diameter and 18 inches deep. There is nothing in the hole, but anything that is stuck into the hole will be cut off by a heavy guillotine blade which will work repeatedly.))

((One of the rugs is an expensive beaver skin, value 1,200 gp and it conceals a trap door (false). Pulling the ring on the false door releases a number of spiked balls from the ceiling, which will fall, missing the furniture, and have a 2 in 6 chance of hitting each player for 4HP.))

6. ((As the players walk down this corridor they will notice a bright light coming from somewhere up ahead.))

((As they turn the corner they will come upon a tremendous light, so bright that it is impossible to look at it. The purpose of this intense light is to disguise the secret door at "A". The light was created by the occupant of room A—one Co-Dacc, a being from another universe who was stranded here when his universal transporter apparatus had a part stolen from it by a demon. He has been here for 217 days, and each day he has cast a *Continual Light* spell on that spot; thus, a *Dispel Magic* or *Darkness* spell would only remove 1/217th of the light The light definitely prevents any kind of visual detection of the secret door (including by a *Gem of Seeing).))*

((If the players pass the light at "A", select one of them at random until one fails to make a saving throw vs. magic at -3. Then take that player aside and read him or her the following:))

You suddenly feel that something is very wrong with you, as if part of your psyche is missing. Suddenly you hear a voice in your mind say that your soul-psyche has been stolen and placed in the Black Box of the Inverted Soul, and that the owner of the voice has only to open the box and let light in to destroy the soul-psyche. The voice says that you can regain your soul by proceeding down the corridor to a room and obtaining a small metal part that looks like the tip of a dagger. You will say nothing of this to your friends if you wish your soul to survive.

((The Black Box of the Inverted Soul (value 3,900) is focused through a tiny hole in the secret door. It is operated by depressing a small lever. Instantly (unless the target makes a save versus magic at -3), part of the soul and psyche of the target (in the form of a tiny human replica) is sucked into the box, turned upside down and affixed to a wet sheet of paper at the inside rear of the box. Co-Dacc can communicate telepathically with the soul-psyche and the player. The player can function normally, except that he or she will not remember his/her name and will not recognize it if addressed. If Co-Dacc opens the box and lets light fall on the tiny human, it will be destroyed, resulting in a system shock check for the player. If the check is made, the character will be comatose for 10 turns, and if it is not made, he/she will also lose 2-8 points from both Intelligence and Wisdom. If the missing piece is brought back and slipped under the door, Co-Dacc will open the box in a dark area and pass out the paper in an envelope which the player must eat to regain his/her soul. Co-Dacc, the black box and the machine will then immediately disappear into another universe.

Co-Dacc is AC10, 2 dice, 10HP and has a magic resistance of 75%. He is value 300. The players cannot figure out how to repair the machine at all, even with the missing part. Co-Dacc also has a *Wand of Fear* with 20 charges (value 30).))

((If the players progress past "A", they will see the following at "B":))

Ahead there is a set of stairs leading down, and before it is a shadowy figure.

((The shadowy figure is a *Zombie,* AC8, 8HP, value 30. It is a normal Zombie except that it cannot be turned (It may be destroyed by a Cleric of 6th or higher level.). It has a small sack containing 3 *Potions of Gaseous Form* (value 0 if used, value 300 if saved) which are so labeled.))

((The stairs are 20' long, and if the players reach the bottom at landing "C", they will see some stairs up and will automatically trigger a pressure plate which will cause the entire stone ceiling above the stairs to lower quickly in an attempt to crush them. The ceiling matches exactly the configuration of the stairs, but the party will only notice this if they specifically say that they are examining the ceiling above the stairs. The ceiling will descend at such a rate that the players can only run out if they use any of the following spells: *Haste, Speed, Fly,* or one with a similar effect. There is time to *Teleport* or *Dimension Door*. There is also time to drink the potions of gaseous form, but this will result in all equipment of the player(s) being left behind. Anyone caught on the stairs or the landing will be killed, but equipment will not be destroyed. The ceiling will close fully in 2 segments.))

((At "D" is another bag with 3 more

Potions of Gaseous Form (value 0 if used, value 300 each if saved).))

7. ((Both doors to this room are as follows:))

You see before you a standard-size door which is extremely old, worn, cracked and discolored. Above the door is a message written in common. One of you reads it aloud for the others, and it says:

"Room of magical and wealthy treasures,
But you must act fast, or it won't be yours.
The money you get is yours forever,
The people I get are my only treasure."

((The door will not open unless this message is read aloud one more time. It cannot be broken down or magically opened. If the door is touched, the *Krackseam* will attack. The Krackseam is a leech-like creature which appears as a discolored seam or crack on the door. It is AC10, 5 dice, 24 HP, value 90. It is a perfect chameleon, and will not be noticed until it attaches itself to someone. When attached, it bites and drains blood at 3HP per turn.))

((When the door opens, it opens by itself, and the players will see:))

You see a room 40' square with a door in the opposite wall.

((There is an illusion covering the floor to make it seem that the floor is actually flat and level; in reality, there is a funnel-like depression in the center. *True seeing*, etc. will reveal the funnel, which slopes down 10' and ends in a black hole. There is a 3'-wide walkway around the funnel. The walls of the funnel are very slippery, and the first person to approach the center of the room will fall in and disappear into the hole in 1 round unless he is pulled out or a spell is cast. The hole in the center is a disintegration chamber and is 3' in diameter, but this is not obvious; it will seem as if things fall into the hole and drop out of sight. The illusion disappears only when a person falls into the funnel.))

((When the illusion disappears, the players will see:))

Five segments later, from a point on the wall of the funnel, a small sphere shoots out and starts spiraling toward the bottom of the funnel.

((The balls weigh 200gp each and are highly magical. They can't be stopped unless one is within 5' of them, even with a spell. It takes 12 segments for the first ball to reach the bottom and drop into the hole. When the first ball is caught or falls into the hole, another will come out. There are 10 balls, and each one takes one less segment of time to reach the bottom. Once a ball is caught, it is not possible to catch another ball using the same method. For example, someone sticks his foot in front of the first ball and stops it; following balls would be immune to that and would continue past, breaking the foot and causing 5HP.))

((The balls will emerge in this order: Copper, value 24gp; silver, value 45gp; electrum (silvey), value 105gp; gold, value 210gp; platinum, value 1,200gp; fool's gold of no value; a gray *Healing Stone* which

What does he see?

cures 2-12HP for one holder once per day, value 2,400; a ruby, value 3,000gp; a diamond, value 4,500gp; a green stone which explodes on contact with someone or something for 2-8HP. Each ball has a fine seam around it, and can be gently pulled apart to reveal a hollowed-out opening. The first ball is empty, but all others except the healing stone and the exploding stone have a small parchment inside which is a *True Clue* (value 1,200) and reads: "The key to life lies underground."))

8. You see a room which is 40' deep and 20' wide. There is an alcove at the far end along the right-side wall which is 10' deep and 20' wide. At every comer and positioned along the walls at 10' intervals at a height of 6, are fist-sized glass bulbs containing glowing objects.

((They are fire beetle glands in formaldehyde, value 300 each; there are 14 of them.))

Each casts an eerie red illumination.

((If one is broken, its light will go out.))

There is a 3'-wide table running the length of the left wall. There is much trash and broken glass on the table.

((A casual search will find 5 unbroken bottles; one has a pink antibiotic which will prevent the drinker from getting any disease for 48 hours (value 300); the second has a clear rubbing alcohol; the third has a yellow-white solution of sodium pentathol which will, if drunk, seem to feel as if it heals wounds, but does not and will cause the drinker to answer questions truthfully for 1 hour (value 300); the fourth has pale yellow nitroglycerin, save vs. poison if drunk, will explode for 3-18HP if jostled strongly (value 300); the last has thick, white sodium bicarbonate, which will give a +5 on any poison saving throw for 1 hour if drunk (value 30gp). None register as magic. None are labeled.))

Under the table is more trash and broken glass.

((This is all of no value.))

In the alcove is a small coal furnace. A bucket of coal sits at its side and a pair of forge tongs hangs at its other side. The furnace is cold.

((There is nothing in the ashes.))

The far wall from the door is lined with a huge bookcase.

((There are 432 books, or 108 per shelf; most deal with chemistry or pharmacy. A *Detect Magic* will reveal one that is magical. It is a *Tome of Clear Thought* of value 6,000.))

Seen immediately to the left of the door upon entering the room are 3 soiled lab coats hanging on pegs.

((In the left pocket of the center coat is an old rag with a green contact poison on it; Save versus poison at +1 or die in 4 segments.))

On the wall to the right of the door is a table with chair. A parchment lies on the table.

((It reads in common, "All beings are to immediately evacuate the Fortress. Any item of value which cannot be taken along must be destroyed."))

At the far end of the room, in front of the book shelves, stands a fountain. It appears to be flowing with a clear, fruity-smelling wine.

((One person, at random, will have an undeniable desire to taste it at least once, and any player that mentions that he would like to taste it will surely do so. It is richly refreshing and has an exhilarating flavor, and the drinker will have an overwhelming desire to drink again unless a save versus spell is made at -2. Dwarves do not gain their Constitution bonus on this save. If a player drinks a second time, he will also drink a third time unless he makes a normal save versus spell. After three drinks, the person will have no desire to drink further. Non-players (or players who are charmed, etc.) will drink 3 times and cannot be prevented from doing so, since all such beings are fascinated by the fountain. After one full turn, anyone who tasted the wine will begin to show signs of moderate intoxication: vision becomes blurred, speech slurred, and they stumble and attack at -2. After another full turn, anyone who drank twice becomes absolutely drunk. They sing and shout and rave, falling over themselves and fighting at -4. They have a 50% chance of failing to cast spells. After another full turn, anyone who drank three times will fall into a drunken stupor for 10 turns. (Treat this as 5 minutes of actual stopwatch time if the players wait for them to recover). There is no hangover. The wine will detect as magic, but not as a trap or poison, and it is not evil. *Neutralize Poison, Cure Wounds, Purify Food and Water* or *Remove Curse* (plus other high-level spells of similar nature) will remove the effects.))

((If the players find and enter the secret door, they will find a 5'-wide corridor. If they follow it and enter the next door, they will see:))

You see a room of 15'x15'. At each corner is another glowing bulb. In the far left comer is a bed.

((In the mattress is a 300gp gem.))

Between the bed and the door is a small table with a wash basin on it. Under the table is a cask of water. A dresser sits against the

center of the far wall. On top of the dresser is a small silver mirror (value 30gp).

((The drawers contain clothing and food.))

In the far right-hand comer of the room is a desk and a wooden chair.

((Inside the desk are paper, quills, a small vial filled with black powder (dried ink), 3 empty bottles, a balance scale, measuring beakers, and old clothes. Taped to the back of the center drawer are the *Three Body Bands of Talfelon* (see below).))

On the bed is a horrid creature. It has a stubby, rectangular body 4' long and 2' wide. It is 1½' tall. It has two 4'-long "feelers" projecting from its front and dozens of short legs.

((This is an *Electric Crawler*. It is AC -2, 4 dice, 20HP, value 900. It feeds off light and heat energy (including magical emanations). There is a 10% chance per "+" (or a 1% chance per charge) that it will absorb the magic from any magic item which strikes it or it touches. It can do this only once per day, and it is not selective about it.))

((When it is attacking, it hits for 1-10 pts. of electrical damage; if it misses, add 5 to the "to hit" roll for the next attempt and if a hit results with the new number, it arcs an electric charge from itself to a target for 1-8HP. Each time an opponent is hit, he must save vs. paralyzation or be stunned for one round from electrical shock. An arc will only occur if the person is carrying metal of at least the mass of a dagger. The Electric Crawler is 75% resistant to magic except for the following: *Polymorph* adds 5HP for 1 day; *Lightning Bolt* increases hit points to 36; *Disintegrate* has no save or resistance, it always works; *Charm* always works, but each turn there is a 25% chance that it will absorb the magic from one of its master's magic items. The beast has 360-degree radar and can communicate telepathically, but understands only the tongue of Lizard Men.))

((The *Body Bands of Talfelon*, value 3,000: These are three small, leather bands, one of which is obviously to be worn as a collar, and the other two as wristbands. A keen eye will detect many undecipherable marks and runes and a faint metallic trim. The bands cannot be cut or marked in any way. If a Fighter-class or Magic-User-class player puts on the bands, he will immediately lose 1 experience level and take 1-12HP. If a Cleric-class player puts them on, he will lose 2 levels and 1-10HP. If a Thief or Monk (or a multi-class player who is part Thief) puts the bands on, they will fit perfectly and become nonremovable. Damage sustained by the other classes will occur each day until the bands are removed. A Thief or Monk wearing the body bands will have his Dexterity increased to 18, with the appropriate increase in thieving abilities, and gains the advantage of using the matrix for Fighters when attempting to hit in combat. There are other special abilities. If the Thief or Monk rubs the right arm band, he will, for the next 10 turns, be 75% magic resistant (rubbing can only be done once per day and only takes effect after 1-4 rounds). If the left arm band is rubbed the Thief or Monk will, for 10 turns, be automatically successful at any of the thieving abilities (rubbing can only be done once per day, and only takes effect after 1-4 rounds). If he rubs the neck band, for the next 10 turns an invisible aura is in existence around the wearer and acts as a *Cloak of Protection* +3 (he can only be detected by a gem of seeing, etc; this can only be formed once per day and takes effect only after 1-4 rounds). If he rubs the two armbands together, he will be shielded, for the next 10 turns, from magic as with a 60% resistance and as a cloak of protection +2. Activating this shield causes the wearer to take 5HP of damage; this can be done as often as desired by the wearer and takes effect immediately. Activating any function of the bands will cancel any previously activated function (if still active) immediately. The band can be removed only after the death of the Thief or Monk.))

((Taped to the back of the right-hand drawer is the following *True Clue*, value 1,200: "Seek the mazes for the key to life."))

9. *((Caution: The Players are in a Transparent Maze:* All interior walls are invisible, making it appear to the players that they are in a large open area. They will be able to see all of the possible encounters in the area since the room is brightly lighted, but the walls distort distance, so do not give them numbers.))

You see a well lit, large open area extending forward and then dog-legging to the right. At the far end of the dog-leg, you see a single door. There are a number of things in the area which you can see.

((No mark can be made on the walls, and nothing will adhere to them. The players and monsters can see each other, and the monsters will charge on a straight line when the players get within 30', even if there is a wall in the way. Monsters will return to the original location if they run into a wall (even they don't know where the walls are).))

((The players see the following:))

((At "A":))

Ahead and slightly to the left is a *Cave Bear*.

((It is AC6, 6 dice, 30HP, attacks 3 times for 1-8/1-8/1-12, value 600.))

Next to the bear is a chest.

((This contains 6,000ep and has been trapped with the spell *"Oberon's Faerie Fire."* This spell, when the chest is opened, will bask all objects within 1" in a **permanent** orange faerie fire. Thus, the person who opened the chest will forever glow in the dark (and so will anyone else who was nearby). The spell can only be removed by a *Dispel Magic, Limited Wish, Alter Reality* or *Remove Curse*, or by washing with a strong acid (10HP).))

((At "B":))

Ahead and slightly to the right you see a troll.

((It is AC4, 7 dice, 35HP, attacks 3 times for 2-5/2-5/2-8, value 750. It has a leather bag containing 1,200gp and one 600gp gem.))

((At "C":))

Near the wall on the right and some distance from the front wall is a small, hunchbacked man.

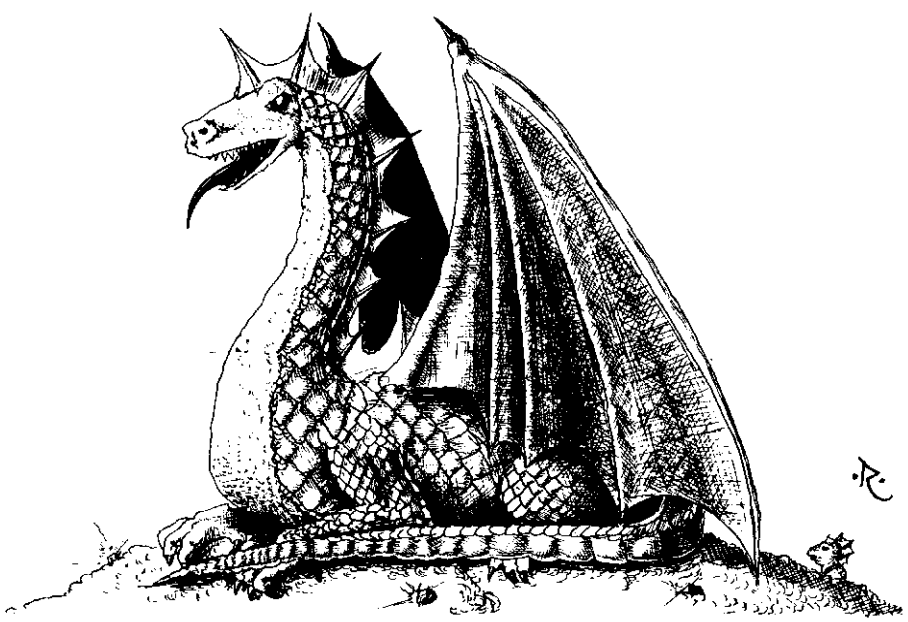
((He is lost, has no value, AC10, 1 HP, and cannot attack. If led from the maze, he will give the players the following *True Clue* (value 1,200) which he has committed to memory: "The key to life is north of the woods." He knows nothing else of this area of the rock of ages.))

((At "D":))

Beyond the Troll you see a Green Dragon sitting on a pile of treasure.

((It is AC2, 7 dice, 28HP, value 2,100. It

(Turn to page M11)



The dragon is awesome, but so is its treasure.

Information for the DM's Eyes Only!

The Second Official Invitational AD&D Masters Tournament is written up and presented in a way which makes it easy for the DM to reveal the details of the dungeon to players as they make their way through it.

In the text, all material inside double parentheses and printed in black is not meant to be revealed to the players until they actually begin or resolve an encounter. Material not inside the double parentheses, printed in red, should be read aloud to players when they are in the section of the dungeon to which the text applies. This system spells out exactly what the players are entitled to know, and separates that from information which they must discover through intelligence and ingenuity.

The scoring system used in the Second Official Invitational AD&D Masters Tournament was complex and very demanding of the judges who oversaw the action. Objective points were awarded to a player or team at the completion or achievement of a certain action or goal. Subjective points were awarded at the discretion of the judges, when the judges determined that the requirements for a player or players obtaining those points had been fulfilled. In the Masters Tournament, there were two judges for each team's excursion, and both judges were permitted to award subjective points (without the other's knowledge) if they both ruled that such points were deserved. Objective points were only tabulated once, and were kept track of by one of the two judges.

Points for a certain accomplishment may be shared by all the players who contributed to that accomplishment, or they may be awarded to an individual who achieves a certain goal.

Points were scored as follows:

Objective points, Individual:

+10,000—Choosing correct location of Rock of Ages (only if individual is alive or resurrectable at end of adventure).

+1,200—Finding a True Clue.

For slaying monsters, points are awarded as per the values listed for those monsters along with their descriptions in the text.

-1 per hit point—Deducted for unhealed damage to a player at the end of the adventure.

-50—Deducted for death of player (each occasion).

-100—Deducted for player who is dead but resurrectable at end of adventure.

-1,000—Deducted for player who is dead and not resurrectable at end of adventure.

-10—Deducted for death of teammate (each occasion).

-50—Deducted for each teammate dead but resurrectable at end of adventure.

-1,000—Deducted for each teammate dead and not resurrectable at end of adventure.

Objective points, Shared:

+12,000—Gaining possession of Rock of Ages (even without knowing what it is).

For gaining possession of magic items, points are awarded as per the values listed for those items along with their descriptions in the text.

Subjective points, Individual:

For determining the correct use of a magic item, a player receives points equal to its value as listed in the text.

-1,000—Deducted for causing the death of a teammate by stupidity.

-500—Deducted for causing the death of a teammate by accident

-2,000—Deducted for purposely causing the death of a teammate.

-1 to -10—Deducted on each occasion when a player demonstrates stupidity, slowness, or other undesirable qualities.

+1 to +10—Added on each occasion when a player demonstrates quick, smart or decisive action.

Players who die are still eligible for their portion of Shared points, and can still incur a penalty in points for the death of other teammates. No points are awarded for finding false clues.

Other points of information for DMs are as follows:

There is no surprise during the adventure. Do not read directions as "north-south" for players; use "left" and "right" instead.

Players must enter a room or area before they will be able to see what it contains, unless they cast some kind of light spell. Even the most powerful torch or lantern will only allow them to see living creatures as shadows. Similarly, in corridors the players will not see doors or other features until they are upon them, because of the effect of shadows. Even infravision will not change this.

All intrinsic magic in the area (such as held doors) was placed by the equivalent of an 18th-level Magic-User.

There are no wandering monsters.

Spell-casting characters may prepare such things as a *Continual Light* wand by selecting a Continual Light spell for the adventure and using it on a stick. Other such combinations are possible, but must be made using spells selected for the adventure; none of these types of things can have been prepared "on the previous day." A Magic-User may select a *Find Familiar* spell if he wishes a familiar, but the normal procedure must be used to see if he actually obtains one.

The DM must be able to see any dice rolls made by the players. All damage rolls should be made by the DM in any case. Players may be permitted to roll for initiative, to hit and saving throws.

Players do not score points for treasure or magic items used up, destroyed or discarded before the end of the adventure.

Here's What the Masters Had to Start With

People who played in the Second Official Invitational AD&D Masters Tournament at GenCon XII were grouped in three-member teams for their trip through the dungeon. Each team was allowed to pick three player-characters from a list of 14 characters, and each team had three. hours of real time to adventure.

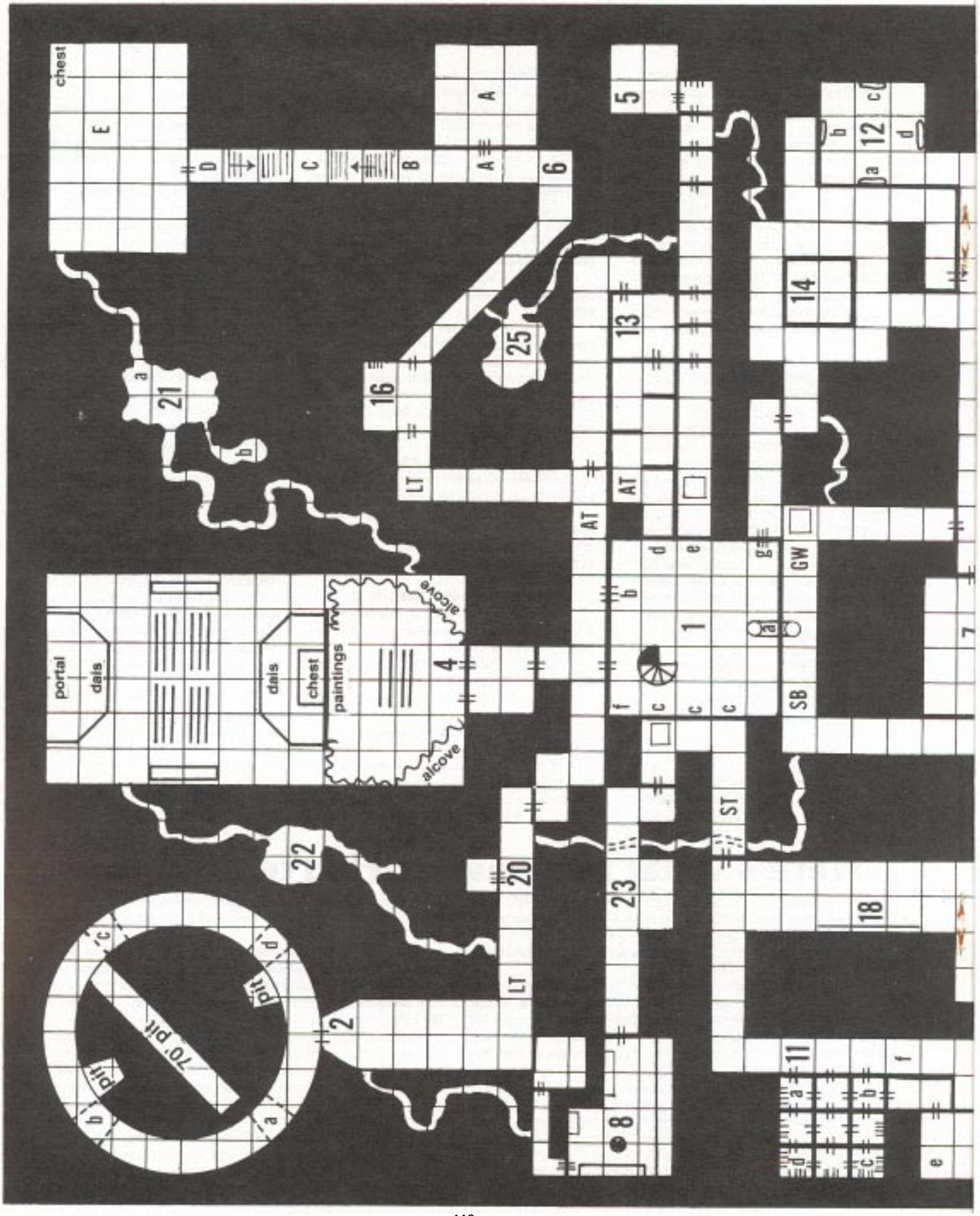
Any Dungeon Master who wants to run a group of players through the Masters Tournament module can, of course, alter any of the preconditions as he or she sees fit. This information is presented for those who might want to pattern their adventure along the same lines, and for those who are interested in knowing the details of how the tournament was set up.

The only information available to the players before they made their character selections was the class, race and level of each of the 14 available characters. They were as follows: 8th-level human Cleric, 10th-level human Druid, 8th-level human Fighter, 7th-level human Paladin, 7th-level human Ranger, 9th-level human Magic-User, 8th-level human Illusionist, 9th-level human Thief, 8th-level human Assassin, 7th-level human Monk, an elven 6th-level Fighter/7th-level Magic-User, a dwarven 6th-level Fighter/7th-level Thief, a half-elven 7th-level Magic-User/5th-level Cleric, and a half-orc 4th-level Cleric/6th-level Thief.

Each character was allowed to begin the adventure with certain basic equipment, and players were permitted to add to that equipment anything which is listed in the *Players Handbook* on the equipment list. Any requests for special equipment were handled at the discretion of the judge.

Spell-casting characters selected their own spells. Each player also received a "shopping list" of magic items (not reproduced herein), and each player was given 100 "points" to spend on items from that list. Players on the same team were allowed to pool their points or transfer them freely from one character to another before making their selections of items.

The three-hour time limit included all the time necessary for each team to set up their characters, so it was important for each team to outfit its members and record their possessions as quickly as possible, leaving as much time as they could for actual adventuring.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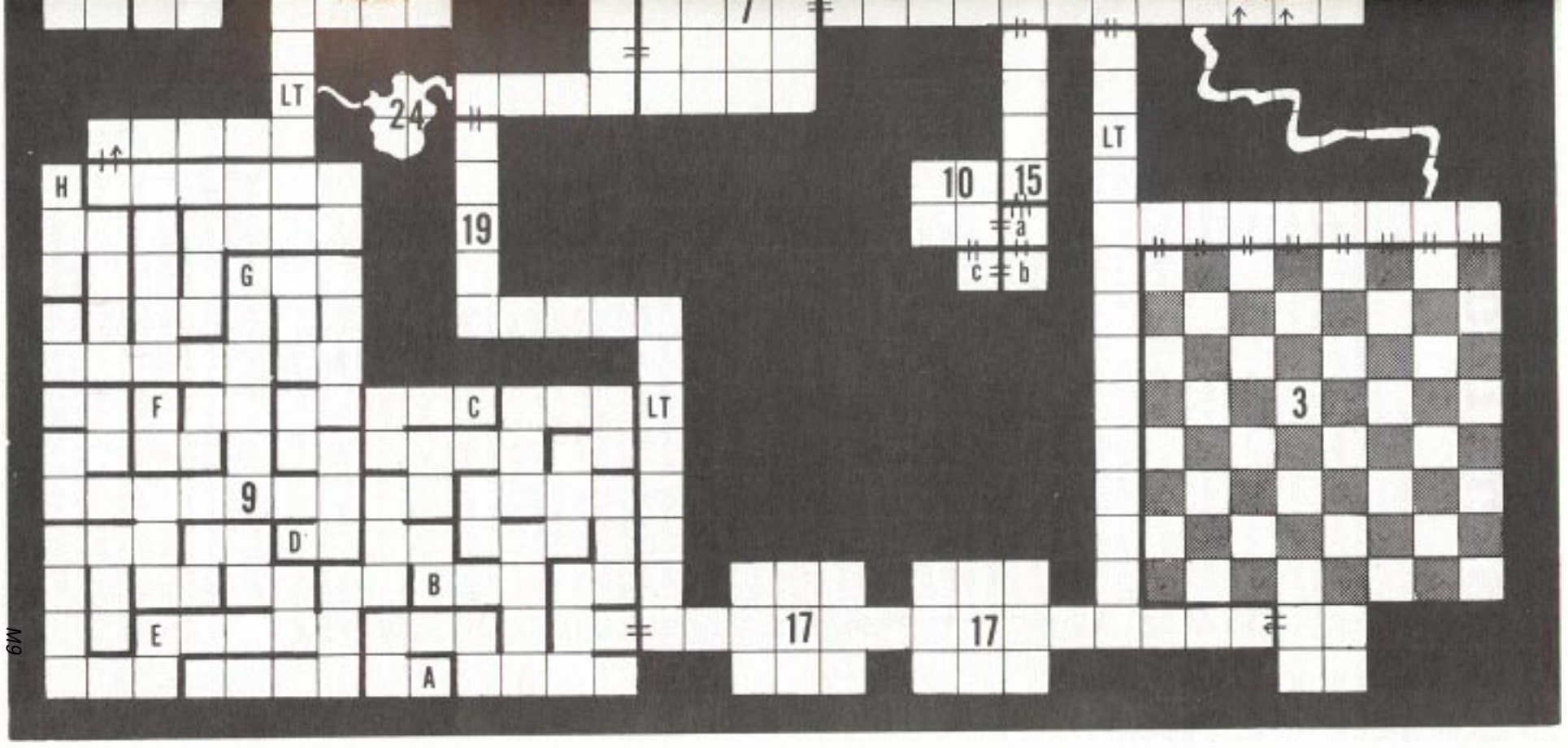


Map Legend

- Resisting door
- Secret door
- False door
- One-way door
- Pit, 10' deep

AT Arrow trap (6 arrows for 1-6 and 3 hp each)

ST Spear trap (1 spear, automatic hit for 5 hp)

SB Scything blade (2 in 6 per person for 6 hp)

GW Gust of wind, blowing out all torches

LT Leomund's Trap, no saving throw

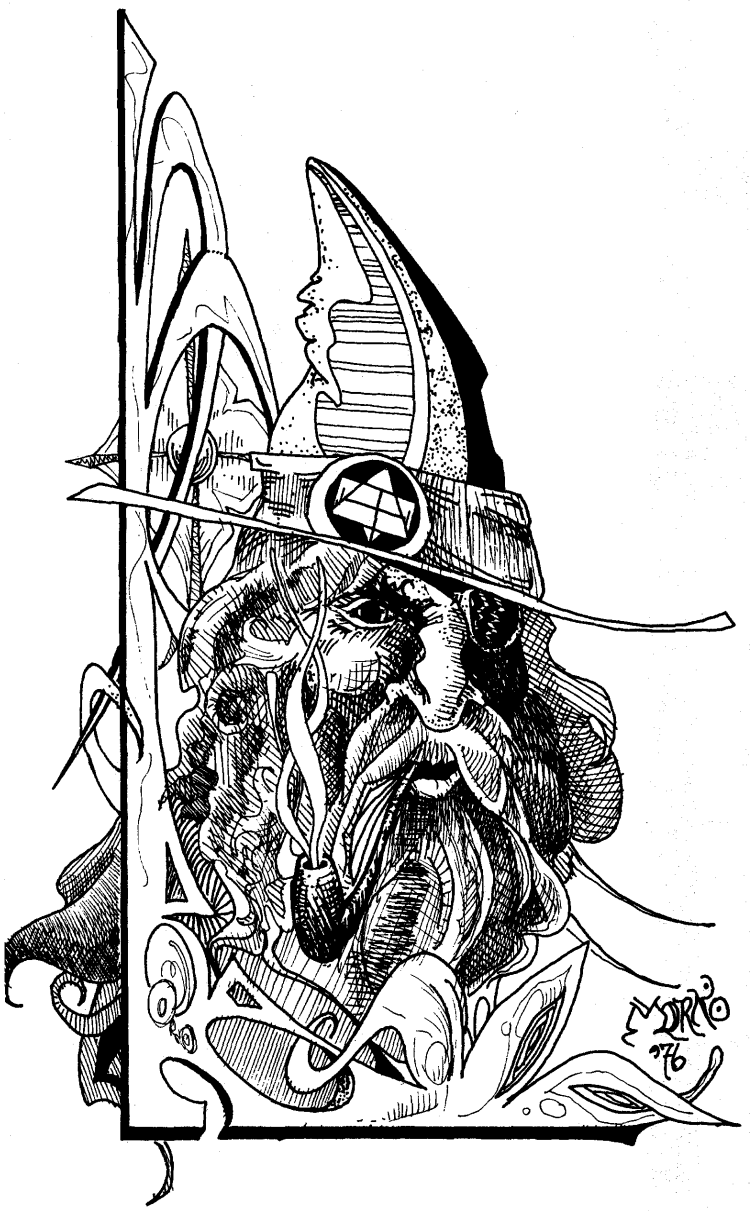
- Spiral staircase
- Area underneath main level of floor
- Rat tunnel; all rat tunnels are 3' high and 4' across, allowing passage to only one person at a time, if that person crawls on hands and knees.

How the Masters Did

Robin Hostetter of Augusta, Ga. was perched atop the standings when the search for the Rock of Ages ended at GenCon XII on Aug. 19, 1979. As the top individual finisher in the Second Official Advanced Dungeons & Dragons Masters Tournament, he received a trophy cup from TSR Hobbies, Inc., which sponsored the tournament.

Robin was one of 36 players in "Masters II," 24 of whom had not played in the First Invitational. New players took 10 of the first 13 places in the second tournament, indicating that as AD&D becomes more popular, the number of players of "master" ability increases.

John Baillie of Nottingham, England, and Brian Price of Greendale, Wis., received plaques for placing second and third, respectively. Lawrence Schick, a member of the TSR Hobbies Design Department and another first-time player, finished fourth. He was the leading player of Team 11, which won the award for most effective team. The team also included Ralph Williams of TSR Hobbies and The Dragon's own Gary (Jake) Jaquet, who placed sixth and seventh.



The highest finisher among those who also played in "Masters I" was Jim Ward of Prairie du Chien, Wis. He was 13th in the first tournament and moved up to fifth in the second one.

The top five finishers from the first tournament found out that fame in AD&D, as in life, can be fleeting. The team of Bob Blake, Len Lakofka and Mark Mulkins was dispatched shortly after starting its adventure, and the three of them finished at the bottom of the standings. Amazingly, those three players placed *first, second* and *fifih* in the first tournament. John Harshman and Loren Wiseman, both carrying the standard of Game Designers' Workshop, plummeted to 18th and 24th respectively after placing third and fourth in the first tournament.

The order of finish in the Second Invitational is as follows. Persons who also played in the First Invitational are indicated with their placings in parentheses.

1. Robin Hostetter, Augusta, GA, Team 5
2. John Baillie, Nottingham, England, Team 4
3. Brian Price, Greendale, WI, Team 12
4. Lawrence Schick, TSR Hobbies, Team 11
5. Jim Ward, Prairie du Chien, WI, Team 3 (13th)
6. Ralph Williams, TSR Hobbies, Team 11 (11th)
7. Gary Jaquet, TSR Periodicals, Team 11 (15th)
8. Kathy Bullinger, Morgantown, WV, Team 9
9. Rob Kuntz, TSR Hobbies, Team 9
10. Herb Petersen, West Allis, WI, Team 5
11. Gary Peyre-Ferry, Media, PA, Team 9
12. Charles Sagui, Boaz, KY, Team 10
13. J. Eric Holmes, Los Angeles, CA, Team 7
14. Will Niebling, TSR Hobbies, Team 7 (12th)
15. Al Hammack, TSR Hobbies, Team 3 (tie for 8th)
16. Gary Gygax, TSR Hobbies, Team 7 (10th)
17. Troy Conner, Rockville, MD, Team 5
18. John Harshman, GDW, Team 3 (3rd)
19. Tony Appleby, Woodbridge, VA, Team 1
20. Greg Rihn, Wisconsin Dells, WI, Team 1
21. Rob Pritschet, Minneapolis, MN, Team 1
22. Bob Stiegel, Greendale, WI, Team 4 (tie for 8th)
23. Joe Jungbluth, Sussex, WI, Team 12
24. Loren Wiseman, GDW, Team 4 (4th)
25. Steve Kingsley, Northport, NY, Team 12
26. Dave Griggs, Fort Worth, TX, Team 2
27. Tom Towns, Baytown, TX, Team 10
28. Bob Bledsaw, Judges Guild, Team 2
29. John Muse, Roanoke, VA, Team 10
30. Tom Zarbock, San Juan Capistrano, CA, Team 2
31. Jamie Smith, Roanoke, VA, Team 6
32. Steve Zagieboylo, Norfolk, MA, Team 6
33. Mike Pautler, Ashton, MO, Team 6
34. Len Lakofka, Chicago, IL, Team 8 (2nd)
35. Mark Mulkins, Kenosha, WI, Team 8 (5th)
36. Bob Blake, Valparaiso, IN, Team 8 (1st)

Other persons who were invited to play but were unable to do so included David Frick, Conrad Froehlich, Henry Veldenz, Bruce Stewart, Steve Bradcovich, Gary Norton, Mike Mayeau, Roger Lawter, Abraham Stone and *The Dragon's* editor, Tim Kask.

The tournament was designed by Brian Blume of TSR Hobbies, who also acted as head referee. The dungeon was constructed from rooms, or parts of rooms, submitted to Brian by thosewho were invited to play in the tournament. Acting as referees for the tournament were Tom Wham, Dave Sutherland and Kevin Blume. Playtesters, also from the TSR Hobbies staff, included Mike Carr, Jeff Leason, Harold Johnson, Jean Wells, Dave Cook and Erol Otus.

DOOMKEEP

(Continued from page M6)

has 6,000cp, 2,000sp, 600pp, 6x100gp gems.))

((At "E":))

Straight ahead, beyond the Cave Bear and the Troll, is a 5'-tall humanoid. It is hairless, but has a thick orange skin. There is a red patch on the head.

((This is a *Magicker*. AC4, 5 Dice, 24HP, value 3,000. It has a 95% magic resistance, saves as a level-5 fighter +6, and damage is half or none. It can "catch" spells and "solidify" them. For instance, a fireball becomes a small red globe. These are tucked into a sack and may be cast at an opponent with the same effect as the original spell. This Magicker has in his bag the following spells which he will use in this order, if it is favorable for him to cast them: *Magic Missile* (in the form of a small arrow), *Web* (a wad of thread), *Hold Person* (a silver ball), *Sleep* (cotton), and *Magic Missile* (a small arrow). He will automatically catch and throw back anything which he resists or saves against which the players have thrown at him. In melee (within 10'), the Magicker attacks twice for 1-10/1-10. If both attacks hit the same person, all magic items carried by that person permanently lose their magic. A Magicker may not be struck by any kind of magic weapon. Normal weapons hit normally, silver weapons do +3 damage, and wooden weapons (such as a staff) hit at +2. If the players gain the sack, they may use the spells therein (do not name them, just describe their "solid" appearance).))

((At "F":))

To the right of that creature is a group of 6 Troglodytes.

((They are AC5, 2 Dice, 7HP each, value 45 each, attack once for 1-8. The leader has the fabled *Key of Danok*, value 2,400. It is made of brass and looks like an ordinary skeleton key. When the key is placed in any non-magical lock, it will fit perfectly and work such a lock on the first try 100% of the time. If the lock mechanism has a physical trap, however, the key will fail to turn. If the lock is magical (as a "held" door) or magically trapped, the key will glow a pale green and will negate such locking spells at a chance of 100% minus 3% per level of the spell caster (e.g., 97% to open if the spell was placed by a 1st-level spell caster.). If the key does not negate the spell, it will refuse to turn.))

((At "G":))

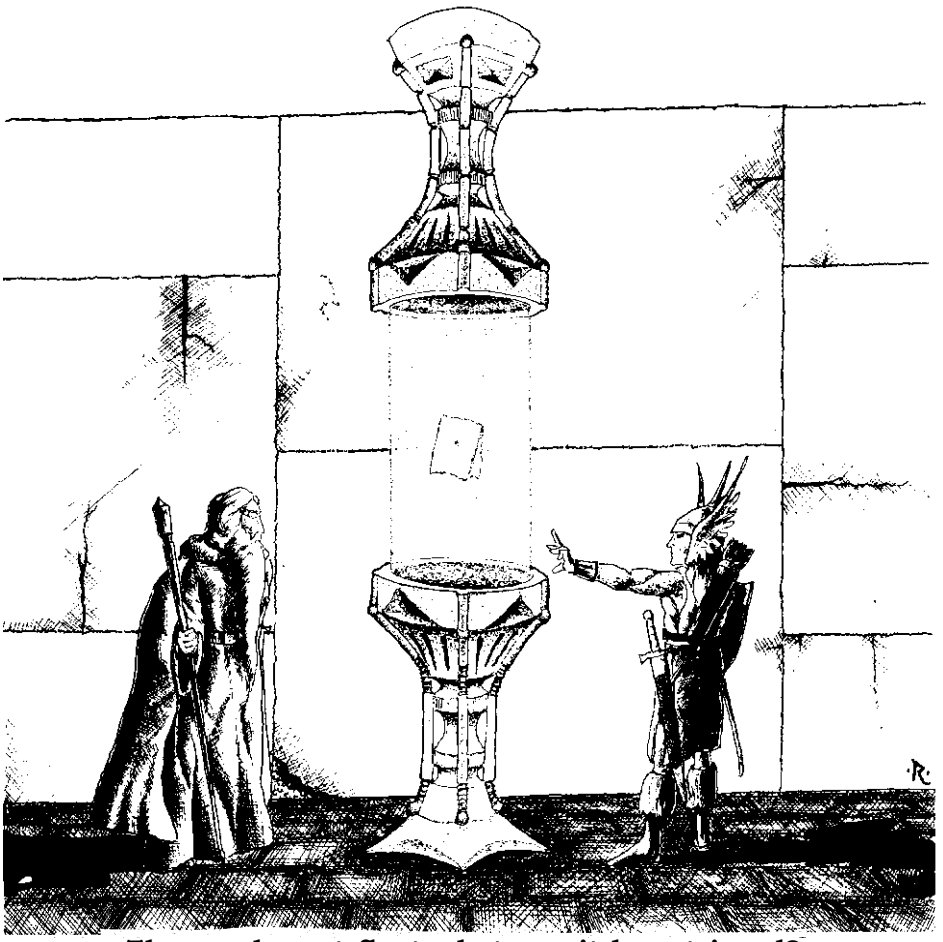
Around the dog-leg some distance away is a Hellhound.

((It is AC4, 6 Dice, 32HP, value 450.))

((At "H":))

Near the far door is a large, lava-like stone.

((This is a *Magic Sponge*. It is very porous and will sop up the magic of any enchanted item that comes within 20' (it will not work through the walls). It will also make spell casters feel nauseous. It can be easily set afire with oil and burned to destroy it. When it is feeding, it will glow and quiver. It is very light. If a magic item gets within 10', the sponge will be drawn to the item like a filing to a magnet. When contact with an item is made, it takes the sponge one melee round per "+" (or per 20 charges) to completely drain an item. It can partially drain an item. The sponge can only be pulled off an item which is still magical by a person with 18 strength. The sponge will seek the most powerful magic item if more than one is within 10'.))



The parchment floats, but can it be retrieved?

10. You are inside a room which is 20'x20'. There are two doors. In the center of the room is a pedestal, intricately carved, which is about 5' high and 3' in diameter at the top. From the top, a beam of blue light rises to the ceiling and enters a similarly carved fixture. Suspended in the blue beam is a folded piece of parchment, apparently floating with no support.

((Anything touching the beam (with one exception) will disintegrate. The entire affair is closely surrounded by an anti-magic field. The pedestal is immovable and unbreakable. The only way to get the parchment out is to reach in with a naked arm (a sleeve or armor will disintegrate with no damage to wearer), grasp the parchment and pull it out. On the parchment is a false clue which reads: "Seek the sands of time."))

((Anyone figuring out how to get the parchment out gets 600 points for cleverness.))

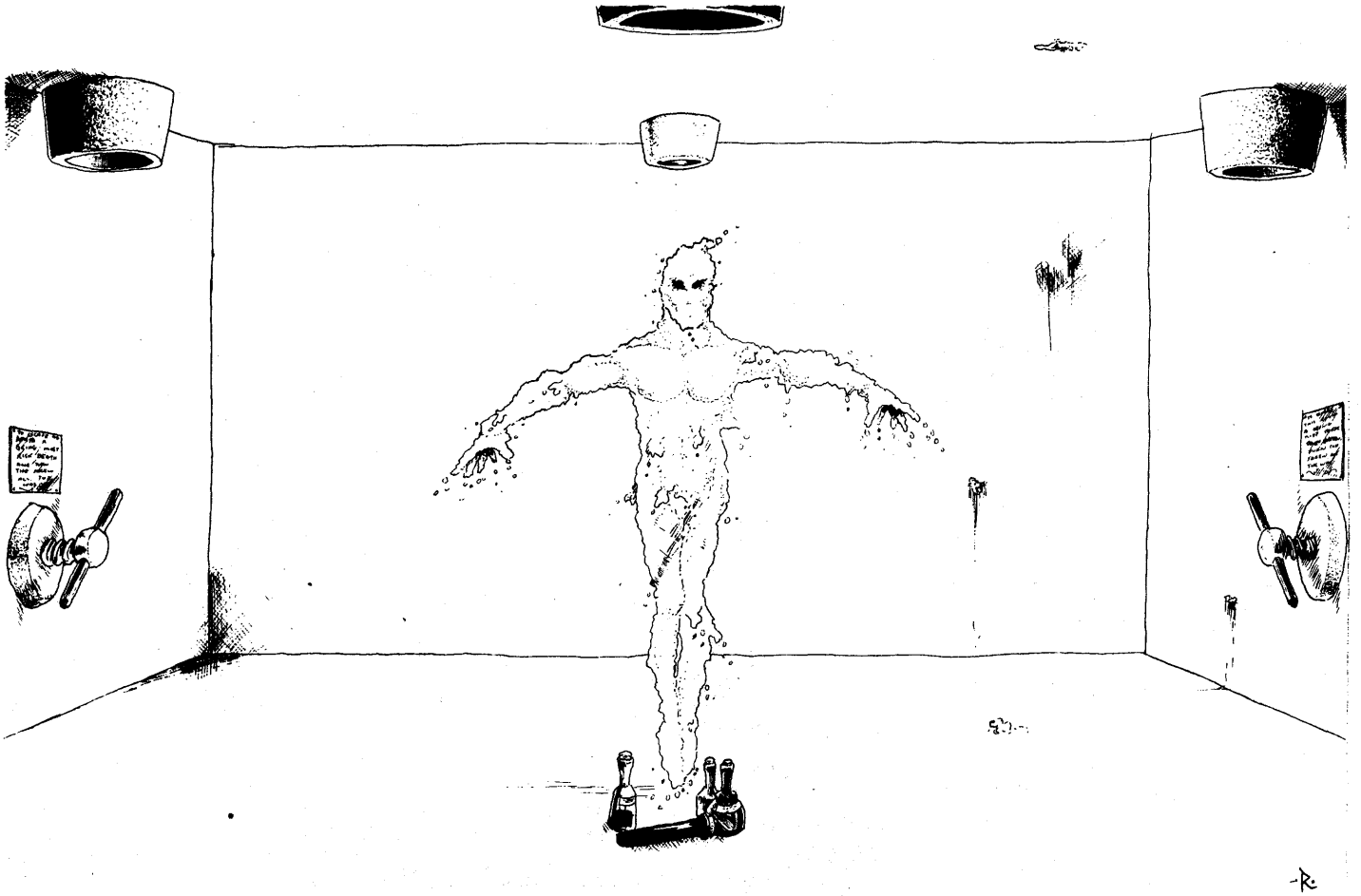
11. ((As the party reaches the doors, they will see:))

There are three doors on your right, and you can see a very large Black Pudding (f) up ahead.

((The Black Pudding is AC6, 10 dice, 60HP, value 1,800. It will chase the players when it can. It will advance to the door of any room which the players appear in. The room complex has four teleporters; "a", "b", "c", "d". "a" teleports to "c", "b" to "d", "c" to "a", and "d" to "b" whenever one of those rooms is entered. The doors to the rooms automatically slam shut and remain closed for one round in all rooms. "e" is the treasure room; in it, the players will see:))

You see a 20'x20' room. In it is a 2'-tall, man-shaped creature with a wet, black appearance.

((This is a *Tar Baby* or *Asphalt Kobold*, AC10, 5 dice, 40HP, value 600. It is made of a sticky bitumen, and any object which hits it will cause half of its normal damage only (except magical attack) and will stay stuck to it for 1-10 melee rounds (a character with Strength of 16 or more can halve the time he or an object is stuck). The Tar Baby, if it hits, will wrap itself around the target and immobilize him by sticking various parts of itself to



A monster and a chamber designed to take your breath away.

the floor (its feet are covered with sand to allow it to walk). The victim will be smothered in 2-4 rounds unless the Tar Baby is killed and scraped away from his face. If the Tar Baby is set on fire, it will burn wildly and will hurl itself at the nearest opponent, a hit causing 2-12HP.))

((In the room, scattered on the floor, are several items. There is a tube, requiring *Read Magic* to open, which gives false directions leading out of the maze ("wing it" to lead the players in circles). There is also a thick blue and gold colored tube with a point on the end; actually a *Wizard Pen*, value 4,500. It works as a normal pen, except that if the user writes the words "I desire . . ." the pen will grant the wish. The pen has 100 charges. When a wish is granted, a number from 1-100 is rolled and that is the number of charges used for that wish. When the charges needed exceed the charges remaining, one wish will be prorated.))

((There is a third tube which opens easily and has a *True Clue*, value 1,200, which reads, "The key to life is to the east."))

12. ((The players step into the chamber and see:))

You see a chamber which is 30x30'. Each of the 4 walls has a huge screw partially imbedded in it, and there is a spout on the ceiling above each screw. Written on a plate above each screw is the following message: "To leave this room, a being must risk death and turn the screw all the way."

((As the players enter the room, two sliding walls (at the arrows back down the corridor) close off the passage and will not open.))

You also see a floating form in the chamber which gives off a continual emanation of light and energy.

((This is an *Aura Energy Monster*, value 600. It is AC10, 3 Dice, 10HP. When attacked, it reacts as if in pain, but it is actually absorbing the energy of the attack. On the next round, it will return the energy in the form of flames, striking at any one creature with a +5. This creature can only be harmed by cold attacks. It is insubstantial, and cannot harm those who do not attack it.))

The monster is resting above an opaque vial.

((In the vial is a piece of paper containing a *True Clue*, value 1,200, and a 1,200gp emerald. The clue reads: "The key to life is to the west."))

Also under the monster are three bottles.

((They are labeled "potion of cure light wounds." These are actually potions of cure "light" wounds (value 600 if saved); they cure normally, but have the side effect of causing the drinker to glow in the dark for 1 full day. This effect can be removed by a *Remove Curse*, *Limited Wish*, *Dispel Magic* (which also removes the healing effects gained), or any similar spell.))

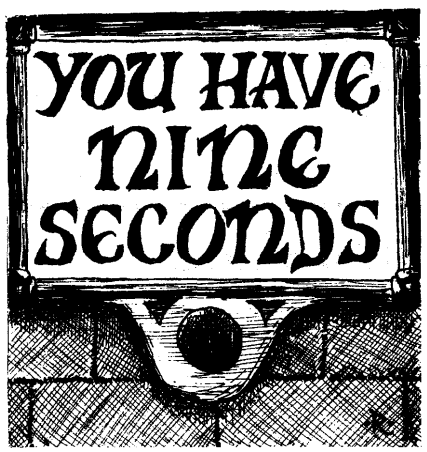
((Turning screw "a" even the slightest amount will cause a flow of fool's gold to enter by the faucet above it. The screw cannot be turned back. The room will fill in 4 hours with a slight opening of the screw, and in 1 hour with a maximum opening. Screw "d" lets sand into the room at the same rate and cannot be turned back once started. Screw "c" lets in a crude oil at the same rate and cannot be turned back, torches will ignite the oil if care is not taken, and the fire will fry the entire group. Screw "b" lets in water at the same rate, but this screw can be turned back; this screw will only allow the room to fill with water to one-fourth full, though (this will take only 4 minutes if all 4 screws are turned on at full blast), and then screw "b" will automatically swing out of the room, revealing a passage behind it which provides the means of escape.))

13. ((When the players enter, they will see:))

You see a 20'x20' room with a single door on the far wall. In the room is a pile of

platinum-appearing pieces. On the right wall is a strange-looking sign with a huge red button underneath it. The sign reads: "You have TEN seconds."

((The doors to the room automatically lock when the players enter the room. As the players watch, the sign mystically changes to read, "You have NINE seconds," and continues to count down. Count down the sign slowly for the players. Pressing the red button resets the sign to "TEN" and begins the countdown over. If the sign ever reaches "ZERO," the doors unlock and can be opened normally.))



((The pile of platinum is 600pp; it also contains 6 *Coin Ticks*, value 0. They are AC2, 1HP, and are about the same size and have the same color as the platinum pieces. If a coin tick is casually scooped up with treasure or picked up, it is indistinguishable from a normal coin. It will not register as a trap or as magic. It has a 5% magic resistance. If any coins are casually inspected, there is a 1% chance per coin inspected that one will be a Coin Tick. If a Coin Tick is inspected, it will be immediately seen that it has a slight bulge on top and 6 legs and a tiny head on the bottom. For each player who handles or scoops up any of the platinum, there is a 50% chance that a Coin Tick will come into contact with his skin, and if that occurs, the Coin Tick will secrete a sticky gel that will pass into the skin unnoticed in 1 round. This gel will infest the body, and the body will begin to feel stiff in 1 turn if a save vs. paralyzation is not made. Also, Dexterity will decrease at the rate of 1 per turn unless the save is made, until Dexterity reaches "0" and total paralyzation sets in. Dexterity loss will be noticeable as soon as it first occurs. *Neutralize Poison*, *Cure Disease*, *Heal*, or *Cure Serious Wounds* (which does not give back any HP in this case) will divest the character of the poison. Cure Light Wounds will get rid of the poison 60% of the time or will give back 1-8 points of dexterity. Once a figure is paralyzed, the ticks will burrow into the body and lay eggs, which, when they hatch, will consume the body. The tick's gel will also penetrate cloth or hemp, but not leather or any kind of metal.))

((Under the pile of platinum is a tube (opens easily) which contains a paper with a *True Clue* value 1,200, which reads: "The key to life lies in the south."))

14. ((The players are in a corridor which goes completely around this room. There are no normal entrances to the room. On the walls around the concealed room are the words "TREASURE ROOM" in fifty different languages. The only way to get into the room is to say out loud "Goodbye", "Farewell", "Au Revoir" or some other such word or phrase. The only way to get out of the room is to say "Hello", "Hail" or some other greeting. *Passwall*, *Teleport*, etc. will also work to get into or out of the room.))

((Once inside the room, the players will see:))

You are inside a 20'x20' room with no apparent exits. The room is empty except for some litter and a small, cube-shaped stone stool, very smooth and very worn. It is about 2' on a side.

((This stone is the fabled *Rock of Ages*, value 12,000 (but no bonus for determining what it is). The rock renders the owner immune to disease, curses and poison. The owner will never age. The owner's Constitution and Strength will go to the maximum possible. The rock is covered with a microscopic bacteria which will interact with a person's perspiration and form an incredibly potent glue. This will cause anything the person touches to stick to his hands, and only a person with greater than 18 Strength can pull them off (roll % dice for the strength % score over 18). The only way to remove the bacteria is with a *Cure Disease* (the rock won't help for this one, though), a *Limited Wish*, a *Wish*, or by immersion in acid (which won't hurt the rock if it is immersed). An additional effect is that the smell of the glue arouses Ochre Jellies, Gray Ooze, Green Slime, Gelatinous Cubes and Black Puddings to mating frenzy.))

15. ((This is a series of teleporting doors which yields unusual results. The first door is a normal door from one side and a secret door from the other. The other doors are special. They are swinging doors with no knobs. They must be pushed open. When one is pushed in a clockwise direction, it will open into the adjacent room. When it is pushed counterclockwise, it will open into the room beyond the adjacent one. (For example, if the party is in room "10" and tries to go into room "a", they will succeed. If they are in room "b" and try to go into room "a", they will end up in room "10". The door closes automatically after a room is entered.))

16. ((The players will see:))

You have entered a room of 20'x20 with two doors on the opposite wall. There is a clear pool in the center of the room with a bronze plate nearby which reads: "Ask and ye shall receive."

((Any player (not charmed beings, etc.) who stands in the pool and says anything will hear a voice say: "Seek a mountain" (a false clue) and will suffer the loss of one point from one of his prime requisites, randomly.))

((A *Dispel Magic* or *Remove Curse* will reverse this effect.))

17. ((When the players enter this area they will see:))

You have entered a 30'x30' chamber. There is a pool which is 20' in diameter in the center of the chamber. The surface of the pool is covered with green gunk. There is a passage leading from the room through the far wall.

((The water is covered with algae and is harmless. It is about 4' deep. If the players walk around or past the pool, a magical dimension is created. The only way to get out of this tiny dimension (without teleporting, etc.) is to touch the water and then either go through the pool or over the water and then out the far door. Any other attempt to leave the chamber will find the player entering another identical pool chamber. This process will repeat itself until the proper way of exiting is used. If a pool is marked or a chamber is marked in any way, the mark will remain only so long as the players stay within one pool chamber of the mark.

18. ((For 30' down the wall of this corridor is a large silver mirror. As the players walk past, their reflections will come to life, possessing all the attributes of the originals, and attack them; if they are hindered from attacking their original, they will attack the hinderer. The players always get the initiative. If a mirror double is injured, the original will be magically injured the same way, taking half the damage the reflection takes (this does not work the other way, though). There are several ways to get out of this:))

((a— Kill the double. This has the advantage of causing much damage to the original.))

((b— Douse the lights. If there is no light, there is no reflection and no double.))

((c— Bash the mirror. 25HP damage per 10' section of mirror will dent that section to the point where it will be useless, and the doubles will disappear.))

((d— Another mirror, if flashed in the face of a double, will create a double of the double; the two of them will fight to the death, causing no further damage to the original in any event.))

((Players gain no points for killing any of the doubles, and may lose points for killing or causing the death of a companion. The doubles will be instantly recognizable as such.))

((A player can gain 600 points for figuring a way past the mirror, but only if the player takes no damage in so doing.))

19. ((Here the players will see a pit covering the entire 10'x10' section of floor. If they look closely, they will also notice that the pit extends up into the ceiling. The pit goes down 10' into the floor and up 10' into the ceiling, for a total length of 32'. At the top and bottom of the pit are teleporter fields. Something which falls to the bottom will be transported to the top and will continue to

fall over and over, gaining speed at 16' per second. Eventually, the object will reach terminal velocity; a person will be unable to breathe and will die. What the players will not notice is that there are about 5 small objects falling at terminal velocity in the pit already, but they will hear a faint whistling noise. Any person leaning over or moving over the pit has a 50% chance of being struck by one of these objects for 10HP.))

20. ((As players walk across this part of the corridor, there is a 20% chance per person that they will notice that the floor is sticky. They have actually walked on *Echo Paint*. The paint will cling to the boots of those who walk on it, and alter 1-4 rounds will begin to produce mute echoes as if someone were walking behind at a distance of 100' or more. The echoing effect will last until the paint dries (in 1 day) and then the echoing will cease. Holy water, warming with a torch or even the use of soap will remove the paint. The paint here is the color of the stone floor. Behind the secret door is a small pot of this paint with a small brush attached. It has a value of 900.))

21. ((In this area are two *Blentz*, one at "a" and one at "b". If the party comes from room 4, they will try to trap the group between them. They are AC7, 4 dice, 20HP, 25% magic resistant, value 600 each. They resemble large 4, dark brown pillows, sprouting dozens of mobile, rope-like tentacles. Each of these ends in an eye/beak combination which is capable of piercing armor. They are 90% resistant to normal fire. If hit by fire, they will take 2-12HP once per dose of burning oil, 1-6hp per torch. They can attack 6 times on each side per turn for 2HP per attack. They communicate telepathically.))

22. ((This room contains a *Carrion Crawler*, AC3/7, 3 Dice, 15HP, value 600. It can attack 8 times per turn for a save versus paralysis. Paralysis will last for 5-20 rounds unless the victim is eaten by the crawler beforehand.))

23. You see an area which is misty, and your vision is reduced to only 2' into it.

((The mist is completely harmless, and there is nothing in the room.))

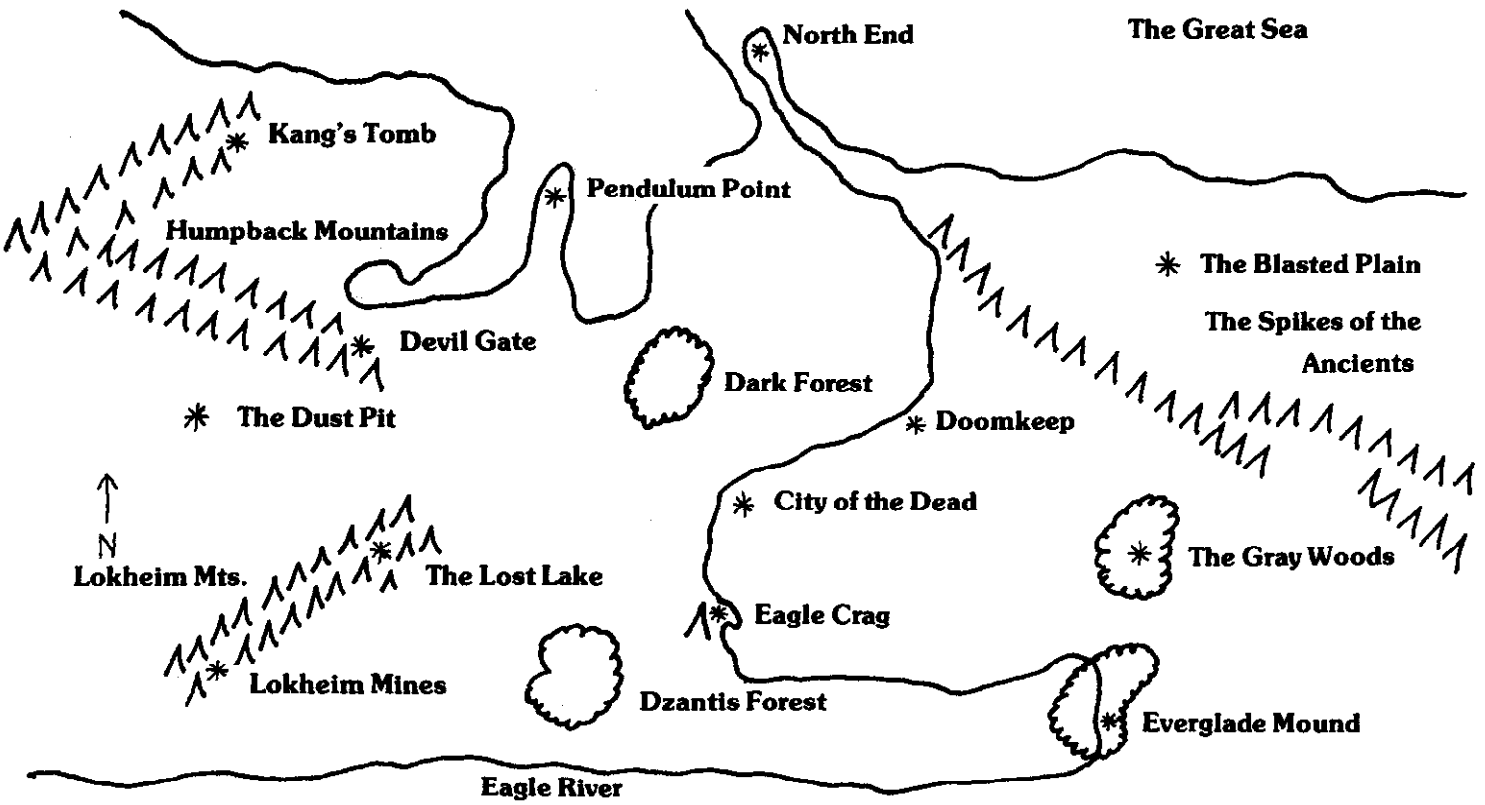
24. You enter an area and see 12 *Giant Rats*.

((These are AC7, 4HP each, value 9 each. They attack once each for 1-3 HP. As the players crawl from the tunnel, the rats will gain +5 on their attacks.))

25. ((In this area is a *Carrion Crawler*, AC3/7, 3 Dice, 15HP, value 600. It can attack 8 times per turn for a save versus paralysis. Paralysis will last for 5-20 rounds unless the victim is eaten by the crawler beforehand.))

((Theoretical Maximum Points: 100,000.))

Exterior Map: For Players' Information



This map should be given to players before they begin their adventure. It shows the general terrain and important features of the area which contains the possible locations of the Rock of Ages. Some of the highlights of the map are further described below:

NORTH END is a forgotten, sandy beach-cave complex.

KANG'S TOMB is the final resting place of the first Master of Flowers. It is located in a mountainous area.

PENDULUM POINT is a barren jumble of rocks, boulders and caves.

THE BLASTED PLAIN is a vast plain of ash with a single oak tree in its center.

DEVIL GATE is an ancient altar in a cavern found just off a hidden canyon.

DOOMKEEP is the deserted (?) castle/dungeon complex where players will search for clues.

THE DUST PIT is an area of vast sands, dust devils, whirlwinds and a mysterious sand "drain."

CITY OF THE DEAD is an ancient city of the old race, now deserted.

THE GRAY WOODS is a dead grove of ancient trees.

THE LOST LAKE is hidden in a mountain valley. There are rumors of an underwater city.

EAGLE CRAG is a tall, solitary mountain honeycombed with caves.

LOKHEIM MINES are deep, cavernous labyrinths in the Lokheim Mountains.

EVERGLADE MOUND is a tomb of the Ancient Ones. It is in a forest and is rumored to have an underground complex.

BARTHENOUS THE BOLD

+1 to Activate (in some cases)
No Magic allowed

An old military leader, Barthenous will Activate any kingdom at +1 whenever another player's units have crossed its border.

He will never use Magic, nor will he try to activate the same kingdom twice in a row.

ABATOR OF MANY RODS

-1 on all Diplomacy cards

It is said of Abator that he keeps a hot fire in which are the "irons" of his dealings. He can, at times, perform two diplomatic functions at once: When he draws a Special Mercenary card he may play it, as well as attempt to raise a Barbarian army. No one trusts this wheeler-dealer, and he gets -1 on all cards.

AFILITH THE HALF-ELVEN

+2 to Activate Elfland
+1 to Activate any other non-human kingdom
-1 in all dealings with Barbarians

He has a natural affinity for non-humans, but Afilith is hated by Barbarians. He will be killed on a 1 or 2 when trying to recruit them.

BAZORA OF THE ROCKS

+1 on Threats and Blackmails
-1 on Marriages and Long Orations

Bazora first appeared as a madman from the Banished Lands. He may only recruit Barbarians in the Banished Lands. After each time he does so, he will vanish on a roll of 1.

LASIMBA THE FEARED

+1 (optional) on Threats, Blackmails, Bribes

Lasimba, a strong-willed man, can use his +1 at any time. But if he uses it and fails, he is banished from the kingdom as after an attempted assassination.

KREMOI THE DECREPIT

+2 on all Orations
-1 on all other cards

This ancient ambassador is no more than a talker—but a good one. It is said that thieves once caught Kremoi on the road at night. But he was able to convince them it was day, and they ran off in fear of what they thought was a great wizard.

WILLFO THE WINDBAG

-1 on Threats +1 on Long Orations

Willfo is said to have talked Hamahara out of his wings—though quite temporarily—after 48 hours of debate.

But he cannot handle threats at all, for even the mention of violence starts his plump fingers to quivering.

EGROAR THE RIOTOUS

Egroar's nature makes him almost unbearable. If he tries and fails to Activate a monarch, he gets banished from that kingdom for 1-6 turns.

But his riotous nature causes mercenaries to flock to him. Any time Egroar fails to activate a kingdom he gains 1 mercenary unit at any friendly port or castle.

ELFAYEON THE WISE

+1 on White Magic and Long Orations
-1 on all Bribes and Threats
No Black Magic allowed

Elfayeon can never use Black Magic, but any kingdom he Activates with White Magic can never be Deactivated with Black Magic.

HEROS THE BLUNT

+1 on Threats -1 on all other cards
+1 in all dealings with Barbarians

Heros is reputed to be the result of an ill-advised mating between a hill giant and a dwarf maiden.

He seems to always convey a rough message well and is well liked by most Barbarians.

SIR WILLIAM WAGINGTONGUE

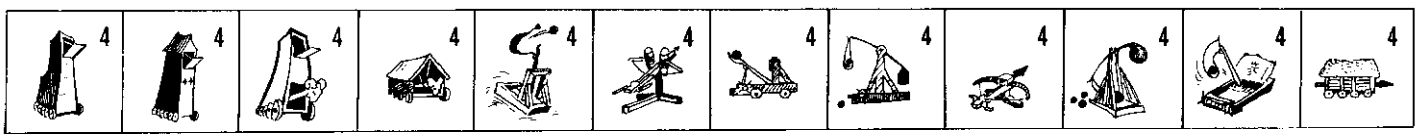
+1 on Marriages
-1 on any Magic attempts

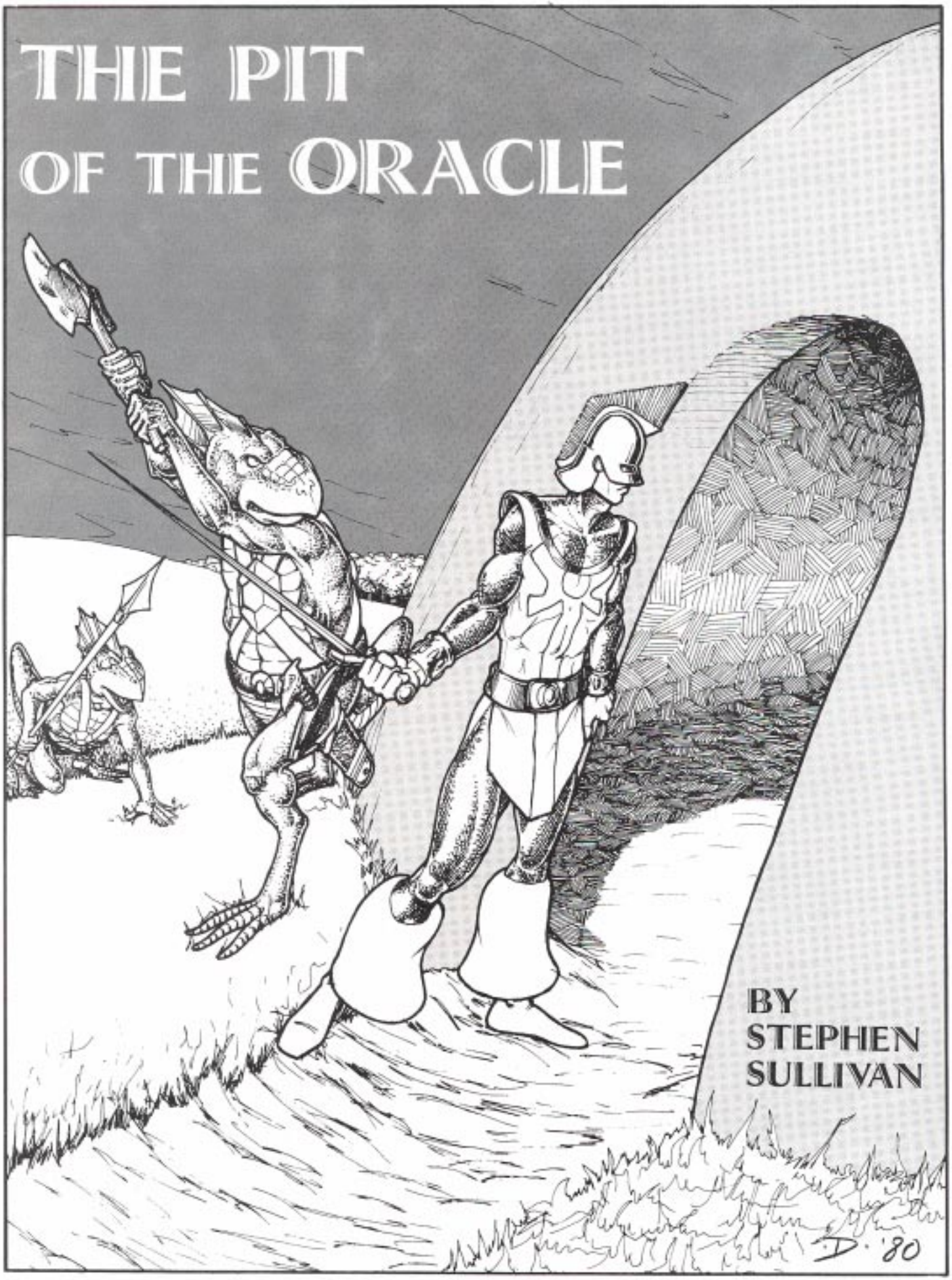
This great romantic is said to have arranged the marriage of a terribly ugly princess of Hothior with an unknown deity. The deity's vengeance causes his minus on Magic attempts.

SSISATOR THE SCALY ONE

+2 on Bribes to coastal kingdoms
+1 on other Bribes
-1 on raising Barbarians

Ssisator claims to have found the great jewel of Simolious, which controls the waters. He gets the advantage of Bribes by promising kingdoms the aid of the great jewel.




THE PIT
OF THE ORACLE
BY
STEPHEN
SULLIVAN
D. '80

THE PIT OF THE ORACLE

INTRODUCTION

The Pit of The Oracle is a game module designed for use with the rules of Advanced Dungeons & Dragons. It can be used by itself as a self-contained campaign (or as a springboard to a larger campaign), or it can be easily incorporated into an existing campaign.

Many non-essential specifics have been left out, enough so that each Dungeon Master can flesh out the area to his/her taste, or to conform to the setting of an existing world. This "incompleteness," while making the module more adaptable, also insures that no two campaigns in and around The Pit of The Oracle will ever be alike. This enables a DM to be a player in someone else's campaign without having too much advance knowledge of what the campaign world is like.

The openness of construction does not mean that The Pit of The Oracle is not ready to play as it is. It can be used exactly as presented, providing that the material is read thoroughly before starting to play, so that the many interrelationships between parts of the module can be fully understood.

Map A—Narrion and the Land Surrounding

The small town of Narrion is located precariously on the very edge of the wild country, and as such is often a stopping place for adventurers going from one area to the other. There is not terribly much trouble in wandering by day down the small roads through the large expanses of untended grasslands which extend southeastward between Narrion and the next nearest town (except for an occasional bandit or two)—but the legends of the blasphemous things that roam the deserted plains by night are numerous and particularly horrible (at least, to the pale-hearted folk of the town).

LOCH LAKAN

To the north and west of the town lie the cold, dark waters of Loch Lakan, an unremarkable fresh water lake in all respects except for the fact that local legend makes it out to be the home of a horrible monster. The creature is actually a very large Plesiosaurus (160 HP) who differs from the normal beasts (aside from its size) in the fact that it swallows its prey alive on a roll of 10% (+2) over what it normally needs to hit, or on a roll of 20 in any case. On a roll of 1 on a d6, the beast will notice anything moving in or on the lake and try to make a snack of the intruder. Because of this creature, none of the locals fish or swim in the lake—though about once a year some foolhardy child will take it into his/her head to defy the town elders and take a quick dip. About once out of every 10 times the child returns, usually very shaken up.

How the creature came to be in the lake is a disputed matter in local legend. Some insist that long ago a black-hearted star fell from the sky into the center of the lake and spawned the thing. Other tales insist that the monster is the result of a witch's or wizard's (the legends vary) curse upon the lake and the lost fishermen of Narrion (whose cries, some insist, can still be heard at night). Still others insist that there have never been fishermen in Narrion because the monster has always been in the lake. And a final faction insists that when the Stalker first came to Narrion it brought the creature with it as its pet. There are many other such tales, but they are all variations on these themes.

THE MOOR

To the northeast of the town lies the Moor (often called "The Haunted Moor" by the old wives of the town), through which the Moor Road runs on its way to the Jarkung Lands and the edge of the wild. There are numerous legends about the Moor, most of them concerning spirits of one type or another, such as the headless bandit who rides the road on the nights when the moon is but a pale sliver in the night sky, or the werewolf ghost of Kevin O'Korr, or the will-o-wisps which dart here and there among the treacherous bogs (which, some claim, cause the strange glows which can be seen on the moor at nights) or even the dreaded banshee who howls her loneliness on cold nights. Whether these rumors have a basis in fact or not, the Moor can certainly be a treacherous place to wander in unguided, for there are dreadful mires which seem to appear from nowhere and suck unwary wanderers to their deaths in the peat far below.

Other moor legends speak of a fell race of darkling beings who live somewhere, perhaps in tunnels beneath the bog's surface. Some few insist that the bog is the home of the Lurkers in Darkness, who are generally accepted as coming from the Shunned Hills. And to complete the assemblage of moor legends, there is even a story of a wizard throwing a curse on the finest farmland in the area, causing it to die and become a bog festering with evil.

THE JARKUNG LANDS

If one were to follow the Moor Road northeast from Narrion for many miles through the Moor and past the end of that desolate bog, one would eventually come to the Edge of The Wild and the Jarkung Lands. Little is known about this area by the people of Narrion, for few ever venture to the Edge of The Wild and fewer still return from that direction. It is known that beyond the Moor lies a vast, desert-like land full of boulders and strange rock formations and sand. It is here that there is said to exist a half-devil race whom men call Jarkung. Not much is known of them but they are generally very hostile toward mankind, and the villagers are very afraid of them and thankful of their remoteness. To talk of the Jarkung will bring a serious look to most any face in Narrion, for they are generally accepted as existing—even if they are not exactly what they're reputed to be.

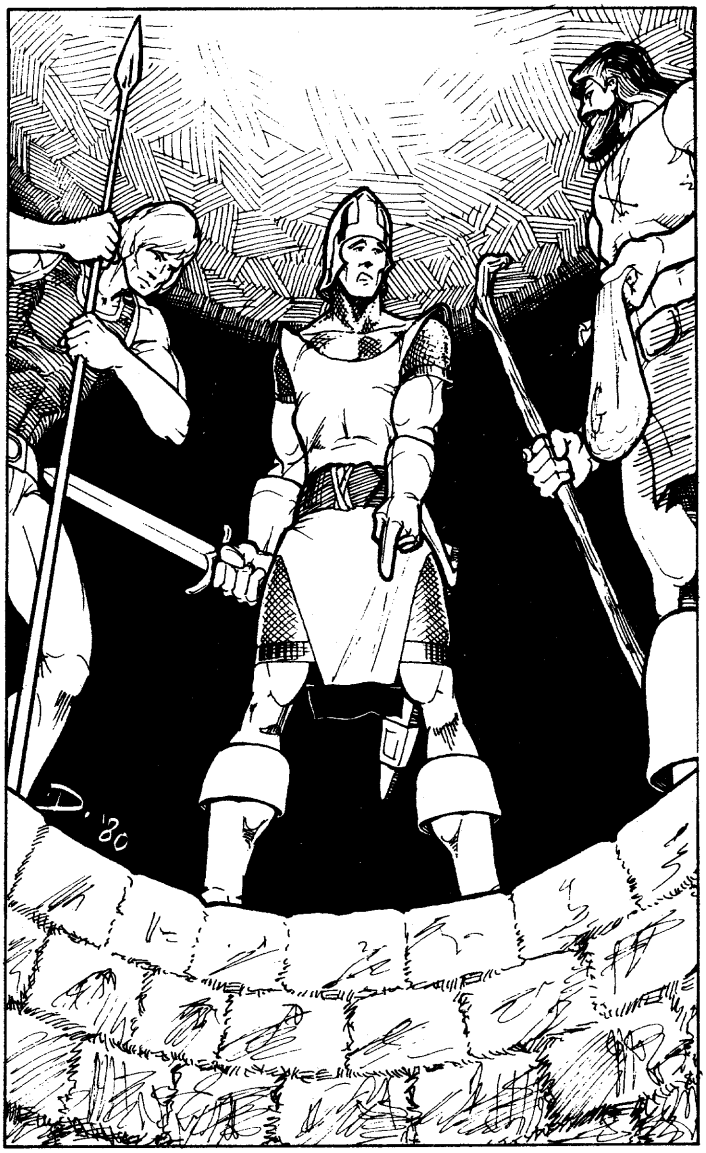
GREENWOODS

To the west of Narrion, between Loch Lakan and the Narrion Road, are situated two small patches of forest called the Greenwoods. Most folk generally agree that there is nothing remarkable about these two patches of trees, but there are a few who insist that the wood was once part of a great forest which, upon being cursed by a wizard, withered and died.

THE ORACLE

Southwest of Narrion, in the mound that has come to bear his name, dwells the far-famed Oracle of Narrion. This aged seer has lived in the pit below the Rock of the Oracle longer than anyone in Narrion would even venture to guess. The townsfolk are grateful for his presence, both because of the travelers that come to the small town to pay homage to the seer and for the most fabulous predictions that he makes on their behalf—especially concerning the dread Stalker. An amazing number of the Oracle's predictions have come true, especially concerning when the monster will strike. He does not always speak of the question asked but sometimes refers to more important events in the near future. The townsfolk have not always understood his cryptic messages in time to do anything about the portents. (In fact, there have been few times when the warnings have not made any difference at all, but to the people this doesn't seem to matter, for he is *their* oracle and they will speak no ill of him.)

To consult the Oracle, one goes to his mound and enters the large rock on the summit through the cave opening on the north side. In the dimly lit, rough-walled cavern a small black hole can be seen in the center of the room. One must approach the 5'-diameter hole with utmost reverence and drop a sacrifice (gold, food, etc.) down the shaft to where the Oracle dwells below. One question may be asked of the seer.



Then the wait begins. The Oracle has been known to ponder for nearly a day before answering some questions put to him. If a day and a night pass and the question has not been answered, then no answer will be received, either because the sacrifice was to small or because the ways of the Oracle are strange. In any case, one should then retire and wait at least a day before trying to consult the Oracle again.

If one gets an answer, it will usually be fathomable in proportion to the sacrifice given: the more valuable the sacrifice, the more plain the answer. This, however, is not always the case. Once one answer is given a second question may be asked, but it must be on another subject in order to have a chance of it receiving an answer, for oracles are loath to explain their cryptic remarks. (A second sacrifice for a second question at this point wouldn't hurt, either.)

The Oracle usually answers in riddles or rhymes or combinations thereof.

THE BLACK FOREST

This dark, dense mass of trees stretches from just past the Mound of the Oracle far to the southeast of the land beyond Narrion. No one knows what lurks at the center of the Black Forest, though it is generally agreed to be either a very ancient castle, or a dragon, or both. A few people think that this is where the Lurkers in Shadow originate from, and the wood has been said to contain nearly every other type of abomination as well. As is often the case among the folk of Narrion, some insist that the forest has been twisted and cursed by an evil wizard, and perhaps even this is true.

THE SHUNNED HILLS

These bleak hills are generally accepted to be the place from which the dread Lurkers in Shadow originate. It is said that the obscene creatures lurk and breed in caverns deep in the bowels of the hills, and only venture forth at night when the moon is dark to garner human captives for their unholy rites. The people fear these beings second only to the Stalker himself. It is said that the Lurkers' tunnels honeycomb the entire length of the Shunned Hills. Some even suggest that they reach underground into the very heart of Narrion, and that the Lurkers and the Stalker are one and the same. But not many souls believe this premise, for it is said that quite some years ago a mighty hero killed one of the Lurkers and displayed its body for a long time in the public square, but the attacks of the Stalker did not stop. (The small, lizard-like body of the Lurker has since either been lost or was thrown away because of the legendary stench of the carcass.)

In actuality the Lurkers are a large band of troglodytes who live in a series of honeycombed mazes beneath the Shunned Hills. They generally live up to most of what is attributed to them.

NARRION

Narrion is an unremarkable town situated not far from the edge of the wilderness. Being so close to the wild country, the town has found it necessary to have a large (30') wooden wall (with a small parapet) constructed around its perimeter in order to keep certain undesirable types from raiding the town after dusk. To this end there are also guard platforms on the northernmost and southernmost corners of the wall. The town's two gates, the great Front Gate and smaller Moor Gate, are closed promptly at dusk and are not reopened for ANY reason until dawn.

The shops of the town are usually open for an hour or two after sunset, but the proprietors can usually be called to business at any hour by a sharp rap on the door. It is recommended, however, that anyone doing so have just cause, or face the wrath of a very disgruntled shopkeeper.

The taverns are generally open until two or three in the morning, but can be persuaded to stay open longer if there's a profit to be made. The inns are normally open all night (or at least can be "opened" with a good shout), to take care of the few who are always straggling in from the bars at odd hours, and also because it's a sort of tradition for inns to be open all night (after all, no one legally enters town after dark). You can usually get a drink at any time of night at any inn (though if you wake someone up just for a drink, it may cost you dearly).

The laws of Narrion are basically common-courtesy rules. If someone doesn't like the way you are acting in his place of business, he has the right to throw you out. If you give a shopkeeper any trouble, he will call the town guard (and the town guard does not like to be disturbed, being basically lazy in regards to working), and the guard will throw you out. If you're caught stealing the offended party can either demand that you pay for the item (and they may not give you the item), throw you out on your ear, or bring you to public trial, which is also what happens if you have committed a gross offense of one kind or another.

Public trial consists of bringing the accused party before an assembly of the entire population of the town (usually at noon, but it can be in the middle of the night if the case is urgent) at the town gallows. The accuser presents his case before the assemblage. The town then decides the fate of the accused and, if he is found guilty, the punishment. (Remember how carried away large groups of people can get, especially if they have been awakened from a sound sleep.)

The accused cannot speak in his own defense, but another may speak for him, or the accused may challenge the accuser to trial by combat. Dueling is legal in Narrion; however, the person challenged gets to choose the terms on which he fights. A duel in Narrion could be between an armed man and an unarmed challenger, and would still be legal. That is why town inhabitants will almost never choose trial by combat.

People traveling through the town may be charged a Visitors Tax of 1 g.p. by the innkeepers for the first night of their stay in town. This

small surcharge is to help defray the cost of maintaining the town's guard. Expenses not covered by the tax are taken care of in any way the town can come up with such as fines for crimes, etc. The innkeepers and shop owners usually make generous donations to the guard as well.

THE STALKER

This is the horrible monster that keeps the town of Narrion in a constant state of fear. It strikes mercilessly and without respect for age, sex, or social prominence, in a seemingly random fashion. Numerous attempts have been made to capture and destroy the beast, and despite the help of the Oracle's prophesies, all attempts have met with unmitigated failure, though once or twice a number of men have managed to meet the thing head-on.

For a horror that is so familiar to the townspeople, the description of the "Stalker" (which some unmemorable person dubbed the creature hundreds of years past) is still much disputed. The most accepted version of what the Stalker looks like is a huge, hulking shadow-like thing, 9' tall, with many eyes, or insect eyes, and a monstrous, gaping maw lined with razor-sharp, six-inch-long teeth.

Other descriptions are a lion-headed creature with huge, leathery bat-wings; a man-frog with the legs of a bull and tail of a dragon an amorphous blob, with a scaly hide which can grow limbs and mouths at will; a demon or a devil; or any one of a number of equally dissimilar creatures or combinations.

In actuality, if anyone could ever see through the darkness (night, not a spell) and their own fear (which is unlikely) the creature they would see would be a huge, shambling, mottled green toad-thing with 2-inch-long claws and a maw like a bear trap. It stands 8' tall at its massive shoulders (its head is set slightly lower) and atop its froggy head are two sets of red and black liquid eyes, the larger ones set where they would normally be and the small ones above them on the monster's forehead. Men who have seen these grossly inhuman eyes have been known to lose all courage and run from battle, and these men will never be able to give an even remotely correct description of the monster. (Note that this fear is not due to any ability that the Stalker has but is merely a factor of the inhuman and unfamiliar way it moves and fights. Check morale often if NPCs confront the beast. It is extremely terrifying.) It often laughs in a dry, croaking voice.

THE TOWN

The following outline of the town of Narrion provides only the barest description of the town's houses, stores and inns, and the people who run the stores and inns, as well as a few of the town's other more exceptional citizens. The remainder of the details have been left for individual DM's to fill in. This adds a unique touch to each "Narrion" so that no two will probably ever be alike, thus creating the possibility that one DM may run in another DM's world even if both are familiar with Narrion as presented here.

In general, most of the townspeople should be of very low level, with only a few exceptional people standing between the town and its downfall to the forces of the outside world.

Not only would a town full of super-characters take away the town's atmosphere, it would also destroy the threat of the Stalker, which is supposed to be what the players will conquer. If they defeat the monster then they may certainly populate the town with whatever they like, providing that they do not fall under the "Angry Villagers" section given later.

NARRION DETAIL MAP A

1) (F/2)
2) (MF/2)
3) (F/2)
4) (U/1)
5) *The Blue Gill Tavern* (T/1)—Hangout for local riffraff and hoods is known locally for its cheap booze and frequent fights. It is a good place to make underworld connections but is not terribly good for picking up rumors or information. Both management and patrons tend to be tight-lipped. The Bartender is untrustworthy and a prolific liar on any subject when properly tipped.
6) (S/2)
7) (S/2)
8) (S/2)
9) (S/2)
10) *The Narrion Inn* (I/2)—This inn features a warm atmosphere, good food and drink. comfy rooms, a jovial, rotund Innkeeper/Barman, and fetching, but moral, serving girls. Many of the less sleazy locals spend time here after dark, having a drink, exchanging stories, and playing a competitive but friendly game of darts. A good spot for rumors but not as flashy as the Green Dragon Tavern (below).
11) *The Hut of The Witch Ilsa* (SH/2)—The Witch lives on the second floor of this building and runs a curio shop on the first floor. She is a third-level Magic-User who is constantly followed by a black cat which acts as her familiar.

Ilsa has Str-8, Int-16, Wis-12, Con-10, Dex-13 and Cha-6. Her alignment is Neutral (tending toward Evil). She looks very aged, but her age is not actually known. She walks with a cane (actually a *Staff of Withering).* It is whispered that almost anything can be bought in her shop. It is also whispered that she is responsible for the occasional disappearances in the town, generally attributed to the Stalker (this may be partially true), but the more sensible people of the town take no stock in these rumors. (It is also rumored that she uses her victims to restore her youth in some arcane manner, but this is even less widely believed.)

12) (S/2)
13) (U/2)
14) (S/2)
15) (S/2)
16) *The Temple of Apathy* (CH/1)—This temple houses the main religion of the people of Narrion. The religion preaches that only through the ignoring of day-to-day events can a true state of

KEY TO BUILDING DESCRIPTIONS

Each building in the town of Narrion is described by a letter-number code which provides the type of structure it is and the number of floors it has. For instance, MF/2 means a two-story, multi-family dwelling.

Building types are as follows:

CH = Church or Temple—a place of worship, usually attended by a priest or priestess.

Bk = Barracks—a one-room building which houses a large number of men such as the town guard.

I = Inn or Tavern-a building which can house travelers which usually contains a restaurant/bar area and stables for mounts and other animals.

F = Family—an average single-family dwelling, a multi-room structure, usually not particularly expensive.

MF = Multi-family—essentially similar to an "F" dwelling, except that it houses more than one family in separate living areas.

S = Slum—a very run-down family-type dwelling, usually at least two stories high and usually a multi-family home.

SH = Shop/House—a building with space for a shop or store along with living space which is partitioned off or located on a separate floor. There is usually a description before the designation describing what kind of combination structure the building is.

U = Uninhabited—a building which is unoccupied, but which usually has a particular designated function. The "U" should be followed by a second designation to indicate this function, as in "U/F/2" to stand for an uninhabited, two-floor family dwelling. The type of each uninhabited house has been left up to the DM's determination. designations can be developed using the above guidelines.

oneness with God be reached. An often-quoted passage from the holy scriptures is, "God created the world in three days and then left it alone because it no longer directly concerned him." This philosophy has quite naturally kept any concerted effort from being organized to deal with the Stalker. The temple is run by one first-level Priest who will ignore anyone entering the temple who does not appear to directly concern him.

17) (MF/1)

18) (MF/2)

19) *The Town Livery*— Adventurers' horses may be housed here for a charge of 1 g.p. per night. The care is adequate and the watchmen are fairly attentive.

20) *The Golden Mug Inn* (I/3)—This inn is the usual staying place of adventurers in Narrion, so the inn's bar is a good spot to check for tales. Food and drink are both good and cheap, room and board is five silvers per night. The barmaids are both beautiful and willing, and the inn is always looking to hire new barmaids who meet the requirements. (It is sometimes rumored that these girls mysteriously disappear, though the Inn claims that they have merely left town. This is generally accepted as the truth, since the girls are known to be rather free with their favors.)

The Innkeeper is a ruddy-complexioned fat man by the name of Cobbisan Ssa. He is very tight-lipped and nervous, and he sweats at the least provocation or physical action. But his nervous fear is well founded, for he is a thrall of the Stalker/Oracle. There is a secret passage from the Oracle's Temple Pit which has an exit in the deepest part of the Inn's wine cellar. This is one way that the creature can enter the town undetected. Cobbisan lets the creature through a secret door, and it then either moves into the town proper or stalks through the secret passages which lead to several of the inn's rooms. (The passages lead from the cellar.) The Oracle pays Cobbisan well for his services (which is why the man can afford to run the inn so cheaply), but the bartender lives in constant fear of being found out by other people. This makes him very paranoid and nervous and he has, upon occasion, done in a guest who asked too many questions or appeared to know too much.

21) *Smith* (SH/1)—The Smith is a tall, dark man. His prices are good and he treats his customers fairly—but woe to any who cross him. Treat him as a 4th-level Fighter with 18/29 Strength.

22) (U/2)

23) (MF/3)

24) Bookstore (SH/2)—This strange little shop-house is run by an eccentric old sage whose sight and hearing are both deteriorating; he is therefore sometimes very hard to deal with. The shop occasionally has rare books, tomes and scrolls which he will part with for a very reasonable price. An occasional magic book will pop up also.

25) (S/2)

26) (S/2)

27) *The "Haunted House"* (U/2)—In the cellar of this dilapitated old house is a secret door which is the Oracle's second method of secretly entering Narrion, though it connects with the same passage that runs from the Golden Mug Inn. It is the Oracle's occasional prowling through this house that has led to the rumor that the old manse is haunted. Though most people claim they don't believe the place is haunted, everyone avoids it like the plague.

28) (S/2)

29) (S/3)

30) (S/2)

31) (S/3)

32) (S/3)

33) (S/2)

34) (MF/3)

35) *The Green Dragon Tavern* (SH/2)—A good number of adventurers can be found frequenting this tavern, as well as most of the more boisterous locals, so this is a very good spot to pick up information. The barkeep is a jolly, middleaged gent who lives above the tavern with his good-natured wife (fairly pretty for her

age) and his two small children, a boy and a girl. Holliman (the barkeep) is well known as a magnificent story teller and is very knowledgeable on many subjects, knowledge that he will gladly share with anyone asking him and offering a generous tip. With his jovial good humor and quick wit he usually manages to keep the crowd under control. He usually assumes the forefront concerning matters which affect the whole town.

36) (MF/2)
37) (MF/2)
38) (F/2)

39) (F/1)—In this slightly rundown house lives Bornn, the Fighter. He is getting on in years and is neither as strong nor as quick as he used to be, though his wits are still as sharp as ever. He is a conservative fellow by nature, and nearly a recluse. He has not gone adventuring since he was converted to belief in the Church of Apathy through an unfortunate set of circumstances involving his late wife a number of years ago. He is, for all intents and purposes, retired. But if he thought the cause were great enough, he could be stirred to action. He is a seventh-level Fighter. On his living-room wall hangs his mighty sword Rangorn, which is a +1 Lawful Good sword with Int 12, Ego 7 and three remaining wishes. It speaks only lawful good and common, though it can communicate telepathically. It has the following powers: 1) Cure Serious Wounds, 2) X-Ray Vision, 3) +2 Str and 4) Detect Evil and Good.

40) (F/2)—This modest house is the home of Bornn's daughter, Gay, and her three-year-old son, Jon. She is a very beautiful, blonde-tressed young woman with a pleasing figure and flashing green eyes. She is often somber-faced, but has a bright, warm smile and a lilting laugh when she chooses to display them. Since her husband was slain she has worked at the Green Dragon Tavern as a singer and a dancer. She is as protective of her father as he is of her.

41) (Bk/2)—Barracks housing about 50 lazy and apathetic soldiers.

42) *The General Store* (SH/2)—An average general store run by a chubby, middle-aged woman (Gloria Simins) and her two beautiful teen-age daughters, Lena, the eldest, and Marci. The three of them live above the store.

Other map symbols

E) *Watch Towers* manned by two men at all times.
F) *Gallows*
G) *Front Gate*
H) *Moor Gate*

RUMORS AND LEGENDS

These are the rumors that commonly float around the town of Narrion. If characters are just asking around, allow about an 80% chance that they will get a false or trivial bit of information, unless the source is reliable or has a reaction of 10 or above toward the characters. Keep in mind also that most people wouldn't know too many unusual things (that had any truth at all to them).

In no case should rumors approach the truth more than the rumors given in the outlines, without very good reason.

Rumors not already detailed elsewhere in the text will be given hereafter.

Roll a 12-sided die:

1) The Witch Ilsa
2) The "Haunted House"
3) The Golden Mug Inn
4) The Bookstore
5) The Hills of the Jarkung
6) The Oracle (perhaps a recent prophecy)
7) The Loch Lakan Monster
8) The Moor
9) The Stalker
10) The Lurkers in Shadow (Troglodytes) and their underworld realm
11) Misc. Wilderness rumor
12) Bornn, the fighter (his family, his history, and his conversion to the Faith of the Temple of Apathy)

THE LEGEND OF BORNN

Following is a brief outline of what one might hear concerning the life of Bornn, the fighter. It is a general guide only; there is no one who would tell it exactly this way. Here are the facts:

1) Both Bornn and his daughter live in relative seclusion in separate houses at the edge of town. It has been thus since Bornn was converted to the faith of Apathy years ago.

2) In the beginning Bornn had been very active in the town defense and had even pitted his sword against the Stalker and wounded the beast, though it escaped.

3) One night as he sat at home with his wife Elaine, he heard a scream of terror. Kissing her farewell, he rushed into the square to see a dark shadow grappling with a villager.

4) Bornn swung his sword and hit the shadow a mighty blow. It fell to the ground, and in the moonlight Bornn could see that this was not the Stalker but the reptile-like form of one of the Lurkers in Shadow.

5) Then he heard his wife scream. Breaking down his own door, he rushed into his living room and saw a hulking shadow-thing hunching over the dead body of his wife. He charged the monster with a blood-curdling scream and smote the monster's flesh and bone with such force that the blow carried Bornn to the floor. The monster just laughed.

6) In his dazed stupor, Bornn swore that he saw the monster dissolve into the shadows and disappear from the house.

7) From then on, he has led the life of a recluse, even refusing the company of his daughter Gay and her husband. The total randomness and meaninglessness of his wife's murder convinced him that all the good that one can do in the world is for naught, so one might as well be apathetic. Thus, he was converted to the religion of Apathy. He still refused Gay's requests that he move in with her and her husband because of the pride which lingers in him to this day.

8) It was only a short time later that Gay's husband, while enlisted in the King's Army as a mercenary soldier, was killed in a battle with the Jarkung. But Gay had pride like her father's and would not consider moving in with him, not even when her son was born a few months later, though they see each other fairly often.

ANGRY VILLAGERS (village reactions)

This table is to be used if the Oracle is killed, or it can be used for just about anything if you ignore the parts of the paragraphs that obviously only apply to the death of the Oracle. With that preface, the following are the possible reactions for the people of Narrion (adding or subtracting from the dice roll for charisma bonuses or penalties of the offender):

Roll 2 6-sided dice:

2-3 = *ANGRY* —The town is extremely upset at the death of their Oracle; they don't seem to care that he was a monster, they would gladly sacrifice a few lives for the gift of prophecy. They may not even believe that he was a monster; after all, there's no body. How do they know that you haven't just done away with their prophet? And besides, can you imagine what this will do to their tourist industry? Character is lynched without trial.

4-5 = *CONVICTED* —Character is tried and convicted of harming the town or a resident of the town and either hung, stoned, or otherwise subjected to the eye-for-an-eye justice system.

6-7 = *HOSTILE* —Tried, but the people can't seem to make up their minds on guilt and finally decide to exile the offender from the town, maybe even with some supplies.

8-10 = *ACQUITTED* —Tried and let off, but the people probably aren't terribly pleased and will request that the offender leave town.

11-12 = *JUBILANT* —The townspeople are overjoyed that they have been released from the curse on their village. They raise the slayer on their shoulders, parade him through the town and give him the keys to the city and a night on the town. If the roll plus bonuses for reaction is over 13, the people will beg him to stay and give him a house and a cushy job and his pick of the unmarried women of the town, etc. (Now, if only you'd do something about that Lake monster, and those Lurkers . . .)

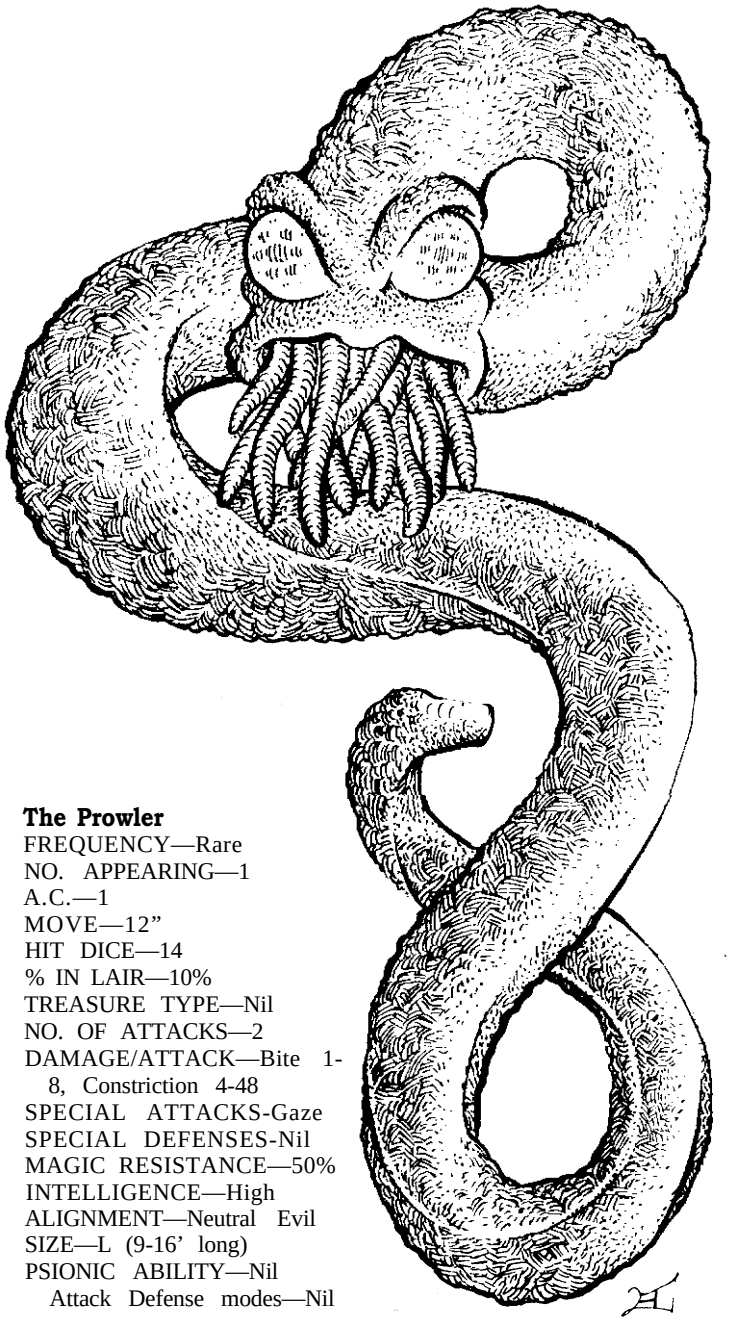
Note that these reactions do not apply until it is discovered that the Oracle is missing or until some idiot spreads the news around.

WANDERING MONSTERS

Common (65%)	Uncommon (20%)	Rare (11%)	Very Rare (4%)
1) Skeletons	Trolls	Ghosts	Night Hag
2) Skeletons	Trolls	Xorn	Mind Flayer
3) Skeletons	Cerebral Parasite	Roper	Vampire
4) Skeletons	Basilisks	Xorn	
5) Troglodytes	Medusa	Ghosts	
6) Troglodytes	Mimic	Ghosts	
7) Troglodytes	Gargoyles		
8) Centipedes	Black Pudding		
9) Centipedes	Grey Ooze		
10) Gas Spores	Prowler		
11) Gas Spores	Prowler		
12) Giant Spiders	Trolls		
13) Giant Spiders			
14) Stirges			
15) Stirges			
16) Stirges			
17) Centipedes			
18) Troglodytes			
19) Skeletons			
20) Skeletons			

Skeletons —Skeletons found in the service of the Oracle are of the normal type, with the exception that they all have 16 hit points, more than twice the normal maximum. Other than this one discrepancy, the monsters named above are all as they appear in the Monster Manual, or as listed elsewhere in this module.

Frequency for monsters in the Pit of the Oracle supercedes anything written elsewhere.



The Prowler

FREQUENCY—Rare
NO. APPEARING—1
A.C.—1
MOVE—12"
HIT DICE—14
% IN LAIR—10%
TREASURE TYPE—Nil
NO. OF ATTACKS—2
DAMAGE/ATTACK—Bite 1-8, Constriction 4-48
SPECIAL ATTACKS-Gaze
SPECIAL DEFENSES-Nil
MAGIC RESISTANCE—50%
INTELLIGENCE—High
ALIGNMENT—Neutral Evil
SIZE—L (9-16' long)
PSIONIC ABILITY—Nil
Attack Defense modes—Nil

When looking into the eyes of the Prowler it is necessary to make a save vs. magic or the victim will be irrevocably mind blanked, becoming a Zombie under the control of the Prowler. (Those who make the save, the Prowler will attempt to crush within its powerful coils.) The Zombie(s) then become the recipient of the monster's eggs, which she carefully injects underneath the skin of the victims with the brown tentacles that line her mouth. No matter how tenderly she does this, however, the victim still takes 1-8 points of damage. The Zombies are then turned loose to wander about aimlessly for 2-8 days until the eggs hatch and disclose their wriggling contents, cute little baby Prowlers. The Zombie now becomes their first meal; he lies down quietly as the little devils pick his bones clean.

Some exceptionally intelligent Prowlers have been known to form hatcheries. They charm large numbers of people and use them as guards and hosts for their eggs. These hatching grounds will usually be found in abandoned caves or underground.

To restore the minds of the Zombies, it is necessary to acquire the services of 3 High Priests (9th-level Clerics or higher), who simultaneously cast *Dispel Evil* spells upon the Zombie, who then regains control of his mind.

The Jarkung

FREQUENCY—Rare
NO. APPEARING— 1-6 or 2-12 in lair
A.C. —3
MOVE—9”
HIT DICE—5
% IN LAIR—15%
TREASURE—Type A, gems, jewelry, and maps/magic only
NO. OF ATTACKS—1 tail, 1 or 2 weapons
DAMAGE/ATTACK—2-12, or by weapon type
SPECIAL ATTACKS—Nil
SPECIAL DEFENSES—Nil
MAGIC RESISTANCE—20%
INTELLIGENCE—High
ALIGNMENT—Neutral Evil (with some Lawful tendencies)
SIZE—L (7’ tall standing, 14’ overall length)
PSIONIC ABILITY—Nil*
Attack Defense modes—Nil*
*May be present in older individuals

These creatures have a long tail with a mace-like growth at the end, small horns, and come in a variety of colors in odd designs. They can see well in darkness as well as light, and are fairly intelligent, though lacking in Wisdom. Their strength is great, and they can hurl rocks as a Hill Giant, doing 2-16 points of damage. However, their snake-like form enables them to attack creatures much smaller than themselves with none of the penalties that Giants incur. When in close combat they prefer to strike with two weapons at once while using the snake-like lower portion of their bodies to move about quickly, bewildering and often tripping their opponents (as well as striking with their mace-like tail).

No one knows how long Jarkung live, or even if they die naturally or how they reproduce (though it is rumored that the tail may serve as an egg case when needed), for no young have ever been seen. It is a known fact that Jarkung use ESP, and it is rumored that the older ones can use Psionic powers.

Note—Both the Jarkung (TD-14) and the Prowler (TD-7) originally appeared in issues of *The Dragon.* They are represented here more or less as they originally appeared, with some interpretations where the original text was lacking the detail necessary for inclusion in the *Monster Manual* format.

Elemental Demons (Gremlins)

FREQUENCY—Very Rare
NO. APPEARING—1-10
A.C. —6
MOVE—6”/15”
HIT DICE—3
% IN LAIR—95%
TREASURE TYPE—B treasure but A maps/magic
NO. OF ATTACKS—4
DAMAGE/ATTACK—1-4/1-4 (Claws)/1-6 (Bite) + Tail (special)
SPECIAL ATTACKS—Tail 2-12/electricity/also see below
SPECIAL DEFENSES—See below
MAGIC RESISTANCE—50% also see below
INTELLIGENCE—Low
ALIGNMENT—Neutral Evil (with some Chaotic tendencies)
SIZE—S (up to 18” high)
PSIONIC ABILITY—Psionically aware but no powers
Attack/Defense modes—Nil

These impish creatures are the conjured servants of the Super-Planes (such as Hell and the Abyss). They are summoned to perform myriad deeds that are not important enough to spare a greater servant for, such as fetching the master’s slippers. They are seldom found on the Material plane, though they freely roam the Astral and Ethereal planes, carrying messages for their powerful masters.

They are formed from the embodiment of the spirit of one of the four elements and cannot be harmed by anything originating from that element. Thus, Earth Demons cannot be harmed by things made of stone, Air Demons are not affected by whirlwinds and such, Fire Demons are not affected by brandished flame or boiling oil, and Water Demons can stand in the midst of the mightiest tsunami. Similarly, they are each affected by no magic involving their element. They attack and save as 7-die monsters, and as noted above are at least 50% magic-resistant in any case. If one is killed, it simply becomes broken down to its elemental component.

Though they will follow the orders of any powerful being summoning them, Gremlins tend to be very mischievous and chaotic in their dealings.

They speak common, neutral, lawful, and chaotic as well as their own Gremlin tongue.

They can become invisible and teleport at will and are very fond of being small nuisances to players, just for fun. If a player encounters an otherwise unengaged Gremlin, the little pest will often turn invisible and follow the character(s) around for the sole purpose of playing pranks. Gremlins may actually be responsible for all sorts of minor annoyances.

If they are encountered in large groups, there is one further bother that Gremlins can provide. A group of 6 or more can once a day perform, in conjunction with one another, a totally random M-U spell of any level. This is a totally random conjuration and cannot be controlled to any extent. If the character is lucky, the Gremlins may even be caught in their own spell (perhaps, for example, be caught in their own *Teleport* and be unable to find the party again), especially if the intended victim makes his saving throw.

The Oracle (aka The Stalker)

FREQUENCY— Very Rare
NO. APPEARING—1
A.C.—4
MOVE—9”
HIT DICE—14; 76 Hit Points
% IN LAIR—95%
TREASURE TYPE—See Map C, The Pit of the Oracle, Level 2, Rm. #10
NO. OF ATTACKS—3 (5) Mouth, hands (feet)
DAMAGE/ATTACK—6-36/1-8/1-8(1-6/1-6)
SPECIAL ATTACKS—Hug, +2-20
SPECIAL DEFENSES—See below
MAGIC RESISTANCE—Immune to Charms, Geas, etc. (also see below)
INTELLIGENCE—Average, but exceedingly cunning
ALIGNMENT—Neutral Evil
SIZE—L (8’ tall)
PSIONIC ABILITY—Nil
Attack/Defense modes—None, but cannot be attacked

This creature, which lives in the Pit of the Oracle near the small town of Narrion, is famous for its predictions, especially those concerning Narrion’s dread Stalker. Its predictions concerning the Stalker are very accurate with good reason, for the Oracle, which the people of the town assume to be an aged prophet, is in actuality the grotesque Stalker itself, who delights in playing this cat-and-mouse game with the simple villagers.

As well as being crafty, the creature has a number of powers which help it perpetrate its Oracle disguise (as well as being extremely useful all around). They are ESP, Clairvoyance, Clairaudience and Precognition (which its animal fears prevent it from using to foresee its own eventual demise).

As the Oracle, the monster speaks in a low, strained whisper (most often in riddles, this being part of its game, though it will occasionally speak plainly, but cryptically, just to be perverse), in either neutral or common. The ability to speak cryptically and in riddles does not stem from intelligence, however; rather, it stems

from a natural craftiness and cunning that the creature has been gifted with.

Besides its Oracle abilities, the Stalker has a number of other special abilities. It can Walk Ethereally twice per day (which is very useful in raiding the town).

The second set of eyes which rest high upon its brow render it immune to turning to stone, and life-trapping spells and abilities, by causing these powers to reflect upon the wielder.

It can see extremely well in complete darkness (up to 120') but shuns the sunlight, and will usually not venture out into the sun.

But by far its most important advantage over mere mortals is that long ago, its heart and soul were removed from its body by some arcane process and placed in a black gem, which resides in a glass case in its unholy lair. (Map C, The Pit, level 2, room #2) This process has made it impossible to kill the creature while its heart is undisturbed, for it regenerates at a rate of 5 hit points per melee round. For all practical purposes. this makes the beast impervious to any attack the villagers might mount against the Stalker.

If the Soul-Gem is shattered. the monster will still continue to live for 2-12 melee rounds. after which it will die and crumble to dust in short order.

THE PIT

The Pit of the Oracle was torn out of the heart of the stone many years ago by the Dark Lord's eldritch magicks when the land was young. He equipped it well with traps and treasure and a special array of monsters. The magic processes that created the Pit also rendered it immune to certain forms of attack that might assault it. (This applies only to non movable features such as doors, walls, etc.) The Pit is immune to fire, water, earthquakes, and wind-based attacks as well as electricity and disintegration.

Encounters are checked for as in a normal dungeon but using the special Pit of the Oracle Wandering Monsters chart.

Level One and the Stone (Map B)

THE STONE

The ancient, hollowed-out Stone of the Oracle sits on the top of the Mound of the Oracle (A on Map A).

In the middle of the cave is a five-foot diameter hole (marked A on Map B) which descends deep into the Pit and down which seekers call their questions to the mysterious Oracle. If one were to descend through the hole, one would find oneself in the Hall of the Idols, and if one continued the path would lead to the Great Hall below.

KEY TO ROOM DESCRIPTIONS

The general features of each room or section of The Pit of The Oracle's two underground levels are listed in a code which is defined below.

Each room's number is followed by the room's name or a special description, if any, of that numbered section of the map. Unnamed rooms are represented by ---.

Next is the letter A, B, or C, describing the lighting in the area. **A = no light source; B = dim light, usually coming from a source outside the immediate area; C = normal natural light, as if from firelight.**

Next is the word **"Shielded"** or **"Non-shielded."** A shielded area is one which is lead-lined to prevent the use of ESP or any sort of X- ray vision to view its contents. The word **"(Shielded)"** in parentheses means that the area is lead-lined, usually to prevent detection of some other shielded area, but has easy methods of entry which may make the shielding ineffectual.

Next is a description of the features of the door(s) enclosing the area, if any:

Door type is either **W = wooden; WB = wooden, banded with metal; S = stone; or M = metal.**

Handles or protrusions, if any, are indicated by **K = knob; L = latch; N = none.**

Locks or devices to prevent entry are described as either **H = hidden latch: LK = locked: ML = magical lock; or U = unlocked.** If locked the letter or letters describing the lock are followed by a small letter **i = locked on the inside of the room** or area the door encloses, **o = locked on the outside of the room** or area; or **b = locked on both sides.**

If there is more than one door enclosing an area, each is designated by the direction in which it opens (North South East or West) and the number of the room or area into which it opens.

MAP B LEVEL ONE AND THE STONE

Room 1)/---/A/Non-shielded; Door-None.

2)/---/A/Non-shielded; Door-None.

3)/Spider room/A/Nonshielded; Door-None. This room is filled with webs in which live 6 Giant Spiders, 16 20 12 30 28 19 HTK.

4)/Weapons room/A/Non shielded; Door-None. Trap-spiked sheet, 2-24, falling from ceiling on characters within 2 dotted lines S1 = war hammer; S2 = long sword, P = chain mail (all hung on wall).

5)/The Room of Mirrors/B/Non-shielded; Door-None. Every available surface in this room is covered with unbreakable, indullable mirrors, including the floor and ceiling.

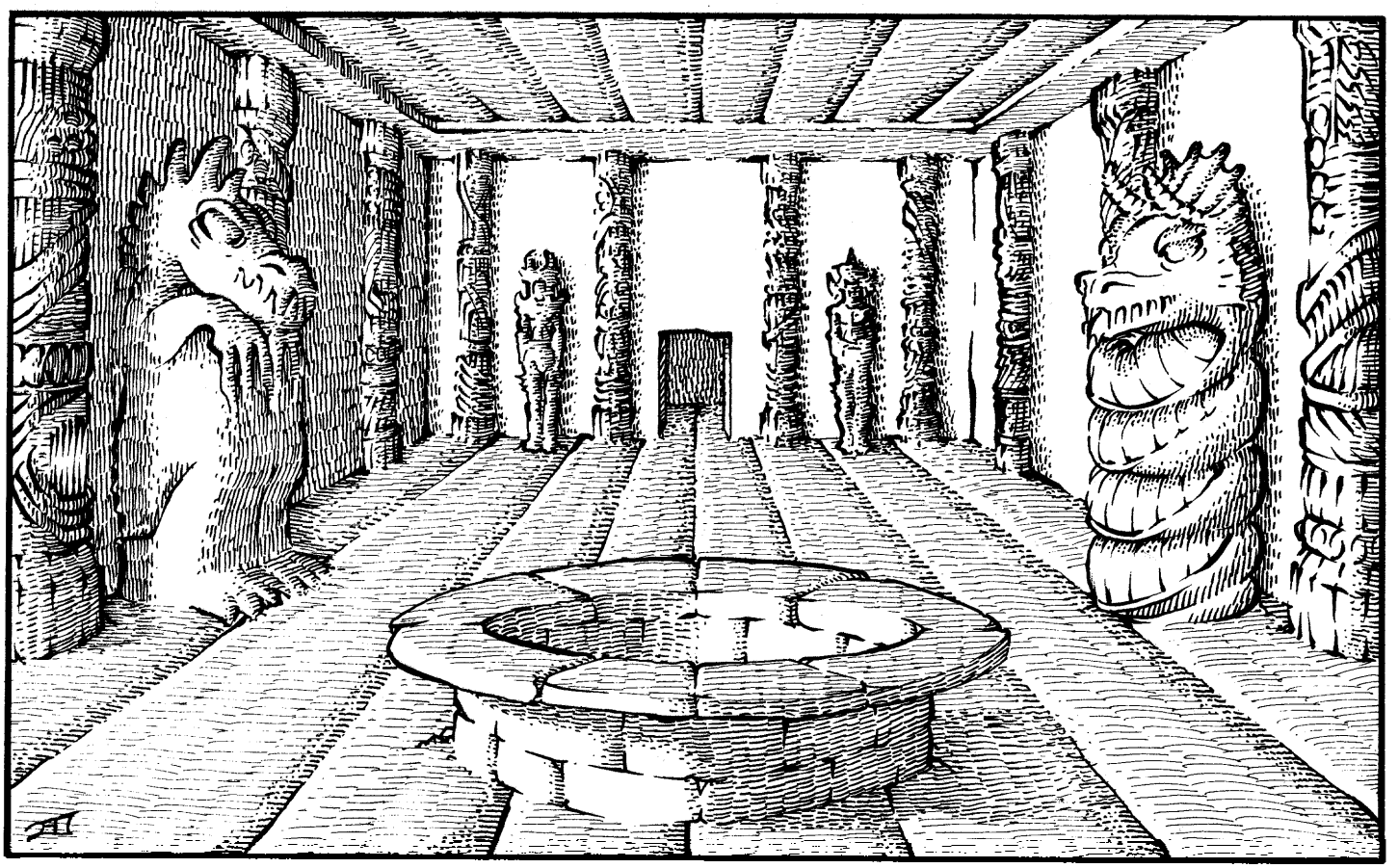
6)/---/B/Non-shielded; Door-None. Vases 1 & 2 filled with water (for washbasin).

7)/---/B/Non-shielded; Door-None.

8)/---/B/Non-shielded; Door-None.

9)/Shield room/A/Non-shielded; Door-None. P1 & 2 = steel shields.

10)/Final Hieroglyph Room/C/Non-shielded; Door-None. Within this room can be found the final series of pictographs depicting the history of the Oracle. The walls can be read as follows: The



Dark Lord creates the Pit with mighty spells; He calls his evil minions from all over the world and chooses which of them will inhabit the pit; He grants his minion the Oracle (toad thing) dominion over all the lesser nasties, gives it the gift of the "third-eye," and in an unholy rite removes the monster's heart and soul from its body. A = a jackal-faced idol with a small, lidded vase in its hands. This vase contains 1 dose of a Potion of Longevity which renews itself every 4 hours. However, the vase cannot be removed and is too small to stick more than 3 fingers into. To make matters worse, the potion level is low enough that it cannot be lapped up, and the statue is too heavy (part of the bedrock, actually), to be moved. Woe to anyone who harms the idol, for harming it will summon the Oracle, or, if it's dead, the other minions of the Dark Lord.

11)/---/B/Non-shielded; Door-None.

12)/The Hall of the Idols/B/Non-shielded; Door-None. In the middle of this many-columned room is a well which leads from A in the Stone to A in the Great Hall (rm. 19/level 2) below. The pit is exactly above the four dots in the well. Statues B & C are human fighting men; B has one part of an *Amulet of the Planes*, a sun-like medallion with a threaded center, around its neck; C has a stone carving of what the whole should look like around its neck. D & E are stylized dragons, and the iris of the right eye of D (which screws out) is a dial with 24 markings which controls the plane traveled to (as the alternative amulet in the *DMG)*. This is the second part of the amulet. F & G are statues of hippo-headed river gods; the right eye of G screws out to become the third part of the amulet, an eye-shaped centerpiece, the pupil of which acts as the socket for the fourth and final piece of the amulet, the pointer. Around the necks of fighter statues H & I are carved stone medallions; in the center of each is a small, plain pointer. The pointer of I can be turned easily and removed at will, but if the pointer of H is turned or molested in any way, anyone touching the statue will receive 2-12 points of electrical damage. The removable pointer from the medallion around the neck of human fighter statue I snaps very nicely into the pupil of the eye from statue G, completing the *Amulet of the Planes*. The pointer determines which of the planes will be traveled to. (Note that if either parts D or G are not screwed in tightly, the transportation will not be predictable, for the synchronization will be off.)

13)/Water Fountain/A/Shielded; Door-(M/L/U). A is an ornate stone fountain which is perpetually flowing. In it live 3 Water Weirds with 20/15/12 hits to disrupt.

14)/Second Hieroglyph Room/C/Non-shielded; Door-None. Within this room and the corridor connecting it with room 10 can be seen the middle series of pictographs concerning the history of the Oracle. The walls can be read as follows: The Dark Lord descends on the castle of Narrion in a fiery blaze. He kills the local Druid with a flick of his hand and shrivels the great western forest. He then spawns the dark wood to the south of the castle and fills it with fell creatures. In the lake called Lakan he places the dreaded monster which drives the poor fishers from its foamy shores. Then he turns to his true objective, his enemies in Narrion Castle, the lord and his wizard sister. Long their battle raged through the castle, and the simple villagers fled to the plains far north, in the shelter of the castle of the wizard Elohir (ill-fated creator of the Jarkung) while the battle blazed for many a day. Finally, the Dark Lord threw down the mighty lord from the very parapet of Castle Narrion. The lord's wizard sister was enraged, but was no match for the Dark Lord. When the mighty battle was finished not a stone remained of the castle, and the only living thing left in the battleground was the Dark Lord. Having accomplished his main objective, he then brought to the land his general, the Stalker, to spread evil and terrorize the poor people of Narrion, whom he drove back to the barren land that was once their home by causing a foul quagmire swampland to spring up and engulf the north plains. The frightened villagers then erected the small town of Narrion on the ground where the castle had once stood.

15)/---/B/Non-shielded; Door-None. S = footman's mace; P = large shield; both are hung on the wall. Note also the *Mirror of Life Trapping* behind the curtains on the wall.

16)/Hall of Tapestries/B/Non-shielded; Door-None.

17)/---/A/Non-shielded; Doors-S to 18 (WB/L/H i), E to 19 (S/N/H b). Perched above the corridor entrance to this room from room 16 is a 46 hit-point Green Slime.

18)/The Stair to the Bottom of the Lake/A/Shielded; Door-(WB/L/H o). This door is impassable from the inside and will slam shut behind characters, trapping them inside. The stairs lead 10' down to a blank 5'-by-5'-by-10' stone landing. Once all the characters in the room have descended to the platform, the bottom literally falls out and they find themselves falling through a black void. After a time the fall ends, and they find themselves thrust into the icy water 200' below the surface of Loch Lakan at point D on Map A. (Remember to check for the monster).

19)/Stairs Down to Level 2/A/Shielded; Doors-(both) (S/N/H b). This hidden stairway goes to level 2, #29 and is the same stairway as room #24, level 2.

20)/The Beginning, History Room/C/Non-shielded; Door- (S/N/H b). On the walls of this room can be seen the first in the series of pictographs concerning the life of the Oracle/Stalker. The first pictures on either wall are bas-reliefs of a man in a long, flowing, floor-length robe with a face-covering, horned helmet through which only two evil, orbless eyes can be seen. This is the Dark Lord. The first series of pictures shows the Dark Lord sitting on his iron throne, thinking of dark, vile schemes. He creates (mutates) the hideous toad-like Stalker and sends the creature to lead one of his many armies. While this war was being conducted in far-off lands, a powerful lord and mighty wizardess had the audacity to direct their army against the very stronghold of the Dark Lord himself. At first their attack was fairly effective, but then the Dark Lord drew in his mighty right arm and the army of the Stalker and crushed the rebellious upstarts. The lord and his sister the wizardess, their army devastated, fled to their ancestral castle near the shore of Loch Lakan. The second series of pictures appears in room 14. Note that these pictographs will not be understood by most people, requiring quite a bit of intelligence to decipher them as they are given here.

21)/---/A/Non-shielded; Door-(W/L/ML i). V1 = water; V2 = 10 doses, love potion, treat as *Philter of Love.*

22)/---/A/Non-shielded; Door-None. V1 = water; V2 = unholy water; V3 = acid.

23)/Arms Room/C/Non-shielded; Door-None. 2 spears, S1 & S2, crossed over a Shield of Vulnerability -2 which is emblazoned with the indullable Red-Eye, symbol of the Dark Lord.

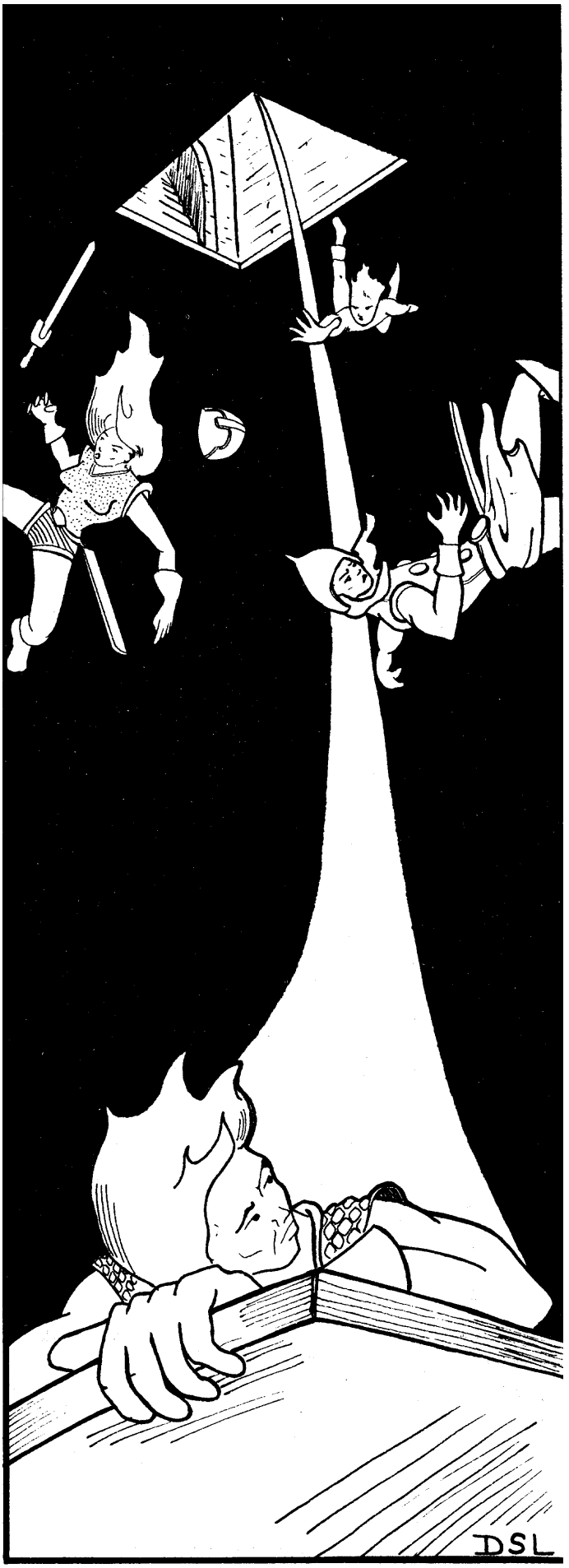
24)/---/B/Non-shielded; Door-None.

25)/The Chamber of the Columns/B/Non-shielded; Door-None.

26)/---/A/Non-shielded; Door-(WB/K/LK i). A = hollow column filled with 2000 cp, 1000 sp, 4000 ep, with a *Scarab of Death* at the bottom of the pile. However, 3 feet off the floor, hovering just above the treasure pile, is a jet black *Sphere of Annihilation.* Note that all the walls in the Pit have been magically rendered immune to disintegration, and thus are immune to the sphere, even though the sphere is more powerful than the spell. Note also that the Oracle and his heart are likewise immune to this particular item.

27)/The Room of the Dead/A/Shielded; Door-(WB/K/LK o). A, B, C, & D are the coffins of the four Vampires which inhabit this room. A = female vampire, 24 hit points; B = female vampire, 56 hit points; C = male vampire, 65 hit points; D = female vampire, 37 hit points.

28)/Wandering Monster Materialization Room/C/Shielded; Door-(W/K/U). The unearthly light in this room emanates from the swirling dimensional rift which is in the place of the room's east wall. Once every turn, a random monster from the Pit table will step out of the shimmering whirlpool and into the room. The monster can either then leave through the rift or leave by the door and wander through the pit to return at some later time (so characters may run into returning monsters, also). However, if there are characters in the room, chances are that the monster will want to fight them. Characters below fourth level cannot pass through the rift unless pulled through by someone else who can pass through. If characters do pass through the barrier, the plane they come out on is determined at random (with preference to the Negative Material and other evil or dark planes), or send them somewhere else on earth (with preference to the Narrion area, such as points B or C on Map A), or into some future or past time. A *Phase Door* spell will cause the



portal to collapse into itself for one turn; all other attacks are ineffective.

29)/Stairs down to level 2/A/Non-shielded; Door-None. Goes down to level 2, rm #36.

Map C The Pit of the Oracle—Level Two

1)/Secret Passage to Narrion/A/Shielded; Door-(S/N/H b). This secret passage. marked Al on Map A, goes from the Pit of the Oracle to buildings #20 (The Golden Mug Inn) and #27 (Haunted House) on Map A, Narrion Detail.

2)/The Hall of the Throne/C/(Shielded); Doors-N to 1 (S/N/H b), W to 5 (S/N/U). This is the room where the Heart of the Oracle, a black, oily gem, rests in a glass case upon a pedestal guarded by the most fearsome of creatures. The pedestal and Heart are indicated by "A." B1 and B2 are two super-powerful Type VI Demons, each with 80 hit points. These monsters will stand stone-still (and even appear to be statues to the unobservant) unless there is someone behind line C who should not be there, in which case they will immediately attack the intruder. Line C is also the point beyond which Dragon D may not move the bulk of its body (because of magical enchantment). Dragon D appears to be made of tarnished yellow metal of some type, but this is only a side effect of the mighty enchantments which the Dark Lord used on the creature when he first placed it in the Pit. Though its size and color have been changed, the creature is actually an ancient Red Dragon. Although its high intelligence has been muted by the magic long ago performed on it, so that it can neither talk nor employ spells, it gained several powerful and extraordinary powers in the process. The first is immunity to any mind related attacks, such as ESP and psionics. The second, and by far more terrible, of its abilities is a breath weapon which it can employ once every fifth melee round! It has 88 hit points.

KEY TO ROOM DESCRIPTIONS

The general features of each room or section of The Pit of The Oracle's two underground levels are listed in a code which is defined below.

Each room's number is followed by the room's name or a special description, if any, of that numbered section of the map. Unnamed rooms are represented by ---.

Next is the letter A, B, or C, describing the lighting in the area. **A = no light source; B = dim light, usually coming from a source outside the immediate area; C = normal natural light, as if from firelight.**

Next is the word **"Shielded"** or **"Non-shielded."** A shielded area is one which is lead-lined to prevent the use of ESP or any sort of X-ray vision to view its contents. The word **"(Shielded)"** in parentheses means that the area is lead-lined, usually to prevent detection of some other shielded area, but has easy methods of entry which may make the shielding ineffectual.

Next is a description of the features of the door(s) enclosing the area, if any:

Door type is either **W = wooden; WB = wooden, banded with metal: S = stone; or M = metal.**

Handles or protrusions, if any, are indicated by **K = knob; L = latch; N = none.**

Locks or devices to prevent entry are described as either **H = hidden latch; LK = locked; ML = magical lock; or U = unlocked.** If locked, the letter or letters describing the lock are followed by a small letter **i = locked on the inside of the room** or area the door encloses, **o = locked on the outside of the room** or area; or **b = locked on both sides.**

If there is more than one door enclosing an area, each is designated by the direction in which it opens (North, South, East, or West) and the number of the room or area into which it opens.

3)/The Room of the Serpent/A/(Shielded); Door-entrance A, blocked by large *Mirror of Life Trapping* in room #9; if mirror is removed, entrance is opened. In this room resides a great Spirit Naga who will attack anyone removing the mirror which blocks the entrance to this room. It has 63 hit points.

4)/The Room of the Fire Pit/C/Non-shielded; Door-(S/N/H b). This room contains a blood-stained altar (A) upon which the Oracle occasionally dines, and the great sacrificial Fire Pit (B) which can extend for great distances to either the core of the earth, the elemental plane of Fire, or the Citadel of the Dark Lord, at the option of the DM. If crossed, the Fire Pit does 2-12 points of damage; if it is wandered into, the victim takes 6d6 damage per round.

5)/Corridor/A/Shielded; Doors-E to 2 (S/N/U); E to 21 (S/N/H o). This corridor has pit X, which opens under anyone crossing over it. It has a snap-shut lid, is 20' deep and filled with spikes. Fall & spikes do 2-24 total damage.

6)/Bubble Room/A/Shielded; Door-(S/N/H i). This room is filled with bubbles which will float into room 7 and chase characters when the door to the room is opened. The bubbles do 1-10 d6 of damage in a 5' diameter and explode on contact with anything. In the center of the Bubble Room floats a great bubble twice the diameter of the others (2 feet), and in the center of this floats a 40,000 gp diamond. This bubble does 12d6 of damage when burst. There are 40 bubbles in the room, not counting the great bubble.

7)/The Room of Bubbly Death/C/Shielded; Door-(S/N/unopenable i). When this room is entered the door to room 6 opens to let the bubbles within float out. The door will remain open until all characters in front of the portcullis in room 17 are either dead or fled, or all the bubbles have been exploded, including the great bubble. If either of these circumstances are fulfilled the door will snap shut (possibly trapping characters if the great bubble has been burst). Bubbles will pursue characters to the first portcullis, carefully avoiding the crossbow trap in corridor 17.

8)/---/B/Non-shielded; Door-None.

9)/---/B/(Shielded); Door-None. *Mirror of Life Trapping* is 6' high and blocking the entrance to room 3. V1 & 2 = Water.

10)/The Hall of Treasure/B/Non-shielded; Door-None. This treasure-filled room is where the Oracle most often rests, languishing in his immense treasure pile. V1 = empty; V2 = poison, V3 = water; V4 = Potion of Diminution. Suggested treasure-15 swords including 3, +1; 1, +2; and 1, +3; 39 misc. weapons including 17 +1 arrows, 1 Hammer of Thunderbolts; 4 potions: 5 scrolls; 20 rings including 1 elemental command, 1 regeneration, 1 mammal control, 1 contrariness, and 2 delusion; 3 maps; 1 Staff of Power, 1 Rod of Lordly Might, 2 Snake Staffs, 1 Wand of Illusion, 1 Staff of Withering; 25 protective devices including 1 +1 armor, 2 +2 armor, 1 +3 armor, 2 +2 shields; 1 ebony fly, 1 manta ray cloak, 1 mirror of opposition, 1 lyre of building. 1 horn of blasting, 1 silver horn of Valhalla, 1 boots of levitation, one book of vile darkness, one copy of the Necromicon (Latin), 1 girdle of masculinity/femininity, 1 deck of many things, one magic carpet (hung on wall), and 1 crystal ball; 40,000 gp, 30,000 sp, 2000 ep, 1250 pp, 29,000 cp. Note that though the treasure is great the risks and obstacles are incredible. (Many specifics have been left to individual DM's. Note too that where items listed exceed the following information given, the remainder of the items are non-magical.)

11)/The Den Of the Oracle/C/Non-shielded; Door-None. Washbasins 1, 2, 3, & 4 are of ordinary size and are filled with water; if emptied, they will magically fill again in one hour. The water is normal but each has slightly different minerals, so each type must be obtained in order to work the magic. W9 is an unusually large empty washbasin, which will hold 8 basinfuls of water, preferably one each from W1, 2,3,4,5,6,7, & 8, located in this room and rooms 20 and 22. When the large basin is filled with liquid from the smaller basins, all that is needed to set its magic to work is a slight breath across the fluid's surface. This is the *Basin of All Things Past,* and by gazing at its surface one can see anything that has happened previous to the viewing time. This is how the Oracle can discover knowledge of things in the past, which are normally out of its power. Note that none of these basins will appear to have any great magic power if

sold. Once the viewing is over, the water loses its power and becomes only putrid water. A maximum viewing time of about five minutes should be allowed.

12)/---/A/Shielded; Door-(WB/K/U). This room contains 4 Xorn (56,47,38,43 HTK). The door of the room automatically opens if the Face (room 13) turns someone to stone.

13)/The Room of the Great Stone Face/C/Shielded Doors-E (WB/K/U), N to 12 (WB/K/U), S to 15 (WB/K/U). A is the "Great Stone Face," actually a 7' tall ceramic head. Anyone who looks into the eyes of the Face will be turned to stone (saving throw allowed). The stone that the characters are turned to is not ordinary stone, though; it is a combination of rare minerals which Xorn are particularly fond of. When a character is turned to stone by the Face, the north and south doors will automatically open and the Xorn that live in rooms 12 and 15 will come out to snack on the stone. One Xorn can eat one human-sized statue in 5 rounds. If somehow a statue is saved, remember that if the statue was damaged the person would also be damaged in the same way. The Face itself can take up to 4 hit points per round without being harmed, but 5 hits or more from any particular blow will cause it to shatter and release the horrible contents within: a mixed assortment of 27 Elemental Demons, each of whom has the maximum of 24 hit points. These little devils will act generally chaotically and whirl about the heads of the adventurers, which can make for real problems if the room is already full of hungry Xorn, and generally act in the manner which is prescribed for them in their description. The Xorn will return to their rooms when they run out of food, or if they're sorely pressed in battle.

14)/Treasure room/A/Shielded; Door-(S/N/H b). This room contains 1,000 gp, a *Robe of Eyes,* a *Poison Robe* and a *Ring of Shooting Stars.*

15)/---/A/Shielded; Doors-N to 13 (WB/K/U), S to 16 (WB/K/U). This room contains 4 Xorn (49,36,41,27). The door of the room automatically opens if the Face (room 13) turns someone to stone, releasing the Xorn.

16)/Bubble room/A/Shielded; Door-(WB/K/U). This room is occupied by 20 bubbles (as in room 6), but they do only 1-6 d6 of damage when they explode. The door does not open by itself, so characters must open it themselves so that the bubbles can follow them. These bubbles have no range limit and will follow characters literally anywhere.

17)/Maze of Doom/C/Shielded; Door-(S/N/H). T = crossbow bolt firing across the hall in the direction of the arrow to the opposite wall, triggered by stepping within 2½ feet of the arrow. It does 2-8 pts. of damage to anyone who gets in the way. This corridor is a passage maze with portcullises failing behind characters, trapping them.

18)/---/B/Non-shielded; Door-(S/N/H).

19)/The Great Hall/B/Non-shielded; Door-None. A is the exit from the pit in the stone and the well in the Hall of the Idols above. The well is positioned exactly above the four dots on the floor.

20)/---/B/(Shielded); Door-(S/N/H b). W6 = holy water W7 = unholy water. Both liquids are meant to be added to the Basin of All Things Past, and the basins have the filling properties of the other basins in rooms 11 and 22.

2l)/Illusion Room/B/(Shielded); Door-(S/N/H i). This room projects the illusion of being a corridor which continues out of sight, but it actually ends at the blank wall where indicated. This does not mean that characters will ever hit the wall; they may believe that they are walking while they are actually standing still. The portcullis shown comes down behind characters once they are in the room. They will see it, and may believe they are walking away from it, but if they turn around and walk back it will only be the actual distance away. The room is only intended to hold victims until the Oracle can "take care" of them. Naturally, if they discover the illusion and find the secret door, they may attempt to open it and escape.

22)/---/B/(Shielded); Door-None. V1 = water; V2 = Poison; W8 = The Basin of Death. The thin, red liquid in this basin is poisonous if imbibed, but if spilled is even more dangerous, for a single drop will spring up into a 16-hit-point Skeleton and instantly attack the spiller (perhaps causing more spilling). Allow 200 drops to the basinful. The liquid will not mix with anything except the other 7 waters of the *Basin of All Things Past.* The Basin of Death has the same filling properties as the other 7 normal-sized basins in rooms 11 and 20.

23)/---/B/Non-shielded; Door-None. P1 = small shield; P2 = Shield +3.

24)/Stairs up to level one/A/Shielded; Doors-(both) (S/N/H b). This is the same stairway as #19, level 1. Goes to #17, level 1.

25)/The Room of the Sword/A/Shielded; Door-(W/K/U). On the wall in this room rests a most wondrous weapon, a *Dancing Vorpal Blade,* with a permanent improved invisibility on itself (does not extend to wielder). It has no intelligence or ego and no other powers, other than the normal. There is a problem, however, in the fact that it will animate itself on the second round after the room is entered and attack the party that has entered as if it were a tenth-level Lord (invisibly) for 6 rounds. Then it will return to the wall to rest for 6 rounds before attacking again. (It does the 6-on, 6-off routine if possessed by a character, also, but in that case will fight as a normal dancing sword.) It is almost impossible to effectively combat the sword if you can't see it. If a character does grab it, it loses all malicious intent and becomes a normal (?) *Dancing Vorpal Blade.*

26)/Corridor/A/Shielded; Doors-N to 25 (W/K/U), E to 30 (WB/K/U). Trap = spikes from corners (2-16 pts. damage) triggered by stepping into their line of fire.

27)/---/A/Non-shielded; Door-None.

28)/---/B/Non-shielded; Door-None.

29)/Tunnel to the Shunned Hills/A/(Shielded); Door-(S/N/H b). This is the start of tunnel C1 on Map A, eventually leading to the lair of the Troglodytes and their cave (entrance C, Map A).

30)/---/A/(Shielded); Door-(WB/K/U).

310?---/A/Non-shielded; Door-(M/K/LK o). A is a statue of a hippo-god with ruby eyes worth 4,000 gp each (it is the same as and magically linked to B in room 32); however, if one eye is removed, 2 Type I Demons will appear and try to kill the thief; if 2 eyes are taken, 4 Type II Demons will appear; if 3 eyes are taken, 8 Type III Demons will appear; and if all 4 eyes are taken, 16 Type IV Demons will appear. The only way to get rid of the Demons is either to combat and defeat them or put *all* the eyes back, in which case all the demons will disappear. If the eyes are removed again, the process starts over again.

32)/---/A/Non-shielded; Door-(S/N/U). Statue B has exactly the same properties as statue A in room 31. It also is a hippo-god.

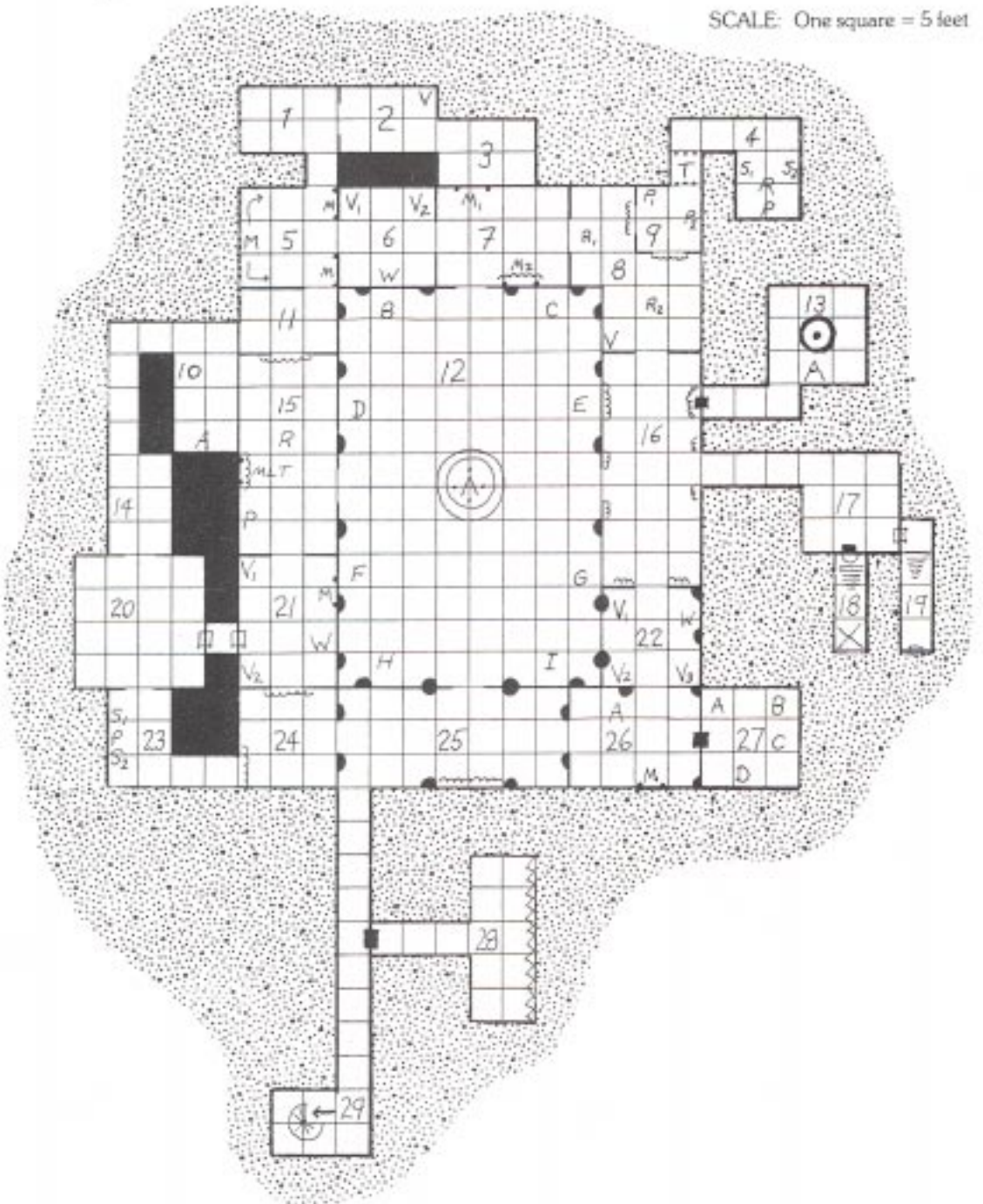
33)/Ghost Room/A/Shielded; Doors-(S/N/U). This room contains the Pit's 4 Ghosts (60,45,72,53 HTK).

34)/---/A/Non-shielded; Door-None. This room contains one 73-hit-point Trapper.

35)/The Enchanted Stairway/A/Non-shielded; Door-(M/K/LK i). If one goes up this stairway, after a long tiring climb one finds oneself in a 5'-by-5' room with a ladder leading to a trap door in the ceiling. A character who goes through the trap door finds himself on a platform apparently floating in the sky; a second later, the character will fall 10-60 feet and land on either of the points marked B on Map A, either into Loch Lakan or The Shunned Hills. Comrades who follow would see the first character as being on the platform, too, until they pass through to the platform, when they'd find themselves falling, too, though not necessarily to the same spot that the first character did. Going back down the Stairway doesn't work, for after one round of walking on the Stairway ail directions lead to the platform anyway. Before that time, players may try to get back through the locked, reinforced steel door. (Remember to check for the monster if characters end up in the lake.)

36)/Stairway up to level one/A/Non-shielded; Door-None. Goes up to level 1, room 29.

Map B The Pit of the Oracle Level one



Spiral staircase

Linear staircase

Curtain/tapestry (10-60 gp)

Mirror

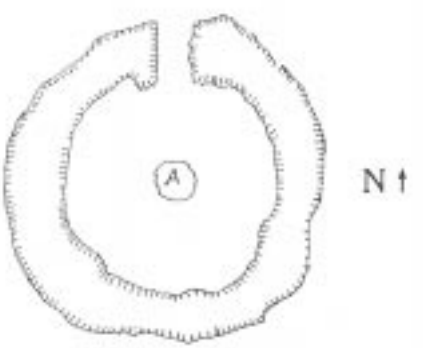
Portcullis (2-12 pts. damage)

Door

Secret door

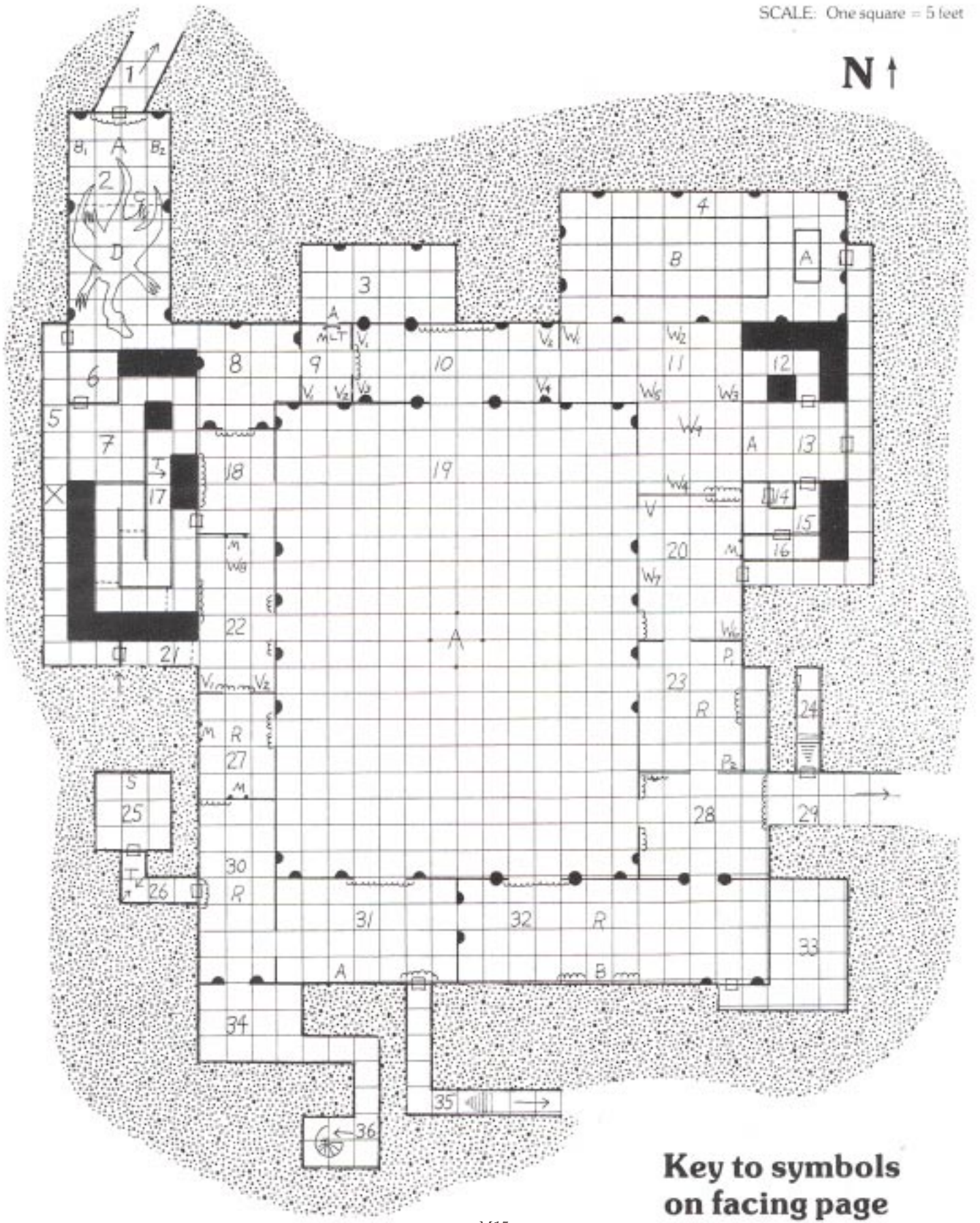
One-way Door

Pillars/columns



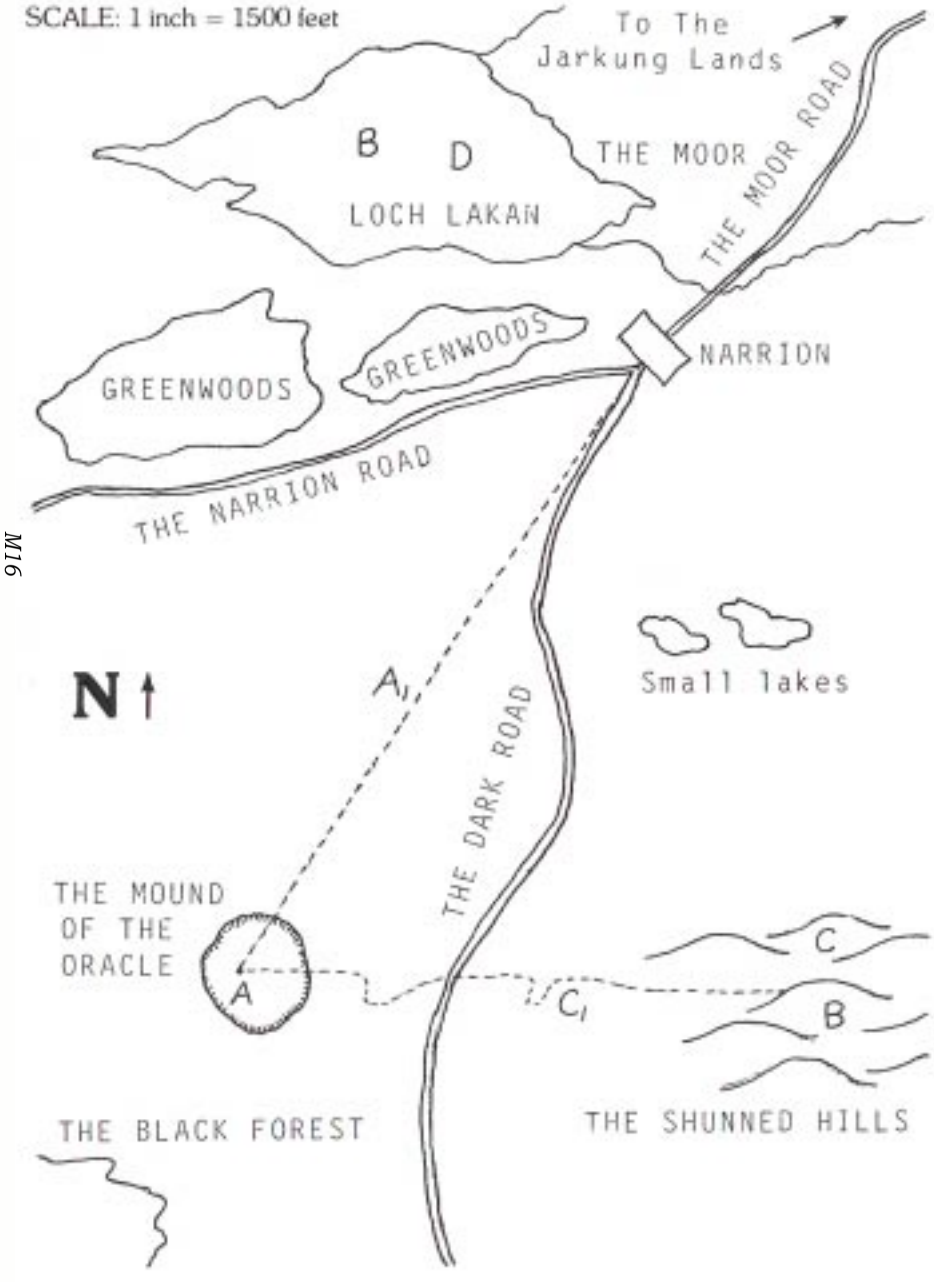
The Stone

Map C The Pit of the Oracle Level two



Map A

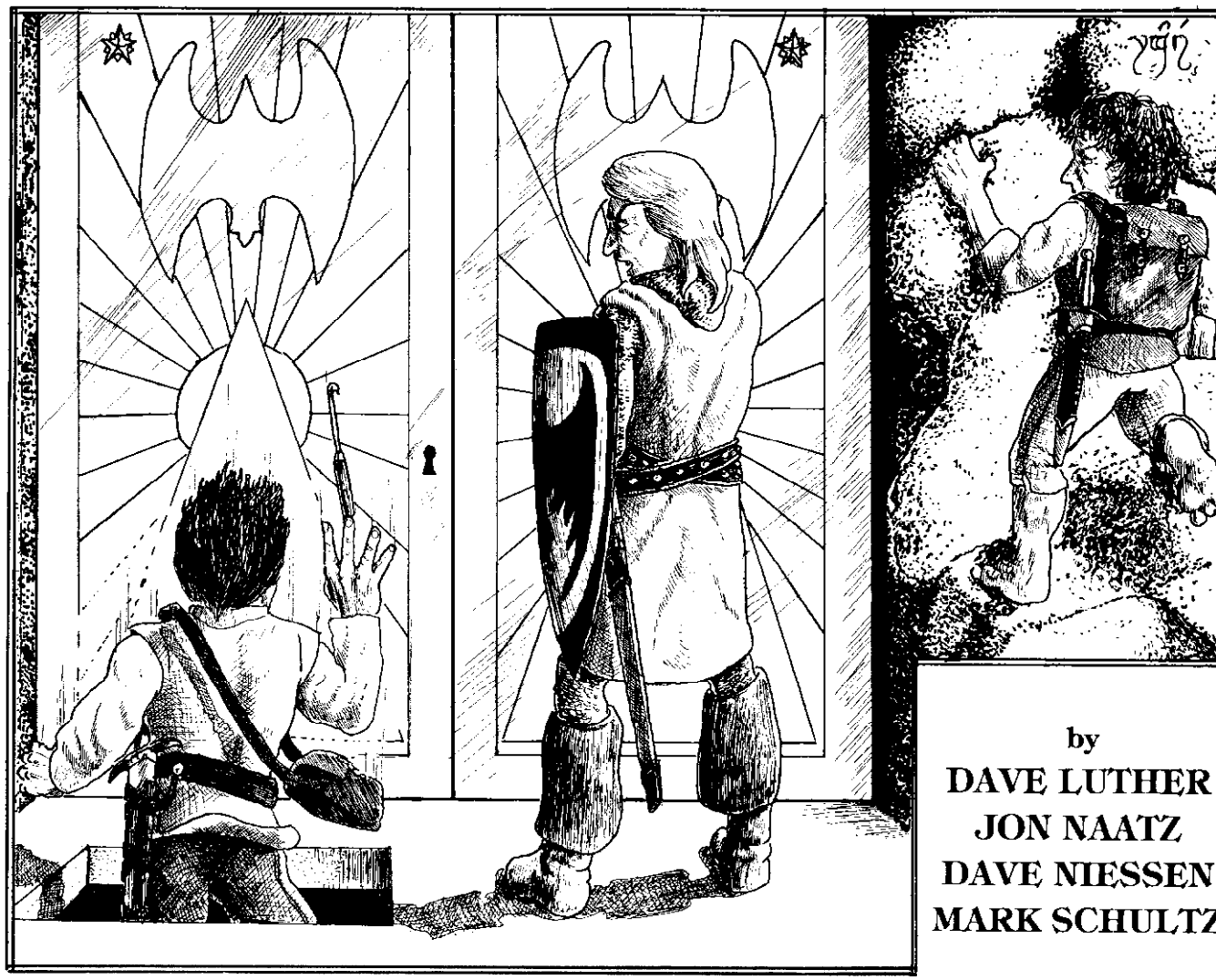
Narrion and surrounding area



Narrion city detail

A = The Stone of the Oracle
A1 = Secret passage of the Stalker from Level 2, room 1, to houses #20 and #27 in Narrion detail
B = Points of exit from magical stairway, Level 2, room 35
C = Troglodyte cave entrance
C1 = Troglodyte tunnel leading from Level 2, room 29
D = Exit point on the bottom of Loch Lakan, leading from Level 1, room 18
E = Watch towers, manned by two men at all times
F = Gallows
G = Front gate
H = Moor gate

The Halls of Beol-Dur



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Instructions to the Dungeon Master

"The Halls of Beoll-Dur" can be used as presented here for a single adventure, or Beoll-Dur and its locale can be incorporated into an existing campaign. It is highly preferable that a large party begin the adventure (attrition will take its toll), and it is essential to the success of an expedition that most, if not all, party members be 8th level or higher.

The DM should be constantly aware of (and should keep the players aware of) the heat which is encountered on each of the three levels. The uppermost level has a constant temperature of about 95 degrees F; the second level is 120 degrees F; and the lowest level (adjacent in some spots to raw magma) has a temperature of 350 to 400 degrees F. Without magical protection from fire (which can be obtained on the upper levels), a character could only remain on the lowest level for a *very* short time (perhaps as little as 1 turn) before he would begin taking 1-4 points of heat damage per round.

The goal of the players (which should not be revealed to them beforehand) is to slay Searazul and free Beoll-Dur from the clutches of the Salamanders. This will prove to be extremely difficult, but with persistence and forethought, a well-equipped group should be able to overcome all the obstacles.

There are no wandering monsters to encounter, so it would be relatively safe for a group to rest and recuperate for several days in a first- or second-level room. Time is an important factor once characters reach the lowest level, however, because any delay in battling the Salamanders and getting to Searazul could permit the monsters to organize a resistance, and possibly permit Searazul to escape back to the elemental plane of fire, from where he and his followers came.

There are two unusual aspects to "The Halls of Beoll-Dur" which call for some explanation. First, mention is made in several spots in the text to dwarven Clerics. DMs are reminded (and should point out to players, if it becomes necessary) that a dwarf can only be a Cleric if the character in question is a non-player character whose role (as in the case of Duinor, the High Priest) is played by the DM.

Second, there is an original procedure for saving throws which is used in some locations. For the sake of clarity, the procedure is detailed here as well as in the text: Characters who must roll for saving throws after events in Level 1, Room 1, Room 3, Room 4, Room 7, Room 12, Room 15, or Room 17, and Level 2, Room 2, Room 9, or Room 12 will do so according to the following formula: Roll 3, 4, or 5d6 (the number of dice varies) and subtract one point from the dice roll for every two levels of experience the character has attained. Compare the resulting number to a specified ability (this also varies), and if the adjusted dice roll is less than the character's score for the ability in question, the saving throw is considered made.

Introduction

The resourceful Cleric Duinor, mightiest of all dwarven Clerics, realized the need for an isolated clerical training ground. Duinor selected a dormant volcano as the site. Years later, after almost continuous construction, the vast Halls of Beoll-Dur were completed. Carved into the rim of the volcano, the two levels of halls were ideally located for isolation from the outside world.

Much to the Cleric's dismay, the long-inactive volcano began to wake again, causing huge fissures to form in the rock. One such rent reached the edges of Beoll-Dur.

Several days after the fissures formed, the fall of Beoll-Dur began. Up from the depths of the fissures shrieked a pack of raiding Salamanders. The fierceness of the attack forced the Clerics to withdraw; soon, they were trapped in an upper-level room.

The Salamanders had come from the Royal Halls of Searazul, carved out ages earlier by the Salamanders. Searazul, the King of Salamanders, had ordered members of his Peerless Legion to investigate a huge fissure which had formed in the Royal Halls. These halls were located (unknowingly) several hundred feet below Beoll-Dur. The Salamanders besieged the room of trapped Clerics for 8 days. The Clerics dug an escape tunnel during the siege, and 28 members of the group escaped the trap. Three of the most aged Clerics transferred their souls into a room of cones. The leader, Duinor, transferred his soul into a pillar running through both levels of Beoll-Dur. His sole purpose in so doing was to aid all adventurers in ridding the once majestic Beoll-Dur of the evil Salamanders.

Level 1

1. The Entry

The dungeon is well secluded and accessible only by a ledge 75' down from the sheer rim of the volcano. Although there are remnants of an old stone stairway, it has long since crumbled into uselessness, requiring a long descent to be made by rope. The ledge is noticeably unsteady, and will only hold 400 lbs. before collapsing. On the south face of the volcano wall are a pair of intricately carved metal doors. The doors are locked and require picking before they can be opened. There is, however, a trap door in front of the eastern door which will open when a weight of over 50 lbs. is placed on it, plunging the object into the inferno below. A character is entitled to a saving throw by rolling 4d6, subtracting 1 for every 2 levels of experience, and comparing to the character's dexterity. If the adjusted number is less than the dexterity, he has made his saving throw and escapes the trap.

2. The Great Corridor

Upon entering through the doors, the party will find themselves in a long, 40' high, well-lit corridor. The walls are well carved from the solid rock of the mountain, and light seems to emanate from them magically. At 30' down the corridor a battered portcullis bars the passage. It is quite heavy and rusted into place, requiring a combined total of 150 strength points to raise it manually. It is sufficiently wrecked, however, to allow persons of less than 90 lbs. to squeeze through. From this point the party is able to see the entire corridor, including the circular alcove at the end. The trap door in the ceiling above near the portcullis, however, is well hidden and difficult to find. Magical means do not help, but prodding the ceiling (remember, it's 40' up) will reveal it 1 in 6 times.

3. The Guard Room

This room lies behind a locked door and is filled with noxious gas. Any character entering the room must save vs. poison each turn or become helpless due to nausea, and will die in 2-12 turns if he is left in the room. If the door is left open the gas will spread at a rate of 5' per round. A damp cloth over the face will negate the effects of the gas, as will a *Neutralize Poison* spell. The gas will never dissipate from the room.

The large room contains nothing but an old desk and some chairs. The room to the north contains the mechanism to raise the portcullis. Because of its rusted condition, it requires a strength of at least 14 to operate. The southern room contains some old weapons in racks, armor, and some personal items, but it is all ordinary and non-magical. The secret door to the west leads to a small room which has a crystal globe set halfway into the northern wall. The globe is about 2' in diameter and glows with a milky white light. If it is touched by anyone with an intelligence of 16 or better, it will impart knowledge similar to a *Legend Lore* spell. The character is weakened by this effort and requires two turns of rest for each round spent in contact with the globe. Accuracy of the answers depends much upon the character's intelligence; success in obtaining an answer is determined by rolling 4d6 against the intelligence of the character in the same manner as the saving throw for the trap door in Room 1. Information should be limited, or given in ambiguous terms. The referee should decide how much knowledge the party should receive. A set of three keys will also be found in this room, and will give off a faint aura of magic if tested for. They will be of use in other parts of the dungeon.

4. The Room of Solitary Fate

The eastern door on the Great Corridor is a false door. When a character steps on the floor in front of it, the act triggers

THE HALLS OF BEOLL-DUR

a mechanism which causes the door and sections of the wall and floor around it to revolve. This happens so quickly as to allow no chance of leaping clear, and anyone besides the single person closest to the door will be thrown off due to centrifugal force. The single person will be trapped in the room on the other side of the wall, and by no means can the wall be made to revolve again. The player will see, however, that when the door is opened there will be a keyhole in the stone wall behind it. But this lock cannot be picked, nor will any keys in a player's possession, even the ones found in the guard room, have any effect. Upon searching the room, which is totally barren, the trapped player will find a secret door leading to a 70' long, upward sloping passage. At 40' there is a trap door (use saving throw as in Room 1) which drops into an irregularly shaped room, 20' high, and strewn with trash, bones, etc. If the character falls, he will receive 2-20 pts. of damage.

The new room is unoccupied, but in the adjoining room there is an ogre which will enter the room in 1-4 rounds. This creature has 18 H.P., fights as a 4th-level monster, AC 5, and attacks with a +2 bastard sword, doing an additional 2 pts. of damage due to his strength. The ogre attacks instantly, and cannot be bargained with. If the creature is defeated and the character inspects the lair (adjoining room) he will find 50 gold pieces, 3,000 electrum pieces, 3,000 coppers, 3 gems (50 gp value) and 3 potions (2 invisibility and 1 heroism). There will also be, beneath the rubbish, a silver key which will cause the movable section in the original room to rotate back. A broken ladder will be found which, with 3 turns of work, will suffice to allow the character to escape from the ogre room.

5. The Enchanted Pillar

At the southern end of the Great Corridor is a circular alcove 60' high. In the center, from floor to ceiling (actually, it extends through 2 levels), stands a large (10' diameter) crystal cylinder which glows with magical luminescence. It houses the soul of Duinor, high priest of the dwarves of Beoll-Dur, who intends to watch over the sacred halls for eternity. Although encased in crystal, the soul still retains all the powers of a 17th-level Cleric. The cylinder is unbreakable, and does 4-40 pts. of electrical damage upon touch (remember, many weapons are good conductors!). Duinor will aid adventurers seeking to overthrow the Salamanders, but first he tests their worthiness.

A voice will issue from the pillar, introduce himself, answer obvious questions, etc., until the entire party is within the alcove. Then the curved walls of the room will shift, completing their arcs and closing the northern entrance but opening a southern one. The room is unoccupied, but the curtains draw back to reveal an 8-headed pyrohydra, which immediately attacks. It has 8 H.P. per head and does 1-8 points damage, per attack, per head. Each head may breathe fire twice per day, doing an additional 1-8 pts. damage to all affected (saving throws applicable).

If the creature is defeated, no treasure will be found, and Duinor will immediately request the return of the party to the alcove. The walls will move back in any event 1-4 rounds after the monster is dispatched.

If any of the party is foolish enough to not have heeded the call, he will find the dotted portion of the south wall of the hydra chamber to be merely illusionary; the illusion can be detected by touch and the wall can be walked through with no effect. This will take him to the Arena, to be discussed later.

Once the party has returned to the alcove of the Pillar, Duinor will congratulate them and give them gifts. One article will be given to each person. Begin at the top of the list and work down, allowing the party to distribute the article as they see fit. If there are more than 10 members in the party, roll from the last six articles only to make up the difference.

1. Dwarven Hammer of Retribution +2, (+5 vs Salamanders, 4-40 pts. damage.)
2. Sword of Cold
3. Helm of Brilliance
4. +4 Shield of fire protection
5. Ring of fire resistance
6. Potion of fire resistance
7. Potion of extra healing
8. Ring of protection, +2
9. Potion of invulnerability
10. Potion of healing

The Pillar will also give limited advice about tactics which might be employed and other matters, but because of changes in the structure of the dungeon over the years, Duinor is hesitant about giving directions, and usually will refuse to do so. As a parting gesture, Duinor will heal all wounds suffered by the party and *Bless* them (duration of *Bless* -10 turns).

6. The Barrack

This room is 40' high and housed the men of Beoll-Dur. It is filled with rows of double bunks, chests, garbage and dust. A few coins and an ordinary weapon or two are all that is to be found here.

7. The Bath of Death

Originally the bath house of the dwarves, rising temperatures have caused the water to steam, filling the room with many vapors and decreasing visibility to 2' in front of each person. The pool in the center is only about 3' deep (kept continually full by an endless stream of water coming from the south wall), but it contains a water weird of 3 dice and 17 H.P. The weird will attack as a 6-dice monster and seek to paralyze and drag into the water anyone who begins to walk around the perimeter of the pool. Because of the steam, characters are always surprised, will be unable to identify their enemy for 2-8 turns, and thus may attack each other. They will have a 20% chance of falling in the water on each turn of confusion, and will attack at -2. If a character falls in the water and is attacked by the weird, he will subtract 2 from his saving throw rolls and attack at -3. A paralyzed person underwater must make his saving throw against drowning each round by rolling 4d6 -1 pt. per 2 levels against his constitution (as per procedure described in Room 1).

After the battle is over and the water has stilled, many gems (750 gp value) and several hundred gold and silver coins can be seen lying on the bottom of the pool, along with skeletons of dwarves and some strange snake-like creatures (Salamanders). Also to be found are a +1 hand axe and a ring of invisibility (hard to find because it and the wearer's skeleton are still invisible!).

At the eastern end of the pool, flush with the bottom of the pool and completely underwater, there is a small 2' x 2' passage which runs for 50'. To enter the passage, each character must remove all armor and most weapons and then roll 3d6 -1 per 2 levels (not 4d6 as with other saving throws) against constitution to check for drowning. The passage surfaces in Room 8.

8. The Dwarves' Refuge

It is in this room that the dwarves found refuge from the bloodthirsty Salamanders. The underwater passage from the bath house surfaces here, providing an almost impassable barrier to the Salamanders. Here, and in the larger room to the north, the dwarves survived until the escape tunnel was dug to the Great Corridor. The only thing of value to be found here is a book chronicling the battle of the Halls of Beoll-Dur. From this book the reader may learn of Searazul, the King of the Salamanders, and the Peerless Legion, his deadly warriors. The route to follow is said to be a wooden and metal staircase down a fissure opened during an earthquake, leading to the royal chambers of the King of Salamanders. The staircase is said to be accessible from the second level via a plank bridge across the fissure. It also mentions a hall of illusions which must be passed in order to arrive at the fissure. In addition, the book has inscribed in it the following clerical spells:

Create Water
Resist Fire
Cure Serious Wounds
Cure Critical Wounds
Raise Dead

The book closes with an unintelligible incantation which, if read aloud, will raise everyone who hears it 1 point in one principal attribute category. The incantation then disappears from the pages and cannot be remembered.

9. The Gymnasium

This room was used for physical conditioning by the dwarves, and during the battle against the Salamanders was the site of the dwarves' last strong defensive position. The room is charred, cracked, and demolished. All the doors are broken, and the ceiling 60' above is covered with soot. There are piles of rust which once were armor and weapons, telltale traces of the mated pair of rust monsters which inhabit this room. They will be aroused by the odor of new metal, and will pursue any intruders who carry metal. They have 24 and 27 H.P. respectively, and fight as 8th-level monsters, decaying metal on touch. They have a 40% chance of following a party if it leaves the room, but if either rust monster is damaged past 3/4 of its hit points, it will retreat to the Gymnasium and hide. There are 40 (50 g.p. each) gems scattered around the room, but no other treasure. It will require 2 rounds to find each of these gems.

10. The Locker Room and Armory

This room serves as a physical preparation room for the Gymnasium and the Arena. There are several rows of benches, broken water basins, and booths for changing clothes. On the western wall there is a passage barred by a portcullis. This leads to the Armory, still intact due to this protection. The portcullis is locked in place, but a keyhole can be found on the northern wall which can only be unlocked with one of the keys found in the Guard Room (Room 3). This will allow the portcullis to be raised by applying at least 25 strength points.

The Armory contains all types of weapons which can be used by Clerics (clubs, maces, nets, bolos, etc.) and all types of armor and shields. There is a 10% chance of each weapon being magical, but testing in this area will not reveal the truth about an individual weapon, as the area is permeated with magic and accurate determination is impossible. If a weapon is determined to be magical, roll d12; 1-6 indicates a +1; 7-9 indicates a +2; 10-11 indicates +3, and a 12 indicates a +4 weapon. At the northeast corner of the Armory is a small room which controls the portcullis at the entrance.

On the southern wall of the Locker Room are two portcullis-barred entries into the Arena. They will open 1 round after a person steps in front of them, and will close immediately after he steps into the Arena.

11. The Arena

The main gates into this 60'-high area open easily to allow access, and as many people may enter as are willing to do so. During this time people may also leave the arena by merely stepping in front of one of the two portcullises leading to Room 10. The portcullis will then open. However, 2-8 rounds after the last person enters the Arena, all the portcullises lock shut, and the three cages are opened in clockwise sequence, beginning in the northeast corner. Each successive cage is opened upon the death of the previous monster. If the characters are killed, the cycle ends, and the gates to the Locker Room reopen and

remain open, allowing bodies to be removed. The monsters are:

Northeast Cage
1 Minotaur 6 dice 26 H.P.
Uses huge axe (as halberd)

South Cage
1 Cockatrice 5 dice 30 H.P.

Northwest Cage
8-headed Pyrohydra (same as in Room 5)

The pyrohydra is the same one as in the encounter in the alcove of the Pillar; however, it has regenerated 1 point per turn. The number of turns which have passed should be calculated in order to determine its hit points. It will be berserk and will attack at +2. No treasure will be found on any of the monsters. If any characters remained in the Pyrohydra's chamber during the first encounter, they will now notice its regeneration and must continue trying to kill it. All characters will be trapped in the Arena until they are released through the regular process of the Arena (by killing all the monsters). They will be magically kept from hunger or thirst, and will not age. If the entire party is thus trapped, another adventuring party will enter the arena in 1-10 years, and must then be victorious to free them. Duinor will never set them free willingly, nor can they tunnel or break out.

The two viewing areas (southwest and southeast corners) are 20 feet above the floor of the Arena and are set at a slant (high point at the rear). Although they could conceivably be reached by combatants, the monsters would be likely to attack any escaping person if possible, and the person would have little defense. The eastern viewing section was intended for the lower-level men, and leads to their areas of habitation. The western area was reserved for high-class and important people. It connects with the living quarters of the spiritual and military leaders of Beoll-Dur.

12. The Geyser (Upper Level)

This huge room extends through both dungeon levels and houses a huge geyser. At the top level, the door opens onto a long, arched rock bridge spanning the room. The bridge is little more than a stone bar, having no handholds or rails. The ends are 10' wide, but the center narrows to a mere 2'. Because of condensation, the bridge is wet and slippery. Furthermore, the geyser erupts intermittently (1 in 12 chance per round), sending scalding water through the entire room. If a person is within 10' of the center of the bridge when the geyser erupts, roll 5d6-1 pt. per 2 levels against his dexterity to see if he falls to his death. All others on the bridge need roll but 4d6. A person attempting to walk or run across must roll 4d6 vs. dexterity each round to see if he slips and falls. Crawling requires no additional tests.

13. The Mausoleum

After leaving the geyser room, the character finds himself in a 40' hallway leading to a 30'x30' room in which stand two statues of armed dwarves in battle stance. These are only ordinary statues, although they emit a faint magical aura. This is the antechamber to the mausoleum. The door to the mausoleum is locked, and cannot be picked, but can be opened by a key found in the guard room. The mausoleum walls are lined with vaults. There are also 4 magical statues in this room; however, these will spring to action should any vaults be opened (treat them as short stone golems). The statues will not follow if the party leaves the room, but will return to their respective places. They can detect invisible, ethereal, and astral and are not susceptible to fire, gas, electrical, or cold attacks. In 20% of the vaults there will be 1-12 gems (1000 gp.), 1-12 pieces of jewelry (15,000 g.p. total value) and (5% chance) a magical weapon.

14. The Crypts

The room to the south of the mausoleum is the antechamber to the Room of the Crypts. In each alcove is yet another statue, the western being normal, the eastern being an iron golem. If the crypt door is tried, it (the door) will ask what business the party has in the crypt room (the door is sentient). The door can determine truth or falsehood 90% of the time and if a lie is detected, the golem will make threatening motions. If the door is forced or in any way attacked, the golem will attack the party.

Close inspection of the western statue will reveal that the scabbard on its belt is empty. If any sword is placed in the scabbard, the statue will slide forward, revealing a passageway hidden behind it. The passage will remain open as long as the sword remains in the scabbard. There is no way to open the portal from the inside.

If the party should make its way into the crypt, they will find 8 stone sarcophagi, 3 of which are occupied. If an attempt is made to open any of the tombs, the person so trying will be stricken as the spell *Power Word Kill.* This may be repeated indefinitely. In each occupied crypt there will be 5 (10,000 g.p. total value) gems, 2 magic weapons, 1 suit of magic armor, and 1 item of miscellaneous magic.

15. The Secret Treasure Rooms

The passage behind the statue is a downward curving hallway which ends in a 4-way crossroad. In the very center is a trap door covering a 20' pit filled with spikes. The pit will do 4-40 pts. of damage, unless a saving throw is made (as in Room 1). There is a door in each of the 3 branches of the corridor. The northern and eastern doors trigger a trap when opened, releasing a volley of darts from the 10'x10' area northeast of the crossroads. 1-8 darts will strike each person standing in front of a door, doing 1-3 pts. damage each. The darts will fire each time a door is opened.

The western room is filled with all types of coins to a depth of about 2'. The coins are covered with a contact poison, which must be saved against at -1. The eastern room is filled with gems and jewelry. The northern room is filled with weapons, armor, and religious items. If any items in the last two rooms are touched, the character will receive 2-20 pts. of electrical damage each segment he holds it.

There is a secret door in the center of the western wall of the north treasure room. It opens outward, revealing a small room. 1-4 rounds after the door is first opened, the 10'x10' stone block in the northeast corner of the room slides southward, blocking the entrance and opening another exit in the northeast corner. The block cannot be stopped or slowed. It crushes everything in its path. A keyhole will be found in the block after it has moved, but no keys presently in the character's possession will have any effect.

16. Hallway of the Shooting Stars

After entering this pitch-dark hallway, the characters will be deluged by hundreds of small (2'-3' dia.) glowing spheres of light. The lights move with astonishing speed, will cluster around any light source and will extinguish it in 1-4 segments. In the dark they merely zip about, never colliding with any characters. They give off enough light to see by, so no other means of illumination is needed. The spheres have an armor class of 3. If struck, each will do 1-10 pts. of energy damage and will then disappear. If struck by a magical weapon, the sphere will negate the magic ability of the weapon as well.

If the door on the western wall is opened, darts will spring out (as in Room 15). The darts will reload if the door is shut.

If the secret door in the northeast corner is found, the shooting stars will attack, impacting themselves against all the characters (1-6 stars per segment per character), doing 1-10 pts. of damage each.

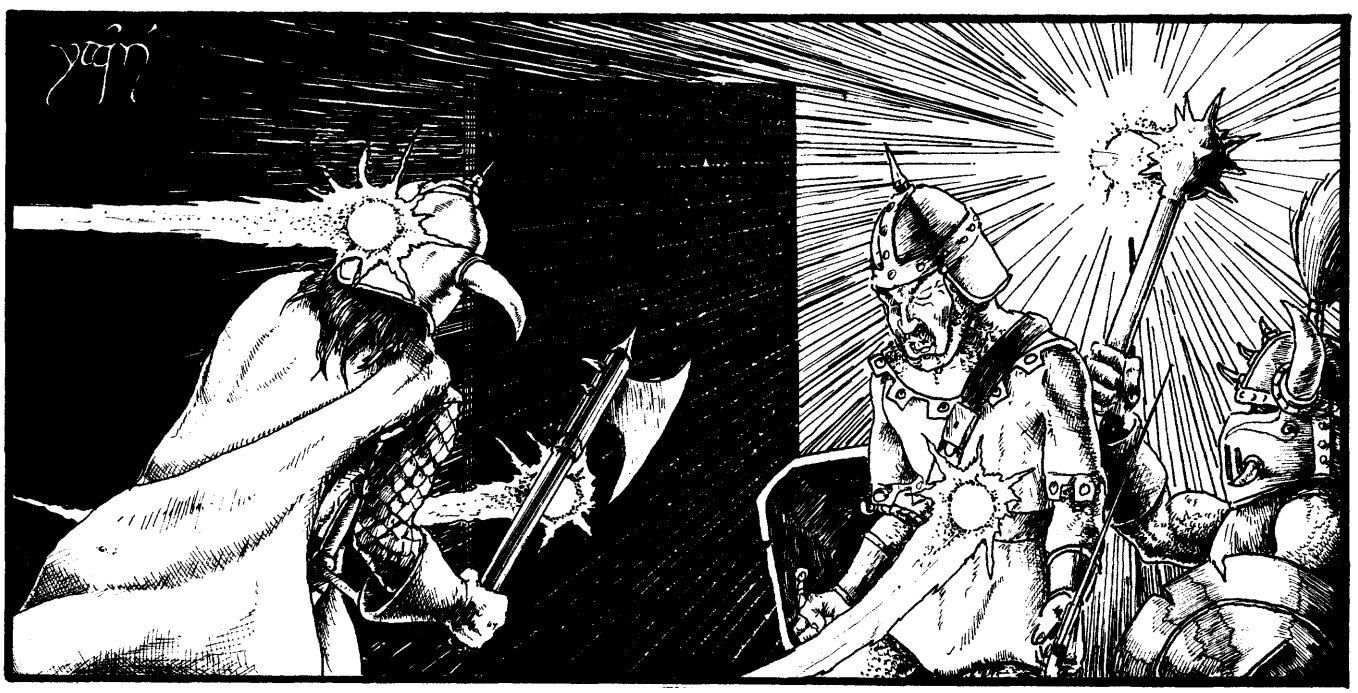
17. The Fissure

This room has been split by the fissure which rent the dungeon. The heat in this room is about 110°F. The crevasse is steep and treacherous, and each character attempting to negotiate it must make his saving throw as per trap doors each 10' he climbs. Obviously, this is not a safe way to descend.

A rotting skeleton can be found on the lip of the crevasse. Searching it will find no treasure or magic, but will produce a key which will cause the stone block in the secret room preceding the Hallway of Shooting Stars to slide northward again and release the party from this section of the dungeon.

18. The Dining Hall

Here the dwarves of Beoll-Dur were fed. This hall is filled with long benches and tables, all broken and rotting. Adjoining it to the west is the kitchen, where the food was prepared. Now it is a shambles of rusting pots, stoves, and utensils. To the south of the kitchen is the officers' dining hall, where the high-ranking dwarves and people of importance were fed. There are no monsters nor treasure in any of these three areas.



19. The Storeroom

This room was used to store the large amounts of food required to maintain the dwarves of Beoll-Dur. The food has since rotted, and the room is filled with heaps of rubbish and an extremely foul odor. The heaps are infested with rot grubs, and it is 60% likely that anyone searching, walking, or standing in these piles will be struck by 2-8 of these disgusting creatures. There is no treasure to be found in this room; however, the DM is not discouraged from doing his best to convince the players that there is.

20. Officers' Quarters

This section of the dungeon lies behind a metal-cored door which is securely locked. The only way to unlock it is with one of the keys from the Guard Room (Room 3).

This is the area used for officers and also as living quarters for the two most important residents: the High Priest (Duinor) and the Military Commander. The two suites of rooms are identical. The first door gives access to the private office of each. The second door leads to the study or lounge. The third opens into the bedchamber. Fine furniture, linens, and clothing are scattered and rotting throughout both suites. A few coins and gems may also be found if the characters are desperate.

South and east of the suite is a bath area; however, the water level is low (4-5") and it is filled with dozens of green slimes. The air in the room is rank and putrid.

On the west wall of the corridor in this section is another locked door. No keys will fit this lock, and Thieves attempting to pick it do so at 10% less than their base chance to pick locks. The door itself is metal-cored and can take 100 pts. of damage before it gives way. Behind this door lies a stairway down to the next level.

21. The Lecture Halls

These two rooms were used for lectures and teaching purposes. They now stand silent, filled with dust and many old wooden chairs. In the center of the south wall there is a 10'x10' platform on which stands a podium. The podium in the eastern room is a mimic of 9 H.D. and 48 H.P. When touched it will lash out, doing 3-12 points of damage.

The room to the south is a speaker's lounge, and contains nothing of importance.

22. The Great Stairway

This large dual stairway is locked top and bottom, and no keys will unlock it. Attempts to pick the locks are made at 10% less than standard. The doors are of solid metal, and can take 150 points of damage before breaking.

The stairway itself, on both sides, is covered with brown mold (floors, walls, and ceiling) and has a constant temperature of 50°. The growths are especially thick around the doors. Entering the room and walking down the stairs will cause a loss of 4-24 points per round due to loss of heat. The doors at the bottom of the stairs are also locked, and will require 1-3 rounds to unlock, even if someone is successful. Anyone remaining stationary for two or more rounds has a 30% chance of being covered by the mold, and thus receiving double damage. The mold can't be scraped off, because it multiplies at an amazing rate. *Cure Disease* will kill only those molds which are currently growing on the body.

23. The Chapel

This is the religious center of Beoll-Dur. The 40'-high, arched roof is supported by 6 large columns. The pews are arranged about a central aisle leading to the raised platform on which are two statues of holy figures, one on each side of a pulpit. A set of low stairs leads from a point behind it to the pulpit.

The two small rooms east and west of the pulpit area are a preparatory room and a storage room, respectively. From the eastern room northward is the office of the chief priest. It contains a desk, a bookcase, and some reference books which could be of interest to Clerics; however, they contain no spells or scrolls. In the storage room candles, wine, and religious devices can be found.

The eastern statue holds one hand up, palm outward, while the other hand holds an open book. If the inscription in the book is read, the statue will slide south to reveal a 10'-deep pit with a ladder leading down the side. The opening will slide shut in two turns, but can be reopened from inside by an easily noticeable lever.

24. The Sanctum of the Chief Priest

The pit leads to a corridor which turns west and goes up a flight of stairs. At the end of the hall is a door, but there is a pit and trap door at the end of the stairs. The pit is 30' deep and does 3-30 points damage (saving throw applicable as before). The door opens into an irregularly shaped room with religious items and drawings on the floor and walls. To the north is a room with yet another statue, this one of a semi-human, evil-looking monstrosity looking over an altar. From the scarred and nicked surface, it can be surmised that the altar was used for sacrifices. On the floor in front of the door is a pentagram, used in dealings with the supernatural for protection. Should this room be desecrated or in any way molested, there is a 30% chance of a Type VI demon appearing, sent by the deity. Refuge may be sought in the pentagram; the demon may not attack its occupants, nor may he leave the room. If he is thus foiled, he will leave in 2-8 rounds; however, he will retain the memory of those who have thus insulted him. The demon has 8 H.D. and 42 H.P.

After leaving the altar room, the party will be confronted by a solemn, evil-looking figure. Actually, this is a doppelganger of 4 dice and 23 H.P. He will masquerade as the chief priest, demanding to know why he has been intruded upon, and will attack at the most opportune moment. He uses a +2 mace and a *Rod of Lordly Might.* The body of the long-dead chief priest may be found in the secret room in the eastern part of the large room. No other magic which is usable may be found.

Level 2

1. The Great Stairway

(See Level 1, Room 22)

2. The Assembly Hall

Directly across the corridor from the Great Stairway is the Assembly Hall. This was used for general meetings of the entire population of Beoll-Dur. Rows of benches are lined up before a raised platform. There are two tables and one speaker's podium on the platform, which is accessible by two sets of steps on either side.

There is a secret door in the southwest corner. A corridor extends behind this door for 100 ft.; however, the floor of this corridor resembles a seesaw. The fulcrum is 50 ft. along the corridor, each arm being 20 ft. long. The first arm is blocked from beneath, so that it will not sink when stepped upon. Once the party has proceeded past the fulcrum, however, the floor will begin to slant, imperceptibly at first, but with ever-increasing slope. The opposite side of the fulcrum will also rise, cutting off the escape. If the party does not take immediate action to turn around when told the floor is slanting, they will all fall 30 ft. into the large pit indicated, receiving 3-30 pts. damage. The pit is filled with rotting skeletons, but little else. The floor of the corridor will automatically level itself once its load is dropped.

At the end of the corridor, if it can be reached, is a statue of a friendly-looking dwarf. On the base is inscribed his name in an archaic dwarven language. Only a dwarf of 12 or higher intelligence will be able to read it. If the name is spoken aloud, a voice will announce that' the speaker of the name will be

granted one wish (use DM discretion here). If the name is spoken a second time, the voice will become angry at being disturbed by such a greedy person, and will probably have him teleported to the Arena by himself.

There is a secret door 10 ft. down the corridor which leads to some highly secluded parts of the dungeon.

3. The Secret Stairs

The stairway from the Officer's Quarters runs a total of 40 ft. There is a secret door at the 30-foot distance, but if anyone steps in the last one foot of the stairway, the last 20 ft. will turn into a slide, dropping everyone standing thereon into a pit at the foot of the stairs. It is a 20 ft. pit doing 2-20 pts. damage (no saving throw).

At the end of the hall is a false door which releases a volley of darts. Each person in the hallway will be hit by 1-8 darts, doing 1-3 pts. damage each. The darts reload whenever the door shuts.

The secret door leads to a corridor with another 20 ft. of stairs. There is another secret door in this corridor, joining to Room 2.

4. The Enchanted Pillar (Lower Level)

The corridor from Room 3 leads to the lower half of the Enchanted Pillar. When they enter, Duinor will congratulate the party on its good fortune so far, and will ask for details of what members have seen. Once again, Duinor will heal all the characters to his limits and will give another 10-turn *Bless,* unless the previous one has not yet worn off. This room is much the same as the one above it. The walls of the room can also be shifted so as to shut the room off from the rest of the area, if desired.

The room to the southeast contains nine 8-ft.-high crystal cones, 3 of which are glowing with a light similar to that of the Enchanted Pillars. These contain the life forces of three of the high-level Clerics, awaiting the time when Beoll-Dur would be delivered from her enemies. Two of the other cones have been shattered and 4 remain inactive. Duinor will show this room to the leader of the group only, and will ask that, should he succeed in freeing Beoll-Dur, that he return and set free the three Clerics. This is accomplished merely by striking each cone with at least 5 pts. of force. Once done, and the cones shattered, the Clerics will remain standing where the cones were. If the cones are in any way attacked before the appointed time (the freeing of Beoll-Dur), an iron golem will appear from the secret door in the corridor southwest of the Enchanted Pillar (which, by the way, cannot be opened from the outside) and will seize the culprits, doing no damage. He will then imprison them by throwing them (for 2-16 pts. damage) into the 10'x30' area at the west end of the secret room, and will push the several-ton, solid-rock plug into place behind them. Attempted escapes while the plug is being placed have a 10% chance of success and a 60% chance of the escapee being crushed to death. If the escape is successful, the character must still fight the golem. The prison room is completely magic-proof and magic-negating: All magic weapons are negated, and all spells, wands, and the like will not work. The characters will survive only as long as their food holds out.

5. The Clinic

Although most healing medicine used by the Clerics was magical, this area was used for special and serious cases, as well as ordinary bed rest. The large room is full of beds, and was used for non-contagious illnesses. The smaller room to the east has fewer beds and more space. It was used for more serious ailments.

The hallway leading north gives access to the more technical rooms. The first door to the west is the healer's office. It has a desk and very little else in it. The next door on the east is the operating room, where in-depth healing took place. There is a large slab in the center, and empty shelves and tables throughout the room. The second eastern door leads to a storage room. Items which can be found here include: bandages, ointments, *Potions of Healing* and *Extra Healing (2* each), *Oil of Slipperiness* (1), and poison (2), and a *Staff of Curing.* The potion containers are indistinguishable from one another, since the labels have fallen off over the years.

The second door on the west leads into a room where a two-sided altar lies before a painting of a two-headed god; one head is kind and benevolent, the other malicious and evil. This altar is a tribute to the dwarven god of life. Should a dead person be placed on one side of the altar, and another willing person lie on the other side, the god will accept the exchange of lives 80% of the time. The dead person must have been dead for less than 24 hours, and the sacrifice of the living person must be totally willing on his/her part, not the result of being charmed or duped.

The room at the end of the hall was a controlled teleporter, used to rush patients to anywhere in the dungeon. However, the controls have become broken over the years and it now acts as a random teleporter to any room in the upper two levels.

6. The Portcullises

These two portcullises bar entry to important areas of the dungeon. Each is locked, but only the eastern one has a control room. They can be unlocked with the third key from the Guard Room (1st level), but each requires 30 strength points to raise because of its rusty condition. The western one will automatically close and lock after being raised and passed under, but the eastern one can be controlled by mechanisms in the small room to its north.

7. The Treasure Rooms

These three rooms are filled with vast amounts of treasures, collected by the Clerics for hundreds of years.

The first room to the north is entered through a small antechamber. Beyond the second door is a vast roomful of molten silver. This room had been full of coins; however, a heat source below it has caused the silver to melt and the other coins to sink to the bottom. The floor slopes downward to a point three feet below the level of the corridor and the antechamber, creating a pool of molten metal. North of the room and through another antechamber is another room under exactly the same conditions; however, this room contains molten gold.

Southeast of these rooms is another room filled to a depth of 2 ft. with gems of every color, size, and type. They have been magicked with some sort of curious spell, for no character can touch them. When a gem is reached for, it repels from the hand as do like poles of two magnets. This can produce spectacular effects, especially when several characters broad-jump into a pile of these beauties. *Dispel Magic* will have no effect on these gems.

8. Lair of the Fire Lizard

This huge room houses a fire lizard which guards the treasure rooms. Should it hear any noises, it will investigate in 1-12 rounds. The secret door denoted is 15' wide and slides straight up into the wall noiselessly. The lizard has 10 hit dice and 60 hit points. The Fire Lizard regards the treasure rooms to be part of its lair, and therefore will attack intruders at +2 due to rage. It will not attack retreating characters, however, and will not follow once they are out of sight.

There are 10,000 gold pieces, 30,000 electrum pieces, 30,000 copper, 8 gems (150 gp value, non-repulsing), 2 pieces of jewelry (750 gp value), 5 potions *(Flying, Diminution, Levitation, Oil of Etherealness, Polymorph)* and a +2 *Battle Axe* in the lair. There is also a secret door too small for the Lizard to fit through on the east wall of his lair.

9. Room of Fiery Death

Behind the easternmost door at the end of the corridor of the Treasure Rooms lies a large, strangely constructed room. From the door and running across the room to another door is a solid, pier-like bridge 10' wide. On either side is a 30' drop, the floor under which burns fiercely with a magical fire. The temperature in this room approaches 150 degrees F, and a character remaining in the room for over 1-4 turns will suffer 1-4 points of heat damage per round beyond his limit.

The door at the other end of the catwalk, when opened, releases endless hordes of fiery red skeletons at a rate of 1-4 per segment. These skeletons, besides their regular attack, do an additional 1-4 points of heat damage when scoring a hit. They are not affected by heat-based spells. The supply is endless; therefore, if action is not quickly taken, their numbers can easily overwhelm. Closing the door has a 1 in 6 chance of success and can be attempted once every two segments. If the party should somehow enter the room, they will find a well filled with a steaming, transparent red liquid, from which the skeletons are appearing. *Dispel Magic* and *Purify Water* will stop the output of skeletons for 4-16 turns. There is no treasure or magic, and no bottom can be detected to the well.

On the floor of the fire chamber can be seen 3 open corridors leading from the flaming floor. These corridors are not on fire. At the level of the catwalk there are 2 doors, one each on the north and south walls. The northern one is false, but the southern one leads down a hallway which becomes a slide, plunging a character into the geyser unless he makes his saving throw vs. dexterity. Remember, both doors are 30' above the flaming floor, with no ledges or platforms adjoining them to stand on.

The northwestern corridor out of the fire chamber eventually leads to the den of the fire lizard. The southern corridor leads to the geyser, and the northeastern corridor leads to a hallway with 2 doors.

The western door off this hallway leads to the lair of a gorgon. It has 28 H.P. and uses the tactic of waiting in the north chamber until a party fully enters the room. It will then attack from its hiding space. It cannot leave its room, for it is too large to fit through the door. Its treasure is 5,000 gold pieces and 7 pieces of jewelry (450 gp).

The eastern door off the hallway leads down a long passage which winds its way around, under the catwalk, out the other side and ends at the door on the west wall of Room 10 (see below). Under the catwalk the walls of the passageway are inset with precious gems of enormous value. However, should any player touch them he will receive 1-8 points of burns to his hands, for the walls are extremely hot. The gems are set into the wall and secured with powerful magic, preventing them from being removed.

10. Room of the Efreet

Behind the door at the end of the long hallway is a small antechamber. The door across the room is barred and locked, and radiates a strong aura of magic. Obviously the next room contains an imprisoned creature of some power! If the door is unbarred, unlocked and opened, an oddly shaped room will be seen. The octagonal portion is merely a regular room, but the three-pointed area is bathed in flame. In the center of this area sits an efreeti on a throne. He has 64 hit points, but instead of attacking will reward his liberators by granting them 3 wishes. He does not enjoy this duty, and will seek to pervert the wishes of the party by executing the wish to the letter of the command. When finished granting the wishes, he will assume gaseous form and disappear through the door.

11. The Geyser (Lower Level)

This is the base of the geyser, and consists of a pool of boiling water surrounded by a wide walkway. Religious services were sometimes held here. When the geyser erupts (1 in 12 chance per round), it sends a fountain of scalding water more than 100 feet into the air. When this water falls back down, anyone in the geyser room will have a 40% chance of being swept into the geyser by the returning flood, receiving 2-20 points of damage for 1-8 rounds before he can pull himself out. Heavily encumbered characters will not be able to remove themselves; they will sink. Anyone not swept in will still receive 1-6 points of damage due to burns.

Anyone caught by the slide south of Room 9 will be plunged into the geyser, similarly to being swept in. In both cases, if the geyser erupts while a character is in it he will have 4d6 points of falling damage done to him in addition to the burn damage.

There is an extremely ornate and large door on the south side of the geyser room.

12. The Chamber of The Dwarven High God

The entry to this area contains a long pool of boiling oil. No bottom can be felt, but if the pool is probed the act will disturb a dormant creature which lies below the surface. 1-10 lethal tentacles will snake out, attempting to draw the victims into the oil. Each tentacle will have 3 dice of hit points, but will attack as a 6-dice creature, doing 1-8 points of damage. On a "to hit" roll of 18 or better a tentacle has grasped its victim and will pull him under in 1-4 segments. Once in the oil, the character will receive 2-16 points damage from heat and 1-8 points of constriction damage each round. He must also save vs. drowning (as in Level 1, Room 7).

The south door is very ornate, and is guarded by 2 iron golems which allow only dwarven Clerics to pass unchallenged. In this room is a temple to the most powerful dwarven god. This god is usually benevolent, but will become vengeful if antagonized. If a dwarf can show just cause, the god will bestow one favor upon him. Treat this god as Zeus, as depicted in *Gods, Demigods, and Heroes,* page 13.

(Editor's note: The passage from Gods, Demigods and Heroes *reads as follows: Armor Class: 4; Move: 18; Hit Points: 300; Magic Ability: see below; Fighter Ability: 17th Level; Psionic Ability: Class 2.*

This God appears as a human male of powerful physique. He is able to shapechange at will, has double the strength of a storm giant. His open wounds, when they spill blood, form sixth-level monsters, one every melee turn, that fight for him. Finally, he has the power of divine awe. This power is unique among the mythos and only applies to a select number of Gods. When confronting a mortal of less than twentieth level in this state, that mortal will be paralyzed (no saving throw) for as long as the God wills. It is necessary for the Gods with this power to use a limited shapechange to tone down their splendor. This God disdains the use of armor but will use a plus 5 shield in battle. A white eagle, a giant of this species, always appears at Zeus' side.

Zeus' White Eagle-Armor Class: 2; Move: 9/21; Hit Points: 50.

If Zeus takes a liking to a being (judge's option) he will give that being a small marble image of an eagle which when thrown will turn into this eagle and strike for 2-20 points per melee round. It will disappear after the battle.) [Reprinted courtesy of TSR Hobbies, Inc.]

13. The Library

This room is lined with bookcases, and has 3 free-standing bookcases in the center. The books, most of which are moldy and rotten, are on general subjects. A well hidden secret door (1 in 6) is located in the southeast corner. When it is opened, a section of shelving swings outward, revealing a secret room filled with important books. These, too, are moldy and the

covers are illegible. Each book inspected has a 10% chance of being one of the following (roll d10 for type if special book is found):

1. Manual of Puissant Skill at Arms
2. Manual of Gainful Exercise
3. Manual of Bodily Health
4. Manual of Golems
5. Manual of Quickness of Action
6. Book of Exalted Deeds
7. Libram of Silver Magic
8. Libram of Gainful Conjurations
9. Libram of Ineffable Damnation
10. Tone of Understanding

After being read, a book will vanish completely.

14. Fountain of Jewels

The first area encountered is a 30'x30' room with a set of stairs leading up 10' to the next area. The first room is 30' high, and the second is the same roof height, but because the floor is 10' higher, these walls are only 20' in height. There is no wall between these rooms, only the dropoff. The second room has an arched stairway leading up 20' into a third room. This room is also 30' high and contains a large fountain.

This fountain spews forth water, but as the water strikes the base of the fountain the drops turn into jewels. Therefore, the room is filled knee-deep with jewels of all shapes, sizes, and types.

The gems are magically created, but magic will be negated when gems are taken from the room. The gems will revert to water, and any gems or other items left behind in the room will disappear. The greedy adventurer will be left with a good lesson and a wet pack.

15. The Prison

This area is reached by traversing a long corridor. At the 30' mark along the corridor there is a pit (same as in Level 1, Room 1). If a person has fallen into this pit, he will seem to fall forever. The pit is actually only 50' deep, but a teleport point 10' from the bottom will automatically teleport him to within 10' of the surface. He will continue falling and being teleported continually and will not himself be able to detect this trick, since there is a *Darkness* spell cast on the pit. Persons above and looking down will be able to see their comrade regularly being teleported to within 10' of the top. When falling, he will travel at a speed equal to the velocity as if he were actually falling down an endless pit; that is, constantly accelerating.

Further on along the corridor are a set of locked portcullises. They may be treated the same as the eastern portcullis in Level 2, Room 6. The controlling mechanism is in the small room to the east, with a door located between the two portcullises.

The prison itself is merely two rows of 10'x10' cubicles, with barred fronts. There is nothing much of interest here; the keys to each cell are in the room controlling the portcullises.

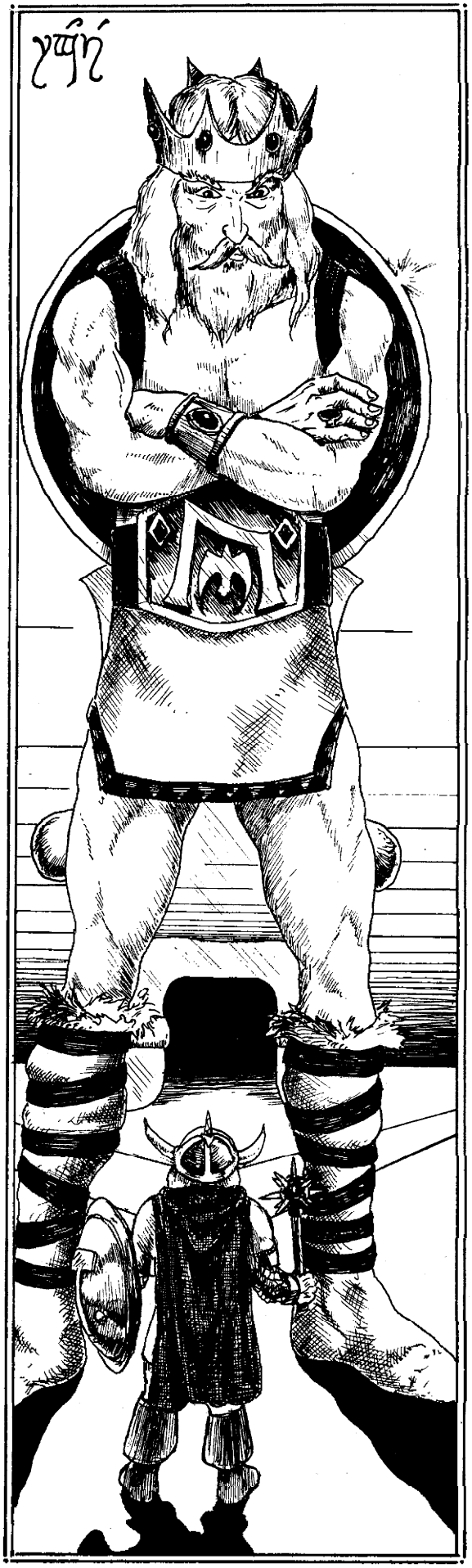
16. The Fire Giant's Lair

This large room houses a fire giant of 11 H.D. and 71 H.P. There are also 3 hellhound guards of 6, 6, and 4 hit dice. They have 28, 24, and 16 hit points respectively. An east-west overpass over the hallway is located at the south end of the lair, and connects two chambers. The giant will be near his treasure room (the octagonal room) and will have the strongest and the weakest hellhounds guarding near it. The third hellhound will be in the room on the other side of the hallway. The treasure consists of 5,400 silver pieces, 600 platinum pieces, and 4 gems (250 g.p. value).

The giant and hellhounds will pursue intruders.

17. **The Hall of Illusions**

The door to this area is a one-way door, although this fact will not be detected until the door has closed. The door can only be opened from the north side.



The hallway winds around seemingly aimlessly, and there are secret doors in various places. The most unusual aspect of this hallway is the fact that every entity encountered in the halls appears to be something it is not (roll as for a random monster). Even friends appear strange to each other. Determination of actual form can only be made by touch, which dispels the illusion.

The northeast spur of hallway ending in a teleport point is blanketed over the last 20' by a *Darkness* spell. The point teleports a character to the room in the center of the Hall of Illusions, which is guarded by two secret doors. There he will find a magical mace which will polymorph any creature it hits into a random monster, saving throw vs. magic applicable. He will also find a key which will open either of the one-way doors into the Hall of Illusions.

The two teleport points in the southwest corner of the hallway interact with each other. Moving east across the southern one will cause the creature to be teleported back to the first. Moving north across the northern point will cause the creature to be teleported to the southern one. Since the walls are featureless, a character can go over these points numerous times without being any the wiser of the trick. It will appear to the trapped creature to be an endless square of hallway. The only way to escape is to step, during the first moment after teleportation, in the opposite direction of the direction set to trigger the next teleport point; that is, north off the northern point or east off the southern point, and then return to the teleport point. This will neutralize the teleporting mechanism for each character who performs the proper maneuver.

Two trolls live further along in this hallway, with hit points of 42 and 34 respectively. When they attack, it will be impossible to determine their true nature unless they are touched, for each will appear as a random monster. If the trolls leave the sight of the party, they will assume a new appearance if encountered again.

16. The Stairway Down the Fissure

After leaving the Hall of Illusions, the characters will enter a room which has been split by the fissure. A narrow plank bridge spans the gap between the two halves of the room.

The hallway running due north out of this room has caved in due to the earthquake which caused the fissure, as has the hallway running south on the other side of the fissure. These sections are still very unstable and will cause minor cave-ins if prodded.

By following the hallways, the group will eventually find its way to a circular stairway descending into the crevasse. It is constructed of wood and metal, and descends 650' before it stops. From this point the journey must continue on foot with rope work on steeper parts. There is a base chance of 2% per round of a character falling to his death. This type of descent goes on for 500' more, whereupon the characters will have arrived at the threshold of the royal chamber of Searazul the Mighty.

Level 3

1. Entry Room

After descending 500 feet from the stairway (Room 18, Level 2), an extremely narrow ledge along the side of the fissure becomes visible. It is one foot wide and extends east. The ledge widens into a floor at Room 1. A metal plank provides access to the north side of the room. Another metal plank provides access to the northwest area of the room.

2. Practice Room #1

This room is a mock combat room. The Salamanders train in this room. It contains quarterstaffs and padded armor. Salamanders 13 and 14 will be located here. They will be surprised on a roll of 1-3.

3. Practice Room #2

Another room in which the Salamanders practice. Four targets are located on the east wall of the room, with many spears resting against the west wall. Four Salamanders (15, 16, 17, 18) will be found in this room. They will be practicing spear throwing and will be surprised on a roll of 1-3.

4. Storage Room

A storage room in which spears, harnesses and tools are kept. Salamander 19 will be found here, and is surprised on a roll of 1-4. Creatures will hear clanging 30 feet from the door when approaching the room. The corridor to the north of room 4 is special. When the characters reach the first "X," they will begin to hear the sound of footsteps, which will fade away in

The Salamanders of Level 3

	Hit Dice	Hit Pts	Str.	Dex.	Treasure
Searazul	11	57	16	17	Gauntlets of Ogre Power Brazier of Sleep Smoke
The King's Advisors					
#1	7+7	33	12	11	Jewelry & gems (see text)
#2	7+7	31	8	8	Jewelry (see text)
#3	7+7	35	14	8	Jewelry (see text)
#4	7+7	38	14	8	Gems (see text)
#5	7+7	30	11	14	Gems (see text)
#6	7+7	31	15	10	Gems (see text)
#7	7+7	35	11	7	Jewelry & gems (see text)
#8	7+7	33	6	14	Gems (see text)
#9	7+7	40	18	11	Gems (see text)
#10	7+7	23	8	9	Jeweled dagger (see text)
#11	7+7	41	11	7	Jewelry (see text)
#12	7+7	31	13	8	Jewelry (see text)
The Peerless Legion					
#13	9	42	13	15	Rope of Climbing
#14	9	49	17	13	Medallion of Thought Projection
#15	9	41	14	14	Rope of Constriction
#16	9	49	15	13	Mattock of the Titans
#17	9	42	12	16	Rope of Entanglement
#18	9	44	15	15	Bracers of Defense
#19	9	31	13	15	Necklace of Strangulation
#20	9	30	13	12	Helm of Telepathy
#21	9	47	14	16	Girdle of Femininity/Masculinity
#22	9	51	16	12	Scarab of Protection
#23	9	47	14	17	Helm of Brilliance
#24	9	43	18	14	Commander (see text)
#25	9	41	14	11	Rug of Smothering
#26	9	53	15	13	Crystal Ball with ESP
#27	9	30	17	12	Horseshoes of Speed
#28	9	51	15	10	Bag of Holding
#29	9	34	14	11	Javelins of Lightning (4)
#30	9	41	11	17	Amulet of Inescapable Location
#31	9	37	12	15	Helm of Teleportation
#32	9	37	13	13	Gauntlets of Fumbling

(Note: Except as specified in the list above, all Salamanders have the properties attributed to them in the *Monster Manual.* Each Salamander will possess, or have immediate access to, at least one spear of the type described in the *MM.* Salamanders encountered in a practice room can be expected to use all the weapons at their disposal if necessary.)

two turns if they stop. The footsteps are echoes of their movement. If they are moving silently, their footsteps will not echo. Voices and the sound of armor clanking will also echo. The echoing will not stop until the characters reach the other end of the echo area, marked "X."

5. Room of Shadowy Death

This room appears to be empty. It is dark inside. In the southwest cubicle there are four Shadows which will strike if the room is entered. The Shadows have 19, 20, 12, and 16 hit points respectively. They will have 12,000 g.p. hidden in the secret room along with 16 gems (60 g.p. apiece), 10 pieces of jewelry (500 g.p. apiece), a *Ring of Water Walking,* a *Potion of Fire Resistance, Rod of Negation, a Scroll* with four magical spells *(Mending, Contact Other Plane, Rope Trick, Power Word-Blind),* and three ivory goat figurines.

6. Room of Flashing Lights

Inside this room are small, round, colored lights which are moving aimlessly across the walls. After five rounds of being exposed to the lights, characters will be hypnotized; they will sit down and just stare at the lights. The only way the trance can be broken is by the sound of the door opening. Three hobgoblins will be found in the room, already hypnotized—until the door is opened, of course. They will always be surprised and have 9, 6, and 6 HP respectively. Being half dehydrated from being entranced, they will act with 8 dexterity and 9 strength. If the characters get hypnotized in the room, a Salamander guard will check in every 12 turns. Treat this guard as Salamander 31 or 32 (50% chance for each).

7. Gate Room

Salamanders of the Peerless Legion use this room to gate into the material plane. No one can use this room to gate without the knowledge of the king. Nothing else of value is in this room.

8. Commander of the Peerless Legion's Room

The commander of the legion, Salamander 24, will be found in this room and will be surprised on a roll of 1-2 on d6. He will be found resting on a bed in the southwest corner. Behind the bed there is a secret door with his treasure in a chamber behind it. The treasure includes 40 s.p., 20 g.p., 5 pieces of jewelry, *Eyes of Petrification, Decanter of Endless Water,* crystal ball with clairaudience, *Potion of Healing,* and a *Medallion of ESP* (30 foot range).

9. Practice Room #3

Same as practice room 32. Salamanders 20, 21, 22, and 23 will be found practicing in this room.

10. Room of Marquins

This room is where the creatures called Marquins live. They have been magically animated by a high-level Cleric/Magic-User. They appear as small, blob-like creatures made of molten lava. Standing two feet high, they have the following abilities and attributes:

Move: 60 feet/turn
Hit Dice 3 + 3
Armor Class: 6
Treasure Type: Nil
Alignment: Neutral
Attacks: 2
Damage/Attack: 1-20 plus 2-8 heat damage

These creatures, if threatened, will shoot small bullets of lava out of their eyes. If the Marquins hit, the lava will sear the flesh, causing an additional 2-8 hp of damage. If the character hit is wearing plate mail, there is a 5% chance that a joint will be hit and will be soldered together so that movement of the appendage is hindered.

11. The Peerless Legion's Sleeping Quarters

The Peerless Legion rests in this room. Salamanders 25, 26, 27, 28, 29, and 30 will be resting along the west wall. They will be surprised on a roll of 1-3 on d6. The only treasure found in the room will be those weapons found on the Salamanders. The room is filled with bunks, tables and a few spears.

12. Advisors Sleeping Quarters

This room is where Advisor 1 lives. A bed is on the southeast wall with a chest at the foot of it. The chest contains three pieces of jewelry worth 1,500 g.p. Underneath in a false bottom (found on a roll of 1 on d6) will be five gems worth 20,000 g.p. This advisor, as all advisors, will be surprised on a roll of 1-2 on d6.

13. Advisors Sleeping Quarters

Advisors 2 and 3 reside in this room. Beds on the southwest and northwest corners contain the resting Salamanders. Nothing in the room is of value, but a secret door hides the room their treasure is in. It is a chest with five pieces of jewelry worth 20,000 g.p. Again, the Advisors will be surprised on a roll of 1-2 on d6.

14. Advisors Sleeping Quarters

In this room sleeps Advisor 4. His bed is in the northwest corner. His treasure, underneath the bed, is three gems worth 10,000 g.p.

15. Advisors Sleeping Quarters

Salamander Advisors 5 and 6 reside here. They will be at the northeast and southeast corners. Their treasure is in chests at the foot of each bed. The chests are trapped with a poisoned needle which shoots out of the lock. An affected character must make his save vs. poison or die. Each chest contains 3 gems worth 10,000 g.p.

16. Advisors Sleeping Quarters

Advisor 7 is sleeping on a cot in the northeast corner. His treasure is kept in a room behind a secret door on the east wall. In a chest are two gems and three pieces of jewelry worth 10,000 g.p. and 15,000 g.p., respectively.

17. Advisors Sleeping Quarters

Advisors 8 and 9 live here. They will be sleeping in the southwest and northeast corners. A secret door conceals a gem worth 1,000 g.p. lying on the floor in the small chamber. Behind that is another secret door. An attempt to open it requires three turns to pass before the first roll can be taken to determine success. The room within appears empty, but the treasure is kept in a space underneath the floor. The trap door is not booby trapped. A small pouch contains 12 gems worth 3,500 g.p.

18. Advisors Eating Room

No advisors will be found in this room. It is a dining hall with a 10'x5' table in the middle and 12 chairs around it. Any noise made in it can be heard by Searazul, the King Salamander, by means of a pendant that he wears on his chest. Nobody but the king knows this.

19. Advisors Meeting Room

In this chamber is another table and set of chairs identical to those in room 18. The advisors usually hand out duties and assignments for the Peerless Legion here, but none will be found in this room. Anything said in this room can also be heard by Searazul, as per room 18.

20. Advisors Sleeping Quarters

Advisor number 10 resides here, sleeping on his cot in the southwest corner. Behind the secret door is an invisible treasure; a *Detect Invisibility* spell will be needed to locate a

heavily jeweled dagger worth 15,000 g.p., which will become visible upon being detected.

21. Advisors Sleeping Quarters

This room is the private quarters of Advisors 11 and 12. It contains beds in the extreme corner of the south wall. Their treasure is behind the secret door. It consists of 6 pieces of jewelry worth 15,000 g.p.

22. Refuse Room

One of two rooms which borders on molten lava. Refuse thrown into the lava is destroyed by the intense heat (1850° Fahrenheit). The stench from the burning odor will cause nausea after three turns, halving characters' dexterity and strength for six turns after that. A Salamander sentry (either Salamander 31 or 32) will bring more refuse every 7-12 turns.

23. Gem Storeroom

This room is filled with various gems and semiprecious stones, in a pile 10' high at the south wall and tapering to the bare floor at the north end of the room.

24. Jewelry Storeroom

Another storeroom of riches, filled with jewelry piled 10' high at the south end of the room tapering to the floor at the north end.

25. The Throne Room of Searazul

Searazul, King of Salamanders, may often be found here in his throne room. It has two fountains spouting lava at the extreme northwest and northeast corners of the room and a large curtain covering the far north wall. Behind the curtain is a door that can only be opened by using a special ring which Searazul wears. The throne chair is a box in the center of the room 50' south of the northern wall. It is made of solid stone with jewels inlaid in it. Standing on it, 15' off the floor, the king can observe sacrifices made to him on an altar south of the chair. The dotted lines on the map indicate a pair of trap doors. Prisoners are led to the doors, and the king judges them there. If they are condemned, they will be dropped 60' into molten lava. To the east side of the throne chair is a *Brazier of Sleep Smoke* which the king will use if he is attacked. If the king is seriously threatened he will light a fire in the brazier and run for the door in the north wall. He will proceed east until he gets to room 28.

26. The Council Room

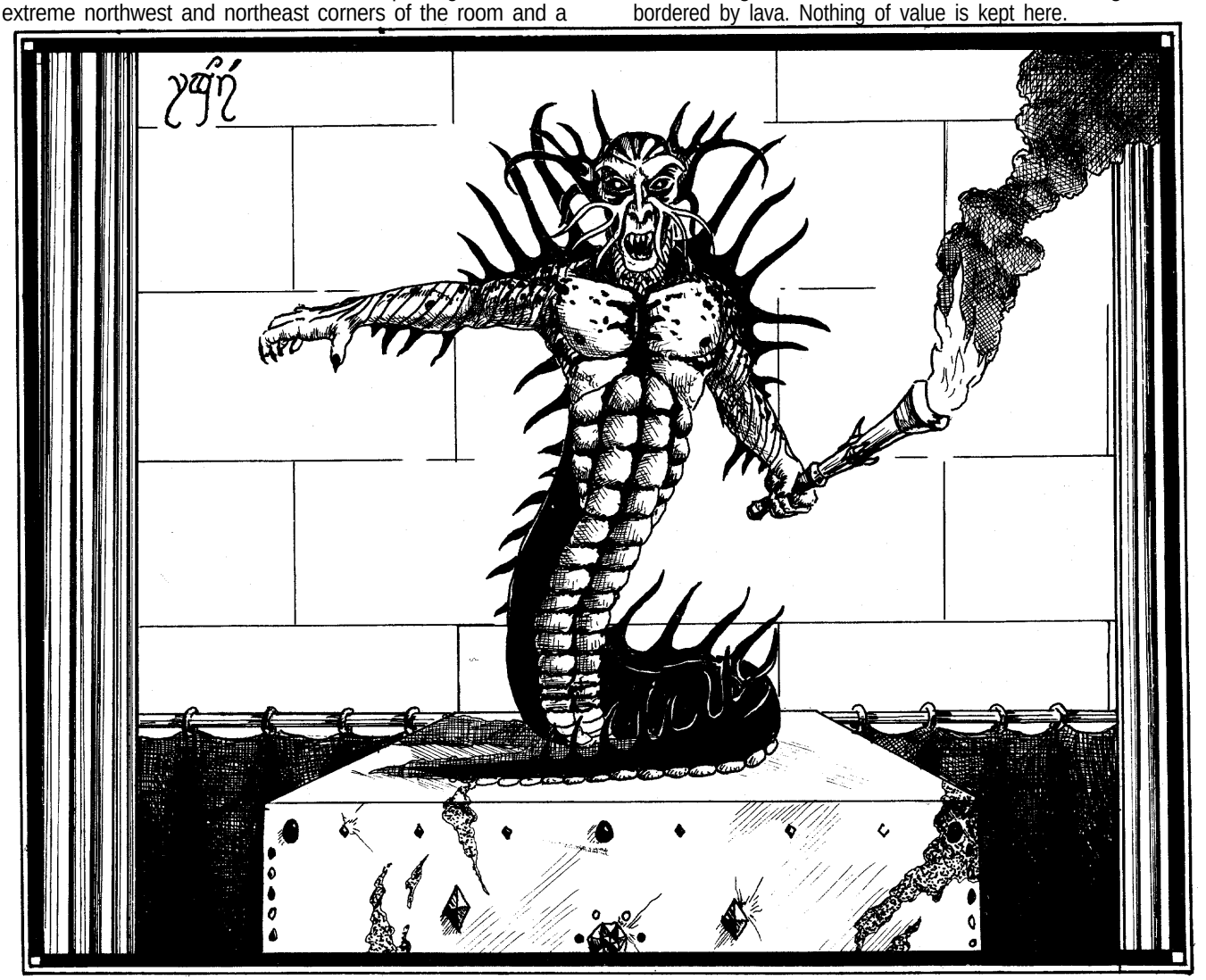
The council room contains a table 10'x30' with 13 chairs around it. It contains no treasure or anything else of value.

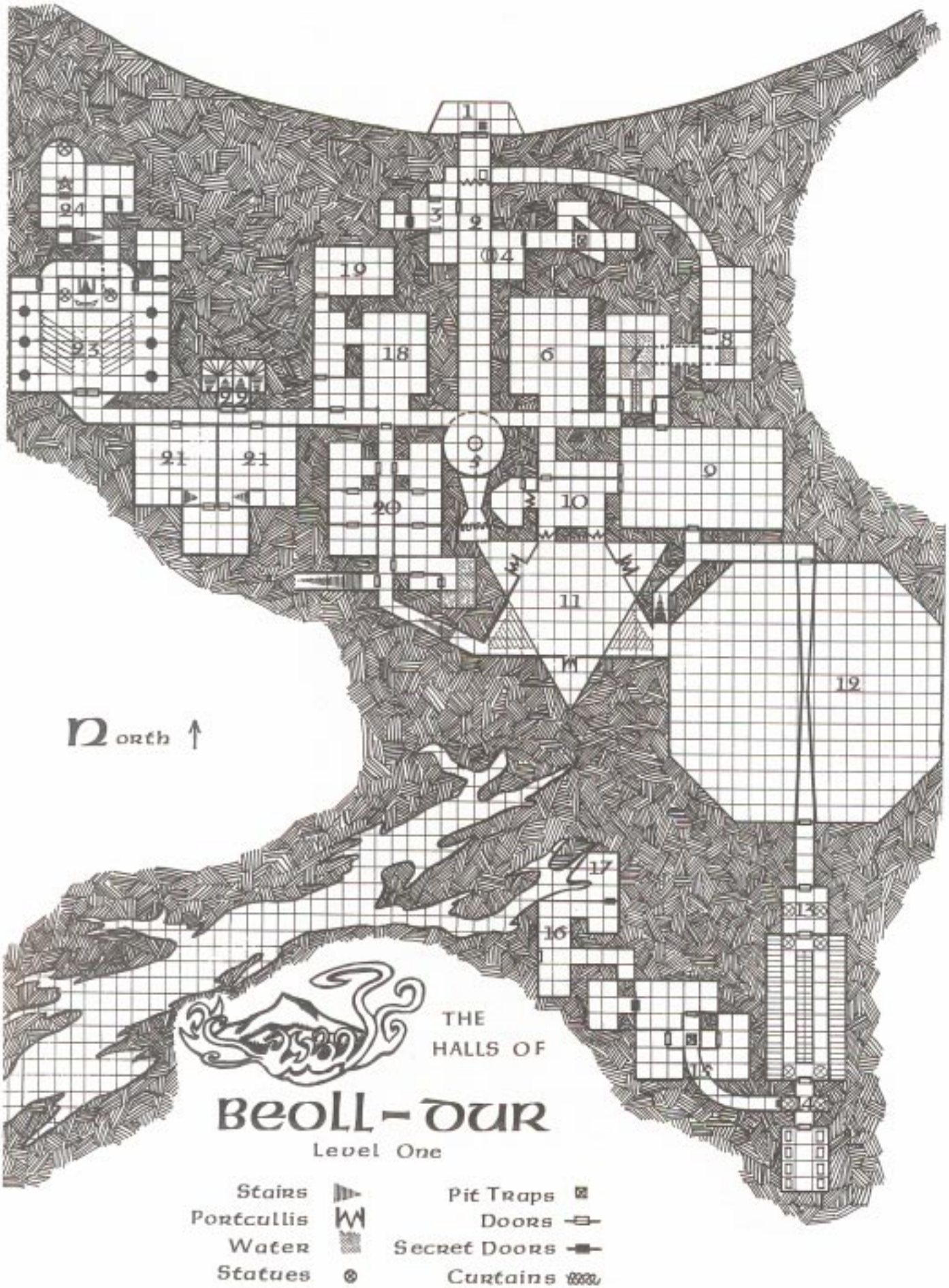
27. Searazul's Sleeping Chamber

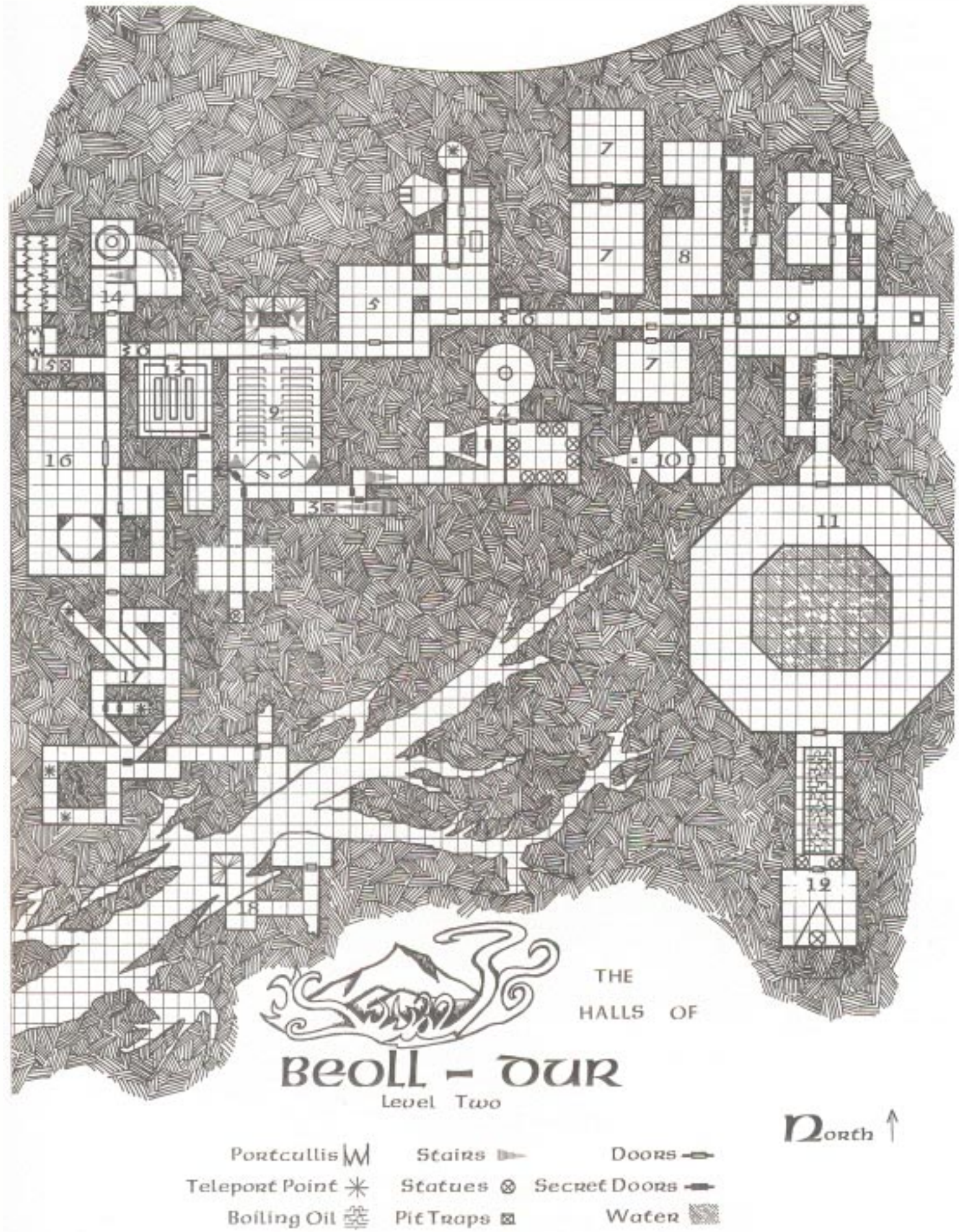
There are two sentries of the Peerless Legion, numbers 31 and 32, guarding Searazul's room in the 10'x10' cubicle to the west outside his door. Searazul resides in this room, and will be encountered here unless the party has given away its presence previously, in which case the king will await the party on his throne. The walls of the room are intricately carved and his bed is at the southwest corner. Nothing in the room of value can be taken out without its value being lost.

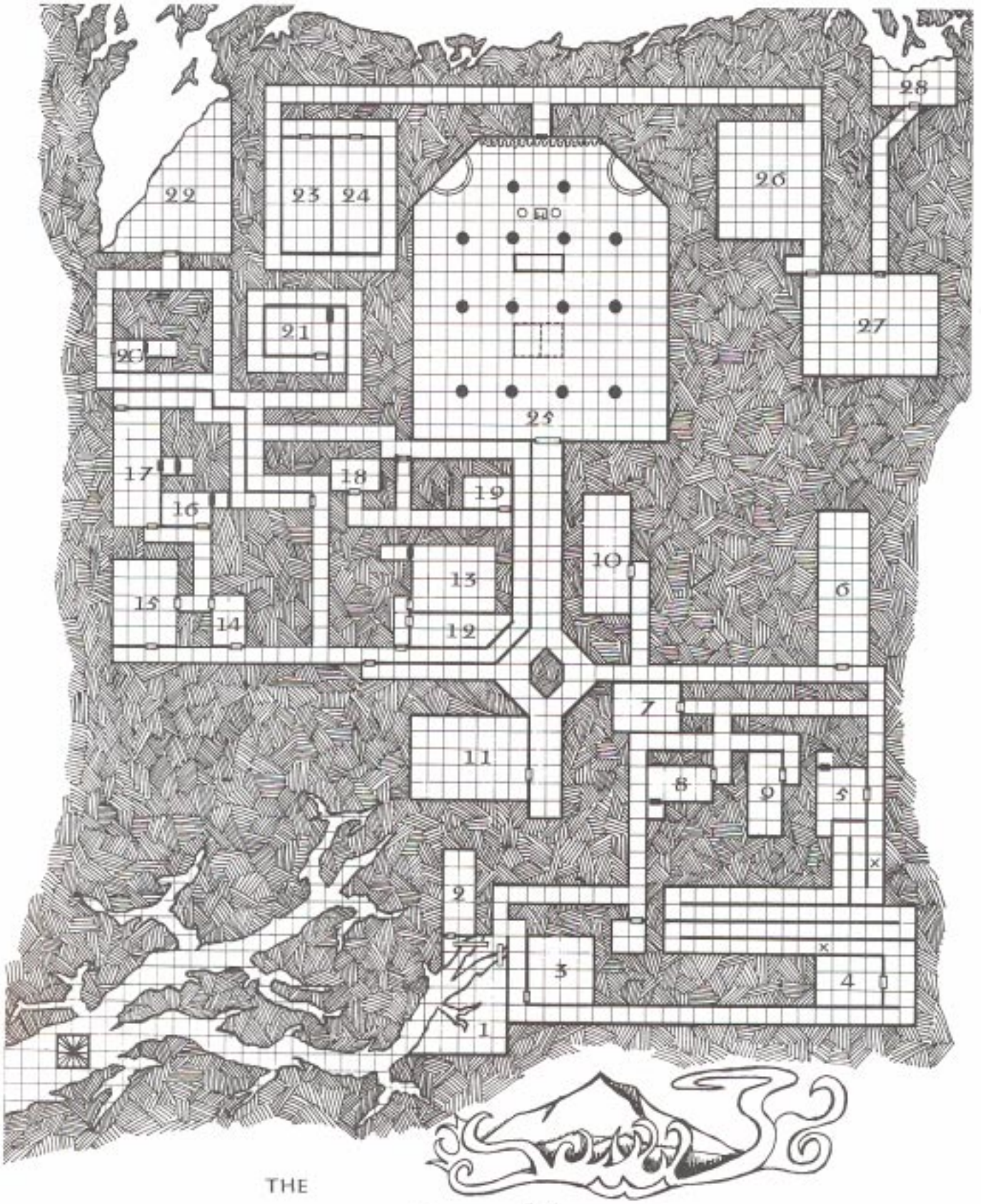
28. Gate Room

The king and his advisors use this room as a gate. It is bordered by lava. Nothing of value is kept here.




North
THE
HALLS OF
BEOLL-DUR
Level One
Stairs
Portcullis
Water
Statues
Pit Traps
Doors
Secret Doors
Curtains


THE
HALLS OF
BEOLL - DUR
Level Two
North
Portcullis
Stairs
Doors
Teleport Point
Statues
Secret Doors
Boiling Oil
Pit Traps
Water



THE HALLS OF **BEOLL - DUR**

Level Three

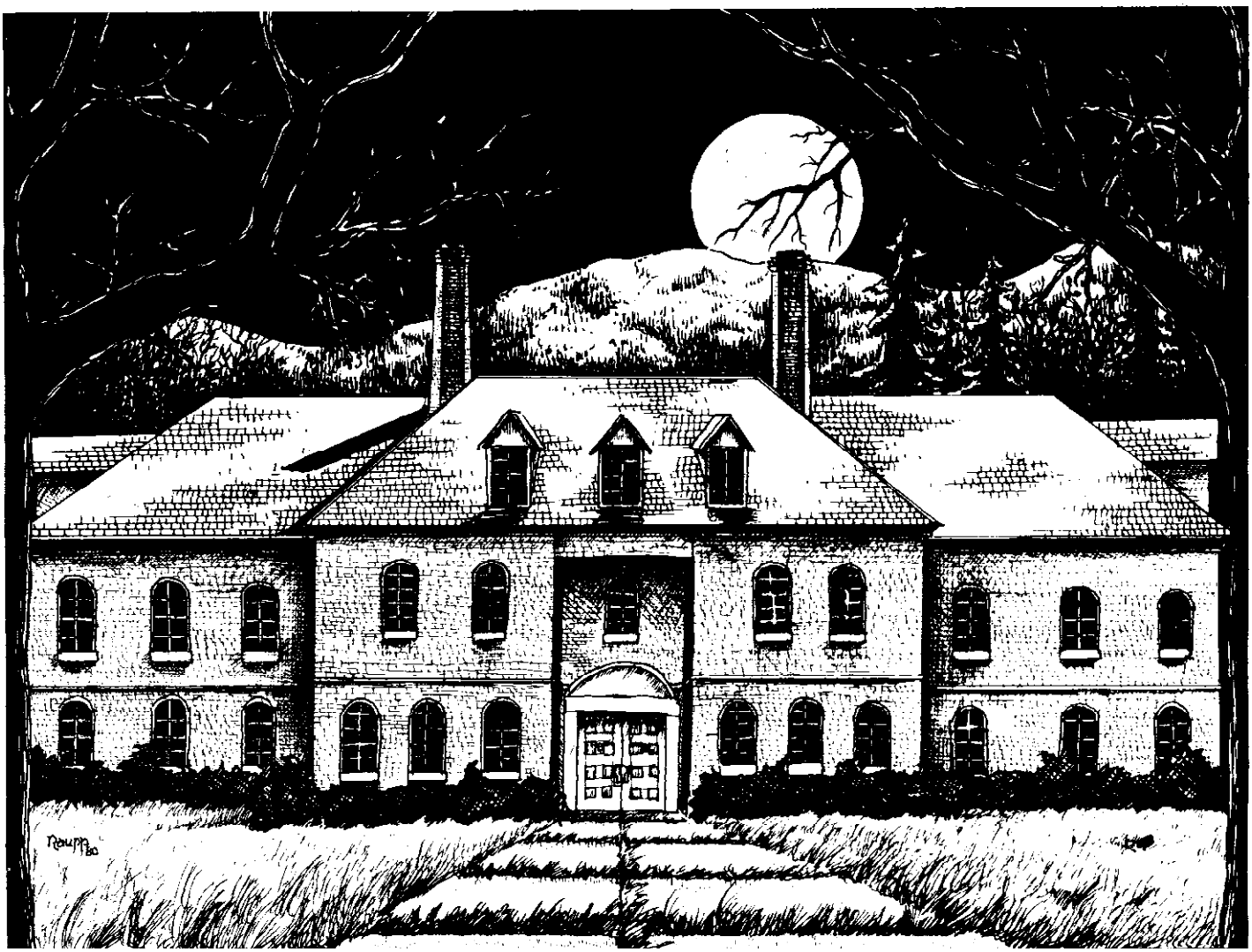
North ↑

Doors ⊖ Columns ●

Secret Doors ▬ Curtains ≈≈

The Mansion of Mad Professor Ludlow

by James M. Ward



Introduction to players

You are all young campers on a week-long camping trip through the woods and wilderness. In the middle of a nighttime hike, you become separated from the rest of your group. None of you is worried, however; you have all taken excellent compass directions and are sure you can eventually find your way back to the campsite. So, with this great chance to do a little exploring on your own, you set out into the woods as a group.

Each of you carries the following items: a large backpack with sleeping bag attached underneath, a canteen of water, a jackknife, a large, rough-cut walking stick, heavy hiking boots, a compass, cooking gear, food for three meals, two changes of clothes, and a flashlight.

In addition, young campers have a tendency to bring along things which their leaders didn't say they would need, so each of you may make a list of ten things which you are carrying in your pockets or backpack that are not required. Objects which are unreasonable for young campers to have will not be counted, since they would have been confiscated by the leaders long ago.

Each camper is permitted to declare himself or herself the holder of a certain achievement badge, which had been earned before the trip for above-average skill and knowledge of something. Since this camping organization is so sophisticated, just about anything (again, within reason) can be made a special skill. Campers with a certain special skill could have equipment supplied to them specially, such as a first-aid kit for someone with that skill or a set of walkie-talkies for a camper with a badge in communications.

The group files through a path in the woods and suddenly comes upon a small valley. There is a mansion nestled among the trees about a hundred feet away.

A member of the group claims to have heard of the place. He says it is the mansion of the mad Professor Ludlow, and you all creep closer to take a good look. Some of you want to go in, but others rightly point out that such an act would be breaking and entering, and it would be wrong to do. Suddenly, from somewhere within the old house, you hear a cry of "Help! Help!" Being the good young people that you are, you all rush for the big front doors, push them open, and run inside to help the person in trouble.

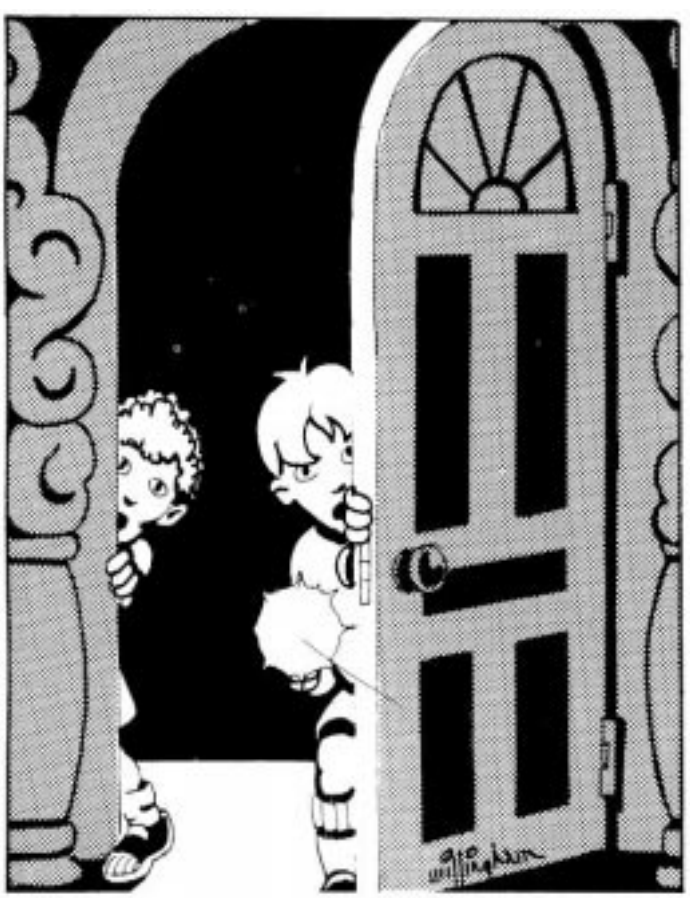
The Mansion of Mad Professor Ludlow

Notes for the referee

Be sure to check each player's list of ten extra items before they begin, and be careful that no one is allowed anything which an upstanding young camper would not take along. The characters are young teenagers who would not have access to such things as drugs or weapons.

While this adventure takes place in an *AD&D* setting, players should not be allowed to take along things which an *AD&D* player would normally use. For instance, graph paper would not be allowed for mapping, unless a camper had selected a mapping achievement badge. The achievement badges are just a fun thing, to allow the players to take a few more items that might help them, and they should not be abused. It is possible to have a gunnery achievement badge, but no camper will automatically possess a gun (though the badge may well be useful if the rifles are found in the trophy room). The first-aid badge allows a camper to carry a first-aid kit with ten "doses" of treatment. One dose will heal half of the damage done to an individual as the result of a single encounter, or will totally negate the effects of poison bites on one individual. Athletic achievement badges would allow campers to sustain less damage from falls and enable these campers to jump further and be a bit stronger than the other characters. Benefits for other badges can be determined as the referee sees fit.

The group should be expected to travel together and to re-form in a large group as soon as possible when any of them become separated from the main body. Under "ON CLOSER INSPECTION" in a room description may be several facts, all of which would not necessarily be read to the players. "ON CLOSER INSPECTION" will not be read until all characters planning to enter the room have done so, and only after the players say that they are indeed looking around closely to gain information. If there is no mapper in the group, do not give any specific measurements. Specific locations and configurations of exits from a room will be visible "on closer inspection." The referee should refer to the floor plans to provide any measurements which the players request and have the right to know. You may prefer to not use compass directions to help keep players disoriented, instead referring only to directions of left, right, ahead and back whenever possible.



Characters should be allowed to do virtually anything they desire within the mansion, which will sometimes cause them to act in a less than upstanding fashion. Players should be permitted to do this, but once in a while should be reminded that they are supposed to be upholding high moral and ethical standards. You may ask, "Would a good camper do a thing like that?" to keep players somewhat in line, or you might remind them that their mission is to try to find out who screamed for help. (Actually, the sound was a recording made by the professor which is activated whenever humans approach the entrance.)

Many forms of "death" (in a game sense) which might happen to characters are not fatal. Any time a camper is not utterly destroyed or eaten by a creature, that character simply lapses into unconsciousness when he/she reaches zero hit points, and then must be carried by one or two other characters whenever the group is moving. If the number of unconscious characters exceeds the number of carriers, the first characters who were rendered senseless will awaken and stumble along, able to do little more than follow the path taken by the more alert members of the group. If the entire group is taken to zero hit points, they are immediately brought out of the mansion on a slide which appears at their location and gently deposits them on the grass outside.

Each camper begins with fifty hit points, an armor class of ten, and hits as a first-level Fighter.

First Floor

A: The beams of the flashlights reveal a hall with a mirror at its end and two openings, one to the left and one to the right.

ON CLOSER INSPECTION: The hall has inch-thick red carpeting and walnut-paneled walls. The mirror at the end runs from the floor to the twenty-foot-high ceiling and covers the forty feet of wall section on that south face of the hall.

NOTES TO THE REFEREE: The mirror can be lifted up with one hand, revealing a door with a handle that easily opens to the touch. All of the walls on the first floor will appear to be normal material of one type or another, but are actually made of an unbreakable metal that cannot be marred by any device in the mansion or by anything the scouts may have. All of the ceilings on the first floor are twenty feet tall. The only wall sockets for power appear when there are electronic devices mentioned in the text. The light source comes from within the ceilings; therefore, there will be no lamps in the entire area, and light is shed from a celling only when mentioned in the text.

B: The beams of the flashlights show a room paneled in red-stained barn boards with a floor of the same substance. There is a couch in the northeast corner of the room and an opening out of the room on the east wall.

ON CLOSER INSPECTION: There IS a musty smell to the room, and leaves are littered on the floor. The couch is an old, dusty, overstuffed relic with several cushions and rips on all parts of it. The room measures sixty feet east and west and forty feet north and south, if paced out.

NOTES TO THE REFEREE: If the couch is disturbed in any way, 3 giant rats come out and attack the party nearest the couch (HP 4,3,2; #AT: 1; D: 1-3; AC: 7; SA: Bite has 5% chance of causing disease (save versus poison).

C: The beams of the flashlights show a hall with pink walls and a floor made of red marble.

ON CLOSER INSPECTION: The walls have clean squares all over them where pictures were obviously once hung, but are no longer. The floor has dried leaves littering it. If paced out, the hall is eighty feet long east and west and twenty feet long north and south.

D: The beams of the flashlights show a room with gray painted walls and a cement floor. It is filled with wooden crates and there are leaves all over the room in large piles.

ON CLOSER INSPECTION: There are 200 empty wooden crates of differing sizes, and the biggest concentration of leaves is in the southwest corner of the room. The room measures sixty feet east and west and forty feet north and south and has a side alcove to the south starting on the east wall that is forty feet long east and west and twenty feet long north and south; it is here that the concentration of leaves is located. Behind a big crate along the east wall, thirty feet from the north corner, one finds a door with a normal handle.

NOTES TO THE REFEREE: If that large pile of leaves is at all disturbed, a group of 3 rattlesnakes attacks (HP: 10,8,5; #AT: 1; D: 1-3; AC: 5; SA: Save versus death caused by poison).

E: The beams of the flashlights show a room with gray painted walls and a cement floor. It is filled with boxes and barrels.

ON CLOSER INSPECTION: There are thirteen barrels of grain alcohol each with the number "50" painted on it. There are thirteen boxes filled with pairs of white gloves. A metal chest contains a silver set made to serve eighteen people, four pairs of silver candlesticks, three huge silver carving knives (like short swords), and eighteen solid silver goblets (total worth of the silver items is 20,000 silver pieces). There are thirteen chests filled with books about plants; thirteen boxes filled with assorted sizes of clay pots; and ten large crates with mattresses in them. When paced out, the room is forty feet wide east and west and sixty feet wide north and south. A door on the east wall is originally hidden by the mattress crates.

NOTES TO THE REFEREE: When the players enter the room, they will be immediately attacked by an incredibly old man dressed in rags and carrying a butcher knife (HP: 7; #AT: 1; D: 1-6; AC: 10; SA: None). This old man will leap out from behind some of the boxes and surprise the entire group. He will never follow a retreating group out of the room, but will act dangerously at all other times and will never listen to any type of reason.

F: The beams of the flashlights show a room paneled in oak with an oaken floor that is filled with shelves upon shelves of rocks. From the door, a set of stairs is visible going up from the south section of the room.

ON CLOSER INSPECTION: These shelves are obviously a geological exhibit of some type, since every sample of rock has a scientific name on it. Each of the samples weighs about a pound. If paced out, the room is sixty feet west and east with a partial wall running north, starting twenty feet from the east wall and extending forty feet. The room is eighty feet long north and south. On the west wall in the north corner is a passageway out of the room. Also on that wall, sixty feet from the north corner, is a doorway. Further down from this door is a twenty by twenty feet corridor section that ends at the bottom of the stairs up; on the east wall section by the stairs is another way out of the room.

NOTES TO THE REFEREE: All of the valuable minerals in the rock collection like gold, silver, platinum, and copper, are on shelves on the south wall in the small corridor created by the dividing north-south wall. They will all be on the highest shelves and above the normal eye level of any scout. There are no crystal samples in the entire room.

G: The beams of the flashlights show the passageway has strange objects hanging on its gray painted walls. The floor is of black marble. There are openings out of the hall from the east and west ends.

ON CLOSER INSPECTION: The hall is lined with hanging medieval weapons: 3 heavy maces, 2 halberds, 3 crossbows with one bolt each, 3 short swords, 5 huge two-handed swords, 5 daggers, 4 boar spears, and 3 flails. All of these are easily detachable and have traces of preserving oil on them. The hall is twenty feet wide, north and south and 100 feet long east and west.

NOTES TO THE REFEREE: The weapons are all in perfect condition and do the following damage: Maces-2-7 pts.; Halberds-1-10 pts.; Crossbows-1-4 pts.; Short Swords-1-6 pts.; two-handed Swords-1-10 pts.; Daggers-1-4 pts.; Boar Spears-2-7 pts.; and Flails-2-7 pts.

H: The beams of the flashlights show a room filled with furs covering the walls, ceiling, and floor. There is a large spiral staircase in one corner that seems to be made out of metal.

ON CLOSER INSPECTION: The furs are purple in color and very rough to the touch. They do not appear to be dyed, and each fur is very large and cannot be cut or moved from any section of the room. The spiral staircase is in the northwest corner of the room. It is made of metal and painted with purple enamel paint. If paced out, the room is eighty feet east and west and sixty feet wide to the north and south.

NOTES TO THE REFEREE: If any tapping is done to the wall section marked with the secret door symbol, it will show a hollow sound. If the wall is closely examined by hand, that whole section of fur will appear to be loose. It will easily move to the side with the push of a hand, revealing a normal door.

I: The beams of the flashlights show a room filled with statues of differing types. The walls, floor and ceiling are of green paneled wood.

ON CLOSER INSPECTION: There are fifteen statues in this area: three Viking types with ring mail for armor, horned helmets, and drawn swords in their hands; two female amazon types, each with a bow and arrow ready to fire; four men in plate mail with plumed helmets and swords at their sides; and five Wisconsin State Highway Patrolmen with pistols and equipment on their belts and nightsticks in their hands. The room is paced out to be sixty feet to the east and west and forty feet to the north and south.

NOTES TO THE REFEREE: All of these beings have been petrified and would be very grateful if freed from this state. They are fully aware, but unable to communicate in any way.

J: The beams of the flashlights show a bathroom with all the things one would expect to find in such a place. There is a sink with a mirror above it, a stool, and a bathtub. The floor, walls, ceiling, and all fixtures are of black marble.

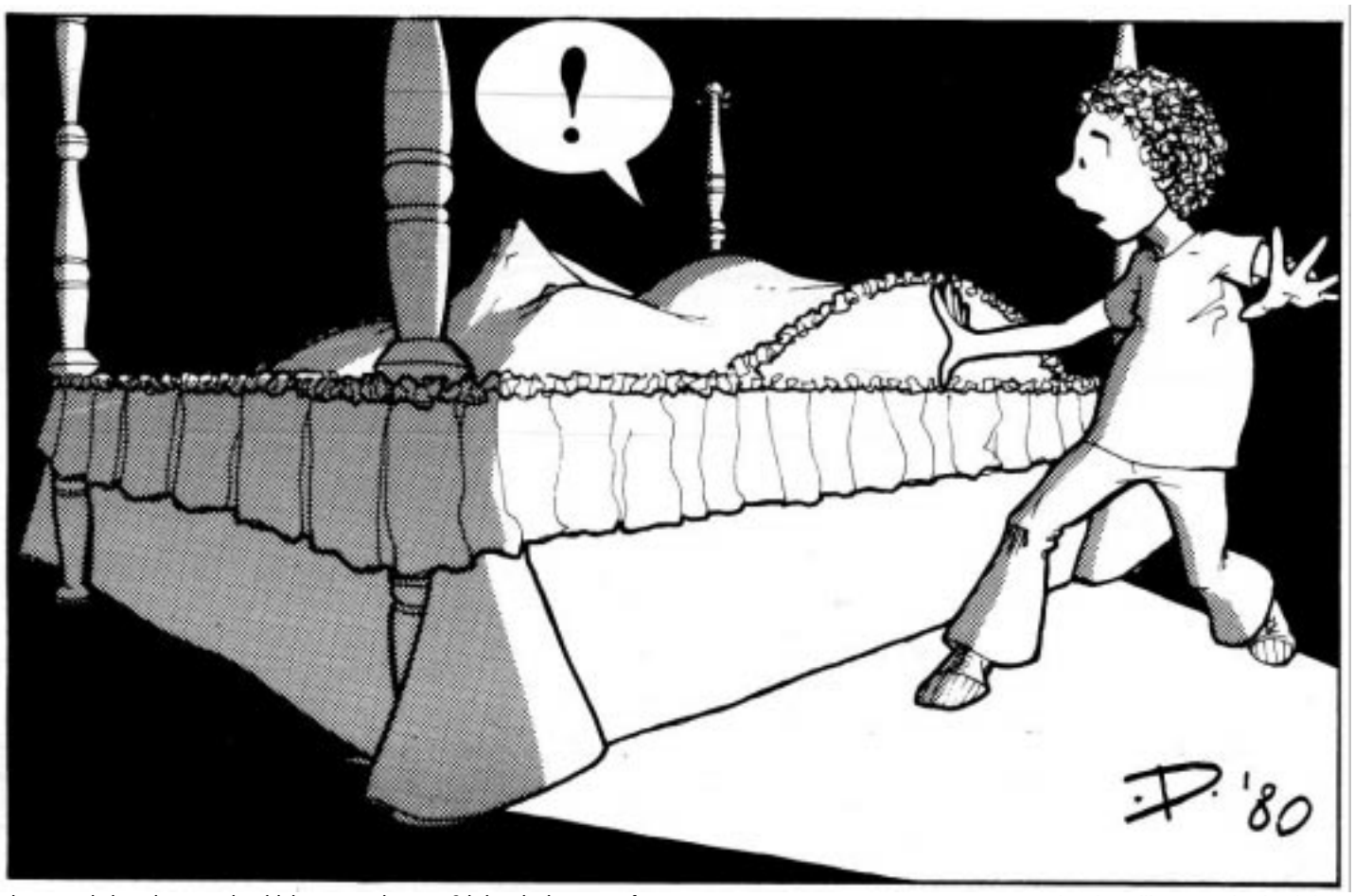
ON CLOSER INSPECTION: The water works fine in this area, except when it is about to overflow any sink or tub or stool for any reason. It will cut itself off first. There are hinges on the door frame but no other sign that there ever was a door there. If paced out the main room is forty feet by forty feet, plus a hall section that has the tub at its end. This hall section starts on the south wall and is twenty feet wide (east and west) and forty feet long.

NOTES TO THE REFEREE: The mirror over the sink has a recessed cabinet. In it are two small plastic bottles of pills: One has ten green pills that will speed any being up to twice normal for three melee rounds; the second bottle has twenty pink pills that will restore ten lost hit points per pill.

K: The beams of the flashlights show a large room with animal heads hanging on the walls and large animals mounted fully on stands. There are many of these all over the room. There are exits on the east and west walls.

ON CLOSER INSPECTION: This is a trophy room of some type with stuffed felines of all different descriptions along the brown painted walls. On the north wall is a cabinet with three long rifles that are very heavy and two shorter rifles that have two barrels apiece. There is a drawer under these rifles, containing two boxes of what must be shells. Besides the triggers, there are two levers on each gun; one is large and on the stock and one is small and near the trigger. If paced out, the room is forty feet east and west and sixty feet north and south.

NOTES TO THE REFEREE: The rifles were made by the professor. The long ones do 2-20 points of damage to anything hit by



them and the shooter should be treated as a 9th-level character for hitting purposes. The smaller rifles are shotguns; both barrels will always discharge when the gun is used, but only one barrel needs to be loaded to fire the gun. It does 1-10 points of damage to everything in a five foot spread in front of the gun, whether one or two barrels is loaded. The large lever breaks open either weapon for loading and the smaller lever is a safety device, which must be disengaged before a weapon will fire. There are ten shells in each brown box, one box for the shotguns and one for the larger guns. If none of the players are holders of a gunnery merit badge, do not let the players assume that they know of firearms. Novices will suffer 1-4 points of bruising damage per shot.

L: The beams of the flashlights show a room covered in small furs of some type and a spiral staircase leading up through the ceiling.

ON CLOSER INSPECTION: The fur seems to be rat fur. It has lice and smells of rotten meat. It covers the walls, floor and ceiling and when cut it shows bare cement floor and metal walls underneath. If the room is paced out, it is sixty feet square. The staircase is made of metal and painted with black enamel paint and is located in the northwest corner of the room.

M: The beams of the flashlights show a room with walls, floor, and ceiling of white marble. There is a bed in one corner of the room, several dressers, and a floor-to-ceiling mirror on one wall.

ON CLOSER INSPECTION: The bed is a huge four-poster with dust covering the green satin bedspread, sheets, and pillows. There are four dressers, each with four drawers. Each one of these is filled with white operating gowns and masks. There are two bedstands, each with a small drawer. In these are a roll of dimes (five dollars' worth); two dry cell batteries; and a solid gold letter opener (worth five gold pieces). The mirror is on the north wall in the west corner and has an ornate brass molding around it in the shape of a praying mantis about to strike. If the room is paced off, it is found to be sixty feet square.

NOTES TO THE REFEREE: Under the pillow, on the bed, is a red plastic disc with a pin on its back. When the disc is worn, every room the wearer enters in this mansion will light up. When any character puts his/her entire body on the bed, the canopy falls down in an attempt to suffocate that character. It does five points of damage per melee round until it is cut away or the character dies—upon death, the canopy springs back up again. The canopy is easily cut.

N: The beams of the flashlights show a room with twelve figures dressed in metal standing about. On the opposite side of the room is another exit.

ON CLOSER INSPECTION: The room appears to be entirely paneled in red oak. The twelve figures are suits of armor that line both walls in rows of six to a side. Each one has a sword in an upraised hand. If the room is paced out, it is forty feet east and west by sixty feet north and south.

NOTES TO THE REFEREE: If the two northernmost figures are touched in any way, they will animate and attack the group (HP: 19,19; #AT 1; 1; D: 1-12; AC: 3; SA: None). These things will hit on a 25% chance every melee turn and they will not follow anyone out of the room, but will go back to their places when the room is empty, to await the arrival of another character. Note: There are two rooms labeled "N", identical in all ways but the location of the exits.

O: The beams of the flashlights show a room with a large table and chairs in its middle. There are cupboards, metal sinks, a gas stove, and some type of huge refrigerator.

ON CLOSER INSPECTION: The room is painted yellow on the floor, ceiling, and walls. The gas stove and metal sinks all work as they should. There are seven cupboards filled with canned goods of all types from soup to canned meat. The table and chairs are made of metal and quite heavy. There is a cupboard filled with pots and pans, and a cupboard filled with dinnerware of fired clay. There is a frozen food locker with a large padlock on the metal door The locker feels cold to the touch and produces a humming vibration.

NOTES TO THE REFEREE: When and if the freezer is broken into, a white pudding will rush out and attack (HP: 38; #AT: 1; D: 3-24; AC: 6; SA: Dissolves wood and metal). It will not pursue intruders out of the room, and if left alone in the room for two melee rounds, it will return to the locker and shut the door. There are two of these rooms and they can't be paced out because of the things which obstruct the area.

P: The beams of the flashlights show a room filled with plants from wall to wall and traveling up to the ceiling. One also notices a strange purple glow from the bottoms of all the plants. An exit is visible on the other side of the room.

ON CLOSER INSPECTION: All of the plants are in tanks that are filled with a glowing purple liquid. The plants seem to sway towards any people entering the area. Some of them bear fruit and berries. The room cannot be paced out because of the plants, but the path from exit to exit is eighty feet.

NOTES TO THE REFEREE: The secret door is blocked by dense, thorny brambles which will have to be cut away. If the foliage is cut in any way, seven stirges come flying down to attack (HP: 5 (x 7); #AT: 1; D: 1-3; AC: 8; SA: Drains blood).

Q: The beams of the flashlights show a room with stone walls, floor, and ceiling. The body of a skeleton lies in the middle of the room and its head is in a far corner. There is another exit.

ON CLOSER INSPECTION: The skeleton is old and yellow, the size of a small child. There is a golden ring on one of its bony fingers. If the room is paced out, it is forty feet east and west by seventy feet north and south.

NOTES. TO THE REFEREE: If the head is brought within two feet of the rest of the body, it will fly out of the hands of the holder and rejoin the body. The skeleton will animate and attack the group (HP: 10; #AT: 1; D: 1-6; AC: 7; SA: None). The skeleton *will* chase characters outside the room. The ring contains three Wishes, but it cannot be removed from the skeleton or used until the skeleton has been animated and killed.

R: The beams of the flashlights show a room that is filled top to bottom with small bits of foam rubber. These bits are easily moved, but will take time.

NOTES TO THE REFEREE: If the players take the time, they will find all interior surfaces made of dark oak. The spiral staircase which may be uncovered is of metal.

S: The beams of the flashlights show what is obviously a huge computer filling the room on both sides and there is only a small pathway between the machines. There is a table and chair on the east side of the room and what seems to be a typewriter on the table. Above the typewriter is a television screen.

ON CLOSER INSPECTION: The pathway between the two machines is ten feet wide and forty feet long north and south. The machines light up and start to hum whenever a character enters the room.

NOTES TO THE REFEREE: The computer will answer any question the players type on the machine by printing out an answer on the TV screen above. It knows all about the house and will tell of it. Any question that is beyond the limits of what a character might know enough to ask will be answered with a line of question marks ????????? Any question that is technical in nature will be answered in Latin, which no one should be allowed to speak for the game purposes.

T: The beams of the flashlights reveal a bathroom with stool, sink and mirror, and a bathtub.

ON CLOSER INSPECTION: If paced off, the room is forty feet square. Everything is made out of pink fiberglass and the tub is filled with some type of bubbling liquid.

NOTES TO THE REFEREE: The tub is filled with hydrochloric acid and dissolves anything put in it except for glass. There is a cabinet behind the mirror, but it is empty.

U: The beams of the flashlights reveal a room filled with books on shelves. There is a desk and chair in the room and another exit in the middle of another wall.

ON CLOSER INSPECTION: If the room is paced off, it is forty feet east and west by sixty feet north and south. There are exits in the middle of the north and east walls. The room has a green, inch-thick carpet and the ceiling is white marble. It smells like mildew in this area and when the books are looked at they fall apart in the hands and huge silverfish (harmless) leap out from the pages. The desk has three drawers, filled with scientific papers on the wave motion of elements in their plasma states plus about 200 number-two pencils.

NOTES TO THE REFEREE: There is a secret drawer in the middle of the desk that contains a .45 automatic pistol with six bullets in it (each shot doing 1 to 8 points of damage and the shooter will hit as a fifth-level character), plus a sack of 200 silver dollars.

V: The beams of the flashlights reveal a room occupied by a huge, jade-green, stone snake that stands almost to the ceiling. The room is otherwise bare and seems to be made of cement. There is another exit on the opposite wall.

ON CLOSER INSPECTION: When the first character enters the room, the statue will come alive and strike that person. A crossbow bolt will embed itself in the arm of that character.

NOTES TO THE REFEREE: A bolt does 1-12 points of damage. After the first shot (an automatic hit) there is a 75% chance of the statue hitting any moving target in the room (chosen at random). The statue has fifty crossbow bolts and fires two per round. It will not fire at any character wearing white, except for the first character it sights. The creature will continue to fire until it has sustained twenty-five points of damage (AC: 2).

W: The beams of the flashlights reveal a room empty of furniture and a spotlight shining down in the center of the chamber. It illuminates a five-foot staff of what appears to be oak. There is another exit on an opposite wall.

ON CLOSER INSPECTION: The light will shift and the staff will fly to meet any characters who enter the room. The staff will begin hitting those who have entered.

NOTES TO THE REFEREE: The staff hits 35% of the time on random players. It does 1-10 points of damage and will continue to strike as long as the spotlight in the ceiling in the middle of the room is intact.

X: The beams of the flashlights reveal a room with floor, walls, and ceiling covered in fragments of green glass. All of it appears to be very sharp. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The glass is so sharp that it cuts deeply into the soles of all normal boots.

NOTES TO THE REFEREE: The glass is glued to the room surfaces, so it cannot be removed. There is a 25% chance per 10 feet of crossing that boots will be cut through to the feet, causing 10 points of damage. There are two rooms labeled "X." Each has two normal exits and a larger opening. In the larger room, the opening leads to the Silver Hall. In the smaller room, there is a set of ascending stairs through the opening.

Y: The beams of the flashlights reveal ten large wire cages in the room with another exit on an opposite wall.

ON CLOSER INSPECTION: There are bones noticed in each of the cages. Five giant ants suddenly come out of a hole in back of the cages and advance.

NOTES TO THE REFEREE: The ants will follow any group until they or the group are dead (HP: 9 each; #AT: 1; D: 1-6; AC: 3; SA: Poison sting (save versus poison at +3). The hole is much too small for characters to follow. Note: There are two rooms labeled "Y", of different sizes and configurations. There are cages and ants in both.

Z: The beams of the flashlights reveal a chamber with floor, walls and ceiling covered with brown fungus. In the middle of the room is a raised pile of the stuff. There is no other apparent exit from this room.

ON CLOSER INSPECTION: When anything touches the fun-

gus, clouds of the spores billow up and hinder vision in the room. As rough estimates, the room appears to be forty feet square with the fungus at least five inches thick on every surface.

NOTES TO THE REFEREE: The fungus is harmless, but smells terrible. The pile hides a set of +4 plate mail that glows in the dark with a strange green luminescence.

GOLD HALL: The beams of the flashlights reveal a short hall with metal walls, floor, and ceiling. The metal has a gold color to it.

ON CLOSER INSPECTION: The hall is sixty feet long east and west and twenty feet long north and south and made of three-foot-square, thin plates of this metal all riveted on.

NOTES TO THE REFEREE: The plates are all of gold and worth 9 gold pieces each.

MIRROR HALL: The beams of the flashlights reveal a hall lined with mirrors.

ON CLOSER INSPECTION: The hall is 140 feet long east and west and twenty feet wide north and south. With every round spent in the hall, a "natural" illumination in the area becomes brighter.

NOTES TO THE REFEREE: The professor cut this mirror glass specially to gather and direct 100% of all light brought into the room. Every twenty-first melee round, all of the energy stored in the preceding 20 rounds is directed at the darkest thing in the hall (perhaps someone without a flashlight), hitting it for 100 points of disintegration damage. The room returns to normal illumination, and the process then starts all over again. In the case of a large number of eligible characters, the tallest gets hit first.

SILVER HALL: The beams of the flashlights reveal a hall with metal walls, floor, and ceiling. The metal has a silver color to it.

ON CLOSER INSPECTION: The hall is eighty feet long east and west and twenty feet wide. The plates are three feet square, thin, and all riveted in place.

NOTES TO THE REFEREE: The plates are all solid silver and are worth three gold pieces each.

CLOSETS: The beams of the flashlights reveal rooms filled with clothing hanging from the walls. There are also shoes of some type under some of the clothes.

ON CLOSER INSPECTION: There are men's coats of all different types hanging in these rooms. There are raincoats, heavy wool winter coats, spring windbreakers, and light jackets. The shoes are boots of high quality. All of them are made for a tall man.

AA: The beams of the flashlights reveal a room that contains a swimming pool that is filled with a dark liquid of some-type. There are no other apparent exits.

ON CLOSER INSPECTION: The room is paced out to be eighty feet east and west by fifty feet north and south. There is a sickeningly sweet odor to the liquid. Characters can go around the pool on a ten-foot border of concrete.

NOTES TO THE REFEREE: The liquid is grape juice and is fresh and drinkable. The pool is thirty feet deep.

BB: The beams of the flashlights reveal an empty room whose walls are made of some type of metal. There are no other apparent exits.

ON CLOSER INSPECTION: The room is paced out to be forty feet square. The metal is copper in color and dulled, as if from oxidation.

CC: The beams of the flashlights reveal an empty room whose walls appear to be paneled oak, with floor and ceiling of grey marble.

ON CLOSER INSPECTION: The room is L-shaped, with a wide hallway exit and a normal open exit diagonally opposite each other.

NOTES TO THE REFEREE: There are two rooms labeled "CC" which differ slightly in configuration but are otherwise identical. The wide openings in the western and eastern rooms lead to the Silver Hall and the Gold Hall respectively.

DD: The beams of the flashlights reveal a room that has a spiral staircase at one end. The walls, floor, and ceiling appear to be made out of black barn boards.

ON CLOSER INSPECTION: The staircase goes up and is made out of metal. If the room is paced off it is eighty feet east and west and forty feet north and south.

EE: The beams of the flashlights reveal a room with several objects apparently covered by sheets. The walls, floor, and ceiling seem to be made of padded leather.

ON CLOSER INSPECTION: Each sheet covers an overstuffed black leather chair. There are a total of ten. If the room is paced off it is forty feet by forty feet.

NOTES TO THE REFEREE: Each one of the chairs has a hidden dagger positioned in the seat of the chair so that anyone trying to sit in a chair will be stabbed for 1-4 points of damage.

FF: The beams of the flashlights reveal a room with a spiral staircase in it. The walls, floor, and ceiling appear to be made out of green glass.

ON CLOSER INSPECTION: The staircase of metal is painted with blue enamel paint. If the room is paced off, it is sixty feet east and west by forty feet north and south.

GG: The beams of the flashlights reveal a room covered in a metallic-looking substance with a large iron box in one section of the area. There is another exit on an opposite wall.

ON CLOSER INSPECTION: The room's surfaces are very slippery and going through the room causes much falling and sliding. When a character falls, he/she will notice that a gray substance comes off the floor and onto their hands and clothes. The box has a large handle and it cannot be moved.

NOTES TO THE REFEREE: The slippery substance is graphite. If the lock is broken on the metal compartment, a howling wind comes out and knocks everyone in the room to the floor with stunning force (doing 1-4 points of damage). The compartment will then be empty.

XX: THE LOWER TREASURE ROOM: The beams of the flashlights reveal a room with large tables along the walls and a pool of water in its middle. The walls, floor, and ceiling are of paneled black wood.

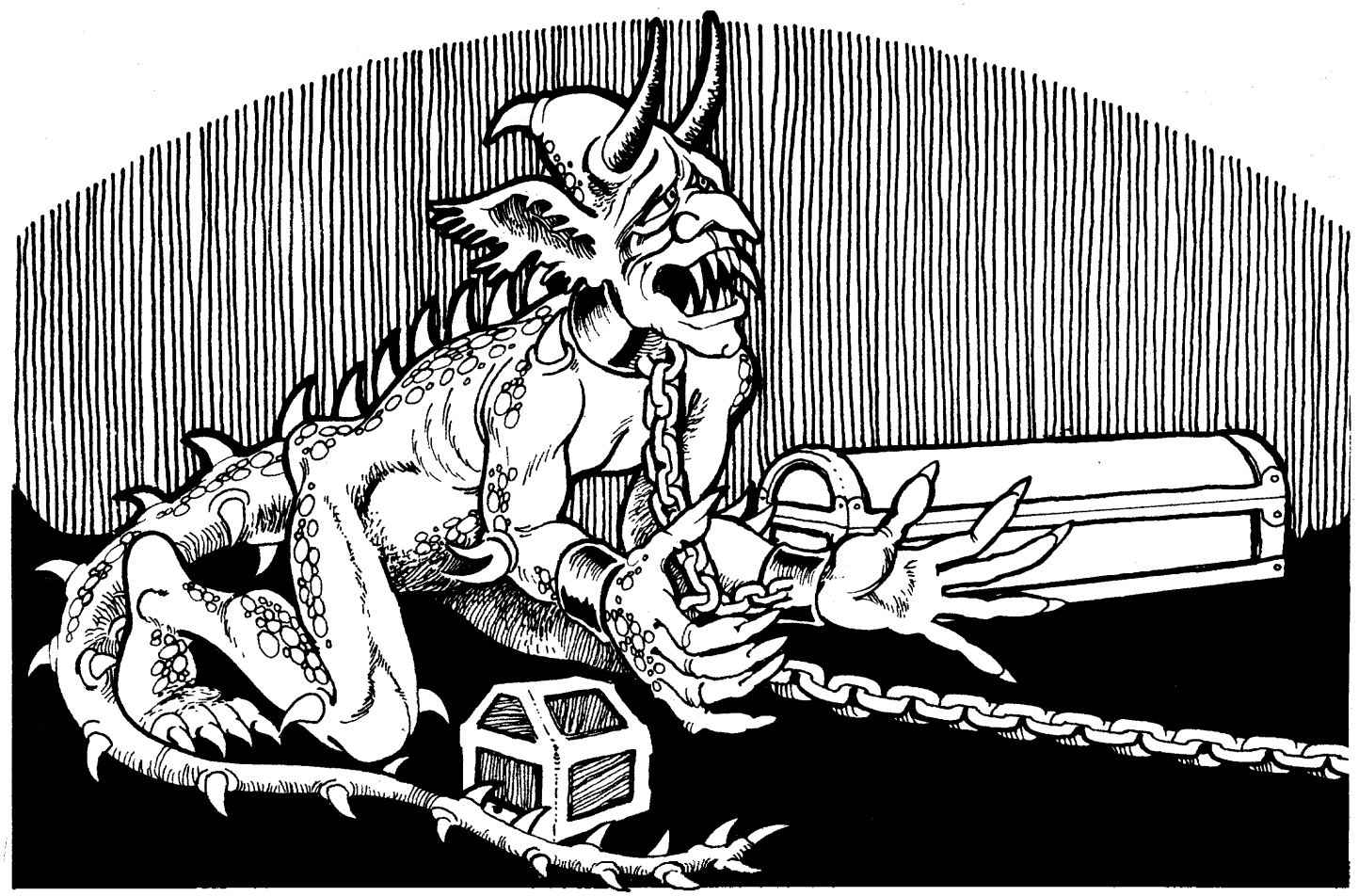
ON CLOSER INSPECTION: If paced out, the room is sixty feet north and south by sixty feet east and west. There are large tables along the north, east, and south walls. Each 10-foot-wide table on the north wall has a small wooden coffer on it. Each 10-foot-wide table on the east wall holds a pile of coins. The only table on the south wall with anything on it is the one in the middle. It has the following: a wooden platter of huge size, a small, single-bladed knife, and three small, blue quartz bottles with some type of liquid in them. Shining light into the pool will reveal a deep, clear pool with a chest at its bottom.

NOTES TO THE REFEREE: Each coffer has a poison-needle trap in the lock, and ten rubies inside (100 gold pieces each). There are a total of 4,000 gold-piece coins on the tables along the east wall. The platter is a +5 shield, the knife is a luck blade with two wishes on it, and the bottles are potions of storm giant strength. When the chest under the water is moved or opened in any way, the act causes the room to fill with poison gas from all sides. The pool is eleven feet deep.

ZZ: The beams of the flashlights show a room paneled in some type of blue wood with the same substance on the floor and ceiling. It seems to be empty of all materials. There is another exit on an opposite wall.

ON CLOSER INSPECTION: If paced out, the room is sixty feet square. A strange odor of bananas fills the room and is very strong.

NOTES TO THE REFEREE: The odor is a gas which slows all who enter the room for thirty minutes of game time, so that they think they are at normal speed, but actually do everything at half speed.



Second Floor

NOTES FOR THE REFEREE: Every one of these rooms is covered in sheet metal, on the floor, walls, and ceiling. There are no joints or edges to this metal. There are electrical outlets for every machine in any given room, but they are all single-receptacle devices and the machines that plug into them all have just one long silver prong. All of these rooms are so designed that no noise can be heard around any of the corners of any room, no matter how loud the sound.

I: The beams of the flashlights show a room with yellow carpeting. Huge spiderwebs are hanging down from everywhere on the ceiling and upper walls.

ON CLOSER INSPECTION: The carpet has dark red stains all over it, and there is movement among the webs on the ceiling. If the room is paced out, it is thirty feet square. There are ascending stairs along the west wall.

NOTES FOR THE REFEREE: There are three giant spiders near the ceiling (HP: 7,5,5; #AT: 1; D: 2-8; AC: 4; SA: Save versus poison). They will come down and attack only when two or more characters enter the room.

II: The beams of the flashlights show a room with benches all over the area. These benches are loaded with glass beakers, jars, and test tubes. There is another exit on a side wall.

ON CLOSER INSPECTION: There are nine benches. Each one holds a large group of beakers with powder in each of them, some empty test tubes with cork stoppers on them, and some stoppered jars with liquid in them. There are a group of three cans on each table with a green jelly-like substance in each. One of each of these cans of jelly on every table has burn marks on it and there is a smell of sulfur about the cans. If paced out, the room is forty feet east and west by fifty feet north and south.

NOTES FOR THE REFEREE: All of the liquids are acids that will do 2-12 points of damage to exposed skin. All of the powders are chloride salts and will cause dense smoke when mixed with the jar liquids. The green jelly is highly flammable and burns intensely when set afire. Through the other exit is a spiral staircase going down.

III: The beams of the flashlights show a room bare of all things except for a creature chained to the floor in its middle. There is an exit to this room on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet east and west by fifty feet north and south. The creature is obviously evil in nature, with horns, long pointed ears, fangs, a tail with many pointed projections, and a leathery skin with more sharp projections coming off the skin. It is chained by a set of silvery handcuffs to a silver pin in the floor and contained within a 20 foot circle by the chain. The creature is seven feet tall and hunched over in what looks like an uncomfortable position. It immediately notices the group and begins talking in a foreign language. The tone of voice is a pleading one. Under its feet are a small square box and another longer metal box.

NOTES FOR THE REFEREE: This creature is a barbed devil (HP: 40; #AT: 3; D: 2/8/2-8/3-12; AC: 0; SA: generate fear, pyrotechnics, produce flame, hold person, or summon another barbed devil) and can use none of its arcane power (special attacks) unless it is attacked while it is still chained to the floor. Under its feet is a small box containing a ring of one wish and a long metal box filled with thirteen applications of dust of disappearance. The creature will begin talking English when the players talk it among themselves, and it will promise them anything to be released. All of these promises will be lies; it will attack when released (normal attacks only) and try to kill the whole group. It will chase any fleeing group until it has killed one of the party and then it will eat the character. From then on, until it is killed, there will be a 20% chance to encounter this creature in every second room that is entered by a character or group.

IV: The beams of the flashlights reveal a bare room with another exit on the opposite wall.

ON CLOSER INSPECTION: When all the group has entered the

area, a dazzling light comes on and strange sounds start coming out from the walls. If the room is paced out, it is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: The lights are capable of giving severe sunburns if characters stay in the room longer than a minute. The sounds are strong vibrations that will make each party member deaf for three times the number of minutes they stay in the area.

V: The beams of the flashlights reveal a room bare of everything but a large Persian rug at its center. There is another exit on a side wall.

ON CLOSER INSPECTION: If the room is paced out, it is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: There is a slit in the middle of the rug that causes all those who do not stay within 20 feet of the sides of the room to fall into a fifteen-foot-deep pit. The pit walls are made of metal, and characters will take 1-6 points of damage for the fall. The rug stays tight to the floor in all other areas.

VI: The beams of the flashlights reveal a bare room and two other exits on side walls.

ON CLOSER INSPECTION: When a character wearing a loaded backpack enters the room, he/she is pulled to the ceiling and stuck tight.

NOTES FOR THE REFEREE: The room has a super magnet in the ceiling which pulls all ferrous metal in that direction. In the middle of the floor is a small glass plate where one can see a shiny bulb underneath. If this plate is broken and the bulb underneath is taken out or shattered, the magnetic force is turned off. The glass is very hard and will take a great deal of force to break. Players will take 1-6 points of damage from falling off the ceiling unless they have an athletic merit badge. They can shrug off their backpacks and fall to the floor, but they will then have their clothes ripped by the metal parts which are ripped out of them by the still-active magnet.

VII: The beams of the flashlights show a room with a number of metal chunks littering the floor. There are three doors, each one on a different wall.

ON CLOSER INSPECTION: When one enters the room, metal chunks fall from the ceiling, and characters can see that the ceiling is massed with millions of these chunks stuck to it.

NOTES FOR THE REFEREE: After a character or party enters the room, every melee round 3-18 of these chunks will fall. They weigh fifteen ounces each and do 1-6 points of damage when hitting a player. There is only a 15% chance that any given one will hit, since they fall throughout the general area of the player. The doors are all fake and while the handles will turn, they can't open. They appear to be made from oak, but are metal like everything else.

VIII: The beams of the flashlights reveal a bare room. There is another exit on an opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is sixty feet east and west by forty feet north-and south. Stairs going down are found on the south side of a 20-foot-square landing on the south wall in the west corner. One can notice a strong odor of some type of flower in the room.

NOTES FOR THE REFEREE: There is a secret door on the west wall of the landing that will open automatically when light is shone on it for one minute. The odor is a gas which makes all who breathe it have half their Strength for the next sixty minutes. This causes characters to do half damage on all physical blows, and they will not be able to carry their backpacks or heavy rifles unless they drag them.

IX: The beams of the flashlights reveal a room with several benches that are crammed full of equipment of some type. There are several large barrels on the floor and another exit on the opposite wall.

ON CLOSER INSPECTION: This is obviously an electronics lab of some sort. There are five benches, and they all hold electronic equipment: computer chips, transistors by the thousands, vacuum tubes, television readout screens, circuit boards, cathode-ray tubes, soldering guns, solder. The barrels are spools of copper wire differing in size from hair-thin to inch-thick. These are all under the table on the north wall. If the room is paced out, it is sixty feet north and south by forty feet east and west. There is an ascending stairway in the east comer of the south wall.

NOTES FOR THE REFEREE: There is a spool of hair-thin gold wire hidden in the middle of the spools of copper wire. It is heavier than the other spools (none of them can be carried). There is a giant ant in the core of this spool (HP: 19; #AT: 1; D: 1-6; AC: 3; SA: Poison sting). It will attack anyone who moves its spool.

X: The beams of the flashlights reveal a room covered in furs of various types. There is also an exit out of the area on a side wall.

ON CLOSER INSPECTION: The furs are all very thick and there are some recognizable ones including: zebra, lion, leopard, and polar bear.

NOTES FOR THE REFEREE: There are eight of these rooms, each containing a spiral staircase. The dimensions of these rooms vary from place to place. Each fur is worth at least fifty gold pieces and easily detachable from its mounting. When more than one character walks onto the furs, the characters are attacked by four giant centipedes (HP: 2,2,1,2; #AT: 1; D: Nil; AC: 9; SA: Save versus poison). These creatures are hidden under furs until movement rouses them.

XI: The beams of the flashlights reveal a room with a set of bunkbeds in one corner, two dressers, a card table with three chairs, and a desk and chair in another corner. There is another exit on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet square. The dressers each have three drawers, and each is full of men's clothes (pants, shirts, socks, and the like). The desk has been ransacked and there are papers everywhere. They all contain biological terms which relate to the cloning of cells.

NOTES FOR THE REFEREE: There is a secret drawer on the right-hand side of the desk with the following inside: A photo of a thin man touching the left side of a giant robot, a black glass quart bottle with a stopper, filled with poison gas under pressure that fills any seventy-foot-square (this room and parts of the adjacent rooms) when released; and a plastic sack with forty cut rubies inside (100 gold piece base value for each).

XII: The beams of the flashlights reveal a room with odd animal images at its far end. There is a bench in front of them, and no apparent exits out of this room on any other walls.

ON CLOSER INSPECTION: The lights show what is obviously a shooting gallery. On the bench in front of the machine is a set of nine rifles that everyone can tell are air rifles. There are boxes of pellets beside each rifle. There are targets of all different types, from clay ducks and pipes to bullseyes and swinging bell-arms. The rifles are the pump type and easy for everyone to use.

NOTES FOR THE REFEREE: When any of the rifles are touched or someone goes over the bench and comes close to the targets, the characters are attacked by a lion (HP: 15; #AT: 3; D: 1-4/1-4/1-10; AC: 5/6; SA: Rear claws for 2-7/2-7) that has its den behind the targets. The lion will pursue characters out of the room. The air rifles do 1 or 2 points of damage and those shooting are as 11th-level fighters for purposes of determining a hit. They have an effective range of fifty feet. The room is sixty feet east and west by fifty feet north and south. If the lion is killed, a secret door in the northeast corner will open automatically.

XIII: The room has its own lighting and shows an area filled with cushions of satin and silk. There are no other apparent exits from the room and players can see a winged woman asleep on one of the cushions in a far corner.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet east and west by sixty feet north and south. The female has a belted dagger and no other article of clothing.

NOTES FOR THE REFEREE: The being is an Erinyes devil (HP: 48; #AT: 1; D: 1-4 with venom dagger; AC: 2; SA: Save versus poison dagger) and will sleep unless she is purposely wakened or a loud noise is made in the room. When wakened gently, she will seem kind and ask one of the players to release her from her bondage. All characters will notice a silver chain on her ankle (hidden by a pillow until then). The chain can be easily cut and she will promise anything to get it off. When released, she will try to kill the whole group and will follow them everywhere in this attempt.

XIV: The room is aglow with a strong purple light. It is a bare room, and there is another exit on the opposite wall.

ON CLOSER INSPECTION: The room is very hot. If paced off it is sixty feet square.

NOTES FOR THE REFEREE: The light will instantly heal all damage done to any character who enters the room, but the characters will not immediately know this. If characters stay in the room for longer than ten minutes, they will turn bright red as if they were severely sunburned, but this will wear off in twenty-four hours.

XV: The beams of the flashlights reveal a room with a large cage in the southeast corner with some type of large creature shambling around in it. There is another exit on the opposite wall of the room.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet east and west by sixty feet north and south—counting the 10-foot-square cage in the corner. The creature seems to be a giant man, who will not answer questions but will motion for the players to get closer.

NOTES FOR THE REFEREE: This giant is a hill giant (HP: 42; #AT: 1; D: 2-16, AC: 4, SA: Hurl rocks for 2-16). It will try to get players to come close so that it can grab them and pull them into the cage, where it eats them. There are bones littering the cage, but they will only be seen if the players ask about the appearance of the cage area. There are five skulls, and many other bones broken open with the marrow extracted. The giant is able to hurl the skulls. There is a pile of rags in one corner of the cage that also contains the following: a wallet with no identification and five $100 bills; a laser pistol doing 5-30 points of damage with every shot (every shot hits and there are nine shots in the pistol); and a large knife (treat as dagger, 1-4 pts. of damage) that has bloodstains all over it. The cage lock could be easily opened by any intelligent person, since it is just a series of levers that the giant is too stupid to figure out.

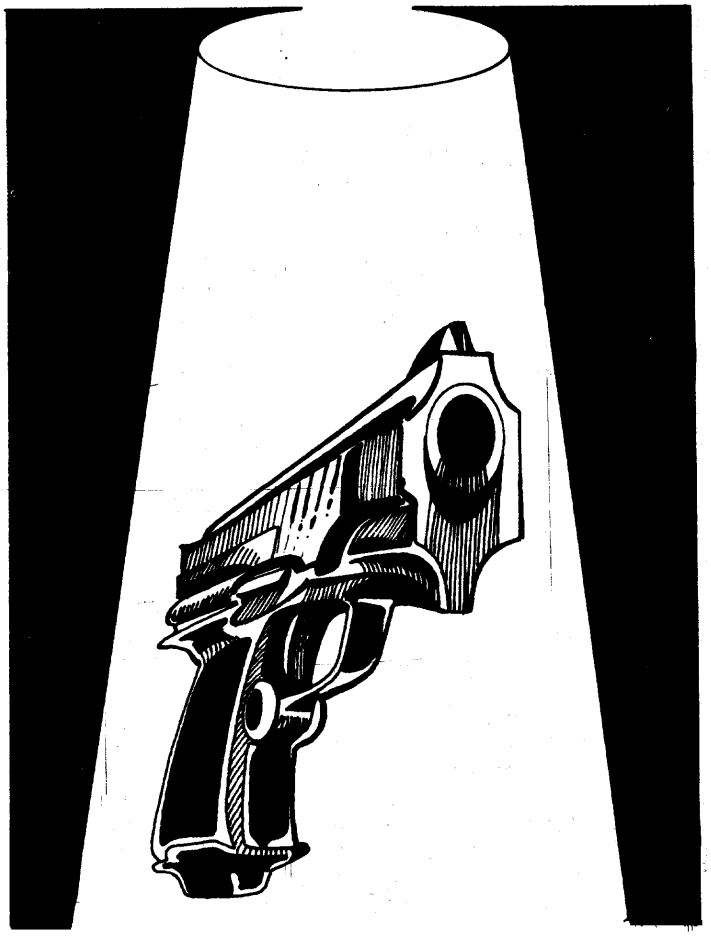
XVI: The beams of the flashlights reveal a room with closed cabinets on every wall. There are no apparent exits and no other objects in the room.

ON CLOSER INSPECTION: If the room is paced off, it is sixty feet square, counting the depth of the cabinets. There is an open exit on the south wall, and a door on the north wall. Each cabinet is locked and will require all the strength of several characters to break open. All the cabinets house containers of various types.

NOTES FOR THE REFEREE: This was the professor's chemical storage area. All naturally occurring elements can be found here in their refined states. They are in variously sized and shaped containers which have their chemical symbols on the sides. The contents of the gas containers are under great pressure, and the canisters are cold to the touch. The radioactive containers are also marked with a red skull-and-crossbones symbol and weigh 100 pounds each; they are stored on the bottom of one cabinet. Characters who can properly quote a chemical symbol may have the use of the material in that container.

XVII: The beams of the flashlights show what is obviously a shower room with ten stalls and no other apparent exits.

ON CLOSER INSPECTION: If paced out, the room is sixty feet east and west by fifty feet north and south. Water comes forth normally from the shower heads when one is turned on, and all of it drains into a central drain in the middle of the room. If that drain is blocked by anything, the water will not flow.



XVIII: The beams of the flashlights reveal broken furniture in several parts of the room. There are two other exits.

ON CLOSER INSPECTION: The furniture consists of tables and chairs and boxes and they have all been ripped apart. When all of the party has entered the room, all are attacked by an invisible force.

NOTES FOR THE REFEREE: The force is an invisible stalker (HP: 37; #AT: 1; D: 4-16; AC: 1; SA: Surprise on a 1-5). It will attack the least damaged player in the group; if there is more than one player with no damage, it will attack the tallest one. These attacks will continue until all the characters are dead, or until all of the survivors leave the room.

XIX: The beams of the flashlights reveal a room with a spotlight shining down at its center. Floating in the beam of this spotlight is a pistol made out of glass which appears to be suspended in mid-air. There are two other exits on side walls.

ON CLOSER INSPECTION: The first character who enters this room is "shot" with the pistol.

NOTES FOR THE REFEREE: The weapon will always hit, and it knocks its victim out for thirty minutes. When things are thrown at the pistol from outside of the room, they will all miss. When players try to rush the beam of light and grab the gun, the pistol rises over their heads, then tilts downward and keeps firing. The pistol fires twice every round. Breaking the spotlight, which is twenty feet above floor level, will do the trick (the object has fifteen hit points, AC: 3). When the light goes out, the pistol falls to the floor with a 30% chance of breaking. There will be five shots left in the gun, if it ever comes into the possession of the players. Each shot makes its victim unconscious for 30 minutes.

XX: The beams of the flashlights reveal a room lined with shelves that are filled with some type of pipe. There are several other machines in the room. There is an exit on the opposite wall.

ON CLOSER INSPECTION: All of the pipe is copper and it comes in several different sizes. The machines are obviously de-

signed to work the pipe and bend it into shapes. There are hundreds of pipe couplings in wooden crates at the bottom of every set of shelves. If paced out, the room is forty feet east and west by sixty feet north and south.

NOTES TO THE REFEREE: If players want to make clubs and other unusual things from the pipes there is enough threaded pipe here, in any reasonable length, to do the job.

XXI: The beams of the flashlights reveal what looks like a torture chamber. There are a great number of devices all around and another exit on the opposite wall.

ON CLOSER INSPECTION: The following things can be found around the room: a brazier with cold coals, chains on the walls, an iron maiden, a rack, stocks, and a huge wheel, suspended on a wall, that will turn freely. Located on two benches are the following: hooks of differing sizes, an iron boot, branding irons with differing sizes of the letter "L" on them, fetters, knives of differing sizes, pincers, pliers, small round lead balls, a funnel, three sets of thumbscrews made of gold, five torches, two whips, and a disposable butane lighter. The room is impossible to pace out because of the contents all over the floor.

NOTES TO THE REFEREE: Keep in mind that these players are all good campers and such things as these should be revolting to them. They should be admonished if they want to steal anything, especially the gold thumbscrews.

XXII: Flashlights are not needed here, since the room is brightly lit. Rows of chairs face a projection screen on the south wall. There is a projector against the north wall. There is another exit on a side wall.

ON CLOSER INSPECTION: There is a light switch on the wall above the outlet that the projector uses, and it can turn the room lights off. There are forty metal folding chairs in the room. Under the stand that the projector is on, one can see a film canister that reads, "Putting Together and Caring for a Laser Rifle by Professor Ludlow." If paced out, the room is sixty feet square.

NOTES FOR THE REFEREE: Only if players say they are looking up will they notice the three holes in the ceiling. The projector only works when the light switch is off. Five minutes after the film has begun, three ropers come out of the ceiling and attack any characters in the room (HP: 59,50,42; #AT: 1; D: 5-20; AC: 0; SA: 6 poisonous strands). It takes one hour to view the film in its entirety. It will stop automatically when the ropers appear, but can be restarted later.

XXIII: The beams of the flashlights reveal a room that has eight benches along the walls, each containing various materials. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The benches contain the following: Bench One: two types of large circuit boards with transistors already attached; Bench Two: two different types of vacuum tubes attached to plastic terminals; Bench Three: two different types of 20-sided red crystals that are connected to glass tubes with convex ends; Bench Four: rifle stocks and trigger mechanisms; Bench Five: power cells of some type and circuit boards with other types of transistors on them; Bench Six: nineteen spools of silver wire with two soldering guns; Bench Seven: long crystal tubes with concave ends and eight-sided plastic pieces with recesses on three sides; Bench Eight: two large electronic devices of some type.

NOTES TO THE REFEREE: The film from room XXII tells how to put a laser rifle together from these parts. Anyone who has viewed the entire film without interruption is able to construct one weapon in an hour. If the floor under Bench Eight is looked at, a character will find a completed model with ten charges that do 10-60 points of damage, with the beam always hitting its target. When the room is paced out, it is forty feet east and west by sixty feet north and south.

XXIV: The beams of the flashlights reveal a room filled with paintings on the walls and several canvases on stands in the middle of the floor. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The paintings are all landscapes depicting lands like none on Earth. There are bright green skies with double suns and pink-toned night skies with two moons, and unearthly monsters traveling through the scenes. The two canvases in the exact middle of the room show different views of a thin man in a white smock talking to small green things that have come out of some sort of saucer-like spaceship. If the room is paced out, it is forty feet square.

XXV: The beams of the flashlight reveal a room filled with Persian rugs of large size on the floor, walls, and ceiling. There are exits on the east and west walls and a flight of stairs going down from the southwest corner of the room.

ON CLOSER INSPECTION: If paced out, the room is sixty feet square (counting the landing atop the stairs). The two carpets hanging on the north wall have a green design; the two on the east wall have a blue design; the two on the south wall have a red design; and the two on the west wall also have a green design. The floor and ceiling carpets have white patterns.

NOTES TO THE REFEREE: If any of the carpets on the walls are disturbed, four giant ticks will fly out and attack (HP: 20 each; #AT: 1; D: 1-4; AC: 3; SA: Blood drain). One of the red carpets has computer chips woven into the fabric, which will not be noticeable unless it is carefully studied. If this carpet is taken off the wall it will float three feet above the floor and will act as a flying carpet, moving to the verbal commands of the first person to sit on it. It will support the weight of four of the scouts.

XXVI: The beams of the flashlights reveal what must be a bedroom of some type. There is a bed covered in curtains. There is a floor-to-ceiling mirror on the north wall and a closet on the south wall. There are stairs going up from the northwest corner of the room, and another exit across the room.

ON CLOSER INSPECTION: The canopied bed is covered with dust. It has green silk curtains, bedspread and sheets. The closet is filled with white smocks and women's dresses of several different types. There is a chest in front of the bed containing the following: twenty-two canes of differing styles (all with ivory heads); there are five shoeboxes containing differing types of high-heeled shoes; and a sequined purse with comb, brush, mirror, and lipstick inside.

NOTES TO THE REFEREE: On the floor on the closet in one corner is another shoebox with two thousand dollars inside. One of the canes is a sword cane, for which squeezing the ivory top releases the blade. Each shoe has a gem worth 100 gold pieces hidden inside the heel. If someone lies on the bed, the canopy comes down with crushing force, doing 4-40 points of damage to all underneath. It will then rise again and will be activated again by another body lying on the bed.

XXVII: The room is lit by a glow from the ceiling which reveals the following: thick gold carpeting, walls covered with gold velour, a stuffed blue fabric chair, two short tables, and a gold hassock. On the west wall is a painting of a thin woman holding a baby, and there is a large potted plant in the southeast corner. There is another exit on the wall to the side.

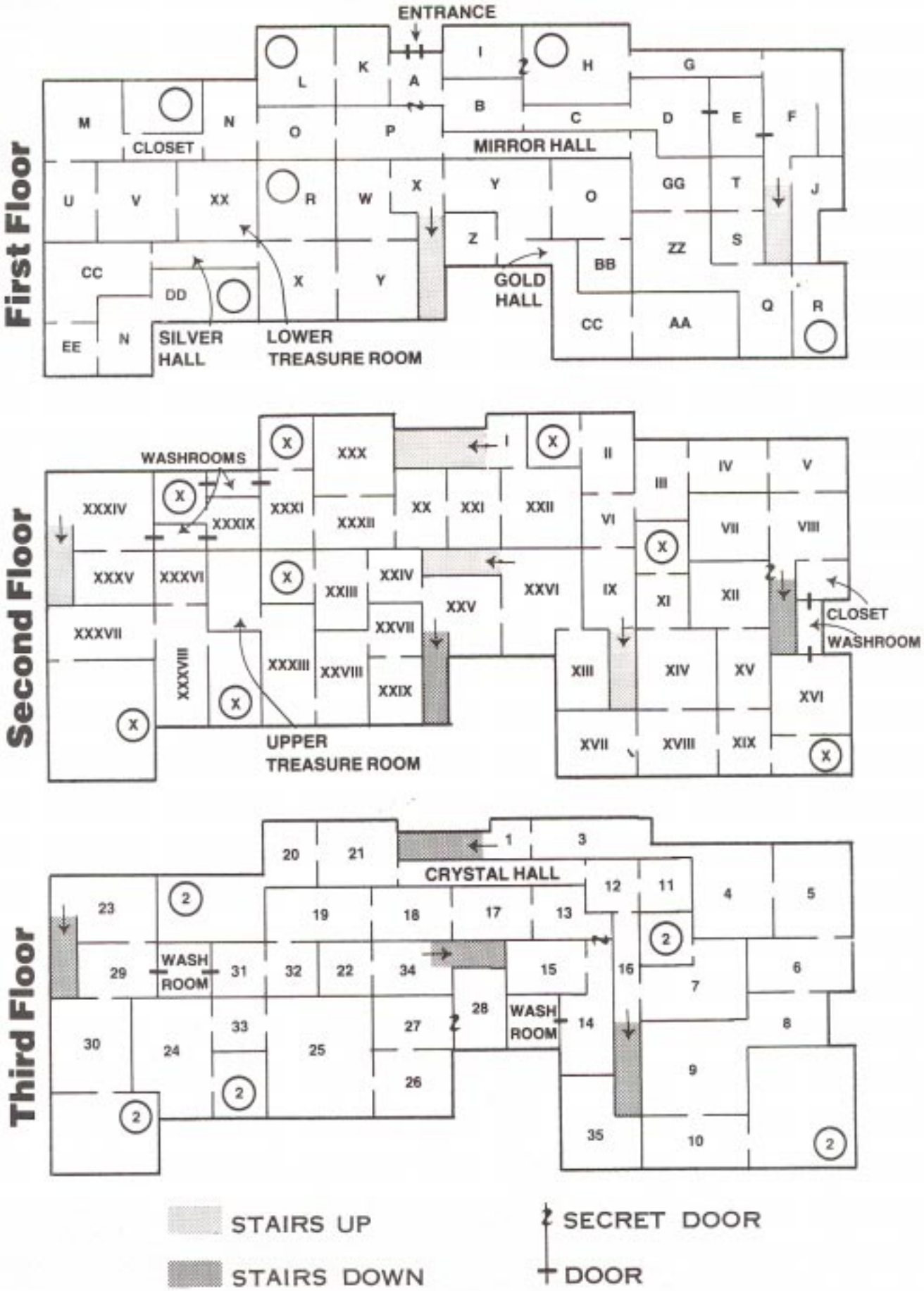
ON CLOSER INSPECTION: If the room is paced out, it is forty feet square. The plant has sticky thorns on it and the chair has green, jelly-like masses on it.

NOTES FOR THE REFEREE: Behind the picture of young Ludlow and his mother is a wall safe with the following items in it: five diamond rings each worth 5,000 gold pieces, three rolls of silver dollars (50 per roll), the deed to the mansion, and a ruby rod which will cause any creature that normally remains in a certain room to chase the holder of the rod until one or the other is dead or the rod is discarded. The combination to the safe is written on the back of the picture, since the professor was sometimes absentminded.

XXVIII: The lights of the flashlight reveal a room that is covered with frost on the walls, ceiling, and floor. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The cold is unbearable in this room; unprotected characters find it necessary to leave its influence quickly.

The Mansion of Mad Professor Ludlow



NOTES FOR THE REFEREE: The room is five degrees below zero F. There is a 25% chance for each of slipping if characters walk through and 75% if they run through. This slipping causes 1-4 points of damage per character.

XXIX: The beams of the flashlights reveal a room filled with fog of some type.

ON CLOSER INSPECTION: The room smells of a bitter gas, and the floor and walls are covered with condensation. No character can see more than two feet in front of his/her face.

NOTES FOR THE REFEREE: There is a giant square vat of water in the center of this room, and dry ice is being fed into the water from below floor level. If characters go further than ten feet from a wall, they will fall in and take ten points of damage per round until they are pulled out, since they will be too numb to get out themselves.

XXX: The beams of the flashlights show an empty room with no other apparent exits.

ON CLOSER INSPECTION: The room is empty, and if paced out is sixty feet square.

XXXI: The beams of the flashlights reveal a room whose only piece of furniture is a bench with a metal chest on it. There are exits on two walls and a door on another wall.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet east and west by sixty feet north and south. The chest on the bench is locked, and the bench is made of metal.

NOTES FOR THE REFEREE: If the chest is broken open, three glowing cylinders are found inside. Each cylinder has a screw top. If any one of the tops is removed, a pellet of U-235 falls out and kills all of the characters in the room with radiation contamination, unless they are protected from radiation.

XXXII: The beams of the flashlights show a room with three unusual glass benches. There are two other exits in the room.

ON CLOSER INSPECTION: If the room is paced out, it is sixty feet east and west by forty feet north and south. Each bench holds a pair of silver fiberglass gloves, a suit made out of the same material, designed to cover the entire body, with a hood of some type of clear plastic, a large glass box on each bench with a movable lid, and a set of three-foot tongs. In two of the boxes are the skeletons of what look like squirrels.

NOTES FOR THE REFEREE: All of the materials mentioned (except the skeletons) are radiation-proof and were designed to be used in conjunction with the pellets in XXXI.

XXXIII: The beams of the flashlights reveal seven military cots and seven duffel bags in a comer of the room.

ON CLOSER INSPECTION: The duffel bags are stuffed with military equipment, including a helmet, bayonet, canteen, three green uniforms with no patches, and two pairs of boots. If the room is paced out, it is forty feet east and west by eighty feet north and south. Just as the players notice the western entrance, something comes out of it.

NOTES FOR THE REFEREE: A very young brass dragon comes out of the upper treasure room and attacks all players in this area (HP: 8; #AT: 3; D: 1-4/1-4/3-12* age difference; AC: 2; SA: Breath weapon of fear gas or sleep gas).

XXXIV: The beams of the flashlights show an empty room with one open exit, a door on another wall, and a set of stairs going up.

ON CLOSER INSPECTION: If the room is paced out, it is eighty feet east and west and sixty feet north and south.

XXXV: The beams of the flashlights show a room with a large black box in its middle. There are no other apparent exits in the room.

ON CLOSER INSPECTION: The box looks just like a coffin. On the far side of it is a set of three black candles mounted on ivory candlesticks. No amount of physical effort can open the metal coffin lid. If paced out, the room is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: When all of the candles are lit, the coffin lid flips up, and a wight comes out and attacks the players (HP: 23; #AT: 1; D: 1-4; AC: 5; SA: Energy drain that takes ten hit points from any struck player). The creature will also come out and attack if all of the candles are taken from their holders.

XXXVI: The beams of the flashlights reveal a room with a sand floor. The room has no apparent exits, and there is a dusty smell in the air.

ON CLOSER INSPECTION: Stepping into the room stirs up quite a lot of dust, and when a character enters the room, a huge, ghostly apparition appears.

NOTES FOR THE REFEREE: The professor used this room for holograph experiments and the machine now shows ghosts through the dust. These projections shoot a light beam that does 1-4 points of heat damage to a random character in the room each turn. There is no way for the characters to turn off the action of the ghost. The projector works only while there are characters in the room.

XXXVII: The beams of the flashlights reveal a room with shelves on all the walls. There are two tables in the room with some small objects on them. There is another exit on a side wall.

ON CLOSER INSPECTION: The shelves are filled with miniature human figures of many types. They are all painted and made of metal. The figures are arranged so that one can see them progress in time from cavemen to science-fiction figures. There are several sections of the wall devoted to monster types. The tables have a large array of bottles of paint on them and several monster figures in the process of being painted. If the room is paced out, it is eighty feet east and west by fifty feet north and south.

XXXVIII: The beams of the flashlights show a room with a large machine of some type in its middle. There are two other exits.

ON CLOSER INSPECTION: The machine is quite long and there is some type of large receptacle on its front and a microphone-

type device beside this receptacle. There is another similar receptacle, but smaller, next to the floor on the far side of the machine. If the room is paced out, it is forty feet east and west by eighty feet north and south.

NOTES FOR THE REFEREE: This is a matter-conversion machine. When materials are placed in the larger hopper and the operator says into the microphone what object is desired, the material put in is converted to the object desired, which comes out the other side. Twice an object's weight in raw materials must be used; for instance, if a flashlight is wanted, it takes twice that flashlight's weight in other types of materials for the machine to function. It will "eat" amounts of raw material insufficient to construct the desired object, or material which exceeds the needed amount. If volatile substances are put into the machine (such as gunpowder or gasoline), the machine will explode, killing everyone in the room.

XXXIX: The beams of the flashlights reveal an empty room with no apparent exits.

ON CLOSER INSPECTION: When the first character enters the room, a dazzling light blinds him/her and all other characters who have looked into the room.

NOTES FOR THE REFEREE: Only the presence of heat (such as body heat) will activate this light. It will turn on every time someone enters the room, and turn off if all characters leave the room. If someone remains inside, the light will turn off after one round, then on again one round later, and so on.

UPPER TREASURE ROOM: The beams of the flashlights reveal a large room with a pile of stuff in the southwest corner. There is the smell of dung in the room and players can also see a pile of bones along the northern wall.

ON CLOSER INSPECTION: The bones are all human except for one bear skull. There are several sacks in the pile in the corner. If the room is paced out, it is forty feet east and west by sixty feet north and south.

NOTES FOR THE REFEREE: One sack contains three potions of extra healing in milk bottles; another sack contains an ebony wand case with a wand of magic missiles that none of the campers will be able to use; another sack contains boots of levitation, and another sack contains a +3 mace. Under the sacks is a coffer holding 30 pieces of jewelry, worth 250 gold pieces each.

CLOSET: The second floor closet is lined with empty coat pegs. Above these are shelves for hats. There are all sorts of hats there: top hats, stocking caps, ski masks, leather hats, felt caps, wool caps, and cloth hats. On the floor are several different sizes and types of rubber boots. There are enough of these to fit all the characters if they all wish to wear boots and hats.

WASHROOMS: All second-floor washrooms are the same. They have a sink with a mirror and an empty cabinet behind the mirror, a stool, and a bathtub. All of them work perfectly well and will not overflow. All washrooms are made of the metal that all of the other rooms are walled with.

Third Floor

NOTES FOR THE REFEREE: Every one of these rooms is covered in green tiles that are four inches square. These tiles are unbreakable and cover the walls, floor, and ceiling. All noise in these rooms is magnified so that sound volume is doubled. The noise made by a rifle shot will do 1-4 points of damage to all creatures in the same room. Sound also carries up to three rooms away so that no one is ever surprised by anything.

1: The beams of the flashlights reveal a glowing pillar in the center of the room. There is another exit on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is thirty feet square. The pillar is a 10-foot-diameter beam of light emanating from the ceiling, with an indistinguishable shape inside about 3 feet off the floor.

NOTES FOR THE REFEREE: If the beam is broken in any manner above the creature that is inside, the light goes off and a hell hound is released. Tossing things into the light will cause them to go through and then fall to the floor, but the beam is not broken. The hell hound will follow and attack retreating players until it is dead (HP: 40; #AT: 1; D: 1-10; AC: 4; SA: Breathe fire).

2: The beams of the flashlights reveal a room with one exit plus a spiral staircase. There is a leather sack suspended in the air in the middle of the room.

ON CLOSER INSPECTION: The sack is ten feet above the floor and appears to be filled with little round things. It is drawn tight and is about three feet long by two feet wide.

NOTES FOR THE REFEREE: These rooms are all the same, though they vary in dimensions. The sack is magnetically positioned and if someone applies more than two pounds of pressure on the thing, it will fall to the floor. It is filled with several thousand ball bearings that weigh five ounces each.

3: The beams of the flashlights reveal a science lab of some type with benches that have many different types of microscopes on them. There is another exit on the opposite wall.

ON CLOSER INSPECTION: There are a total of twenty-two benches and each one has a different type of microscope. There is a huge one in the northeast corner of the room that is too big to fit on a bench. The tables are also filled with slides, glues, and the materials to make other slides. If paced out, the room is ninety feet east and west by thirty feet north and south.

4: The room glows from its own purple light. There is another exit on the opposite wall. There is a pile of bones in a southern corner.

ON CLOSER INSPECTION: The bones are dried, yellow human ones and fall apart upon touch. It feels very hot in this room. If paced out, it is sixty feet east and west by seventy feet north and south.

NOTES FOR THE REFEREE: For every 60 seconds the players stay in the room, over and above the time it would have taken to pace it out, they will take one point of sunburn damage from the action of the ultraviolet light.

5: The beams of the flashlights reveal a room filled with benches and metal parts of all different types. There is some type of robot in the northeast corner of the room, and another exit on a side wall.

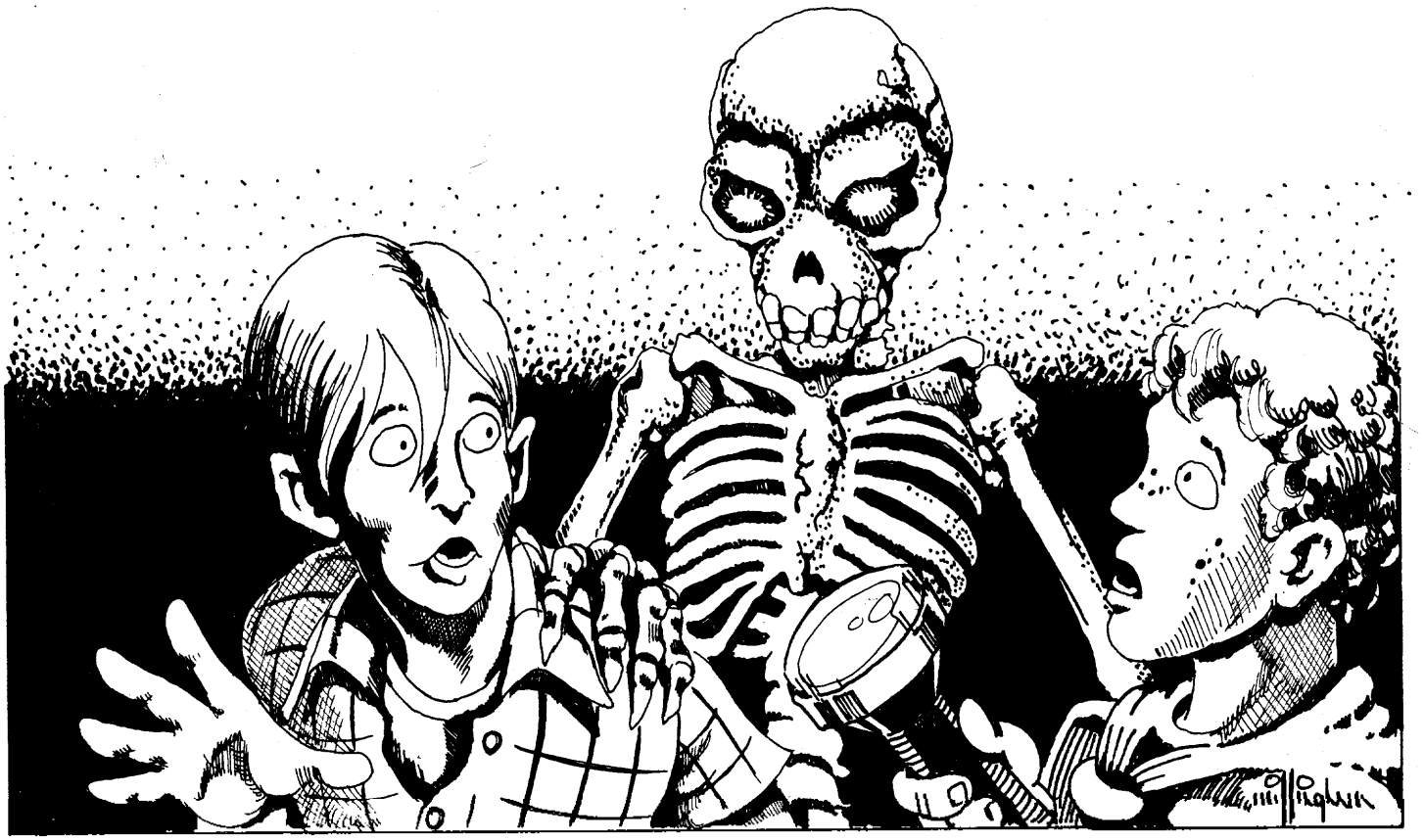
ON CLOSER INSPECTION: The parts all appear to be used to make robots; there are several things that must be robot heads, robotic tentacles, robotic legs, robotic chests, and robotic hands. There are wires and transistors everywhere. If the room is paced out, it is sixty feet east and west by seventy feet north and south.

NOTES FOR THE REFEREE: If the players ask about tools present for putting robots together, you ask them what they think should be there—and whatever they name will be there. The robot in the corner is activated by touching its left shoulder with anything metal (HP: 100; #AT: 1; D: 5-50; AC: 1; SA: None). When started, it will advance on the players and attack. If the players flee, it will start roaming the building and there will be a 10% chance of meeting it in every third room.

6: The beams of the flashlights reveal a room coated in what appears to be red plastic. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The red stuff is hard enough to walk on.

NOTES FOR THE REFEREE: As a character takes his/her tenth step into the room, feet or foot coverings will stick to the floor, and no amount of pulling will rip shoes or other footwear loose from the floor. This action works with all things from socks to bare feet. Moisture is the only thing that frees the stuck materials; bare feet will sweat enough in sixty seconds to free themselves. After sticking once and being freed, another ten steps will cause a character to stick again.



7: The beams of the flashlights reveal a room done in red materials all over. There is red velvet covering the walls, five red curtains along the walls, and an inch-thick carpet, burgundy in color. There are thirteen stuffed red satin chairs about the room. In the southeast corner is a red jade throne and on it is a skeleton made of reddish-white bone.

ON CLOSER INSPECTION: When the last player has entered the area or when one player comes within twenty feet of the skeleton, it says, "I am Professor Ludlow. Why have you come to disturb my rest?"

NOTES FOR THE REFEREE: The skeleton will attack the characters if any of them have any objects from the mansion visibly on their persons (HP: 50; #AT: 2; D: 15 points per strike; AC: 4; SA: None). It flails with its arms to attack; when it sustains 25 points in damage, one of the arms will fall off. It will not chase characters out of the room, but it will follow them if attacked from outside of the room. The throne is true jade and of value if pieces are chopped off. The skeleton will talk to the players for as long as they want about the mansion, if they have no objects that cause it to attack, but it is a liar and knows nothing of the area (though it claims to).

8: The beams of the flashlights reveal a room that has metal balls all over the floor. There is another exit on a side wall.

ON CLOSER INSPECTION: There are five different sizes of balls and there seems to be about fifty of each type lying around the room. They include one-inch, four-inch, eight-inch, twelve-inch, and eighteen-inch diameter balls. They all appear to be made of metal. If the room is paced out it is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: If any three balls of different sizes are put together and left that way (as in putting several in a sack) for more than thirty seconds they will start to make a beating noise like the beating of a heart. If four of different sizes are put together and stay that way for more than sixty seconds, they will disappear in a flash of light and cause one point of damage to any member of the group. If one of every size are put together and left for 120 seconds they disappear in a flash, taking two points from every character. These five balls will reappear when any of the same characters are next threatened and instantly pound to death the thing that threatens them.

9: The beams of the flashlights reveal what looks like a two-man helicopter. There is another exit in an opposite wall.

ON CLOSER INSPECTION: The helicopter has only two small seats and the keys are in the ignition. If the room is paced out, it is eighty feet east and west by seventy feet north and south.

NOTES FOR THE REFEREE: When one character sits in the machine and there are no other characters in the room, the ceiling slides away to reveal the sky. It closes when others enter the room.

10: The beams of the flashlights reveal a room with two cabinets on the south wall and two cabinets on the west wall. There is another exit on a side wall.

ON CLOSER INSPECTION: Of the two cabinets on the west wall, the right one has a piece of wadded-up paper on it and a bronze latch and the left one is covered in what looks like gemstones of differing types. Of the ones on the south wall, the right one has a picture of a bowl of popcorn and the left one has a picture of a wine bottle. The latter three all have steel latches. If paced out, the room is eighty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: The first cabinet mentioned opens to reveal a black space that will not reflect the beams of the flashlights. When things are tossed inside, they disappear. When fingers or the like are put inside, the whole character disappears. The gem cabinet, if opened, releases poison gas that does 25 points of damage to each character in the room who fails a poison saving throw. The popcorn cabinet creates any type of food on demand in plastic bowls. The wine-bottle cabinet produces any type of drink asked for in plastic cups. The production must take place behind closed cabinet doors.

11: The beams of the flashlights reveal a room filled from top to bottom with pink feathers of differing sizes.

ON CLOSER INSPECTION: The feathers are easily dug out, but there are a great many of them.

12: The beams of the flashlights reveal a room filled from top to bottom with human teeth.

ON CLOSER INSPECTION: These teeth come from all the different parts of the mouth. There are many with gold fillings. They can be dug out, but there are a great many and it will take a long time.

13: The beams of the flashlights reveal a room containing some type of electronic equipment on benches. There is a large, single machine to one side. There appear to be no other exits in this room.

ON CLOSER INSPECTION: This area appears to be filled with radio equipment. The big machine, located in an alcove, has 10 switches and a speaker attached. When a character flips a switch, a radio station broadcast is heard. The side benches are filled with transistors, receivers, speakers, and tools to help put these parts together. The room is too filled with stuff to accurately pace out.

NOTES FOR THE REFEREE: When more than one switch is flipped on, the machine will produce a new radio broadcast, but when all the switches are flipped on, characters hear a loud squeal. All the glass items in the room are broken and turned to dust, while characters in the room take 25 points of damage apiece. The secret door is a loose wall that will be noticed if players say that they are feeling or pushing the walls.

14: The beams of the flashlights reveal a room that is filled with beach balls of differing sizes. To get in, it is necessary to pull out a lot of balls.

15: The beams of the flashlights reveal a room with plush blue carpeting and pictures hanging on the walls. There is nothing else in the room and no other apparent exits.

ON CLOSER INSPECTION: There are twenty pictures and ten of them are signed by "da Vinci" and ten of them are signed by "Picasso". If the room is paced out, it is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: The paintings are originals and are priceless.

16: The beams of the flashlights reveal what seems to be a hall packed full of cobwebs.

17: The beams of the flashlights reveal a creature in the middle of this room spread-eagled on the floor. There is nothing else in the room and there is another exit on the opposite wall.

ON CLOSER INSPECTION: The creature is winged, has fangs and horns and looks immensely strong. It is fastened to the floor by glass bands around its extremities. When a character or party enters the room, it will talk to them in a calm, pleasant voice and ask to be released. If paced out, the room is sixty feet east and west by forty feet north and south.

NOTES FOR THE REFEREE: This creature is a pit fiend (HP: 70; #AT: 2; D: 1-8 (+3)/1-8 (+3) with claws; AC: -3; SA: None, in this mansion). It will say anything and do anything to get released, and will then try to kill all of the players.

18: The beams of the flashlights show a room paneled in white marble slabs. In the middle of the room is a stone platform with a pyramid of glass balls on it. There is another exit on the opposite wall.

ON CLOSER INSPECTION: When players approach the pyramid, the balls start changing colors, and the pyramid will respond verbally to questions. It will tell the players anything they want to know and can comprehend. If players ask questions with answers too complicated for them to understand, the machine will start out by trying to teach them the mathematics of the answer they want.

NOTES FOR THE REFEREE: There is no power in the mansion powerful enough to hurt the pyramid device. Once it has started telling characters a complete answer, it will not stop until it is done, no matter what characters do or say. Therefore, if the characters ask the machine how to use something, it will first tell them how to construct the materials needed for the thing and then proceed slowly through the assembly process and otherwise take so much time that the characters should soon see that sitting around there is getting them nowhere.

19: The beams of the flashlights reveal a room filled with cardboard boxes that are all closed. There is another exit on a side wall.

ON CLOSER INSPECTION: All of the boxes which are looked at are filled with new toys of one type or another. All of the toys require batteries. The room is too cluttered to pace out.

NOTES FOR THE REFEREE: There is every toy imaginable in those boxes, and there are thousands of individual toys.

20: The beams of the flashlights reveal an empty room that has some type of small body at its center. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The small body is that of a dead Persian cat. If the room is paced out, it is forty feet east and west by fifty feet north and south.

NOTES FOR THE REFEREE: The cat is only there to make the players worry.

21: The beams of the flashlights reveal what appears to be a large telescope pointed at the ceiling. There is another exit on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is seventy feet east and west by fifty feet north and south.

NOTES FOR THE REFEREE: When one looks in the telescope, the ceiling slides back and players can see a small, red planet in the lens. The ceiling will remain back as long as someone looks and will slowly close when no one is at the telescope.

22: This room has its own red light, which reveals holes all over the walls. There are no other apparent exits from the room.

ON CLOSER INSPECTION: If the room is paced out, it is forty feet square. The holes are all three inches in diameter and about nine inches deep. There is a glass ball in each of them, about the same size as a golf ball.

NOTES FOR THE REFEREE: These balls are the eggs of yellow mold. When broken, they do 1-8 points of damage apiece to all beings in the room. These spores are not quite ready for growth and will die after a few minutes' exposure to the outside air.

23: This room glows greenly and is covered in some strange type of mushroom growth from floor to ceiling. There is what appears to be another exit out of the room.

ON CLOSER INSPECTION: Characters stepping into the room will find themselves enveloped in spores from the mushroom growth.

NOTES FOR THE REFEREE: Nothing else happens to the characters, but the spores will cling to clothes and will not be easily brushed away.

24: The beams of the flashlights reveal a room that has its floor covered with hat boxes of differing colors.

ON CLOSER INSPECTION: There are only two exits out of the room, both of them on the east wall. There are five basic colors used in the hat boxes and these are further divided into about twenty shades of each color, with a single shade used for every box. These colors are: red, blue, green, brown, and yellow.

NOTES' FOR THE REFEREE: The red boxes contain 1,000-gold-piece diamonds. The green ones each contain an ochre jelly which will jump out and do 3-12 points of damage per touch after a box is opened. The rest of the boxes have hats in them. Under the ninth hat looked at is a ring of three wishes.

25: The beams of the flashlights reveal a room that is bare except for a horse standing in its center. There is another exit on the opposite wall.

ON CLOSER INSPECTION: If the room is paced out, it is eighty feet east and west by ninety feet north and south. The horse is gaunt with a huge head, glowing red eyes, and a sulphurous odor. The coat is dead black; the mane and tail and wild and rugged-looking. There

is a strange metal saddle on its back. It does not move or appear to be alive.

NOTES FOR THE REFEREE: This is a nightmare (HP: 60; #AT: 3; D: 2-8/4-10/4-1 0; AC: -4; SA: None). If a character mounts this beast with magic in his/her possession, the beast animates and takes that player to the lower planes of hell forever!

26: The beams of the flashlights reveal a room that has hundreds of potted plants on shelves along the walls. Players also see a winged white horse that looks like the pegasus of Greek legend.

ON CLOSER INSPECTION: The creature appears tame, but rears up when characters try to mount it or get behind it. There is another exit on a side wall.

NOTES FOR THE REFEREE: This is a pegasus (HP: 35; #AT: 3; D: 1-8/1-8/1-3; AC: 6; SA: None). It will let female characters ride it, but will stop others from getting on. When mounted, it will fly to the ceiling and appear to go through the roof (actually, the ceiling is an illusion). It will obey the commands of a female if she demands that one or more male characters get carried out of any mixed group.

27: The beams of the flashlights show a room with a mist floating above the floor at about knee level. When the lights enter the room, music comes out of the walls as if an orchestra were playing. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The mist seems harmless and is wet to the touch. The music comes from all over the room.

NOTES FOR THE REFEREE: The secret door is a sliding panel that is loose to the touch and easily movable only if characters are touching the wall.

28: The beams of the flashlights reveal a large glass coffin with a tall, thin man in it.

ON CLOSER INSPECTION: This man is wearing a black uniform of some type with the following visible things: a holstered pistol, a glass rod in his left hand, a helm on his head, a belt pouch of some leathery substance, and silvery boots on his feet. There are signs all over the room written in several languages (including English), and they all say the same thing:

"I am Professor Ludlow and I was forced to put myself hence when struck by leprosy. I wish to be released when an instant cure for this sickness has been found."

NOTES FOR THE REFEREE: When the glass is broken, the professor will jump out and asks the party if the cure is at hand (that is, if the party doesn't attack him first). If they say they do not have the cure, he flies into a rage and tries to kill everyone. The pistol does 10-100 points of damage with every shot, never misses, and has 20 charges. The glass rod is a universal translator. The helm allows him to move as a blink dog. The boots are boots of flying The belt pouch has ten 10,000-gold-piece diamonds in it. The professor has five hit points and A.C. 10.

29: The room glows green and appears to be empty. There are three ways out, a door and two open exits.

ON CLOSER INSPECTION: If paced out, the room is sixty feet east and west by forty feet north and south.

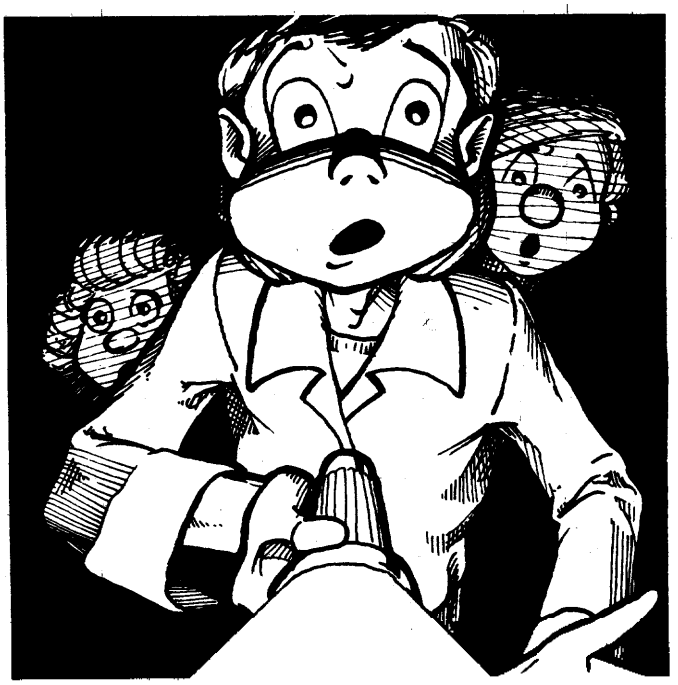
NOTES FOR THE REFEREE: All characters who enter this area will be turned green-skinned for the duration of the adventure.

30: The beams of the flashlights show a room with a great many folding metal chairs and tables lying about. There is another exit on the opposite wall.

ON CLOSER INSPECTION: The chairs and tables are all numbered. The highest number is 2,500. The room is too cluttered to accurately pace out.

31: The beams of the flashlights reveal pulleys and lead weights all over the room. There is a supply of rope in one corner. An open exit and a doorway are opposite one another.

ON CLOSER INSPECTION: The room is too cluttered to pace out. There are hundreds of feet of rope and lead weights ranging



from one pound to 1,000 pounds. There are hundreds of pulleys of differing sizes.

32: The beams of the flashlights reveal three palm trees growing from floor to ceiling.

NOTES FOR THE REFEREE: If the players ask, there are five coconuts on each tree. The tenth one taken down has twenty-two gems in it, each worth 500 gold pieces.

33: The beams of the flashlights reveal a room where milkweed seeds are suspended in the air all over the place. An exit in the opposite wall is barely visible.

ON CLOSER INSPECTION: The seeds will cling to any skin they touch and will move about strangely on the surface of the skin.

NOTES FOR THE REFEREE: The seeds will plant themselves on the surface of any flesh. The seed does no damage, but it looks very strange. Efforts to take the seeds off will result in one point of damage per seed. If characters clear a path, seeds will not go into the space made.

34: The room has an orange glow which reveals a set of stairs and a total of two other exits on side walls.

NOTES FOR THE REFEREE: The orange glow makes any liquid the characters are carrying turn orange and taste terrible.

35: The beams of the flashlights reveal a room filled with one-foot-by-two-inch bars of a gold-colored substance.

ON CLOSER INSPECTION: One of the bars can be pulled out for examination, but it is very heavy and marked with the Roman numeral "III".

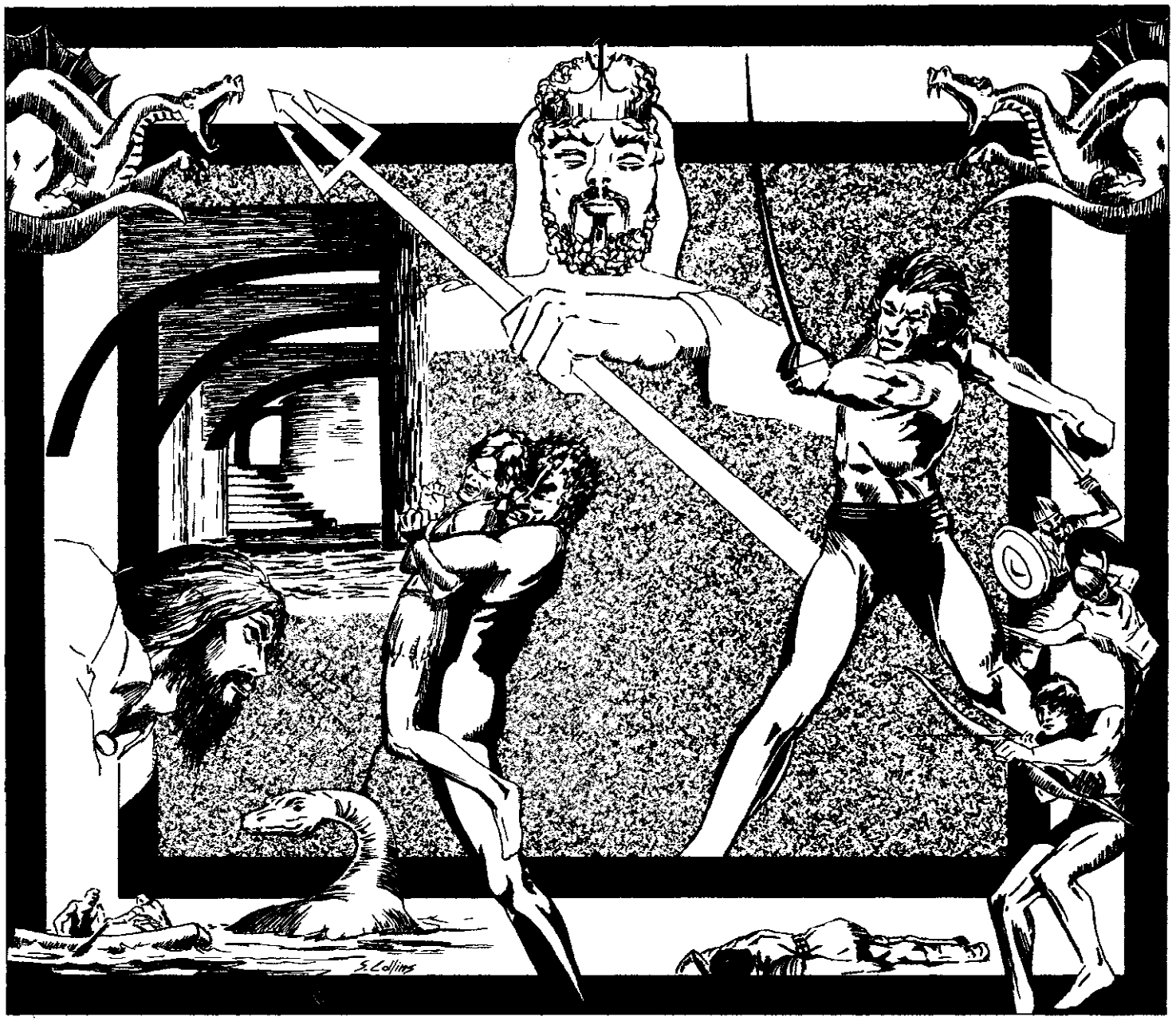
NOTES FOR THE REFEREE: This is iron pyrite, "fool's gold," and the room is filled with it.

CRYSTAL HALL: The beams of the flashlights reveal a hall paneled on the walls, floor and ceiling with faceted crystal. The light is refracted off the walls and made into colors all over the area. The hall starts to hum.

ON CLOSER INSPECTION: The humming gets louder, the longer the lights shine in the hall.

NOTES FOR THE REFEREE: The humming will cause four points of damage per round per character if the lights shine for more than 120 seconds in the room. The humming stops if the lights are turned off or taken out of the room.

WASHROOMS: See description of washrooms, second floor.



THE TEMPLE OF POSEIDON

by Paul Reiche III

I wrote The Temple of Poseidon early in the spring of 1980 as part of an application for employment at TSR Hobbies, Inc. Having grown tired of fourteen straight years of school, I decided to take some time off from college and work full-time for a change. The problem was where to find a job. I had already had several, all of which were boring or (as was with the case with piano moving) physically undesirable.

A year earlier, TSR had hired my good friend Erol Otus as a staff artist. After visiting Erol out in the chilly wastes of Wisconsin, and learning that—contrary to what I had heard—the men and women of TSR were not evil, hateful creatures, I decided that perhaps a job with TSR was the kind of change I was looking for. So with several years of playing experience and authorship of two fantasy role-playing supplements under my belt *(Booty and The Beasts and The Necromican* co-authored with Mathias Genser and Erol Otus) I started work on the Temple of Poseidon.

In designing the module, I drew upon two of my favorite fantasy authors, H.P. Lovecraft and Clark Ashton Smith, for a mood. I attempted to balance the hack-and-slash elements of the work with sections that required mental effort. In order to make the module as fresh and unique as possible, I purposely chose some rarely used *Monster Manual* beasts (in addition to the monsters I created). Although I have learned a lot since I wrote the module, I am still quite pleased with it.

Well, I did end up getting a position with TSR and have been working away quite happily for more than half a year now in the development and design departments. When I learned of an opportunity to have The Temple of Poseidon considered for publication in *Dragon* magazine, I eagerly investigated the possibility—and the end result can be found on the pages which follow this one. I sincerely hope that both the Temple's players and DM's enjoy exploring its heinous depths as much as I enjoyed designing them.

THE TEMPLE OF POSEIDON

BACKGROUND

For the past several days, dozens of strong earthquakes have rocked the coastal area surrounding the underground Temple of Poseidon. Since the first quake, there have been a growing number of reports of strange events and macabre occurrences throughout the area. Several families near the temple have abandoned their farms and refused to return. They claim to have been terrorized by inhuman specters who prowled about their farms late at night. One of the farmers says he found a farm animal crucified and eviscerated in a ritualistic fashion on his front porch.

Following the first tremors, all communications with the Temple of Poseidon, seemingly the center of the troubled area, were cut off. Messengers dispatched to the temple to request guidance from the Holy Oracle located there have not returned. Now the darkness has spread to this town. Unnatural births have occurred. Strange cries can be heard in the night, and there is a cowl around the moon. Magical divining has proven useless in naming the dark forces that invade.

Many of the townspeople have already abandoned their homes and those who remain have but one recourse left: They have sent out a cry for hardened adventurers, experienced in dispatching evil. They must travel to the temple to discover the fate of the men there, and, if possible, elicit their help in destroying the growing heinous power.

SUGGESTED PARTY COMPOSITION

This is a dangerous quest! A strong party and experienced players are required to succeed in the mission with minimal casualties. Seven to ten characters of mixed class are recommended with a combined total of at least 70 levels. The adventurers should also be well equipped with magic spells and weaponry.

START

The party leaves the town just before dawn and. arrives at the coast unmolested, late in the day. They must make the final leg of their journey by boat. The craft supplied for the mission are 8 feet long and about 3 feet wide. The boats fit 4 characters each, and can be paddled at the rate of 8" per turn.

The adventurers make their way up the coast and reach the temple's entrance. Two dark openings lead into the cliff, the one on the west slightly larger than the east. About 30 feet up and further to the west there is a slight depression in the rock face, but little else can be seen of it.

The adventure begins here with the party entering one of the two dim cavern entrances.

NOTES FOR THE DUNGEON MASTER

The party must choose which of the two openings it will enter. In either case, they must light torches or lanterns, for, unless otherwise noted, the entire cavern and temple areas are dark. The sides of the cave are covered with barnacles, anemones and various small crustaceans. Unless otherwise stated, the depth of the water is from 11 to 20 feet. The water is murky, nearly opaque. The ceilings vary in height from 6 to 25 feet (always 25 feet above beaches or bridges), and are covered with moss and small sharp stalactites. The walls are wet and smooth, making climbing impossible. All of the bridges are high enough to allow passage beneath them.

At one time, magical fields protected this cavernous area from transgression by dangerous sea beasts. However, the protective fields are now, for the most part, gone. The only portions of the enchanted wards that still function restrict all flight and levitation in the cavern, and will negate light produced by a magic spell or item.

The temple complex itself (areas 8-19) is made of stone, and should be treated as an ordinary dungeon for most purposes. The wards preventing flight and illumination do not operate here. Due to the extremely moist air, fireballs and similar flaming weapons do only 2/3 normal damage. There is a 10% chance per turn of encountering wandering monsters while in the cavern or temple structure.

The walls of the aliens' subterranean complex (everything beyond room 19) are made of an unknown substance that has the qualities of plastic and steel. Due to this material, both teleportation and dimension doors are impossible. The material is nearly indestructible, and will reflect all light or energy directed at it. There is no chance of encountering wandering monsters while in this area.

SWIMMING

In some cases characters might for some reason jump or otherwise move into the water. It is to be assumed that every member of the party knows how to swim. However, this does not grant any adventurer the ability to do the breast stroke in full plate mail. An unemcumbered human swims at 6" per turn. If he is wearing clothes, boots, and the other assorted oddities most characters carry, then he will swim at 4" per turn. If he enters water wearing leather armor, he must roll 1/2 his strength or less on d20 to move at 2" per turn; otherwise, he will sink. If someone wearing plate or full chain mail attempts to swim, he will drop like a rock and drown in 2-8 melee rounds. Chain mail requires 1 melee round to remove, leather 2, and plate 4.

There is a chance that drowned characters can be revived after the body is recovered. The process requires 1 full turn. The drowned individual's chance of survival is designated by his Constitution x 3 expressed as a percent. If the roll is made, the person will revive but have -4 to his Constitution, Strength and Dexterity for 1 day. If the roll is failed, the drowned character will die.

WANDERING MONSTER ENCOUNTER CHART

If the dice indicate that the party is to meet a group of wandering monsters, they will meet one of the following (roll 1d6). Every time they meet one of the groups, cross it off the list and next time choose only from those groups not yet encountered.

1. 2-8 (4 hit dice each) Vampiric Ixitachitl
2. 1-4 Giant Lizards
3. 1-10 Troglodytes
4. 1-3 Umber Hulks
5. 1-12 Lizard Men
6. 1-4 Giant Killer Frogs plus 1-4 Poisonous Frogs

AREA AND ROOM DESCRIPTIONS

Area 1. [You find your way blocked by a sandbar which fans out into a small beach. The shortest path across the sand is only about 15 feet long and lies next to the west wall. Due to the shallow draft of your small vessels, it should be easy to pull your boats across the obstruction and continue on.]

The benign appearance of the sand is a carefully wrought deception. Just a few feet beneath the surface of the beach lies the dread *Subsilicate Cephalopod,* also known as the Sand Squid, which will erupt from beneath the sand and attack the characters as they pull their first boat across. Due to the beast's adaption to the dry, gritty environment, it has grown a thick hide, giving it an armor class of 4. The creature has 8 hit dice (56 hit points), and movement 6". It attacks with its six 20-foot-long tentacles, each of which constricts for 2-12 points damage. Each separate tentacle can take 5 points of damage before it is rendered useless. When something comes within 5 feet of the main body, the Sand Squid may attack with its pointed beak. If this blow is successful, the attack will inflict 3-24 points damage and coat the target in a viscous acid slime which will

burn for 3 melee rounds, doing 2-16 points damage each round. *Neutralize Poison* will render the goo inert. If 4 tentacles have been incapacitated, the monster will retreat 15 feet beneath the sand and wait for less dangerous prey to wander past.

Area 2. [In the middle of the cavern is a low, sandy island with a stone path traversing it. Two bridges arch off either end of the isle and lead into dark openings in the cavern walls. A marble bench is located slightly off the path in the center of the island.]

This area is a resting stop along the temple's Path of Meditation. If anyone ventures onto the island, he will be attacked by a group of 3 Sea Lions. Each of this pride can reach up to 15 feet inland and attack with its 2 claws and mighty bite for 1-6, 1-6 and 2-12 points damage, respectively. The beasts have 6 hit dice (43, 37, 35 hit points), armor class 4, and movement 18". They will attack until slain.

Area 3. [You enter a large grotto about 100 feet in diameter. The area is dimly lit by 2 urns filled with burning oil, set into the walls on either side of the cavern. To the southwest there is a dock with steps leading up to a raised platform.]

Little do the adventurers realize that the pool beneath them is 100 feet deep and contains the temple's guardian, a mammoth Plesiosaurus. The 60-foot-long dinosaur resembles a huge snake with a bloated midsection and small fin-like flippers. The guardian wears an enchanted metal chain about its neck which gives the beast powers of telepathy, diminution and limited intelligence. Once the boats have reached the center of the grotto, the Plesiosaurus will rise up and block their way to the dock. For the next 3 melee rounds, the creature will probe the minds of the party. If the beast is not attacked, at the end of the 3 melee rounds it will smile a toothy grin and sink, letting the party pass by, having realized the purpose of their visit.

However, if attacked, the Plesiosaurus will retaliate. The dinosaur has 20 hit dice (hit points 139), armor class 7, and movement 15". It will slash with its two front flippers for 2-12 points damage each, and bite for an additional 5-20. The guardian can crush a boat in 1 melee round by wrapping its tail around the vessel and constricting, sending all passengers into the icy waters. The magical chain the dinosaur wears will function only for the Plesiosaurus.

Area 4. [Your passage is brought to a halt by a large, sandy area that completely blocks your path. The beach extends at least 30 feet inland; from somewhere in the darkness ahead on the beach you hear a wet, slapping sound.]

Just beyond the party's vision stands a complement of the Locathah Warrior Elite, outfitted for surface travel in rubbery, moisture suits, and wearing spherical, water-filled, transparent helmets. If any of the party rolls an 11 or 12 on a 12-sided die, he will see movement ahead and a glimpse of light that is reflected off the Locathah's bubble helmets. The fishmen recently learned of the temple's new vulnerability. They are investigating the caverns for future assault. Among the group of 10 are 7 warriors, 2 leader-class fighters and 1 great chief. Each warrior has 16 hit points, armor class 6, and movement 4". They wield bladed lances that strike for 1-10 points damage. The leader-class fighters have 18 hit points, armor class 6, movement 4". They use large, barbed tridents that strike for 2-16 points damage each. The chief has 30 hit points, armor class 4, movement 6". He carries a +2 two-handed sword that strikes for 6-24 (2d10 + 4) points damage, and can sweep in a circle, striking up to 3 targets in a round if they are no more than 10 feet away. The bubble masks are armor class 0 and take 5 points of damage before they are shattered. Any Locathah without a mask must roll 5 or 6 on a 6-sided die to continue fighting. Otherwise it will run for the nearest water to avoid painful asphyxiation.

Due to the strange anatomy of the Locathah hand, all their weapon grips are cumbersome to the human grasp. Any person using one of these items will attack at -2 and do half damage. The leader wears a ceremonial necklace, containing 5 opal gems, each of which are worth 1,000 gold pieces.

Area 5. [The cavern ahead narrows to a passage 5 feet wide. You travel at half speed. The walls of the cavern are coated with small, furry spiders, about 2 inches in diameter.]

The spiders are completely innocuous and can be killed with a torch's flame. The true dangers hide within shadowed recesses in the cavern wall. They are 3 Subterranean Lizards. Each lizard has 6 hit dice, (hit points 40, 36 and 12). When the boats pass by their dark abodes, the reptilian beasts will lunge out and snap at their opponents for 2-12 points damage. The lizards expose only a small

portion of their 20-foot-long bodies, and so have a modified armor class of 2.

Area 6. [Your journey is again impeded; a broad expanse of sand blocks your way. The light of your torches partially illuminates the area in front of you, and a bizarre, lumpy terrain can be seen. You detect something moving, just beyond the light of your torches.]

As the boats approach the beach, 3 fearsome beasts with the looks of Eye Tyrants rush out of the shadows. They are, in fact, Gas Spores! The darkness assists their naturally deceptive appearance, and there is only a 25% chance that the party will recognize the fungoids as anything but Beholders. The plant-like monsters attack by touching their opponents, needing a 10 or better to do so. If one succeeds, it will inject thousands of spores, which will begin to grow inside the victim. Unless a *Cure Disease* spell is cast upon the afflicted person, he will fall into unconsciousness in 15 turns, and burst open, releasing 2-8 new gas spores, 24 hours later. If any one of the gas spores is struck, it will violently explode, inflicting 6-36 points damage (save = half damage) to all within 20 feet. If either of the other two gas spores are within the explosion radius, there is a 33% chance that they will explode as well.

If the party ventures up the beach, they will find a colony of 6 gargantuan fungus growths, called Screamers. The sessile creatures are a mutated form of Shrieker, and stand over 8 feet tall. Each has the appearance of an enlarged common mushroom, differing only in its reddish-purple hue. Every fungus has 5 hit dice (31-40 hit points), armor class 6. Light or movement within 10 feet will cause the Screamers to use their single form of attack, their piercing scream. Everyone within 25 feet will take 3-18 points of sonic damage and will be stunned by the shriek for 1-10 melee rounds. If those in the area make their saving throws, they take half the damage and suffer no stun effect.

Area 7. [The tunnel dead ends and there is no way out but the way you came in. Your boats seem to be scraping on something just beneath the surface of the murky water.]

The rasping sound is produced by the bottoms of the boats scraping the tops of Giant Sea Spiders' lairs. Within the fibrous abode dwell dozens of these huge arachnids, each over 6 feet in diameter. The creatures will climb up into the boats at the rate of 1 per melee round; roll randomly to ascertain which craft is attacked. Each spider has 7 hit dice (44 plus 1-12 hit points), armor class 5, movement 15", and can bite for 1-6 points damage. In addition, the spiders inject a venom which wilt paralyze their victims unless a save versus poison is made. Even if the saving throw is successful, the effects of the poison will still retard the victim's movement, causing him to fight and defend at -3 for 1-10 turns.

Area 8. [The platform is made of marble and is obviously the dock and main entrance to the temple. Tall, stone pillars frame the open doorway. The wide double doors have been broken outward and hang at a skewed angle the wall. Slimy tracks leading into the temple show signs that sea beasts have entered the complex, and that the area is indeed unguarded. Burned remnants of torches hang on the walls. No sounds emerge from the black opening. There is only darkness.]

Room 9. [These four rooms are furnished as temporary housing for those nobles and wealthy merchants who often visited the oracle within the temple for guidance. Each room has a thick, oak door, holds a desk, two chairs, a large wardrobe and a bed of water contained in a magical field of retention. Each room is detailed below:

A. Empty, aside from that mentioned above. However, a crack runs across the center of the room's floor and one side of the floor is 1 foot lower than the other.

B. A horrid stench comes from this room. Inside one will find a man and a woman, both clothed in lavish robes, lying dead in long-dried pools of blood. In one hand the man holds a dagger, stained red. A carefully scribed note, written in the common tongue, rests on the desk and reads as follows:

"We have at last retreated to our own room. The priest, our only hope, is dead. I think my wife and I are the last ones left. The great upheaval sank all of the boats and broke the wards. Our only escape route is cut off. We are doomed. There is but one choice we have left: Either we take our own lives, or we let ourselves be slain by those hideous things out there, who will steal our souls as well. We have no alternative. Farewell."

C. Obviously a well-to-do tradesman lived here, for the room is hung with rich tapestries and the wardrobe is filled with fine clothing. If the pockets of the clothes are searched, the party will find 20 platinum pieces and a finely cut sapphire gem worth 1,500 gold pieces.

D. The door to this chamber is slightly ajar and quite warm to the touch. If anyone attempts to listen at the portal, there is a 50% chance they will hear high-pitched keening, interspersed with a low, rumbling sound, probably a voice. When the door is opened, the adventurers will find a truly strange spectacle before them: In one corner of the room, huddled in a fetal position, is a haggard, wild-eyed human. From his loud rant-

ings, it will be clear that the man is insane. Looming over him is a 12-foot-tall, reddish-skinned humanoid, pleading with the madman. After a few seconds, the large creature, an Efreeti, will turn around and beg the party to help his sick master by removing the horrid cursed amulet from about his master's neck. If any of the party complies with this request, the Efreeti will immediately attack that person, shouting, "And so I fulfill my final command; to attack those who assault my master or attempt to take his possession." The enchanted creature, actually a Pasha noble, has 11 hit dice (88 hit points), armor class 1, and movement 9" walking, 24 flying. Aside from his numerous Efreet powers, he may strike with each great claw for 3-24 points damage each. Due to his elevated position in the Efreet hierarchy, the Pasha has been granted the ability to breathe magical fire once per day in a cone 25 feet long and 15 feet wide. All caught within the burning area will suffer 4-32 points damage, unless they make their saving throws, in which case the damage will be halved.

Once the person holding the mystic amulet has been slain or subdued, the Efreeti will snatch the item and shift to the astral plane to make good his escape. If the party refuses to remove the amulet, the devious creature will use his cunning to make the characters either, take something from the insane man, or attack him, as either act would fulfill his last command of releasing the Efreeti from bondage. He will insult, degrade, and verbally abuse the adventurers. The reason for the Pasha's strange behavior is due to the nature of the neck-piece the insane man wears. Once per week, for a maximum duration of 3 hours per use, this item may summon the Efreeti from his home in the City of Brass to perform 1 command for the holder. The single limitation to this device is its inability to force the Efreeti to grant wishes. If the beast is slain, 1 month will pass before he recorporates and is able to be summoned once more.

Room 10. [The large room you have just entered is evidently some sort of refectory or commons. There is a crack across the room, leaving one side of the room 6 inches higher than the other. In the middle of the chamber there is a 30-foot-long, stone table, surrounded by 21 chairs. On the north wall there is a large hearth with wood piled beside it. Against the west wall there are various utensils for use in food preparation. In the northwest corner there is a covered pit used, no doubt, for refuse disposal. The walls are covered with bas reliefs of tremendous sea beasts, such as the Great White Shark, Leviathan, and Devil Kraken. One design, however, seems to be slightly obscured, as though the wall were fused smooth.]

This "fused" wall is actually covered by a large (25 hit point) Ochre Jelly, turned gray through adaptation to the environment. This slimy beast will remain stuck to the stone until something comes within 5 feet. The jelly will then drop off the wall onto an area 10 feet wide by 15 feet long, burning those in the area for 3-12 points of caustic damage. The amoeba has armor class 8, movement 3". It attacks by sending out up to 3 pseudopods per melee round, each of which strike for 1-8 points damage. Unlike the non-mutated ochre jelly, this beast is immune to fire and cold-based attacks.

In addition, deep within the pit there are 3 salt-water equivalents of the Carrion Crawler. Like their land-going brethren, each has 3 plus 1 hit dice (23, 20 and 17 hit points), movement 12" and armor class 3/7. The creatures attack with 4 five-foot-long, tongue-like tentacles, which each hit for 1 point of damage, and secrete an enzyme that paralyzes their opponents unless their victims make a saving throw versus poison'. Since the Carrion Crawlers are so deep in the pit, it will be 10 melee rounds before they arrive at the surface and can attack the party. They will not follow the adventurers out of the room.

THE PATH OF MEDITATION

This smooth stone path was used by the temple's residents for solitude and contemplation. The walls of the trail are covered with frescoes. Every few yards the wall paintings display a different scene from some myth concerning Poseidon.

Area 11. [This is a sunlit room, containing neat rows of flowers. The light is supplied by a clever arrangement of prisms and mirrors that bring the sun's rays from the surface. Two marble benches, located in dark, shadowed recesses, face the flower beds. They are surrounded by the shards of **a** shattered crystal bowl. There are 4 different sections of flowers; a single set is located several feet from the other three.]

The northernmost bench is actually a Killer Mimic, which will attack anyone coming within 5 feet. The creature extrudes a member from its body and punches its opponent for 4-12 points damage. The Mimic has 9 hit dice (50 hit points), armor class 7, movement 3". All weapons striking the Mimic will adhere to the monster's skin due to a powerful glue. The weapons may be wrenched free in 2-8 melee rounds by a character who rolls his strength or less on d20. The mimic will not move out of the shadowed alcove due to its strong aversion to sunlight.

The isolated section of flowers consists of a variant of the carnivorous Venus flytrap. The plants look like a normal blood-red flower, with a thick stalk. These Cannibal Carnations each have 2 hit points, armor class 8, and movement 0. If something ventures within the range of the ravenous little devils (usually about 3 feet), the plants will bend toward their target and expose their hidden jaws. At any time when a target is in range, from 1-10 of the beasts will be in a position to attack that target, inflicting 1 point of damage each. Every Cannibal Carnation contains 1 seed which, if planted, will sprout and grow into an adult within 1 week.

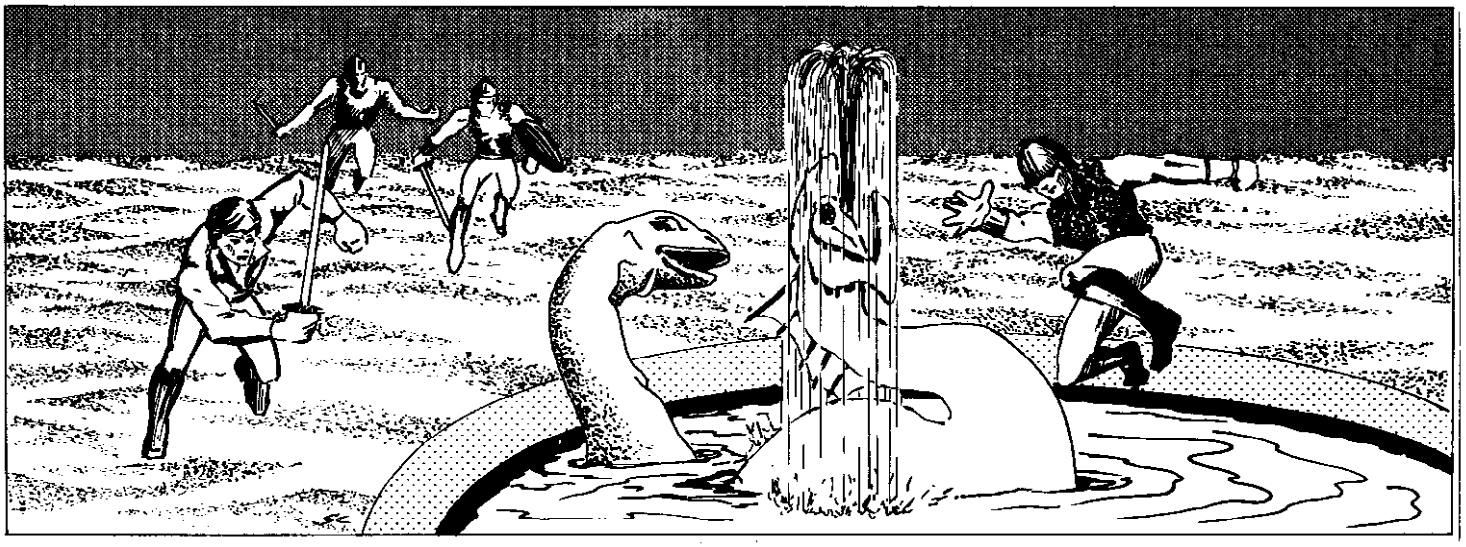
Area 12. [You travel up 25 feet of steps and reach an opening in the wall, into which sunlight pours. This opening leads to a semi-circular, amphitheater-like balcony that looks down on the crashing surf. The floor is made of marble, and pillars reach 35 feet up to the rock ceiling. In one end of the balcony lies a huge pile of sticks, grass and small rocks. Mewing sounds come from behind it.]

The adventurers have chanced upon a Dragonne nest. Behind the pile of sticks and grass lie a female adult and a young male cub. The adult male will return from outside in 1-4 melee rounds, and attack the party if they are still there. The female will attack if anyone approaches within 10 feet. She has 7 hit dice (47 hit points), armor class 3, movement 15"/9". The creature attacks with 2 claws and a bite, doing 1-6, 1-6 and 2-12 points of damage respectively. The cub has only 1 hit die and cannot attack, but could be trained as a pet or guardian once full-grown. The male has 9 hit dice (68 hit points), armor class 2, movement the same as the female; he uses his claws for 1-8 each, bites for 3-18, and can produce a tremendous roar as well. The deep bellow will cause weakness to all within 100 feet and will deafen all those within 30 feet. The weakness results in half strength for 2-12 melee rounds. The deafness will last a similar length of time and, in addition to ruining the victim's hearing, will cause him to fight and defend at -2 due to disorientation.

Among the detritus making up the Dragonne nest, the adventurers may find a brass ring which allows the wearer to regenerate as per a Troll. The chance of finding the ring is 10% times the number of party members who search— but even if a dice roll indicates success, the search must be continued for 3-6 turns to be fruitful.

Area 13. [As you walk along the footpath, you come to a wide crack in the wall. Strange, cheesy odors come from the fissure. There is a slight luminescence produced by odd fungus, half revealing a 4-foot-wide tunnel going back into the rock. If you continue, you will find your eyes adjust rapidly to the pale green light, and torches are no longer needed. The tunnel leads to an irregular cavern, about 30 feet wide, which is covered with lichens, molds and various types of mushrooms.]

The party is attacked by a colony of 7 Myconymphs, a race of



intelligent fungi. The creatures stand 7 feet tall, and are spindly in build, having thin arms and legs. They have vaguely humanoid features but from various parts of their bodies hang oddly-shaped bunches of mold. Each has 4 + 1 hit dice (25 plus 1-8 hit points each), armor class 7, and movement 9". They attack by flailing their opponents with their thin arms for 1-4 points damage each. The Myconymphs also bite for 1-3 points damage, and a successful bite will inject a soporific venom that will cause total immobility for 1-6 full turns. A saving throw results in a slowing effect, which will halve Dexterity and movement for 1-10 melee rounds. The flesh of the fungus-men is deadly poison to all humanoids.

Area 14. [Crossing the bridge, you enter a square cave, lit by a nearly exhausted oil lantern. In one corner sits a large fountain and basin. Water pours from the mouth of a fearsome sea-serpent statue whose eyes are made of emeralds, each worth 6,000 gold pieces. The floor is made of uneven mounds of sand.]

If someone attempts to pluck the valuable eyes from the fountain statue, a Water Weird will spring forth from the basin and attack the offender. The Weird has 25 hit points, armor class 4, movement 12" up to 10 feet away from the pool. It can strike one enemy up to 10 feet away each melee round, hitting on an 11 or better. The victim must save versus paralyzation or be drawn into the water. While the Weird lives, the character cannot be removed. If 4 melee rounds pass without other party members having destroyed the Water Weird, the victim will have drowned. Sharp weapons do only 1 point of damage to the creature, but blunt ones do full damage. Cold spells slow it, fire does half damage, and a *Purify water* spell will kill the creature. If slain, the Weird will re-form in 2 melee rounds.

Room 15. [The area is filled with rows of beds, 40 in all, and in the western third of the room there are tall stacks of books. Next to each bed there is a small table on which rest writing tools and a small, glass bowl. On the south wall there is a large, crystalline jar set in a niche in the wall. This vessel is filled with sparkling water.]

This room served as both acolyte quarters and library. The piles of books all concern the nature of ocean and sea mythologies found throughout the world. The crystal water vessel has been enchanted to remain forever full of pure water to be used by the apprentices in their meditation rituals. The common procedure to attain enlightenment involved an acolyte filling his personal bowl with water from the sacred jar, and then slowly walking along the Path of Meditation, concentrating deeply upon the sparkling motes of light within the liquid. The magic vessel weighs 15 pounds when empty (but it is never empty for long!) and will produce up to 3 gallons of water per melee round.

Room 16. [you pass through a massive iron-bound door into a dimly lit room. On the north side of the chamber there is a large, wooden table, a bed and other assorted accoutrements. A shallow dish made of gold rests on a marble stand beside the bed. It is filled with water. The room evidently belonged to the arch-priest of this temple. On the priest's desk rest a variety of books concerning ancient sea lore. In addition, there is an open journal. The first section is dated 16 days past, and the last entry is only a few days old. It reads as follows, beginning with the earliest notation:

"Today was truly exciting. We were hit by a rather large earthquake, the first in decades. The temple suffered a few cracks in the floors and walls, but no one was hurt and repairs are underway. One thing does trouble me, though. The wards barring dangerous creatures from our caverns seem to have been weakened by the shock; nothing drastic, but I am concerned."

The next entry was written a week later:

"More quakes, not as great as the first but damaging nonetheless. The floor of the commons sinks with each successive tremor. Another problem: The protective wards are definitely weakening. Two acolytes walking along the Path of Meditation were attacked yesterday. One was badly hurt before we could drive the beasts off. We can only pray to the Sea Lord that things don't get worse before help arrives, since all our boats were destroyed by falling rocks during the last tremor. The morale of the acolytes is failing. They are afraid and even miss services occasionally. One claimed to see an inhuman apparition late last night."

Four days later:

"Something unspeakably bad is happening here. The monstrous specters are a reality. I saw one myself last night. An evil influence is growing here. Just hours ago one of my pupils went insane and attacked a group of his friends with a knife. He killed one and wounded two others before he was subdued. The visitors here have retreated to their rooms in fear, and come out only for meals. The wards have failed completely now, and we are subject to continuous attack. Worst of all, the oracle is deaf to our pleas. It has not spoken a word since three days past. Poseidon save us!"

The last entry is two days old:

"We have been attacked by an evil beyond description. It is the Elder gods, the dark ones who eat time! Only in the last few hours have I realized what is truly happening to us. Years ago this area was found to have incredibly high mana, the power on which all magic feeds. To take advantage of this natural wonder, my ancestors built this temple on top of the mana source. How were they to know that they were not the first? How were they to know that beneath our stone corridors there resides another complex, built by darkly evil inhumans in millenia past. The earthquakes must have awakened them, and now they rise again in their attempt to conquer the world

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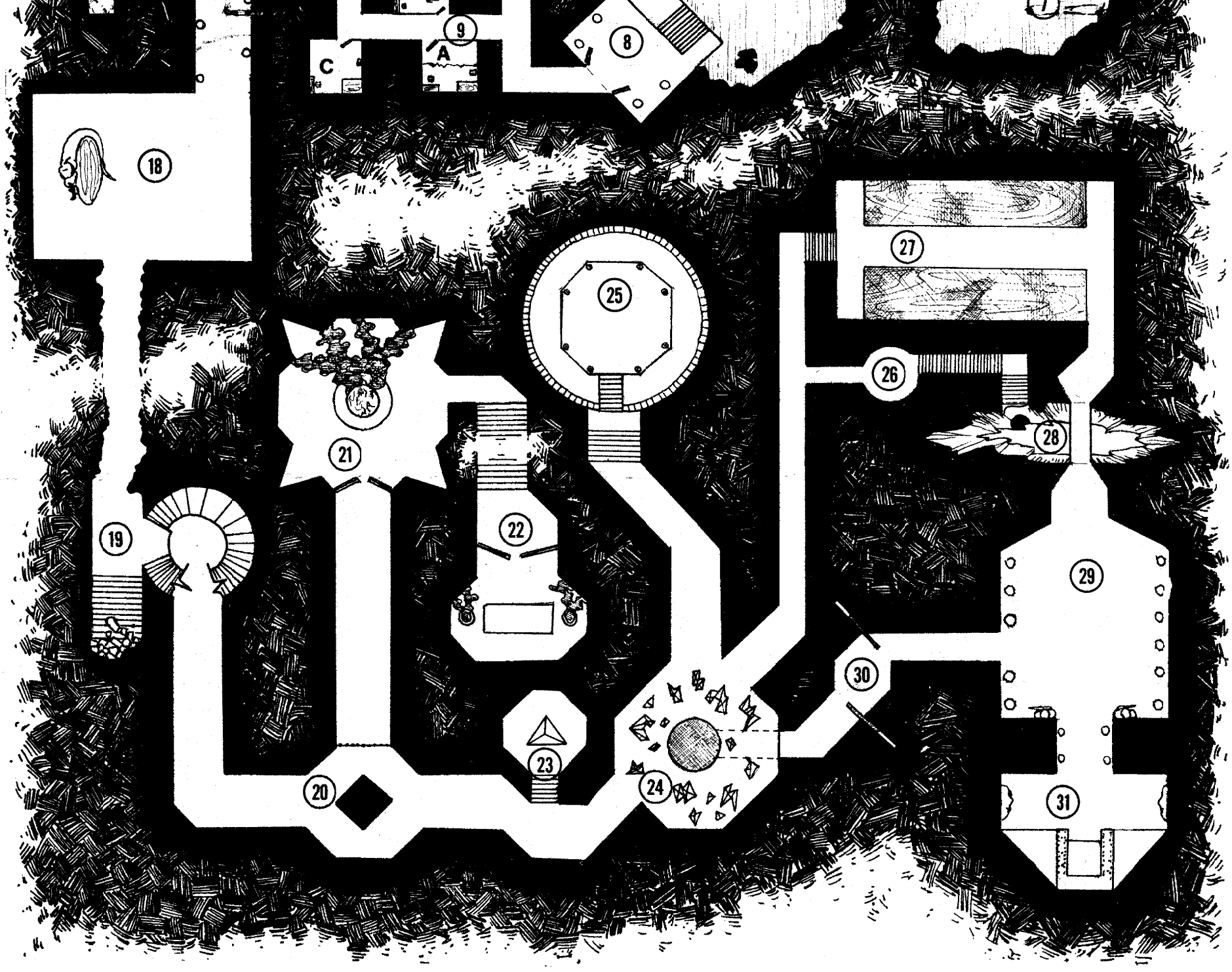
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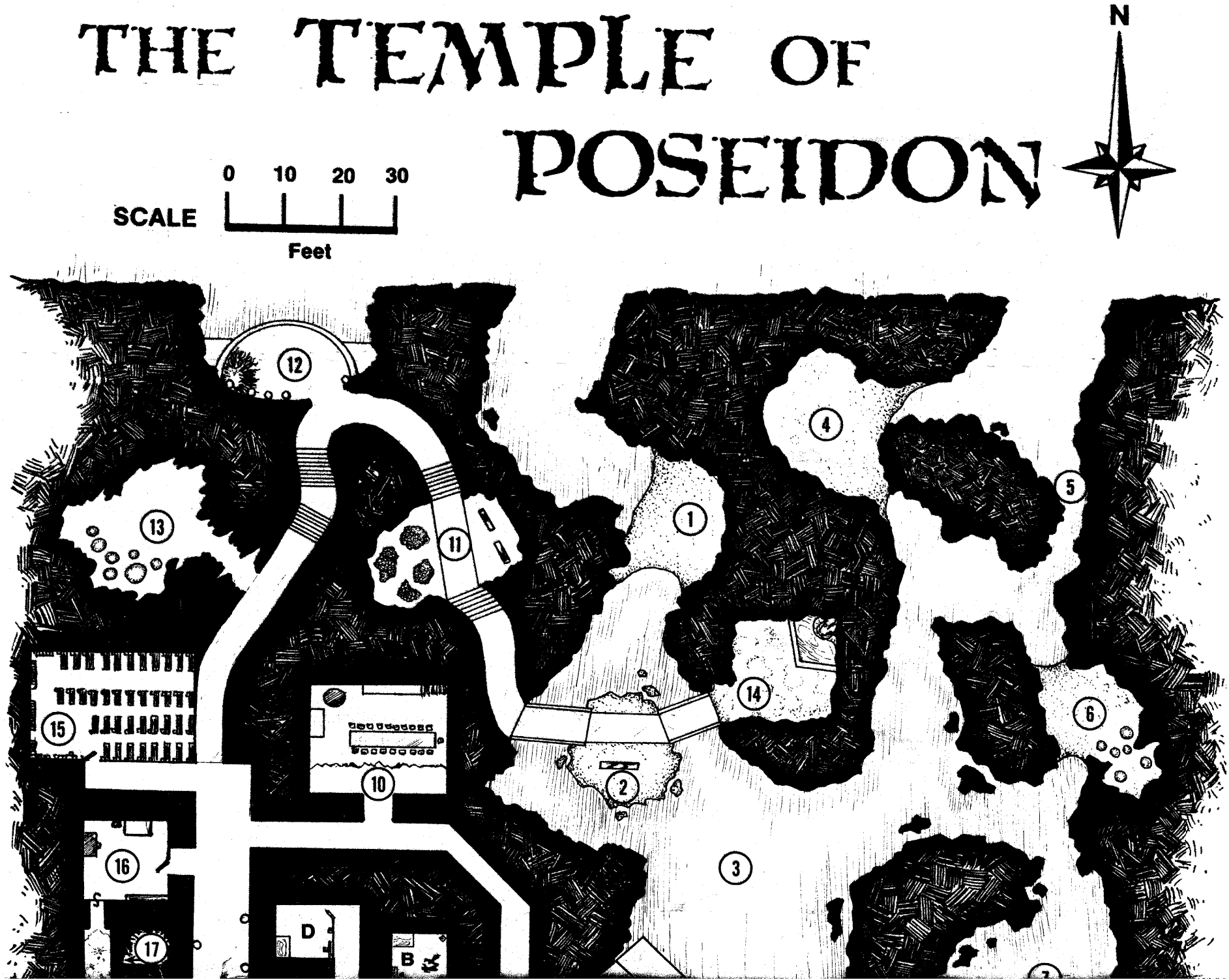
THE TEMPLE OF POSEIDON



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for their evil lords! How are we to—Wait, a tremendous crash in the oracle chamber! Voices, too, I think. I must investigate."

The rest of the journal is blank.

The sourthern part of the chamber contains a small library of rare and arcane sea lore. Included are articles on water-based sorcery and treatises concerning the dread, dark powers that reside in the ocean depths. One of the books, bound in the hide of a giant eel, is a *Libram of Sea Sorcery.* Following one week of study, the tome will grant the reader the power to control sea creatures up to 16 hit dice in size as per a *charm monster* spell. The power may be employed but once per day, and the book may be read only once and by only one character. Another book, written in the language of the Triton, is entitled *The Secret Passage.* When it is opened to page 333, a secret door on the south wall will open into a small passage.

Room 17. [The secret passage continues for 10 feet and ends at a large metal portal. The portal opens with a slight push and exposes the entire room to view. Oil lanterns illuminate the small vault, which is filled with gold, silver, gems and jewelry. This is obviously the temple's treasure hoard, valuables acquired from the oracle's visitors in return for the counsel they received here.]

Before gaining any of the trove in front of them, the party must reckon with the vault's sentinel, an invisible Guardian Naga. The creature has 12 hit dice (85 hit points), armor class 0, movement 15", and can attack physically by constricting for 2-8 points and biting for 1-6. The Naga also spits lethal venom at opponents (once per melee round) up to 30 feet away, which will slay them unless they make their saving throw.

Although the Guardian possesses these physical attacks, in this situation it will opt first to use its magical abilities, for the Naga's state of invisibility will remain intact as long as it does not move quickly, as in melee, or use any of its physical attacks. The creature has the following spells at its disposal: *Cause light wounds, Fear, Hold person, Silence (15-foot radius),* and *Cause blindness.* The Guardian will first cast *silence (15-foot radius).* All within the room except the Naga must save or become deaf and dumb, unable to communicate or use spells. The creature will then use its *hold* spell on as many targets as possible. Following this, the Naga will quietly pass through the party, inflicting *blindness* and *light wounds.* Its touch is so light that there is only a 25% chance that anyone will notice contact. All the spells can be cast only once. Once the Guardian Naga's magic is exhausted, or if its invisible state is exposed, it will attack physically until slain.

The treasure consists of the following: 8,763 gold pieces (weighing about 900 pounds); 322 platinum pieces (weighing about 45 pounds); 15 gems worth 600 gold pieces each; 1 *polymorph self* potion with *2* doses left; 1 pouch of *Disappearance Dust (2* doses); 1 *potion of giant strength* (cloud giant) and 1 heavy silver ring set with an aquamarine gem. The ring will grant the wearer the following powers:

1. Water breathing, unlimited duration and no depth limitation.
2. Swimming, as per the ring.
3. Once per day the bearer of this ring can fire a bolt of water 30 feet long and 2 feet in diameter. The water will travel 90 feet before losing its shape. All those in the bolt's path will take 3-36 points damage, be knocked back 1-10 feet, and must save vs. magic or have their lungs fill with water, drowning them in 1-3 melee rounds.

However, once slipped on, the ring will graft itself to the victim's hand and begin turning him into a Triton at the rate of 1% more change per day. Only 2 Wishes cast simultaneously can enable the wearer to remove the ring.

Room 18, Oracle Room. [Your party walks down a long, white corridor. Tall, fluted pillars line either side of the path. Finally, you come to the end of the corridor and pass through a high arched opening into a dark room. Your torches reveal the vague outlines of a huge chamber, about 80 feet long and at least 60 feet wide. The walls are carved with seemingly alive ocean scenes. In the west end of the room there stands a gargantuan coral statue of Poseidon, wielding his great Trident. The statue has a tail which wraps around a bottomless oval pool filled with cerulean blue salt water. Boulders and rock fragments surround a ragged opening in the south wall. From this tunnel come noxious green fumes. In the dust surrounding the hole, tracks can be discovered. Some appear human, but most are long, wide swaths, as though something had been dragged across the area.]

If the party observes carefully, they will find that indeed the stone sea creatures carved into the walls move very slowly. It is as though a scene from hundreds of feet beneath the surface were transformed into living rock. Three melee rounds after the party has entered the room, the water in the pool will begin to froth and boil. During the next melee round, the head and torso of a bearded man will form and rise out of the water, reaching a total height of 15 feet. The man will slowly survey the room, and then say to the party, "It seems I am too late in penetrating the barrier. My temple is destroyed." If no one questions him, he will disappear is 2 melee rounds. If someone does query the watery form, that character may ask up to 3 questions which Poseidon will then answer. After responding to all the questions to be asked, Poseidon will say the following and then disappear: "If you go to avenge the deaths of my followers, then drink of my waters in times of need. But only once in the life of a mortal may you quaff this liquid, for it is derived from ambrosia and would surely slay any mortal a second time."

The pool will then fill with golden liquid. Each character may fill one container with a portion of the divine liquid. Regardless of how much is consumed at one time, the following will happen:

1. All damage to the drinker will be cured, back to the number of hit points with which he or she began the adventure.
2. All poison in the individual's body will be neutralized.
3. All disease in the drinker's body will be eradicated.

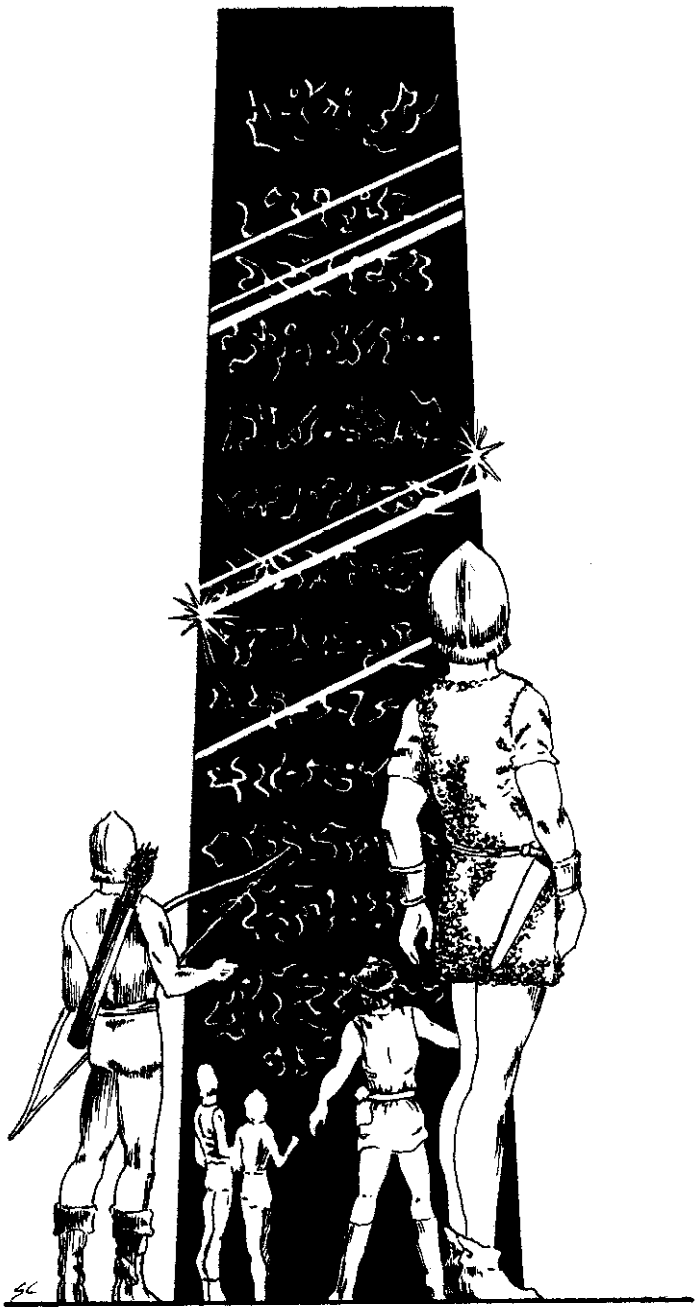
If someone partakes of the water a second time, regardless of how little the character consumes, the drinker will be slain with no saving throw applicable. The liquid remains potent for only 3 hours, after which it will transform back into sea water.

IMPORTANT NOTE

Time and the way the party spends it plays an integral part in this adventure. Exactly 10 turns after the characters descend the spiral staircase and enter the alien base, the evil priests of Ythog Nthlei will succeed in freeing their master. The only way to prevent them from attaining their goal is to kill them before the end of 10 turns. If they succeed, Ythog Nthlei will instantly move to Room 31 with his treasure: The priests will remain in their room.

Area 19. [The opening in the oracle room leads to a wide rent in the rock, which angles down. After several hundred yards, you reach a small chamber. On the south side of the cave there are steps leading up; however, they are blocked after only a few feet by mounds of rock and stone slabs. The other exit from this room leads to a pit 40 feet across and over 100 feet deep. Set against the wall, spiraling downward, is a long staircase. Six hundred and sixty-six steps descend to the bottom of the pit. On each step of the winding stairway there is carved in great detail a representation of one of the corresponding layers of the abyss. Each scene is more horrible than the one preceding it. A foul stench grows stronger with every foot you move downward, and your torches and lanterns begin to flicker and burn low.]

Room 20. [You leave the spiral staircase and enter the first passage of this alien complex. The corridor is 8-sided, and the walls are made of a smooth, gray material. The roof reaches a height of 24 feet. The fitful flames of your torches and lanterns die completely. However, you now notice that the walls emit a slight glow, granting clear sight for 40 feet. After walking a short distance you enter an octagonal chamber. In the middle of the chamber stands a shiny,



black, four-sided pillar that reaches up into the darkness above you. All four sides of the pillar are covered with grotesque runes and hieroglyphics. The north wall opens into a passage; however, a metallic, web-like barrier blocks your way. Unintelligible, chant-like whispers are heard coming from further down this blocked passageway. Another corridor opposite from the one you came in is unbarred and extends to the east out of sight.]

If the party wishes to break through the barrier, they must do so as per bending bars, at a penalty of 10% on the chance for success. The writings on the onyx column tell the history of this complex. If any of the party attempts to translate the glyphs, he will read the passage given below out loud, and then fall silent, reading the rest to himself. At the end of 1 melee round, the translator will then do one of the following things (roll d4):

1. Pass out, and be unable to recall anything beyond the section he spoke out loud when he revives.
2. Finish reading and say that there is nothing more of interest. However, unknown to the rest of the party, he has turned irrevocably lawful evil.
3. As the reader progresses through the work, he becomes increasingly agitated and will not let any of the party members prevent him from continuing. At the end of the translation, he will begin to gibber and babble incoherently, for he has become permanently insane.
4. At the end of the reading, the translator will turn and begin to speak. However, a bolt of coruscating green energy will leap from the pillar and strike the character, killing him unless he makes a saving throw at -3. If he survives, the effects will be the same as in number 1.

The part spoken out loud goes as follows:

> "During the ninth rotation of our galactic cluster in this the 34321st year of our Master's reign, we, the remaining children of the Great Lord Ythog-Nthlei do hereby register and sanctify this, our Holy Base. From these divine depths we shall build and grow until we have enough strength to release our Father, Zoth Ommog, from his imprisonment beyond the curtain of time."

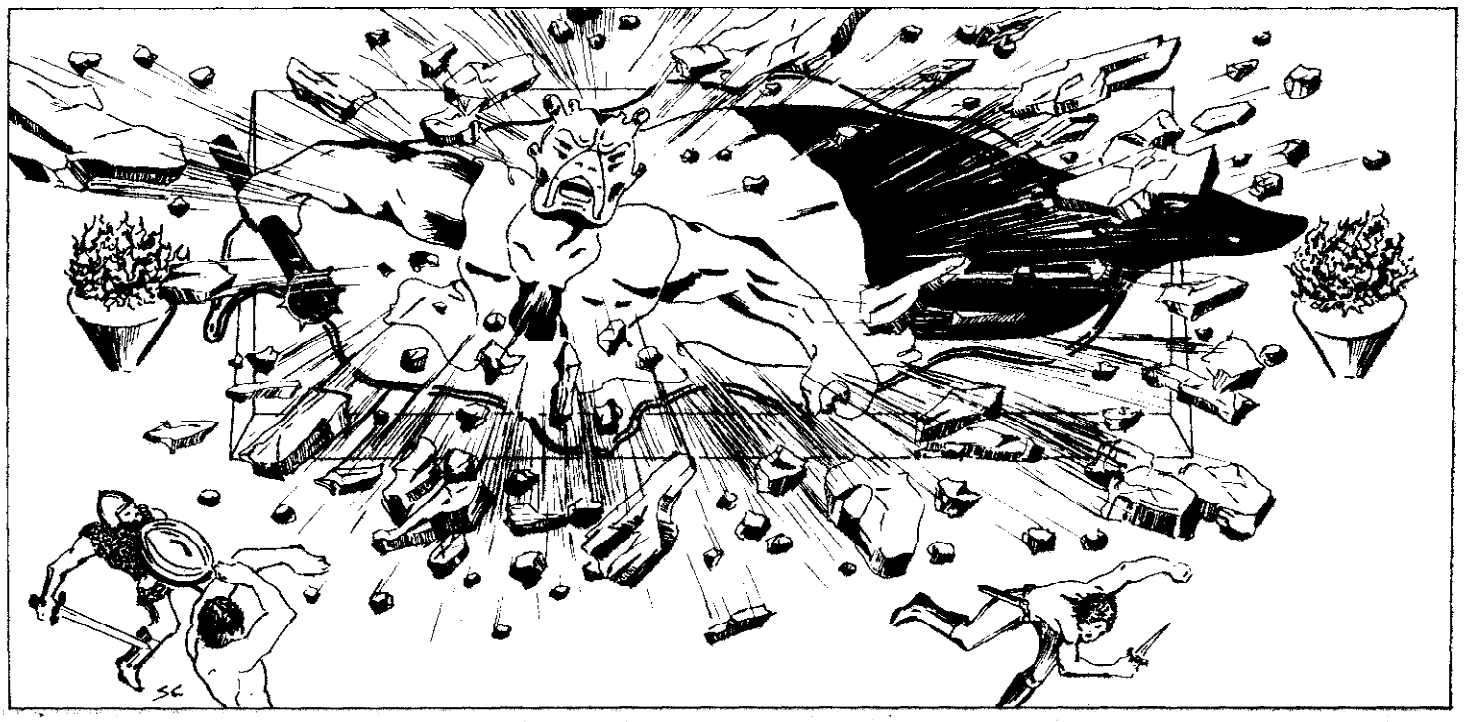
Room 21. [The chanting becomes louder and louder as you approach this area. Your party reaches a tall, double door, made of the same material as the walls. The doors open with a strong push and reveal a bizarre scene. The room is large and 8-sided. In the center of the chamber there is a 15-foot-wide brazier roaring with yellow flames and giving off a foul, green smoke. Set into four of the walls are triangular grooves 5 feet deep and 12 feet high. Shards of a smoky, amber-like material surround each groove area. The most shocking element of this room is its occupants: Around the tall flames stand 4 loathsome creatures that sway and chant in a most inhuman fashion. Although the things are clad in long, flowing robes, the cloth is mostly tatters, and reveals their true forms. Each is nearly 10 feet tall, and has 2 long, triple-jointed, barbed legs. Extending from a scaled barrel-chest are 4 thick tentacles which each end in 8 opposing fingers. The head of the monster, perhaps the most hideous aspect, is totally inhuman. It is basically heart-shaped, cleaved down the middle. From either side of the head extend 2-foot-long, comb-like feelers, similar to those of a moth. Set on either side of the face are clusters of waving tendrils, each of which end in small eyes, giving the creature complete peripheral vision. On the bottom of the face there is a large circular orifice. When the beast opens this ring of flesh to scream, thousands of writhing wormlike tongues are exposed. As you stand in near shock surveying the inhuman scene, the creatures turn to confront you.]

These are the priests of the King Ythog-Nthlei, who lies imprisoned in the room downstairs. They chant for his release, and will succeed in this task 10 turns after the characters have entered the complex unless the priests are slain by then. After being freed from their bondage by a series of earthquakes, the priests first eliminated the human temple above and then went about reactivating their base. They are now in the final and most difficult stages of the task of freeing their leader from the tomb he was trapped in hundreds of years ago. The creatures will, of course, attack the party instantly. Their statistics are as follows: hit dice 7 (hit points 42 + 1-12), armor class 3, movement 18". Each of the priests is 40% magic resistant and is immune to poison, acid and cold attacks.

The evil priests attack with their 4 tentacle/hands for 2-12 points damage each. For every additional appendage that strikes a single target after the first, the priest will do 1-8 more points of damage, because he will then begin ripping his opponent apart. The dark creatures can also attack by extending their many-pointed tongues and piercing their opponents with them. This assault inflicts 1-6 points damage and will drain one of the enemy's senses. Roll d6 to determine which sense is drained:

1 = taste; 2 = smell; 3 = touch; 4 = hearing; 5 = sight; 6 = psychic or psionic abilities

If the victim makes his saving throw, the sense drain will last only 1-6 melee rounds before the ability returns. Otherwise, the only way to cure this loss is to cast a *Remove curse* spell and a *Restoration* spell simultaneously upon the afflicted character. If a roll calls for the draining of a sense the victim has already lost or never possessed, treat the roll as "no affect."



Room 22. [The opening leading from the priest's room connects to a set of stairs going down. However, covering the first 5 feet of the opening is a bright orange wall of light. The staircase leads down 100 feet and ends in a small chamber. On the east wall there are two glowing imprints of human hands, set about two feet apart. The entire south wall is composed of a set of 2 closed stone doors, criss-crossed with thick metal bands. Set in the middle of the door is a gold seal, 3 feet in diameter. Indecipherable writings have been carved into the disk.]

The orange light is actually a highly magical field of protection, preventing the priests from descending into the lower chambers. It wilt affect those who pass through it differently, depending upon what kind of creature they are. Humans passing through the area will feel dizzy and confused, but will suffer no other effects. Evil individuals will suffer the above with intense wracking pains and convulsions, as well. Any non-human who attempts to pass through the barrier of light must save versus death at -2. Even if the save is successful, the creature will still be repulsed, unable to enter the area.

The chamber at the bottom of the stairs is the outer portion of the prison of King Ythog-Nthlei, who lies in an enchanted slumber beyond the sealed portal. If someone places his hands on the two glowing spots, a three-dimensional image of a human sorcerer will appear and speak the following:

> "We have at last imprisoned the Dark King, Ythog-Nthlei, here beneath his very base. The process cost more than we could have believed in time and lives. For over 200 years our brotherhood of magicians has struggled to prevent these sons of the old ones from releasing their horrible sires. Now only a few of us remain, but the task is complete. This image is a warning. Do not, under any circumstances, attempt to enter the chamber beyond this door. Any transgression into the area will release the King from his bondage, and will surely spell your doom."

The image will then disappear. The doors may be opened at any time, but it will require the entire strength of the party to break the seal and the metal bonds holding it shut.

The room behind the gate is dominated by a long slab of marble upon which rests a monstrous sarcophagus, at least 15 feet in length. Tall urns filled with some mystic liquid stand burning at either end of the pallet, illuminating the chamber. Unless the stone coffin is opened, 2 melee rounds will pass before anything happens. Then, with a tremendous explosion, the sarcophagus will shatter, revealing the unholy King. AH within 30 feet of the coffin will take 2-12 points of damage from the stone shrapnel.

The creature's form barely fits beneath the 20-foot-tall ceiling. The aspect of Ythog-Nthtei is that of a gargantuan synthesis of a man and some type of slug. He stands on a slimy, thick, snail-like ap pendage that sprouts from his human chest. In one humanoid hand he holds a long, black mace. His face is a mixture of bulbous snail antennae and evil human features. About his form Ythog-Nthlei wears a tong yellow robe. The King has 26 hit dice (208 hit points), armor class -2, movement 12".

The King attacks his opponents with his large black mace. The weapon is +5, hits for 4-24 (+ 13 if wielded by YthogMhlei) points damage, and drains one life level each time it hits. The mace can also radiate a field of darkness if a 30-foot radius, which totally obscures all vision, except that of the holder. The mace can animate 3-18 zombies of twice-normal strength once per week. Ythog-Nthlei can project scintillating beams of energy from his 4 large eyes at the rate of 1 per melee round. Each beam hits on a 4 or better and drains one point of Strength from its target for 1 turn unless the victim makes a saving throw. The King may also bite, inflictng 3-18 points damage, and injecting a poison into his opponent. A poison victim must save at -2 or fall under the control of the creature for 1-10 turns. Ythog-Nthlei is immune to all non-magical attacks and reflects any type of spell cast at him back to the enchantment's sander.

If the party succeeds in slaying this creature, they will find a small bag made of black, velvety material that contains 10 *loun stones.* The collection of stones consists of the following:

2 pale blue rhomboids (each adds 1 point to Strength up to a maximum of 18); 2 scarlet and blue spheres (each adds 1 point to Intelligence up to a maximum of 18); 1 incandescent blue sphere (adds 1 point to Wisdom up to a maximum of 18); 1 deep red sphere (adds 1 point to Dexterity up to a maximum of 18); I pink rhomboid (adds 1 point to Constitution up to a maximum of 18); 1 clear spindle (sustains person without food or water); 1 iridescent spindle (sustains person without air); and 1 dusty rose prism (gives +1 protection). *loun stones* whirl about their user's head in an orbit of about 3 feet. Whenever *loun stones* are attacked, they are to be treated as armor class -4. If they take IQ points of damage, they will turn dull gray and be forever useless. They save as if they were made of hard metal which is +3 in enchantment.

Area 23. [A 20-foot long staircase leads up to an 8-sided room 30 feet across. In the center of the room sits a 7-foot-tall, glowing pyramid. The construction has 3 sides, each 10 feet long at the base, and is made of a bluish, translucent material. Dull glimmers of light flicker from the center of the tetrahedron, revealing a strange, crystalline network of dark fibers within the structure. As you watch the pyramid, the light coming from within intensifies.]

This area served as a communications link between the members of the base crew and their leaders. Through psychic stimulation, the device can be activated, as displayed by the increased internal luminance when the party studies the pyramid. The relic was also used as an interdimensional portal, which transported the inhuman creatures' brethren across space and time to assist them in their unholy cause.

There is a possibility that members of the party can initiate full function capacity from the pyramid through intense concentration. The chance of success, dependent solely upon an individual's Intelligence, is as follows:

Intelligence	Chance of success
13 or less	No chance of activation
14 or 15	15% chance of activation
16 or 17	30% chance of activation
18 or better	60% chance of activation

Every member of the party may try only once. A failure indicates complete inability to operate the machine. Success causes one of the following events to occur (roll d8):

1. A scene from the astral plane appears on all of the faces of the pillars.
2. Same as 1, but this time it is the ethereal plane.
3. A view of Room 21 appears for a few short seconds, then fades back to the pyramid material.
4. As with 3, but with Room 22.
5. As with 3, but with Room 31.
6. A tableau of stars forms within the pyramid. The portal would appear to lead to deepest intergalactic space, from which the evil ones, no doubt, emerged.
7. The eye of Zoth Ommog appears in the pyramid and turns to confront the person controlling the machine. The controller must make a saving throw vs. magic or die permanently. If he does save, he will succumb to a random insanity for 1-100 days.
8. The image of a lesser devil of random type appears in the pyramid. The demon will follow the controller's first command explicitly; however, if it is not directed, it will disappear in 2 melee rounds and will do so, in any case, after it has fulfilled the single command.

In the first 6 cases, anyone may pass into the scene projected by simply stepping into one of the faces of the pyramid. However, the portal is one-way, and once someone has moved through the device, he may not return. If someone enters deepest outer space, he will, of course, explode and freeze simultaneously, dying in the process.

Area 24. [You enter this room from the southwest wall. Corridors lead away from the chamber in both the north and northeast walls. Chairs circle the area, facing inward, and bizarre, abstract sculptures extrude randomly from the chamber floor, creating insane angles and casting hideous shadows. There is a 20-foot-wide circle of gleaming silvery metal inset in the exact middle of the floor. Strains of high, atonal, whispering music filter through the area.]

This section of the complex was used by the aliens as a combination commons, recreation and meditation area. It was also an important nexus of travel throughout the complex; not only does it have 3 passages radiating outward, but it also has 1 passage exiting down through the metallic iris in the center of the room. If any party member stands on the metallic area, the iris will open up, leaving a 20-foot-wide circular hole in the floor. Anyone standing in the area will fall 20 feet to the bottom of the pit, incurring 3-18 points damage. At one time the shaft contained a kinetic absorption field which slowed the user's fall; however, it is not operational now.

Room 25. [The party travels up 10 feet of stairs and passes through an open door into a huge, round room. The walls angle inward toward the octagonal floor, making a kind of flat-bottomed dish. A line of chairs, set into the sloping sides up near the ceiling, circle the outer rim of the room. A narrow staircase leads down to the floor. The surface of the area is made of some kind of coppery metal. Inset into the center of the floor is a thick metal ring. Spaced evenly about the perimeter of the area are 8 holes, each 2 feet in diameter. From these holes come deep rumblings and foul smells. A large stain of human blood covers most of the floor.]

This area was used by the complex's residents as both a recreation facility and a sacrifical altar. The prisoners were led to the floor area and chained there to the ring set in the middle. Drawn by the smell of prey, hideous creatures emerged from the holes and devoured the helpless victims.

If any of the party takes more than one step on the floor, the vibrations of footsteps will summon the Devil Wyrms from their abodes. Simultaneously, the 8 long annelids will squiggle out of the openings and attack all those in the area. Each has 7 hit dice (hit points 40 plus 1-12), armor class 3, and movement 8". The appearance of the Devil Wyrm is that of a pink, fat worm, 20 feet long and about 1½ feet in diameter. Each segment of the creature is made of a kind of chitinous armor, giving the creature its low armor class. The Wyrm has no head to speak of, but rather has a kind of serrated mouth at either end. Each of the monster's openings can attack once per melee round, delivering 2-12 points damage. In addition, once every 3 melee rounds, the creatures can spit an acidic venom on a single target up to 30 feet away that will cause 3-18 points damage and paralyze the victim unless he makes his saving throw. A saving throw results in no paralyzation effect and full damage.

Once all of the Wyrms have been slain, their dark dens may be searched Within each lair, the party will find a mound of partially eaten human bodies. The party has found the missing residents of the Temple of Poseidon. In addition, within one of the tunnels the adventurers will find a small necklace made of strung miniature skulls. Each of the 3 skulls may be removed and used in combat. It will then transform into a random type of demon (1-6). The summoned creature will follow the necklace wearer's commands for 1 day or until the wearer is slain. The demon will then disappear. The summoned demon may not gate in another demon.

Area 26. [You enter a dark, round room, 20 feet across. The air is humid, sticky, almost wet, and smells vaguely acidic. As you walk in, you notice the floor is slick and spongy, and there is an opening across from the door you came in.]

This chamber acts as the "bars" for the prison beyond. The guards consist of a deadly duo: a Trapper and a Lurker Above, acting in concert. The Trapper has 12 hit dice (85 hit points), armor class 3, movement 0. The Lurker Above has 10 hit dice (63 hit points), armor class 6, movement 0. As the party fills the room, or when they realize their predicament, the pair will immediately pounce upon their prey. The Lurker will drop down and the Trapper will snap up, delivering a total of 2-16 points of crushing damage per melee round to those within the room. In addition, each member of the party will not be able to move unless they roll one-half their Dexterity or less on a 20-sided die. The characters will asphyxiate in 2-5 melee rounds after being attacked (roll for each character).

Both creatures must be slain before the characters are released. However, if one is killed, the damage per turn will be halved from then on, and the amount of time left before smothering to death will be doubled.

Among the debris beneath the Trapper are 800 platinum pieces, a pair of earrings set with blue diamonds worth 4,500 gold pieces

each, and a clerical cross that strikes all targets as though they were armor class 4, delivering 2-12 points damage, and can resurrect the dead once per week.

Area 27. [A series of 10 steps descend into this large area. Each of the steps is made of a different precious stone or metal. Listed from the top in order, they are onyx, amethyst, topaz, carnelian, bloodstone, silver, ruby, moonstone, chrysoprase, and gold. The chamber is at least 100 feet long with 10-foot-wide platforms at either end. Between the platforms runs a 15-foot-wide causeway, raised 6 inches above the level of two adjoining pools. It appears that magical "rails" once protected those walking along the path from beasts within the pools. However, broken posts and slimy trails across the way suggest that the enchanted defenses are no longer potent. The pools themselves are muddy and overgrown with algae and swamp grass. Slurping sounds come from beneath the muck.]

Removing pieces of the stairs will require 5 turns per stair and will provide 1,600 gold pieces worth of chips. The swampy area was once the pool of contemplation in which the horrid residents of this base spent most of their free time. Actually, aside from the broken railings, the mucky swamp has changed little over the years, since the form of meditation the aliens most enjoyed usually involved watching the violent death struggles of creatures in the muck. As the adventurers pass across the causeway, they will probably be attacked by the swamp residents. Each time the adventurers pass a numbered area, there is a 75% chance that they will be attacked by the monster designated by that number.

1. *Shambling Mound.* Hit dice 10 (hit points 63), armor class 0, movement 6". Attacks with pulpy arms for 2-16 points each and if both hit, the target will suffocate in 2-5 melee rounds, unless the Shambling Mound is killed. It is immune to fire and cold, and lightning causes it to grow 1-3 hit dice in size.

2. Shambling Mound. Hit dice 10 (hit points 74), armor class 0, movement 6". Attacks as number 1.

3. *Giant Toad.* Hit dice 2 + 4 (hit points 18), armor class 6, movement 6". Bites for 3-12 points damage.

4. *Giant Toad.* Hit dice 2 + 4 (hit points 16) armor class 6, movement 6". Attacks as number 3.

5. *Ice Toad.* Hit dice 5 (hit points 34), armor class 4, movement 9". Ice toads bite for 3-12, and every other melee round can generate a field of cold in a 10-foot radius around them for 3-18 points, save for half damage.

6. *Ice Toad.* Hit dice 5 (hit points 33), armor class 4, movement 9". Attacks as number 5.

7. *Poisonous Toad.* Hit dice 2 (hit points 15), armor class 7, movement 6". Bites for 2-12 points damage, plus save versus deadly venom.

8. *Poisonous Toad.* Hit dice 2 (hit points 10), armor class 7, movement 6". Attacks as number 7.

9. *Giant Crayfish.* Hit dice 4 + 4 (hit points 36), armor class 4, movement 8". Attacks with 2 claws for 2-12 each.

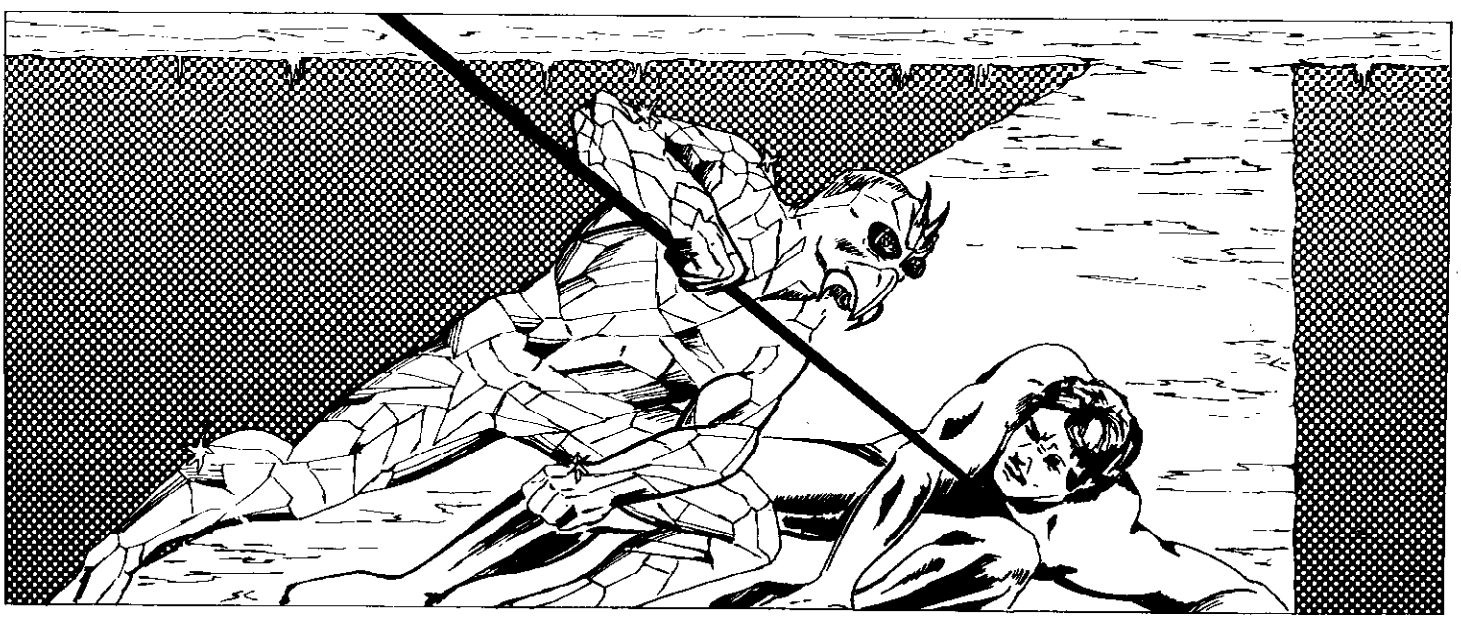
10. *Giant Crayfish.* Hit dice 4 + 4 (hit points 30), armor class 4, movement 8". Attacks as number 9.

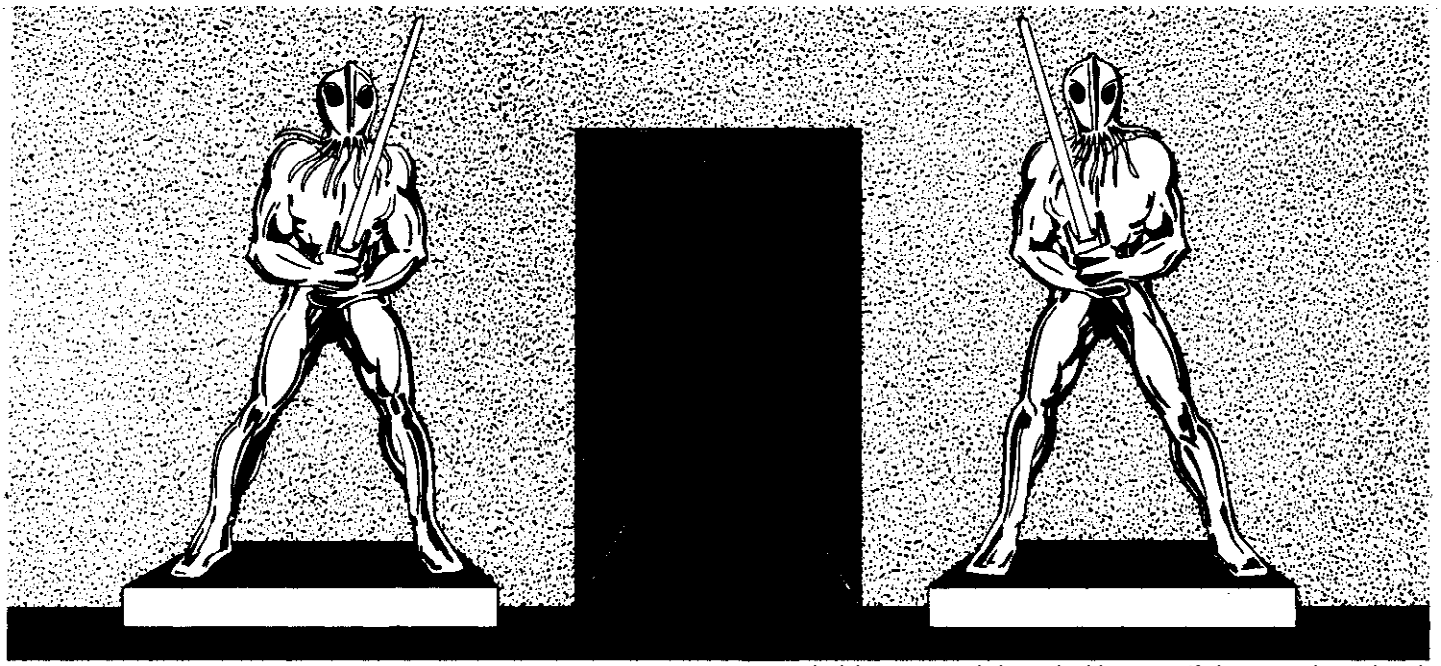
If the Crayfish are cut open, the party will find a shield inside one of them. The shield is banded with mithril, giving it an enchantment of +4. In addition, the insignia on the item is that of a coiled king cobra preparing to strike. Once per day the holder of this shield may command the serpent to attack. The cobra will strike from the shield as a g-hit-dice monster and inflict 1-4 points of damage while injecting a neurotoxic poison. The enemy struck must save versus poison at -2 or die.

Area 28. [An arched opening leads to a thin (5-foot-wide) bridge across a deep pit. The path is coated with ice and coming from the darkness beneath the party can hear a clacking, as though bones were being knocked together.]

A fireball or similar flaming attack will remove all the ice covering the bridge. Any flying or levitation in this area is impossible. The guardian of the chasm will emerge from the darkness of the southern opening and attack the first person who reaches the middle of the pathway. The guardian, an Ice Devil, has 11 hit dice (88 hit points), armor class -1, movement 6", magic resistance 55%. The 11 -foot-tall creature carries a great spear with which it impales its opponents, needing an 8 or better to hit all armor classes. Anyone struck will take 2-12 plus 6 points damage, and must save or be paralyzed by the numbing cold. The victim will, in addition, be knocked off the platform unless he rolls one-half his Dexterity or less. If the ice has been removed from the bridge, the victim gets +4 to this die roll. The Ice Devil can attack with its mandibles and tail for 2-8 and 3-12 points damage, respectively. Once during the battle, the Devil can cause an ice storm, inflicting 3-30 points damage to all within the room. The Devil regenerates 1 point per melee round. Those who are knocked off the bridge fall 30 feet to the bottom and suffer 3-18 points damage. They are stunned for 2 melee rounds, as well.

Within the pit are 2 Malebranche, or Homed Devils. Each has 5 hit dice, armor class 5, movement 9"/18", magic resistance 50%. Each attacks for 1-4 with its bite and also with a weapon. One carries a two-tined fork which does 2-12 points damage and stuns for a similar length of time unless a save versus magic is made. Once per day the Malebranches can create a wall of fire, which causes 3-24 points of damage to all within its confines.





Room 29. [You enter a large, square room, lit by 4 floating orbs that shine a brilliant green. On either side of the room there is a great procession of pillars which each have 8 faces. An opening in the far end of the chamber leads to a dark area of unknown size. Two 13-foot-tall iron statues stand to either side of the opening. Each looks somewhat humanoid, as it has 2 legs and carries a great sword in its two 3-fingered hands. However, the head of each statue much closer resembles that of a Mind Flayer, having 2 bulbous eyes separated by a bony ridge. Where a human mouth might be, the sculpture's face forms into 8 long cilliated tentacles.]

If the adventurers do not come within 25 feet of the statues, the structures will remain inanimate. In this condition, the figures will not be detected as evil, alive, or even magical. However, if someone does come within the prescribed radius, the 2 statues will suddenly and without warning come to life and attack. Each of the metallic creatures has 10 hit dice (80 hit points), armor class -6, movement 6". Before engaging their enemies physically, the living statues will first use their psychic blasts. Each blast of mental energy will affect a conical area 40 feet long and 25 feet wide directly in front of the statue. It will inflict 7-42 points damage to all within the area. In addition, all affected must make their saving throw or pass out for 10 melee rounds due to the psychic assault. If a victim makes his saving throw, he will take half damage and have all his psionic abilities disabled for 1-10 turns. The Guardians can do this only once. After blasting their opponents, the animated constructs will engage their opponents with their long, bizarre swords. Each of the oddly shaped weapons will strike at +5, and if successful, will inflict 4-40 points damage with its serrated edge. The attack can hit up to 4 opponents in a single swing if they are all within 15 feet of the statue. Each of the statues is immune to fire. Lightning and acid add to their hit points in a 1:1 ratio. They are 40% magic resistant and cannot be hit by weapons of less than +2 in enchantment.

The glowing orbs may be retrieved and each will glow with the light of a full moon for the next 10,000 years.

Area 30. [The long corridor leads to a blank wall. However, as you approach the dead end, a thick slab of the wall material slides back. The entrance leads to a small room whose floor and ceiling are riddled with hundreds of small holes about the width of one's finger. Set in the north wall there is an oddly displayed assortment of grooves and depressions which glow a bright yellow-green. A crack in the wall opposite you indicates that there is indeed an exit out, similar to the one you came in.]

This room served as a security chamber, ensuring that no unwanted visitors passed through this area. If the party has already encountered the priests, they will recognize the mark in the wall as the imprint of the priests' hand tentacles. The only way to bypass this security measure is to perfectly imitate the inhuman hand, either by cutting one from one of the creatures and using it, or by polymorphing a part of one of the character's bodies to the proper size and shape. If performed successfully, the slab on the other side of the room will open, allowing passage through the area.

If the party attempts to use their own hands to activate the glowing imprint, the door behind them will slide shut, cutting anything in its path in half. Characters in the doorway are allowed to roll half their Dexterity or less to jump out of the slab's path. Then, from the many holes in the ceiling, rot grubs will emerge and drop down onto the trapped party. Every melee round from 1-10 of these hideous, wormlike creatures will attack each character. Every successful attack will indicate that the rot grub has burrowed beneath the person's skin and is slowly eating its way to the victim's heart. Unless fire is applied to each wound (1-6 points damage to the person per application), or a *cure disease* spell is cast, the grubs will reach the heart in 3-30 melee rounds, killing the victim.

The only unorthodox way to escape the room is to destroy one of the doors leading out. The portals will each sustain 150 points of damage before breaking open. A *Disintegrate* or *Polymorph any object* spell will succeed in removing the obstacle 50% of the time.

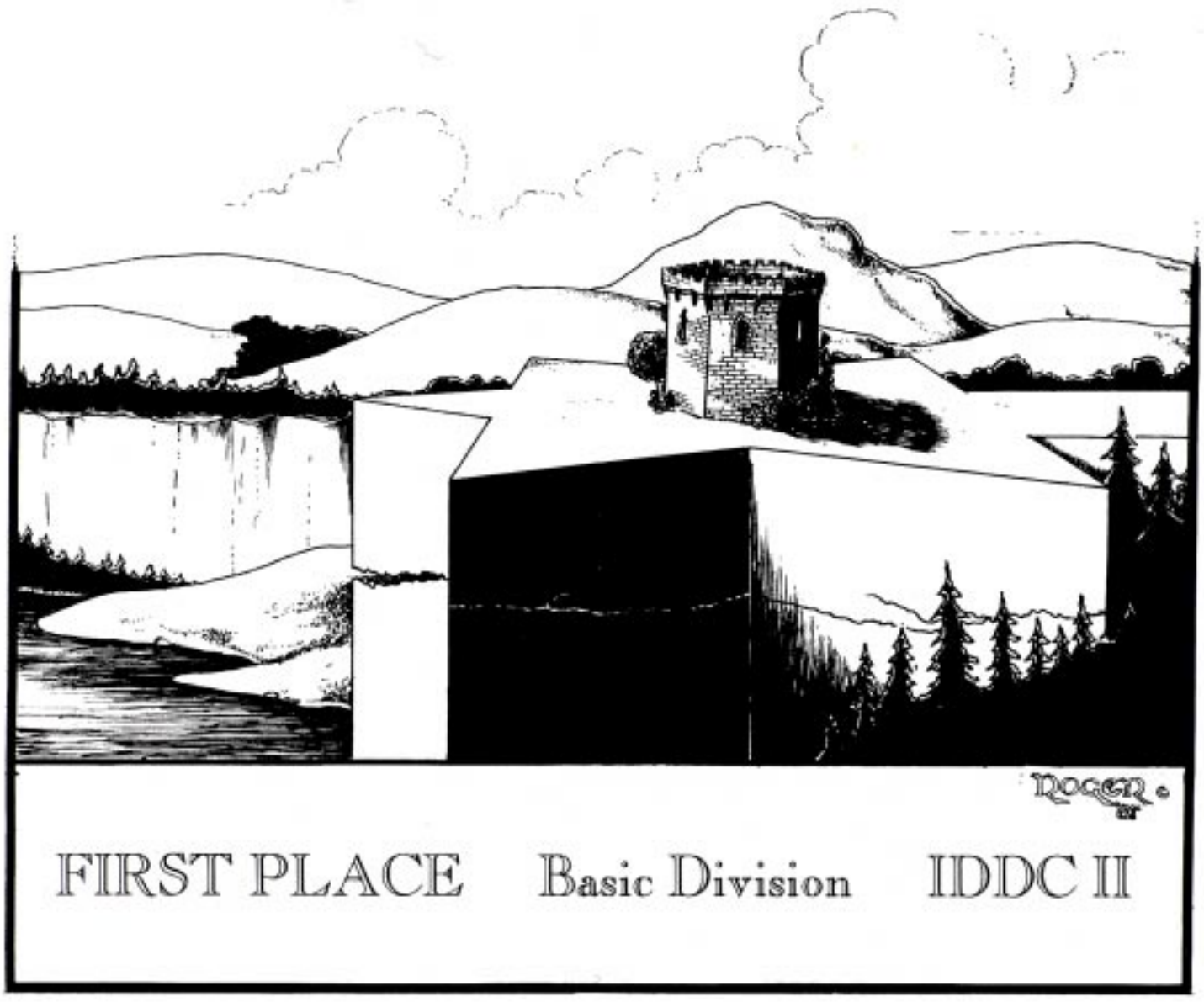
Room 31. [This appears to be the throne room of the complex. Directly in front of the party there is a strange type of chair, clearly made for some inhuman creature several times the size of a man. The throne is inlaid with many precious stones. On. either side of the room there is a large, two-faced stone effigy 20 feet tall. The eyes of the carvings gleam with inner flame and seem to watch the party as it moves about the room.]

If Ythog-Nthlei has escaped his bondage, he will appear on the throne and attack the party as it enters (see Room 22 for his statistics). Otherwise, the room will remain free from aggressors. However, anyone who enters the area must save versus fear due to the hideous, leering faces on either wall. If they fail, they will run from the room at top speed and will not return to the area under any circumstances. A saving throw results in no effect.

The stones in the throne may be removed with little difficulty and will be worth a total of 20,000 gold pieces. If the adventurers try to pry the shining eyes from the 2 large statues, they will find the orbs to be actually living eyes that, when punctured, ooze a thick, yellowish fluid and then dry out and wither.

The Chapel of Silence

by Mollie Plants



The Chapel of Silence

To the Dungeon Master

This is an adventure for a balanced party of six second- and third-level characters; if desired, the number may be increased by including three first-level characters. The party is assumed to be armored with chainmail and shields or the rough equivalent, with the exception of any magic-users.

Since the episode begins with the characters in the midst of a journey, magic-users may be assumed to have their spell books with them. The books are packed in strong waterproof and airtight cases which are difficult to open and close. Cases can be opened only at times when the magic-user has absolute security for a period of several hours and in locations where the books are absolutely safe from dampness.

In order to succeed, the party must have at least one magic sword by the time they reach the evil temple. Similarly, one good, all-purpose piece of magic seems to be necessary if the party is to maintain adequate strength to succeed in the final battle. Consequently, the scenario provides for a magic sword and a *Ring of Three Wishes* to be found on the second level.

The party should be essentially good in alignment, since otherwise the motivations for finishing the adventure do not make sense. In addition, cooperation among members of the party is not merely a virtue: It is a necessity for survival.

A party of this size and capability should be able to "clean out" the Chapel if the members perform well and take advantage of their opportunities to recuperate. The wish ring will revive dead adventurers, and this is a good strategic use for it — perhaps an essential one.

The chapel is built near the edge of a cliff. The underground areas below it were hollowed out from the stone of the cliff. In some areas the remaining stone wall is so thin that it has broken, or has been broken, through to the outside.

Background (for the DM only)

The Chapel of Silence was built several centuries ago by Baron Owen the Even-Handed to celebrate his marriage to the lovely Lady Andrea. This noble pair ruled long and well over their little barony. Their reign was, in fact, so benign and prosperous that both were revered as saints during their lives. During that era the Chapel was furnished with beauty and elegance. Burial in its crypts was considered the ultimate honor and was thought to insure an afterlife of eternal bliss.

In due course Owen died of old age, and the grieving Andrea outlived him by only two days. They were entombed in the chapel which Owen raised in gratitude for and tribute to his lovely bride. After their deaths, Owen and Andrea were remembered and worshiped along with the benign gods to whom the chapel was originally dedicated. Eventually, the cult which worshiped the baron and his lady diminished in power but remained a pleasant memory among the people of the barony.

In recent years the cult of Owen and Andrea has been revived in a sinister guise. Following an earthquake which breached the cliff on which the chapel stands, a vampire priest of he Dark God moved into the lower reaches of the tower, taking over the crypts where the good were buried and converting the burial vaults to his own evil purpose.

The vampire has gained the acceptance of the people by pretending to worship Owen and Andrea. To this end he has transported their miraculously preserved bodies from their tombs and enthroned them in the lowest level of their chapel, there to "rule" over the skeletal bodies of his victims.

The priest has gradually stripped the chapel of its beauty and hidden the lovely and valuable treasures that used to be part of the worship services.

The true gods of the chapel, devoted to the cause of good, have contrived to keep the upper portion of the chapel relatively free from sacrilege — but only relatively free, since the Dark God continually attempts to wrest more space and power from the good gods, while at the same time the forces of good keep trying to cleanse their chapel. Thus, few areas of the chapel can be said to be wholly good or wholly evil since each force infiltrates the other's territory. The spirits of Andrea and Owen look on in restless misery, desiring only the comfort of oblivion. Andrea begs travelers for her rescue, but Owen does not wish additional deaths to be suffered on his behalf.

Background for players

Your party is on a journey through a mountainous region distinguished by sheer cliffs and dangerous precipices. Thus everyone is quite grateful when, just at nightfall, they find a small abandoned chapel. It provides a dry shelter from the wind and radiates such an aura of good that there is no hesitation about sheltering within it.

It is a relatively small room, hexagonal in shape with a central altar. It is impossible to determine the deity who was served here, since the chapel has been vandalized. Visible among the wreckage are the remains of a few benches and two stone tombs. Even the tombs have been desecrated, so that the sleeping statues of an ancient lord and his fair lady preside over obviously empty sepulchers.

During the night each member of the party has a dream.

Note to the DM: Following is an accurate description of the important facts of the dream which is designed to help inspire the party members to succeed in their quest. It is possible that not every adventurer will have exactly the same dream, and some of the party members may not have such a dream at all. The DM is encouraged to use judgement in moderating the dream and its after-effects to best suit the abilities and characteristics of the players and their characters.

The dream:

The chapel seems filled with light and a happy throng of people, and it is apparent that a wedding is in progress. Just as the priest pronounces his final blessing upon the betrothed pair, the scene fades. A new scene follows it — a scene as sorrowful as its predecessor was joyful. Again the chapel is full of people, but this time all are weeping. A funeral procession escorts two shrouded bodies to their tombs and tearfully places them within. Once again the priest pronounces a final blessing and the scene fades.

A third scene follows; again the chapel is full of light. The adventurers themselves are the only ones in attendance, but suddenly they are struck dumb with surprise as the figure of a lovely woman appears at the altar. Silently she beckons to the party, and each member senses her promise that person (the one who is having the particular dream) boundless reward if he will but follow her. Just as that character steps forward, there is a blinding flash and a stalwart man suddenly stands beside the lady with a sword in his hand. While the lady begins to weep entreatingly, the man steps to prevent anyone from approaching her. He sadly shakes his head in refusal of the lady's pleas. The scene then gradually fades, and each character awakens.

In the gray light of dawn, the party rises somberly and breaks its fast upon rations from the packs. Finally, one member breaks the silence and speaks of his strange dream. A discussion follows during which everyone relates his or her dream and the members decide to further investigate the chapel.

LEVEL 1

A careful search of the chapel will reveal that the altar slides easily to one side, revealing a spiral staircase curving down into the dark. The stairs wind around a central column and eventually emerge in the center of a large shadowy room.

This room, like all other rooms below the level of the chapel itself, has been carved out of the cliff rock. The floor is smooth stone. On this level the ceiling is very high, impossible to see from the floor by lantern or torchlight.

The room is roughly hexagonal with six large open chambers around the perimeter. The stone walls have been dressed very smooth and covered with plaster. Along the back wall of each niche is a large picture painted on the wall itself. The pictures are positioned rather high on the walls, so that they cannot be closely inspected without raising a torch or lantern high overhead and approaching to within about 15 feet of the wall.

When the light strikes the eyes of one or more beings depicted in a certain painting, all beings in the picture will be animated and will come out fighting. They will all attack the party (except in the case of Picture 3), doing and taking normal damage. When a painted creature loses half its hit points it will vanish from the battle and reappear as part of the picture again. If the picture is darkened and lighted again, the creature(s) will emerge once more with hit points restored to maximum (except for Picture 3).

The subjects of the pictures are:

1. The tower as it was first built, revealing to the characters that it stands at the top of a tall, sheer cliff.

2. An ogre: Armor Class: 6 Move per turn: 90' Attacks per round: 1 Damage per attack: 1-10 Dexterity: 8 Hit Points: 21 Hit Dice: 4 + 1 point.

3. An armored man fighting three goblins.

Man: AC: 4 Move: 60' Att: 1 Dam: 3-8 Dex: 14 HP: 24 HD: 3.

Goblins: AC: 6 Move: 60' Att: 1 Dam: 1-6 Dex: 10,12,8 HP: 7,7,6 HD: 1.

4. Six orcs: AC: 6 Move: 90' Att: 1 Dam: 1-6 Dex: 11,14,15,16,17,11 HP: 8,8,6,6,5,4 HD: 1.

5. A landscape showing local mountains.

6. A minotaur: AC: 6 Move: 120' Att: 3 Dam: 1-6 per attack Dex: 8 HP: 31 HD: 6.

As the party exits the bottom of the stairs, they will be facing the wall containing Picture 1.

The armored man in Picture 3 is Lawful Good and if not attacked by the party will join it after the goblins are defeated. He will, fight very bravely, actively seeking the forefront of the battle. When he has lost half his hit points he will disappear and reappear in his picture, whence he can be reactivated by a clever character. He cannot speak and is illiterate but is quite good at communicating by signs.

A careful examination of the area will reveal the following words engraved in ancient common around the perimeter of the floor at the entrances to the chambers. Numbers correspond to the location of the floor section bearing those words.

1: CLEAN AGAIN WHEN THE LIGHT OF
2: LIFE COMES TO LIFELESS EYES
3: AND MORTAL SWORD SLAYS FLESH
4: IMMORTAL THEN WILL THE DUMB SPEAK
5: THE DEAD DIE THE DARK GOD TOPPLE
6: AND THE CHAPEL OF SILENCE BE

Commas help prophecies immensely. Properly punctuated and ordered, this one reads, "When the light of life comes to lifeless eyes, and mortal sword slays flesh immortal; then will the dumb speak, the dead die, the dark god topple, and the Chapel of Silence be clean again."

If a character looks for another prophecy on the ceiling, he will only succeed in reanimating one or more pictures.

A thorough search of the entire floor will eventually reveal a trap door directly at the bottom of the stairs where the party entered. Another circular stair leads further down.

LEVEL 2

The second flight of stairs is much shorter than the first, indicating a much lower ceiling (about 10' in height). On this level the stone walls are smoothly dressed but not plastered. Partition walls are stone masonry. Doors are wooden, very heavy, and open inward. They are metal-bound and have metal hardware. All floors are smooth stone except for that of the center room.

ROOM 2-0: The flight of stairs exits from the inside of a hexagonal column in the center of a hexagonal room. The room is 20' on a side with a door in the center of each of the six walls. The floor here is dark and glass-like with no visible seams,

The party emerges from the stairway facing the door to Room 2-1. At their feet are several inanimate human skeletons.

Examination of the skeletons will show that there were at least nine bodies, since parts of nine different skulls can be identified. There is no treasure, and what remains of the arms and armor of the skeletons has deteriorated beyond use.

The floor is so slippery that each character has one chance in six of falling the first time he attempts to walk across it, and one chance in four if he tries to run.

PERIMETER ROOMS: All perimeter rooms are basically the same. Each contains an altar and three kneeling benches upholstered in velvet. The three walls of each room furthest from the door are draped with velvet. Before each drape stands a skeleton with its hands in an attitude of prayer. (The skeletons do not animate if handled gently and respectfully.) Behind the center drape is a smooth wall with no visible masonry joints. It seems to be plastered and is painted a dull white. It is actually a sliding panel and will move (when proper pressure is applied) 5' to the right, revealing a triangular secret room.

The details of the perimeter rooms and the secret rooms are as follows:

ROOM 2-1: The velvet is deep red. The altar is engraved with scenes of battle and the skeletons are wearing armor.

ROOM 2-11: As soon as the door is fully open, a bolt is released from a crossbow in the apex of the triangle. If it hits it will do 1-6 points of damage.

A thick layer of dust covers the floor and the articles thereon. The room contains several pieces of armor which look more ceremonial than useful. Two items of evident value are a jewelled helmet and a sword with a golden hilt. (Estimated value: 20gp each) The rest is obviously of little value and less usefulness. At the very back of the room there is a long bundle wrapped in a soldier's cloak. It contains a very plain, simply crafted sword of excellently forged metal in mint condition.

ROOM 2-2: The draperies and upholstery are dull gold. The altar engraving shows scenes of commerce. The skeletons wear three-piece garments of conservative cut.

ROOM 2-21: When the secret door is opened, a pit taking up the entire floor area of the room is revealed. The sides are smooth and sheer. A character who falls into the pit will be lost without a trace.

ROOM 2-3: Hangings and upholstery are rich green. The altar has hunting scenes; the skeletons are attired as hunters.

ROOM 2-31: The secret room contains ancient, moth-eaten hunting trophies. The dust in the room bears evidence of recent traffic. There is a small ivory hunting horn hanging high over the door in semi-darkness. The party will notice it on a roll of 1 or 2 on d6, or if anyone specifically states that he is looking at the wall over the door.

ROOM 2-4: In this room are two grave robbers armed with swords. They will be hiding behind the door when it is opened and will then attempt to strike from behind.

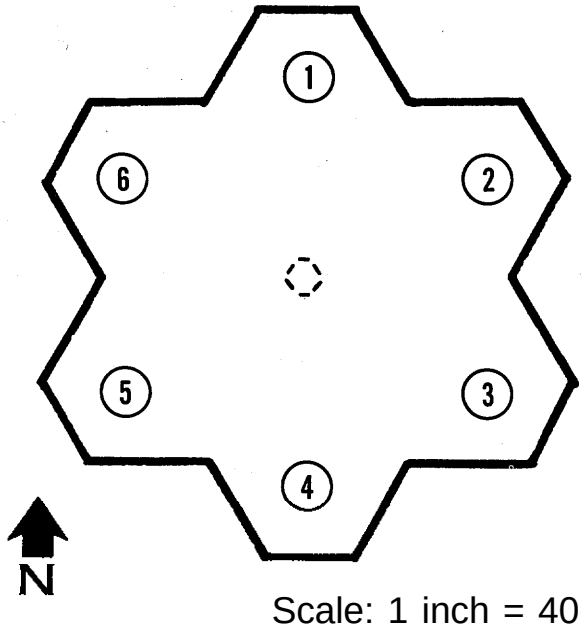
Primo: AC 5 Move: 60' Att: 1 Dam: 1-6 Dex: 14
HP: 12 HD:2.
Gundo: AC 5 Move: 60' Att: 1 Dam: 1-6 Dex: 11
HP: 15 HD: 3.

Both bags together also contain four combs, three necklaces, and a ruby bracelet. Gundo's bag contains a gold ring set with three large pearls. The total value of this haul is about 500gp, excluding the ring. It is a *Ring of Three Wishes.*

The room is decorated in rich brown. The altar shows scenes of planting and reaping, and the skeletons wear the attire of rich peasants.

ROOM 2-41: A large bear trap (1-4) awaits the first unwary foot across the entrance. The trap may be sprung with a pole or similar implement.

The dust in this room is deep and undisturbed. In the center of the room is a small table bearing a golden bowl heaped full of grain. To the right of the table is a small golden scythe. To the left is a miniature iron plow. The bowl and scythe are worth about 100gp each.



Scale: 1 inch = 40 feet

Levels 1, 4, and 6

ROOM 2-5: Drapes and upholstery are deep blue. The altar has scenes of the sea; the skeletons are dressed as mariners.

ROOM 2-51: As the secret door slides open, a large swatch of dusty silk cascades into the room. A full-size silk sail has been stuffed loosely and carelessly into the room. The sail shows its age but is still reasonably strong. If it is all pulled out, the party will find a quantity of gilded rope in the northern corner. If that is moved off or across the floor, they will find a small but very elegant ship model. It is of ivory with silken sails and fine gold rigging. The robbers apparently overlooked it while wrestling with the sail and rope. Its value is hard to assess because of its obviously great artistic merit.

ROOM 2-6: All the cloth in this room is of a delicate rose-colored hue. The skeletons are clothed in women's robes and the altar is carved with scenes of the home.

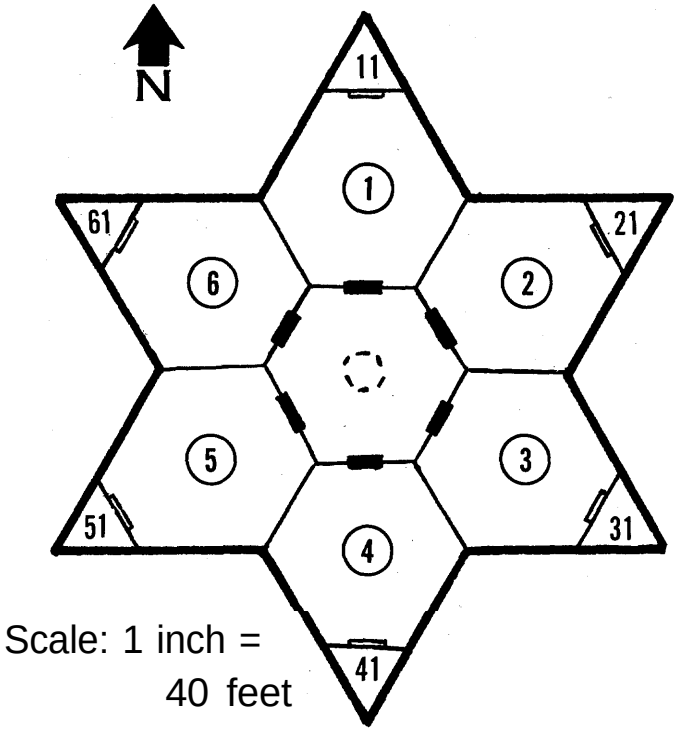
ROOM 2-61: The room has evidently been looted. There is a broken clay pot within, and a churn lying on it side. In the churn is a dirty scrap of paper which is actually a *Scroll of Healing.* Deep in the dust in the corner is a small golden thimble.

There is a trap door in the floor which opens to reveal a flight of stairs going down.

When the party attempts to leave this level, the skeletons from the perimeter rooms will attack, either one after the other or simultaneously, with each skeleton's first attack always surprising.

If the party is leaving by the trap door in Room 2-6, the skeletons in that room will attack first with the others arriving as reinforcements at the rate of three per round. They will not follow the party down the stairs, and no other skeletons will enter and fight if all skeletons present are killed at the end of any round; however, those which don't enter will instantly attack (no automatic surprise) when someone re-enters the center room.

Levels 2, 3, and 5



If the party is leaving the way they came, so that the battle develops in the central hall, all skeletons will attack at once. All members of the party will strike at a -1 here because of the very slick floor, but the skeletons are unaffected.

Skeletons: AC: 8 Move: 60' Att: 1 Dam: 1-6 Dex: 9 HP: Each has 3 HP HD: ½

If the party attempts to retreat up the stairs back to the chapel, they will find the altar has been moved back over the trap door, and it is impossible to remove from below.

When all party members are on the descending stairs (which appear very smooth and solid, the staircase will suddenly turn into a slide and the party will arrive at the floor of the next level tumbled into a heap. The character in the lead on the stairs will take 1-3 points of damage from the slide and the collisions with his followers.

LEVEL 3

The walls are rough-hewn stone and exhibit a large number of cracks as a result of the earthquake some years ago. There are heaps of stone and rubbish everywhere.

The rooms are hexagonal, following the same general pattern as on Level 2. Most of the doors hang a bit crazily on their hinges, although two are still wholly functional. The large rooms on this level seem to have been intended as crypts, but no corpses remain in sight.

The party lands at the bottom of the slide in Room 3-6.

ROOM 3-0: There is nothing here but dust and rubble. The outside of the central column is still intact but the stairway inside has collapsed, filling the lower part of the column.

ROOM 3-1: The door to this room is intact and closed. When it is opened, the party will see a clean, airy room with an opening to the outside. There is a bed of sorts at one side, a catchbasin for water, and a cooking area near the opening. A man in ragged clerical robes sits with his back to the party looking out through the area where Room 3-11 should be.

The man is Shar, the hermit. He subsists on the kindness of the local people, lowering his basket on a long cord to receive their donations. He cannot speak.

If the party offers gold or other valuables to Shar he will smilingly refuse, but if any member shares his food with him, Shar will silently bless that adventurer. The blessing of Shar is a great gift, since it will heal each recipient to within two hit points of original strength and give that character a +2 bonus on all saving throws for the duration of the adventure.

If a character holding or carrying the steel sword (from Level 2) receives the blessing, the sword will be felt to leap in its wrappings. Upon examination, it will be seen to display a soft, magical glow. From this moment on it may be used as a +2 magic sword.

If the party attacks Shar, the hermit will simply vanish to the protection of the good gods until the threat is past, at which time he will reappear in his chamber.

Shar's cave is safe from all evil and can provide the party a place to rest and recover. A magic-user can study his spell book while sequestered here if he so desires.

Although Shar cannot speak, he can communicate effectively by gestures, pictures, end written words, though his version of the common tongue is archaic by the party members' standards. He will help the party in any way he can (once he is befriended) but will refuse to go anywhere else in the complex with them.

Shar was the chief priest of the chapel in the days of Owen's life. He and Bran, Owen's chief captain, have been called upon by the gods to be the guards of the chapel. Shar came originally from the foreground of the chapel picture on Level 1, where he was "implanted" just like other images were in the other pictures. However, Shar was able to remain out of the picture after being released by light at a much earlier time, and thinks he can better serve as a chapel guard by keeping watch over the breach caused by the earthquake.

Bran is, of course, the armed man from another of the Level 1 pictures. Their attributes are as follows:

Shar: Cleric Lawful Good HP: 15 HD: 3 Str: 16 Int: 14 Wis: 18 Con: 13 Dex: 12 Cha: 15.
Bran: Fighter Lawful Good HP: 24 HD: 3 Str: 18 Int: 12 Wis: 12 Con: 18 Dex: 14 Cha: 15.

ROOM 3-11: The ruins of this room form the "porch" of Shar's cave. The steepness and smoothness of the cliff sides will not permit descent by this route. Shar will not cooperate in any plan by the party to use this as an exit.

ROOM 3-2: This chamber is dimly lit in the daytime by light which seeps in through several cracks in the exterior walls. It contains a nest of four stirges. They will attack any character or creature who enters, but will not pursue any intruder outside the room. The door to this room is slightly out of kilter because of the earthquake and does not close tightly.

Stirges: AC: 7 Move: 180' Att: 1 (Attacks at +2) Dam: 1-3 HP plus 1-4 blood drain per melee round thereafter Dex: 6 HP: 8,8, 3, 3 HD: 1.

ROOM 3-21: Filled with rubble.

ROOM 3-3: The room is pitch dark, and the territory is jealously guarded by a wight. The wight can be hit only by magic weapons. Its touch does no damage in hit points but drains away life energy. When the wight scores a hit, its opponent will drop one experience level, losing the appropriate number of hit points. A character who loses all of his/her levels (down to zero) becomes a wight under the control of the original wight.

Wight: AC: 5 Move: 90' Dex: 15 HP: 16 HD: 3

If the battle begins to go too badly for the party, the spirit of Owen will intervene. He will appear in a blaze of light, defeat the

wight, and toss his +2 magic sword to the party. Owen will also reveal the secret door at the back of the room.

ROOM 3-31: Stairs going down.

ROOM 3-4: Rubble.

ROOM 3-41: Entirely filled with rubble.

ROOM 3-5: A mated pair of trolls have their honeymoon cottage in this room. They come and go through a narrow crack in the roof. They will continue their amorous pursuits unless interrupted, will not attack unless attacked or interrupted first, and will not pursue characters who flee back out the door.

Trolls: AC: 6 Move: 120' Att: 2 claws and 1 bite
Dam: 1-6 each Dex: 15 HP: 30,24 HD: 6 + 3

ROOM 3-51: A pile of rubble which currently serves as the trolls' love-nest.

ROOM 3-6: This is the room that party members slide into when they enter this level of the chapel. In so doing they alarm the resident, a cockatrice. The creature is understandably panicked and takes wing, flying wildly about the room and bumping into walls.

Cockatrice: AC: 6 Move: 180' (flying) Att: 1
Dam: 1 plus petrification Dex: 16 HP: 20 HD: 5

The cockatrice will attack only if it is attacked, and even then at a -2 to hit. However, even if it does not consciously attack, the monster can still cause petrification if it accidentally bumps into a party member. There is a 1 in 20 chance that the monster will hit a character in a certain melee round (roll separately for each character once per round) in the course of its thrashing about. Cracks in the walls and ceiling of the room admit enough light to enable party members to see the cockatrice and attempt to avoid it.

ROOM 3-61: Rubbish.

LEVEL 4

The stairs (leading down from Room 3-31) are dark, but as the party approaches the bottom of the incline, characters become aware of a ruddy glow emanating from floor level below. After descending several feet further, they will exit into a large room similar in size and shape to the chamber on Level 1. The entryway they come through is along the back wall of area 3.

As each character enters, he or she quickly becomes aware that a temple service of some sort is in progress and feels compelled to quietly join those standing at the back of the congregation. (This compulsion is the result of a low-strength Charm spell of short duration and allowing no saving throw upon initial contact.)

The congregation fills the areas marked 2, 3, and 4 on the map. Wide staircases going down are seen in the recessed areas numbered 1 and 5, while the recess which forms area 6 is curtained off from the main chamber with black velvet.

In front of the curtain stand a black-robed priest and his scarlet-clad acolyte. Before them in the center of the room is an elaborately carved hexagonal altar of obsidian, in the place where the center column appears in each of the above levels.

As members of the party watch in fascination, the priest intones a long passage in an unknown tongue while the acolyte chants occasional replies or affirmations. Suddenly the priest seizes the acolyte by hip and shoulder and raises his body high overhead. In another instant, he brings the body down on the altar and buries his fangs in the acolyte's neck. After taking a long, ceremonial draught for himself, the priest catches the rest of the acolyte's life blood in a black basin. He then proceeds on a meandering path throughout the congregation, splashing blood on their faces and dipping their hands into the basin. When the supply of blood is used up in about five minutes, the priest will utter a strange cry. Suddenly, the party member with the lowest Charisma rating will begin to walk in a trancelike state toward the altar.

Other party members will see this and possibly be shocked to their senses by the prospect of danger to their comrade. They will now be allowed a saving throw against the Charm spell (with the +2 blessing from Shar, if it applies). If some or all of them break the charm, there will be time to try to combat the vampire priest before the entranced adventurer reaches the altar and the evil priest's grasp. If no party member makes a saving throw vs. the charming, they will be compelled to watch unresistingly as their comrade meets the same fate as the acolyte. Then the "selection process" will repeat, and the party member with the next lowest Charisma will be sacrificed unless rescued.

The priest's congregation is composed of dazed, unarmed peasants. There are 30 present, but half of them will instantly flee once they see an attack being mounted against them or the priest. The remainder will attack, or at least will serve to obstruct the party if its intention is to get to the priest. They are level 0 characters, armor class 10, and will take only 1 hit point of damage before becoming demoralized and rushing for the stairs which descend to Level 5. If they attack and succeed, each blow struck by one of them does 1 point of damage.

The priest is a true vampire. He can be conquered by magical means, and an appropriately worded wish (using the ring found on Level 2) can eliminate this threat to the party's success. The priest will not be on his guard against the party members until an attack is actually begun, since he believes them to all be under the influence of the charm spell.

Those who are charmed will simply stand awaiting their master's order. If the vampire is destroyed, the charm is broken.

Vampire: AC: 2 Move: 120' Att: 1 Dam: 1-10
Dex: 17 HP: 35 HD: 7

When the party searches the room, they will find nothing of value until they draw back the black curtain. They will then be confronted by a representation of the Dark God which is so lifelike and so horrible that they will be struck dumb by terror. No character will be able to speak or communicate by vocal sound in any way whatsoever for the rest of the adventure.

Just as the characters are struck dumb, so should the players be. For the rest of the adventure, the Dungeon Master should allow no vocal communication between players. In many instances, this will make it necessary for the DM to give descriptions or instructions to players in secret. At other times, a caller for the group may be asked to give information vocally to the DM, out of earshot of other players, so the DM will know precisely what the players are intending to do — or, at least, what-the caller interprets as the plan. No characters or players should be allowed to communicate with each other by any means besides gestures or pictures — except for those characters who are magic-users or clerics, or any other characters with Intelligence of 15 or higher. These characters may give information by means of written messages, but may not receive such messages from a character who does not have those qualities. Players should be given plenty of time to work things out at pivotal points in the adventure from this point on, but they should not be allowed to talk!

LEVEL 5

This level contains the household of the vampire priest. It is designed primarily to give the players and characters a chance to use silent communication.

It is possible for the party to simply proceed through the vestibule in Room 5-5 or Room 5-1 and keep descending into Level 6, or to leave the complex altogether by way of Room 5-61 or Room 5-11. In any of those cases, however, party members will remain speechless forever — or until they re-enter the chapel complex and are successful in completing the entire prophecy.

Level 5 is built of roughly hewn stone. Rooms are constructed

as on Levels 2 and 3, except that there is no column in the middle of Room 5-0. Illumination is provided by small torches in wall sconces, Ceilings are 10 feet high.

ROOM 5-0: This is a hexagonal room used as a hall or common room. There is a door in each of the six walls and a trestle table with benches in the center of the room.

ROOM 5-1: A vestibule and landing. A wide staircase comes down from the temple above and continues to the level below, This room is a landing between the two flights of stairs. There is an ordinary door in the eastern wall and a more ornate door in the western wall.

ROOM 5-11: An exit into the outdoors. Double doors set into the face of the cliff swing open easily, opening onto a narrow road which leads away to the north.

ROOM 5-2: This is the kitchen. It has a fireplace on the outside wall, a work table and 8 rough chair. Three iron pots filled with some sort of stew sit bubbling on the hearth.

There is a young woman sitting in the chair, She was once pretty, but is now so dirty and frightened-looking that it is hard to perceive her beauty.

This is Elna, the vampire priest's cook, maid, and probable future victim once she outlives her usefulness as a servant. She is not a vampire and will not be hostile. She will not attack or defend herself and will provide no information. She will merely stare silently at the party unless someone gives her an order or makes a request, in which case she will calmly obey if it is in her power to do so. She will follow the party when they leave this room unless she is actively prevented from doing so.

ROOM 5-21: This is the pantry and contains cooking equipment and various unwholesome foodstuffs, none of which is of any use to characters.

ROOM 5-3: This room is part of the living quarters for the four ghoulish warriors of the temple. They traverse the countryside looking for "converts," and make sure that services are properly attended. (However, they themselves don't go to church,)

The room has doors on opposite sides and rough beds along two of the other walls. Rags and rubbish litter the floor, and the smell is oppressive.

When the party enters the room, two ghouls will be positioned in the center of the room, they will not be surprised, and they will immediately move to attack. If a battle is joined, the two other ghouls (from Room 5-4) will move in to assist their fellow warriors.

Ghouls: AC: 6 Move: 90' Att: 3 Dam: 1-3 plus paralysis for 1-4 turns Dex: 15 HP: 14, 12 8, 6 HD: 3

ROOM 5-31: This is a storeroom filled with personal effects and possessions stripped from the ghouls' and the vampire's victims. A careful search taking at least 1 turn will yield 3-12gp, 4-24sp and 1-100cp. There is a 25% chance of finding a piece of jewelry worth 50gp if party members search for 3 turns or longer.

ROOM 5-4: The contents and occupants of this room are originally the same as those of Room 5-3 — two ghouls and some rough furniture. However, ghouls will never be encountered in both rooms in the same fashion.

If the party enters Room 5-4 before it enters Room 5-3, the events described above will take place in Room 5-4 instead, with the ghouls from Room 5-3 coming to the aid of the others. In either case, the two ghouls with the highest number of hit points will originate from whichever of the two rooms the party enters first.

If the party retreats from either room in an attempt to avoid combat, all four ghouls will issue forth from the two rooms and engage the adventurers in Room 5-0.

ROOM 5-41: The contents of this room are identical to those of Room 5-31, except that there is no chance of finding jewelry. Instead, a bag containing 60gp will be discovered by the first character who searches for longer than 3 turns.

ROOM 5-5: A wide staircase comes down from the temple above and ends in this room, which serves as the vestry where the vampire priest robes himself and prepares for services. The walls are adorned with heavily embroidered vestments. While rich-looking, they emanate an aura of evil which may noticeably repulse certain party members. Any good character who tries on a garment or vestment or attempts to carry an article of this sort will receive a "shock" from contact with such concentrated wickedness, losing 2 hit points and being forced to drop the evil item.

Leaning against the wall in one corner of the room is a *Wand of Fear* with six charges remaining.

ROOM 5-51: This is a closet which contains vessels, basins, and other equipment for the services. Each of the receptacles or other decoratives pieces appears to be worth about 300gp and may be obtained by non-evil characters, but those who carry them will lose 1 hit point per day from contact with the evil object. There is also a *Potion of Healing* (1-6 points) and a *Potion of Delusion,* both in stoppered crystal flasks, and a cursed (-2) dagger.

ROOM 5-6: The priest's living chambers — surprisingly neat and spartan. It holds a bed, two chairs and a chest, which contains nothing but black clothing made of a rich-looking fabric. Like the vestments in Room 5-5, these items may not be tried on or carried by a good character without causing harm.

ROOM 5-61: The priest's closet. Several black cloaks are hung on pegs on the wall. They, like the other cloths and garments of evil origin in this area, may not be carried or worn. Among them and partially hidden are a brown cloak (non-magical) and a green cloak (which is an *Elven Cloak).*

There is a trap door in the floor, giving access to stairs which lead down to a secret exit from the chapel at the base of the cliff.

DM: Nothing should prevent the party from leaving the chapel to rest and recuperate and then re-entering the complex to take up the quest anew. However, if Bran is with the party, he will try to persuade the adventurers to stay inside the chapel. If the party exits the chapel, Bran will remain close to the base of the cliff and will not follow the party if it ventures out of his sight. Since neither Bran nor any of the others is capable of speech at this point, it is unlikely that the adventurers would simply depart. Some party members will remember the part of the prophecy Which said the dumb will speak, and this will serve as an inspiration for them to continue the quest. If (when) party members return to the chapel, everything inside will be as it was the moment they left.

Also note that clerics in the party will still be able to turn undead and to heal despite being unable to speak.

LEVEL 6

This is a large, roughly hexagonal chamber with well-finished walls, similar in shape and size to Levels 1 and 4, but with no central column. The room is entered by one of the two staircases, either from Room 5-5 into area 6-5 (party emerges facing area 2) or from Room 5-1 into area 6-1 (party emerges facing area 4 — but see description of skeletons, below). The entire level is dark and must be illuminated by the adventurers.

The central area of the level is filled with the figures of 20 kneeling skeletons. Each has his bony hands clamped around the hilt of a sword. Ten of them form an aisle leading from the

bottom of the stairs in area 6-5 and pointing in the direction of area 6-2 — where the bodies of Owen and Andrea sit enthroned in a regal setting. A similar, gauntlet-style configuration is, formed by the other 10, pointing from the bottom of the staircase in area 6-1 to the adjacent area where Owen and Andrea are. Party members will immediately recognize Owen and Andrea as the couple depicted in the dream they had earlier.

The party will not be endangered until at least one member walks all the way down one of the aisles after descending the stairs. When the member(s) leading the way are past the end of the aisle and presumed (by the skeletons) to be approaching the throne area, and all 20 skeletons will come alive and begin to attack. Stepping through the boundary of an aisle or attacking a skeleton while it is inanimate will also cause all the skeletons to begin fighting.

Skeletons: AC: 8 Move: 60' Att: 1 Dam: 1-6 Dex: 9
HP: All 20 have 3 HP each HD:½

On the wall at the back of area 6 is a painting of a warrior, a merchant and a seaman. On the wall at the back of area 3 is a painting of a farmer, a hunter and a beautiful woman. If a light strikes the eyes of the figures in the paintings, they will become animate. The paintings are placed high enough on the wall so that a figure's eyes cannot be illuminated by accident. Characters should be able to tell that there is some sort of painting on the wall, but not to tell what the subject is, without directly illuminating the picture.

These figures represent the good gods of Owen and Andrea, who placed images of themselves in these "living paintings" to aid and guard the couple. These figures, like the party members and the bodies of Owen and Andrea, cannot speak.

The warrior fights with a sword, the seaman with a trident, the farmer with a pitchfork, and the hunter with a spear. The merchant has a leather bag of coins which he uses as a blackjack. None of these weapons can be held or employed by other members of the party. Each of these figures is treated as a third-level fighter in melee, armor class 2, move 90'. Each does 1-6 points of damage with a successful hit. The woman does not fight, but her touch (as if rolling to hit) will heal 1-6 points of damage.

When any of these figures takes 10 hit points of damage, it will return to its place in the painting on the wall. The paintings can be reanimated. The figures may be employed to aid the party in the fight against the skeletons, which will attack mindlessly until destroyed. The talismans from Level 2 can be of help here; if a character kept the ivory horn (hunter), iron plow (farmer), model ship (seaman) or gold thimble (woman), that character will be able to control the actions of that particular figure. Otherwise, the DM will moderate the actions of all the god-figures who come into play.

If the party and its helpers succeed in beating the skeletons, the adventurers will find themselves still without speech, since they have not yet fulfilled the entire prophecy.

When the last skeleton falls, the bodies of Owen and Andrea will rise from their thrones and make imploring gestures toward the party members. Both of the bodies must be stabbed with a magic sword, once and for all putting their owners to rest.

When this is done, the bodies will sink to the floor in a relaxed posture—and the characters will discover that they (but not the painted figures) can speak again! The walls and floor of the chamber will quiver and shake momentarily as the dark god's influence is expelled. In another moment, Shar joins the group. He will provide the prompting, if necessary, to cause the characters to look under the thrones, where a pair of compartments hold the wondrous royal treasures — theirs for the taking.

All of the painted figures and party members will form a funeral procession and bear the bodies of Owen and Andrea outside, up the cliff, and in the front door to their proper tombs on the ground level of the chapel. The lids of the sarcophagi will be lifted back into position and closed, whereupon all of the painted figures will vanish and reappear in their places on the walls — although they may stay around long enough to clear up any mysteries that remain.

IDDC II Prize Winners Basic Division

FIRST PLACE

The Chapel of Silence — Mollie Plants, Morgantown, W. Va.

SECOND PLACE

The Creature of Rhyl — Kevin Knuth, Fond du Lac, Wis.

THIRD PLACE

Ziggurat of the Adepts — Susan K. Topa, Utica, N.Y.

FOURTH PLACE

Adventures in the Far Isles — Paul Haase, Bellevue, Wash.

FIFTH PLACE

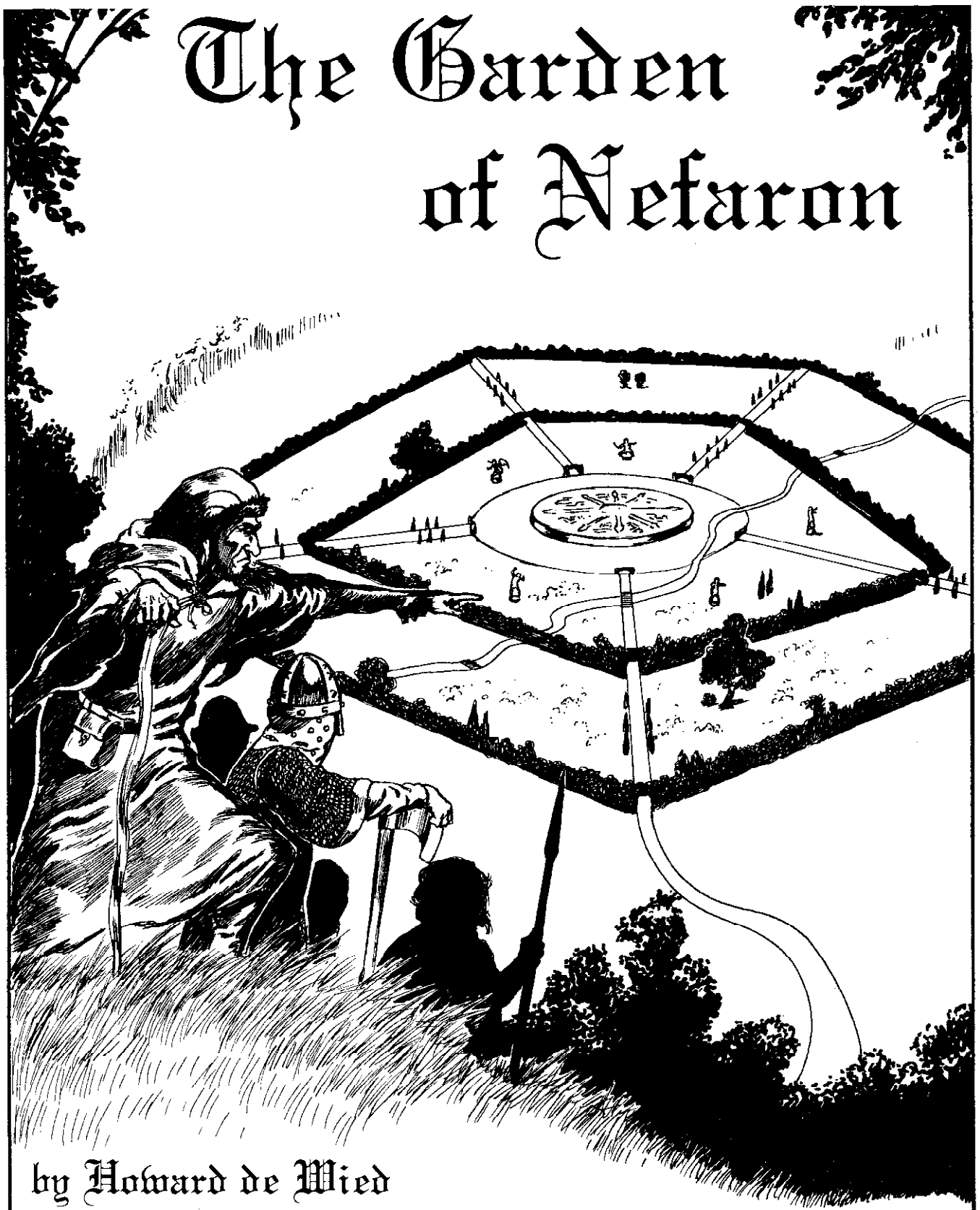
Harrowhouse — T. Scott Kennedy, Tinton Falls, N.J.

Listed above are the titles of the entries which won prizes in International Dungeon Design Contest II for excellence in the category of adventures written for use with the Basic D&D® game. Listed below is what the winners won.

Mollie Plants, creator of *The Chapel of Silence,* receives $250 — the amount which the contest rules specified would be given to the "overall winning entry" from both the Basic and Advanced categories. During the judging, it became apparent that there would be no suitable way to compare a scenario for the Basic D&D game and one for the Advanced D&D™ game to arrive at a decision on a grand prize winner. Instead, the winning entries in the Basic and Advanced categories will each receive $250.

Kevin Knuth receives $100 for *The Creature of Rhyl,* which will be published in a forthcoming issue of DRAGON magazine, and Susan K. Topa receives $50 for *Ziggurat of the Adepts.* All of the prizewinning contestants were also given a one-year subscription to DRAGON magazine.

The Garden of Nefaron



by Howard de Wied

Advanced Division

FIRST PLACE IDDC II

The Garden of Nefaron

INTRODUCTION

The Garden of Nefaron is designed for use with the rules of the ADVANCED DUNGEONS & DRAGONS® game. Dungeon Masters should be thoroughly familiar with the material before introducing players to it.

The module is quite hard in two senses. First, it requires player characters of relatively high level; 6 to 8 characters, each of 7th-10th level, are recommended. A suitable mixture of player characters would include one cleric, two magic-users, two or three fighters and one or two thieves.

Second, the players themselves should be experienced. Players with little experience who enjoy challenges may find this module particularly to their liking, but it can also be extremely frustrating for relative newcomers to the game.

As Dungeon Masters will soon discern when reading through this description, it has been designed so that only evil-aligned characters or evil-tending neutrals will really be able to proceed through the entire dungeon without compromising their alignments. Any good characters proceeding past Room 7 are liable to be in serious alignment trouble.

History of the Garden

About 1,000 years ago, the lands north of the river Fortuna, which were mostly ruled by men, were in a state of great turmoil. The land was divided into a score of warring kingdoms, each seeking to rule all others. Of these kingdoms, those of Timbor, Crillos, Faxton and Malakon were the most powerful. *But the army of Malakon, named after its ruler, was fanatical* and pressed the kingdoms of Timbor, Crillos and Faxton extremely hard. *Indeed, Malek was near to victory. In order to save themselves, the kingdoms of Timbor, Crillos and Faxton united their forces against Malakon. Their combined power was enough to beat Malakon's armies back to the very gate of their capital. However, when the allied* forces *reached the* capital, they found it flying a flag of surrender.

The leaders of the alliance accepted the surrender gracefully, but were distressed to find that Malakon himself and his four closest followers had fled the city. They learned that Malek had fled to *the southernmost part of his kingdom, at the edge of the Great Forest, where he was said to have a stronghold.*

Now the leaders of the alliance knew Malakon well. That is to say, *they knew that if he was left alone he would raise another army and perhaps form alliances against them. So they picked five warriors from the ranking families of their nations to search out and either kill or capture Malakon.*

These five champions journeyed to the Great Forest in search of Malakon. For a long time they could find no trace of him or his cohorts. At last they decided to use their psionic powers to locate Malek. They combined their psionic abilities through the use of a psychogem, which the rulers of the alliance had entrusted to them in case the use of psionics became necessary. They sought to locate their quarry by detecting the power of his psionic mind through the psychogem. *But Malakon, highly superior to any single one of his foes in the use of psionics, felt the power of their detection and launched an attack against the intruders,* amplifying it through the use of his own psychogem. The champions were almost taken by surprise, but they managed to muster their defenses and deflect the attack. Valorio, leader of the alliance of champions, realized that the battle would end in statemate if it continued in this fashion. Thinking that if might could not prevail, perhaps cunning would, he called to his compatriots to ease the attack and to defend only. Then he told them his plan.

In essence, the plan was simple. Instead of trying to force their energies against Malakon's psychogem in an attempt to weaken its powers of enhancement, they would use a different sort of psionic power to draw Malakon's life force into his psychogem, thus trapping him inside it, even if they were not able to destroy him.

Abruptly they put their plan into action — and the luck of the good was with them, for it succeeded. But they were far away from where Malakon and his psychogem were located, and they feared that unless they got there quickly and finished the job, Malakon might escape his imprisonment. So, summoning up the last vestiges of their psionic power, they teleported to the spot.

When the champions set out on their journey, they brought along a special box to contain Malakon's psychogem, should they succeed in obtaining it. The box was designed to prevent penetration by psionic energy, from without or within, and could not be opened by a force from the inside — magical, psionic, or otherwise. The allies quickly placed Malakon's gem in the box, shut it and locked it.

But now what to do with the box itself? This posed a difficult problem. If the box was ever opened, Malakon's consciousness, which they assumed would have recovered from the shock of being transferred into the gem, would certainly attack them, and who knows what extra power Malakon's mind might derive from actually being inside a psychogem?

Finally, they decided the safest course of action was to use Malakon's own stronghold to contain the box, being sure to *guard it with all the means at their disposal.* To this end, they constructed various *guardians and cast powerful spells* and forged traps to prevent access to the chamber where Malakon was imprisoned.

When they were finished, they left that place and returned to Malakon's former capital city in triumph. *When the lords of the alliance heard what they had done they approved,* but decided further precautions were necessary.

They elected to send one lord and his family to live on the edge of the forest as an additional guard, and chose the honored warrior and scholar Merithus as the first sentinel.

Then, since they knew that mortal flesh — no matter how honorable —was weak, they sought the services of a member of the race of ki-rin. The lords explained the nature of the great evil which Malakon represented, and asked if the ki-rin would help. After much deliberation, the rulers of that noble race agreed to perform certain tasks. At midnight on the last day of each week from then on, a ki-rin would visit the place to check all the traps and guardians, making sure that all remained secure. If Malakon was missing, the ki-rin would inform the lords of the land; if any of the protective spells had been countered, the ki-rin would repair them as well as possible.

And so Merithus, Master of Mists, went to dwell by the forest, and for many years he prospered. A great castle was built, but at first few people wished to live so close to *the forest. All was quiet* until one day a wandering seer visited Merithus and claimed he had seen in a vision that in later times Merithus' home would be destroyed and all those living there would be killed. To keep his family from falling victim to this horrible prediction, *Merithus constructed a garden* in the shape of a pentagon —a universally recognized symbol for danger and evil among his countrymen — to warn people that great peril lurked nearby.

For 200 more years the house of Merithus lived in relative peace and a town, which was given the name Nefaron by

the descendant of Merithus who presently served as the sentinel, grew up under the protection of the fortress's troops. The story of Malakon was passed from father to eldest son *for seven generations,* and no great evil was visited upon the house of Merithus or the town of Nefaron. But finally the seer's prophesy came to pass; catmen attacked and destroyed both castle and town. None of the house of Merithus remained alive, but survivors of the town of Nefaron rebuilt their homes, and Nefaron is once again prosperous.

Notes for the Dungeon Master: The above account should not be read to the players in its entirety; it gives away far too much information. Most of the history is for the benefit of the DM only, so that he can develop a "feel" for the background of the action that is about to take place.

Certain portions of the text have been printed in italic type. The premise is that the adventurers have found an old scroll, much of which has been ruined by water and time. Only small sections of it (the italicized parts) — sometimes mere phrases — are readable. All passages in italic type may be read to the players, or the DM might choose to reveal only a portion of the "legal" information. Let the party make of it what they will.

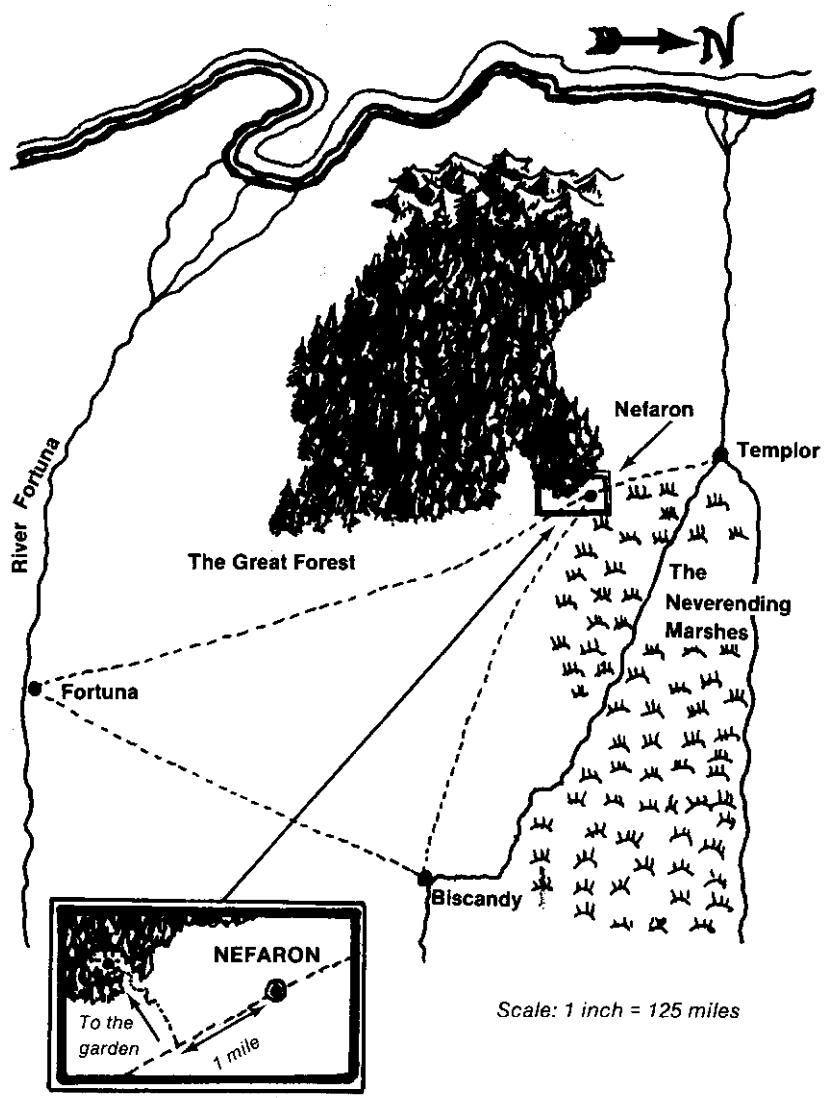
A good player will be able to glean a fair amount of useful information from the remains of the scroll. Not least, it tells him the name of the town and its general location. The name Nefaron might perhaps be recognized as having something to do with the word "nefarious," meaning "flagrantly wicked." Also, from the obvious age of the place, it can be deduced that there will likely be few "monsters" in whatever "dungeon" environment might be encountered. The Garden of Nefaron, being a rather distinctive feature of the local geography, would seem like a good place to start searching for the stronghold. Characters having access to the talents of sages or Legend Lore spells or the like will be unable to determine anything further, other than the facts that a town of the correct name in the general area still exists, that it is quite famous for its beautiful garden, and that there is a "feeling" of strong evil about the place.

Wilderness map details

The Town of Nefaron is situated on one of the country's major caravan routes. The cities of Templor, Fortuna and Biscandy are on a three-way trade route. Caravans pass through Nefaron about once every two weeks, mostly from one or the other of these cities, but sometimes from more distant ones. The town is located at a vertex where a small patch of terrain is the only passage between a thick forest and impassable (for caravans) marshes.

The Neverending Marshes is a huge area of waterways, lakes and marshes, sparsely inhabited by humans, but with large populations of troglodytes and lizardmen, as well as the usual orcs, goblins, hobgoblins, and so forth.

The Great Forest, located to the east and northeast of Nefaron, is almost completely uninhabited by humans, and men seldom visit it. It is home to all sorts of nasty creatures, especially spiders, snakes and wolves. Large bands of marauding bugbears and ogres occasionally appear from the forest, so it is thought that those races may live there, too.



GUARDIANS
FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *3*
MOVE: *6"*
HIT DICE: *See below*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *See below*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *None*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *See below*
ALIGNMENT: *Lawful (good or neutral)*
SIZE: *M*
PSIONIC ABILITY: *Nil (immune to psionic attack)*
Attack/Defense Modes: *Nil*

Guardians may only be created by magic-users of lawful good or lawful neutral alignment, and the creatures will always assume the intelligence and precise alignment of their creator. (The Guardians found inside the dungeon in this module are lawful good and highly intelligent.)

To create one, a full suit of plate mail (cost 2,000 gp) must first be obtained. While the spell caster is robed in vestments (minimum cost 5,000 gp) appropriate to the alignment of the character, the following spells are cast upon the armor, in this order: *Polymorph Any Object, Geas, Protection from Evil/Good, Strength,* and finally a *Wish.* The Guardian thus created will have an armor class of 3, a move of 6", and strength of 18/00. It will have half as many hit dice as the magic-user who created it, but these will be 10-sided hit dice. It will have the average number of hit points (5.5 per die), rounded up to the nearest whole number.

A Guardian may use only one weapon, which is specified in the wording of the *Wish* spell. It will wield the weapon as a fighter of the same level as its hit dice, having the number of attacks per round appropriate to that level and type of character.

Guardians are able to obey commands and instructions of a quite complicated nature. (It is possible to construct and sell these creatures for profit.) Initial instructions may be stipulated up to 200 words in length, or any lesser amount of instruction can be programmed into the creature when it is formed. If the 200-word limit has not been reached, additional instructions may be imparted to the Guardian at any time, by anyone of the same alignment as the Guardian, up to the maximum —as long as the phrase "end of instructions" is not included. Once this is spoken to a Guardian, no more instructions will be accepted by that creature. A Guardian will obey its instructions until it is destroyed.

Guardians are not affected by the following spells or spell types: sleep, charm, hold, paralyzation, fear, illusions, death magic, suggestion, maze or any spells which affect human sensory organs. Guardians are unaffected by any psionics or poisons.

They are vulnerable to spells causing physical damage, such as *Fire Ball, Cone of Cold, Magic Missile,* etc. One spell is especially useful versus Guardians: A *Forget* spell causes a Guardian to ignore its programmed instructions and stand stationary for the number of rounds that the spell causes a person to forget. A Guardian makes all saving throws as a fighter of the same level (hit dice).

Because of the *Protection from Evil/Good* spell cast upon them, attacks against Guardians are always conducted at -1 to hit, and their saving throws are made at +1.

When a Guardian reaches zero hit points, it is destroyed. The spells binding it are released, leaving only a suit of plate mail and whatever weapon the Guardian was wielding.

Merithus' Mist Maker

The origin of this unusual item is unknown. Perhaps Merithus himself manufactured it, or perhaps he commissioned a talented wizard to do it for him; in any event, there is certainly only one of its kind. Its present whereabouts, in this day and age, are also unknown.

The item looks like a hand-bellows, finely crafted of wood and leather and inlaid with runes of silver. It can produce three magical mists:

Mist of Sleep: This mist cannot be seen; it is transparent. However, some muffling of sound and "thickness" of air where the mist has spread might be noticed. For every round a character is within the mist he must make a saving throw vs. spells. If the save fails, he will instantly fall asleep and will remain in slumber until removed from the mist. If a previous saving throw was successful, a character gains +1 (cumulative) on the next save attempt one round later, up to a maximum of +4. Bonuses are only added following saving throws that succeed, but no bonus previously gained can be lost by failing to make a particular throw. For example, if a character who had earned a +2 bonus on his save against the mist is affected by the mist, and then taken away and revived, he can re-enter the mist and still be able to include the bonus in, his later saving throws. Elves' and half-elves' resistance to sleep applies here.

A character will awaken after being away from the mist for 6 turns, or as soon as 1 turn later if he is briskly shaken. The mist is only effective when it is breathed. Characters who hold their breath or have magical means of breathing do not have to save against the mist. DMs should roll saving throws themselves in secret and only inform players of the results.

Mist of Hypnotism: This mist appears to be full of flowing colors: reds, blues, greens, yellows, etc. It has effects similar to the illusionist spell *Hypnotic Pattern.* In each round that a character views the mist, he must make a saving throw vs. spells (wisdom bonus applicable) or be hypnotized (DMs roll in secret). Attempts may be made to shake a character out of the trance; these attempts allow further saving throws at +2 (for the first attempt) and +4 (for the second). But after two such attempts, no further saving throws are allowed, and a victim will fight violently to remain watching the mist. There is a simple way to get a character out of the trance: Simply cover his eyes for one round. A character's range of vision while in the mist is only 20 feet.

Mist of Forgetfulness: This is a thick, green mist with a sweet smell. For every round a character smells the mist, he must make a save vs poison. Failure to save indicates total loss of memory for 6-60 turns. The character will act as if *Confused* (as per the spell of the same name) and will be unable to use any weapon or spell; victims may only defend themselves with their bare hands. (They have forgotten how to do everything else.) Time spent confused in the mist does not count as part of the 6-60 turns; the duration of forgetfulness begins after the victim leaves the direct influence of the mist. Spell-users will have forgotten all memorized spells when they come out of the trance. The normal range of vision is only 10 feet within the mist.

All three mists have these things in common: They radiate magic strongly. They are permanent in duration, if generated in a confined space. (They will always remain in the space.) If formed outside an enclosed area, they will disperse in 6 turns.

The Mist Maker may be operated once per day, but not more than twice in a week. It will pump 1,000 cubic feet of gas per round, up to a maximum of 50,000 cubic feet per use. If someone attempts to operate the item more than twice in a week or more than once in a day, it will suck into itself everything within a 10-foot radius of itself — including the user — and these things will be forever gone.

To operate the item, the words "Maker of Mists, in the name of Master Merithus pour forth..." must be spoken, followed by the name of whichever mist is desired, and then the bellows must be pumped to expel the mist from inside the maker.

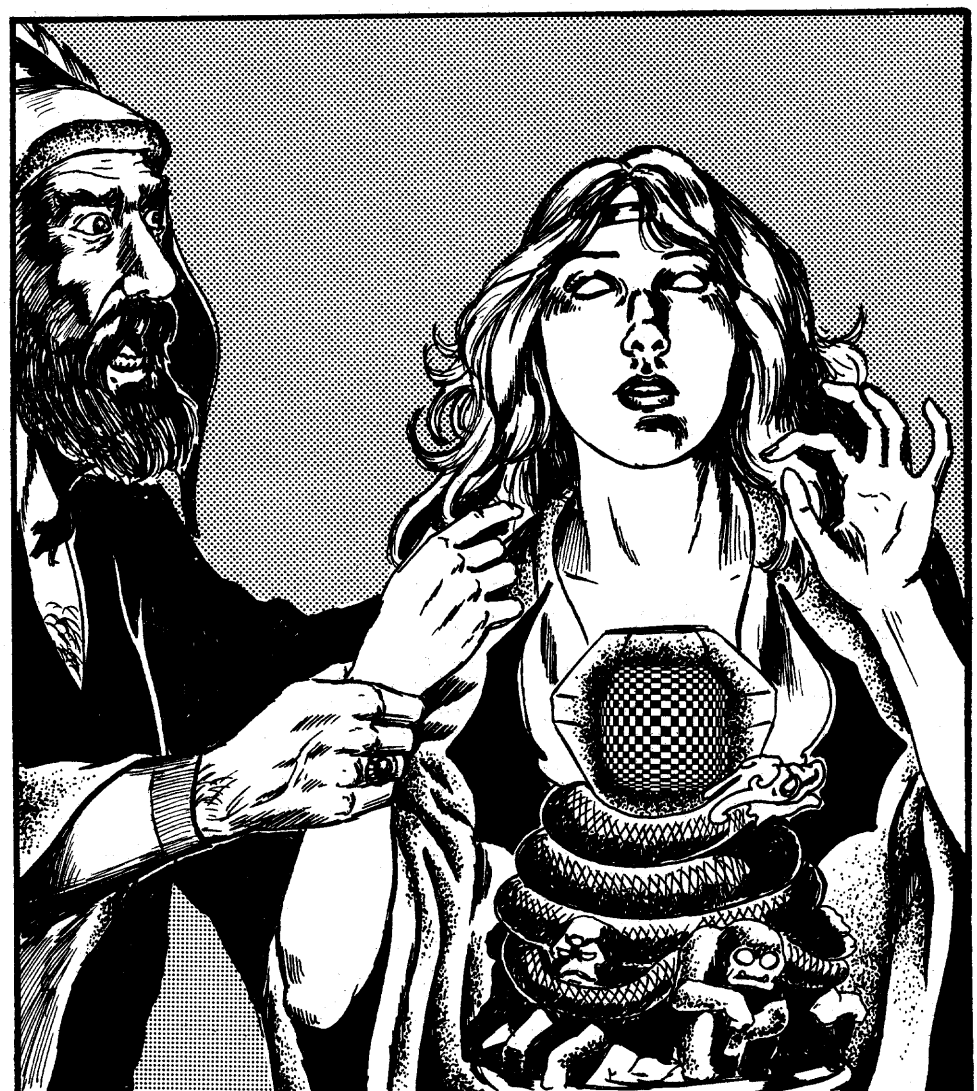
Psychogems

A psychogem appears to be a large, many-faceted gem, usually blue. Psychogems are used to amplify psionic powers, essentially acting as though they donate extra psionic strength points.

Psychogems occur in power "levels" similar to character class levels. Gems of levels 1-9 occur naturally. In olden times, gems of levels as high as 15 were manufactured. For each level of the gem, the psionic ability of the owner/user may be boosted by 10%. Gems may have souls or spirits trapped within them. Gems may be found in unusual places: at the heart of a glacier, deep in a mountain, or at the source of a river.

In order to use a psychogem, a psionic must "key" it to himself — in effect, set up a resonance between the stone and his mind. To key the gem, the character must look into it and discern the geometrical patterns inside the gem created by its facets.

There is a 5% chance per level of the stone that an individual attempting to key a psychogem will have his mind partially trapped inside the stone. This chance decreases by 3% for every time the character has previously keyed a different gem. This chance of being trapped may also be decreased by 5% for each additional person, up to a maximum number equal to the level of the gem, who adds his psionic strength to the individual keying the gem. In such an ar-



rangement, the person to whom the stone is being keyed must have the highest psionic strength of all the individuals involved.

When a gem has been keyed, a small blue flame may be seen inside it.

Should a person's consciousness be trapped in the stone, it can be released by an outside force whenever another character physically touches the gem — causing great pain to the being trapped inside. Touching a gem will always (subject to a saving throw described below) bring a character out of its imprisonment (with his consciousness traveling instantaneously back to his physical body), but it will affect his body like a *Symbol of Pain,* causing 2-20 points of damage. To see if attempts to release him from the stone are successful, the character should roll a saving throw on d20. If the result of the roll is greater than the character's constitution, he is freed. A new attempt (touch) and a new saving throw may be made once per round until it succeeds or until the "toucher" gives up. A character who is released from a gem will be in shock for the same number of hours that he was trapped in rounds. (However, a system shock roll does not need to be made.) During this time, the character can take no action of any sort.

It is possible to "unkey" a gem, rendering it useless to someone who had already keyed it to himself. This action requires the person trying to unkey the gem to bring more psionic strength (current totals applicable, not full-strength totals) to bear on the stone than the person to whom it is keyed. Take the difference between the two totals and roll d%. A roll of the difference or less indicates that the stone has been unkeyed. The psionic to whom the gem is keyed will be automatically aware of the attempt to unkey and will almost certainly resist the attempt. Each round of attempting to unkey a gem requires an expenditure of 10 strength points. Defending against it requires only 5 strength points per round. For a gem to be unkeyed requires that it be in the possession of the character to whom it is keyed.

Because of the severe pain caused to the "inhabitant" by someone else touching the keyed stone, a psionic possessing one will always wear it on his person. Usually it is carried in a soft leather pouch hung around the neck, making access to it easy in case the need arises to use it. When in use by its owner, the gem is held in the hand while the psionic concentrates his power through it. No other action may be taken while doing this.

Psychogems are almost impossible to destroy. Usually, only the environment at the opposite extreme of the place where they were created will be sufficiently powerful to spoil a gem. For instance, being crushed by the depths of the ocean if the gem came from the heart of a mountain; or being subjected to absolute zero temperature if it was "born" at the heart of a volcano.

The Garden of Nefaron

This beautiful place can be reached by a winding path which runs from the main road a quarter of a mile into the surrounding forest. The garden is surrounded by the forest, but seems very quiet and peaceful in contrast to the ruggedness and threatening mood that the forest conveys to those who travel through it. Its foliage consists mainly of low-lying shrubs and flowers with an occasional tree.

The garden is in the shape of a pentagon with a diameter of roughly 200 feet. The points of the pentagon are connected by lo-foot-wide paths which form the outline of a pentagram (five-pointed star) within the pentagon formed by the shrubbery.

The ground is covered by low-lying flowering bushes, except for a lo-foot-radius circle in the very center. Here a circular stone platform protrudes 1 foot above ground level. Its top surface is marked with the signs of the Zodiac, and it radiates an aura of magic due to a permanent *Levitation* spell cast on it.

In the center of the circle is a secret compartment. It may be discovered by thieves using their "find traps" ability, by dwarves or gnomes on a roll of 1-2 on d10, and by others on a roll of 1 on d10. A circular piece of stone in the center of the larger piece may be lifted out to reveal a circular hole 6" deep and 6" wide.

At the bottom of this hole is a small, mushroom-like projection sticking up. Pushing down on this will cause the stone platforms to begin to descend. Pulling up will cause the mushroom-like projection to come away in the person's hand, but it may be replaced in its socket and will operate the descent mechanism as usual. The platform descends at the rate of about 20 feet per round. It takes two rounds to descend to its greatest possible depth, and the platform will remain 1 foot above the floor when it reaches the end of its descent.

DUNGEON LEVEL 1

General

All parts of the dungeon are made of hewn stone. All floors, unless otherwise noted, are of flagstone. All ceilings are plain hewn stone, also unless otherwise noted, and are 20 feet high.

The ki-rin acting as the dungeon "caretaker" is described below. The DM decides results of ki-rin encounters with adventurers, but if the party is evil or evil-tending neutral, the ki-rin will probably attempt to destroy it. A ki-rin has supra-genius intelligence, and the chance of being able to mislead or confuse it is virtually nil.

Ki-rin
Armor Class: -5
Move: 24"/48"
Hit dice: 12
Hit points: 77
Magic Resistance: 90%
Alignment: Lawful good
Size: L
Spells:
1st level: *Shield, Erase, Burning Hands, Sleep, Magic Missile (x2), Detect Magic, Hold Portal, Protection from Evil.*
2nd level: *Wizard Lock, Web, Stinking Cloud, Ray of Enfeeblement, Mirror Image, Magic Mouth (x2).*
3rd level: *Dispel Magic, Explosive Runes, Fireball, Lightning Bolt, Phantasmal Force, Slow, Suggestion.*
4th level: *Dimension Door, Fear, Fire Trap, Ice Storm, Minor Globe of Invulnerability, Remove Curse.*
5th level: *Bigby's Interposing Hand, Conjure Elemental, Passwall, Teleport, Transmute Rock to Mud.*
6th level: *Disintegrate, Geas, Invisible Stalker, Anti-Magic Shell.*
7th level: *Power Word Stun, Vanish, Monster Summoning V.*
8th level: *Symbol, Maze.*
9th level: *Prismatic Sphere.*
Psionic Ability: 200
Minor disciplines: *Levitation; Invisibility; Detection of Good and Evil; Cell Adjustment, Clairaudience, Clairvoyance.*
Major disciplines: *Mass Domination, Mind Bar, Energy Control, Telekinesis.*

(1) As the elevator platform nears the end of its descent, party members will find themselves in a dark chamber. A small amount of illumination coming through the hole to the surface will enable them to make out a large human figure standing motionless a few feet away from the platform. If characters approach close enough to touch the figure, or if a better source of light is employed by the party, they will discover the figure to be a stone statue. (A *Detect Magic* cast before anyone steps off the platform will register positive, but will not provide any details about the magic it detects.)

The elevator will automatically begin to ascend to surface level 3 rounds after the first party member steps off the platform, possibly carrying some characters back to the surface, unless the mushroom-like projection is removed from its housing while the elevator is in the "down" position. It takes 1 round for the platform to make the ascent, and those on the platform may jump off during the first half of that round without suffering damage. The mushroom-like handle will function normally again once the elevator has returned to the surface.

The statue is located 10' in front of a set of double doors visible along the south wall. It is a statue of a man dressed in a long, flowing cloak with the hint of armor underneath. He has his arms

folded across his chest, and his stern but handsome face is directed straight at the platform. As soon as anyone steps off the platform, the statue will speak the following warning through the *Magic Mouth* spell that has been cast on it: *"Beware! Beware! Turn back, lest you unleash the evil that is guarded here."*

The concealed door in the southwest corner can be detected without special effort, on a 1-3 on d6 for elves and half-elves, or a 1-2 on d6 for others. It is a one-way door opening out of this room, normal in appearance with a simple lock. It will close behind the party after all members intending to pass through it have done so, and cannot be opened normally from the other side (see [3] below). A *Wand of Secret Door Location* will find this door automatically.

The secret door in the southeast corner of the chamber may be detected only when deliberate searching is done. Elves and half-elves will find it on a roll of 1-2 on d10, others on a roll of 1 on d10, and a wand will find it on a roll of 1-9. The secret door (hinged along the top edge) may be pulled up from the bottom by anyone with a gripping strength of 18 or better; there are depressions cut into the floor below the door for this purpose.

The double doors are plain oak, iron bound, and will open without incident.

In the center of the north wall 5 feet above the floor is a secret compartment similar to the one in the stone platform. Opening it will reveal a similar space inside, except that where the mushroom-like projection is in the elevator compartment, here there is an iron spike driven flush into the wall. (This used to be a "call button" for the elevator, but it no longer operates.)

(2) This corridor is filled with *Mist of Sleep.* A *Dispel Magic* cast at the mist will cause it to cease its function for one round within the area of effect. Should a character reach the far end of this corridor and succeed in pulling open the false doors there, the floor will fall away around the doorway, revealing a 30-foot-deep pit. All characters within 5 feet of the false doors will fall, taking 3d6 damage, and there is a 25% chance per individual that the fall will cause unconsciousness. There is nothing at the bottom of the pit.

(3) Characters opening the concealed door and entering will see nothing unusual until they turn the second corner of the maze and are facing north. Then they will see that the air is rather misty. This mist is harmless and merely serves to obstruct vision in the maze. By the time point "X" is reached, the range of vision is only five feet, and it will remain at that figure for as long as characters remain in the maze. There is nothing threatening — in fact, nothing at all — in the maze; it only serves as a means of delaying intruders in hopes that they will remain confused until the ki-rin makes its rounds. The door leading to (1) will not open normally from this side. It can be smashed open with blunt weapons or axes (it will absorb 50 points of damage before breaking open) or opened with a *Knock* spell. Due to the poor visibility, it is impossible to accurately map the maze. Infravision will function at its normal range in the mist for purposes of locating other characters in it.

(4) The secret door along the north wall of this passage cannot be seen without careful searching. The chance of finding the door is the same as in (1): elves 1-2, wand 1-9, others 1 on d10. This secret door slides to the east. Anyone with a gripping strength of 18 or better may slide it open; there are depressions along the west edge of the doorway for this purpose. The door leading to (5) is a normal wooden, iron bound enclosure.

(5) This room has a conical, downward-sloping floor, leading to a 20-foot-diameter circular platform at the bottom of the curvature in the center of the chamber. The ceiling is covered with mirrors, making it appear that the ceiling is also conical. As soon as a character stepson the floor in this room, it will start to carry him around the room as if he is in a whirlpool. The floor makes one revolution per round. Jumping onto the moving floor from outside the doorway is possible; characters doing so will land without harm at a percentage chance equal to dexterity x 5%; i.e., a character with 15 dexterity has a 75% chance of landing unhurt, and one with a dexterity of 10 has a 50% chance. Failing to make this roll will result in the character taking 2-8 points of damage from the minor fall. It takes 3 rounds of spinning and falling toward the center for a character to reach the central area. When the first character arrives here, the trap door will open and the character will fall 30 feet, taking 3d6 damage, with a 25% chance of unconsciousness. If a character happens to look at the mirrored ceiling as he falls (25% chance), the ceiling above the pit will act like a *Mirror of Opposition.* A duplicate of the character will appear in the bottom of the pit and battle will be joined.

The same thing will happen to each character who is on the rotating floor, possibly making the pit quite crowded with characters and magical duplicates. Each duplicate will only attack the character it resembles, but may be affected by attacks from other characters who did not look at the ceiling on the way down and thus do not have a duplicate of their own to contend with.

When all of the characters and objects on the spinning floor have been drawn into the pit, the chamber will stop rotating and the trap door will close over the struggle below. The floor will not move

again until the battle is over and the survivors (if any) have escaped from the pit. Weights of less than 50 pounds will not open the trap door from the outside, and it cannot be opened from below except by a *Knock* spell. At the bottom of the pit is the skeleton of a dead fighter in plate mail with a *x1 battle axe* at his side.

(6) There is nothing unusual about this passage.

(7) The iron door leading from (6) to this room is locked with a device of such intricacy that a thief's attempt to pick it is made at -10% to the normal chance. Standing with its back against the door in the southeast corner is a 7½-foot-tall man-shaped figure whose body seems to have been sewn together. This is a flesh golem. (AC 9, MV 8", HD 9, hp 40, #AT 2, D 2-16/2-16. See the AD&D™ Monster Manual for more details.) It is equipped with *Bracers of Defense AC 2* and has a *Magic Mouth* spell cast on it. As soon as someone steps through the doorway from (6), the flesh golem will say, *"You have been warned once. Turn back or I shall be forced to defend this passage for the cause of good."*

If anyone steps further toward the golem, it will assume a fighting stance and will charge and attack the first character to come within 10 feet of the south door.

The door on the south wall is also made of iron and is intricately locked, the same as the west door.

(8) There is a lo-foot-square pressure plate concealed in the floor halfway down this corridor. Each character walking past this point has a 50% chance, regardless of his weight, of triggering the trap. (Weights of less than 50 pounds will have no effect.) When it is triggered, a stone block will fall from the ceiling, causing 2-24 points of damage (save vs. petrification for half damage) to the character who set it off. Armor and dexterity bonuses to the saving throw are applicable. The door at the south end of the corridor is wooden and iron bound.

(9) This room is filled with *Mist of Hypnotism.*

(10) The door from (9) is made of iron and is locked normally. *A Symbol of Hopelessness* has been inscribed on it. Opening the door triggers the symbol. Once it is triggered, a *Magic Mouth* will speak the following: *"Turn back! Turn back! Leave and never return to this place!"* Wisdom bonuses count for saving throw purposes. The door leading west is wooden and iron bound with an intricate lock like the mechanisms in the doors of (7).

(11) The concealed door at the west end is detectable normally (1-3 on d6 for elves/half-elves, 1-2 for others). However, it has been *Wizard Locked* at 18th level of ability.

(12) There is an illusionary wall running north and south through the center of this 50-foot-long chamber. If someone touches the door in disbelief, it will be dispelled. Otherwise, it will appear to be solid and featureless. If someone leans against the wall or pushes on it, that character will fall through it, seeming to disappear from view to the characters on the other side.

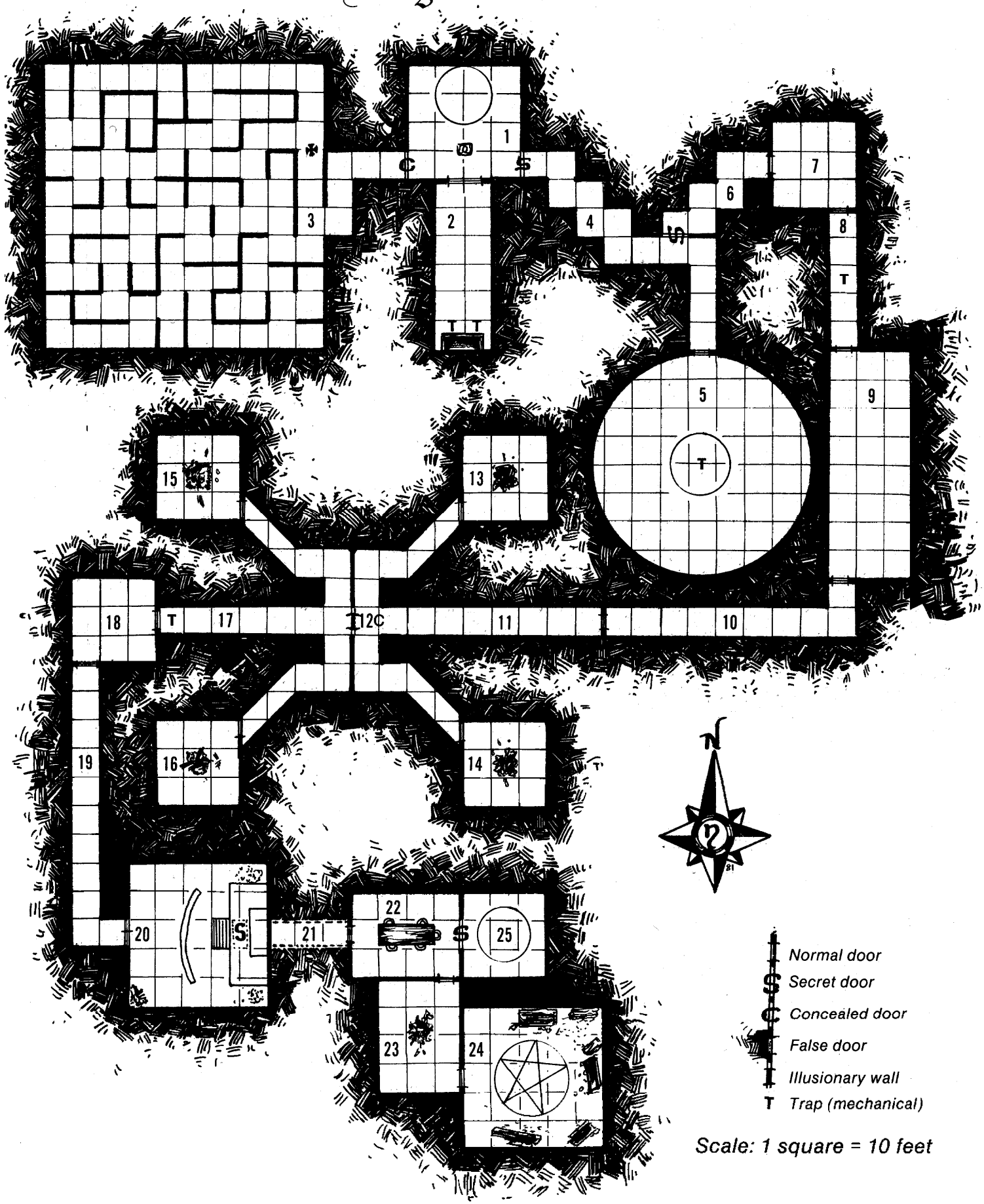
(13) through (16) These rooms are all in identical states of disrepair, with only a couple of distinctive features in particular rooms (see below). The rooms are apparently devoid of contents apart from a pile of rubble in the center of each floor which is recognizable as broken and burnt pieces of what was once usable furniture..

(14) A careful search of the pile of furnishings in this room will reveal an undamaged *Carpet of Flying,* large enough to carry 2 people at 36" flying speed. Its command word is "Luck." It appears to be a rug of Oriental design with a pattern of four dragons in blue at the corners facing a green world in the center. The background color is cream with a green border.

(15) A careful search of the wall in this room will reveal (1-2 on d6 for elves/half-elves, 1 on d6 for others) that on the north wall in the west corner there is a secret compartment. It is locked and a *Leomund's Trap* has been cast on it. Inside is a hollow bone cylinder about 1 foot long and 3 inches in diameter. This contains a *Scroll of Protection From Possession,* of the variety that lasts 10-60 rounds. There is also a small leather sack containing 7 gems: a 10 gp turquoise, a 100 gp pearl, a 10 gp azurite, a 1,200 gp emerald, a 500 gp garnet (violet), a 200 gp topaz and a 500 gp amethyst.

(17) The door at the end is made of iron and locked with a complex lock as in (7). A trap is triggered if the lock is picked: Iron bars crash down in front of the door and 10 feet back down the passageway. The walls then start to move together at the rate of 1 foot per round.

Dungeon level 1



Anything remaining between them until the middle of the 5th round thereafter will be crushed.

(18) In this room is a skeleton of a fire giant. (AC 4 [AC 7, with +3 *Ring of Protection,, MV 12", HD 11 x 5, hp 67, #AT 1, D 5-30.) It is immune to Sleep, Charm, and Hold* spells, and is unaffected by any attacks using cold or fire. Edged weapons do half damage. *Unholy* water will cause 2-8 points of damage per vial-full that hits. The giant skeleton will surprise opponents on 1-4 on d6 and will attack anything coming through the door. It wields a giant-sized club. For attempts to turn, treat the skeleton as a spectre. Note: Good-aligned clerics cannot affect this creature in any manner with an attempt to turn.

The iron door in the southwest corner of the room has an even more complex lock than the other doors encountered so far; attempts by a thief to pick it are made at -15%.

(19) A *Continual Darkness* spell has been placed here, covering the last 50 feet of the north-south passage and the 10 feet running east-west up to the double doors. Inscribed on these wooden doors is a *Glyph of Warding* which will cause 36 points electrical damage (save for half damage) if passed. The doors also contain a carving of a man with goat hooves and horns covered with shaggy fur from the waist down. But this image has been severely mutilated, apparently by savage hacking with sharp blades.

(20) The main feature of this room is a large black obsidian altar against the east wall, with a five-foot-high, five-foot-wide platform running around the front and sides. The top of the altar is 5 feet above the level of the platform. There are steps leading up to the platform.

In the center of the room is a low bench, also made of obsidian. The floor, walls, and ceiling are all painted black.

It seems that there were once many paintings on the walls and ceiling, done in bright fluorescent colors, mostly of various animals: toads, scorpions, bats, basilisks and others. The image on the ceiling appears to be a painting of a huge black dragon with a skeleton-like rider. All of the paintings have been mostly obscured and defaced by the scribing of many signs and glyphs in white on top of the original paint. In the southwest corner is a pile of burnt wood. In the northeast and southeast corners are small collections of rubble which appear to be the broken and twisted parts of a pair of candelabras. On the altar are two small crystal vials and a small metallic box.

This room is a shrine, constructed by Malakon as a tribute to his evil god. The paintings were defaced by the champions who imprisoned Malakon. The shrine is now useless as a place of worship. The glyphs and signs which mar the paintings are blessings of good and signs of warding of evil, designed to keep prayer here from reaching its desired destination.

Although much of its evilness has been neutralized by the signs scribed in white, the shrine is not without power. If any good or neutral character touches the altar, the toucher will receive 3-30 (if good) or 3-18 (if neutral) points of damage. *Cure* spells will not heal this damage; lost hit points can only be regained by rest and time. Evil characters will not take damage from touching the altar, but there is a 2% chance per level for *any* character touching the altar to unintentionally summon a Type II demon. (AC -2, MV 6"//12", HD 9, hp 49, #AT 3, D 1-3/1-3/4-16; see Monster Manual for more details.)

The pile of burnt wood in the southwest corner was once a font. The basin, made of electrum and worth 10,000 gp, is still intact underneath all the ash. It weighs 250 pounds. The broken candelabras were made of lead and are worthless. The two crystal vials are full of unholy water.

The small metallic box is made of steel. It is locked, and has an ordinary stone inside to make it heavy. It is *not* the box in which Malakon's consciousness is imprisoned. The lock may be picked by a thief quite easily.

The secret door in the platform cannot be detected by a *Wand of Secret Door Location,* although it may be seen by *True Sight* or a *Gem of Seeing.* It may be found by elves and half-elves on a roll of 1-3 on d10 or by others on 1-3 on d20. It opens by pulling up, like the door in (1), and also cannot be moved by a gripping strength of less than 18.

(21) Beneath the secret door is a 10-foot-deep tunnel leading straight down with a one-person ladder along the side. A flicker of reddish light may be seen at the other end of the tunnel when a character reaches the bottom of the ladder. There is a 40-foot horizontal tunnel ending at a set of stairs leading 10 feet up. At the far end of the staircase is an illusionary wall of fire. Behind that is a door made of lead.

The wall of fire illusion has audible and olfactory components. No character is allowed a saving throw unless he specifically states that he does not believe the wall exists, in which case he gets a saving throw vs. spells as normal, with wisdom bonus applicable. Any character who fails to disbelieve the illusion and passes through it anyway will take 20-30 points of damage (2d6 + 18), or half damage if a save vs. spells is made.

(22) A large table and five chairs are in the center of the room. On the table is a small metallic box. On either side of the table stand two "men" dressed in full plate mail, carrying halberds. Their faces are hidden by visors. The door on the south wall is also made of lead — in fact, the walls and ceiling of the room as well are covered by a thick plating of lead.

The two "men" in plate mail are *Guardians.* (AC 1, MV 9", HD 9, hp 50 each, #AT 3/2 with +3 to hit, D by weapon with +6 bonus to damage on each hit. See foregoing description for more details.) They have been constructed of +2 plate mail and they wield magical halberds. Due to their magic armor, saving throws vs. spells causing physical damage are made at +2.

The guardians have been instructed to guard the metallic box, letting no one leave the room with it. If someone succeeds in escaping with it, the guardians will pursue them and attempt to return the box to this room.

As noted above, this room is shielded by lead. No detection devices or spells will work here, and psionics cannot penetrate the lead covering. It is impossible to enter or leave this room by going astral or ethereal or out of phase. The secret door on the east wall is of the same nature as the one at the altar.

Within the metallic box is Malakon's psychogem and, within the gem, the consciousness of Malakon himself. The box is made of adamantite lined with lead to prevent Malakon from using his psionic powers to get free. The box itself is worth 2,000 gp without its contents.

Malakon's consciousness possesses the following abilities and characteristics: alignment, chaotic evil; age, venerable; intelligence, 19; wisdom, 18; charisma, 16 (see below); strength, constitution, and dexterity not applicable; hit points not applicable; psionic strength, 142; psionic ability, 284; attack/defense modes A,B,D,E/F,G,I,J; minor disciplines of *Invisibility, Domination,* and *ESP.*

Malakon's ESP is much more powerful than the norm. He is able to look deep inside a person's mind, revealing to himself all of the victim's strengths and weaknesses. It takes but one round to do this, and using the ESP power costs 5 strength points per round. One person may be surveyed at a time.

Malakon's Domination is also more powerful than the usual discipline. It is possible for Malakon to completely transfer his mind to another body in a process somewhat similar to a *Magic Jar* spell. However, the victim's soul is destroyed since there is no vessel to contain it. Using this form of Domination successfully costs 70 strength points. Intended victims receive a saving throw vs. death magic, made at -2 (wisdom bonus applicable). If the attempt fails, only 20 psionic strength points are deducted.

Malakon's original physical body was that of a half-elf, and operated as a 17th-

level magic-user/7th-level fighter. He has no spells presently in his memory; they were all disrupted when he was drawn into the gem.

The box is *Wizard Locked* (18th level) and trapped with a *Symbol of Death.* Should someone succeed in opening it, Malakon will immediately begin using the extra-strong version of ESP on each character, starting with the fighters in the party. He will look for the best combination of hit points, strength, constitution and dexterity in a certain individual, and as soon as he made his selection he will use his extra-strong Domination power to transfer his soul to that body. The victim's physical characteristics (appearance, hit points, strength, constitution, dexterity) will stay the same, but Malakon's abilities as described above will take precedence in other cases.

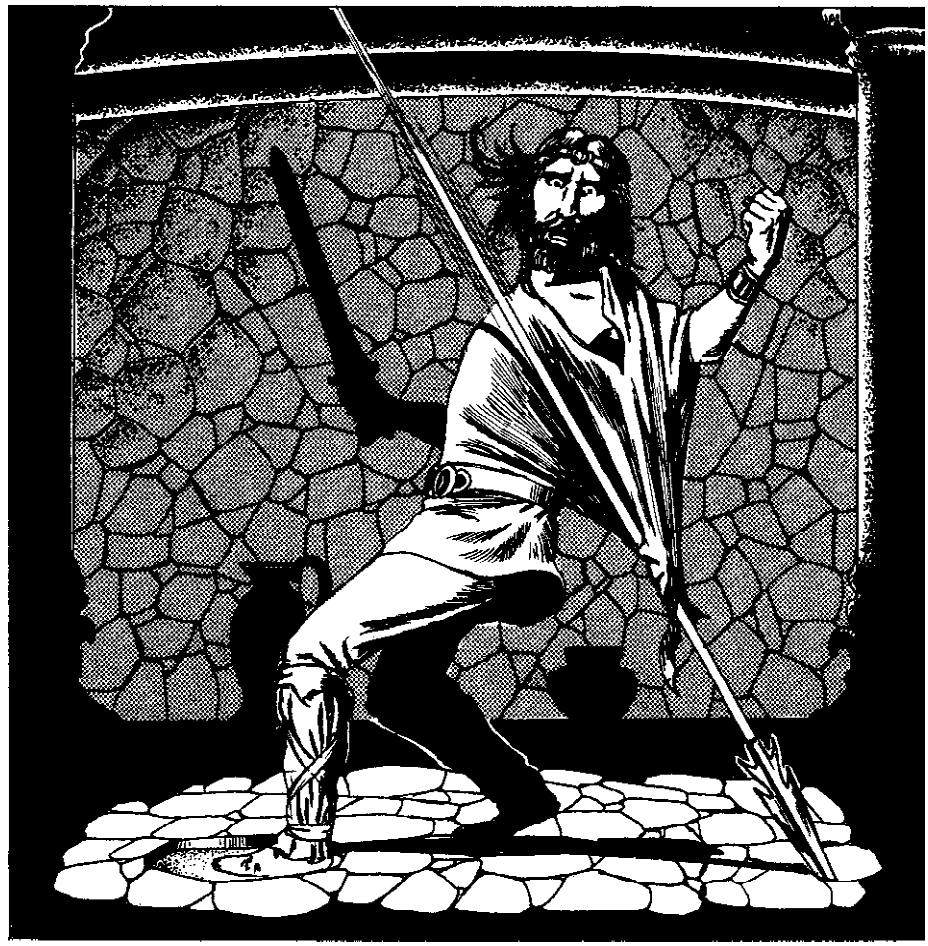
Immediately thereafter he will turn invisible, grab his gem and head down to the second level as fast as possible. Once on the lower level, he will attempt to gather his spell books, magical items, and the sack of gems in his study and leave for distant lands.

Malakon is cunning, greedy and thoroughly evil. If detained or prevented from going alone to the second level, he will use his cunning and persuasiveness to lead the party away from his lair and will himself return later. He will attempt to give the party the slip at the first possible opportunity after transferring his mind to a character's body.

Malakon's psychogem is a 6th-level stone. It has two special powers which have, in fact, already been described. The stone is responsible for the extra-strength ESP and Domination powers which Malakon possesses. Other characters, should they gain hold of the gem, will not be able to use these special powers unless they already have the disciplines of ESP and/or Domination. (Anyone else intending to use it will also have to "unkey" it.) Touching the stone while Malakon is inside it will have no effect on Malakon. Touching the stone when Malakon is outside it will have the usual effect.

(23) This is a false representation of Malakon's quarters. All that is left of it is a pile of burnt wood in the center of the room. There is nothing of value here.

(24) This is another false representation, this time of a magic-user's workroom. In the center of the room is a pentagram inscribed on the floor. Careful measurement would reveal that it has not been scribed correctly. There are many smashed cabinets, tables and shelves around the room and a great deal of broken glass on the floor. Even careful searching will reveal nothing of value.



DUNGEON LEVEL 2

(25) This room appears at first to be entirely empty. Careful searching of the floor is 25% likely to reveal the existence of a barely visible crack, in the shape of a 20-foot-diameter circle, each turn that a 10-foot-square section containing part of the crack is searched.

In addition, there is a secret compartment in the center of the circle, similar to the one in the elevator at the entrance. Also, like the entrance, the circular piece in the floor radiates magic. The secret compartment may be found just as at the entrance and will come away to reveal a same-sized hole. This time, however, there is nothing but another hole in the bottom surface of this hole.

This mechanism, also an elevator, will not operate unless the mushroom-like projection from the entrance elevator is brought here and pushed all the way down into the small hole. When this is done, the elevator will begin to descend at 20 feet per round, taking 4 rounds to reach the bottom of its trip. It will automatically ascend after 3 rounds just like the first elevator, but this does not present a great problem here, because the call button (in the south wall on the lower level of room 25) is operating normally, and can be used to bring the elevator back down to the lower level if needed.

(26) The illusionary wall directly opposite the door is as in (12) above. The doors to (27) are wooden, iron bound.

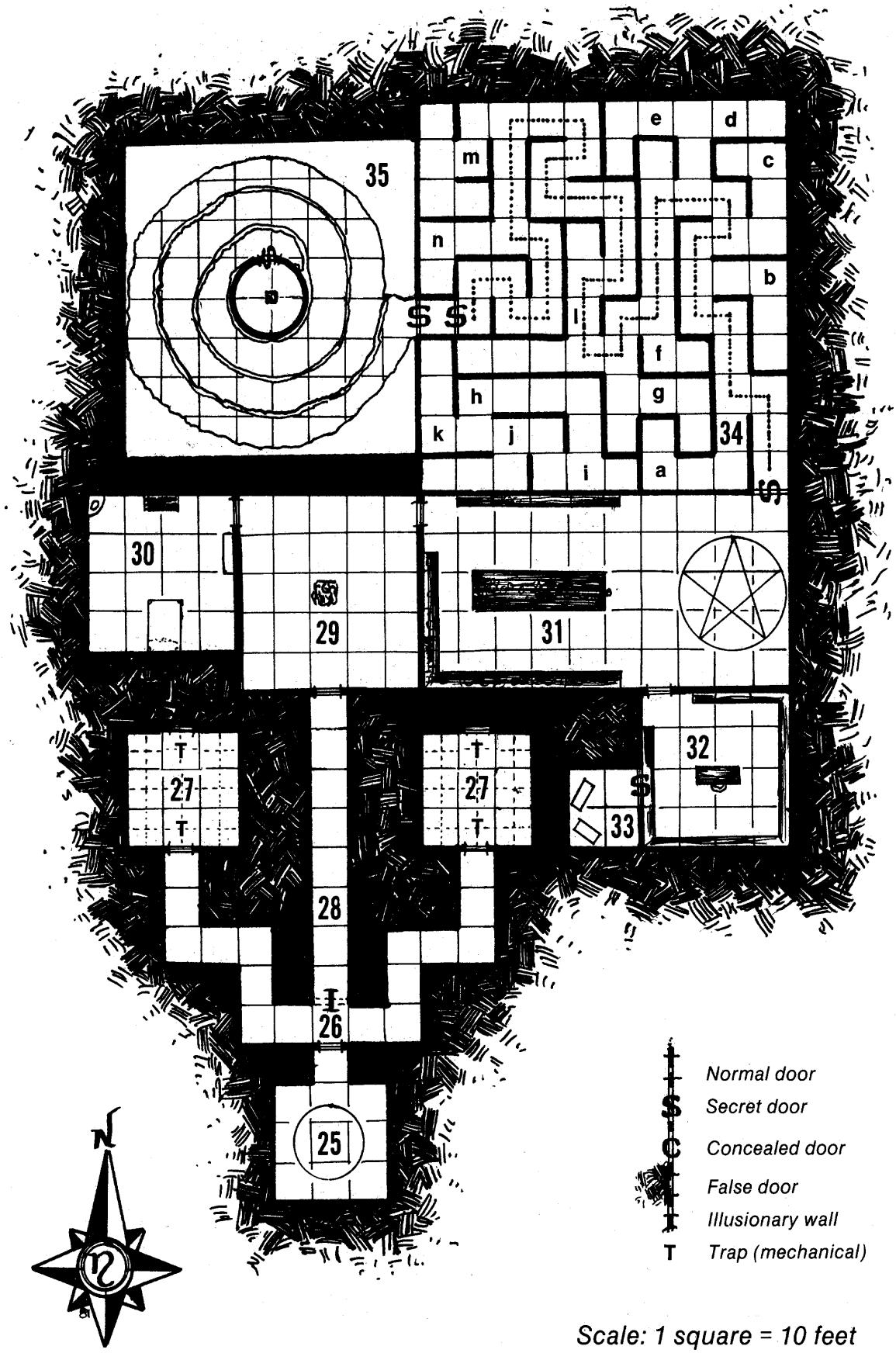
(27) These rooms are traps. The doors opposite the entrances are false. Over each 5-foot-square section of the floor (shown by dotted lines on map) is a spear set in a tube in the ceiling. When one of the 5-by-5-foot squares is pressed upon by any weight of more than 30 pounds, the spear will fire down at the source of the disturbance. Rolls for the spears to hit are made against the character's armor class as if the spear were being wielded by a 5th-level fighter. A shield will have no effect on a character's effective armor class unless the character states that the shield is being held overhead. These spears do 2-5 points of damage each. They are 4 feet long and were once poisoned, but the poison has long since decayed and is harmless.

Should a character reach the false door at the end of either room and open it, a 10-foot-square pit will open beneath him. The pit is 30 feet deep and will cause 3d6 damage to someone who falls in.

(28) There is nothing unusual about this passageway. The door (wooden, iron bound) at the far end is locked with a complex lock (-15% for thieves) and is also *Wizard Locked* (17th level).

(29) In the center of this room is a

Dungeon level 2



Scale: 1 square = 10 feet

grotesque statue. It is an 8-foot-tall humanoid shape with four arms and two legs. The arms end in hands tipped with long claws. The most horrible aspect of this statue-creature is the face. It is oval with a single red eye, and from its mouth protrude long fangs.

This statue is decidely magical. As soon as anyone besides Malakon steps through the door to this chamber, it will become animate and move to attack. It has AC 0, MV 6", HD 10, hp 56, #AT 5, D 2-12/2-8(x4). Special attack, heat ray; Special defenses, see below; Magic resistance, standard; Alignment, neutral; Size: L (8' tall). The eye is a ruby through which is focused a heat ray which does 4d8 damage (save vs. breath weapons for half damage) to anyone the statue looks at. It will always gaze upon the character closest to it. It can use the heat ray once per round in place of its physical attacks, and can gaze upon a different character every round.

The statue is mindless and cannot be affected by any mind-related spells or psionics. It is not affected by *Sleep, Charm, Hold* or *Paralysis* spells or attacks, and is immune to poison. It is made of stone, so spells like Stone *to Flesh* and *Rock to Mud* are extremely effective.

The ruby in its forehead is worth 5,000 gp if detached from its socket, but will not retain the heat-ray properties if it is taken out.

(30) This room apparently was once sumptuously furnished. There are many wall hangings. In the center of the south wall is a large four-poster bed. Directly south of the doorway is a large cupboard. On the north wall is a large chest of drawers with a mirror above it. In the northwest corner is a marble washbasin with an urn below it.

The hangings and the covers on the bed are threadbare and colorless. There is a lot of moth-eaten and useless clothing in the closet and the chest of drawers. The only useful item in the room is the mirror. It measures 4 feet by 3 feet and is a *Mirror of Mental Prowess.*

(31) This is obviously a magic-user's workroom. Cabinets and shelving line the walls. There is a large workbench in the center of the floor toward the western half of the room. On top of this bench is a bewildering assortment of glassware which all seems to be connected. The eastern half of the room is empty except for a pentagram *(correctly)* inscribed on the floor. On the east end of the workbench is a large brazier.

The cabinets and shelving are filled with more glassware and a huge selection of magic-user spell components and parts of various creatures. The glassware on the workbench is all useless, as a close inspection will quickly reveal. It is full of dried and hardened substances stuck to virtually all surfaces.

However, there are the following useful items of glassware and metalware, mostly found in the cabinets: 6 alembics, 1 balance and weights, 12 beakers, 1 brazier (already noted), 3 crucibles, 1 decanter, 4 flasks, 2 funnels, 1 kettle, 1 concave lens and 1 convex lens, 2 mortar-and-pestle sets, 12 phials,, 2 retorts, 2 dozen mixing rods, 2 spatulas, 1 set of measuring spoons, 1 pair of tongs, 2 tripods, and 6 yards of glass tubing in foot-long sections.

Components for virtually all spells found in Malakon's spell books (see [32] below) may be found here in varying quantities. There will be only 1 or 2 spells' worth of components that are difficult to come by, and no gems will be found here. These components are all labeled in magic-user's runes appropriate to the level of the spell the component is used for. Thus, a magic-user able to use 1st through 4th level spells will be able to read the labels of all components dealing with spells of up to 4th level. *Read Magic* would be required for the character to comprehend the labels of components for spells of 5th level and above.

The following significant items may be found in specimen jars: 1 pint of troll's blood (dehydrated, appears as black powder); 1 pint of nixie blood (dehydrated, appears as green powder); 2 square feet (in 6-inch squares) of mimic skin; and 1 jar containing 20 salamander scales. These jars are labeled, but cannot be read automatically and will always require *Read Magic* to comprehend. To use the dehydrated blood, characters simply have to add 1 pint of water to the powder.

There are also many jars which are empty or full of worthless bones and decomposed organisms.

it is assumed that characters will search thoroughly here so that they will find all the useful labeled jars. A complete search will take a maximum of 6 turns, decreased by 1 turn for every character beyond the fourth one who is taking part in the search; i.e., 5 characters can search the room in 5 turns, 6 characters in 4 turns, etc. If characters don't search carefully, there is only a 1% chance per round (cumulative) of finding even one of the four special jars.

The secret door in the northeast corner may be found by elves and half-elves on a roll of 1-2 on d10, or a roll of 1 on d10 by others. it slides east, again with a gripping strength of 18 or better needed to move it.

(32) Shelves line the walls of this room, and a large desk with a single chair behind it is in the approximate center of the room toward the south wall. On the desk are various objects. (Note: All the magical items listed below will be gone if Malakon got here first.)

Immediately obvious are 2 bottles and a heap of scrolls. Closer inspection will reveal that a 1½-foot-long slender piece of ivory, tipped with platinum and with many runes and glyphs inscribed upon it, lies in the center of the desk. There is also an inkwell and several quills, 4 pieces of unused vellum, and a large book on the desk. The shelves around the room are filled with scrolls. Here and there is a book or a tome.

The bottles on the desk are potions: One is of *Extra Healing,* the other of *Polymorph Self.* The heap of scrolls are all non-magical and will crumble to dust if anyone touches them. The ivory object is a *Wand of Conjuration.* The book lying on the desk is Malek's 4-6th level spell book. It is protected by an *Explosive Runes* spell.

The desk has 2 sets of drawers, a pair on each side of the desk. The top right drawer contains a sack of gems. (This is the sack referred to earlier as the one which Malakon will attempt to grab before making his departure.) The sack holds 50 gems valued at 10 gp apiece, 20 gems of 50 gp value, 10 gems of 100 gp, 3 gems of 500 gp, and 1 gem valued at 1,000 gp.

The lower drawer on the right side contains Malakon's other two spell books: one for spells of 1st-3rd level and one for spells of 7th-9th level. The lower-level book, like the one on the desk, is protected by *Explosive Runes.* The highest-level spell book is protected by a *Fire Trap* spell. Note again that all spell books will have been taken away, as well as all magical scrolls, if Malakon got here first.

The top left drawer of the desk contains a variety of drawing and measuring instruments of high precision, worth a total of about 500 gp.

The lower drawer on the left side contains 2 magical scrolls. This drawer is protected with a *Fire Trap. One of the scrolls contains 4 m-u spells: Fly* (3rd level), *Polymorph Other* (4th level), *Ice Storm* (4th level), and *Hold Monster* (5th level). The other one has 6 spells: *Write* (1st level), *Shatter* (2nd level), *Polymorph Self* (4th level), *Wall of Force* (5th level), *Legend Lore* (6th level), and *Control Weather* (6th level).

There are 17 six-foot-long sections of shelving, each with four shelves therein. All except three of these shelf sections contain between 10-100 scrolls each. These scrolls, like the ones on the desk top, will crumble into dust if touched. Of the other three shelves, two of them contain 3 and 9 books respectively. These books are still readable and usable, if they are handled with extreme caution.

Book topics include: 1. Anthropological report on inferiority of kobolds to gnomes (sale value 100 gp); 2. Herbal, lists plants local to one area and their supposed properties (500 gp); 3. Bestiary, lists animals local to one area (500 gp); 4. History of Cranshaw Castle, written by a notable scholar (1,000 gp); 5. Religious book containing prayers for an evil god (100 gp); 6. Anthropological report on the superiority of men to everything (200 gp); 7. History of Castle Dorvin, extremely notable work (5,000 gp); 8. Herbal, listing plant life of a different area than the other similar book (500 gp); 9. History of East Point Castle, author unknown (100 gp); 10. Alchemist's notebook, writing unreadable; 11. Malakon's old diary, might be very interesting, but handwriting difficult to decipher (2,000 gp); 12. Another alchemist's notebook, also unreadable.

The last shelf holds a *+2 Long Sword* with no special powers. Malakon will have taken this item if he arrived here ahead of the party.

The secret door in the west wall is hidden behind one of the scroll shelves. The shelving may be moved aside easily. The secret door is detectable by elves and half-elves on a roll of 1-2 on d6, by others on a roll of 1. It is *Wizard Locked* (17th level).

Contents of Malakon's spell books

First level spells: *Sleep, Shield, Write, Read Magic, Unseen Servant, Magic Missile, Protection from Good, Light, Comprehend Languages, Feather Fall.*

Second level spells: *Darkness 15' radius, Detect Invisibility, Knock, Levitate, Ray of Enfeeblement, Strength, Wizard Lock.*

Third level spells: *Explosive Runes, Fireball, Fly, Monster Summoning I, Slow, Water Breathing.*

Fourth level spells: *Dimension Door, Fear, Fire Trap, Ice Storm, Globe of Invulnerability, Plant Growth.*

Fifth level spells: *Bigby's Interposing Hand, Conjure Elemental, Cone of Cold, Monster Summoning Ill, Passwall.*

Sixth level spells: *Enchant an Item, Legend Lore, Monster Summoning IV, Spiritwrack.*

Seventh level spells: *Phase Door, Reverse Gravity.*

Eighth level spells: *Permanency, Trap the Soul.*

(33) This room contains two large chests, each having a complex lock and a poison-needle trap, but the poison has long since decayed. Each chest contains 5,000 sp and 5,000 gp.

(34) Visibility in this maze is good, but the ceiling height is only 3 feet. The letters on the map indicate where various traps are placed:

a: 30-foot-deep pit, does 3d6 damage.

b: Vent in ceiling drops oil equivalent to one flask, followed by a burning cinder which ignites oil; 1-12 points of damage, 1-3 if save made vs. breath weapon.

c: Stone block drops from ceiling; 2-24 damage, blocks passage.

d: Scything blade triggered by pressure plate; 4d6 damage.

e: 20-foot-deep pit with 6 spikes (1-6 points of damage each) at bottom; to determine number of spikes which strike character, roll d6, with result of 1,2, or 3 indicating that many spikes, and result of 4, 5, or 6 indicating no damage from spikes. Fall into pit does 2d6 points of damage whether spikes hit or not.

f: Wall comes down out of ceiling, closing off exit and trapping those inside within a 20-by-10-foot area. Wall cannot be moved physically and will not open again for 20 turns.

g: Walls come down from ceiling in front and behind characters, closing off passage. The 10-foot-square space will then start to slowly fill with sand, taking 6 turns to fill to capacity. Either wall can be broken down if it takes 60 points of damage. Characters will suffocate within 1 round after sand fills chamber to capacity if they are still trapped inside.

h: Same as (d).

i: Same as (a).

j: Same as (b).

k: Same as (c).

I: *Glyph of Warding,* causes 18 points of fire damage (half damage if save made).

m: Same as (e).

n: Same as (f).

In the last 10 feet of the passageway in front of the first secret door, the ceiling is normal height (10 feet). Both secret doors are normal, with a 10-foot ceiling also in the area between them, but only one of the doors may be opened at one time. Thus, the second secret door will resist all attempts to be opened unless and until the first door is closed.

(35) Characters looking into this passageway will be quite unnerved, because all of the surfaces seem to be made of flesh. This spiral passageway was created by Malakon from instructions he found in an ancient tome, which vanished as soon as the construction was complete.

Anyone stepping into this passage or prodding the walls will find themselves, or the instrument they used to prod with, stuck fast to the fleshy substance. Characters have the same chance as their bend bars/lift gates percentage of being able to break free, and may try to pull free once per round. In the meantime, the fleshy wall will start to climb up whatever is stuck to it, gradually coating the object with a thin layer of the fleshy substance. It will take 5-10 (d6 + 4) rounds for a victim to be completely coated with the substance.

Any character or creature entirely covered by the flesh will be suffocated within two rounds after being covered, and immediately after that the fleshy substance and its new victim will begin to draw back into the floor or ceiling of the passage. This process of reabsorption

takes a total of five rounds for a human-sized creature, correspondingly more or less time for those of larger or smaller size. Once a creature has been absorbed into the wall or ceiling, its body cannot be recovered or resurrected.

Blows upon the fleshy substance with blunt weapons will simply cause the weapon to stick at the spot it made contact, doing no damage. Weapons can be pulled free by making a bend bars/lift gates roll as described above, but must be extricated in the round after they are stuck, or they will be coated with flesh and forever lost.

Edged weapons will pierce the flesh, but the wound so caused will instantly heal and the weapon will be stuck fast if it is not pulled back immediately. Fire applied to a place where the flesh is covering a person or thing will cause it to retreat, but will cause no damage. A magical cold attack will cause the fleshy substance to go dormant for one turn within the attack's area of effect.

There is nothing that can permanently damage the fleshy substance; a *Disintegrate* spell will render the substance inert in a 10-foot-square area around the spell caster for a duration of 6 turns; at the end of that time, the fleshy substance will have receded back into the wall or ceiling at that location, perhaps dropping a character or object which had previously been entrapped. A *Flesh to Stone* spell will simply be absorbed with no effect.

There is one obviously safe way to get through this passage: by flying. At the center of the fleshy spiral is a circular stone room 20 feet in diameter with a normal secret door on the north edge. Inside this room is a pedestal. On top of the pedestal is a velvet cushion, and on the velvet cushion is a small necklace with a single tiny gem —*not* a psychogem — set in it.

This gem, the existence of which was unknown to the group who defeated Malakon, is why the champions were unable to completely dispose of Malakon: The gem carries inside it a small portion of Malakon's soul —a "spark" which Malakon can use to rekindle his consciousness. (Characters must use detection and divination spells to learn this or other information about the gem.)

Destroying this gem will not directly harm Malakon while he is in his present physical form, nor will it damage the part of his soul in his newly acquired body. However, Malakon fears the opposite — that if the gem is destroyed, the act will do him immense harm. Therefore, he will bargain to prevent characters from harming the gem, freely giving up any of his possessions except his spell books, in exchange for the. gem. (If characters agree to such a deal, Malakon will depart with the gem — but only temporarily — and will then trail the characters as they make their way out of the dungeon, waiting for a good opportunity to attempt to regain his possessions.

The only way to dispose of Malakon entirely is to first kill the physical body he occupies. When the death of the body occurs, Malakon's soul is transferred entirely into the small gem, and for two rounds thereafter his soul/ consciousness will be powerless to resist or prevent the destruction of the gem. If the gem is destroyed during this two-round span, all traces of Malakon's soul will be destroyed along with it. After the two rounds have passed, though, Malakon's soul will regain the ability to transfer into another body — and that body will then have to be killed in order for the process to be begun again.

IDDC II Prize Winners

Advanced Division

FIRST PLACE

The Garden of Nefaron — Howard de Wied, Boston, Mass.

SECOND PLACE

The Wandering Trees — Michael Malone, San Diego, Calif.

THIRD PLACE

Quest of the Midas Orb — Jennie M. Good, Groton, Conn.

FOURTH PLACE

Obeatus Vigilard — Douglas Selph, El Cerrito, Calif.

FIFTH PLACE

Catskull — Michael H. Reitzel, Sagamore Hills, Ohio

Listed above are the titles of the entries which won prizes in International Dungeon Design Contest II for excellence in design and presentation of an adventure written for use with the ADVANCED DUNGEONS & DRAGONS® game. Listed below is what the winners won.

Howard de Wied, who developed "The Garden of Nefaron" for use in his campaign while he was a student at the Massachusetts Institute of Technology, receives $250 for the entry which was judged the best. That is the amount which was supposed to be given to the overall winner of the competition in the Basic and Advanced Divisions, as specified by the original rules for the contest. However, it was discovered during the judging process that there would be no adequate way to compare a Basic D&D® module and an ADVANCED D&D™ module. So, instead of giving $250 to the grand prize winner, it was decided to award that amount to both "divisional" champions.

Michael Malone will receive a $100 prize for his second-place entry, "The Wandering Trees." As stipulated in the contest rules, this adventure will be published in an upcoming issue of DRAGON™ magazine. Jennie M. Good receives the $50 award for third place for her "Quest of the Midas Orb." That adventure may be published as well, if time and scheduling considerations permit.

Each of the five winners will also receive a one-year subscription to DRAGON magazine.

"Will vou accept this challenge. or...?"

Cavern Quest

A competiton module for AD&D play

Written by Bill Fawcett

PLAYERS' INTRODUCTION

CAVERN QUEST is designed to test your skill as a dungeoneer and your knowledge of ADVANCED DUNGEONS & DRAGONS® rules. There are a limited set of responses to each situation encountered in each room along the way, and you are to choose what seems to be the best reaction to what you are facing. The "best" thing to do is not a constant; it will vary as your situation changes.

It is not possible to complete the quest (close the doors) without sustaining some damage. In certain cases, the best choice may be one which will minimize the damage taken, but cannot prevent damage altogether. Spells will function only in the room where they are cast. Magic items found during the quest will work anywhere in the dungeon.

CAVERN QUEST can be used in competition, with a point system to allow the judge to accurately record the performance of each player. Points are gained for the following:

Five points for successfully closing the doorway.

One point for each Fire Opal retained intact, up to a maximum of 6 (the number of opals needed to seal the doors).

One point for each room successfully entered.

One point for every spell (personal or scroll) still unused when the gate is sealed.

One point for every hit point left when the doorway is sealed.

Points are deducted for the following occurrences:

Five-point penalty for being killed.

One-point penalty for each Fire Opal

Cavern Quest character description

Name: *Orlowson*
Race: *Half-elf*
Class: *4th-level fighter/ 4th-level magic-user*
Armor & shield: *Chain mail, large shield +1*
Weapons: *Dagger +3*
Longsword +1, detects gold & silver at 20' radius
Spells taken: *Hold Portal*
Protection from Evil
Spider Climb
Invisibility
Strength
Spells from scrolls: *Wall of Stone*
Fireball (7-dice)

Miscellaneous equipment:
Sprig of garlic
Vial of holy water
Rations for 5 days
Backpack
20-foot rope
2 torches
Hooded lantern
Small sack
Tinder and flint
6-foot pole
Spell book

Opals gained: ☐ ☐ ☐ ☐ ☐ ☐

Hit Points: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
(20 hit points to start; mark off as damage is taken.)

Answer sheet

	Preparations	Actions
Room 1	A-1 A-2 A-3 A-4 A-5	A-11 A-12 A-13 A-14 A-15
Room 2	B-1 B-2 B-3 B-4 B-5 B-6	B-11 B-12 B-13 B-14 B-15 B-16
Room 3	C-1 C-2 C-3 C-4 C-5 C-6	C-11 C-12 C-13 C-14 C-15 C-16 C-17
Room 4	D-1 D-2 D-3 D-4 D-5 D-6 D-7	D-11 D-12 D-13 D-14 D-15
Room 5	E-1 E-2 E-3 E-4 E-5 E-6	E-11 E-12 E-13 E-14 E-15
Room 6	F-1 F-2 F-3 F-4 F-5 F-6	F-11 F-12 F-13 F-14 F-15
Room 7	G-1 G-2 G-3 G-4 G-5 G-6	G-11 G-12 G-13 G-14 G-15
Room 8	H-1 H-2 H-3 H-4 H-5 H-6	H-11 H-12 H-13 H-14 H-15
Room 9	J-1 J-2 J-3 J-4 J-5 J-6 J-7	J-11 J-12 J-13 J-14 J-15
Room 10	K-1 K-2 K-3 K-4 K-5	K-11 K-12 K-13 K-14 K-15
Room 11	L-1 L-2 L-3 L-4 L-5 L-6	L-11 L-12 L-13
Room 12	M-1 M-2 M-3 M-4 M-5 M-6 M-7	M-11 M-12 M-13 M-14 M-15 M-16
Room 13	N-1 N-2 N-3 N-4 N-5 N-6 N-7	N-11 N-12 N-13 N-14 N-15
Room 14	O-1 O-2 O-3 O-4 O-5 O-6	O-11 O-12 O-13 O-14 O-15
Room 15	P-1 P-2 P-3 P-4 P-5 P-6	P-11 P-12 P-13 P-14 P-15
Room 16	Q-1 Q-2 Q-3 Q-4 Q-5 Q-6	Q-11 Q-12 Q-13 Q-14 Q-15
Room 17	R-1 R-2 R-3 R-4 R-5 R-6 R-7	R-11 R-12 R-13 R-14 R-15 R-16 R-17 R-18
Room 18	S-1 S-2 S-3 S-4 S-5 S-6 S-7 S-8	S-11 S-12 S-13 S-14 S-15
Room 19	T-1 T-2 T-3 T-4 T-5 T-6	T-11 T-12 T-13 T-14 T-15 T-16 T-17 T-18
Room 20	U-1 U-2 U-3 U-4 U-5 U-6	U-11 U-12 U-13 U-14 U-15

destroyed; the player does not get credit for having obtained an opal unless it is kept in his or her possession until the doors are sealed.

Any ties which occur after all points are tabulated should be resolved by comparing the players' performances against the list given above, and using each requirement, in the order given, as a tie-breaker. For instance, a player who successfully closes the doorway places ahead of one who didn't. If both (or neither) closed the doors, then their numbers of opals are compared. If they have the same number of opals, they are judged on how many rooms each player entered, and so on down the list.

THE SITUATION

You have the sinking feeling that you have been set up. Before you sits a council of the Patriarchs of Felker. Among them is the man who had earlier directed you to wait in the room you have just been dragged from. His expression flickers between satisfaction and contemplation. In a sonorous voice, a petty clerk is reading the verdict — guilty, of course.

Your attention is suddenly riveted on the stout official when he begins reading the sentence. You had been expecting a fine or perhaps a term in the local jail. His voice continues: "Should the convicted party, Orlowson, survive the several tortures listed here, he is then to be drawn and quartered by a team of the largest and stoutest mares that can be found in the city. Whilst this is occurring, he will further then be simultaneously subjected to the touch of seven blest irons heated to a red glow."

"So shall it be," intone the patriarchs in unison.

You tense, deciding it is better to die now fighting your captors than to meekly stand by and be mangled. Poised to spring at the guard to your left, your muscles freeze as the cleric who originally led you into this disaster utters one soft word . . . "Unless.. ." he says, smiling expectantly.

"There is a mission that you could take that would, if successful, fully atone for your impertinent presence in the Sacred Chamber. To the west of this city, but half a day's ride, is a cavern. This cavern is suspected to have been made ages ago by an evil warlord who had plans for invading this valley. It is said to exit upon the dark realms beyond the mountains, and the doors which offer escape from within the cavern also offer entrance to all manner of fearsome beasts from the realms beyond. The few who have entered hoping to close the gates seem to have failed, and nothing is known of their fate.

Should you volunteer to attempt this task, braving the many dangers between, and then succeed, you shall be freed and receive great rewards. We clerics of the temple would endeavor to go forth ourselves, but a powerful enchantment cast by the lich that once dwelled there prevents this. Will you accept this challenge, or. . .?"

At the far end of the temple square you notice something that bears an amazing resemblance to Sacred Irons being heated. A further glance at the expectant crowd, and you agree to their terms. Besides, you admit to yourself, you have to admire how well you were set up.

Later, as you are being led to the stables, the Patriarch who tricked you into committing the sacrilege which got you into this mess appears beside you. In a friendly, almost apologetic, voice he gives you advice about your upcoming quest.

"Many have gone before," he warns, "who were as well armed and skilled as you. None have returned. The way is long and hazardous with many creatures, summoned or created by the lich, still dwelling there. Along the way you will find some of the fire opals which are needed to envoke the enchantment which will seal the gate forever. You must gain possession of at least six of the opals and place them in the hexagon at the center of the gate while chanting in high elvish:

By Gax and Bloom, by Banner and Dunne,
again be closed. By the Duke and
Avalon's strength be sealed forever.

"The gate will then swing closed and, so they say, never open again.

"Use your magic wisely and use only that which you need. You must always move forward and never turn back even a pace until the quest, or you, is finished. Take with you this scroll of two great spells, along with our hopes for your success."

ROOM 1

After entering the cavern, you hear the guards who escorted you taking up posts outside the door, preventing you from immediately escaping. With a sigh, you begin walking down the twisting cavern. After a few minutes the walls of the cavern become more regular and the stalactites disappear from the ceiling. You seem to be entering an area tunneled out of the rock. Ahead of you a doorway is visible, and through it you can see the flicker of torchlight.

When you look into the room, you see that it is a chamber approximately 30' x 30' x 20' high. The floors and walls are grey rock, except for a patch of black 6 feet across in the center of the room. On this patch of black is a chest. Your sword detects silver in the chest.

On each wall is a torch. These four torches seem to have been recently lit, although no one is visible in the room. On the far wall is a door with a table next to it. On the table are what appear to be several sheets of paper. One is rolled up and sealed with wax, apparently a scroll. Another paper appears to have been partially burned. There is a scorched area directly in front of the table.

The breeze coming into the room from the doorway ahead tells you that this is the path to follow.

Preparations (choose one)

A-1: Take out sprig of garlic,
A-2: Light your torch.
A-3: Throw in fireball, then cross.
A-4: Draw your sword.
A-5: Take out vial of holy water.

Actions (choose one)

A-11: Cross to door and exit, avoiding chest and table.
A-12: Examine and open chest, remove silver.
A-13: Examine all open papers on the desk, but not the scroll.
A-14: Open and examine scroll.
A-15: Attempt to remove one of the lit torches from its holder.

ROOM 2

After leaving the first room, you continue down the corridor for nearly 150 feet. Along the way you notice a broken holy symbol of your own lawful good religion. It seems to have been smashed with a mace or sword.

Traveling on, you approach a doorway with a large oaken door swung open. The sound of arguing voices is audible from within. Peeking around the doorway into a room 20' x 20', you see a group of four men sitting around a small campfire. They seem to be arguing about some item that they are grabbing from each other.

In the far left corner of the room is a man who shows visible signs of having been tortured. He is hung from the wall by his wrists. His head is drooped onto his chest, and he doesn't appear to be moving or making a sound.

In the back right corner is a chest, partially open with several jewels visibly glinting in it. As you prepare to act, one of the men arguing stands up and begins moving toward the door. He is wearing the cloak, helm, and armor of a lawful good paladin. The other three men stand and begin to follow him, sounding angry and speaking in a language unfamiliar to you.

Preparations (choose none or one)

B-1 : Slam door and cast *Hold Portal* on it.
B-2: Cast *Strength* on self.
B-3: Rush past door and further into cavern, hoping to evade the group of men altogether.
B-4: Cast *invisibility* on self.

B-5: Cast *Protection from Evil* on self.
B-6: Draw your sword and breathe deeply.

Actions (Choose one or two)
B-11: Step into the door and offer to assist the paladin.
B-12: Step back from the door and strike any who exit.
B-13: Throw fireball into the room after yelling,"Duck!" in Lawful Good.
B-14: Rush into the room swinging, drive away the men and take possession of the chest.
B-15: Call on those who are in the room to surrender in Common tongue.
B-16: Throw holy water on the first man to exit the room.

ROOM 3

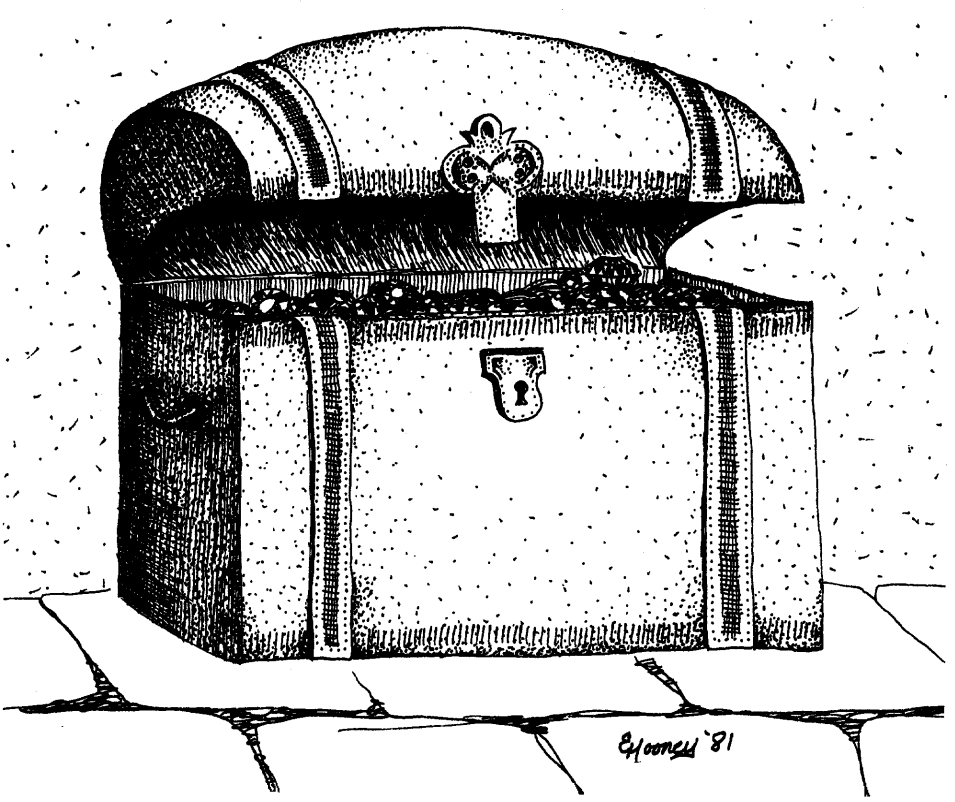
You walk down a series of winding passages that gradually lead downward. The walls become rougher and more natural-looking, but the floor remains smooth. Along the way, you notice a few shells and some driftwood on the floor. Careful examination of the walls reveals a high-water mark about six inches above the floor. Several hundred feet further on, the floor becomes sandy, and shortly later the passage opens into a cavern.

The cavern is a dome nearly 50' across and about 15' high. Flowing in through a rusted iron grate in one wall is a stream more than 15' wide and too deep to see bottom. The water is visibly moving and exits through a similar grate in the opposite wall.

The floor of the cavern is made of worn stone slabs lightly covered with sand. All cracks between the slabs are also sand-filled. Steps beginning a few feet above water level lead down into the stream and disappear into its depths. These appear worn by the passage of many feet. On either side of the steps are large lion-statues whose bodies extend out from the water. Only the heads and front legs of the statues are visible above water level.

On the left wall is a ladder that leads part way up the wall and then stops. It is made of iron pegs sunk into the stone. A small altar or table is next to where the steps ascend from the stream on the opposite side. A fresh breeze can be felt entering from an open doorway on the far side of the cavern. There is no way to reach this doorway without crossing the stream which flows across the center of the cavern. Your armor is too heavy to allow you to swim in it.

Preparations (choose none, one or two)
C-1: Strip off all your armor and throw it across the stream.
C-2: Pour holy water into the stream.
C-3: Get out your sword and attempt to jump the stream.
C-4: Cast Strength on self.
C-5: Get out your rope.



C-6: Get out one day's rations (needed for C-16).

Actions (choose one or two)
C-11: Attempt to swim across the stream without wearing any armor (assumes you chose C-1).
C-12: Toss loop of rope around altar on far side of stream, attach other end to one of the lion-statues, and pull yourself across stream while wearing armor.
C-13: Cast *Spider Climb* on self and cross using the ceiling.
C-14: Cast *Invisibility* on self and swim across (assumes you chose C-1).
C-15: Before crossing, climb up the ladder as far as possible.
C-16: Throw rations into the water and then attempt to cross.
C-17: Search for secret passages, then attempt to swim across (assumes you chose C-1).
(Note: Some of the actions are mutually exclusive. Choose only one method of crossing the stream.)

ROOM 4

You are in another section of finished passages. These tunnels are nearly 20 feet wide and over 15 feet high. As you walk, you find several types of bones, all of which are broken, and a few seem to be scorched. A few of the bones are nearly 6 inches thick and appear to have been snapped off. After about 120 yards you notice a scorched spot on the side of the tunnel. A further look reveals the blackened skeleton of an elf and a pile of partially melted armor in the center of the scorched spot.

Further down the tunnel you find a similar spot containing three human skeletons and armor, also scorched and melted. In one sandy spot you find a partial footprint of a large reptile.

A few yards beyond the footprint is a splatter of greenish blood. It is only partially dry. Traveling on carefully, you continue until you notice a large opening on the left wall. This opening is 8' high and 15' wide. You hear sound from within, made by the movement and heavy breathing of a large creature.

The tunnel continues for several yards past the opening and then turns right. A breeze is felt coming from around the corner. A stench of brimstone (sulfur) comes from the cave on the left.

Preparations (choose one)
D-1: Take out a sprig of garlic.
D-2: Light a torch.
D-3: Throw fireball into the cave.
D-4: Cast *Wall of Stone* across cave mouth.
D-5: Take out vial of holy water.
D-6: Cast *Invisibility* on self.
D-7: Cast *Protection from Evil* on self.

Actions (choose one)
D-11: Cross the cave mouth carefully and continue onward.
D-12: Rush into cave and attack.
D-13: Throw holy water into the cave as you rush past the opening.
D-14: Throw a day's rations in front of the cave; see what comes to eat them.
D-15: Enter the cave, speaking in a friendly tone.

ROOM 5

You continue down a winding pas-

sageway. The walls become rougher and more natural-looking as you progress. Moving carefully, you observe two things occurring simultaneously: The cave narrows until it is 5' wide and barely tall enough for you to stand up in, and lichens appear on the now-damp walls. These lichens give off a dim light which makes your torch unnecessary. After putting out the torch so as to not attract undue attention, you continue. After a few more minutes of skulking along, you see in the lichen-light that the corridor opens out into a 20' x 30' cavern.

Crouching, you peer into the gloomily lit cavern. Across from you, 30 feet away, the corridor continues. Along the walls on either side are fastened a double row of bunk beds held up by rusty chains. At least a dozen of these are occupied by skeletons who appear to be unmoving. In the hand of each skeleton is a short sword which rests across its chest. Each is also wearing a necklace of a silvery material.

About four feet in front of you is a sturdy-looking table, 7' long with a top made of a 3" slab of oak. On the table is a small (4" x 6") chest, a flail made of copper, and a silver battleaxe.

You throw a pebble toward the nearest bed, disturbing the skeleton. It begins to rise.

Preparations (choose none or one)

E-1: Draw your sword and your holy symbol.

E-2: Get out a vial of holy water (needed if E-11 is chosen below).

E-3: Cast *Strength* on self (needed if E-14 is chosen below).

E-4: Throw *Fireball* into the room.

E-5: Cast *Protection from Evil* on self.

E-6: Light a torch.

Actions (choose one)

E-11: Throw holy water on the nearest skeleton and grab the chest as you rush through the room, ignoring the other skeletons.

E-12: Pick up the silvered battleaxe and fight your way through the room, grabbing the chest as you pass it.

E-13: Pick up the flail and fight your way through the room, grabbing the chest as you pass it.

E-14: Pick up the oak table, intending to use it to batter any skeletons that approach you, then check the chest, etc.

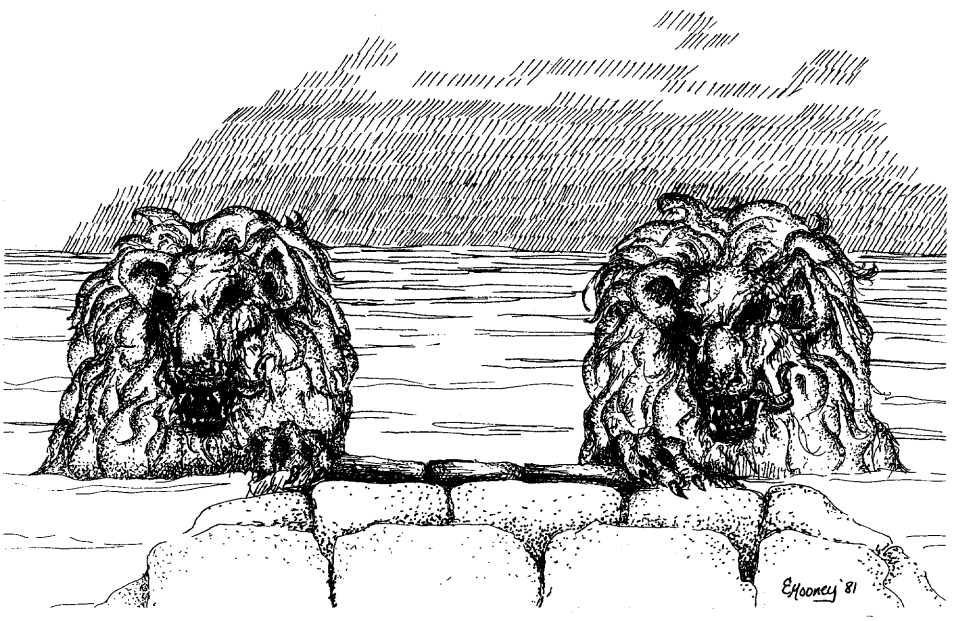
E-15: Stand in the doorway you are in and prepare to swing on the skeletons one at a time (if necessary) as they try to fight you; then check the chest and search the room.

R O O M 6

You continue down the corridor carefully, staying near the right side to take advantage of the shadows. The corridor seems to stretch on forever; eventually you notice that it is curving slightly to the right. Suddenly, ahead of you, the way appears blocked. The tunnel has collapsed recently, judging by the now-exposed surfaces which do not contain the ever-present lichens.

A slight stirring of the dust guides your attention to a small opening that remains clear at the top of the rockfall. Climbing onto the loose rock, you look down the tunnel that remains. The way is dark, since the lichens haven't spread into this area yet, and the passage appears to be about 3' in diameter and 15' long. There is light visible at the far end, and while you watch a shadow passes before the opening. A wall is visible more than 25' beyond the lighted opening.

You creep through the small tunnel and approach the opening, then decide to wait for more clues about what lies ahead. Your patience is rewarded with some overheard scraps of conversation. The words are hard to understand, but you easily recognize the guttural speech of trolls.



Preparations (choose one)

F-1: Throw a *Fireball* into the room and proceed.

F-2: Cast *Strength* on self.

F-3: Cast *invisibility* on self.

F-4: Light a torch; keep it ahead of you.

F-5: Cast *Protection from Evil* spell on self.

F-6: Throw a flask of oil into the room, throw a torch on it to light it, and then enter the room.

Actions (choose none, or up to three)

F-11: Rush in swinging.

F-12: Attempt to sneak through the room ahead.

F-13: Attack any trolls by any means available and then search the area.

F-14: Burn the remains of any trolls.

F-15: Approach the trolls in a friendly manner, offering them food.

ROOM 7

You exit the trolls' room through a door on the left wall and find yourself in a brick corridor. The corridor extends for several hundred feet, with nothing to break its monotony but the gentle shuffling sound of your boots. Pausing, you hear only deep silence, which you try not to think of as "deathlike."

Finally, the corridor ends in a short ascending stairway. At the top of the stairs is a door. Checking for traps all the while, you climb the thirteen steps to the landing in front of the heavy wooden door. Though there were no footprints on the steps, there is a jumble of prints on the landing. These seem to have been made by a soft boot or padded foot.

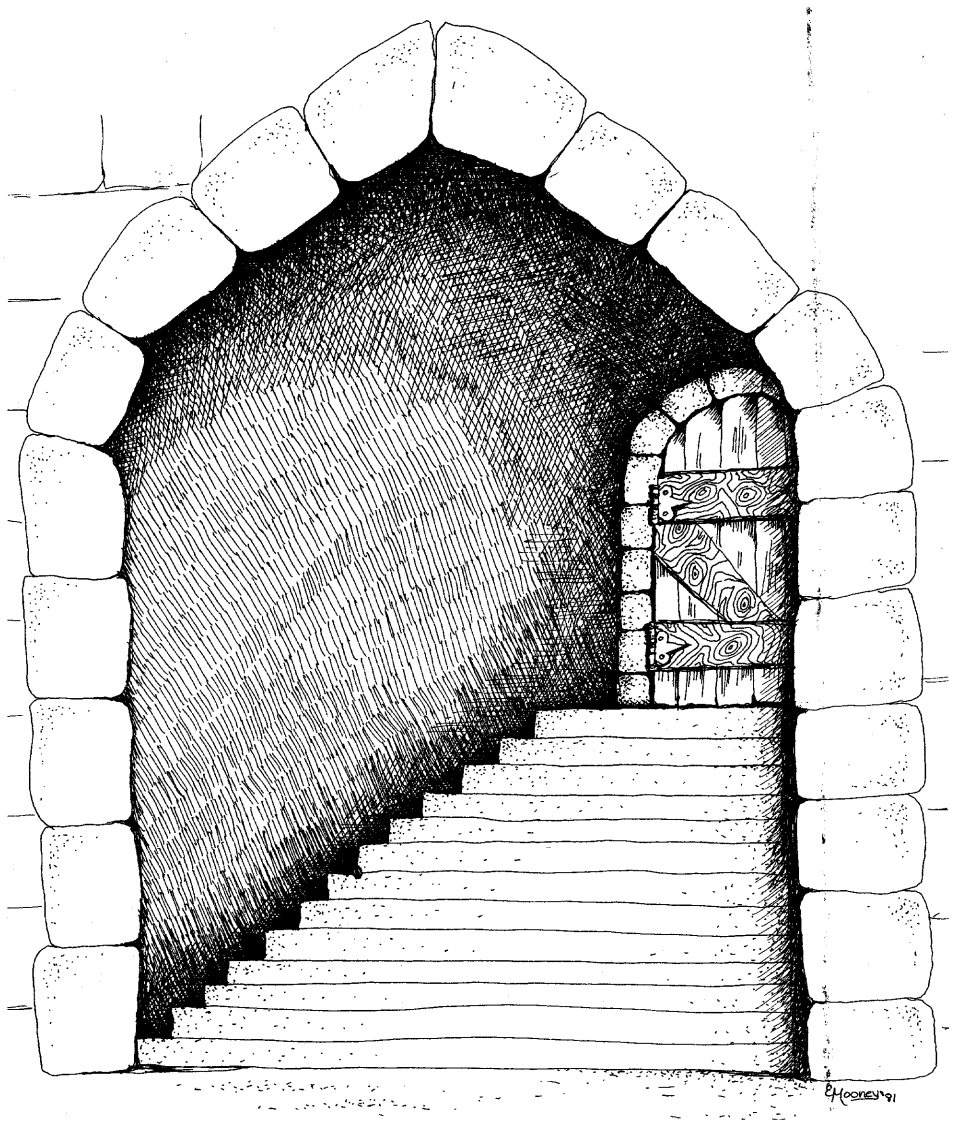
The door has brass hinges, with a twisted rope for a handle. There is no lock and it opens easily.

Inside is a room that is 20' x 20' with a 10' ceiling and an exit on the far side similar to the door you entered through. On one wall is an open closet and on the other a small table with several jars of different colored creams, three small brushes, and a mirror. In the closet you find an orange-and-red shirt, a pair of green pants, a wooden scepter painted silver, and a pair of soft leather boots with what seem to be runes engraved into their surface.

While you are looking in the closet, you begin to hear voices. At first the voices are unclear, but soon they are louder and closer, and you recognize the speech of orcs. There seems to be at least three of them. They sound as if they are approaching the room at a walk and are unaware of your presence.

Preparations (choose one)

G-1: Quickly put on the shirt and pants, and strike a pose as if you belong there.



G-2: Quickly put on the boots (there is not enough time to put on *every* available article of clothing).

G-3: Pick up the scepter.

G-4: Cast *Invisibility on* self.

G-5: Cast *Spider Climb* and ascend to ceiling.

G-6: Get behind the door so as to gain surprise.

Actions (choose one)

G-11: Attack orcs as they enter.

G-12: Flee,out the door you entered.

G-13: Attempt to hide from orcs.

G-14: Act friendly and try to bluff it out.

G-15: Throw holy water on the orcs as they enter.

ROOM 8

After discarding the equipment (if any) picked up in the previous room, you pass through the door the orcs entered. The corridor bends to your left after a few feet. You proceed carefully, but with growing confidence. Then, after walking thirty or forty feet further you fail to notice a weighted panel that extends across half of the corridor floor. When you step on the panel, a section of the wall on your right quickly slides down into the floor. The area behind the wall is very dark. Visible inside it are four sets of glowing red eyes, each about two feet above the ground. These seem to be moving towards you. As you prepare to take action, you hear scuttling noises coming from the darkness.

Preparations (choose none or one)

H-1: Throw a *Fireball* into the area.

H-2: Light a torch.

H-3: Get out your holy water (needed for H-11 below).

H-4: Cast *Protection from Evil* on self.

H-5: Get out five days' rations (needed for H-12 below).

H-6: Cast *Hold Portal* on entrance.

Actions (choose one)

H-11: Throw holy water on the nearest set of eyes and fight it out.

H-12: Throw the food to one side and fight it out, if this action doesn't divert the attackers.

H-13: Enter the darkness and fight it out.

H-14: Continue running down the hall.

H-15: Get out your holy symbol and order the eyes away,

ROOM 9

Continuing down the corridor, you come to a second stairway leading up. This one also has 13 steps but ends at a silvery, metal door. Again, the door isn't locked, but leaning against it is a human skeleton whose bones seem to have been decayed even before its death.

Checking for traps, you find none and then open the door. Inside is a large room, 60' x 60' with a domed ceiling 40' high in the center. Set in the five corners of a golden pentagram inscribed in the obsidian floor are five sarcophagi. There is an exit directly across from where you are standing.

Suddenly, mummies begin to rise from. each of the coffins. They begin moving toward you, and fleeing seems to be the best reaction. But just as you prepare to run, you notice that one is wearing an opal around his neck on a silver chain, and your plans change abruptly. You have about one melee round before the closest mummy will reach you.

Preparations (choose none or one)

J-1: Cast *Protection from Evil* on self.

J-2: Get out your holy water (needed for J-11 below).

J-3: Try to fry them all with a *Fireball.*

J-4: Put on the sprig of garlic.

J-5: Get out the holy symbol.

J-6: Cast *Spider Climb* on self.

J-7: Get out your vial of oil (needed for J-13 below).

Actions (choose one)

J-11: Stand and fight it out, after throwing holy water on the one wearing the opal.

J-12: Avoid the mummies and head for the far door.

J-13: Hit one with the oil and light it, then fight the others with your sword, trying not to damage the opal.

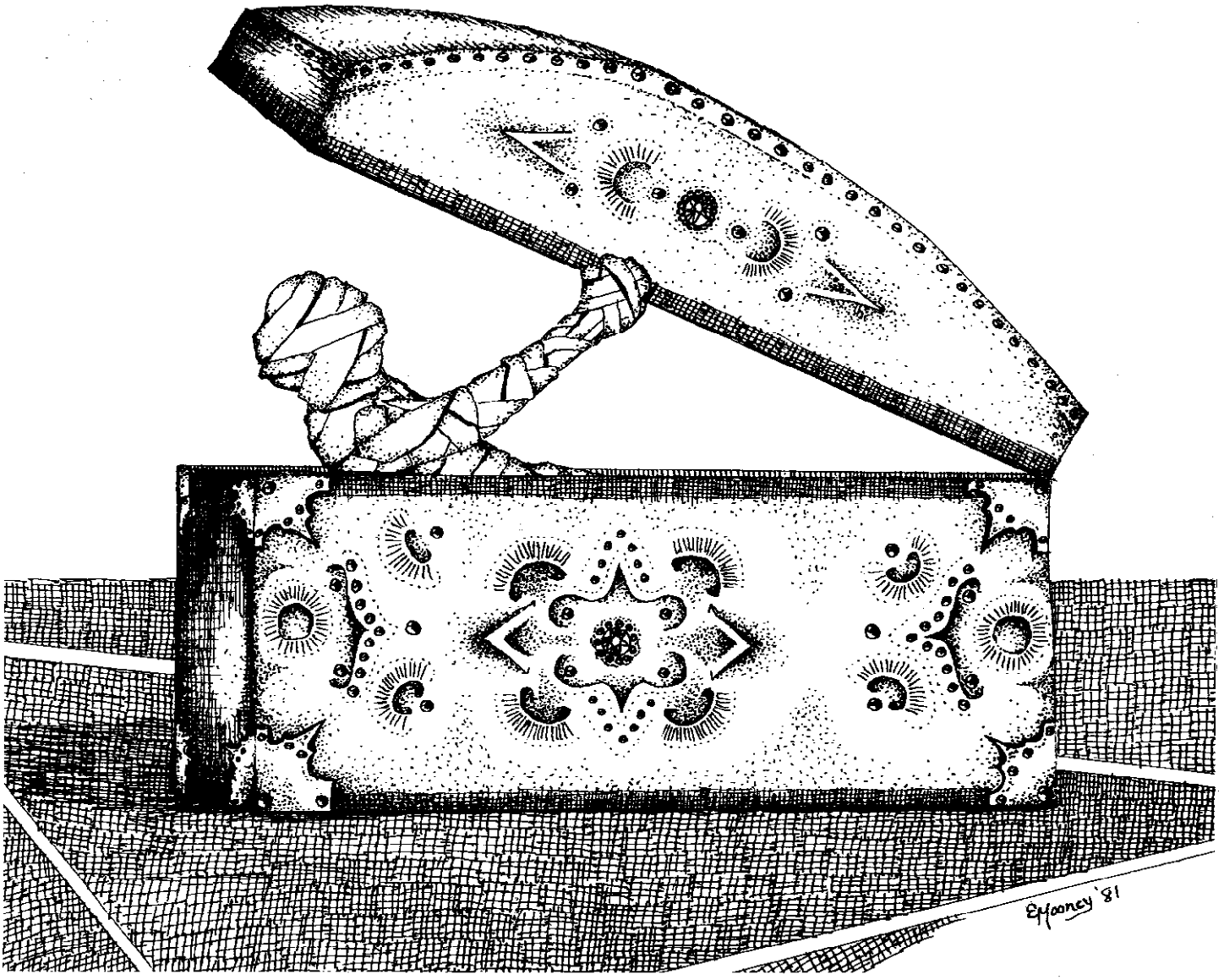
J-14: Present holy symbol strongly and say, "Begone!"

J-15: Fight it out with the dagger rather than the sword.

ROOM 10

The hallway beyond the mummy room is decorated with Egyptian art and hieroglyphics. Further on, the decorations are a stylized pattern of tiles in geometric designs. The 10-foot-wide hall is straight for several hundred yards.

Eventually you come to an alcove with a small altar in it. This altar seems to be dedicated to one of the Greek gods, perhaps Demeter judging from the grain offering you find on it. After finding nothing of value in the alcove, you continue. In the next few hundred yards you



find three more alcoves obviously dedicated to Ceres, Pan, and Apollo. In the wall behind the one dedicated to Apollo is a small panel. Carefully opening the panel with your sword tip, you see an opal. All seems quiet, maybe *too* quiet. The opal appears to be merely sitting on a velvet pad about 18 inches inside the wall. Next to the opal and the pad is a liquid-filled hole wide enough to allow the opal to drop into it. If you aren't careful it appears likely the opal could fall into the hole and be lost. You carefully push a pebble into this hole — and it immediately dissolves, along with the tip of the sword you were pushing it with. The panel is just wide enough to fit your arm into.

Preparations (choose one)

K-1: Cast *Spider Climb* on self.

K-2: Cast *Strength* on self.

K-3: Get out holy water (needed for K-11 below).

K-4: Take off your gauntlet (needed for K-13 below).

K-5: Cast *Hold Portal* on the panel to lock it closed.

Actions (choose one)

K-11: Dump the holy water out into the panel.

K-12: Try to edge the opal out using your sword.

K-13: Reach in and take out the opal using your hand.

K-14: Purposely push the opal into the liquid next to it.

K-15: Walk away and forget the whole thing.

ROOM 11

You continue down the hallway, passing three successively smaller, empty niches, before coming to a doorway blocking the corridor. After several minutes of trying to open the door, you realize it must be a false doorway. Worrying about alarms you may have tripped, you search hurriedly for a secret door or panel. All is still peaceful when you discover the last alcove contains a secret entrance. Fearing discovery, you quickly trip the now-obvious latch and rush down he stairway on the other side.

At the bottom of the stairs, the hallway turns 180 degrees; you find yourself walking under the corridor you had just come through. The downward slope continues at a steep angle for nearly 100 feet. About 20 feet down the slope is a door on your right. You listen at it but hear nothing, and decide to travel further down the slope instead of entering.

At the 100-foot mark the tunnel bends sharply to the left. Rounding the corner, you see two things. The first is a skeleton with a dagger sticking out from the bones of its back. The second is that after just a few more steps the corridor seems to dead-end. Approaching the skeleton, you see three stones — one transparent, one iridescent, and one a pale lavender — whirling about the skull of the dead adventurer. A quick survey of the tunnel's end finds no secret doors. You have just turned back to examine the whirling stones when you detect the

acrid odor of chlorine. A wall of green gas rounds the corner and moves swiftly toward you.

Preparations (choose one)

L-1: Hold your breath.

L-2: Grab the clear stone and set it whirling about your head.

L-3: Grab the iridescent stone and set it whirling about your head.

L-4: Grab the pale lavender stone and set it whirling about your head.

L-5: Drink your holy water.

Actions (choose one)

L-11: Run through the cloud and back up the corridor until you clear the gas.

L-12: Stand there in great pain and try to outlast the gas.

L-13: Search further for a secret door.

All of the stones will turn grey and dull (useless) immediately after you leave the corridor where the gas is.

ROOM 12

You realize that the only way to proceed is through the door you found earlier on the side of the corridor. You backtrack and open that door, finding yourself in a large cavernous area. The cavern seems to be over 100 feet in diameter and the ceiling towers nearly 50 feet above. Barely visible in the ceiling is a grating covering what appears to be a smoke-smudged vent hole. No light is visible through the hole. In the distance you can make out several items and beyond them another doorway.

As you approach the items, one seems to be glowing slightly inside. This turns out to be the furnace for a smithy. You are able to see that to the left of the doorway are stacked and scattered several boxes, each about four feet long and two feet wide and tall. Partially visible beneath a stack of boxes is what appears to be a map or scroll. The hardwood boxes are sealed with what seems to be either a rune or the personal seal of the smith in wax.

To examine the map/scroll more closely, you move one box slightly. The stack shifts, breaking one of the wax seals. Almost immediately the lid of that box begins to open. You stand amazed as a perfectly formed and obviously functional iron figure of a warrior steps out. If it weren't so small, you would think the creature a golem. When the iron figure casually pushes aside a beam weighing half a ton, you begin to get worried. A *miniature* iron golem?

The creature moves directly toward you at a slow but determined pace, between you and the next door. Looking closely as it nears, you see the monster appears to be already damaged and limps slightly.

Preparations (choose one or two)

M-1: Draw sword (needed for M-11, M-12; cannot also choose M-2).

M-2: Draw dagger (needed for M-11, M-12; cannot also choose M-1).

M-3: Get out holy water (needed for M-12).

M-4: Cast *Protection from Evil on self.*

M-5: Cast Invisibility on self.

M-6: Light a torch (needed for M-15).

M-7: Hold breath while fighting.

Actions (choose one)

M-11: Engage the creature in combat.

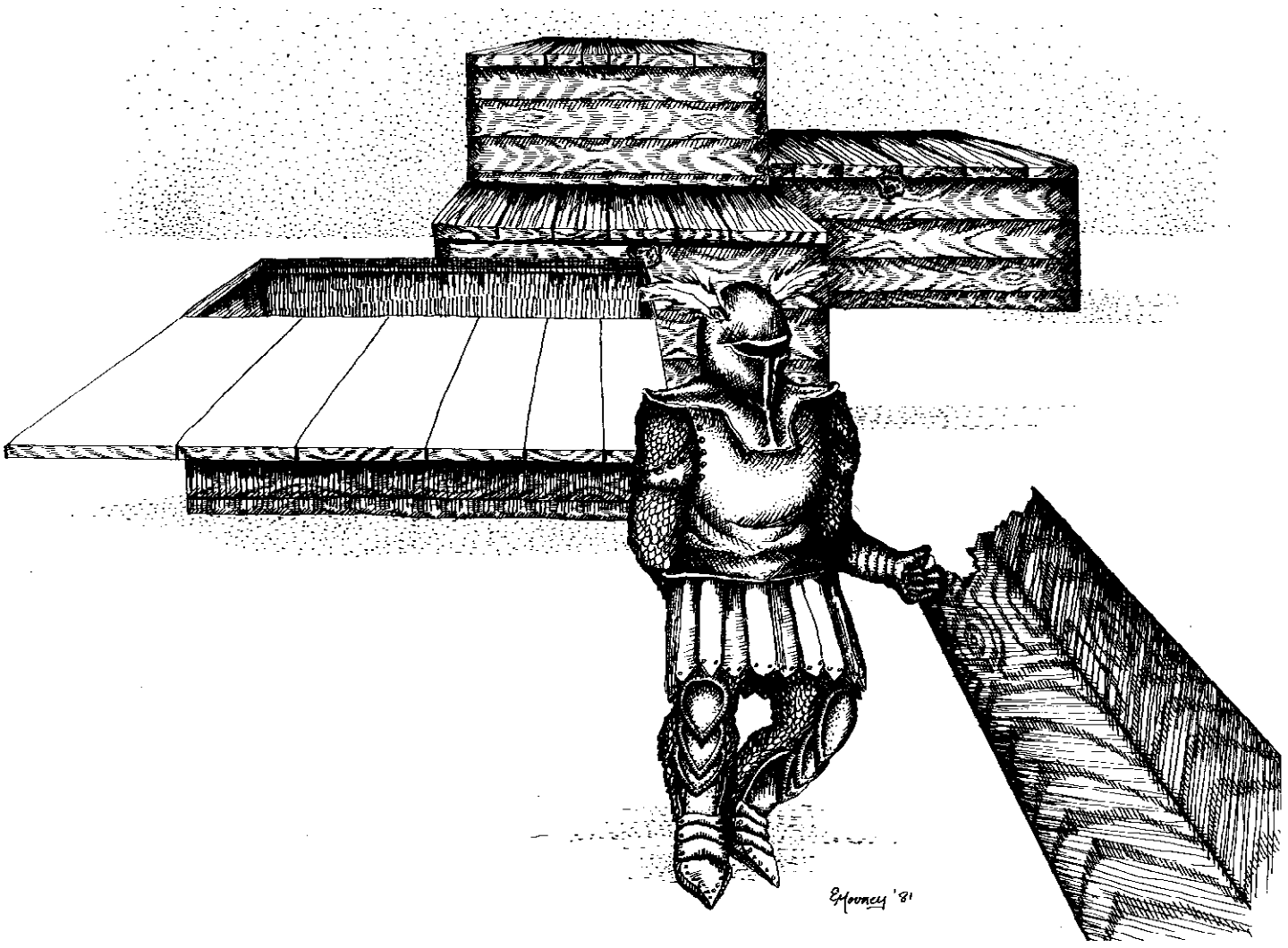
M-12: Throw holy water on the creature and rush past.

M-13: Run around the creature and engage it in passing with whatever weapon you have.

M-14: Attempt to hide and evade until you can escape.

M-15: Throw oil and light it with a torch.

M-16: Throw a *Fireball* at the monster.



ROOM 13

After passing through the unexplored doorway, you find yourself in a narrow corridor. The narrow walls of the corridor nearly touch your shoulders, and the walls seem to have been made of crude bricks. The floor is made of natural rock and it appears to be very worn in the center, as if thousands of feet had walked down the exact center of the path over the years. While standing and listening for the sound of any danger ahead, you hear footsteps approaching. They seem near, but you see nothing ahead of you. Instinctively you put your shield up and rush forward. After only a couple of paces you bump into something you cannot see, but you sense it to be man-sized.

Whatever it is lets out a grunt, and then you hear a sound as if it has fallen over backwards. Your sudden action seems to have surprised whatever is ahead of you. The sound of panting, as if someone has had the wind knocked out of him, comes from close ahead.

Preparations (choose one)

N-1: Cast *Strength* on self.

N-2: Get out holy water (needed for N-11).

N-3: Get out dagger (otherwise, sword is considered to be in hand).

N-4: Cast *Protection from Evil* on self.

N-5: Cast *invisibility* on self.

N-6: Take no special action.

N-7: Get out rations (needed for N-15).

Actions (choose one)

N-11: Throw holy water in the direction of the panting.

N-12: Move forward swinging.

N-13: Attempt to talk with whatever is ahead of you.

N-14: Try to hide from the threat.

N-15: Throw rations to one side of the corridor and try to flee past the distracted monster.

ROOM 14

After another 100 yards of travel, the narrow tunnel opens into a wide natural cavern. The floor of the cavern is covered with dust. In the dust can be seen the footprints of a dragon. After following the cavern (and the footprints) for another 200 feet, you come to a larger cavern. The cavern is too long to be seen in full and is at least 150 feet wide. Barely visible at the distant end is an opening.

On the left side of the cavern is a lake which seems to extend out below the level of the cavern. Near the edge of the lake, which fills over a third of the floor space, is what appears to be a large pile of metal coins. Starting to approach with care, you see the dim reflection of a large coppery or bronze object at the top.

When you get near enough to make out details, you realize that there is a dragon sitting on top of what your sword tells you to be a pile of gold and silver. The dragon appears to be asleep. Just in front of its jaws you notice the familiar glint of a fire opal. This one appears to be hanging from a chain that is around the skull of one of the dragon's earlier victims.

Silently you approach to within 20 feet of the sleeping dragon. Part of the chain appears to be under one massive claw, but the other part is temptingly close to the edge of the pile. The dragon continues his deep, regular breathing.

Preparations (choose one)

0-1: Light a torch to see better.

0-2: Sneak up closer, quietly (needed for 0-11).

0-3: Throw a *Fireball* at the sleeping dragon.

0-4: Announce yourself and try to wake the dragon.

0-5: Move quietly away; try to continue onward before being noticed.

Actions (choose none or one)

0-11: Strike as strongly as possible to get the first blow while the dragon still sleeps.

0-12: In a loud voice, challenge the dragon to a fight for the opal.

0-13: Attempt to tie the dragon's mouth closed, then attack.

0-14: Attempt to steal the opal without waking the dragon.

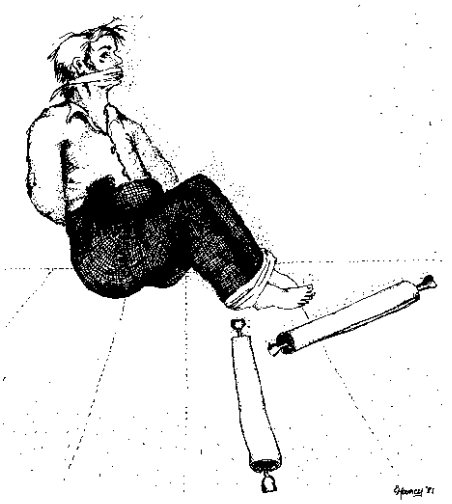
0-15: Try to be friendly; explain your mission and ask the dragon for the opal.

ROOM 15

After leaving the cavern you find yourself in a twisting, natural passage sloping slightly upward. The cavern seems to go on forever, and twice you are nearly skewered by piercers. Rounding a corner, you surprise two gnolls who are resetting a trap. They are intent on their work, and the first dies by your hand without knowing what hit him. The second is killed after a brief exchange, without ever even coming close to hitting you. After what you've been through so far, the gnolls are an almost-welcome opponent.

Examining the contents of a bag the gnolls had dropped nearby, you find a vaguely familiar, definitely lawful holy symbol and what may have been a collection of fresh spell components. Under this are nearly 500 gold pieces, a fortune for a gnoll.

Continuing on, watching fortraps, you pull up short at the sight of a man bound in the corridor. He is gagged, but looks at you imploringly. As you approach a deep, bleeding wound in his abdomen becomes visible. In front of him you see two scrolls, obviously discarded as useless (to them) by the gnolls. When you approach the first scroll the wounded man groans and shakes his head. The effort causes him to pass out momentarily, and your attention is directed to his



plight. You loosen his gag and he painfully struggles to speak. The language is unfamiliar to you, but he seems to be urgently anxious for you to set him free. While loosening his ropes you notice a vial in a pouch at his belt. When the first of his hands is freed, the stranger frantically fumbles for the vial, then again passes out.

Preparations (choose one to three)

P-1: Read the first scroll.

P-2: Read the second scroll.

P-3: Continue to loosen the ropes binding the stranger.

P-4: Get out the stranger's vial.

P-5: Kill the stranger.

P-6: Ignore it all and continue.

Actions (Choose none, one, or two; indicate the sequence of multiple actions)

P-11: Drink the contents of the vial.

P-12: Pour the contents of the vial down the stranger's throat.

P-13: Free the stranger from the ropes and move on, leaving him unconscious.

P-14: Kill the stranger and continue on (cannot also choose P-12).

P-15: Search the stranger further, taking whatever you can find.

ROOM 16

After continuing along the corridor for several hundred feet, you are suddenly startled by the cry of a shrieker. This, as you hurry toward it, is seen to be a small one standing only two feet high.

Nervously you continue down the passage. The cavern opens until the walls are more than 30 feet apart and the glowing lichens on the wall begin to thin out. You are less surprised to discover another shrieker in the half-light. This one is nearly 5 feet tall and lets out with a bassoon-like noise.

Beyond, in the dim light, you see several more mushroom-shaped fungi and a few that seem to have short branches bunched close to their base. For most of the way you should be able to avoid any contact with any of the growths. Unfor-

tunately, at one point there is a nearly solid wall of fungus blocking the way.

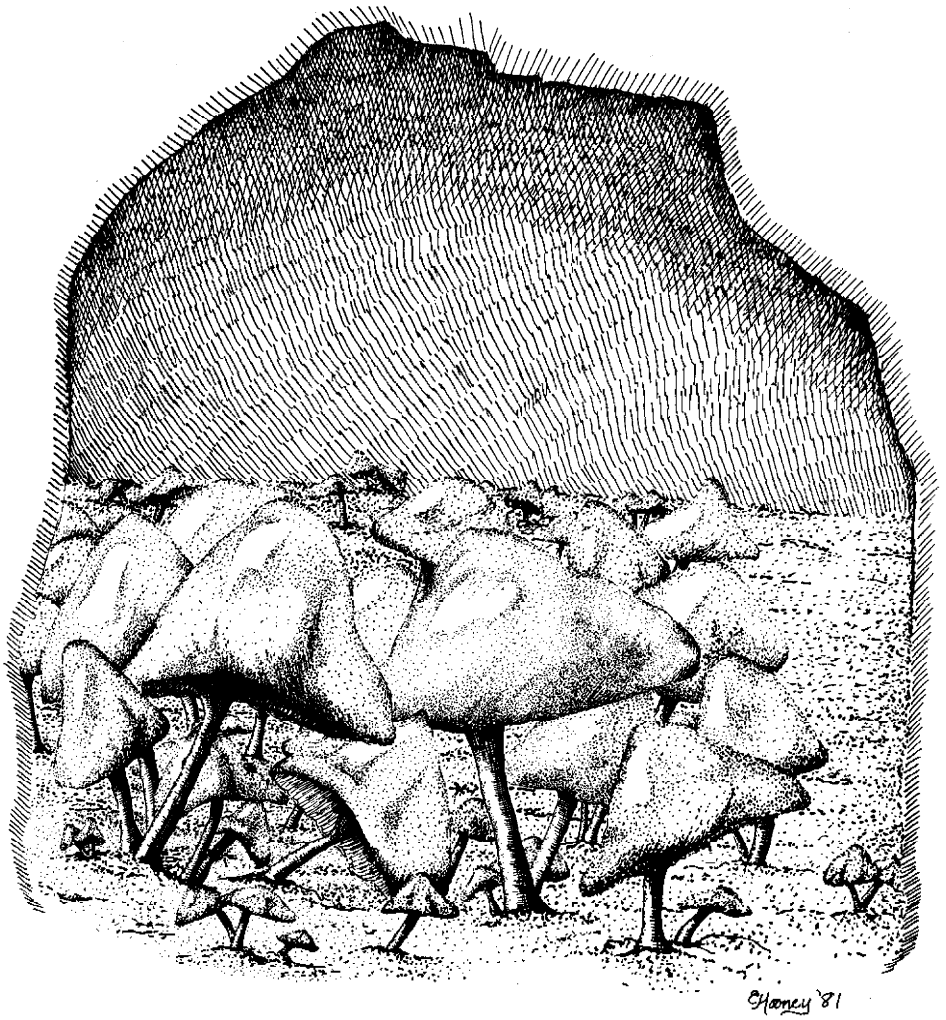
Moving up to the blockage, you are startled to notice the body of an elf just beyond. Judging from the smell of the rotted flesh, he must have been dead for only little more than a week. The body is partly clothed in a robe bedecked with symbols, making it obvious that the elf was a spell-caster of some sort. On the hand of the elf nearest you, his left, the flesh appears to be rotted clear to the bone. Clutched in this hand is a scroll, and lying nearby is the scroll case from which it came. Abruptly, the sound of footsteps in the distance warn you of a possible threat approaching from behind.

Preparations (choose one)

Q-1: Cast *Spider Climb* on self (needed for Q-11).
Q-2: Get out oil (needed for Q-12).
Q-3: Get out garlic (needed for Q-13).
Q-4: Light a torch.
Q-5: Cast Strength on self.
Q-6: No special preparations.

Actions (choose one)

Q-11: *Spider Climb* using the ceiling to cross the barrier
Q-12: Throw oil on the nearest section of fungus and light it; cross when the flames die down.
Q-13: Push through the fungus, holding the garlic ahead of you.
Q-14: Simply walk through, smashing any shrieker that might yell.
Q-15: Crawl through the blockage, staying as low as possible.



ROOM 17

Once you have passed the fungus area, your torch reveals a stairway leading upward for nearly 50 feet. The steps are dusty and seem long-unused. A glowing torch, similar to the torches in Room 1, burns at the top of the stairs. On the 15' x 12' landing, you see an ornately inscribed brass door nearly 5 feet wide. On the door are scenes of a wolf suckling two babies, bunches of grapes, and men in various types of armor fighting each other and strange beasts.

Upon opening the door, you find yourself in a box overlooking a large arena. At the far end of the stadium is another box similar to your own. Leading down from both are rope ladders that are almost long enough to reach the stadium floor, 40 feet below. The ladder on your side seems quite sturdy and functional.

Beneath you the rope ladder drops down into enters a short, ceilingless corridor. On the wall of the corridor are visible three doors. Each door apparently opens into a different section of the arena, and the areas are separated from each other by a thick, 26-foot-tall stone wall. Different creatures are visible in each of the three sections, which are 50' wide and nearly 100' long. These creatures are all strange-looking to you but obviously dangerous.

The first of these, on the left, appears to be a floating ball with one large eye and several smaller eyes on rigid stalks. In the center area is a gigantic, bull-like creature with metal scales; wisps of smoke occasionally drift from its nostrils. The third area, on the right, appears to be a large, gross toad with man-like arms instead of forelegs. He appears to be gesturing or conjuring at you, with no apparent effect, and then walks anxiously to near the door you would enter by...

Preparations (choose one)

R-1: Get out slow scroll (needed for R-14).
R-2: Offer a prayer to your god and proceed with actions.
R-3: Cast *Protection from Evil* on self.
R-4: Get out holy water.
R-5: Cast *Invisibility* on self.
R-6: Re-light your torch (needed for R-16).
R-7: No special preparations.

Actions (choose two)

You are assumed to have climbed down the ladder and be attempting to cross one of the three areas. Choose one and only one from R-11, R-12, and R-13, plus any other single action.

R-11: Attempt to cross the left-hand area.
R-12: Attempt to cross the center area.
R-13: Attempt to cross the right-hand area.
R-14: Throw the Slow spell on any creature you face.
R-15: Throw holy water on any creature that comes near.
R-16: Use the torch to fight the creature you face.
R-17: Offer gold to the creature if it will leave you alone; try to act friendly and don't strike at it.
R-18: Charge into the arena and strike your opponent as quickly and as violently as possible.

ROOM 18

You are moving cautiously through a smoothly finished corridor sloping slightly upward. Every few yards there is a lit torch in a holder on the wall. On your left you see a door in the distance, and you hear a low groan coming from somewhere ahead. You approach the door slowly and see that it is barred on the

outside and has a small window. You see inside the decaying remains of a dwarf.

Another groan resounds through the air, from further down the hall. There are two more doors in sight from this point. The cell on the other side of the first door is empty, but the second contains an elf chained to the wall. He is wounded and appears to have been burned. Lifting the bar, you approach the groaning elf. By giving him a sip of your wine, you are able to revive him slightly. After you ease the strain of the chains holding him to the wall, he tells you in mumbled phrases through broken lips and cracked teeth:

"They jumped me near the red dragon. I thought I would make it and show those sneaky priests . . . I think that a hold person was used . . . I got some sort of demon or familiar of his first . . . don't know if he's an evil priest or just evil . . . seemed to fear that I'd find something in a room . . . behind a secret door. . . just ahead.. . torture started then . . . hates elves.. . the pain. . . feared the room . . . oooohhhhh . . ."!

The elf then lapses into unconsciousness, and is dead within a minute.

You go back out into the hall, and you find a secret door a little farther down the passage. Behind the door is an idol. In the hands of the idol are two small amulets. One contains the symbol for protection from priestly magic, the other for protection from any wizard's spell. On the wall behind the idol are engraved the words, "Choose *one* wisely." While pondering which amulet to take, you notice a dead creature near the door. The creature is man-like, 18 inches tall, with greenish reptilian skin, leathery wings, and a bat-like mouth with fangs for teeth. As you examine the body, you are-startled by a voice saying, "Leave Igor alone!" Looking up quickly, you see a man in black robes gesturing at you. He is too far away to reach before his spell goes off.

Preparations (choose one)

S-1: Grab the amulet that will protect you from clerical spells,

S-2: Grab the amulet that will protect you from wizard's spells.

S-3: Take out the slow scroll (needed for S-12).

S-4: Draw your sword in a threatening manner.

S-5: Dive for a corner and try to evade the attack.

S-6: Look surprised; act friendly.

S-7: Draw your dagger and throw it.

S-8: Grab "Igor" and try to use the body as a shield.

Actions (choose one)

S-11: Rush up and attack with your sword.

S-12: Cast the Slow spell on your opponent and then attack.

S-13: Rush forward and grapple.

S-14: Hide in a corner.

S-15: Rush through the door, swing as you go by, and flee onward up the corridor.

ROOM 19

You find yourself in an upward-sloping corridor. The walls are finished stone and well fitted together. Occasionally a torch casts some light on the area.

Carefully moving forward, you wonder if the tunnel will ever end or even if there is a final door. Maybe this is how the clerics of Felker execute people.

Then you come upon a doorway blocking the tunnel that appears guarded by two skeletons; but they don't react until you are within 10 feet of them.

After all of the problems and enemies you've faced, two skeletons aren't even a challenge, and you smash each of them easily with the flat of your sword. After opening the door, you are amazed at what they were guarding.

Peeking inside you see an open door across the room, with a stairway leading up. Also, either your eyes are deceiving you or a tiny wedge of sunlight is visible at the top of what you can see!

The room itself is 30' x 30' with grey rock walls. The body of some sort of noble is sitting (apparently propped up) in the center of the room on a silver table. Guarding the body are three more skeletons who have not yet reacted to your presence.

The body is wearing golden armor. Lying next to it are a vorpal blade and a mace of disruption. Around the neck of the body (which is quite decayed) is a necklace of missiles with three "jewels" left. The body's right arm has rotted off, but the hand resting on the floor wears a ring with runes on it. At the feet of the body rest a girdle and a helm, both inscribed with runes. The shattered remains of other skeletons are piled in a corner. The three guardian skeletons turn to watch as you enter the chamber.

Preparations (choose one or two)

T-1: Get out holy water (needed for T-11).

T-2: Get out your sword.

T-3: Get out the slow scroll and cast the spell on the skeletons.

T-4: Cast any remaining spell (one spell only) on yourself.

T-5: Get out your sprig of garlic.

T-6: Get out your dagger.

Actions (choose one or two)

T-11: Attack the skeletons immediately after throwing holy water on one.

T-12: Attack the skeletons immediately, hitting with your shield also.

T-13: Stay near the edge of the room and attempt to sneak past the skeletons (if chosen, this must be your only choice).

T-14: Take the girdle and helm.

T-15: Strip everything of value off the body.

T-16: Take just the vorpal blade.

T-17: Take just the ring from the detached hand.

T-18: Walk directly past the skeletons, swinging as you go by (cannot also choose T-11, T-12, or T-15).

ROOM 20

You climb a gently sloping stairway upward toward a large pair of open bronze doors. The sunlight becomes brighter the higher you climb, and your eyes hurt as they adjust to the unaccustomed brightness. It is either sunset or sunrise; you've lost track of time during the ordeal.

Beyond the doors, you see a peaceful-looking valley with sheep grazing (but no shepherd visible) and large, dark birds wheeling in the distance. Nothing seems to be menacing to you.

Careful of traps, you approach the doors. Nothing occurs, and you swing one slightly away from the wall. Visible on the door is half of a hexagon, with opal-sized holes located at each of the corners. You begin to move the door more, when out of nowhere you hear a voice say, "It is forbidden to touch the doorway."

Looking around in the small (10' x 10') entranceway, you see nothing. After the additional sound of a distant mumbling from outside the doorway, a tense silence resumes. Your nerves are tight and the shadows seem to move of themselves. Suddenly you notice a large minotaur rushing up the stairway toward you. He appears to be in a frenzy and carries a very large battleaxe, but is approaching noiselessly. The opals rattle in your pocket as you turn to face this new menace; from behind you somewhere, outside the doors, you hear laughter.

Preparations (choose one or two)

U-1: Get out slow scroll and cast it at the minotaur.

U-2: Throw gold at the minotaur's feet.

U-3: Get out the opals; this means setting down your shield (needed for U-11, U-12, U-13, or U-14.)

U-4: Cast any remaining spell.

U-5: Rush out the doorway.

U-6: Throw food at the minotaur's feet.

Actions (choose one)

U-11: Fight the minotaur, then attempt to close the doors.

U-12: Rush out and search for the source of the laughter, fight whatever you find, then attempt to close the doors.

U-13: Ignore everything and try to close the doors.

U-14: Forget it all and rush out into the valley and away.

U-15: Hold up your holy symbol and order the evil spirits to begone, then try to close the door.

Key for judging

Room 1

A-1: Has no effect on anything that occurs.

A-2: Halves damage taken from black pudding if A-12 or A-15 is also chosen.

A-3: Destroys all of room's contents; player crosses to next room with no damage.

A-4: Swords don't work against black puddings. Increase damage taken to 4 points if A-12 or A-15 is also chosen.

A-5: Has no effect on anything that occurs.

A-11: Reach exit with no gain or loss.

A-12: Attacked by black pudding under chest. Take 3 points damage before it is killed (see notes under A-2 and A-4).

A-13: Find nothing of interest; go to next room.

A-14: This scroll is explosive runes. Take 4 points damage; you're after opals, not scrolls.

A-15: This triggers an attack by the black pudding under the chest. Fire is the best way to fight them, and the torch is magical. You easily defeat the pudding, taking only one point of damage. All of the torches go out when the one you chose dies.

Room 2

B-1: Continue on with no loss or gain.

B-2: Halve any damage taken.

B-3: Successfully evade pursuit, gain nothing, take 1 point damage from a sling bullet as you flee.

B-4: Take only 1 point maximum damage from any fight in this room.

B-5: No effect.

B-6: No effect.

B-11: No paladin would be with this crowd or condone torture. The paladin is hanging dead on the wail. Take 7 points of damage in the fight that follows with the four thieves. Find one opal in the chest.

B-12: Kill the first thief (one wearing the stolen paladin's gear) with a single blow, then kill the rest in an easy fight because you had surprise. Take 2 points damage and find an opal in the chest.

B-13: Kill everyone in room, take no damage, but destroy the opal in the chest. (Nobody ducked.)

B-14: Gain partial surprise, take 3 points damage, find opal in chest.

B-15: You receive an obscene reply and are attacked by four thieves all at once. Thanks to you warning them of your presence, it is a hard fight, and you take 5 points damage. Find an opal in the open chest.

B-16: Has no effect on the first thief to exit, but gives those behind some warning. You take 3 points damage in the fight that follows, then find an opal in the chest.

Room 3

C-1 : Adds 2 points to any damage received in fight with sea lion.

C-2: No effect.

C-3: You can't jump 15 feet in armor. When you hit the water, a sea lion attacks while you are submerged and partially blinded by the water. You drive it off with your sword after taking 3 points damage.

C-4: Cut in half (round down) all damage taken in combat in this room.

C-5: Needed for C-12; otherwise no effect.

C-6: Needed for C-16; otherwise no effect.

C-11: You are attacked by a sea lion as you swim across. Take 3 points damage from its claws (plus the extra damage indicated under C-1).

C-12: You are attacked by a sea lion as you pull yourself across. Your armor protects you somewhat; take 2 points damage before driving it away.

C-13: You take no damage, and you notice as you pass over the stream that a large sea lion dwells at the bottom.

C-14: The sea lion dwelling in the stream notices the ripples from your crossing and smells your scent in the water. This negates most of the advantage of invisibility. Take 3 points damage in the crossing.

C-15: When you turn to climb down, after finding nothing at the top, you notice that you are looking down into the den of a sea lion. (This is how the keepers checked on their pet.) Being forewarned, you prepare for trouble before you cross the stream; halve all damage (rounding down) from the method of crossing you chose.

C-16: When you throw the rations in, a sea lion rises to inspect them. It sees you on the bank and attacks, but because you are still on land you only take 1 point of damage, and are able to cross the stream without further incident.

C-17: You find no passages. The sea lion became aware of your presence while you searched, and is ready for you when you try to cross. Take 4 points damage, plus the penalty for choosing C-1 above.

Room 4

D-1: No effect.

D-2: No effect.

D-3: This destroys the opal and the other treasure being guarded by a red dragon. The fireball weakened the dragon, but it is still a formidable foe. Take 5 points damage and proceed to the next room.

D-4: The red dragon in the chamber is trapped, and so is the opal it was guarding. Go to next room, ignoring any other results called for.

D-5: Needed for D-13; otherwise no effect.

D-6: No effect; red dragons can see invisible objects.

D-7: No effect, except that the spell is lost.

D-11: A wounded red dragon spies you trying to sneak past and lets loose with its breath weapon. Take 6 points damage and go to next room.

D-12: A wounded and very upset red dragon awaits you. It uses its last gasp of breath weapon against you before you reach striking range. You take 8 points damage before killing the dragon, and then find an opal hidden in the back of the cave.

D-13: You are splashing holy water on a red dragon who is not amused. It breathes on you, and in the melee that follows you take further damage before killing it. Mark off 10 points damage, and find an opal hidden in the back of the cave.

D-14: Red dragons aren't really attracted to food — especially dry, tasteless iron rations. The dragon is warned of your presence, lets loose with its breath weapon, and engages you in hard combat. Take 10 points damage and find an opal hidden in the back of the cave.

D-15: The wounded red dragon inside is not very friendly. It will use its last breath attack on you and then combat you with its claws. You kill it, but not before taking 10 points damage. You find an opal hidden inside the dragon's cave.

Room 5

E-1: Swords aren't the best weapons against skeletons, and symbols only work for clerics. Increase any damage taken in this room by 1 point.

E-2: Needed for E-11; otherwise no effect.

E-3: Needed for E-14; otherwise, this preparation reduces damage taken by 1 point.

E-4: Destroys the skeletons, and also fries the opal which was in the chest.

E-5: No effect on skeletons, which aren't conjured or enchanted monsters. They aren't even evil!

E-6: No effect; a torch won't do any special damage, and the light it gives off is too dim to make any difference.

E-11: Destroys the nearest skeleton; the others swing at you as you pass, doing 3 points damage. Find opal in chest.

E-12: Axes are edged weapons, which do half damage to skeletons. Take 5 points damage, find opal in chest.

E-13: Flails are good weapons against skeletons; take 2 points damage, find opal in chest.

E-14: The table is really the ideal blunt weapon for use against skeletons. Not only does it smash them easily, it does so at a distance so they can't strike you. Take no damage, find opal in chest.

E-15: A good defensive position, but your sword only does half damage to skeletons. Take 3 points damage before the last skeleton is smashed, and then find an opal in the chest.

Room 6

F-1: Destroys the trolls with no damage to you. Go to next room.

F-2: Deduct 2 points from any damage received in this room.

F-3: Deduct 1 point from any damage received (but also see F-12 if chosen).

F-4: Good defense against trolls, but it has no effect on combat.

F-5: No effect.

F-6: Since you can't see the trolls from where you're standing, you aren't likely to hurt them with your patch of fire. They will be warned of your presence; add 2 points to any damage taken.

F-11: There are two trolls in the room. You take 5 points damage before killing them.

F-12: The trolls will see you as you get part way across the area unless you also used invisibilitv. If F-3 was chosen, you get-past without damage; if not. take 5 points damage in the fight that follows.

F-13: A search will turn up nothing. Sorry, no opal, just dead trolls.

F-14: If preparation F-1 (fireball) was not taken and this action was not taken, add 1 point damage when a barely regenerated troll takes a swipe at you just before you get away.

F-15: Friendly trolls? You gotta be kidding. Take 6 points damage in the fight that follows.

Room 7

G-1: Nice try. Apparently you correctly guessed that the things in the closet are used by the orcs' jester. But the jester is an orc, not a half-elf, and the other orcs are only fooled for a minute. Deduct 2 points from any damage taken in combat.

G-2: These are boots of dancing, worn by whichever poor slob the orc chieftain picks to be his jester. Add 3 points to any damage taken in combat.

G-3: This is merely a wooden jester's prop and is powerless.

G-4: If G-12 or G-13 is also chosen, you take no damage and the orcs soon wander off. If any other action is chosen, deduct 2 points from damage taken.

G-5: The ceiling is only 10 feet high, not high enough to get away from a tall orc with a big weapon. Hiding is impossible in this manner; no effect on any events that follow.

G-6: Deduct 1 point from damage taken, due to surprise.

G-11: Take 3 points damage in a pitched battle with five spear-wielding orcs.

G-12: The orcs will continue on their way and will easily spot you in the long, straight, empty corridor. Take 3 points damage in the melee that follows — unless you were invisible (see G-4).

G-13: Hiding is unsuccessful unless you're invisible (see G-4); otherwise, take 3 points damage.

G-14: The orcs hesitate only slightly before seeing through your bluff. Because of the surprise advantage your bluff gives you, take only 2 points damage in combat.

G-15: It won't hurt the orcs, but they will be wet and mad. Take 4 points damage in the fight that follows.

Room 6

H-1: Destroys the fire beetles inside the wall, and also the opal which was sitting on a table in the back of the chamber. Take no damage, go to next room.

H-2: You see that you are facing fire beetles, and you deduct 1 point of damage from the combat that ensues because they don't like the light.

H-3: Needed for H-11; otherwise no effect.

H-4: No effect.

H-5: Needed for H-12; otherwise no effect.

H-6: The spell works on doors, not on doorless openings. No effect.

H-11: Now you're facing a wet fire beetle who is very hungry. Take 3 points damage in the melee that follows, find an opal on a table inside the darkened area.

H-12: The fire beetles are easily distracted by the food. They rush for it, and you rush for the table in the back of the chamber, where you find an opal. Take no damage, go to next room.

H-13: You're fighting fire beetles in their element. Take 4 points of damage, or only 2 points if H-2 was also chosen. Find an opal in the back of the room.

H-14: Fire beetles are dumb, but fast. One of them actually catches up to you. Take 2 points damage as it bites from behind before you kill it.

H-15: So now you're a cleric? Anyway, fire beetles aren't smart enough to know what a holy symbol is. Take 3 points damage in melee, then find an opal on a table in their lair.

Room 9

J-1: No effect on mummies, which are neither conjured nor enchanted.

J-2: Needed for J-11; otherwise no effect.

J-3: That takes care of all the mummies and the opal, too. Take no damage, go to next room.

J-4: No effect.

J-5: Needed for J-14; otherwise no effect.

J-6:Adds to your agility, as you stay near the walls and fight it out. Deduct 2 points from any damage taken.

J-7: Needed for J-13; otherwise no effect.

J-11: You are able to grab the opal from the mummy you doused with the holy water, and you flee the rest, taking 4 points of damage.

J-12: Mummies are far from fast on their feet. You don't get the opal, but you only take 1 point damage as you waltz across the room.

J-13: The one you oiled goes up in smoke. In melee with the others, you manage to kill two of them and grab the opal before fleeing. Take 4 points damage in the fight.

J-14: Sorry, mummies only listen to this trick when it's performed by a cleric. They get in first licks while you get out your sword. You take 6 points damage and manage to grab the opal from the one wearing it.

J-15: The higher "plus" of the dagger is offset by the shortness of its blade, which allows the mummies a better chance at hitting you. Take 5 points of damage and grab the opal.

Room 10

K-1: A silly thing to do, unless you enjoy wasting spells. No effect.

K-2: Ditto.

K-3: Needed for K-11; otherwise no effect.

K-4: Needed for K-13; otherwise no effect.

K-5: You were supposed to get opals, not lock them away. Oh, well . . . go to next room.

K-11: By mixing water with a strong acid, you have found the only possible way to get injured in this room. You take 1 point damage from the small explosion that follows, and the opal is destroyed.

K-12: Nice try, but it doesn't work. You lose the opal into the acid but suffer no harm.

K-13: Congratulations! Sometimes it doesn't pay to be overly cautious. You grab the opal with no problem.

K-14: The opal dissolves, along with a little bit of your optimism.

K-15: Nothing else happens. The panel slides back across the opening and cannot be reopened.

Room 11

L-1: Good move, but not the best. No effect on damage taken.

L-2: You feel as though you don't need food or water, but the gas will still affect you. No effect on damage taken.

L-3: Suddenly the air seems as pure and fresh as **a** pine forest. You take no damage; go to next room.

L-4: You are now immune to spells of up to 4th level. However, that is meaningless here; you are still affected by the gas.

L-5: Your lungs burn, and you now know enough never to drink holy water again. No effect on damage taken.

L-11: Take 2 points damage before you run clear of the cloud after 70 feet.

L-12: Take 5 points damage before the gas disperses. Why did you do that?

L-13: You find nothing (you already looked once), but you take 3 points damage before you are forced to flee up the corridor.

Room 12

M-1: Iron golems are only hit by weapons of +3 or better, even if they're little ones — you should have taken up your dagger. You take 2 extra points of damage when you realize you must change weapons and have to take the time to do it.

M-2: Good move; you need the +3 weapon to hit the golem. Deduct 1 point damage from combat.

M-3: Needed for M-12; otherwise no effect.

M-4: No effect.

M-5: This definitely helps you evade the golem. Deduct 2 points damage from combat.

M-6: Needed for M-15; otherwise no effect.

M-7: Anyone who doesn't choose this preparation will take 1 point damage from the golem's attack of poisonous gas.

M-11: The golem is hurt but not helpless. Take 3 points damage before killing it (see M-1).

M-12: Did you expect to rust it to death? Take 4 points damage in the battle that follows.

M-13: Golems move slowly: there is only one exchange of blows, causing you 2 points damage, before you get past.

M-14: Golems aren't fast, but they're patient. Eventually you get cornered and have to make a run for it. The monster hits you for 3 points damage before you get away.

M-15: Almost the dumbest thing you could have done. Fire helps to repair damage to iron golems. You take 3 points damage while escaping from the now-strengthened golem.

M-16: Definitely the dumbest thing you could have done. The fireball has repaired all the golem's damage; it now looks and fights like new. You take 8 points damage before getting away.

Room 13

N-1: This definitely helps in a fight, but not if you're not planning to battle the monster. Deduct 3 points from damage taken, unless action N-13 or N-14 is also chosen.

N-2: Needed for N-11; otherwise no effect.

N-3: The dagger is less useful than the sword against an invisible opponent, and a +3 weapon is not needed to hit an invisible stalker. Add 1 point to damage taken.

N-4: Excellent choice. The spell keeps the invisible stalker from doing you any harm. Take no damage regardless of whatever action you chose, and go to next room.

N-5: Now you and the invisible stalker are on even terms. Deduct 2 points from damage taken.

N-6: No effect.

N-7: Needed for N-15; otherwise no effect.

N-11: Now you're facing a wet invisible stalker. The water allows you to see its shape for one round, and so you win the fight with only 2 points damage.

N-12: The invisible stalker puts up a good fight, but you win after taking 3 points damage.

N-13: Invisible stalkers are notoriously anti-social when they're on the job. Take 4 points damage in the fight that follows, because the stalker gets in the first blow.

N-14: Where are you going to hide — from something you can't even see — in a five-foot-wide corridor? Take 6 points damage in the battle you are forced to fight with the invisible stalker.

N-15: Invisible stalkers are rarely distracted by food. Take 4 points damage as you fight your way away from the creature after slipping past it.

Room 14

O-1: The light awakens a bronze dragon who was asleep atop its treasure pile. Add 3 points damage if O-11, O-13 or O-14 was chosen; otherwise no effect.

O-2: Needed for O-11 or O-14; otherwise no effect (the dragon does not wake up).

O-3: You kill the bronze dragon without taking damage, but you also destroy the opal. Go to next room.

O-4: The dragon wakes up and eyes you curiously. Add 3 points to damage taken if O-11, O-13 or O-14 is chosen; otherwise no effect.

O-5: You succeed in getting away without harm, but also without the opal.

O-6: Needed for O-13; otherwise no effect.

O-11: The creature is a bronze dragon who is lawful good and wouldn't have hurt you, but now it's mad. Take 5 points damage in the fight you started, and get the opal from the dead dragon.

O-12: The dragon will ask you, in lawful good, why you need the opal, and after you explain your plight, it will gladly give you the jewel. Take no damage, go to next room.

O-13: You succeed in tying its mouth shut, but the dragon awakens when the first blow is struck. Before the dragon dies, it gives you 4 points damage. You lose your rope and gain an opal.

O-14: It's impossible to steal something from the dragon's treasure hoard and then steal away. It attacks you from behind as you sneak off, causing 6 points damage before you get away with the opal.

O-15: The dragon is lawful good and is glad to help. It gives you the opal and wishes you luck.

Room 15

P-1: The scroll contains a curse that causes you to "accidentally" stab yourself for 1 point damage as you leave the area.

P-2: This scroll is a map that the stranger was making. Since you can really only go one direction anyway, the map is of no use to you and has no effect upon you.

P-3: No effect; he remains unconscious.

P-4: Needed for P-11 and P-12; otherwise no effect.

P-5: Okay, now he's dead. No damage and no effect, but your alignment wobbles slightly.

P-6: No gain or loss; go to next room.

P-11: The vial contains a special healing potion. You gain back 1 point of damage.

P-12: The stranger suddenly looks much better, and he is grateful. He mutters in a strange language, touches you, and heals 2 points of your damage. When you show him the opals you are carrying, he reaches into his pocket and gives you another one, then bows his head in prayer and walks back toward the entrance.

P-13: No gain or loss, no damage taken.

P-14: No gain or loss, except for a slight shift in your alignment.

P-15: Your search reveals an opal in the stranger's pocket. You take it and proceed onward.

Room 16

Q-1: Needed for Q-11; otherwise no effect.

Q-2: Needed for Q-12; otherwise no effect.

Q-3: Needed for Q-13; otherwise no effect.

Q-4: The additional light reveals the fungus to be violet-colored and covered with a sticky liquid. Among the fungi are several small shriekers. Deduct 1 point from damage taken because you are warned.

Q-5: No effect.

Q-6: No effect.

Q-11: You cross with no damage, and you are able to grab the scroll before you leave the area. It has a Slow spell written on it. (Note: The scroll is also obtained following any of the other actions.)

Q-12: A good maneuver; you get through without damage.

Q-13: The violet fungi strike out at you, and your flesh begins to rot where they hit you. Take 3 points damage before getting through. Garlic has no effect, but is ruined.

Q-14: Effectively the same as Q-13; take 3 points damage as you shove your way through the fungi.

Q-15: Going through faster would have been better. The fungus causes 4 points damage before you get clear of the area.

Room 17

R-1: Needed for R-14; otherwise no effect (the spell will work).

R-2: If R-13 is chosen, this deducts 1 point from damage taken from the demon in the right-hand area.

R-3: Prevents damage from demon (Type II) if R-13 is chosen; otherwise no effect.

R-4: Needed for R-15.

R-5: Reduces damage done by demon by 3 points if R-13 is chosen; otherwise no effect.

R-6: Needed for R-16 (the torch will stay lit).

R-7: No effect.

(Note: Anyone who survives an encounter in any one of the areas will find an opal in the box on the far side of the arena.)

R-11: When you cross, the floating creature drifts around aimlessly, ignoring you. Take no damage unless you also chose R-16 or R-18, in which case you take the listed amount of damage.

R-12: The gorgon will attack at the first opportunity. Take 6 points damage.

R-13: The Type II demon in this area will hand you 10 points damage (see R-2, R-3, R-5).

R-14: This spell will cause you to take no damage from the gas spore in the left-hand area, and will cut the damage done by the gorgon in half, to 3 points instead of 6. The demon is not affected by the spell.

R-15: This hurts only the demon in the right-hand area; deduct 2 points from damage caused by it. Add 1 point of damage if used against the gorgon, because you had to get very close to douse the creature. No effect on the gas spore.

R-16: Add 2 points to damage taken if fighting the gorgon or the demon, both of whom would have been better avoided. The torch almost bursts the gas spore, but you back off just in time and take no damage if you chose the left-hand area.

R-17: Nobody accepts your offer. Take damage as usual.

R-18: Deduct 1 point from damage taken if R-12 or R-13 was also chosen. Take 5 points damage when the gas spore bursts if R-11 was chosen.

Room 16

S-1: Not much good against the spell this wizard is casting against you for disturbing the body of his homonculous. Take 3 points damage from magic missiles immediately.

S-2: Nothing seems to happen, except that the wizard trying to attack you gets very upset.

S-3: Needed for S-12; take 3 points damage from the wizard's magic missiles.

S-4: After you take 3 points damage from the first magic missile attack, the wizard looks mad enough to start anmother spell.

S-5: Nice try, but the wizard's magic missiles don't miss. Take 3 points damage.

S-6: The wizard's magic missiles still hit you for 3 points damage, but you take 3 points less damage from any result that follows.

S-7: The wizard can easily aim a magic missile around the small body. Take 3 points damage immediately, and add 1 extra point of damage taken if any action but S-13 or S-14 is chosen.

S-11: The wizard isn't much of a fighter. He hits you for a l-point scratch and then falls. You find an opal in his pocket.

S-12: The wizard moves so slowly that you slit his

throat before he can react. Take no damage and find an opal in his pocket.

S-13: You take 1 point damage as the wizard bites you. You finally strangle him, then find an opal in his pocket.

S-14: You take a second hit from magic missiles for 4 more points damage, then the wizard laughs at you and leaves.

S-15: Take 2 points damage as you rush past and knock the wizard over. Before he can get another spell ready, you are out of sight.

Room 19

T-1: Needed for T-11.
T-2: No effect.
T-3: Deduct 1 point from damage taken.
T-4: No effect, unless it obviously is one which would destroy or isolate the skeletons.
T-5: No effect.
T-6: No effect.
T-11: Take 1 point damage in melee.
T-12: Take 2 points damage in melee.
T-13: Take no damage; go to next room.
T-14: The armor is cursed. Take 2 points damage, and if you did not also fight the skeletons, take 1 point more. An opal is in the helm. Was it worth it?

T-15: Take 3 points damage from the cursed objects in and around the body, and 1 point more if you did not also fight the skeletons. There is an opal in the helm.

T-16: The sword is cursed. Take 1 point damage and 1 more if you did not also fight the skeletons.

T-17: The hand doesn't react, but the ring is a ring of weakness. You collapse and take 1 point damage; add 3 more if you didn't also fight the skeletons.

T-18: Take 1 point damage in the exchange with the skeletons. They are only guarding the body and do not pursue you.

Room 20

U-1: No effect on the minotaur, which is an illusion.
U-2: No effect; ignored by the illusionary minotaur.
U-3: Needed for any action choice but U-14.
U-4: Any spell cast at the illusionary minotaur has no effect. Any spell cast on yourself will not help in a fight. *Wall of Stone* will protect you long enough to close the doors without taking further damage, if U-13 is chosen.
U-5: You don't see anything outside, and now you have to fight your way back into the caverns. If U-11, U-12 or U-15 was also chosen, add 2 points to any damage taken.

U-6: ignored by the illusionary minotaur.

U-11: Take 4 points damage from the illusionary minotaur and then 1 point more from the dagger of the illusionist, who attacks you from behind. The illusionist then flees, and if you're alive, you can close the doors.

U-12: You see nothing, then suddenly take 3 points damage from an illusionist's dagger in your back. The illusionist becomes visible, the minotaur disappears, and you can kill the spell-caster before closing the doors.

U-13: When you get the doors shut, the illusion of the minotaur vanishes, and you hear the cursing of an illusionist from outside the doors as you lock the opals into place. Congratulations!

U-14: Take 2 points damage from the invisible illusionist as you rush past him, then flee into the wilds to end your days as a hermit.

U-15: No one goes away, but the laughter gets louder. The minotaur disappears (you broke the illusionist's concentration), but the spell-caster hits you from behind with a dagger for 3 points damage before he flees. If you're alive, you can close the doors.

Guidelines for judges

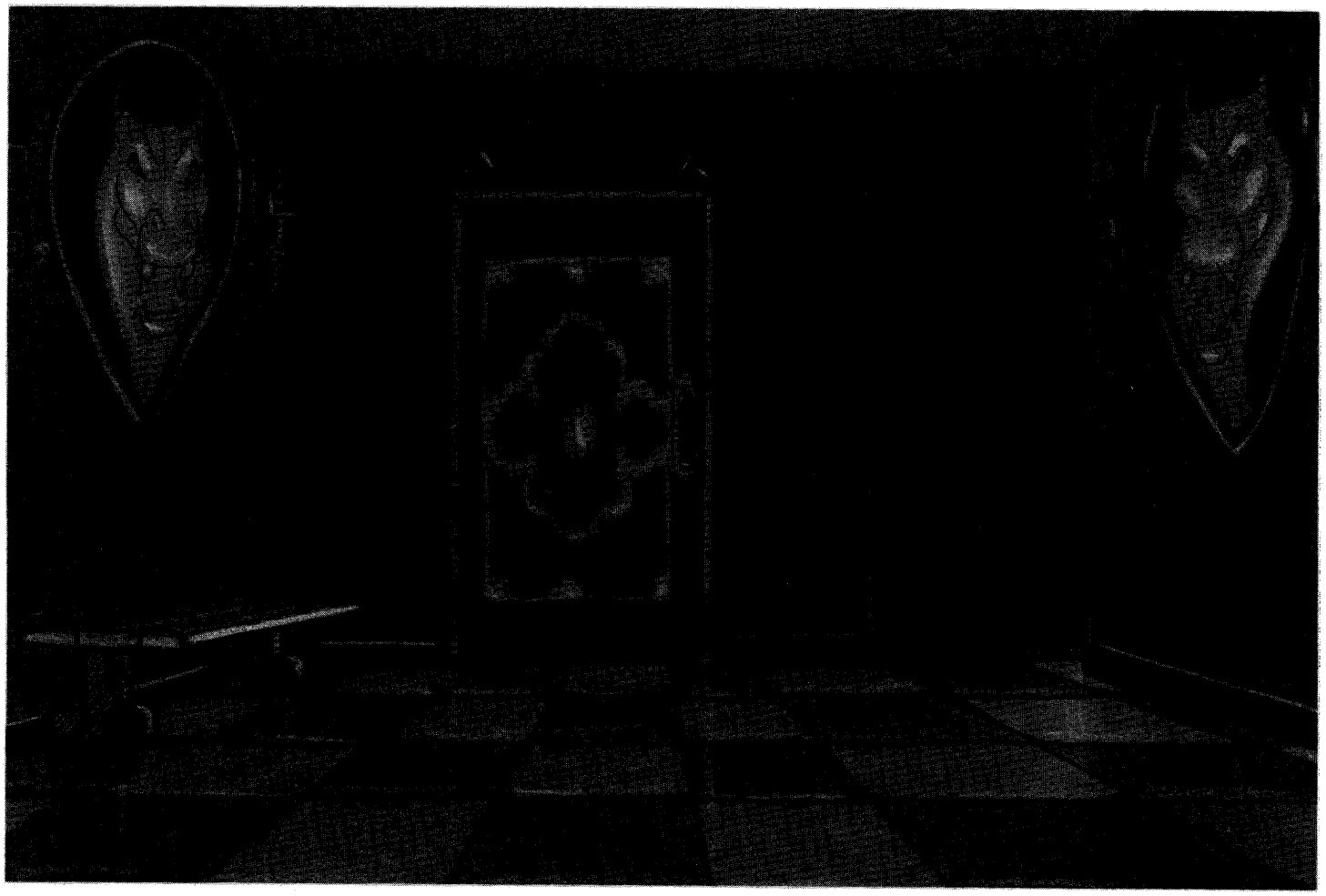
Although the "programmed" nature of *Cavern Quest* takes much of the decision-making out of judging, it is still necessary for the adventure to be closely monitored by a referee. Each player should be given the room descriptions and lists of choices one room at a time in numerical order. If more than one player is being taken through the adventure at the same time, the results of their actions and preparations should be told to each one separately, to prevent the other player(s) from learning too much.

To begin, each player should be provided with a facsimile of the character sheet that accompanies the text. (Permission is granted to photocopy any and all parts of this adventure for the purpose of disseminating it among players.) Players should indicate their choices for preparations and actions by circling the appropriate letter-number code on the sheet. The judge should cross off, or make sure the players cross off, all equipment and spells, which are not reusable. In like fashion, a character's points of damage and opals obtained should be marked off, either by the judge or by the players under the supervision of the judge, as they accrue.

At the discretion of the judge, players may be allowed to have access to the AD&D™ Players Handbook. However, *Cavern Quest* is designed in such a way that a very basic knowledge of the rules, plus a large dose of common sense, will be enough to enable a character to make it all the way through.

The CREATURE of RHYL

A Basic D&D® adventure by Kevin Knuth



Background for players

The country of Rhyl has been beset nearly every night for many years by a large, terrible creature that flies out from the mountains near the city of Asereht. The creature soars over farmland, picking up livestock or an occasional unfortunate farmer and carrying the victim back into the mountains. After the creature appears, the early-morning air in Asereht is unusually cold and misty.

Nearly a year ago the creature broke through the wall of King Namreh's castle and carried off the king's son, Prince Laechim, along with a large amount of the royal treasure. Since that incident, which did not seem like the act of an unthinking creature interested only in food, King Namreh has suspected that the creature is somehow under the influence of the mad magician Astylis, who is believed to reside in the mountains in a vast complex at least two days away on foot from Asereht.

After the creature's raid on the castle, King Namreh ordered his army to search the mountains and discover Astylis' complex. The soldiers made two forays into the mountain wilderness, but each time were harassed and eventually driven back by goblin raiders. Since the failure of the second assault, the king has taken to commissioning small parties of mercenaries and adventurers, sending them into the mountains with promises of great reward upon the completion of the rescue mission, and hoping that a small body of searchers will be less likely to attract the goblins' attention along the way.

For reasons which the king has never found out, none of these rescue parties has ever returned to Asereht. Your party is now attempting to be the first.

The trek through the wilderness has been, amazingly enough, uneventful. No goblins, and little else of note except for some harmless wildlife. Some members of the party are beginning to wonder what *did* cause the other missions to fail if it wasn't the goblins and the wilderness. Finding Astylis' residence was a simple matter; the skeletons and possessions of some of those who had gone before were littered through the mountain passes like a trail. And Astylis, if he was inside, was making no attempt to discourage intruders. The entry to the complex, as well as the stairway leading up to it, is found to be free of traps and unlocked.

Your mission, as prescribed by the king, is to go to Astylis' complex (so far, so good), rescue Prince Laechim plus the royal sceptre and crown and the *Rod of Cancellation* and *Medallion of ESP* that were also taken, and kill the fearsome creature that seems to be under the wizard's control. After taking one last look around at the outside — and hoping you will see it again soon — you turn toward the entrance and step inside.

The CREATURE of RHYL

Notes for the Dungeon Master

This adventure, designed for use with the D&D® Basic Set rules, can be played by as few as two or three characters or as many as half a dozen. Some of the rescuers can be first-level characters, but a strong party would probably include at least one third-level spell-caster or a pair of non-spell-casters (fighter types) of at least second level.

The structure of this module provides an opportunity for the Dungeon Master to embellish the environment with more detailed descriptions of "empty" areas, and perhaps introduce a few new challenges for a formidable party. (For instance, the trip through the mountains doesn't *have* to be uneventful....) In some places, it may actually be necessary for the DM to fill in particulars at the players' request. For this reason, anyone intending to DM this adventure for a party of player characters should read the text thoroughly to develop a "feel" for the places where imagination and ingenuity might be needed.

Standard dungeon features

All doors in this complex are eight feet in height, four feet wide, and one foot thick. All doors are made of oak. All walls are two feet thick unless otherwise indicated on the map. The corridor ceilings are 10 feet high.

Wandering monsters

In the upper level, roll for wandering monsters every three turns. An encounter occurs on a 1 in 12. Then roll d4, treating a roll of 1-2 as 1 and 3-4 as 2:

1) 1-3 goblins (HD:1-1; #AT:1; D:1-6; AC:6; SA:None).

2) 1-3 giant rats (HP:1-4; #AT:1; D:1-3; AC:7; SA:Anyone bit has a 5% chance of contracting a serious disease).

In the lower level roll for wandering monsters every two turns. An encounter occurs on a 1 in 6. Then roll d4:

1) 1-7 goblins (HD:1-1; #AT:1; D:1-6; AC:6; SA:None).

2) 1-5 giant rats (HP:1-4; #AT:1; D:1-3; AC:7; SA:Anyone bit has a 5% chance of contracting a serious disease).

3) 1 shrieker (HD:3; #AT:0; D:O; AC:7; SA:Emits a piercing screech which has a 50% chance of attracting other wandering monsters).

4) 1-3 giant ants (HD:2; #AT:1; D:1-6; AC:3; SA:None).

ASTYLIS' COMPLEX

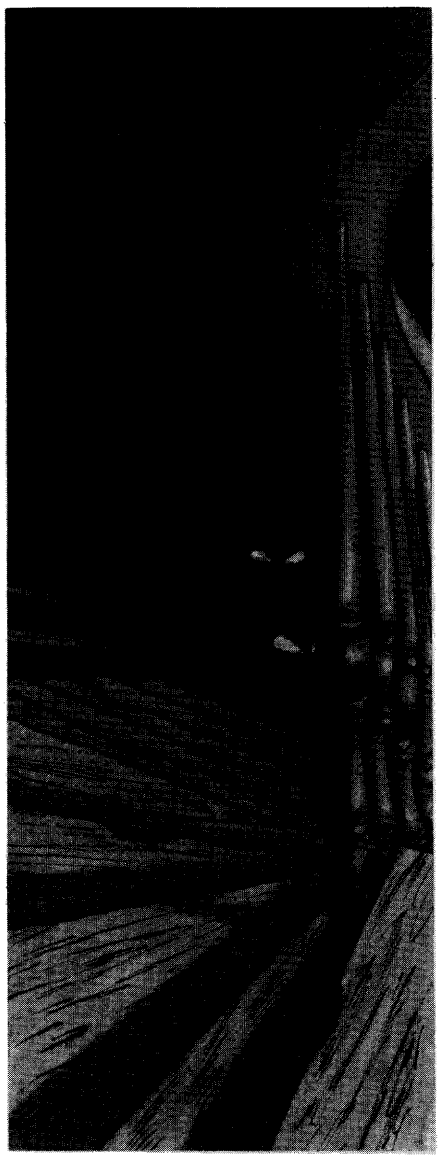
Upper level

Area A: Before you is a door. Painted on the floor in front of the door is a green circle.

Area B: Ahead of you is a large fire pit. You cannot see what is beyond it. (The fire pit is an illusion and when anything touches it, it will disappear.) Painted on the floor is a red circle.

Area C: Painted on the floor in front of the wall is a blue circle.

Area D: You see a long corridor leading into the darkness. (The corridor is an illusion. After the party advances 10 feet east into the corridor, they will fall into a pit. When they fall into the pit, the illusion disappears and each member will suffer 1-4 HP damage from the fall.) Painted at the bottom of the pit is a large yellow circle. The pit is 30 feet deep, 20 feet long and 10 feet wide.



1. Entry Hall: As you enter this room you see a doorway in the center of the north wall. To the right of the door is a passageway that seems to angle off toward the northeast. Lining the east and west walls are sconces which hold the remains of burnt-out torches. On the east and west walls are hung shields bearing the image of a dragon. Above the doorway on the north wall is a pair of crossed swords. Against the west wall is a wooden bench.

2. Storage Room: This is a small room containing four chairs, a bench and a round table. On the table, covered with a thick layer of dust, is a wooden box of nails, a hammer, 30 feet of rope and a lantern. Next to the table is a large box filled with scrap wood.

3. Guest Room: Against the northwest wall are two beds, their canopies yellowed with age and laced with spider webs. Next to each bed is a nightstand. On one of the nightstands is a lantern and an hourglass. There is nothing on the other nightstand. Against the southwest wall is an empty chest of drawers. There are two doors on the southeast wall.

4. Guest Room Closet: Except for a shelf and some pegs in the wall, the closet is empty.

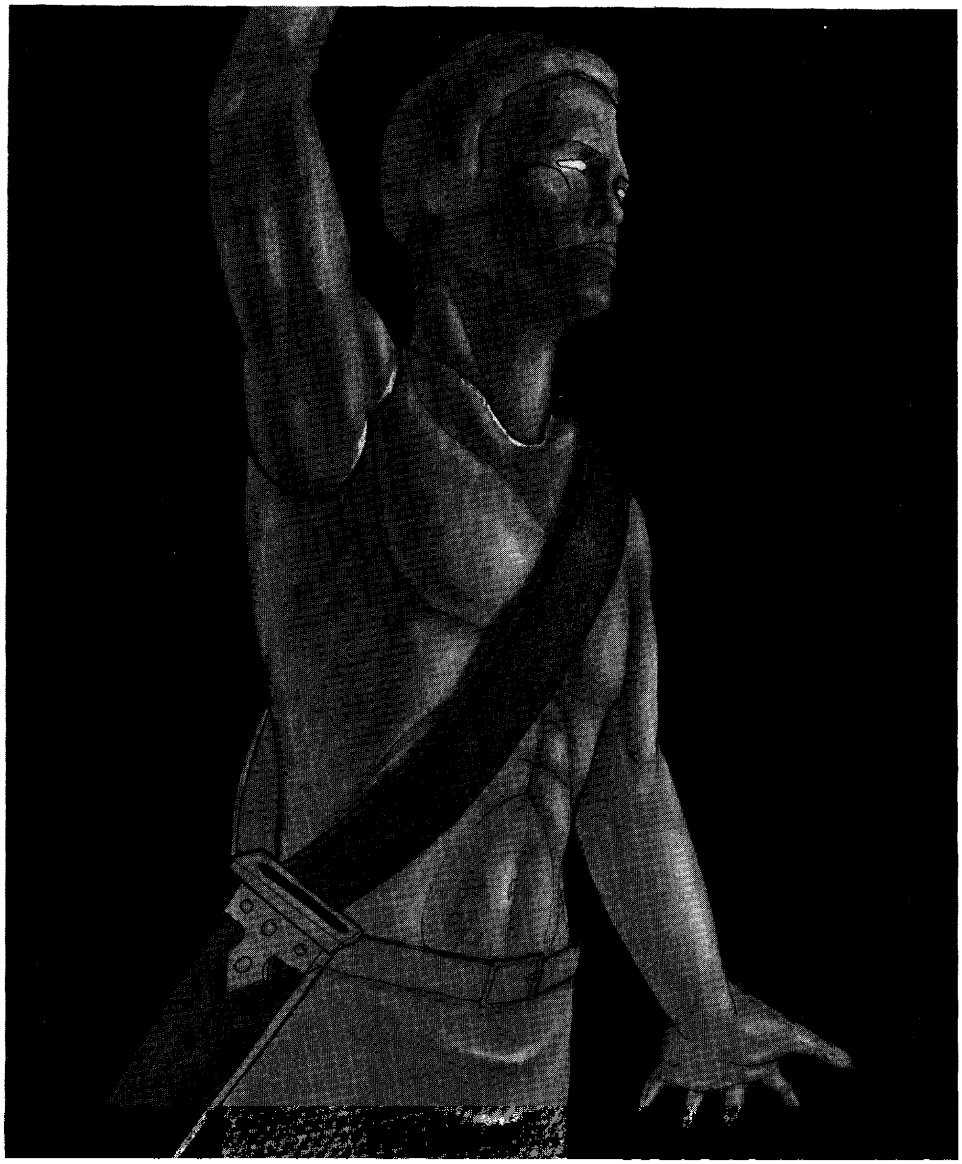
5. Guest Room Closet: In this closet is a chest which is empty, a shelf and some pegs in the wall.

6. Privy: This room is empty. Along the east wall is a trench which slopes from either side toward the center. In the center is a hole in the floor about one foot in diameter.

7. Stairway: A stairway descends 30 feet into darkness. Lurking at the bottom of the stairs are two goblins (HP:6,6; #AT:1; D:1-6; AC:6; SA:One has a +1 war hammer).

8. Guard Room: This is a small, irregularly shaped room. There are beds against the north and southwest walls, each with a blanket, a mattress and a pillow. There is a chest of drawers, which is empty, located against the northeast wall. There is a lantern on one a nightstand next to the bed on the north wall. There is a door on the south wall.

9. Guard Room Closet: In this closet there is a shelf lying on the floor. There are pegs in the wall, from which are hung



a blue robe and a leather pouch. (In the leather pouch is a *Giant Strength Potion.)*

10. Guard Room: This is a small, irregularly shaped room. There are beds on the north and southeast walls. Next to one bed is a nightstand with an hourglass on it. (Concealed in the sand at the bottom of the hourglass is a +1 Ring of Protection.) In the middle of the room is a large round table and four chairs. There is a small chest of drawers against the south wall, which contains trousers, a cap, underclothing and a robe.

11. Guard Room Closet: In this closet is an empty shelf and a suit of leather armor hanging on a peg. On the floor is a locked chest. (The chest contains a gold medallion worth 50 gp, a gold ring worth 5 gp, and — in a secret compartment which must be searched for — 5 platinum pieces.)

12. Guard Room: This is an irregularly shaped room. Against the south wall is a bed with a pillow, a blanket and a straw mattress. Next to the bed is a nightstand. Against the southeast wall is an empty chest of drawers. On top of the chest of drawers is a lantern and an hourglass. In the middle of the room is a round table with six chairs. (Under the mattress on the bed is a *+3 Sword vs. Dragons.)*

13. Guard Room Closet: In this closet is a single chest on the floor and a leather pouch hanging on a peg. The pouch is empty. (In the locked chest are two gold medallions worth 50 gp each, a jewelled armband worth 20 gp, and — in a secret compartment — 20 platinum pieces.)

14. Guard Room: This is an irregularly shaped room with beds on the northeast and south walls. Each bed has a mattress and a blanket. (Under the bed on the floor along the south wall is a *+1 Shield.)*

15. Guard Room Closet: Besides an empty shelf and some empty pegs in the wall, the only thing of note in this closet is a large locked wooden box on the floor. It is also empty.

18. Diamond Room: This is an octagonal room, 30 feet from side to side. The walls, ceiling and floor are constructed of shining white marble. There are four identical doors to the room, including the one through which you entered. In the center of the room, facing the way you entered, is a gold-colored statue of a human fighter holding a sword raised above his head in his right hand. Its eyes are of clear crystal and there is a bright green light emanating from them.

Shortly after entering the room, you notice that the green light in the eyes of the statue fades and turns to red. A few seconds later the red light fades and turns to blue, then to yellow, then to green and red and so on.

After the players enter this room, the entire diamond-shaped section, which includes Rooms 8 through 16, begins to slowly rotate. As the section rotates, the doorway at Area A rotates as well, contacting in sequence corridor B, then C, then D, then A again, and so on. The eyes change color according to the corridor the doorway is facing out onto, matching the colors of the circles in each of those corridors. The rotation will be noticeable to the players, but since they are near the center of the rotation, their ability to move about will not be greatly hampered. They will be unable to stop the rotation, except by the method described below, but it will not be harmful to them. Note: The statue does not rotate.

The rotation will stop as soon as one of the party members succeeds in opening one of the four doors. (How to accomplish this is described below.) The doorway which started out being at the end of corridor A will end up in front of one of the four corridors, and the statue's eyes will glow with the color of the circle in that corridor. The stopping point of the doorway is determined randomly by rolling d4: 1 is A; 2 is B; 3 is C; and 4 is D. (Note: The only access to the diamond-shaped section is the single doorway. If the party reaches the lower level of the complex by a means other than the elevator in this room, the chamber below will be empty and there will be no way of causing the elevator to operate from the lower level.)

If party members examine the statue closely, they will notice a small groove-like separation around its neck. The statue's head can be turned to face any door in Room 16. (All doors in the room are locked from the inside after the party enters and cannot be opened by any means unless the head of the statue is turned to face the desired door. However, any of the four doors to Room 16 can be opened from the outside.)

A similar groove-like separation can be seen around the statue's right shoulder. The right arm of the statue can be pulled downward by one character with a strength of 17 or more, or by two char-

Upper Level

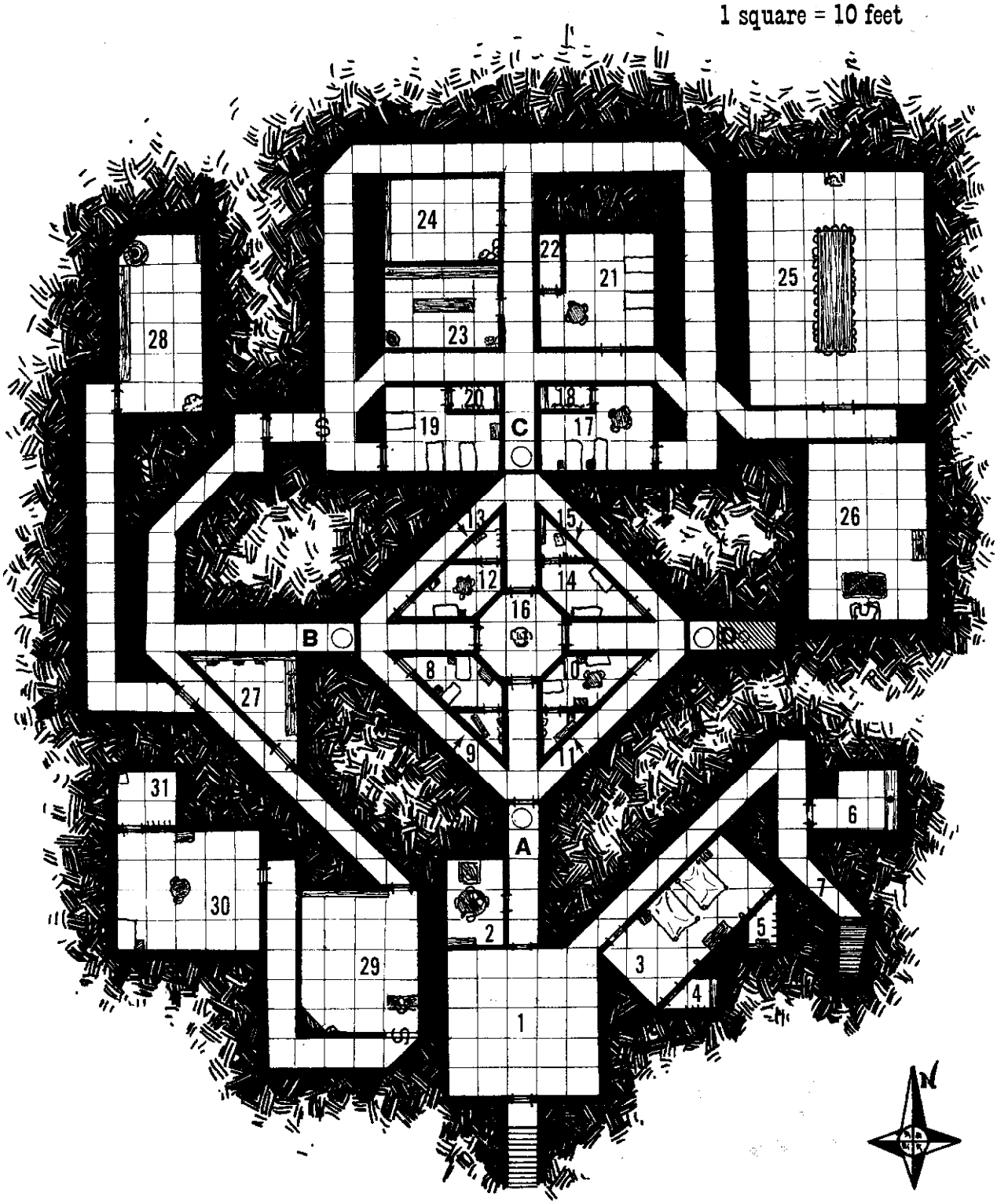
Door

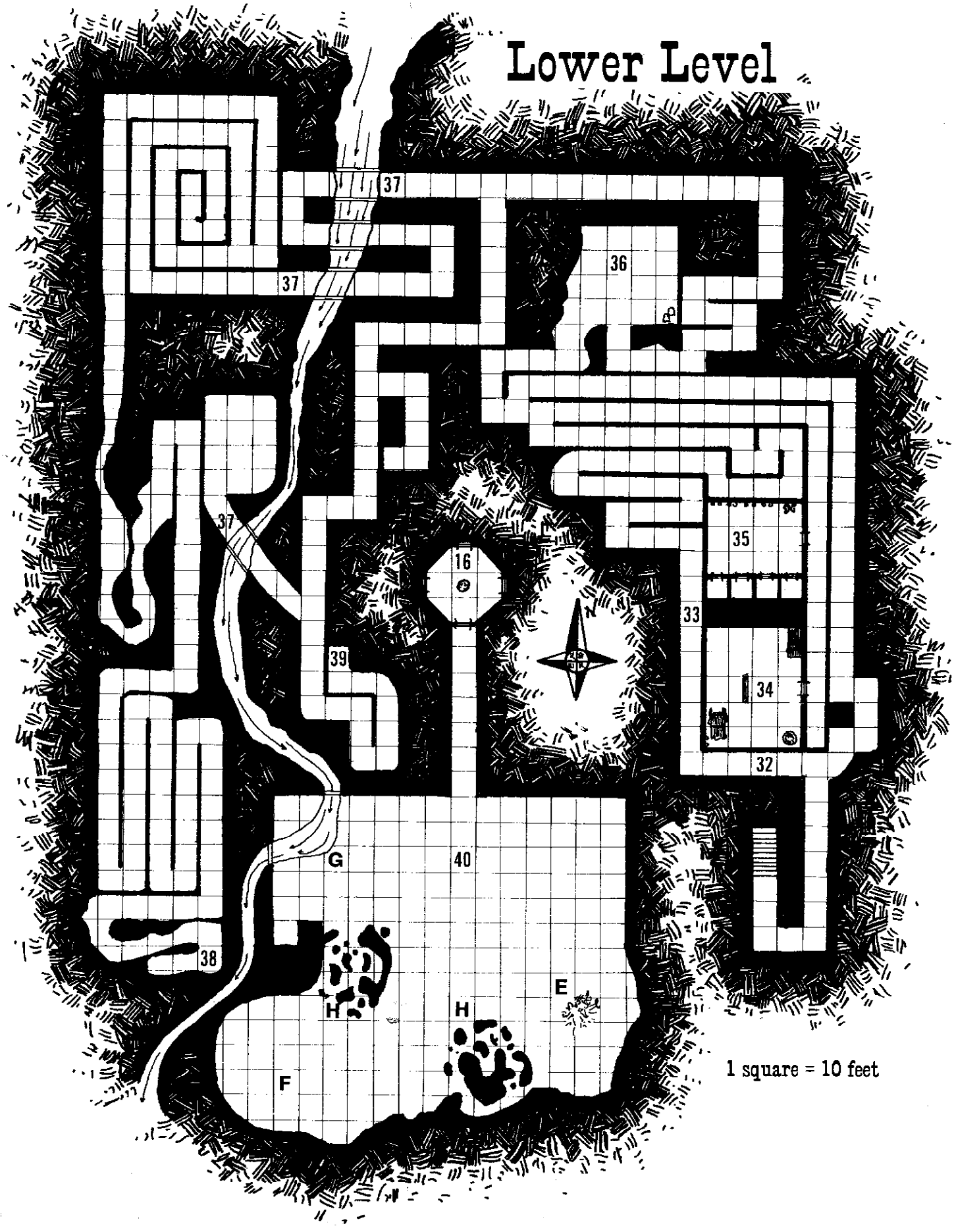
Secret door

Stairs up

Stairs down

1 square = 10 feet




Lower Level
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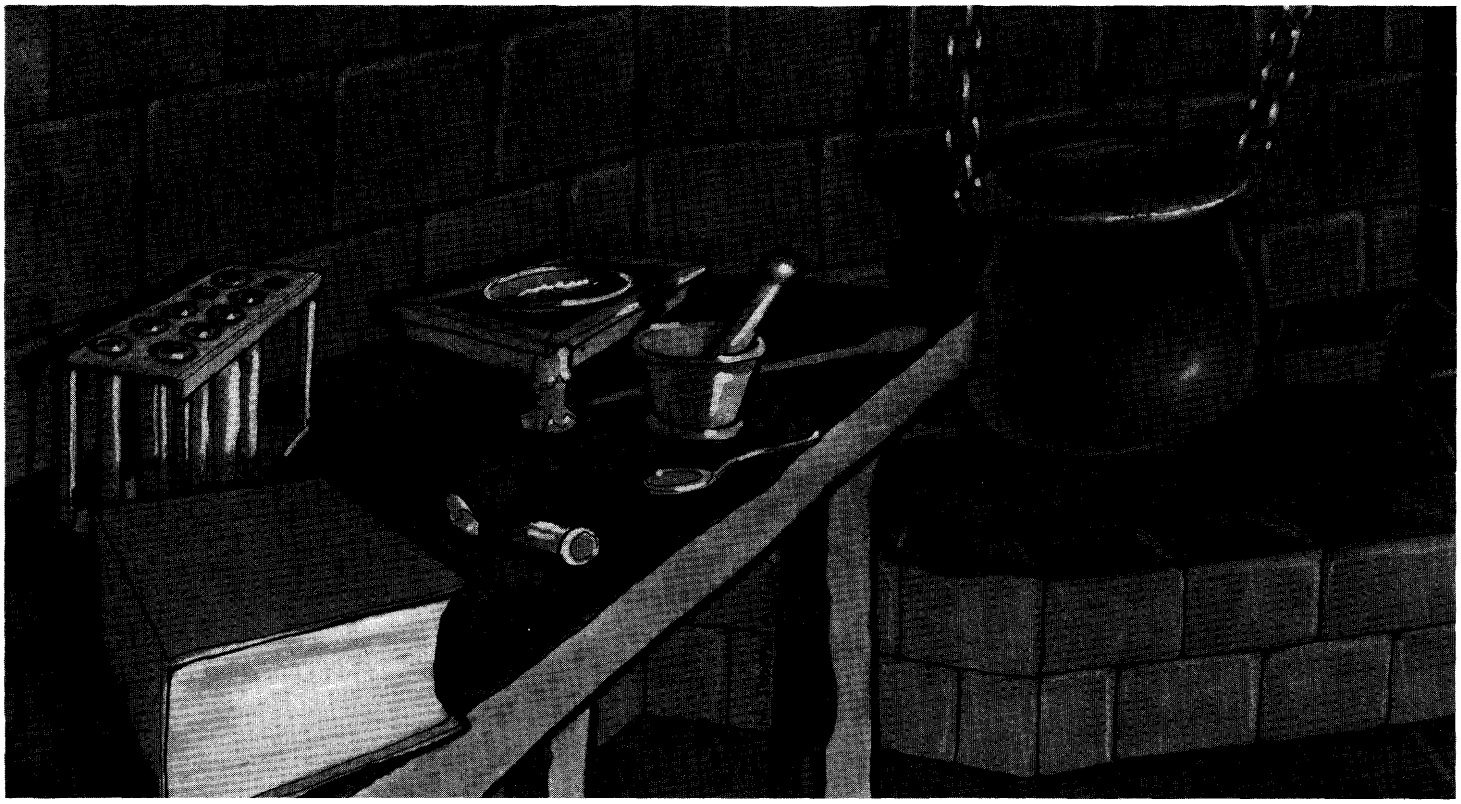
1 square = 10 feet



acters with a combined strength of 25 or more pulling together. Accomplishing this action is the last step in the process that turns Room 16 into an elevator which goes down to the lower level of the complex.

To begin the operation of the elevator, the doorway of the diamond-shaped section must be facing corridor B, and must be held in that position by keeping the door to Room 16 which points in that direction open. (To accomplish this, players must stop the rotation at the right time, open the proper door, and devise a means of keeping that door open. The passage will shut and lock if the door is not secured in an open position. After that preparation, pulling down the right arm of the statue will cause the elevator to descend. The arm will move down at any other time when sufficient strength is applied to it, but nothing else will happen if the elevator has not been activated.)

17. Menservants' Quarters: Against the south wall are two beds, each with a pillow, mattress and blanket. Next to each bed is a nightstand. On one of the nightstands is an hourglass, and on the other is a lantern. In the middle of the room is a large round table with four chairs. On the table are two small leather pouches. In one of the pouches is a gold ring worth 5 gp, and a small vial filled to the top with a clear liquid. This is a *Haste Potion.* The other pouch, which is empty, is a Bag *of Devouring.*

18. Menservants' Closet: On the wall is a small shelf. Hanging on pegs on the wall are three robes and a black cloak.

19. Maidservants' Quarters: There are two beds against the south wall and another against the east wall. Each bed has a blanket, a pillow and a straw mattress. There is an empty chest of drawers against the west wall. On top of the chest of drawers is a comb, a silver mirror worth 15 gp, and a lantern. Hidden under the chest of drawers is a small wooden chest (with a simple lock) containing two gold earrings worth 5 gp, a necklace worth 20 gp, and a bracelet worth 25 gp.

20. Maidservants' Closet: On the east wall of the closet is a shelf on which there is a metal comb. Hanging on the south wall on pegs are two coats and a robe.

21. Cook's Quarters: Against the east wall are two beds. Each bed has only a mattress. In the middle of the room is a table and four chairs.

22. Cook's Closet: This room is empty.

23. Kitchen: In the southwest corner is a firepit over which hangs a large iron cauldron. Along the north wall is a long table with a drawer. In the drawer are spoons, forks, and knives. On top of the table is a tray, a plate, some moldy food and a butcher knife. Above the table are cupboards which contain plates, bowls, mugs and two trays. There is a lo-foot-long table in the middle of the room. On the table are some bones, dried bread and an empty jar.

In the southeast corner of the room are the remains of a goblin. Around its waist is a wide leather belt with a small leather pouch. In the pouch is a ring worth 5 gp.

24. Pantry: On the west wall is a shelf. In the southeast corner of the room are four sacks of flour.

25. Banquet Room: Against the north wall is a throne. In the middle of the room is a 40-foot-long table with 30 chairs.

26. Worshiping Room: Located against the south wall on a stone pedestal is a gold-colored statue of a demon god. In front of the statue is a prayer rug. Engraved in the walls are unholy symbols and writings. Behind the prayer rug is a kneeling bench. In the northwest corner is a sacrificial altar. Hanging on the wall above the altar is a golden, jeweled dagger worth 100 gp. Against the east wall is a table on which there is an incense burner and a candelabra with 13 candles.

27. Astylis' Storage Room: This is a triangular room. Along the east wall is a 30-foot-long table. On the north wall is a shelf. Below the shelf are three large boxes. The first box is empty. In the second box are some candles, a tinderbox, two flasks of oil, a torch, and some scrap wood. In the third box is a crucible, a pair of tongs, a ladle, a funnel, two bowls, an empty flask, and a brazier. In the northwest corner is a large iron cauldron. On the table is a balance with weights, two beakers, three empty scroll tubes, and a

pair of tweezers. On the shelf is an empty jar, a roll of wire, a measuring spoon, and a humanoid skull.

28. Astylis' Laboratory: There is a 40-foot-long table against the west wall. In the northwest corner of the room is a large iron cauldron hanging from the ceiling over a firepit which is 10 feet in diameter. The pit contains a large amount of ashes. There is a small shelf on the east wall. Standing on a small pedestal in the southeast corner is a large stuffed griffon. Scattered about on the table are an alembic, a small burner, some glass tubing, a measuring spoon, a wooden stirring rod and a waterclock. Next to the burner is a candle stub and a mortar and pestle.

A shelf on the east wall holds seven bottles. One contains a clear liquid which is pure ethyl alcohol. A slight taste of this will intoxicate anyone with a constitution of 10 or less for 1-10 turns. Anyone with a constitution of 11 or more will have a 50% chance of intoxication for 1-6 turns. Anyone who drinks the entire contents of the bottle will fall unconscious and will have a base 50% chance of dying from alcohol poisoning. The chance of surviving increases by 5% for every point of constitution above 10, but a character who survives will still be incapacitated for 5-10 turns.

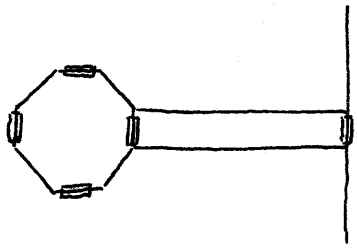
Another of the bottles contains a thick, red liquid (human blood). Another bottle is filled with a clear, odorless liquid (water). Another contains a yellow powder (sulfur). The other three bottles on the shelf are a Gaseous *Potion* and two *Healing Potions.*

29. Astylis' Study: Against the north wall is a bookshelf. On the bookshelf is an old, faded book and an onyx idol. The book contains notes and sketches which appear to be plans for some sort of elevator system. In the southwest corner is a three-drawer desk with a chair behind it. On the desk is a lantern with scented oil, a pile of papers, an hourglass, a quill, and a bottle of ink. Partially concealed in the pile of papers is a *Ray of Enfeeblement Scroll.* In the top drawer of the desk is a quill, some papers and a *Wand of Fireballs* (3 charges). In the middle drawer is a piece of chalk, a quartz crystal, a scroll tube, and a vial filled with a grayish liquid. If the vial is opened the liquid vaporizes, filling the room with sleeping gas. The characters must each make a saving throw vs. poison or fall asleep for 1-6 turns. The bottom drawer is empty.

In the southeast corner of this room is a fireplace. Imbedded in the wall next to the fireplace is a golden lion's head with a silver tongue. If the tongue of the lion is pulled away from the wall, the fireplace will pivot and face the desk, exposing a secret passageway.

Hanging on the east wall is a vast tapestry depicting a magician and a large white dragon.

30. Astylis' Bedroom: There is a bed in the southeast corner of this room with a straw mattress, a pillow, and a blanket. Next to the bed is a nightstand on which stand an empty mug, a spoon, and a kerchief. Leaning against the nightstand is a wooden cane. Against the north wall is a chest of drawers containing kerchiefs, two cloaks, underclothing, a cape and a hat. In the middle of this room is a round table with two chairs. On the table is a lantern, a quill, a bottle of ink, and a parchment showing what appears to be a map or floor plan:



31. Astylis' Closet: In the closet is a large unlocked wooden box on the floor and pegs in the wall. Hung on one of the pegs is a spacious leather pouch. In the box is a stuffed owl, a humanoid skull, and a small cage. Inside the stuffed owl is a *+2 Dagger vs. Goblins and Kobolds.* In the pouch is a flask of oil, 50 feet of rope, a bud of garlic and one iron spike.

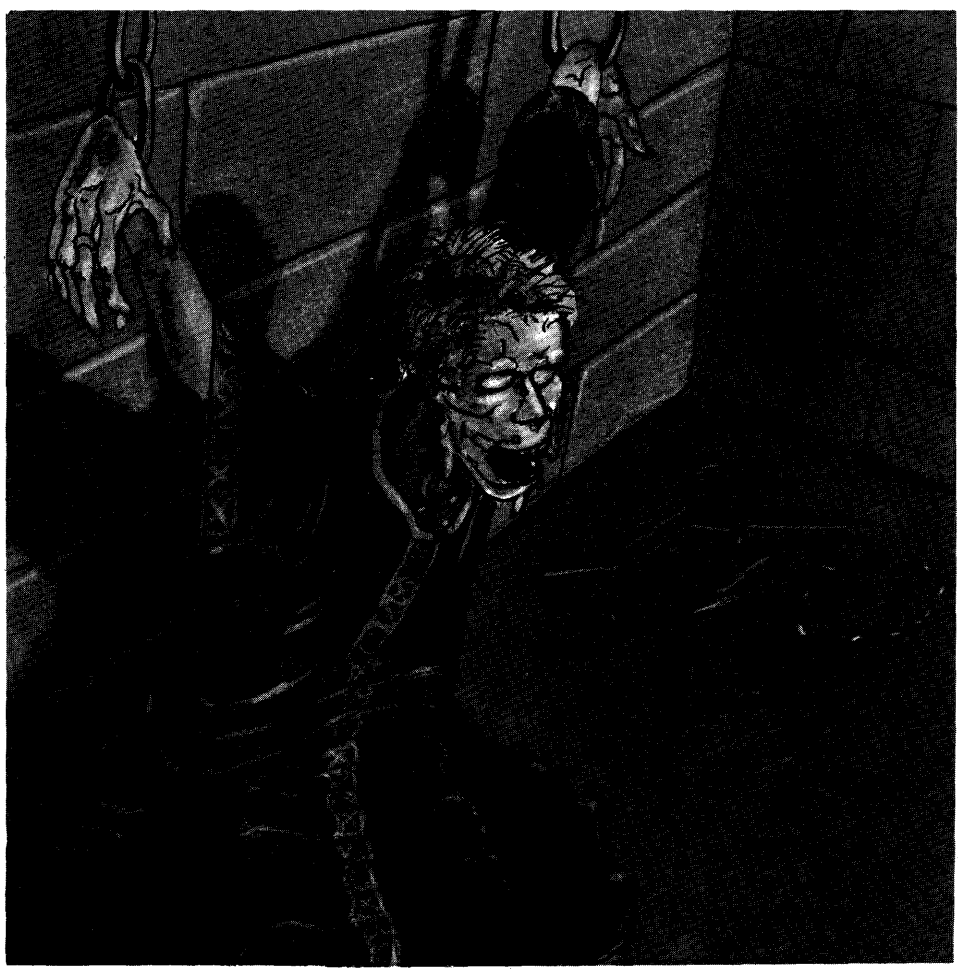
LOWER LEVEL

32. Corridor: Walking toward you are three goblins (HP:3 each; #AT:1; D:1-6; AC:6; SA:None).

33. Corridor: On the west wall of this corridor is what appears to be a portion of some strange rune-like writings:

(DM: These are fragments of the words, "Beware Dragon."

34. Torture Chamber: In this room are five goblins (HP:6,6,5,2,2; #AT:1; D:1-6; AC:6; SA:None). They are torturing two dwarven fighters, one in a stock in the center of the room. and the other on a rack in the southwest corner. In the southeast corner is a firepit. Next to the firepit is a brazier in which two branding irons are being heated. In the northeast corner is a table. On the table is a knife, a



whip, a pair of thumbscrews and a vise. If the stock is examined closely, the shape of an octagon can be seen engraved into its front surface.

35. Dungeon: Fastened into the north wall are five pairs of chains. Chained by the wrists in the northeast corner is the corpse of a man wearing a royal robe. (This is Prince Laechim.) Beneath the body, lying on the floor, is a gold-colored ring which is a +1 Ring of Protection. Roughly engraved on the floor next to the body is a symbol of a human figure with a raised arm holding a sword. Beneath the arm is an arrow pointing downward. In front of the man-figure is a circle drawn in blood. There are four 10x10-foot cells along the south wall, all empty and open.

36. Under construction: This is a room that appears to have been recently dug out of rock. Standing between the entrance and the exit is a goblin (HP:7; #AT:1; D:1-6; AC:6; SA:None). In the southeast corner are two wooden boxes filled with food, two pickaxes, a hammer, 50 feet of rope, a tinderbox, three flasks of oil, six torches, and a leather pouch. Inside the leather pouch are 150 gold pieces.

37. Stream: Ahead of you is a swiftly moving stream 15 feet across and appearing to be about 10 feet deep. (A character with strength of 16 or more can swim across, if unencumbered, without coming to harm. A character with strength of 15 or less, or any character who attempts to swim across while wearing armor and gear, will have a chance of being swept downstream and, unless rescued in time, will end up in Area G. The chance of successfully swimming across the stream for such a character is equal to his strength x 5 expressed as a percentage; i.e., a 50% chance for a character of 10 strength.) The stream runs through a tunnel in the wall of the corridor and out another tunnel in the opposite wall.

38. Dead-end Chamber: A minotaur, having heard the approach of footsteps in the section of the maze near this chamber, has retreated to this area and is lying in ambush. The minotaur (HP:20; #AT:3; D:1-6; AC:6; SA:None) will attack immediately as soon as a party member rounds the last turn before the dead end.

39. Dead-end Chamber: At the end of this twisting corridor is a nest of 5 giant rants (HP:4,3,3,2,1; #AT:1; D:1-3; AC:7; SA:5% chance of contracting serious disease).

40. Creature's Lair: This is an enormous chamber that has been carved or blasted out of the surrounding rock.

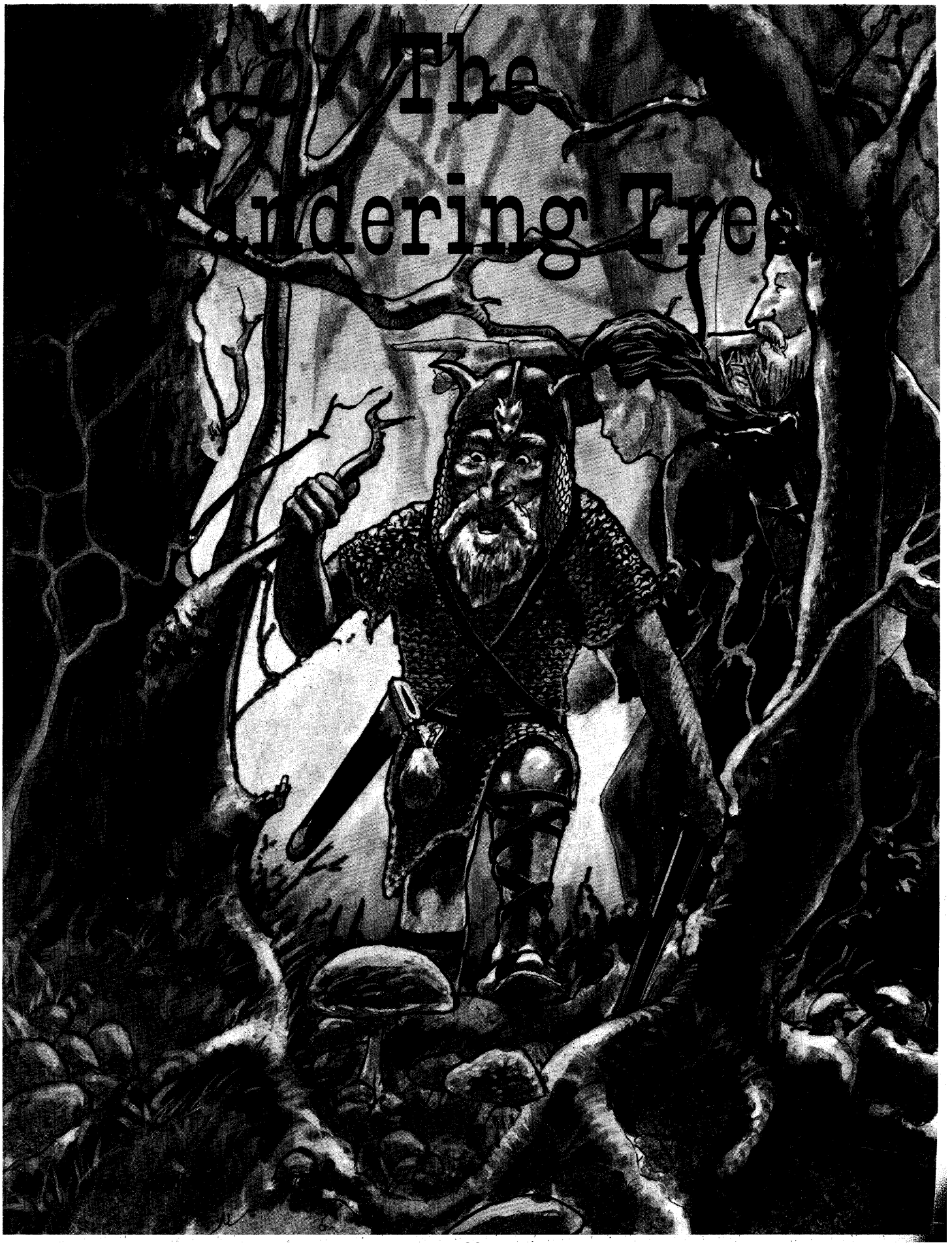
Area E: Lying here is a sleeping white dragon (HD:6; HP:24; #AT:2 claws and 1 bite; D:1-6 claw, 4-24 bite; AC:3; SA: Cold breath weapon which does 4-24 HP damage if saving throw not made, 2-12 HP damage if saving throw is made). Beneath the dragon, visible if it is awakened and rises from its resting place, is the body of a man in sorceror's garb — presumably the magician Astylis himself. Around the dragon's sleeping place, intermingled with the bones of cattle and humanoid figures, is a great amount of treasure. The horde consists of 500 pp, 350 gp, 4 gems worth 100 gp each, and all four of the items the king wants returned: a sceptre worth 180 gp, a crown worth 150 gp, a *Rod of Cancellation,* and a *Medallion of ESP.*

Area F: This is a large tunnel in the ceiling of the cavern. It goes up 350 feet and comes out on the side of a very steep cliff. The dragon uses this tunnel for its exit and entrance into the cavern.

Area G: This is the stream that passes through the corridors of the northern portion of the lower level. The dragon uses this for drinking water, and occasionally fishes an easy meal from the rushing waters.

Area H: These are large columns of rock which were not completely cleared away when the chamber was excavated. Many of the barriers are large enough to provide one or more characters with a place of refuge from the dragon's breath weapon.

The Wandering Tree



The Wandering Trees

An adventure for AD&D™ characters

Written by Michael Malone

Background for player characters

North of the Starlit Mountains, between the Rivers Torel and Gimm, lies a great expanse of woodland. To outsiders it is known as the Termlane Forest, but to those who live around it, it is simply called The Forest. Many strange tales are told of The Forest, but none so strange as the legend of the Wandering Trees.

Long ago, so far back that even the elves are not sure when, Termlane Forest was the home of a tribe of tree-worshipping men. These men built a great temple at the heart of The Forest, where they worshipped their mysterious tree-gods. The priests of this cult were known as the Dridanis, meaning "men of the forest," and, indeed, their religion was very similar to the usual form of Druidical worship. As the years passed, the fame of the Dridanis temple grew, and many pilgrims came to The Forest, seeking to gain the good will of the tree-gods. After many years the temple swelled with riches, yet the Dridanis remained as strong and uncorrupted as the woods in which they prayed.

Unfortunately, rumors of the priests' wealth reached the ears of Bargol the Wicked, a barbarian lord who, though strong, was definitely not uncorrupted. Bargol led a band of his men into The Forest and attacked the temple, killing the Dridanis and their followers mercilessly. However, Bargol fared no better, for the secret of the location of the Dridanis wealth (if indeed the rumors were true) had died with the priests. Though they searched everywhere they could think of in the entire temple area, the thieves *found little of value. Cursing his ill luck, Bargol departed the ravaged home of the Dridanis. But as he and his men marched through The Forest, the path disappeared from around them, and the trees slowly closed in. One of Bargol's men, quite insane, was found days later at the edge of The Forest, and from his ravings the locals were able to piece together some of what had happened. Of the others, nothing was ever heard, and their bodies were never found.*

Today, the trees near the center of the Termlane Forest still move, and the many paths which once led to the temple shift and change, sometimes there, sometimes gone. Some say the trees are possessed by the spirits of the slain Dridanis; others, that the tree-gods of the deep woods have cursed the area, hiding their ruined temple from prying eyes and greedy fingers.

Regardless of the reason, the fact remains that the only sure way through The Forest is on the two main roads, and those who stray from these must have confidence, courage, and skill to persevere in the land of the Wandering Trees. Somewhere deep in The Forest lies the ancient ruins of the Dridanis temple. Perhaps the secret for the mysterious movement of the trees is to be found in those ruins. Or perhaps the temple still holds scraps of the forest lore of the Dridanis priests. Or, if tales be true, the ruins might yet contain the lost treasure of the temple. Indeed, who knows what lurks within the rubble of that forgotten shrine, deep inside the forest?

FOR THE DM'S EYES ONLY

There are a number of ways to introduce a party into the area of the Wandering Trees. If you are using the module as part of your campaign, you can circulate rumors or legends of the great wealth to be found in the ruins of the Dridanis temple, awakening that gleam of greed in your players' eyes which is sure to lead them into Termlane Forest. If the module is to be a "one-shot" affair, the players can be started on one of the main roads leading into the adventure area. However you use the module, but especially if it is to be integrated into a campaign, the material can and should be altered to conform to your ideas and to fit smoothly into the structure of your AD&D™ world.

The area of the Wandering Trees, and the ruins within, are intended for a party of 6th-9th level characters. A party which acts wisely can overcome many of the creatures and other threats herein by means other than fighting, and they should be encouraged to do so. Although the focus of the adventure is on the Dridanis ruins, there is much which can be accomplished just in the area of the Wandering Trees. There is room for elaboration and expansion by individual DMs in both the forest and ruins areas. New paths can be added, leading to more lost shrines and lairs of monsters, or perhaps the lost settlement of the founders of the Dridanis religion. The possibilities for excitement are many in and around the treacherous trails of the Wandering Trees.

The Wandering Trees

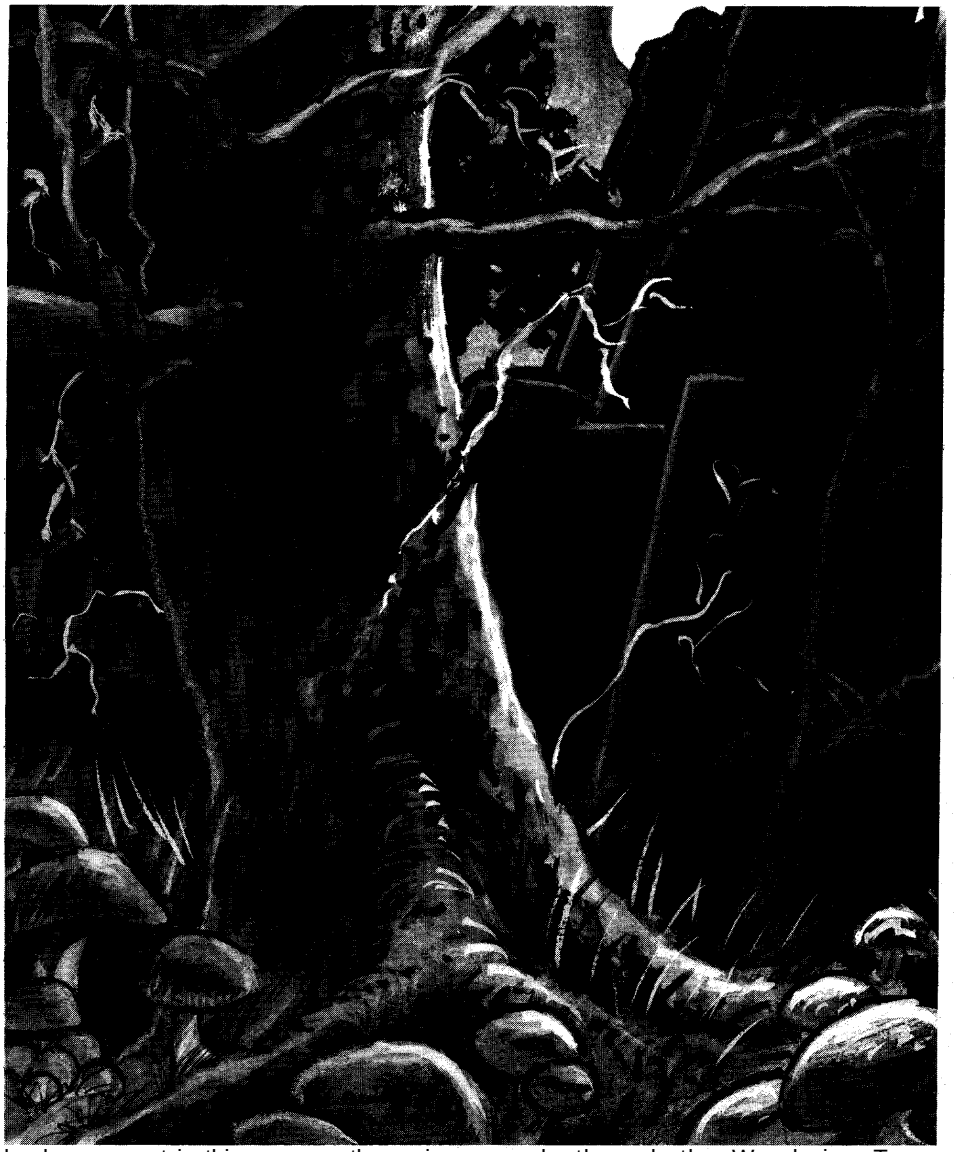
General information

The large-scale map depicts an area of about a 10-mile radius around the ruins. It is here that the myriad shifting paths made by the Wandering Trees will confuse travelers, and it is here that the party will have to search if they wish to find the ruined Dridanis temple.

Movement

There are three basic types of over-

Second place winner, IDDC II



land movement in this area: on the main roads, on the paths, and through the forest. The differences in these three forms of movement are considerable.

Main Roads: The main roads are the safest way to move through Termlane Forest. The movement rate on the roads is roughly 4 miles per hour, and horses can be handled fairly easily.

Paths: The most fascinating (to DMs) and frustrating (to players) part of the Termlane Forest are the changing paths made by the movements of the Wandering Trees. Movement on the paths is at 2 miles per hour; mounted movement is the same, and characters must ride single file. The most important characteristic of the paths is their ability to appear and disappear. Each path is labeled with a letter (A-F), which is used in conjunction with the accompanying Paths Table to determine if and when a given path will be in existence. There are three different times a roll must be made to determine if a path is there. These are as follows:

1. When reaching a junction/dead end — When a party traveling the paths or roads through the Wandering Trees reaches a junction or a dead end, rolls must be made to determine which paths connecting to that spot are in existence at that time. To do this, note the letter of the path which was just being traveled on ("M" if the party was on a main road), and cross-reference this on the Paths Table with the letter of each path connecting to the spot, including the path just traveled. The number shown must be equaled or exceeded on a roll of 1d6 for the particular path to be there at that time; otherwise it is not there, at least for the time being.

Each path is rolled for individually, using its own letter. Main roads are not rolled for, as they are always present. If a party remains stationary at a junction or dead end, the DM should roll for the existence of each path every 1 hour, using the "M" column for "Path Just On."

2. Travel on same path for extended periods — When a group has been moving along the same path for one hour, a roll must be made to see if the path remains in existence. Cross-reference the path's letter with itself on the Paths Table and roll normally. If the path ceases to exist, the party is stranded in the woods, and must travel through the trees if they wish to continue their movement. If they choose to remain stationary, hoping for the return of the path, check again as above every hour to see if the path does return.

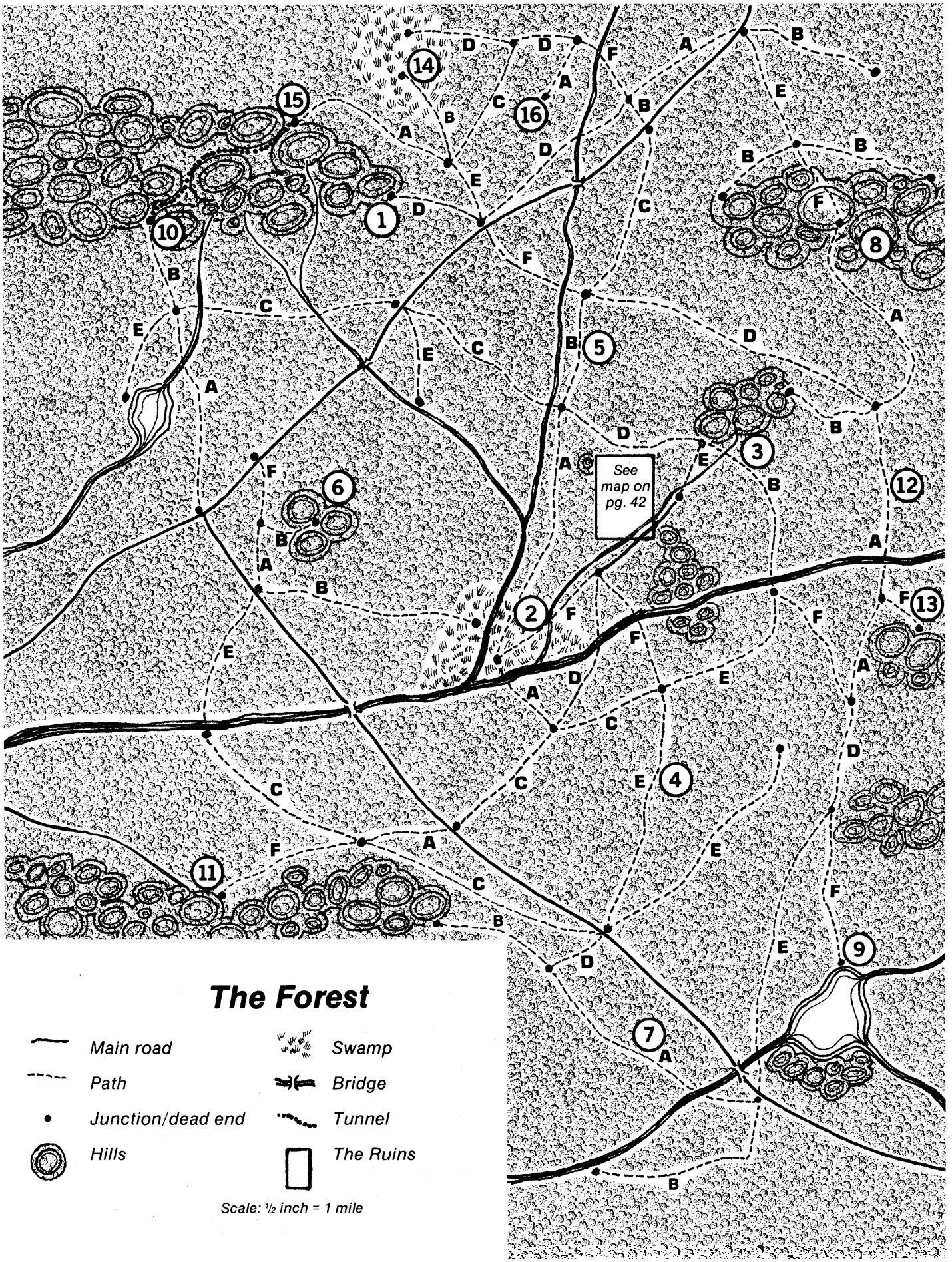
3. When a path is crossed while moving through the woods — If a party is moving straight through the woods (i.e., not on a path or road) and crosses a path location, roll 1d6. On a roll of 4 or higher, the path is there at that time, and the party may either follow it or continue moving through the woods.

Paths Table

Connecting Path	Path Just On						
Path	**A**	**B**	**C**	**D**	**E**	**F**	**M**
A	2	4	2	4	2	6	3
B	2	4	4	2	2	6	3
C	3	5	3	5	4	4	4
D	3	5	5	3	4	4	4
E	3	5	3	5	4	4	4
F	4	6	6	4	6	2	5

Example of movement on the paths: Let us assume a party enters the Wandering Trees area on the main road at the southeast corner, and travels along it towards the northwest until they reach the first intersection of the main road with three paths. These are path types A, B, and E. Consulting the Paths Table, we roll to see which of these paths (if any) will be in existence at this time. First, checking the A path, we go down the M column (the party is on a main road) to the A row, finding a 3 on the chart. A roll of 6 shows that the path is present. Repeating the process for the other two paths, we find that the number is also 3 for the B path, while it is 4 for the E path. Rolls of 1 and 3 respectively show that neither path is in existence at this time, although either or both may reappear later. If the party follows the A path, it is long enough so that checks will have to be made during the time of movement to see if the path remains. Cross-referencing the path's letter with itself (A to A) as per case 2 above, we see that only a 2 is needed on each check. So, assuming a 2 or higher is rolled on each of these "A to A" checks, the party is safe for the moment. At the next junction, we find a pair of paths, types B and D. An "A to B" needs a 2; "A to D" needs a 3. Rolls of 5 and 1 indicate only the B path is in existence. A roll must also be made to see if the A path just traveled on remains. Again, "A to A" is a 2, but this time a 1 is rolled —and the path fades away behind the party.

Left with only one route, the group follows the B path, eventually arriving at the path's end. Since a dead end has been reached, a "B to B" roll must be made; a 4 is required, but a 3 is rolled, and the path has again disappeared behind them. Our



The Forest

Main road
Path
Junction/dead end
Hills
Swamp
Bridge
Tunnel
The Ruins

Scale: ½ inch = 1 mile

intrepid party now moves north, straight through the woods, and soon reaches the line representing a C path. When marching through woods, a 4 or more is needed for any path to be in existence, as per case 3. Will the path be there? Or will the party have to trek through another half mile of dangerous forest to reach the main road? Only the tree-gods, and the DM, know for sure.

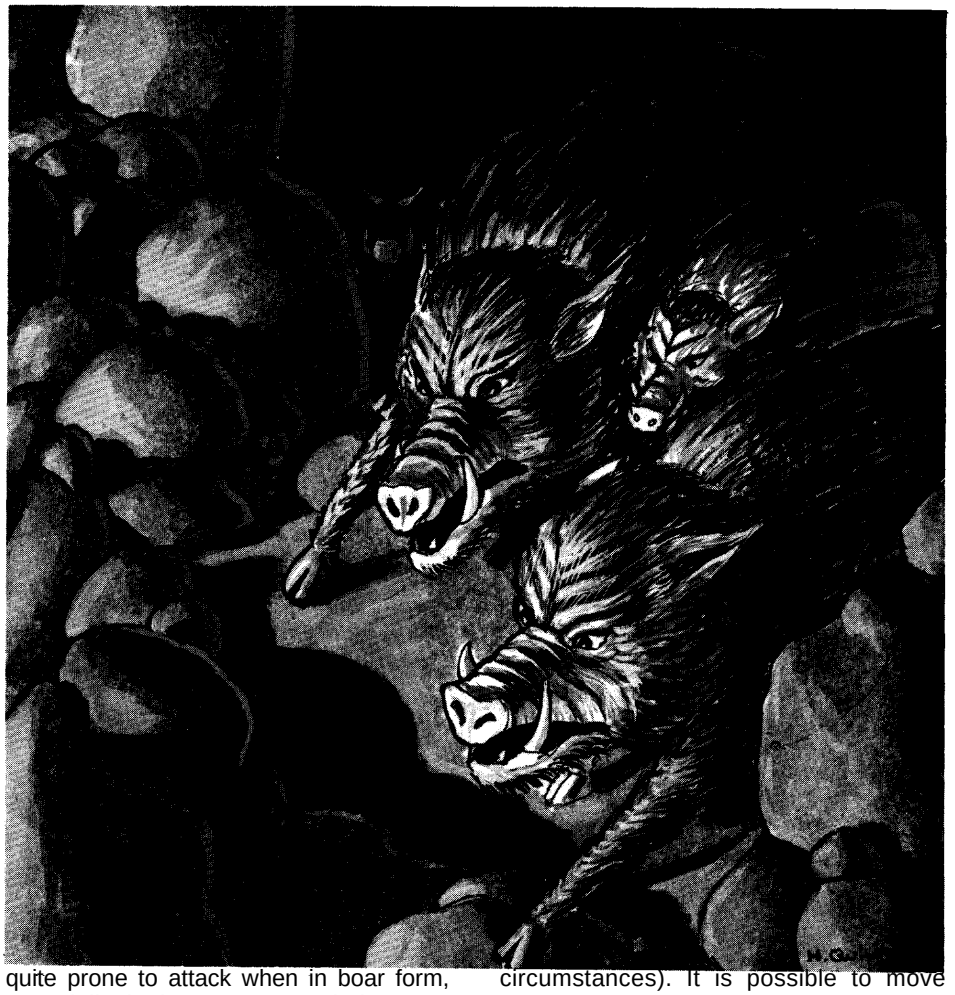
Movement through the forest: Traveling straight through the forest, away from path or road, is fairly slow, for a party will move only 1/2 mile each hour, and if horses are being led this is reduced to 1/4 mile per hour. Also, when moving through the woods in this manner, characters will notice that the trees seem to press in around them. Boughs drop off right ahead or behind of the party, and limbs seem to reach out and grab at the characters as they pass by. This effect is not altogether imagination, and each hour of movement in the trees requires a saving throw vs. magic by every character. Those who fail their saving throw receive 1-4 points of damage from a falling limb or other strange incident.

Encounter Areas

Marked on the map as circled numbers, Encounter Areas are places where creatures in The Forest have their lairs, or locations containing other important features. Each Encounter Area is explained individually below.

When a party is not located at a numbered Encounter Area, there is a 1 in 12 chance every hour of traveling for a random encounter to occur. This chance is 1 in 12 rolled every 4 hours, if the party is resting or has not moved for some other reason. No special table is provided for random encounters in this adventure. The DM may employ, for instance, the encounter table on page 184 of the Dungeon Masters Guide (using the Forest column on the table entitled Temperate and Sub-Tropical Conditions, Uninhabited/Wilderness Areas), or may use any other means he or she chooses to determine the type of creature encountered. It is quite possible to do without random encounters altogether, or to modify these guidelines in any desired fashion.

1. Wereboars: The path leading to this point ends at the entrance to a small network of caves, the home of a family of eight wereboars: two males, two females, and four young (HD: 5+2; HP: 40,36,25, 23, 12(x4); AC: 4; #AT: 1; D/A: 2-12 [young do 1-61). During the day, the entire group will be here, dressed in leather and carrying clubs. At night they will be in boar form, and there is a 75% chance they will be away from their lair, roaming in the woods. In any case, they will be very distrustful of strangers, and they are



quite prone to attack when in boar form, especially if they return to their caves and find strangers within. Hidden in the rear of the caves, covered by dirt and rocks, is a wooden chest containing their treasure: 300cp, 1,100sp, 450gp, 7 gems worth 10 gp each, and two potions *(Plant Control, Levitation).*

2. The Swamps: An altogether unpleasant place, The Swamps is an area of moss-hung trees, miasmal smells, and strange mists, as well as the home of a number of fell creatures. Characters moving in this area have double the normal chance for an encounter (1 in 6 each hour). Roll 1d10 to determine the encounter, using this special table:

Roll of 1-4: Giant Killer Frogs (#ENC: 11-20; HD: 1+4; HP: 10 each; AC: 8; D/A: 1-2/1-2/2-5)

Roll of 5-7: Hydra, 8 heads (#ENC: 1; HD: 8; HP: 64; AC: 5; #AT: 8; D/A: 1-8)

Roll of 8-9: Shambling Mound (#ENC: 1; HD: 10; HP: 45; AC: 0; #AT: 2; D/A: 2-16/2-16)

Roll of 10: Catoblepas (#ENC: 1; HD: 6+2; HP: 29; AC: 7; #AT: 1; D/A: 1-6; SA: stun, death gaze)

Regardless of what is encountered, it will always attack. If a party has an encounter in The Swamps, they will not have that encounter again (unless the DM feels it would be appropriate to the circumstances). It is possible to move through The Swamps (at 1/4 mile per hour), but characters doing so run the risk of stepping into quicksand. For each turn of off-path movement in this area, there is a 30% chance that at least one character will step into quicksand. Victims will fall in to a depth of 1/3 of their height initially, and will sink 1 foot further per round thereafter until they are freed or until they sink entirely beneath the surface.

One character with strength of at least 14 can pull a victim out of the quicksand in 1 round (this includes the victim himself, if he is thrown a rope which has been tied around a tree). Two characters with a combined strength of at least 19 can rescue the victim in the same manner. If characters are in The Swamps and are stranded due to the disappearance of paths, they will be safe from quicksand as long as they do not venture outside a 50-foot radius from their current location. Moving any further than the 50-foot radius makes any characters doing so again subject to the possibility of falling into quicksand. Quicksand cannot. be encountered by characters when they are on a path through the swamp.

3. Treants: About 50 feet from the paths in this location, hidden by a grove of trees, is a large cave, the lair of three young Treants (HD: 8; HP: 40,36,32; AC:

0; #AT: 2; D/A: 2-16/2-16; SA: animate trees). There is a 50% chance one or more of the Treants will be watching the path from within the trees — whether or not the Treant(s) will reveal itself depends on its reaction. Treants who are not watching the paths will either be in their lair (50%), or out in the forest (50%). The Treants' lair is a shallow earthen grotto, furnished with a low rock table. They have no treasure. These Treants will generally be friendly, but will look unfavorably on destructive or evil parties, and may attack in such cases. They will tend to be more distrustful, perhaps angry, if strangers intrude uninvited into their lair.

4. Phooka: Alongside the path here is the favorite haunt of four Phooka (HD: 44; HP: 28, 23, 19, 17; AC: 2 (5); #AT: 1; D/A: 2-8 (1-4); SA: magic use). During the day there is an equal chance for them to be encountered here in man or tree form, while they will always have tree shape at night. (Note: See end of text for a full description of this creature.) The Phooka will use their abilities to trick and confuse passersby, and during the day they will follow and continue their harassment as long as a party continues to provide good sport. They will otherwise act as is typical of their kind. Hidden beneath a stump some 20 feet to the west of the path is their treasure. The stump is covered by a *Hallucinatory Terrain* spell to make it look like it isn't there. The treasure includes 12 gems worth 100 gp each, a *Necklace of Adaptation,* and a *Potion of Treasure Finding.*

5. Remains: This area is where Bargol the Wicked and his band of thieves met their unfortunate end. The trees grow thicker and darker here, and the watchful traveler will notice the glintings of spearheads and armor scattered among the trees, or perhaps the vacuous stare of a skull lying in the underbrush. This area has been cursed by the tree-gods, making anyone who travels through here feel uneasy and disturbed.

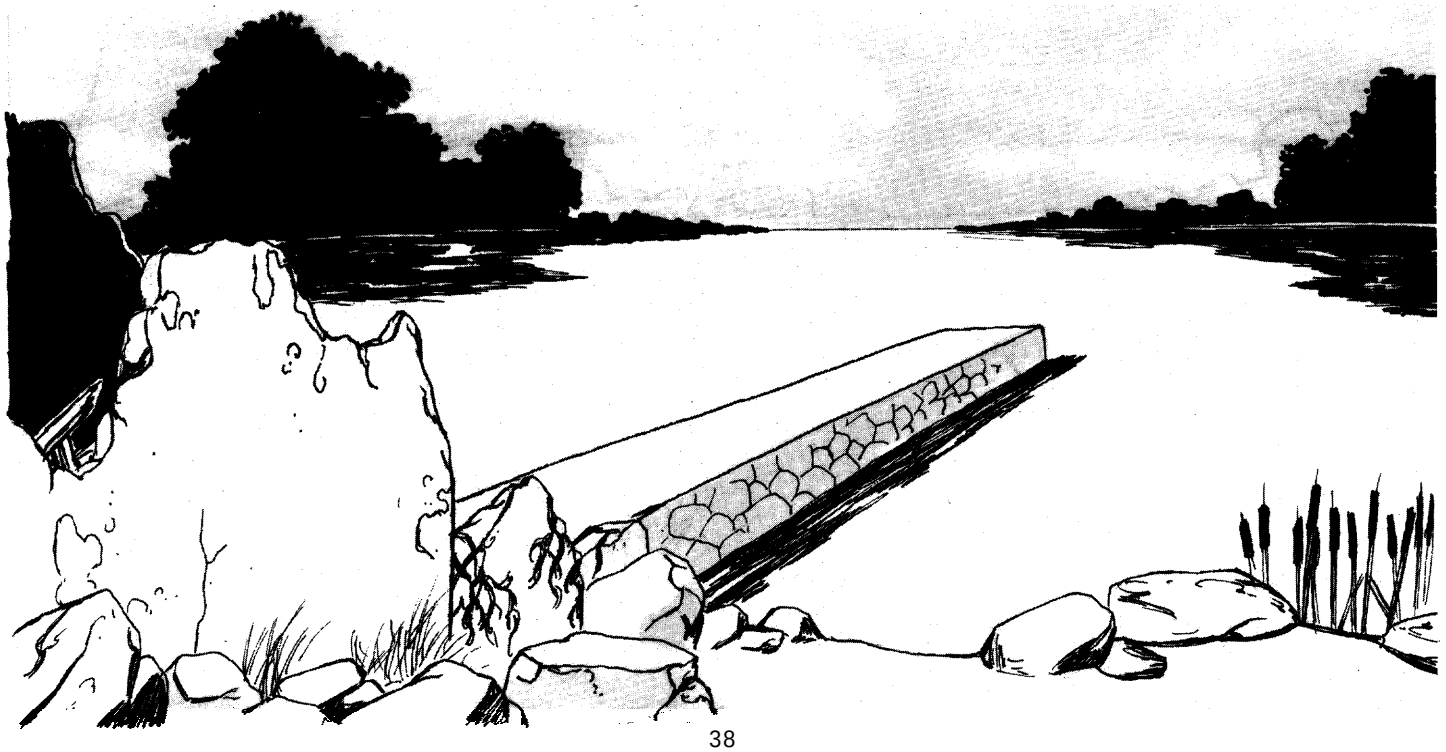
Furthermore, unless a character saves vs. magic upon entering this area, he or she will develop a temporary form of paranoia/hallucinatory insanity. The character will believe that the trees are moving in and attacking him, and he will become very fearful for his life. In all likelihood, he will attempt to flee from the area of the Wandering Trees at full speed. The insanity lasts for 6-24 turns. Elves and half-elves are unaffected by the curse of this place; gnomes, dwarves, and halflings receive the normal saving throw benefits as per their constitution when saving against the insanity. Animals and other non-intelligent forest creatures are also unaffected.

6. **Gorgon:** Secreted in a rocky cleft in the hills here, about 30 feet from the end of the path, is the lair of a Gorgon who hunts the Termlane Forest (HD: 8; HP: 41; AC: 2; #AT: 1; D/A: 2-12; SA: breath turns to stone). If he is in his lair (80% chance) when a party passes nearby, he will be aware of them unless they are using some special means to conceal themselves, and he will attack. He has no treasure.

7. Pseudo-dragon: A tall, thick oak next to the path here has a small hole (1 foot diameter) in its side 15 feet up, and within this hole lives a Pseudo-dragon (HD:2; HP: 10; AC: 2; #AT: 1; D/A: 1-3; SA: poison in tail). The Pseudo-dragon is fond of sitting on a tree limb, watching the world go by and using his chameleon powers to go unnoticed. If the party sees the creature, or it has a friendly reaction and decides to reveal itself, it can relay information to them about nearby paths via *telepathy.* It will generally do so, however, only if offered gems, which it loves. Secured in his hole the Pseudo-dragon has eight gems of various types, worth 100-1000 gp each.

8. Kobold Hills: Two paths lead into these hills, meeting in front of a large pile of tumbled boulders partially concealing a cave entrance — the mouth of a network of caves and tunnels within the hills. These caverns are the home of a tribe of Kobolds, with a male population numbering over two hundred (HD: 1/2; HP: 2 each; AC: 7; #AT: 1; D/A: by weapon). The Kobolds are armed with short swords and spears; 25% carry the former, 25% the latter, and 50% using both.

The Kobolds are led by five larger Kobolds (HD: l-l; HP: 4 each; AC: 6) who use both weapons listed above. These leader types and normal Kobolds may be encountered either inside or outside the lair. The tribe also has a chief (HD: 1; HP: 7; AC: 5), who will only be encountered in the lair and in the company of his contingent of 20 bodyguards (stats and weapons as for leaders). There are also 90 females in the tribe (non-combatants), and scattered among the caves are five breeding areas, each containing 2-5 young and 6-60 eggs. The Kobolds have trained four Giant Weasels (HD: 3+3; HP: 22, 20, 17, 14; AC: 6) as guards for their lair. Also with the tribe is a shaman (HP: 4; AC: 6) who can function in some ways as a 5th-level cleric (see Dungeon Masters Guide, page 40).



Generally, 10-50 of the males, with appropriate leaders, will be away from the lair, although there is a 5% chance the tribe is gearing up for a large assault on the elves (Encounter Area 16), in which case all the Kobolds will be in the lair.

If a party threatens their breeding areas, the Kobolds will use up to 50% of their treasure as ransom, although after doing so they will try to follow a party and regain it. Their treasure is well hidden deep in the lair in a chamber with a narrow entrance. It is guarded by a trap which releases rocks from the ceiling doing 4-32 points of damage, or half if a save vs. breath weapon is made, to all beneath.

The entrance to the treasure chamber is covered with cobwebs from three feet off the ground to its highest point. A character who tries to break the webs or cut a path through them will set off a trip wire, opening the panel in the ceiling above the doorway and releasing 'the rocks. Characters who are three feet tall or shorter (such as the kobolds) will not disrupt the webs. Taller characters can get around the trap by simply stooping down or crawling through the open part of the entranceway.

The treasure is locked in four chests, one for each type of coin and one which contains all the other items listed. The treasure consists of: 2,421 cp, 4,947 sp, 412 gp, 7 gems worth 50 gp each, 24 bronze utensils worth 10 gp each, and a pair of weasel pelts worth 500 gp each.

9. Lake Shrine: The path here leads up to an overgrown stone shrine, largely in ruins, which is situated before a crumbled granite jetty which extends 50 feet into the nearby lake. The water contains no threat. If any cleric or druid walks out to the end of the dock, that character will perceive the area to be a place of divine power, and will be able to ask of his or her deity one particular question, similar to the cleric spell *Commune.* (Note: The cleric or druid is entitled to one question, *not* one question per level of experience.) This feat is only possible once for each eligible character — a second attempt will have no effect.

10. Mission on the Downs: This temple, which is at the end of the path, was affiliated with the Dridanis, but is not part of the large temple complex. The mission's temple is small, consisting of a circle of stones 50 feet in diameter with an opening on the south edge flanked by two stone statues of lizards. These statues are normal and harmless. The wooden roof of the place caved in and rotted away some time ago, and the floor of cracked flagstones is cluttered with debris.

In the northern end of the temple stands a small stone altar, flanked by two other statues of lizards. These statues, however, are potential threats. Each one has a magical ability which is activated by the use of any magic spell or magic item within the confines of the circle of stones. When magic is used for the first time, the left-hand statue (as viewed from the southern opening) will cause *Fear* (as the magic-user spell, at 9th level of ability). Any subsequent use of magic, including the casting of *Dispel Magic,* will result in the right-hand statue causing *Confusion* (as the magic-user spell, at 9th level of ability). Saving throws vs. magic, at -2, are allowed for each character. Note that the statues are immobile, and a character standing behind them cannot be affected by their power. The heads of the statues can be covered, which will nullify their abilities.

At the rear of the altar is a locked panel which, if unlocked and slid open, will reveal a gently sloping tunnel which levels off 10 feet underground. The sloping passage is 4 feet in diameter, and the tunnel has a seven-foot ceiling after it levels off. However, the tunnel is narrow, and cannot accommodate two characters side by side. The tunnel runs northeast through the downs for about a mile, exiting at Encounter Area 15.

11. The Burial Place: The trail here ends at a small clearing in the trees. In the center of the clearing is a natural

bower formed of oak trees which conceals five cairns, the private burial place of five of the most revered Dridanis high priests. The cairns are guarded by four Unicorns (HD: 4+4; HP: 36 each; AC: 2; #AT: 3; D/A: 1-6/1-6/1-12; charge for 4-24), who will appear (similar to being summoned by a *Call Woodland Beings* spell) if the cairns are disturbed, and will try to fend off the intruders.

If the party persists in disturbing the cairns, or attacks the Unicorns, the creatures will fight fiercely. If characters elect not to confront the Unicorns after they appear, and if no further attempt is made to inspect the cairns, the guardian Unicorns will stand at a distance, keeping the area under surveillance until the party leaves. If the party leaves the clearing and goes back into the forest, the Unicorns will abandon their vigil 2-4 turns thereafter. The magic of this area is such that the Unicorns can only be automatically summoned once per hour. Thus, if a party leaves the burial area after encountering the Unicorns and returns (less than one hour later) after the beasts have left the cairns, it is then possible to examine the burial mounds without interference, subject to the reappearance of the Unicorns (as soon as an hour has elapsed since they previously appeared).

If the Unicorns are defeated or otherwise circumvented, the cairns can be opened to reveal the skeletons of the high priests and other items as listed below. One character (assuming at least average strength on the character's part) can remove the topmost stones from one cairn in three rounds. Multiple characters working to disassemble a single mound of stones can accomplish the feat in proportionately less time, up to a maximum of six characters who can work on one cairn at one time.

Cairn #1: The skeleton herein is wearing an intricately carved belt of beaten copper and ebony worth 1,500 gp.

Cairn #2: Around the neck of the remains of this priest is a jeweled necklace of bronze and emeralds worth 3,500 gp.

Cairn #3: Tucked into a pocket near the bottom of this cairn (taking an extra round to dig down to) is a *Staff of the Serpent* (python). The command word for the staff is engraved in Common on the inside of the band of a signet ring (worth 100 gp) on the skeleton's right-hand index finger.

Cairn #4: Grasped in the left hand of this skeleton is a brass bottle, stoppered with a plug of lead which does not fit tightly, causing the opening to emit a thin stream of smoke. This device is a *Flask of Curses,* and when it is opened all within 3" will receive the effects of the curse. This particular curse is of subtle power, for it manifests itself in the form of terrible nightmares. Affected characters will be unable to sleep for more than 1-4 turns without awakening in a cold sweat, perhaps screaming horribly. The lack of sleep caused by the curse will make each character irritable and tired, and each night after the first the affected characters will lose 1 point from a random ability (strength, intelligence, etc.). This loss is permanent until the curse is lifted, and if an ability score reaches zero, the character is dead. Spell-casters will be unable to regain spells while under this curse, and hit points cannot be recovered by affected characters except by magical means. Characters who save vs. poison when the curse is released, will be under the curse for only 3-12 days; those who fail the save will be under the curse until it is removed by a cleric or magic user of at least 12th level.

Cairn #5: This cairn contains nothing of value, just the remains of one of the high priests.

Note that fighting the Unicorns and/or robbing the cairns is an evil act, and non-evil characters who participate in such acts should be penalized accordingly.

12. Dryads: A grove of giant oaks near to the path here is the home of two Dryads (HD: 2; HP: 11, 7; AC: 9; #AT: 1; D/A: dagger; SA: *charm).* These Dryads always watch the path leading past their lair. If intruders pass by they will either hide or, if there is a male present with high charisma, use their *charm* ability. If they are approached carefully, the Dryads might be willing to aid a good-aligned party. If they choose to aid a party, the assistance can take many forms: The Dryads may give the party information which will enable them to find the ruins more easily, information on other possible encounters in this part of the forest, or any other sort of help which they see fit to provide. Each Dryad's tree contains a cache of 170 gp and 9 gems worth 50 gp each. One of the Dryads also possesses a *Potion of Extra-Healing.*

13. Werebear: A small log dwelling which sits right at the end of the path here is the home of the Werebear Ruas (HD: 7+3; HP: 45; AC: 2; #AT: 3; D/A: 1-3/1-3/2-8; SA: hug for 2-16). At day he will be met in human form as a husky man wearing a worn robe; at night he will be in bear form, and will be at his house only 50% of the time. Otherwise, he will be out in the forest. If encountered in his dwelling during day or night, there is a 50% chance that 1-6 brown bears will be nearby; if none are present he can summon that number in 1-6 turns.

Ruas is introverted and taciturn, but he will aid a party if they are good and in need of help. He will attack evil characters without mercy. He is friendly with elves, but his hatred of kobolds knows no bounds.

Ruas' home is sparsely furnished, but hidden in a sack in one corner is 720 pp. He also has a scroll of *Protection from Magic* tucked behind a weasel's skull on a low shelf.

14. The Flickering Marshes: The second of The Forest's swamps is similar to the first in its tendencies to bog down travelers (see quicksand rules above). There is only one creature in this swamp, however: A Will-o-the-Wisp (HD: 9; HP: 33; AC: -8; #AT: 1; D/A: 2-1 6). As is usual, it will try to trick intruders into stepping into the quicksand areas. It will not normally attack a party outright, however, unless they appear very weak. It has no treasure.

15. Tunnel Exit: The path here ends in a thicket of brambles, behind which is the exit for the tunnel which leads from Encounter Area 10.

16: Wood Elves: Near the edge of the Wandering Trees lives an encampment of 200 wood elves (males have HD: 1+1; HP: 6 each; AC: 6; #AT: 1; D/A: by weapon). All are armed with short bows and spears. The band is led by five 3rd-level fighters (HP: 14 each), a 2nd/2nd-level fighter/magic-user (HP: 10), a 4th/5th-level fighter/magic-user (HP: 25), and a 6th-level fighter (HP: 34). All leader types carry long swords instead of spears, and wear chainmail (AC: 5). The latter two leaders use *+1 swords.* The higher-level magic-user has a *Ring of Mamma/ Control,* while the elven chief (the 6th-level fighter) wears *+2 chainmail* (AC: 3) and uses *+3 arrows* (he has 10). The community contains 80 female elves (HP: 4; AC: 8) and 8 young elves (HP: 3; AC: 9), who will fight only in extreme cases.

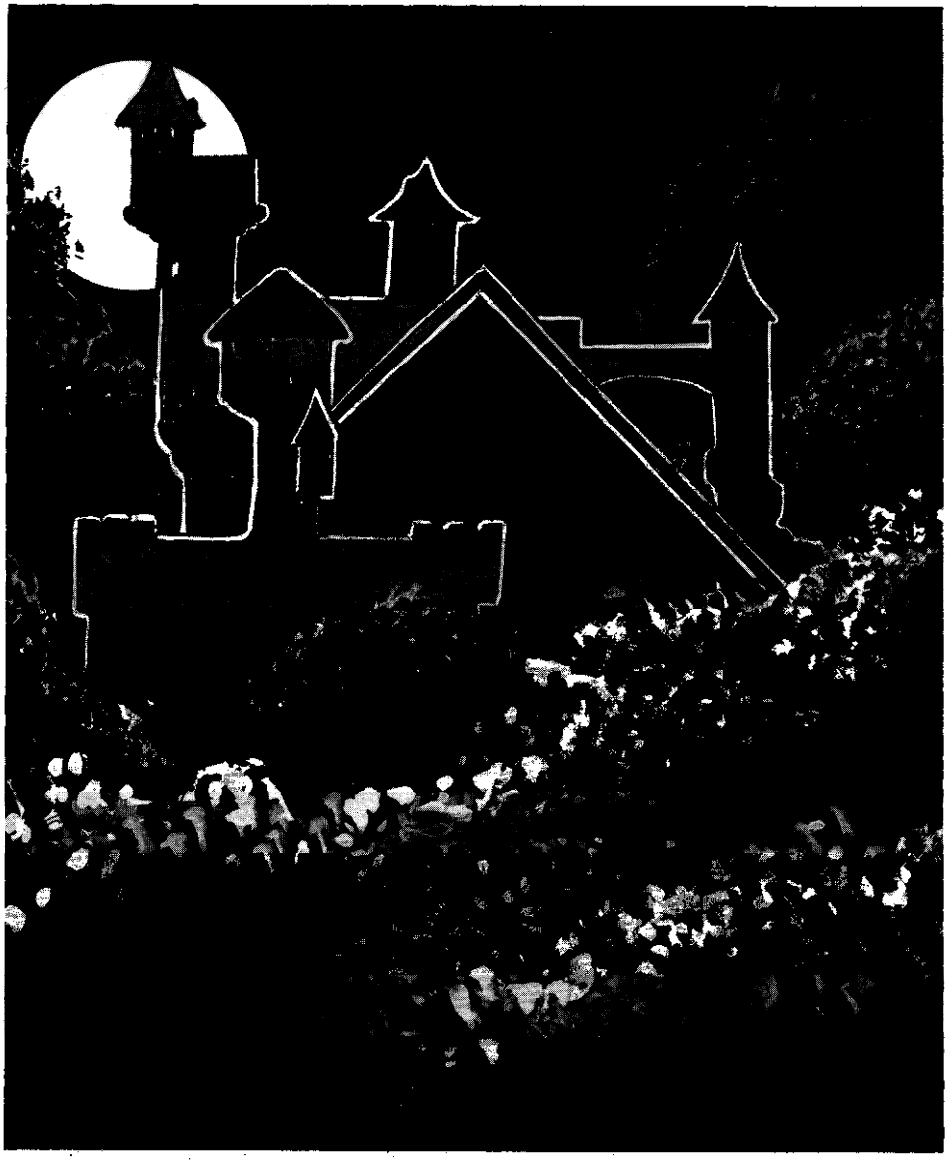
Reclusive and shy, the wood elves will not be overtly friendly to strangers — perhaps even unfriendly if a party seems evil or contains half-orcs or dwarves. They hate the kobolds of The Forest fiercely, and will be much more hospitable if a party offers to help in a raid on the kobolds, or tells the elves of having killed kobolds themselves.

The elves' treasure is well concealed and protected by 5th-level *Wizard Locks* on each of the three chests, The chests contain a total of 3,120 sp, 1,231 gp, 10 gems worth 100 gp each, and a pair of jeweled goblets worth 1,750 gp each. Determine the spells of the magic-users randomly; their spell books will be very well hidden and protected with traps and spells such as *Explosive Runes.* None of the elves has any personal treasure.

The Ruins

General information

The area shown on the small-scale map is the ruins of the Dridanis temple. Although the area is at ground level, the thick vegetation and undergrowth reduces movement to the rate used for dun-



geon travel, and thus all ranges for spells and missiles are reduced to the same scale (1 inch = 10 feet).

Paths: A network of permanent paths once connected various parts of the ruins. Although they are now heavily covered by undergrowth, once a path is discovered it can be followed without difficulty. Movement on the paths is at the same rate as through the forest; the paths can guide adventurers through or to an area, but offer no bonus to movement because of the great amount of overgrowth on them.

Visibility: The area of the ruins is thickly forested. In most cases, vision extends only 6" into the trees clearly, with glimpses of objects up to 12" away being seen. Of course, this applies during daylight hours only, and if the party explores at night with an artificial light source these distances will have to be further reduced.

Random encounters: Within the ruins, there is a 1 in 20 chance each hour a random encounterwill take place; random encounters will not take place at all within the walled area in the center of the map.

Buildings: The buildings of the temple area have stone walls, which for the most part are still standing. Unless noted otherwise, however, the roofs are of wood, and generally only rafters and a few planks will remain of the original ceiling. Doors will often be rotted away, leaving only the frames, and the stouter doors which still remain must be forced open due to disuse. In contrast, the four shrines in the center of the temple area (Encounter Areas 22-25) are in almost perfect condition.

Encounter Areas

1. Pathway: Only faintly visible, this path (which is permanent and appears on the large-scale map as a main road) is about a mile long, connecting at both ends with the intermittent paths of the Wandering Trees.

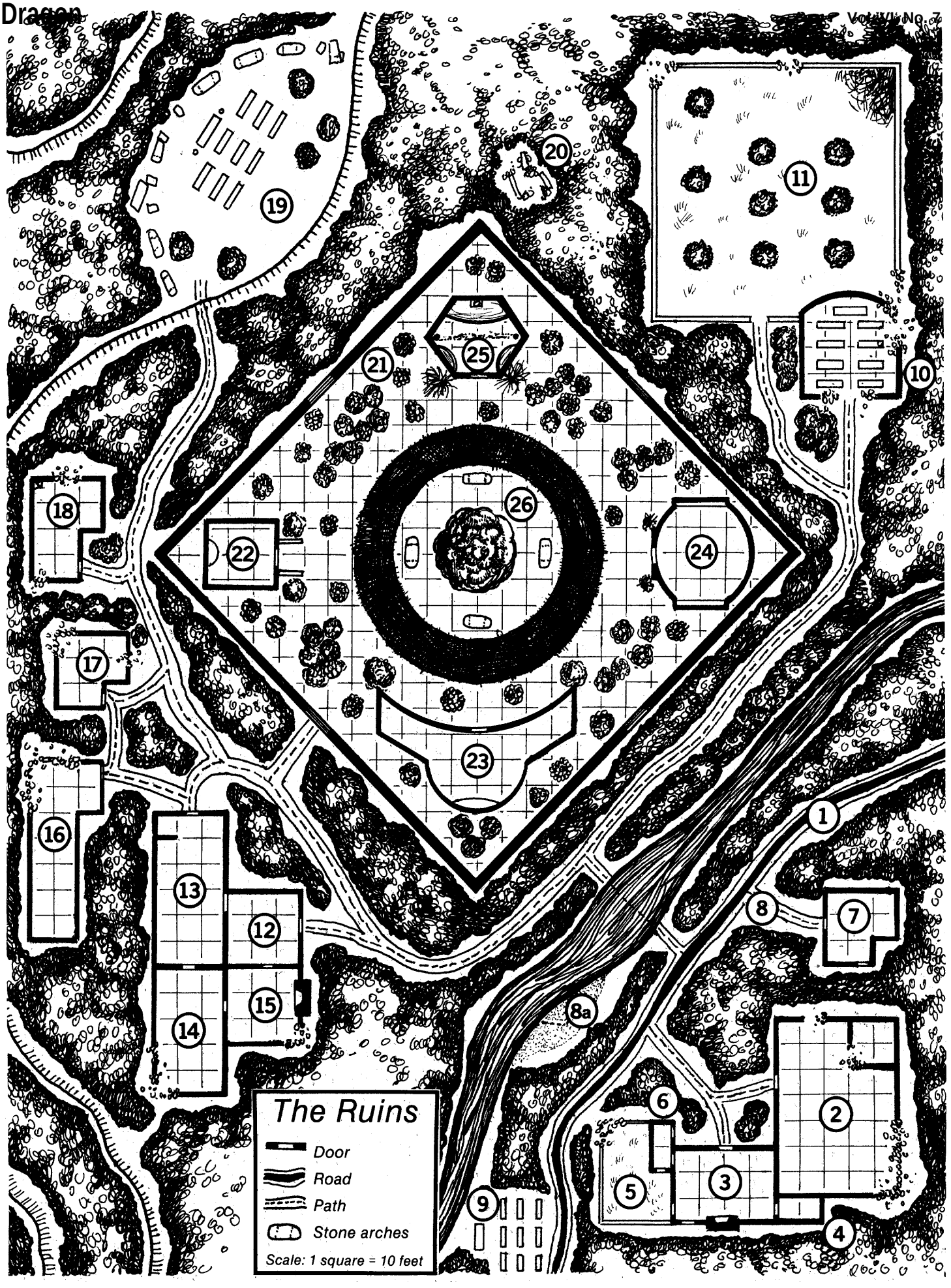
2. Great House: The pilgrims who visited the Dridanis temple, as well as temple followers of relatively low status, were housed here. The roof here has survived the ravages of time better than most. The area is dark and dim. In the northeast corner is an area which has been partitioned off from the rest of the chamber. The floor of the entire chamber is cluttered with the remains of bunks, scraps of leather, an occasional bone, and similar debris. In the partitioned chamber, debris is more prevalent than in the rest of the guest house. Large cobwebs hang from the ceiling and in the corners of the smaller chamber. These webs are the home of twelve Large Spiders (HD: 1+1; HP: 5 each; AC: 8; #AT: 1; D/A: 1; SA: poison bite, save vs. poison at 2 or receive 1-6 points of-damage and be paralyzed for 3-12 turns). They will drop from above or scurry out from the walls to attack intruders.

3. Kitchen: The walls here are hung with various rusted kitchen implements, and a cauldron sits in the fireplace to the south. The ceiling in the northwest corner of this area is caved in, providing full illumination for the entire room in daylight conditions. A fungus, resembling yellow mold, covers the southeast area of the room. The fungus is harmless.

4. Pantry: The door into this area is still intact, and is locked with a rusty lock (-10% to chance to pick). The room is dark, for the roof is made of stone and is still in place. Light will reveal that the room contains shelves, covered with empty food containers and similar debris. If the southwest corner of the room is searched, a loose stone in the wall will be found. Behind the stone is a small rack which holds four bottles of wine and a small flask of some other liquid. Each bottle of wine would be worth 100-300 gp if sold to a wine connoisseur. The flask contains six doses of a drug which will neutralize the effects of drunkenness when taken, at no risk to the drinker. The drug cannot be analyzed or duplicated.

5. Garden: This weed-filled place was once a garden, and is surrounded by the remains of the low stone wall which once encircled it. Here and there among the weeds, decapitated skeletons can be found, as well as other signs of violent death. It was here that Bargol had many of the temple people killed.

6. Storeroom: The roof of this small storeroom is made of stone, and all three doors leading into the room are in good shape. Within, the room is dark, dank, and musty, with garden implements and the remnants of bundled herbs hanging from the walls. Lying stetched out on the floor, face down with a shovel embedded in its back, are the skeletal remains of a barbarian lieutenant who was apparently killed by one of the temple followers. The spirit of the man remains in this place as a Wraith (HD: 5+3; HP: 20; AC: 4; #AT: 1; D/A: 1-6; SA: energy drain) which


The Ruins
Door
Road
Path
Stone arches
Scale: 1 square = 10 feet

will attack any intruders. The Wraith can be defeated by opening all the doors and filling the room with light (during daylight, of course).

7. The Small House: This building was occupied by temple followers of relatively high status. The remains of two beds, rugs, chairs, and a table can be discerned among the general rubble. In the southeast corner furthest from the east door there is an oaken chest with a hinged lid made of marble. The lid is shut but not locked. Beside the chest lies the skeleton of a barbarian with its shin bones cleaved through, although the latter fact will be noticed only if the remains are closely inspected.

If the lid is lifted, a counterweight mechanism is activated, causing a blade to swing out from the side of the chest and slice the air in an arc 3 feet in front of the chest and 1½ feet off the ground. The blade will remain in the extended position as long as the lid is held or propped open, but will retract if the lid is lowered or allowed to fall, and will again be activated by another lifting of the lid. Treat the blade as a *Sword of Sharpness* which always hits targets within the 3-foot range, with the usual chance to sever an extremity.

It takes a strength (or a combined strength) of at least 16 to lift the lid and keep it open. Inside the chest are 1,300 sp and a set of robes which, though apparently of rich make, are now partially disintegrated and worthless. In a pocket of one of the robes is a copper clasp, set with tiny rubies, worth 750 gp.

8. Ford: The stream which runs through the ruins, generally 3 feet to 5 feet in depth, comes to a ford here where the depth is but 1½ feet. The ford is the main hunting ground of a Giant Crayfish (HD: 4+4; HP: 24; AC: 4; #AT: 2; D/A: 2-12/2-12) who will rush out from the deep area south of the ford and attack, surprising on a 1-3. If it makes two claw hits on the same character in one round, it will have seized a character, and will automatically hit with both claws each round thereafter until the character is freed or the creature is killed. Characters caught in this manner will fight at -4 to hit. Once the crayfish has captured some prey, it will swim off to its lair in the sandy beach south of the ford (Area 8A). It will then hide in the partially submerged cave which serves as its home and finish its meal.

The crayfish has secreted a number of shiny objects in its home, including 12 lovely rocks worth 1 gp each, a dented shield with a mirrored surface, and a slim silver wand, worth 100 gp (for the material only, not considering its magical properties), which has the power to open the *Plant Doors* in the hedge around the Great Oak (Encounter Area 26).

9. The Place of Learning: Temple underlings who were not yet ready to join the temple proper were instructed here. Nine stone benches are arranged in rows of three in front of one larger bench, the latter carved with runes and symbols. The area is somewhat overgrown, but if adventurers inspect the carved bench they will notice a small hollow in its north end into which two leather scroll cases have been placed.

The first scroll case contains nonmagical writings on herb lore and animal husbandry, still in fair condition, in the language of the Dridanis (50% chance of being understandable to someone who speaks the secret language of druids). There are nine such mundane scrolls, and a sage, librarian, or collector might pay up. to 5 gp each for them.

The other case contains a single vellum scroll, fragile and slightly smeared. Rough handling will cause it to fall apart into unreadable fragments. In any case, the scroll will fall to pieces 5 rounds after being exposed to the air, even if it is not taken out of the leather case during that time. The scroll contains a primitive, blurred drawing of a single large tree, labeled "The Great Oak" (in the Dridanis language). The scroll contains various other phrases and passages which can be interpreted as chants and prayers of the Dridanis priests. None of them has any great importance or meaning to the adventurers. The entire text of the scroll can be understood by someone who casts a *Comprehend Languages* spell on it, but the information gleaned from such an effort will not be of any measurable assistance to the party, other than revealing to them the existence of "The Great Oak."

The second scroll case contains a false bottom which is actually the end which ought to be opened. If the other end is opened instead, that action will send *Dust of Sneezing and Choking* into the air in a 20-foot radius around the scroll tube. This dust is of a less harmful variety than the usual type: Characters who fail to save vs. poison will be disabled by sneezing and choking for 5-20 rounds, but those who make the saving throw will be unaffected.

This means that in order to make use of the "Great Oak" scroll, at least one of the characters within range of the dust must make the save, or the 5-round time limit will expire and the scroll will disintegrate before it can be deciphered. It would also be possible for a character out of range of the dust to advance after it is released, take possession of the scroll case, and attempt to read the writing. All of this presumes that the scroll "survives" the encounter with the dust: If a character is holding the scroll case when it is opened and the dust is released, there is a 50% chance that the holder of the case (if the saving throw is failed) will drop the case because of the effect of the dust, thereby causing the scroll to fall apart inside the tube.

10. Shrine of The Forest: This stone shrine, with an arched roof and a large rounded entrance, was the place where the Dridanis priests generally held services for the pilgrims who came to the temple. The walls of the shrine are bare, as are the stone benches, but the altar is engraved with carvings of branches, leaves, and forest creatures. This shrine has become the lair of two Owlbears (HD: 5+2; HP: 38, 29; AC: 5; #AT: 3; D/A: 1-6/1-6/2-12; SA: hug for 2-16) who have made a nest of debris to the right of the altar (as viewed from the entrance) and have laid three eggs there. They will defend their home viciously. The Owlbears have no treasure, although their eggs can be sold for 2,000 gp each.

11. Garden: This garden once contained special trees and flowers held sacred by the Dridanis, but it is now overrun with weeds. The area is surrounded by a stone wall 5 feet high, collapsed in some places, with an iron gate to the south to allow entrance into the garden. The gate is rusted shut.

In the northeast corner of the garden is a thicket of berry bushes sporting a number of round, violet berries. If a handful or more are eaten, the berries have the effect of allowing a character to *Commune With Nature,* as the fifth-level druid spell, except that a maximum of five facts can be known, and all of those opportunities to commune must be used within 2 turns of the consumption of the berries.

However, the berries also have a less beneficial effect. Starting 1-4 turns after a handful or more of the berries are eaten, a character will begin to experience wracking stomach pains, and will begin losing hit points at the rate of 2 per turn. The victim will fall into a coma if he loses hit points until his current total is 20% or less of his original number. At any time before the victim goes into a coma, the effects of the berries can be offset by the use of *Cure Disease* or *Neutralize Poison,* although any hit points lost must be regained normally.

If the victim goes into a coma, the remedies mentioned above will have no effect. Instead, the victim will automatically remain comatose for 2-4 turns and must roll for system shock as though the character had a constitution 3 points lower than actual. If the system shock roll succeeds, the character will auto-. matically revive after 2 turns with no adverse effects other than the loss of hit points. If the system shock roll fails, the character will awaken after 4 turns, and will suffer a permanent 1-point loss in constitution, in addition to the lost hit points already described.

Once a character has suffered the effects of the berries and survived, neither the good or bad powers of the berries will affect him any more. Furthermore, the berries lose their potency 5 rounds after being picked, and will not help or harm a character if eaten after this time.

12. House of the Initiates: This is one of the rooms in the large dwelling where the lesser priests were housed. This particular room is scorched and burnt, and signs of battle are evident. It was here that the Dridanis priests and followers put up the greatest resistance. The skeletons of dead priests, still clothed in ragged robes, are scattered about the room, as well as broken cots, rusted weapons and shields, and other such debris.

13. Room of the Staff: This room is also scorched, but the cause seems to have been an explosion rather than a fire. Debris, mostly in the form of broken cots and bones, is concentrated along the east wall. The only other feature of the room is a single, intact skeleton, sprawled on the floor near the west wall, just south of the partition. The broken, charred halves of a staff are on either side of the skeleton.

The broken staff is the remains of what was once a powerful magical item wielded by the high priest of the Dridanis. The priest (whose skeleton is in the immediate vicinity of the pieces of the staff) broke the staff in two at the climax of the confrontation that took place here between the priests and the barbarians. Breaking the staff released a great surge of power which destroyed everyone in this room, but the gesture proved fruitless, since the power released was not strong enough to affect other parts of the temple complex.

The broken staff will still radiate an aura of magic, if such is detected for. If both halves are taken out of the building, carried to the area inside the hedge of thorns, and placed on the ground for any reason, all characters inside the circle of thorns will be instantly teleported to a randomly determined location somewhere on the large-scale map.

14. Dining Room: A large table in poor repair, surrounded by wooden benches, dominates this room. The area looks like it was the sight of some fighting. Behind an overturned bench in the southeast corner of the room lurk four Giant Centipedes (HD: 1/4; HP: 2 each; AC: 9; #AT: 1; D/A: nil; save vs. poison at +4 or die in 2-8 rounds). If characters search in this area, the pale brown creatures will rush out and attack.

15. Kitchen: This kitchen is furnished similarly to the one in the Great House (Encounter Area 3).

16. Hall of Priests: This building was once the council hall of the priests. The wreckage of the stools and table still litter the floor. The walls are covered by faded and moth-eaten tapestries, and the roof of the southern leg of the building is still largely intact.

A pair of Giant Weasels (HD: 3+3; HP: 25, 19; AC: 6; #AT: 1; D/A: 2-12; SA: blood drain) have recently taken up residence in a corner of this building in order to raise their three half-grown young (HD: 2; HP: 12, 8, 7; AC: 6; #AT: 1; D/A: 1-6; SA: blood drain) The weasels will attack viciously in defense of their lair, and if the young are attacked the adults will fight at +2 to hit. The weasels will not pursue a party out of the lair, unless the party is small or seems weak. They have no treasure.

17. House of the Priests: The door to this dwelling is still intact, and also intact is the magical Snare placed before the door, used to prevent the entrance of curious initiates.

Within, the house contains much worthless debris, as well as four damaged and broken cots, a table and chairs and four wooden chests, unlocked, which contain only rotten clothing and such.

18. House of the High Priest: The Dridanis high priest resided within this building. It shows signs of having been comfortably, if not luxuriously, furnished. The floor is covered with the tattered remains of rugs, and a fair-sized bed occupies the eastern portion of the room. There are also a table and chairs, a desk, and two stools, all weathered and worn by the ravages of time.

Beneath the rugs in the northwest corner is a trap door, with a small iron pull-ring. If the ring is pulled on, it will come out of the door without lifting it, and a Fire Trap will be activated for 13-16 points of damage to all within 5 feet, or half if a saving throw vs. magic is made. The trap door can be safely opened by sliding the door (only lifting it slightly) to the east.

Beneath the trap door is the legendary treasure trove of the Dridanis priests. The riches accumulated by the temple are kept in this room, which is 20 feet square with a 20-foot ceiling. A rope ladder extends from the trap-door opening to within 3 feet of the floor of the treasure vault. Most of the volume of the vault is taken up with mounds of copper pieces, and that is all that can be seen in the room upon initial observation. However, if characters descend the ladder and begin to burrow into the mounds of copper pieces, they may discover (30% chance per round of searching per character) other more valuable items. If a search is successful, roll d10 and consult the following list to determine exactly what is found. If duplicate results are obtained on subsequent treasure rolls, then no item will be found at that time. The possible treasure is as follows:

1: A leather pouch containing three potions: *Extra Healing, Invisibility, and Levitation.*

2: A brass urn (worth 10gp) containing 7 jeweled items of 200-1,200 gp value each.

3: A silver case (worth 150 gp) containing a *Wand of Polymorph* (11 charges) with the command word written on the case in elvish.

4: A *Necklace of Delusion* (as the ring), which makes the wearer think it is a *Necklace of Adaptation.*

5: A large sack containing 1,600 gp.

6: A small chest (locked) containing 17 gems worth 50 gp each.

7: A bronze idol with emerald eyes, altogether worth 1,000 gp.

8: A coffer (locked) containing 960 pp.

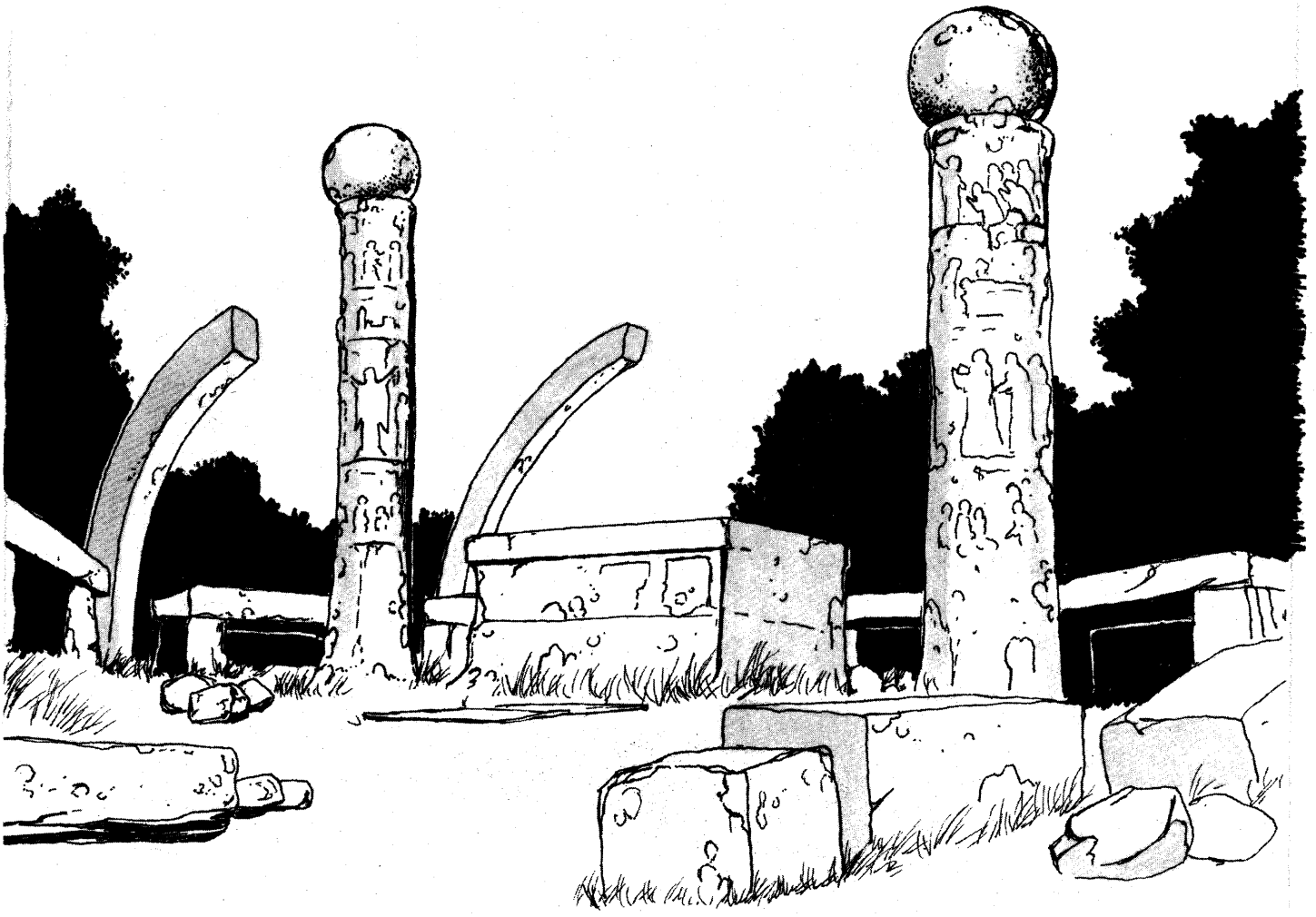
9: A leather scroll case containing a scroll of two magic-user spells, *Conjure Elemental* (earth) and Charm *Plants.*

10: A faded tapestry of exceptional quality, worth 3,000 gp.

The treasure vault has a delayed-action trap which will manifest itself beginning 5 rounds after the first character hops off the bottom end of the rope ladder. Anyone in the treasure vault at that time, or on the way down the ladder, will smell the odor of noxious gas. Two rounds after the first indication of the gas, the vault will be filled with billowing plumes of nauseating fumes (similar in nature to a *Stinking Cloud).* All characters in the vault will be affected by the gas. Those who make a saving throw vs. poison will be rendered helpless for 5-10 rounds each.

Those who fail the saving throw will be compelled to attempt an escape from the vault and the gas within. If a character leaves the vault (either by using the ladder or by employing magical means) under these conditions, he must make a roll against wisdom on d20. If the die result is greater than the character's wisdom score, that character will not voluntarily re-enter the vault for any reason unless his life is at stake. The gas will disperse at the end of the 10th round following the round in which it first filled the chamber, and the vault will present no further dangers to anyone who enters or re-enters it after that time.

19. The Sacred Stones: This Stonehenge-like semicircle of stones was used by the Dridanis priests for outdoor rituals. The site consists of nine rock benches, an altar flanked by a pair of 15-foot-tall pillars, and a semicircle of stone arches, a number of which have broken and fallen. The altar is bare, but the pillars, though worn by wind and rain, still show the remnants of the beautiful sculpturing, scenes from temple



life, which once adorned them. The pillars are topped by spheres of stone.

20. Wasps' Nest: Two fallen stone arches, once used for religious rites but now covered with brush and brambles, are the major features of this area. If characters disturb the vegetation around the westernmost stone, they will arouse a hive of wasps who have made their home there. The wasps will fly up with an angry buzz, attacking from 1-3 characters nearby with the same effects as a *Summon insects* spell. The wasps will stay out of their nest for a minimum of ten rounds, longer if the party remains in the vicinity (within 30 feet) of the nest. The wasps can be driven away by smoke or fire, or by an appropriate spell.

21. The Wall of the Seasons: In the center of the temple complex is the Place of the Seasons, which is enclosed by a wall of smooth, black granite, 15 feet high and 3 feet thick. The wall surface is interrupted only by four lo-foot-high gates of latticework iron, firmly fitted into the sides. All the gates are rusted shut, and there is no apparent mechanism for opening them. The gates are 50% magic resistant, and are unaffected by fire, cold, or electricity. A *Knock* spell which gets by the magic resistance will open a gate, and other spells may work (DM's discretion). Only blunt weapons of +2 or better will cause the gate to swing open upon a blow (and the gate's magic resistance must also be considered). Because of the many protrusions which extend outward from the latticework of the gates, they are impervious to an attempt to kick them in or shoulder them open.

Scaling the wall by non-magical means is impossible. The surface is very smooth and curved at the top, so that using a grapple will not work.

The area inside the wall is not so thickly forested as the outside, although there are many trees and shrubs. The center of the enclosed area is dominated by a tall, hemispherical mass of thorns with a smaller hemisphere of tree-like foliage visible over the top of the thorny mass. (The characters will not know the thorns are actually a hollow hedge from a view just inside the wall.) At the corners of the wall, located at each of the four compass points, are four different buildings, which apparently served as shrines.

22. Shrine of Spring: The entrance to this shrine consists of a short, roofless walkway, walled on both sides, with large vines growing in profusion on the insides of the walls. Two large hawthorn trees stand to either side of this walkway. At the end of the walkway is a wooden door with copper fittings. Characters who enter the walkway area without taking some magical precaution (such as *Hold Plant* or some other spell which affects or inhibits plant growth, or any spell which produces an extreme temperature sufficient to destroy the vines) will get about halfway to the door before the vines to either side rapidly writhe and grow, sending out tendrils to grab the characters.

In that round, and every round thereafter, from 2-4 tendrils will attempt to wrap themselves around each character, striking as 7-hit-dice monsters. They do no damage, but for each vine which hits a character, that figure will suffer a -2 penalty (cumulative) on "to hit" rolls. When four or more have latched onto a character, he or she will be immobilized and unable to defend himself or herself. The tendrils can be fought; each has 5 hit points and armor class 6.

On any round in which a character is not held in place by vines, he or she may

run either out of the walkway or towards the door (which pushes open easily) when that character's turn to act occurs.

Within the temple itself, the shrine takes the form of a perfect square, with a flat ceiling 15 feet high. The walls are covered with intricately carved paneling, gilded with copper. Along the west wall, a 4-foot-high, semi-circular altar of wood, inlaid with copper, rests against the wall. Four small bowls, also of copper and studded with tiny rubies, rest atop the altar. They are valued at 500 gp each.

23. Shrine of Summer: This unusually shaped shrine is formed by a curved outer area connected to a half-dome on the southern wall, all constructed of red granite. The outer doors are wood with brass fittings. Two tall ash trees stand to either side of the temple at the northernmost corners of the structure.

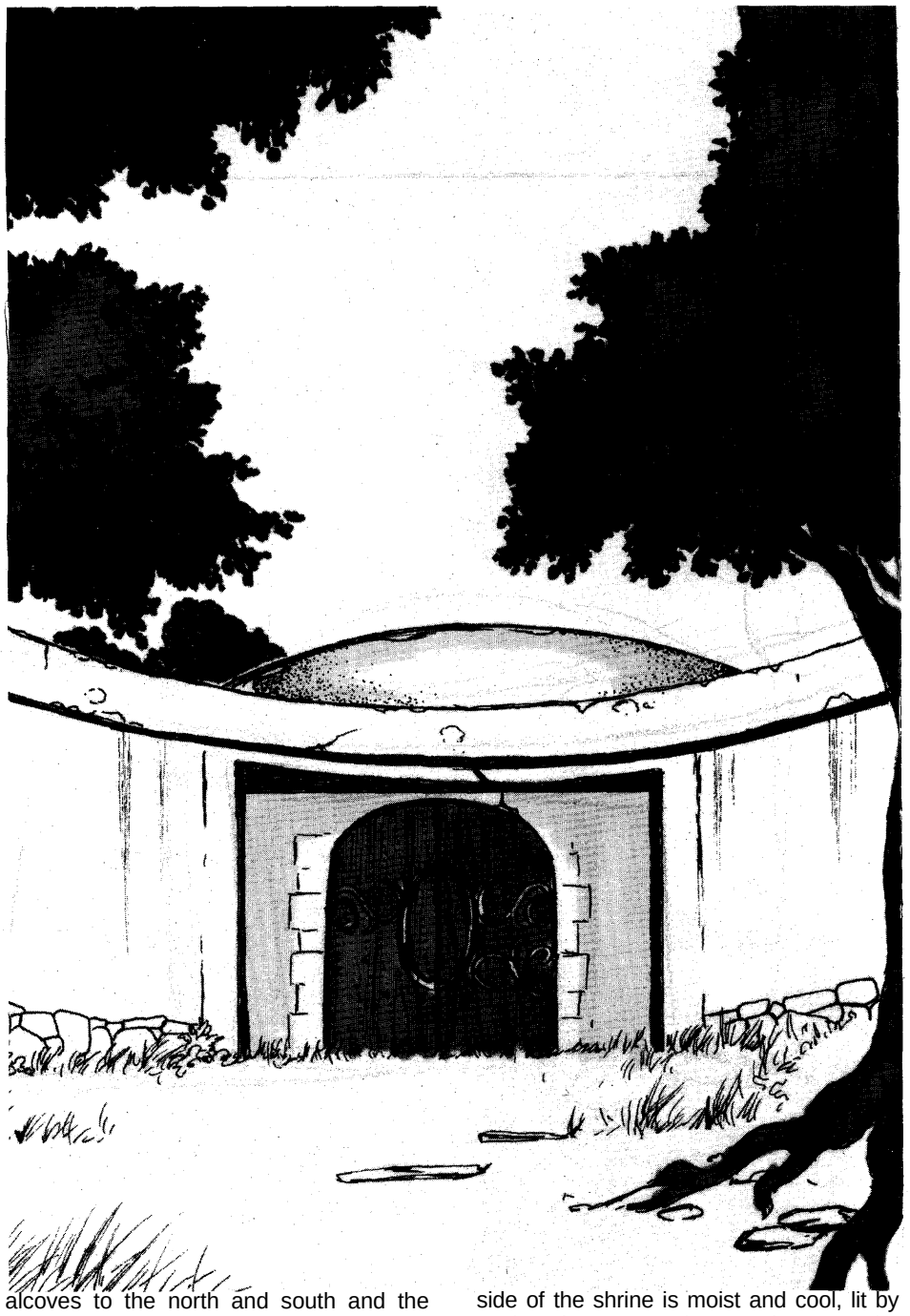
The doors can be opened easily, revealing a dimly lit interior. Immovable brass braziers, tarnished and ash-filled, line the interior of the north wall. The half-dome area to the south is the most impressive feature of the shrine. The interior of the dome is gilded with a gold leaf design, which sparkles and shines, seemingly with a light of its own. The floor of the temple is mosaic. In the center of the design is an eight-pointed star, with a circular gold plate embedded in the floor at the center of the star.

A small altar of stone is built into the south wall in the domed area, with two braziers (in better condition than the ones on the north wall) fitted on top. Above the altar is another star design like that on the floor, but in the center of this star is a mirror. If the two braziers on the altar are lit and a character stands on the gold plate in the floor and looks up at the mirror, the following scene will be shown in the mirror:

This particular party of characters is seen approaching a thick barrier of thorns which extends higher than the party's tallest member. One character steps forward, reveals a silver-colored wand, and touches it to the surface of the thicket at a place where a rectangular, glowing aura is visible. As soon as this action is completed, a doorway appears in the thicket of thorns.

The only item of any great value in the shrine is the gold plate in the floor, worth 3,000 gp. It can be pried loose from the floor, but its bulk prevents it from being carried away by a single character.

24. Temple of Autumn: Two small holly trees flank the entrance to this roughly octagonal shrine of grey stone, topped by a tower, with a total height of 60 feet. The door is of metal, apparently silver (it is actually only silver-plated iron) and will swing open with little effort. Within, the shrine is rather bare, the only irregularities in the blank stone wall being the



alcoves to the north and south and the altar to the east. Each alcove has a shelf, on top of which is a single censer, formed of silver. Two more censers can be found on the altar. Next to one of them is a silver dish, worth 100gp, which holds several cubes of old incense. If this incense is burned in the censer which sits on the shelf in the south alcove, it will act as a *Censer of Summoning Hostile Air Elementals.* The censer on the shelf in the north alcove is a *Censer of Controlling Air Elementals.* The censers on the altar are non-magical, and have a value of 500 gp each.

25. Shrine of Winter: This hexagonal shrine of pale, blue-streaked rock has two hoary willow trees growing on either side of the south wall. The door is of tin, and can be pushed open easily. The inside of the shrine is moist and cool, lit by a phosphorescent glow coming from the two curved pools of water to either side of the doorway. When the shrine is entered, the water in each pool will form into a Water Weird (HD: 3+3; HP: 17 each; AC: 4; #AT: 1; D/A: 0; SA: drowning) which will lash out at any character within 10 feet of its pool.

At the east and west points of the shrine stand two white pillars, intricately sculpted with scenes of winter. Between the two pillars exists a shimmering, white curtain of cold (a variation of the energy which is released in the casting of a *Cone of Cold* spell. Objects passed through the wall must save vs. cold or be destroyed, while creatures must save vs. paralyzation when they pass through, or else take 2-12 points of damage and be paralyzed with cold for 2-12 turns. Char-

acters who save receive only 1-6 damage. A *Dispel Magic* will lower the cold curtain for one round, but fire magic used against it will be completely nullified by the curtain's power.

North of the curtain is a large, semicircular pool of very cold water, which surrounds a block of stone on top of which is a small fountain, its spray frozen in mid-air. Next to the pool is an iron bowl implanted in the rock, with a tin pitcher next to it. Both of these items radiate magic. If water from the pool is scooped up in the pitcher and poured into the bowl, the water will be transformed into one dose of a potion which will render the drinker immune to further damage from the curtain of cold (which must be passed through again in order to exit this area). A number of doses may be prepared equal to the number of characters in the room; after that, the water loses its magical properties, and anyone touching the surface of the water or the frozen fountain will receive 2-12 hit points of damage (no save). Any object besides the pitcher which touches these areas must save vs. cold or shatter.

26. The Great Oak: In the center of the Dridanis temple complex, surrounded by a circular hedge of thorns, stands the Great Oak, the central object of the Dridanis worship. Although the Dridanis have long since vanished, the Great Oak remains. It is the power vested in the tree (rumored among the Dridanis to be the work of the god Silvanus) which is responsible for the Wandering Trees. This power is also responsible for the relatively good condition (compared to the rest of the complex) of the shrines of the seasons.

The tree is surrounded by a circular hedge of thorns, a magical barrier against intruders. The hedge is 20 feet high; unless some magical assistance is used, or the characters are ever at the top of the tower of the Shrine of Autumn, it is improbable that they will be able to discern it is a hedge rather than just a mass of thorns. (The Great Oak is visible over the top of the thorns, but there is no way to know whether it is entirely surrounded by the thorny mass, or whether there is open ground between the two types of plant growth, until characters actually penetrate the inner circle.) The width of the hedge is 15 feet, and it cannot be climbed, for doing so would be a painful form of suicide if the climber was not protected by some powerful device or spell.

Chopping through the hedge is possible, but only magic weapons will affect it. A two-foot-diameter hole big enough for a man to pass through would take a total of 50 hit points of damage to clear. After the wall of thorns has absorbed 20 points of damage, the character attempting to clear the hole must crawl inside the par-

tial passage to finish the job, and will strike at -2 to damage because of the small space in which a weapon can be swung. For each round spent chopping at the thorns from outside the barrier, the character so engaged will take 2 points of incidental damage from the thorns. This figure increases to 4 points of damage per round when the character climbs inside the hole to keep chopping. Only one character may chop away at one hole at any time.

The thorns are unaffected by flame, but if an attempt is made to burn them an acrid cloud of poisonous gas will rise up in a 3" radius around the intended fire, doing 4-24 damage to all within, or half if a saving throw versus poison is made. Also, a modified form of *Anti-Magic* Shell extends 40 feet above the top of the hedge. Anyone who uses a spell or magic item to fly over the hedge and who fails to fly high enough to also clear the Shell will plummet into the hedge.

The hedge is penetrated by four permanent *Plant Doors,* one at each of the four compass points. These can be seen by a druid of 6th level or higher, and a druid of 10th level or higher could use them freely. A *Detect Magic* spell will reveal that there is strong magic in these locations, and there is a 5% chance per level of the spellcaster that the outline of the door will be seen as part of the dweomer. A second *Plant Door* spell, or a *Passwall* cast on one of these locations would allow entrance by the entire party, but these spells will not affect any other areas of the hedge. The *plant doors* will also open if touched by the silver wand from the crayfish lair (large-scale map, Encounter Area 8A).

Inside the hedge is a smooth, grass lawn, on which stand four stone arches and the Great Oak. The stone arches radiate a faint aura of magic. A character who passes through an arch in the direction away from the Great Oak will have 4-16 points of damage healed the first time such an action is performed. If a character attempts to duplicate this process, all subsequent strolls under the same arch or a different one will *cause* 1-8 points of damage.

The Great Oak itself is an ancient, gnarled live oak, not very tall but extraordinarily thick with a full, healthy spread of limbs. If any characters approach to within touching distance of the tree, its leaves will rustle, and they will hear a voice, very deep and resonant, in their minds, via *telepathy.* The Great Oak's reaction to the characters depends on their previous actions, for it has an empathetic communication with the entire forest, and will know if the characters have been destructive or friendly to the trees.

If the tree is friendly to a party, it can aid them with information, including knowledge of various parts of the temple area which the party may not be aware of. If neutral in reaction, the Oak might demand some service from the party. If its reaction is unfriendly, it will try to drive the party members from the Forest, or even kill them if it has a particular dislike for their actions.

The Great Oak cannot attack physically. Weapons used against it must be enchanted to at least +2, and the Great Oak is treated as having armor class -4. Blunt weapons and cold-based attacks will do it only half damage; normal or magical missiles only cause 1 point of damage per hit. The tree has 140 hit points. It is 25% magic resistant. The tree is unaffected by poison, or by any form of *charm* or *hold* spell. The Great Oak has the following magical abilities, which can be utilized at will, one ability per round: *Entangle, Faerie Fire, Detect Magic, Read Magic, Charm Monster, Warp Wood, Hallucinatory Forest, Turn Wood, Geas.* It may also perform any of the following, once per day each: *Call Wood/and Beings* (always successful), *Confusion, Reincarnate, Transmute Metal to Wood, Wall of Thorns, Control Weather.*

When playing the role of the Great Oak, the DM should be strong and sure in his decisions. Do not hesitate to punish (even perhaps attempt to destroy) a party which attacks the tree or otherwise shows themselves to be enemies, but respect those characters who truly desire to be friendly with the woodlands. The Great Oak is not hasty, and may take hours or days to make important decisions But if the Forest itself is threatened, it will act with all due haste to quell the threat. If the tree (and the god it represents) is really angered, it is possible that the Great Oak will try not to let the party leave The Forest alive.

Phooka

FREQUENCY: *Very rare*
NO. APPEARING: *1-6*
ARMOR CLASS: *2 (5)*
MOVE: *0" (15")*
HIT DICE: *4+4*
% IN LAIR: *15%*
TREASURE TYPE: *Q(x5), X, Y*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *2-8 (1-4)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: *25%*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic neutral*
SIZE: *L (S)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Phooka are tree spirits who inhabit wild, tangled forests. They are mischievous and perverse, and humans and their kin are often the target of cruel Phooka pranks.

A Phooka. has two forms, that of a gnarled, leafless tree, and the more common form of a squat, withered man with a goat-like face and small, twisted horns protruding from its forehead. (Some statistics vary from one form to the other; in such cases, statistics for the man-like form are given in parentheses in the list above.) During the day a Phooka may assume either form at will, but at night the creatures will always take on the immobile tree-shape, and thus they are generally more vulnerable (because of their inability to move along the ground) when encountered after nightfall.

When in tree shape, a Phooka may only be hit by iron or magic weapons. A Phooka in tree shape may not move from the place it is located, but may flail with its limbs at anyone who comes within reach. It can reach potential victims standing as far as 20 feet away from its trunk, but any attack made at a distance of greater than 10 feet will be at -2 "to hit" and to damage.

In man form, a Phooka is armed with a short wooden club. In this form, the creature can be hit and damaged by any type of weapon.

Phooka have the following magical abilities which may be performed at will: *Audible Glamer, Darkness, Trip, Speak With Plants, Pass Plant* and *Levitate* (the latter two in man form only). Once per day these creatures may use *Wall of Thorns, Hallucinatory Terrain, Fumble, Transmute Metal to Wood,* and *Animate Object.*

A Phooka can see invisible objects or creatures within 6", and these creatures have superior infravision (range 12"). They surprise others on a roll of 1-4.

Any character(s) unfortunate enough to encounter one or more Phooka will be tormented relentlessly until the creature becomes bored or is scared off. Ignoring a band of Phooka will often cause the creatures to drift away in search of more exciting adversaries — or the same action may incite them to increase their efforts to pester the party. A powerful group of adventurers may frighten away Phooka with a show of force, and the creatures may also be bribed to get them to go away, but it is unlikely (because of the chaotic nature of the beasts) that Phooka which are frightened or bribed will stay away forever afterward.

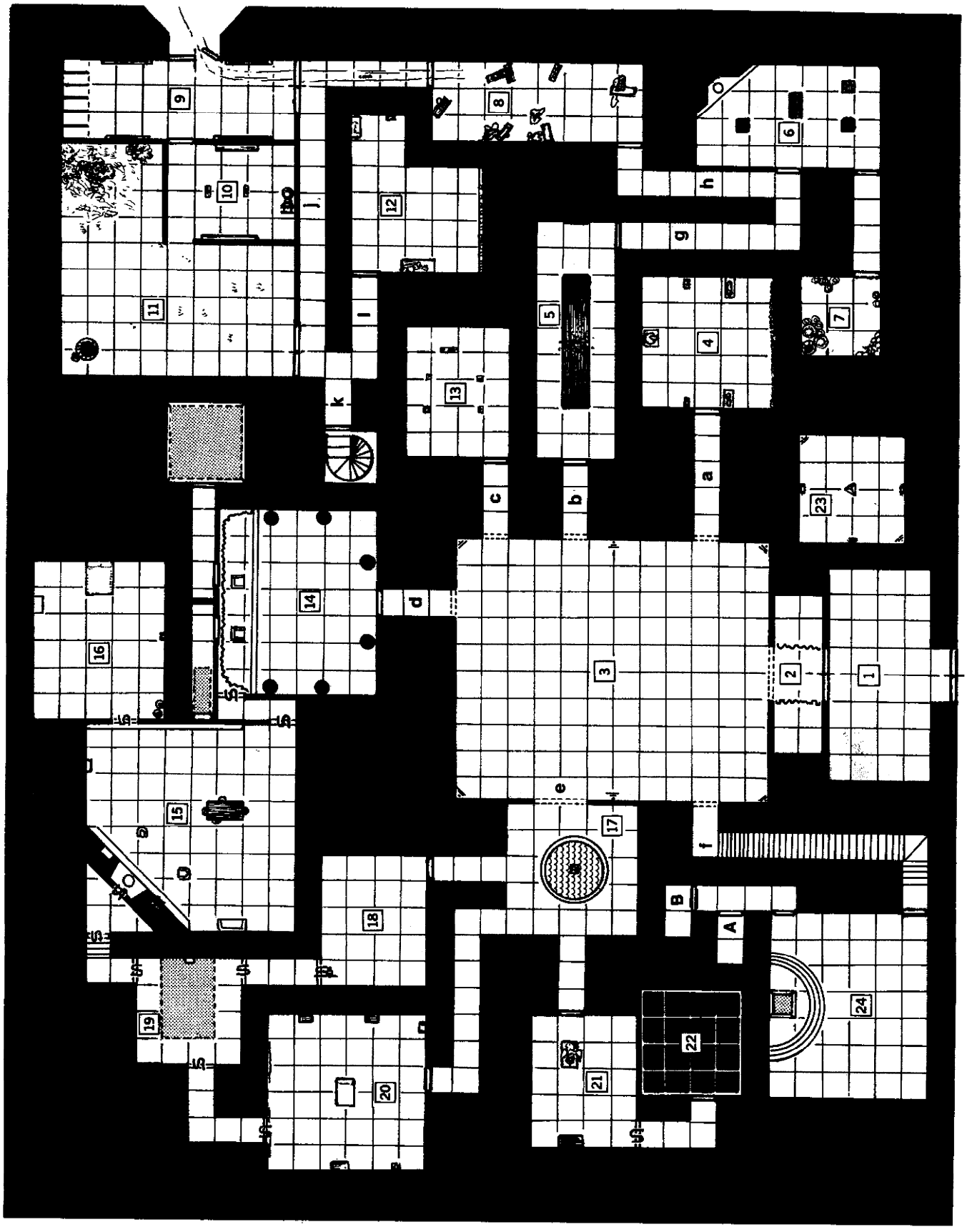
Phooka speak their own language, their alignment tongue, and the languages of satyrs and pixies. They can also communicate in the common tongue, although they seldom care to do so.

Quest for the MIDAS ORB

by
Jennie Good

Third place winner, IDDC II

Upper level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Quest for the MIDAS ORB

Long ago in the land of Gnarda lived the worshippers of Kalsones, the god of wealth and power. Kalsones was a fair god who treated his followers kindly. As proof of his fairness and kindness in an era long past, he had presented the people with an artifact called the Midas Orb. Legends say if the Orb is held in one hand and another object is touched with the index finger of the other hand, the object touched will turn to pure gold.

The Midas Orb was much revered by the people of Gnarda. It was the symbol of the country's prosperity (much as the gold in Fort Knox is a symbol of the prosperity and wealth of the United States). None of the common people had actually ever seen the Orb, but they did not consider it one of their privileges to be able to see or use it; it was enough that the Orb existed, and by its existence gave stability to the country's economy and the morale of the people.

Everything ran smoothly for a few hundred years after the Orb was given to the country. Then the leaders of Gnarda discovered —and reported to the people — that, suddenly and mysteriously, the Orb had disappeared! None of Gnarda's leaders and officials seemed to know what had happened to it, and an extensive investigation turned up no worthwhile clues.

Soon after the disappearance of the Orb, the country began to decay. There was a serious decline in the morale of the people, which led to a similar decline in the strength and vitality of the economy of Gnarda.

The decline in morale continued for about ten years, until General Bohica became the ruler of Gnarda. The economic problems continued, or perhaps worsened, but the General conducted such an intense search for the Orb and gave such promising progress reports that the people were greatly heartened.

General Bohica's reign lasted for almost two years, during which time the people were made to believe the Orb would be found very soon. Then it was inadvertently discovered that the General had not been completely honest in his handling of the country's monies. He had been pocketing large amounts of wealth which should have been deposited into the treasury of the country. Before the General could be confronted with evidence of this, he disappeared — just as the Orb had many years before. Some of the General's consorts and top aides travelled to his castle to seek him out, but none of them even returned with so much as a report.

The people began to formulate theories about what had happened. The most popular theory was that the General had found the Orb at just about the time he had been discovered taking the country's money and that, allied with his personal wizard, Wthai, he had retreated to his castle to consolidate his wealth and power. A few people believed that perhaps Wthai had become power-hungry and had killed the General, taking the Orb for himself. Other people went so far as to report sightings of strange and hideous creatures in the area of the General's castle. No one knew for sure what had happened, but one thing was certain: The people of Gnarda were stricken with fear and dread.

THE MIDAS ORB

The Midas Orb is a beloved relic of Gnarda, but it has rarely been used. The economic well-being of the country does not depend on the presence of the relic; however, the morale of the people does. The people's morale, in turn, affects the country's economy.

The legends of the Midas Orb are sketchy. The people have some idea of how it works, but they are not aware of its specific limitations or powers. It is generally regarded by the people as being too awesome or powerful to be seen or touched by normal people. Indeed, this is essentially true.

The Midas Orb has an intelligence of 10 and an ego of 10; if this combination equals or exceeds the combined wisdom and intelligence of its possessor, it will overpower him or her 60% of the time, causing insanity in that person. After a short time, death will occur. The Orb in no way radiates magic.

It is a round gold sphere, approximately palm-sized. By holding the Orb in the left hand, touching another object with the right index finger and saying "Become gold!" the possessor can turn certain objects into gold, subject to these limitations:

(1) Flesh of any kind, if turned to gold, will remain so only as long as no nick, cut or dent is made in it. If the flesh is damaged by a blow or a weapon strike, the object creature or character's form will explode, causing 2-16 points of damage to anyone within 1", and 1-8 points of damage to anyone from 1-2" away who fails a saving throw against dexterity (must roll dexterity or less on d20).

(2) Any other organic or inorganic substances, with the exception of refined metal, will turn to a worthless gold-colored stone.

(3) Only refined metals will become true and permanent gold.

Special powers of the Orb are as follows:

(1) Telekinesis (1,000-6,000 gp weight) twice per day.

(2) Possessor immune to *Magic Missiles*.

(3) Protection +2 when held or worn.

GENERAL NOTES FOR THE DM

The Dungeon Master should become entirely familiar with this environment before conducting an adventure in it. The DM should be careful not to reveal more than the player characters will be able to see or know at a certain time.

This adventure encourages creative thinking by player characters, rather than simply having them encounter difficult-to-handle creatures. Although some spells are to be found within the castle, it must be assumed that participating magic-users will have acquired some spells of their own from previous adventuring. It will be of great help to the party if they can arrange to take a magic-user of as close to ninth level as possible.

WANDERING MONSTERS

This list of random wandering monsters applies throughout the castle and should be checked frequently, once every 1 or 2 turns. Roll d10 for the type and number of monsters appearing:

1: 2-8 orcs (AC 6; HP: 8,7,7,6,5,5,4,4; D/A 1-8).

2: 1-6 bugbears (AC 5; HP: 23, 21,18,17,15,13; D/A 1-8).

3: 2 wererats (AC 6; HP: 22, 19; D/A 1-8).

4: 1-6 giant rats (AC 7; HP: 4,4,3, 2,2,1; D/A 1-3).

5: 2 bugbears (AC 5; HP: 22,17; D/A 2-8).

6: 1 ogre (AC 5; HP: 29; D/A 1-10).

7: 2 wererats (AC 6; HP: 21, 16; D/A 1-8).

8: 4 men (AC 10; HP: 22,21,19, 16; D/A 1-8, long swords). These men are wererats in human form.

9: 2 displacer beasts (AC 4; HP: 38, 35; D/A 2-8/2-8; -2 on opponent's attack dice).

10: 1 giant scorpion (AC 3; HP: 34; D/A 1-10/1-10/1-4, poison).

The orcs and bugbears are raiding parties looting the castle, and the wererats are hirelings of the wizard.

THE WIZARD

General Bohica's wizard, Wthai, is an 11th level magic-user: S 10,) I 17, W 15, D 15, C 15, Ch 10; HP: 44. Although he knows as many spells as allowed, he carries his favorites at all times. These are:

First level: *Charm Person, Magic Missile, Hold Portal, Shocking Grasp.*

Second level: *Continual Light, Invisibility, Wizard Lock, Magic Mouth.*

Third level: *Dispel Magic, Slow, Fireball, Protection from Normal Missiles.*

Fourth level: *Polymorph Self, Confusion, Fear.*

Fifth level: *Teleport, Distance Distortion, Bigby's Interposing Hand.*

THE CASTLE

Heavy wooden doors bound with brass bands lead to an inner garden courtyard ***(1).*** This courtyard has a neat, well-kept appearance. With a closer look, an adventuring party will discover that there are many twigs and branches broken throughout the courtyard, and in several damp places footprints may be discerned. The walls surrounding the courtyard are of gray stone. On the south, the wall is only ten feet high; however, on each of the other sides the walls are as high as the castle itself. Two more heavy banded doors are set into the north wall of the courtyard opposite the first set.

The north doors open onto a 20-foot-wide corridor ***(2)*** with heavy gold draperies flanking it. Once this second set of doors is passed through, the outer doors will shut and become locked. Behind the drapes on each side are 20-foot-square alcoves with wooden pegs on all three walls. The walls and floor in this area are made of the same gray stone as the outside of the castle. On a peg in the eastern alcove is a filthy cloak; in a secret pocket in the cloak are 3 sp.

An archway leads from this short corridor into a formal ballroom ***(3).*** This room is lit by 4-inch-diameter discs (magicked with *Continual Light* spells) mounted on the walls in the corners and in the center of the east and west walls (places marked "X").

The ballroom floor is of highly polished marble with a gold vein throughout (the gold cannot be removed). On the walls are five large tapestries depicting various knights doing heroic deeds. The tapestries are slightly moth-eaten and, though they are rather large, they are not collector's items. They are worth (at the very most) 50 gp each.

Leading from the ballroom are six archways. A corridor in the southeast part of the room ***(a)*** is lined with shiny, rust-colored tiling on the walls. There is moss-green flagstone on the floors. Flagstone is rather noisy to walk upon; therefore, a party increases its chance of attracting wandering monsters to 2 in 6 while in this area.

This rust-colored corridor leads to General Bohica's trophy room ***(4).*** Taking up the entire south wall is a hanging made from the skin of a red dragon (which, in reality, Bohica had help in killing). A rug made from a huge white bear is on the floor, and scattered throughout the room on display are a pair of stuffed badgers, a stuffed giant eagle, a stuffed wild boar and two stuffed giant rams.

There is a niche in the wall behind the dragon skin. However, as soon as the dragon skin is touched or moved, the two rams will animate (AC 6; HP: 27,24; D/A 2-12) and attack anyone who might be in the room. The niche in the wall behind the dragon skin contains a velvet pouch with two diamonds inside (500 gp each).

The corridor leading from the east central part of the ballroom ***(b)*** is tiled in red. Again, the floor is of moss-green flagstone and will increase the chance of wandering monsters being encountered while it is traversed. As the door is opened to the adjoining room ***(5),*** the first thing noticed is the end of a very long, heavy wooden table. The table is constructed of highly polished oak.

There are no chairs in the room. A gigantic chandelier has fallen from the ceiling onto the table at about its midpoint. It may be noticed that there is quite a bit of gold on the chandelier. If the party is enterprising enough to remove all the gold from the chandelier, the task will take approximately 2½ hours to complete, and the gold obtained will be worth 1,000 gp. But during that time, three bugbears will discover the group (AC5; HP: 21,18,13; D/A 2-8). There is a 2/3 (1-4 on d6) chance that the party will be so engrossed in gold-picking that the stealthy bugbears will initiate the attack.

On the eastern wall of this room is a portrait of General Bohica in full military uniform. He is an imposing figure, with heavy brows over dark, brooding eyes. These eyes seem to follow every movement in the room. There is no magic or deviltry involved in the picture, but the artist has so magnificiently captured the mesmerizing effects of General Bohica's gaze that all who look at the picture must save vs. spells (at +1) or become unable to break the gaze for 1-4 rounds. This may occur at any time, including during the fray with the bugbears.

The corridor ***(g)*** leading south from the dining room is of plain grayish-brown stone, as is the floor. The stone walls and floor are fairly smooth and flat. There is nothing remarkable about this corridor.

The first room off this corridor is a kitchen ***(6).*** There is a fireplace, containing cold ashes, in the northeast corner of the room. The flue to the fireplace is shut; should it be opened, five stirges will fly into the room. (AC 8; HP: 8,7,6,5,5; D/A 1-3 and blood drain, 1-3 hit points per round up to 12 points or until killed.)

There are large chopping-block-type tables at various places around the room. Pots, pans, and utensils hang from the ceiling over the tables.

A smaller room ***(7)*** off the kitchen to the west seems to be a pantry. There are several barrels and bags of foodstuffs (untouched and still good): wheat flour, rice, pickled cucumbers, cauliflower and carrots, and dried, salted fish. There is quite a bit of flour on the floor, and some bags have been shredded to make a nest for the eight giant rats that live here. (AC 7; HP: 4, 4, 3, 3, 2, 2, 2; D/A 1-3.) In the nest are three tiny rats (HP: 2, 1, 1) and several gems: two clear gems (rock crystals, 50 gp each), two clear pale blue-green gems (zircons, 50 gp each) and one golden-yellow gem (topaz, 500 gp).

The corridor ***(h)*** leading north from the kitchen is made of the same nondescript gray stone. The room at the end ***(8)*** seems to be a barracks. There is an 80% chance of finding a band of eight orcs searching this room. (AC6; HP: 8,8,7,6, 5, 4, 4, 3; D/A 1-8.) Each orc is carrying 2-12 ep in a pouch. All the cots and bedding in this room have been overturned and generally disrupted. There are several swords and items of armor: two chain mail, one plate mail, a long sword (non-magical) and a short sword (+2). If the adventurers make a more diligent search of the mess, there is a 60% chance for one character to find a gold ring. (Roll percentile die for each searcher; the lowest roll under 60 determines who finds the ring. If all rolls are over 60, the ring is not found. It is a *Ring of Fire Resistance.)*

The door in the north wall opens into a corridor ***(i)*** which is of the same gray stone, although a well-worn path (lighter in color than the surrounding area) seems to have been trod here. There are deep (fresh) scratches running the length of the hallway, leading to the double doors at the north end of the hall. These marks give the impression that something heavy was recently dragged from the barracks to and through the doors.

Those double doors open into the stables ***(9).*** The gouging on the floor continues across to the doors on the east wall. There are water and feed troughs along the east and west walls. Close inspection will reveal hay in some troughs and water in others. The area has an appearance suggesting that the east doors were left open by some hastily departing inhabitants of the castle.

In the stalls at the extreme east and west along the north wall of the stables are the lairs of two huge spiders. (AC 6; HP: 15 (west stall), 13 (east stall); D/A 1-6, save vs. poison.) Each spider guards a treasure of six platinum pieces. Disturbing either lair will alert the other spider, who will come forth and join the attack.

The room ***(10)*** adjacent to the stable is a smithy's shop. There are two large anvils here, and many different tools hanging from the walls. There is nothing extraordinary about this room.

The area adjacent to the smithy's shop is the garden ***(11).*** This area has no ceiling and looks dry and untended. There is a well in the northwest corner. A pail with about 30 feet of rope tied to it rests on the edge of the well. Lowering the pail into the well will alert five large spiders (AC 8; HP: 9, 7, 6,5,5; D/A: 1 point and save vs. poison at +2) that live in the well about ten feet below the rim. These spiders will rush to the top of the well in one round and will attack anyone or anything within reach. The well does contain water, which can be obtained if the bucket is lowered 25 feet inside the rim.

A careful search of the surrounding garden will reveal nothing of value, but will cause a giant scorpion (AC 3; HP: 37; D/A 1-10/1-10/1-4, poison sting) which lives in the vines and overgrown bushes in the northeast section to attack the adventurers.

The section of the corridor ***(j)*** which leads past the stable and the garden is made of the same gray stone and is not unusual in any way.

One short hallway ***(k)*** branches off and leads to a staircase spiraling down to a lower level, while another ***(l)*** leads to an oddly shaped room ***(12).*** In an alcove in the northeast corner of this room is a cot and a wooden chest. Along the west wall of the room is a large desk strewn with sheets of parchment. Diagrams and unfamiliar scribbles abound on most of the parchment sheets. A leather cylinder (50 gp) lies on the desk. Inside is a scroll containing a spell *(Dispel Magic).* If the spell is utilized by a character other than a magic-user, or a magic-user who is not able to use a third-level spell, one of the following three things will occur: 70% chance of user being stunned for 1-6 turns; 20% chance of amnesia for 1-6 turns; or 10% chance of permanent insanity. A saving throw vs. spells, made at -2, will negate the insanity effect, leaving the user stunned for 1-6 turns as if the first-mentioned result had occurred.

Also to be found on the desk is a large brass key on a leather strap. This key may be useful to the party in the future, but at the time of its discovery, any character who places or ties the key about his or her neck or waist will suffer the following side effects after 30 minutes of wearing it: (1) a great tiredness will overcome the character, causing him or her to attempt to slow the group's progress and movement, and (2) the wearer of the key becomes somewhat paranoid — specifically, he or she thinks another member of the party (determined at random) has been taken over by a doppleganger and is out to destroy the group. The wearer of the key will even go so far as to quote folklore and legend about the infamous doppleganger in order to prove his point. Within six rounds after it is removed from around the neck or waist, the key's side effects will be gone. The key and its strap may be carried in a pocket or pouch without harm to the carrier. The key cannot be removed from the leather strap, and the entire apparatus will radiate magic if detected for.

Along the south wall of the room is a shelf upon which rest twelve containers. These containers are corked and are not transparent. It is impossible to guess the contents by shaking the bottles because of the thickness of the ceramic from which they are constructed. The only way to discern what is inside is to spill, dump or taste the contents. Several of the containers have symbols inscribed thereon. Any thief will have a percent chance equal to his or her level to decode each symbol (roll for each container separately). Note: Do not show the symbols until a roll for understanding is successful.


Container 1: Symbol (meaning "explosives") shown at left. Inside is a clear red liquid. It will explode internally if imbibed, causing 2-8 points of damage.

Container 2: No symbol. It contains mare's sweat.

Container 3: No symbol. Hippogriff feathers are inside.


Container 4: Symbol (meaning "sex change") shown at left. This is a greenish, milky liquid which, if taken internally, will change the sex of the person drinking it. Taking a second dose will not reverse the effects, but a *Dispel Magic* spell might (20% base chance, plus 10% per level of the spell caster).

Container 5 No symbol. Human blood is inside this vessel.


Container 6: Symbol (meaning "poison") shown at left. A blue, milky liquid which is poison (save vs. poison or die if taken internally).


Container 7: Symbol (meaning "cure wounds") shown at left. Four doses of a pinkish fluid which cures 1-8 hit points of damage per dose.

Container 8: No symbol. Contains one huge pearl valued at 500 gp.


Container 9: Symbol (meaning "anti-potion") shown at left. This clear liquid is an anti-potion mixture (three doses) which will reverse the effects of the contents of any other container.

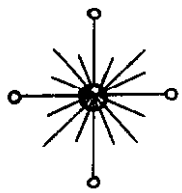

Container 10: Symbol (meaning "hair") shown at left. This milky gray fluid will cause hair to grow wherever it comes in contact with flesh (including the tongue).

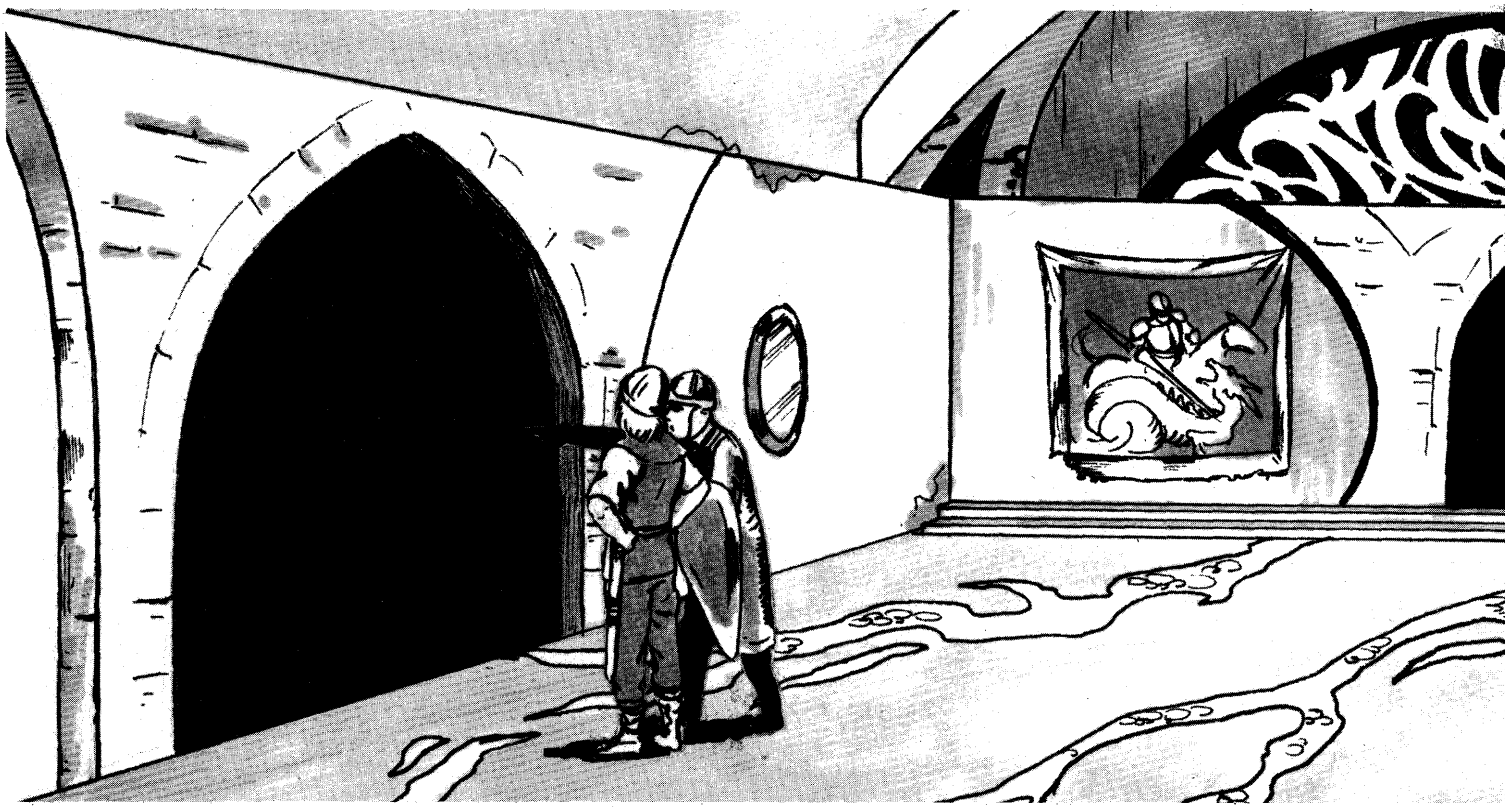
Container 11: No symbol. The container holds hundreds of long, silky strands of (apparently human) hair.

Container 12: No symbol. This jar is full of insect legs.

The corridor ***(c)*** leading out the northeast wall of the ballroom is tiled in magenta. At the end of a 30-foot hallway is a door which opens into what appears to be a music room ***(13).*** A number of finely made instruments, all seeming to be in mint condition, are displayed in this room. The adventurers may recognize one lute, three harps, one mandolin, and a *Fochlucan bandore.* The bandore is the only instrument with magical properties; however, a bard is the only character who will be able to distinguish that instrument from the others.

The corridor ***(d)*** which leads north from the ballroom is lined with bronze-colored tiling. Several tiles have symbols of inlaid ivory, with the following designs repeated three or four times each:





All are symbols denoting royalty. The door leading to the north is made of fine wood banded in highly polished brass, and also contains one rendition of each of the symbols. The room to the north ***(14)*** has ivory tiling on the floors and walls, and marble columns line the walls. In the northern part of this room there is a raised dais about four feet high. On this dais are two huge, ornately carved thrones. A large rat holding a long sword is lounging upon each throne. These creatures are obviously wererats, and they will attack the party as soon as possible. (AC 6; HP: 21, 16; D/A: 1-8.) Once the wererats have been dealt with, party members may search the room.

Behind the thrones on three sides of the dais is a heavy purple drapery which reaches from ceiling to floor. There is approximately 1½ feet of space between the drapery and the wall. Pegs are evenly spaced along these walls. Two doors are located behind the drapery on the north wall. Each of these doors leads into a separate corridor. The west corridor(m) leads to a false door. Trying to move it will open a trap door in the floor beneath it, dropping all party members within 20 feet of the false door into a pit 20 feet deep. This pit is 10 feet wide by 20 feet long and contains about four feet of water at the bottom. Roll for damage from the pit on the following table, using d12:

1-3: No damage.
4-6: 1-4 points of damage.
7-8: Broken foot and 1-8 points of damage.
9-10: Broken leg and 1-8 points of damage.
11: Two broken feet and 2-16 points of damage.
12: Two broken legs and 3-18 points of damage.

(This table applies to animals as well as humans.)

The east corridor ***(n)*** leads to a door which is not locked but appears swollen and is very difficult to move. Opening it will require several shoulder hits by a character of not less than 16 strength. When the door does come open, there is a 70% chance that the character doing the pushing will fall into the room — a 30-foot pit which contains three feet of water. (Use the same damage table as for the pit trap in the previous corridor, with +1 to the die roll.)

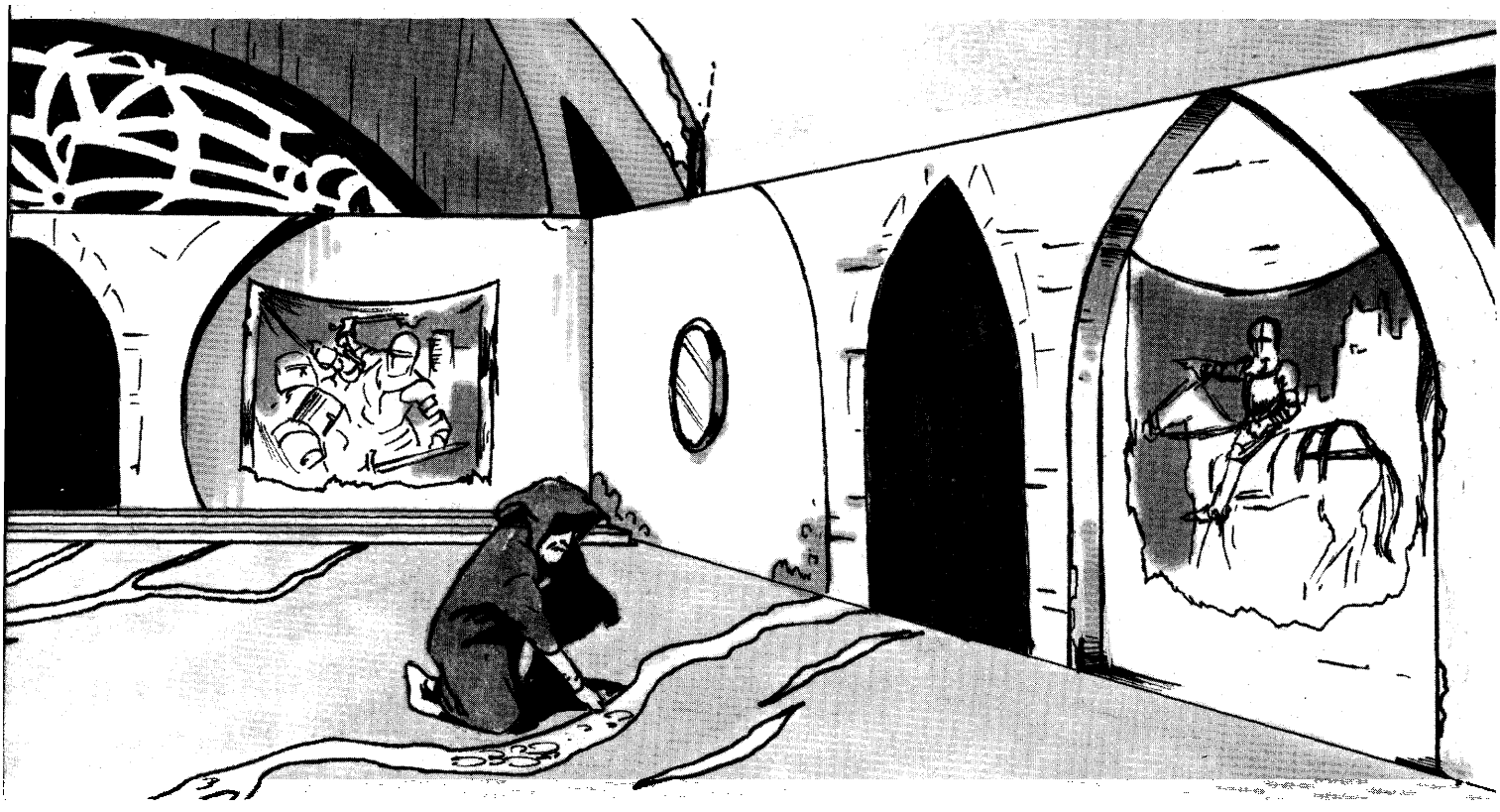
Also behind the drapery in the throne room in the northwest corner on the west wall is a secret door. It appears to be part of the wall. Even if detected, it will not open until the first and third pegs from the west wall are grasped, pulled and then pushed firmly. This will cause the door to swing open easily — but if it is not held open, it will swing shut just as easily and then must be re-opened. The secret door leads into a 30-foot corridor ***(o)*** running north and south, with another secret door in the southwest corner. This latter secret door need only be detected and pressed firmly to cause it to open.

It swings open into a huge den ***(15)*** filled with comfortable furniture, with a large fireplace in the northwest corner. There is a large, plush couch, two comfortable chairs, a large table with four matching chairs, and an aquarium in the room. A section of shelves on the east wall contains a number of figurines: a gold statue about one foot tall worth about 800 gp; an ivory elephant (100 gp); several wooden carvings of animals (worth 100 gp total); a small jade statue of a man in a squatting position (200 gp); and several miniature carvings such as a mahogany frog, an ebony fly (magical), an ebony lizard, and a mahogany spider. There are also two ornately decorated pewter plates, worth 150 gp each, propped up at the back of the shelf. Also contained here are several books and tomes, all well-known literary works of the time. None are magical in nature and none have any appreciable value.

Above the fireplace is a large mantle. Over the mantle, a large coat of arms is mounted on the wall. It is carved of heavy wood and is colored gold with red bands crossing it at the top and bottom. A duck is depicted in the middle of the design. Two bastard swords in scabbards are mounted to either side of the coat of arms. There are carvings on the hilt and scabbard of each sword, but they seem to be ornate rather than rune-like. The sword on the left is a magical (+3) sword. The sword on the right is also magical, but not beneficial: As soon as it is drawn from its scabbard, it will cause the character holding it to attack the nearest other character, at +1 to hit, for 1-6 rounds before it can be dropped. The victimized character may defend him or herself, or may move away from the wielder so that another character nearby draws the sword's attention.

No ashes are in the fireplace, although there are tools on either side, and a pile of logs in a small niche to the left of the fireplace. (Another niche on the right is empty.)

Inside the fireplace at the back is a secret door about five feet high. If the



door is discovered, it can be opened simply with a firm push. Behind the door is a sleeping ogre (AC 5; HP: 29; D/A: 1-10). There is a base 50% chance, going up to 65% if the swords above the mantle are examined, that any group searching the den will cause the ogre to awaken and enter the den through the secret door to attack. If the ogre doesn't attack earlier, it may be surprised when its chamber is entered. There is a 35% chance the ogre will remain asleep when the secret door is opened.

Another secret door is on the east wall of the den, concealed as a section of bookcase, and will be revealed as a door only if triggered. In order to trigger this door, the left-hand pewter plate must be removed from the shelf, uncovering a keyhole behind it. The key for this lock may be (or perhaps has already been) found in the wizard's laboratory ***(12).*** Turning the key in the lock will release a spring latch, and the door will open.

This secret door opens into a majestic bedroom ***(16).*** This is obviously the master bedroom of the General. Its lavish furnishings include an intricately carved ebony bed, a similarly carved wardrobe, and a dry sink with a porcelain basin.

In one corner of the room stand two ceramic urns. One has a lid and is slightly smaller than its companion. This urn contains dried flowers. If the container is opened, a spray of spores will be released. Anyone within a ten-foot radius must save vs. spells or have an amnesia-like malady for 1-4 hours. A character who is so affected will refuse to leave this room willingly for the duration of the effect, because this room is the only reference point in his or her mind.

In the other urn are about 100 small silver-colored balls. Although this container has no lid, the contents cannot be seen by peering into it because of the small neck of the urn. As soon as one of the balls is removed or touched, it will burst and set off a reaction among the others, causing them to all burst within the next five segments. This causes no immediate harm but releases a delayed-action poison into the room. All who remain for two rounds after the end of the reaction (2% rounds after the first ball is disturbed) must save vs. poison after or fall into a comatose sleep. Anyone remaining in the room six rounds after the end of the reaction (including those who fall asleep) must save vs. poison or die. Characters who make the first saving throw will fall into a comatose sleep if they fail the second save, and will die if they are not removed within three more rounds.

In a drawer at the bottom of the wardrobe is a tray lined with velvet. In the tray's twelve compartments are the following items: (1) alkanet root, (2) bitter aloe, (3) asafetida, (4) ash leaves, (5) camomile, (6) catnip, (7) gum camphor, (8) blue flag, (9) nutmeg, (10) juniper berries, (11) horseradish, and (12) china root. Also in this drawer is a small jewel case with a heavy gold-chain bracelet (worth 250 gp) inside.

Seen through the 20-foot-wide portal ***(e)*** to the west of the ballroom is a fountain room ***(17),*** done primarily in indigo-colored tile, with jade-colored tiles surrounding the fountain and forming a ledge about 2 feet high. In the center of the fountain is a statue of a grinning imp. As soon as at least one character comes within 5 feet of the ledge, the imp will animate and say the following riddle:

A narrow fellow in the grass
Occasionally rides
You may have met him — did you not,
His notice sudden is

The grass divides as with a comb
A spotted shaft is seen
And then it closes at your feet
And opens further on

Several of nature's people
I know, and they know me;
I feel for them a transport
Of cordiality

But never met a fellow,
Attended or a/one
Without a tighter breathing
And zero at the bone.

("The Snake," by Emily Dickinson)

If the subject of the riddle is guessed immediately, the imp turns to stone again. If no one says the answer ("a snake"), the imp will spit poison at one character per round, starting with the nearest intruder. If the victim fails to save vs. poison, he or she will take 7-12 points of damage right away and 1-4 points per hour afterward. A *Neutralize Poison* spell will halt the loss of hit points.

The only items of value in this room are the jade-colored tiles (which are actually jade) covering the ledge around the fountain. Removal of all the tiles will require three hours of careful work, and if the party attempts this task, they will be attacked after one hour by a party of six

bugbears. (AC 5; HP: 23, 21, 18, 17, 15, 13; D/A: 2-8. Roll d4 to determine from which of the four entranceways they attack.) Each bugbear has on its body a pouch containing 1-12 gp.

The corridor leading from the center of the north wall of the fountain room leads to the armory ***(18).*** This room is full of all types of armor and weapons. There are two suits of leather, one set of chain mail, and one suit of splint mail all lying on the floor in pieces. There are one crossbow, a short bow, ten quivers of arrows, two long swords, three short swords, and five daggers also strewn about the room. In one leather pouch are ten darts. A morning star, a footman's flail, a throwing hammer, and a halberd all hang along the south wall.

In the northwest corner stands a suit of splint mail holding a long sword. If either this armor or this sword is touched, the figure will animate and attack (AC 4; HP: 30; D/A: 1-8). It may be "killed" in a normal manner, in which case the armor is destroyed, or it can be "defeated" by the use of *Dispel Magic.* In this case, the armor may be utilized by one of the party.

This suit of armor stands in front of a concealed door. Any elf in the group of adventurers will have a 60% chance of spotting this door once the armor has moved from its resting place. This door leads to a seemingly dead-end corridor. There is a secret door at the north end which can be opened only by pushing against the bottom within one foot of the floor. (The door is hinged at the top and swings both ways.)

Once that door is opened, the party will be looking into a 40-foot-square room ***(19).*** Immediately opposite on the north wall is another door. Against the center of the east wall is a treasure chest. The only way this chest can be reached is by walking along the centerline of the room from the west wall to the east wall. Anyone who heads directly for the chest from any of the doorways will cause the floor to open up, dumping the character(s) into a pit of water 20 feet down, causing 2-8 points of damage per character. This trap covers a 20-foot-by-30-foot area of the room, as outlined on the map, and affects any character within that space when the trap is sprung.

The chest is bolted to the floor and will remain in place even if the floor is rotated. It is also *wizard locked.* If the chest is opened, the party will find two diamond bracelets (2,000 gp each), two ruby rings (1,000 gp each), and a total of 500 cp.

The door on the north wall opens into a corridor which leads to the secret alcove behind the fireplace in the den. The second secret door, like the first, is opened by pushing against the bottom.

The corridor leading from the northeast corner of the fountain room is tiled in silver. At the end of the hall is a door which opens into the General's public, or "known," quarters ***(20).*** This room has a huge bed in its center and a feminine-looking dressing table on one wall, two large wardrobes on another, and a dry sink on still another. A large gold chest stands in one corner. (Close inspection will reveal that it is not really gold.) The bed is surrounded by a gauze curtain held in place by a ring directly over the bed. White furs (total value 200 gp) are strewn over the bed itself.

Inside the dressing table is a large selection of silken lingerie, some of which is quite daring in design. All of the lingerie has the smell of roses; at the back of one drawer is a small pewter bowl (20 gp) containing fragrant dried rose petals. There is also a small vial of a fragrant oil in the same drawer.

In one wardrobe are feminine clothes (very musty) and in the other is masculine clothing, including some military uniforms.

In a drawer at the bottom of the wardrobe is a small pouch containing juniper berries. There is also a smallish locked chest of wood. It contains a golden orb, approximately palm-sized. (A layer of gold paint can be scraped off, revealing a lead sphere of no worth.)

In the gold-colored chest are dirty clothes. The chest has a false bottom which will spring open if pushed slightly and then released quickly. Beneath the false bottom is a small gold chest containing some jewelry: one ruby set in a gold brooch (1,000 gp), a pair of emerald earrings in silver settings (500 gp), and an emerald choker (1,000 gp). The ruby in the brooch can be removed, revealing a tiny vial which is empty.

There are two tapestries on the north wall. One covers a secret door, which can be easily opened if it is detected. The corridor beyond leads into the treasure room ***(19).***

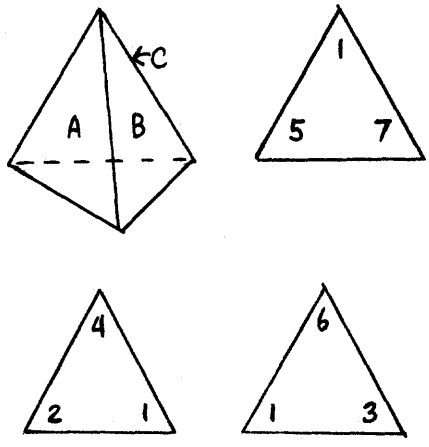
Leading west from the fountain room is a corridor tiled in emerald green. The door at the end of this hallway opens into a large room ***(21).*** The first thing noticed when the door is opened is a tall creature which resembles a lion with wings and a human-like head. This is located about ten feet inside the room — and as soon as the door is opened, it will emit a deafening roar. All within 30 feet must save vs. fear (as against a wand) or flee in panic for three turns. This is only a statue of an androsphinx with a *Magic Mouth* spell cast on it. Party members who make the saving throw will see the statue for what it is, but will not be able to offset the *fear* effect of the characters who fail the save. The statue emits only one roar.

There is a large wooden table on the west wall of this room. It is a mimic of the smaller, more intelligent variety (AC 7; HP: 43; D/A: 3-12). If it is detected and then given food, it will divulge a limited amount of information, such as: "There is a secret door in the southwest corner of the room leading south. It leads to treasure." The mimic cannot and will not be of any further assistance. It will not attack except in self-defense.

The secret door in this room may be opened by sliding a portion of wall to the east into a slightly thicker section of wall. The hallway thus reached is a nondescript one which leads only to another door.

Inside that door is a room ***(22)*** decorated all in black tile. The totality of the blackness causes these walls to absorb light, allowing a character or creature to see only ten feet ahead. Even magical light is so absorbed. Those who investigate the room will eventually discover it is entirely empty. There is no difficulty entering the room or moving within it. But, when a character tries to leave (via the door in the west wall), he or she is immediately teleported to another room.

The room ***(23)*** that characters are teleported into is made of the same gray stone as most of the rest of the castle. The room is illuminated by two 3-inch discs *(Continual Light* spells) in the northwest and southeast corners. There are no visible exits. A six-foot-tall obelisk, shaped like a three-sided pyramid, stands in the center of the room. On each side are three numbers, positioned as shown below:



Along the north, east and south walls are three large wooden chests. The one on the north wall contains a crown of gold with a huge diamond in its center. Gems radiate out from this diamond: four rubies, four emeralds and two aquamarines. The crown is ornately etched and edged in platinum. It is worth 10,000 gp. The chest on the east wall contains a silver tiara. It has a diamond in its center with radiating lines etched outward from it. It is worth 4,000 gp. The third chest contains a total of 500 pp.

The obelisk is the key to transportation out of the room. The outline of the number "1" on each side must be traced with a finger or other implement. One side, at random, will then fall outward 45 degrees and stop. The obelisk is hollow. Etched on the floor inside it is a circle.

Three sharply pointed daggers are embedded in the interior walls of the obelisk, about midway up each side. They appear to be spaced to meet as the three sides close together. A person is teleported from the room by stepping into the circle. The open side of the obelisk will then snap shut; however, teleportation occurs instantly, thus causing the daggers to stab into thin air. Any person teleported out of this room will reappear in the corridor outside the black room, at the spot he or she would have reached by going through the door out of the black room (if that were possible).

Leaving the ballroom from the corridor in the southwest corner ***(f)*** will take the party through a flame-colored hallway. After rounding the first corner, the party comes upon a stairway which descends about 40 feet over the 90-foot distance, then turns and leads into another chamber.

This room ***(24)*** is the Ceremonial Chamber. On the north wall is a semicircular dais which can be ascended by several steps all along its edge. In the center of the dais is a pit with a rope ladder leading downward. This ladder is spiked to the floor at the southernmost edge of the pit. Anyone who remains in the room for more than ten minutes has a 30% chance of hearing moans issuing from below. The rope ladder extends down for 30 feet. The pit is about 10 feet square and of indeterminate depth. When a character descends to the bottom of the ladder, he or she will find a pool of water 25 feet further down.

Branching off a corridor at the northeast corner of the Ceremonial Chamber are two filthy cells. In the first ***(A)*** is a hideous creature with one sensory organ stalk and two tentacles. The room is filled with offal, and any who open the door will be blasted with an odious smell. (The creature is an otyugh. AC 3; HP: 39; D/A: 1-8/1-8/2-5, 90% chance for typhus if bit.)

In the northernmost cell ***(B)*** is an enraged creature. Its thrashing and door-beating can be heard up to 40 feet away. It is an eight-foot-tall humanoid creature with the head of a bull. (This is a minotaur. AC 6; HP: 38; D/A: 2-8 butt vs. opponents over 6', or 1-4 bite vs. those less than 6'.)

LOWER LEVEL

The first room of the lower level ***(25)*** is what appears to be the lair of three displacer beasts (AC 4; HP: 40,34,17; D/A: 2-8/2-8; -2 on opponents' "to hit" rolls.). Once these creatures have been dealt with, characters will notice this room is a well-stocked wine cellar. Shelves on the east, south, and west walls hold more than 500 bottles of vintage wine. There is a 65% chance for anyone examining the wine bottles to find one near the center of the south wall that cannot be removed from the shelf. If this bottle is rotated clockwise, it will release a latch on a secret door, which can then be pushed open.

This secret door opens into a corridor ***(t)*** which, after 20 feet, turns both east and west. Going east along the corridor leads to another hallway ***(p),*** which goes north and south.

This passageway leads south to a very large room ***(26),*** lavishly furnished in gold and white. There are several plush, comfortable sofas, three furs (200 gp each) on the floor, and two globular lamps (50 gp each). A poisonous snake has coiled itself up behind one of the couches and waits there for some unsuspecting adventurer. (AC 5; HP: 25; D/A: 1-3 plus poison.)

There are two statues of women, in the northeast and northwest corners of the room. These statues seem to be of pure

gold and are perfect replicas of beautiful young girls. (They *are* pure gold; however, if even one nick is made in either statue, it will explode, doing 2-16 points of damage to anyone within a ten-foot radius. At the instant of the explosion, the gold of the statue will turn to stone.)

The door on the west side of this lounge opens into a boudoir ***(27).*** In the center of the room is a large circular bed. A gauze curtain encircles the bed. Intruders in this room will see movement behind the curtain. On the bed is a giant scorpion. (AC 3; HP: 33; D/A: 1-10/1-10/1-4 poison sting.) There are shelves carved into the walls of the room on the north and south. On the south shelf sits an ebony coffer, approximately 10 inches on each side, with ornate carvings on it. It seems to be upside down, as there is a line around it about 2 inches from the bottom. If the entire coffer is picked up, a gas will pour from tiny holes in the bottom. This gas will cause *confusion* for anyone in the room who does not save vs. spells. Confused characters will do one of the following things for 1-3 turns:

(1) Lose sense of direction.
(2) Forget the mission.
(3) Think everyone else in the room is an enemy.
(4) All of the above.
(5) All of the above, twice normal duration.
(6) Extreme drowsiness for 1-2 turns.

If the top is lifted off the box, a golden orb will be found. The gold can be scraped off, revealing a silver-colored ball with an almost invisible seam around it, where it may be opened. The silver is thick, making the ball fairly heavy. Inside the ball is a hollow space in which rests a gold-colored ring (a *Ring of Invisibility).*

In the southeast corner of the lounge is a door opening into a corridor ***(q).*** The stone of the floor here is highly polished.

Two rooms, ***(28)*** and ***(29),*** open off the east side of this corridor. They are identical in shape and size. There are feminine decorations in the southern room, as well as two more displacer beasts (AC 4; HP: 38,33; D/A: 2-8/2-8; -2 on opponents' "to hit" rolls). There is nothing else of interest in the room.

In the north room there is a girl. She is very beautiful, and claims to be one of the General's harem. She will say that he turned the other harem girls into gold but missed her because she successfully hid from him. She will ask to join the group. She does not know where the Midas Orb is hidden, but she feels that perhaps the General is still alive. She claims to have heard the screams and shrieks of a man being tortured, but has never found the source. She says that she knows of the General's wizard, and that he (the wizard) has been gone for a very long time. If the group accepts her, she will elude them at her earliest convenience. (She is, in fact, the wizard, employing *polymorph self* and *charm person* spells.) If the adventurers should opt to attack her, "she" will become invisible and escape the area.

The room at the north end of the corridor ***(30)*** is a bathing area. The room is tiled in white except for the baths, which are tiled in blue. There are two small holes on the north wall of each bath (for the pouring of water into the baths). There are several small furs on the floor but they are rather ragged and a little moth-eaten (worthless). Should anyone venture too close to the eastern bath, a huge spider (AC 6; HP: 13; D/A: 1-6, save vs. poison at +1) will attack.

Another room ***(31)*** branches east off the main north-south corridor going north from the lounge. A black, oily substance covers the floor here. Investigation will show this is actually some sort of crude oil. If the party sets it on fire, it will burn for about twenty minutes or so,

and increase the chance for a wandering monster to 2 in 6 during that time. In the center of the room is a trap door. The handle has broken off, so the group will have to pry it open. Accomplishing this will disclose a pit approximately 5 feet by 5 feet across and 10 feet deep. There is a locked chest at the bottom of the pit. It has handles on each end for lifting. If the chest is lifted out of the pit, an enraged spectre (AC 2; HP: 47; D/A: 1-8 plus energy drain; +1 or better weapon to hit) will emerge from beneath. In the chest are 500 pp.

At the north end of the corridor, down a flight of low, broad stairs, is a room ***(32)*** with a pool of water covering the entire northern part of the floor. Bubbles are coming from the north side of the pool. The water escapes by flowing underneath the steps leading into the pool. There are a number of urns lining the walls, but close inspection will uncover nothing of value.

Leading south from the southeast corner is a passageway which runs into an east-west hallway ***(s),*** the only features of which are two small holes near the floor on the south wall. These are used to fill the baths in the bathing room.

Moving west from the corridor from the wine cellar leads to a huge room ***(33).*** This room has whips, a rack, chains and other types of equipment commonly associated with torture. There is a huge heavy chair with straps on the arm rests and the legs situated on the north wall. This chair conceals a door (which is simply a sliding panel of rock). There are heavy stocks concealing another similar door on the south wall of the room. A shallow pool of murky water is in the center of the room. Directly above it, about 25 feet overhead, can be seen the end of a rope ladder dangling from overhead. By looking further up, characters may be able to discern a hole in the ceiling. In the pool lurk four giant leeches (AC9; HP: 17,13,9,5; D/A: 1-4 and blood drain).

The south tunnel ***(u)*** gets progressively smaller until it is only four feet wide and ten feet high. At the end of the tunnel are two doors. The north door is locked and has a small grate near the top for ventilation. Inside the room ***(34),*** in chains, is an emaciated old man in a loincloth. From his wild ravings, it can be determined that he is (or at least thinks he is) General Bohica, but he will offer no other information, due mostly to his mental incapacitation.

The door leading to the southern room ***(35)*** is slightly ajar. If the party becomes more engrossed in the north cell initially, they will be attacked from the south cell by a creature standing eight feet tall, with a brownish-black combination of fur and feathers. (This is an owlbear. AC 5; HP: 32; D/A: 1-6/1-6/2-12 and hug for 2-16.)

The door in the north wall of the torture chamber opens into a tunnel ***(v)*** similar to the southern tunnel. It slopes downward gradually until it divides and turns both east and west. At this point, low heat can be felt from both directions. To the left, the tunnel bends around to the south. As soon as an adventurer goes in that direction, a red glow may be seen and the heat increases with each step taken in that direction.

The room ***(36)*** itself contains a lava pit in the center, with only a three- to five-foot-wide walkway around the edge. The lava is boiling furiously, with sulfurous smoke exiting through cracks in the high ceiling. The whole room is lit by the glow, and there is a 70% chance that a small tunnel may be seen through the haze leading out to the southwest. All who enter the lava room must save vs. poison or be overcome by the heat and oppressive atmosphere.

The tiny tunnel heading southwest from this room winds around to the north and opens into a room ***(37).*** On the far wall is a huge cloth covering and apparently containing a rather large, motionless, lumpy shape or shapes. If the cloth is pulled down or moved, twenty gold balls will rain down from the ceiling. All persons in the room must roll for dexterity (their own dexterity or less on d20 to save) or be hit by the balls for 1-6 points of damage. Each of the spheres has a 50% chance of exploding when it hits someone, causing an additional 2-12 points of damage to that figure. The Midas Orb is not among these spheres.

The tunnel leading off to the right of the branch snakes around to a room ***(38)*** with a lava pit in its center. The lava is bubbling and smoking, with the smoke and most of the noxious vapors escaping through cracks and holes in the ceiling. Members of an adventuring party must save vs. poison or be overcome by these odors. A narrow ledge encircles the pit. Anyone peering through the smoke and haze has a 50% chance of spotting a small tunnel exiting the room on the north wall.

This tunnel slopes steeply downward and becomes very narrow. It winds around to a room ***(39)*** with a pit in the center. If anyone lowers him or herself over the edge, fierce snarls and growls will emanate from the bottom. The pit curves downward for twenty feet into the darkness, making it impossible to see to the bottom from the rim. When someone reaches the bottom, the noises will be discovered to be just a Magic Mouth spell. There is a small room at the bottom of the pit with a pile of one dozen black balls, approximately palm-sized. If the balls are scraped, one of the following consequences will occur (roll d12) for each one:

1-6: The ball explodes, causing 2-12 points of damage to the nearest character.

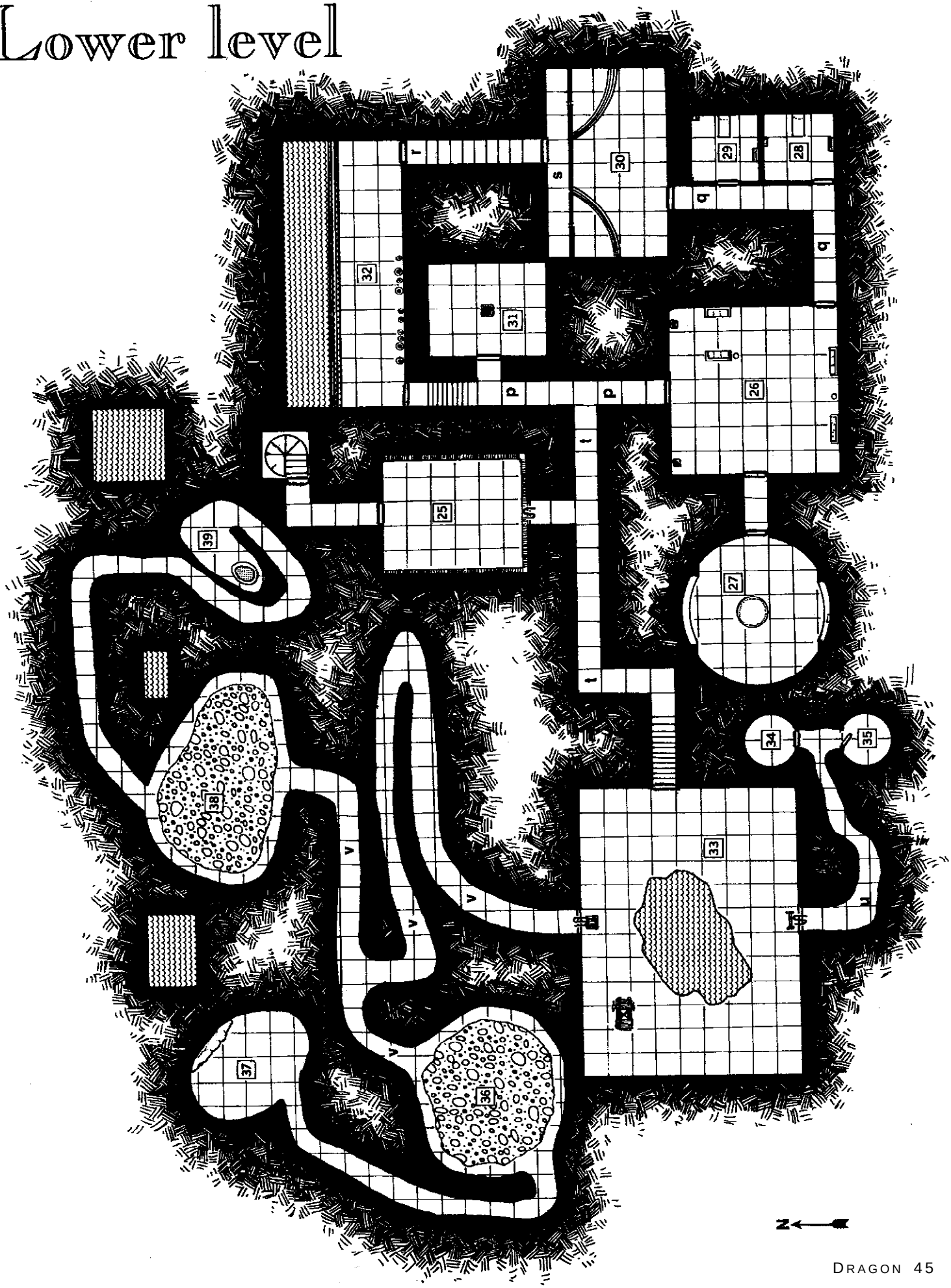
5-11: The ball is made of stone.

12 (or, for the last ball examined if a 12 has not yet been rolled): The ball is the Midas Orb.

The Midas Orb does not radiate magic, so it must be tested (by using it) to ensure that it is the real Orb.

As the group leaves this area, they will encounter the Mad Wizard, who may also be very angry, in the large torture chamber. If Wthai can be overcome by the adventurers, the success of the quest is assured and the return of the Midas Orb to the country and the people of Gnarda can be accomplished.

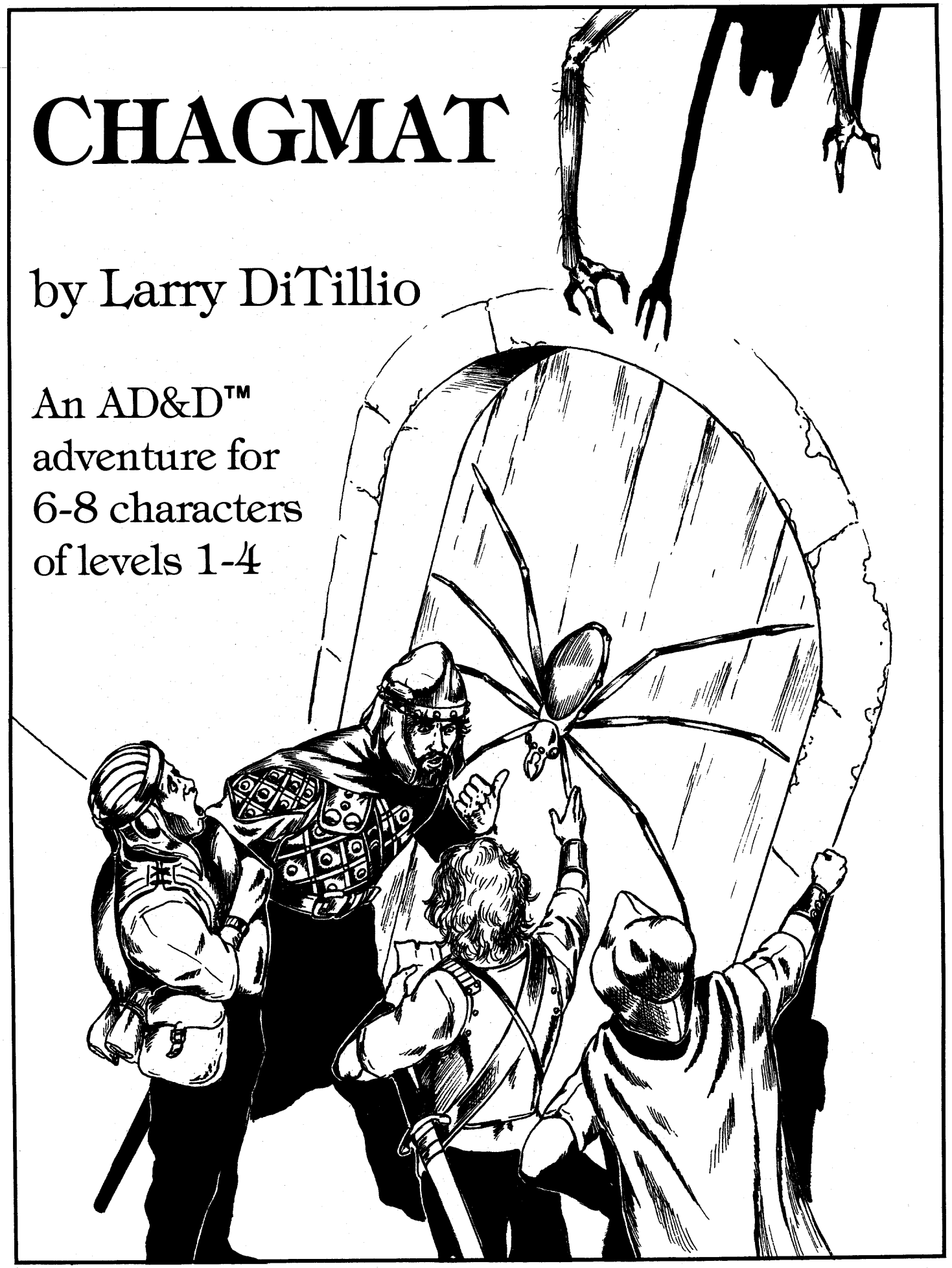
Lower level



CHAGMAT

by Larry DiTillio

An AD&D™ adventure for 6-8 characters of levels 1-4



For the players

The party is traveling the land and has stopped in the small, pleasant farming town of Byr. While sitting in the town's only tavern, The Broken Web, the characters overhear an argument among the mayor of Byr and several of its citizens. The argument concerns what to do about the disappearance of five maidens from the town. These five women have all vanished within the last two weeks. Search parties have been sent out, but have found no trace of them. The most recent of these parties, made up of five of the town's hardiest souls, has apparently also disappeared, somewhere in the vicinity of Little Boy Mountain.

By listening further to, the arguing townsfolk, the party gets the following information: Most of the townsfolk blame the disappearances on a party of hobgoblin brigands rumored to be raiding in the area. Scattered reports of hobgoblins have been circulating in the area for the past month. However, a few of the townsmen, particularly one grizzled old fighter-type with a missing left arm, believe the disappearances are the work of the dread spider-folk, the chagmat.

The reports of hobgoblins will be confirmed by various townsfolk who have sighted one or more of the nasty creatures in the area. However, no large concentration of hobgoblins has been spotted; no hobgoblin has actually been seen in the town itself, and as far as anyone knows all the maidens were in town when last seen.

The player characters will learn about the chagmat mainly from Akron Oheeyo, the grizzled old fighter, who will be prompted by the crowd to relate what he recalls from his younger days: Chagmat are spider-people, six-armed horrors who are an intelligent race serving the dire ends of Chag, the Spider-Spirit. The land around Byr was once beset by chagmat, and one of their major temples was rumored to be somewhere around Little Boy Mountain. Most townspeople avoid Little Boy Mountain because of this, and also because of other nasties that have been encountered around it.

The last of the chagmat was said to be driven from the land more than 50 years ago. The name of The Broken Web tavern comes down from this time. Akron Oheeyo was one of the people involved in driving the chagmat from the land, but now he is sure they are back. However, his point of view doesn't attract as many townspeople as it might, because Akron has a tendency to get agitated easily and many of the other citizens regard him as senile. One or two other townsmen also feel the chagmat may be to blame, but no one has an idea what the purpose of the evil spider-folk might be. Belying the chagmat theory is the fact that there has been no preponderance of spiders noted in the land, traditionally known as a sure sign that chagmat are in the vicinity.

For the DM

Note: Players should read no further. All the following information is knowledge which only the Dungeon Master should have at the start of the adventure.

The player-character party (assuming the group is not predominantly aligned toward evil) should have sufficient interest in the goings-on to volunteer as a rescue party. If they do so, the mayor will heartily accept their offer and promise a reward of 5,000 gold pieces if the adventurers can return all five missing maidens alive.

If player characters are reluctant about volunteering, the mayor will approach them and implore them to help, saying that the town cannot afford to risk any more of its able-bodied men, and a band of adventurers is bound to succeed where a group of simple farmers could not. And he will offer a slightly higher reward in this case, amounting to 1,000 gold pieces for each member of the party.

The player characters may ask, but won't receive any information about the rumored chagmat temple, since none of the townspeople have actually been there. Little Boy Mountain is about 13 miles east of Byr. If the party befriends Akron Oheeyo, he may accompany them as a guide. Because of his age, his one-armed condition, and his suspected senility, none of the townspeople has been willing to allow him to go on a search party — but, by the same token, Akron Oheeyo is at present the only citizen of Byr who does not shudder at the prospect of going on a rescue mission to Little Boy Mountain.

Akron Oheeyo

Akron Oheeyo is a 5th-level fighter: AC 5 (chain mail), HP 32, Str 10, Int 9, Wis 10, Dex 9, Con 10, Cha 9. He has a longsword and a dagger.

Akron Oheeyo is 73 years old and has been without his left arm since the time when (as he tells it) he helped beat back the last chagmat invasion of the land. (He was a 4th-level fighter at the time, and because of the forced inactivity brought about by his injury he has only attained one more level of experience in the intervening years.) While he can still swing a sword, he is not capable of much physical activity and will be useful to the party mainly as an information source. What Akron may or may not "know" as the adventure progresses is up to the DM; as the mission goes on, Akron's memory may be stimulated by his reintroduction to some of the sights and sounds he recalls experiencing as a youth. (Basic information about the chagmat is the logical thing to divulge.) Do not force this NPC on the adventurers; let them take him only if they want to.

If the party has volunteered to help, townsfolk will provide them with horses, a wagon, rope, torches, and other gear they may not possess. If they had to be "hired" for the mission, such considerations may not be given for free, and some items may not be offered at all.

The town of Byr

This adventure does not include a detailed description of the town of Byr. If the DM wishes to add more substance to this preliminary part of the mission, any village of the DM's devising or any small town or village from another adventure module may be used as a framework. The town and its plight provide a justification for the trip to Little Boy Mountain, and the town also serves as a place where the adventurers can stock up on supplies and other necessities. No matter what else the town contains, there should be a magic supply shop that deals primarily in spell components and may have a scroll or two for sale; a money-lender, who may be useful if the adventurers don't have too much of a grubstake; and a cartographer who can, if approached and properly reimbursed, provide the party with a map that clearly shows the safest route to Little Boy Mountain.

Chagmat

FREQUENCY: *Rare*
No. APPEARING: *1-20*
ARMOR CLASS: *5*
MOVE: *6"*12"*
HIT DICE: *1 or 2 or special (see below)*
% IN LAIR: *50%*
TREASURE TYPE: *G*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-3/1-3 or by weapon type*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to very*
ALIGNMENT: *Chaotic evil*
SIZE: M (up *to 6')*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Chagmat look like humanoid spiders. They have six arms branching off a human-like torso, two legs supporting the body, and eight eyes clustered where a man's eyes would be located on a human head. Their eyes give the chagmat the ability to see in a 270-degree arc centered on the direction they are facing. This peripheral vision and their acute senses of smell and hearing make it possible to surprise them only on a roll of I.

Chagmat fighters are always brown, and chagmat clerics are always white. The two types do not interbreed, and chagmats are either fighters or clerics.

Normal (non-extraordinary) chagmat clerics all have one hit die, while normal chagmat fighters have two hit dice. More powerful clerics or fighters, such as the High Priest Byaculuse, will have hit dice commensurate with their effective level of experience. Fighters are armed with short swords and clerics are armed with clubs. A chagmat fighter can wield two weapons at once, gaining two attacks per round if this is the case. If a chagmat is unarmed, it can use its natural attacks, consisting of two claw attacks per round for 1-3 points of damage each.

Chagmat can employ two shields at the same time, generally holding one in each hand of their centermost arms. Shields (not figured in the armor class given above) provide a bonus of 1 to a chagmat's armor class for each shield used. All chagmat can scuttle vertically up walls when not engaged in melee, using their legs and two of their arms, with the same chance of success as a second-level thief. They can walk upright on level surfaces, but must use two arms and two legs to travel at their prescribed movement rate in a web.

Chagmat can spin webs in the same way a giant spider accomplishes this, but cannot "shoot" a web in the manner of a *Web* spell.

Chagmat clerics can use two first-level cleric spells once per day. Non-extraordinary chagmat clerics generally disdain the "good" forms of spells and will usually opt for the reverse form of such spells as *Cure Light Wounds, Purify Food & Drink, Remove Fear,* etc.

Chagmat clerics will be able to speak (but not read or write) the Common tongue in addition to their racial language. Chagmat may use any magic items permitted by class. Their bite does no damage and is not poisonous.

The mountain

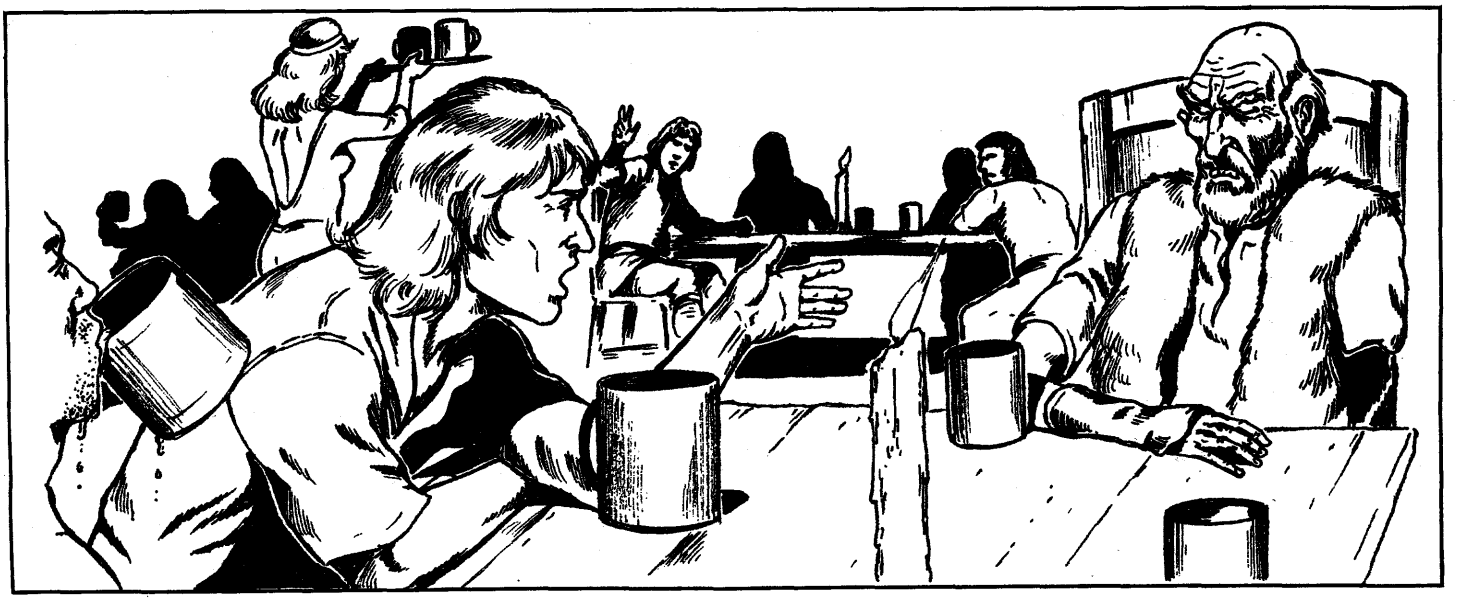
Little Boy Mountain gets its name from its shape, which reminds viewers of a small boy seated on the ground, arms locked around his knees. It is surrounded by hills, and all its faces except the south face are treacherous to climb. The south face of Little Boy Mountain is dotted with eight cavern-like openings, some of them (Caverns 1, 3, 4, 6, and 8) visible from the base of the mountain and the others (2, 5, and 7) only able to be seen from a few feet away. Three of the cavern openings (3, 5, and 8) are occupied (see area descriptions), and another one (7) is the entrance to the chagmat temple; the other four are normally unoccupied, though a party might encounter something within them. There is a 75% chance (1-3 on d4) of an encounter occurring within a supposedly unoccupied area. This chance is rolled when a cavern is entered for the first time, and if an encounter is indicated, roll d4 and consult the following list to determine the type of encounter. Note: The first three numbered encounters will only occur once each, if at all; only the fire beetles (encounter #4) may be met more than once, and in that case a new roll must be made each time for the number appearing.

1: 5-10 (d6+4) Troglodytes; AC 5, MV 12", HD 2, HP 4, 11, 9, 8, 4, 6, 7, 9, 4, 2. #AT 1, D by weapon; revulsion odor when aroused. These troglodytes are seeking to establish a base in the mountain. They are armed with stone battle axes and vaned javelins.

2: 7-12 (d6 + 6) Piercers; AC 3, MV 1", HD 1, HP 7,5,8,6,4,6,3,2,5,4,4,4. #AT 1, D 1-6. These will be spread out in the cavern where they are encountered, such that no area within the cavern is safe from their attack.

3: Brown mold, one patch, covering the floor, walls, and ceiling of the designated area.

4: 1-4 Fire Beetles; AC 4, MV 12", HD 1+2, HP 6, 5, 7, 8. #AT 1, D 2-8. Note: These beetles, unlike the first three encounters described, can appear in more than one cavern.



The caverns

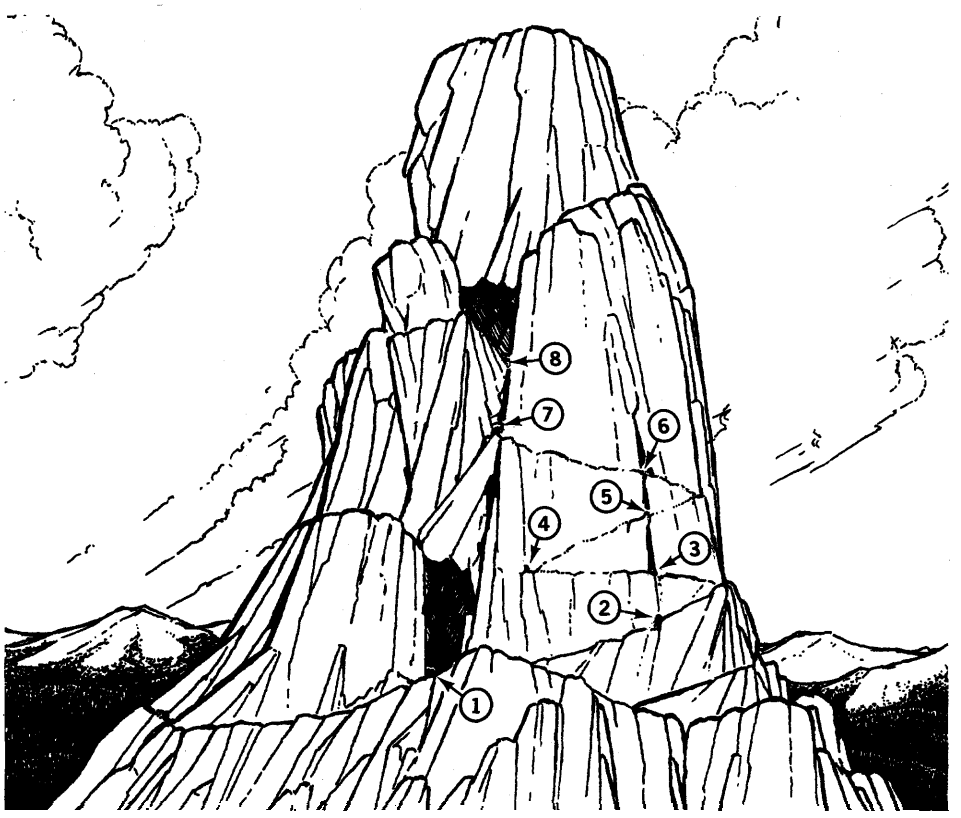
After reaching the mountain and determining that the south face is the only area of interest, adventurers will have to make an ascent as far as Cavern 1, getting there by means of mountaineering techniques or magic. From that point on, a rough but usable path connects the caverns to one another, in the order in which they are numbered (see map). It is about 225 feet up to Cavern 1, and the DM should only allow the climb to be made without incident if the party has at least one experienced climber or mountaineer (thief, mountain dwarf, or the like) who can lead the way, locating or manufacturing handholds and footholds for the other characters. If the party does not contain an experienced climber, every member of the party must check after each 75 feet of climbing to see if he or she makes a saving throw against falling. This save is rolled on d20; the save is successful if the resulting number is less than or equal to the character's dexterity.

The trail connecting the remaining seven caverns is only wide enough for one person at a time. If a ranger should look for tracks on the trail, he or she has a 75% chance of finding the following tracks in the appropriate area: bonesnapper tracks around Cavern 3; ogre tracks around Cavern 5; and chagmat tracks around Caverns 5,6,7, and 8 (the ranger would not necessarily know these are chagmat tracks). Strong emanations of evil are detectable in and around Caverns 5, 7, and 8.

Cavern 1

inside an entranceway which is 20 feet wide lies the main chamber of this cavern, roughly 200 feet in diameter with a 15-foot ceiling. Four passages, all 8 feet tall and ranging in width from 3-5 feet, branch off from it similar to fingers from a hand. Passage #1 goes 400 feet further into the mountain and dead-ends. Passage #2 goes 200 feet into the mountain and dead-ends. Passage #3 goes 300 feet into the mountain and has numerous side passages which branch off for 10 to 50 feet before dead-ending. The first such branch on the west side of the passage loops around and joins Passage #4. This is a small side cavern with a branch in the northeast corner that joins with Passage #3 and a branch in the northwest corner that goes about 400 feet into the mountain and dead-ends.

Maps on pages 46-48



Little Boy Mountain

Cavern 2

A 10-foot-wide entranceway tapers down to a roughly straight 3-foot-wide passage leading some 40 feet into the cavern proper, which is about 50 feet in diameter with a 20-foot ceiling. Passage #1 goes southeast for about 50 feet and then opens up into a small dead-end cavern. It is 6 feet wide. Passage #2 goes northeast for about 20 feet and opens into three small dead-end caverns. This passage is about 4 feet wide. Passage #3 goes northwest for about 75 feet, then bends to the south, going another 60 feet to a fork where two spurs go about 15 feet southeast and southwest before dead-ending. Where the passage forks is a human skeleton partially protruding from a pile of rocks. On the skeleton's left hand (not visible unless characters move the rocks) is a finely crafted gold ring with a translucent green stone in it. The ring is worth about 200 gp simply for the gold, but it is also a *Ring of Etherealness* with two charges left in it. Inside the ring the word "Darandara" is inscribed in Common script. If the ring is put on and this word pronounced, the wearer becomes ethereal. To reverse the process, the word must be pronounced backwards ("Aradnarad"). If the two charges are expended, the green stone will darken and the ring will be non-magical. It will still be worth 200 gp, however. The skeleton is the remains of a bold adventurer who got caught in a cave-in.

Cavern 3

This chamber is reached through a narrow entranceway as in Cavern 2. This cavern, shaped in an oval 75 feet by 50 feet wide with an 8-foot ceiling, is the lair of a bonesnapper (see description in the FIEND FOLIO™ Tome); AC 4, MV 6", HD 4, HP 18, #AT 2, D 1-8/1-4. When the adventurers enter the cavern, they will see a number of human jawbones and other bits and pieces of skeletons scattered on the chamber floor. Predominant among them is a more or less intact human skeleton visible along one wall, with a metal helmet still adorning the skull. This is a *Helm of Comprehending Languages and Reading Magic.*

Roll d4+1 when the party enters the cavern, to generate a number from 2-5. This result indicates the distance, in tens of feet, between the entrance to the main chamber and the current position of the bonesnapper.

This chamber, unlike Caverns 1 and 2, does not have passages branching off from it. Bunched in an inconspicuous hollow at the base of the eastern wall is a 50-foot rope (actually a *Rope of Climbing),* which will be discovered if the party

kills the bonesnapper and then searches the cavern thoroughly. The rope will "spring to life" as soon as the command word "Spider" is spoken, shaping itself into a tight coil with one end rising until it hovers 5 feet off the ground, awaiting a further command. If no other direction is given to the rope within one round, it will fall "lifeless" to the cavern floor again.

Cavern 4

A five-foot-wide entranceway opens into an irregularly shaped chamber 80 feet across at its widest point with a ceiling at least 15 feet high in all locations. Passage #1 goes straight into the mountain about 350 feet, with a constant width for of 6 feet and a ceiling height of 5-9 feet, and dead-ends. Passage #2 goes about 50 feet into the mountain and is only 2 feet in diameter. The passage is more or less straight and ends in a small dead-end cavern.

Cavern 5

This is the lair of Muddah Rateater, an ogre. The main chamber is an almost circular cavern some 30 feet in diameter with a ceiling varying from 12 to 18 feet in height. It is reached by entering through a 7-foot-wide, 10-foot-high corridor from the south. Two passages lead from the main chamber to the ogre's sleeping quarters (#1) and the treasure room (#2). Passage #1 is 15 feet long and 7 feet wide with a 10-foot ceiling. Passage #2 is blocked off by a large boulder across the exit from the main chamber. Behind the boulder the passage bends to the northwest, then curves to the east, a total distance of 50 feet.

The main chamber is lit by a torch stuck in a carved-out hole in the north wall. A crude table, made of a large flat stone balanced on another rock, is in the center of the room with another large rock set beside it as a chair. Piles of rat bones are everywhere within this area.

The sleeping area is a circular chamber 25 feet in diameter. It is dark but can be illuminated by lighting a candle stub in a carved-out niche on the south wall. A bed made of old blankets and dirt is against the north wall, and more piles of rat bones are evident. Muddah the ogre is asleep in his bed, under a heap of blankets. Characters will be immediately aware of the presence of an occupant in the chamber when they reach the end of the passage. Muddah will not awaken when characters enter his sleeping chamber unless the candle is lit or unless the party approaches the bed and disturbs the blankets covering the ogre. Muddah is AC 5, MV 9", HD 4+1, HP 24, #AT 1, D 1-10 (no weapon immediately at hand).

Under a large pile of refuse near the southeast portion of the sleeping quarters is a decrepit-looking war hammer. This is actually a *Hammer +3, Dwarven Thrower,* with its full powers usable by any dwarven fighter who wields it and utters the command word "Glanya," which is inscribed in dwarvish on the shaft. In the hands of any other type of character, the hammer will perform as an ordinary weapon.

The entrance to the passageway leading to the ogre's treasure room is blocked by a large boulder that requires a combined strength of 20 to roll aside. The noise caused by the moving of the boulder will awaken Muddah, and he will emerge from his bedchamber one round later to investigate the disturbance.

If the party gets the boulder out of the passageway to the treasure room and avoids or vanquishes the ogre, they will find in the room a small locked chest, around which are scattered various valuables: 9 gem-studded silver goblets, worth 10 gp each; 5 gold-plated dishes, worth 5 gp each; and three small leather pouches, each containing 200 copper pieces.

In the chest itself (the lock can be picked, or the chest can be simply smashed open by inflicting 10 hit points of damage on it) are the following items:

A vial containing 3 ounces of *Oil of Transparency.* When an ounce is spread on a solid surface (covers about 25 square feet), it makes the surface transparent for 11-20 (d10 + 10) rounds. Up to a 2-foot thickness of any material will be rendered transparent. The oil smells like burnt leather and tastes awful but has no adverse effect on an imbiber if drunk. The oil is worth 100 gp per ounce.

A leather belt with a buckle of finely wrought platinum in which are etched a set of undecipherable symbols (the initials of the chagmat who originally owned it). The buckle is worth 100 gp.

A gold locket with the symbol of Chag, the Spider-Spirit, on it. The locket has a catch which can be opened to reveal an octagonal purple gemstone inside. The locket was at one time in the possession of a follower of Chag.

A square metal cylinder with each side a different color (red, blue, yellow, green reading clockwise) and a small striker bar attached to the edge of the cylinder by a thin cord. This is a special *Chime of Opening* (worth 5,000 gp) attuned only to the chagmat temple. This device will open the secret door leading to the temple from Cavern 7, and can be used to manipulate any of the doors in the "Stomach of Chag" area of the temple.

Cavern 6

This is a large, irregularly shaped cave with a ceiling varying from 15 to 20 feet in height. Two small alcove-type caverns extend to the northwest and northeast. Nothing of interest is to be found here. The northwest passage goes deep into the mountain, some 600 feet, before coming to a dead end. After an initial straight stretch of 25 feet it becomes very twisty. The passage varies in width from 3 feet to 10 feet (the straight stretch is 10 feet wide) and the ceiling height varies from 5 to 8 feet.

Cavern 7

This cavern contains, among other things, the entrance to the chagmat temple. Adventurers will note that this cavern, unlike the previous six, has apparently been worked on by someone other than Mother Nature. It has been sculpted in the shape of a rough octagon. The cavern proper is reached via a 10-foot-wide passage which leads into it from the south. The cavern has a uniform 10-foot-high ceiling. Passage #1, leading off to the southeast, runs deep into the mountain and originally ran all the way through to the north face. Now it goes about 1,000 feet before ending in a mass of several tons of stone. Passage #1 varies from 3 to 8 feet in width and the ceiling varies from 6 to 12 feet high. Passage #2 is a perfectly straight corridor 6 feet wide that runs 100 feet to an apparent dead end. This is actually the site of the temple entrance, disguised to look like impassable terrain. Passage #3 extends to the northwest about 50 feet until reaching a dead end. It is about 4 feet wide all the way along, and there is a short side spur about 20 feet inside the passage entrance that runs east for 10 feet. At the most secluded spot inside this side spur is the body of one of the members of the missing search party. The man apparently suffered injuries from some cause and staggered this far before dying There are no signs of a struggle in the immediate area.

The lair of a huge (trapdoor) spider is located 15 feet before the dead end in Passage #2. This spider is AC 6, MV 18", HD 2+2, HP 14, #AT 1, D 1-6 plus poison (+1 to s.t.). It surprises on a roll of 1-5 and will attack any non-chagmat who dares to venture this close to the temple. It leaps out at lightning speed from beneath the floor where its lair is. If it hits, it will drag its victim back into its lair, which is 6 feet wide, 8 feet long and about 7 feet deep. In the spider's lair are two half-eaten bodies, other members of the missing search party. There is also a quiver of 10 arrows for a longbow (three of them +1 arrows) and a broken longbow. There is also a usable shield, a two-handed sword, two daggers, and a heavy mace, none of them magical but all usable as normal weapons.

Passage #2 ends in a seemingly solid rock wall which is actually a secret door made of a six-foot thickness of stone. *Detect Magic* will reveal the existence of the secret door. The door can be opened from the outside by using the special *Chime of Opening* found in the ogre's

lair (Cavern 5). The chime must be sounded while the holder is standing within 5 feet of the door. If properly activated, the door will slide to the west very silently and remain open for 1-6 rounds before sliding shut automatically. A *Knock* spell will not work on this door, and the 6-foot thickness of stone will resist any attempt to move it forcibly or blast it out of the way. On the interior side of the door, set into the wall adjacent to the portal, is a lever which moves the door when pulled up (to open) or down (to close).

Cavern 8

This was once a meeting hall for the chagmat living in the mountain. It shows signs of handiwork, as in Cavern 7. There are a number of stone benches in the cavern proper, some in ruins and others still intact. The ceiling of the cavern is about 12 feet high, and walls and ceiling are covered with spider webs. The entrances to the three passageways are all covered by these webs. Scuttling around in the webs are several dozen large spiders; AC 8, MV 6"*15", HD 1+1, HP 4 each, #AT 1, D 1 point plus poison (save at +2). From 1-6 of these spiders will leap on any non-chagmat character who enters this area.

Passage #1 goes back about 200 feet into the mountain and is about 3 feet wide most of the way. The ceiling is about 5 feet high, and the walls of the passage have been purposely weakened so that there is a 20% chance of a cave-in for every 50 feet traveled. A cave-in will clog the passageway, depositing a pile of rocks and earth from 1-3 feet thick between the victim(s) and the rest of the chamber. Comrades can dig through the debris at the rate of 1 foot per turn until the barrier is broken through.

Passage #2 is a short spur 6 feet wide, 35 feet long, and basically straight, culminating in a dead end.

Passage #3 is another spur, this one 25 feet long, 6 feet wide, and straight. It dead-ends at a rock wall. However, this wall glows slightly because of its magical nature. This area is the receiving end of the *Mirror of Teleportation* in Byaculuse's quarters (see "The Stomach of Chag"). *Detect Magic* will show this wall as magical, but it has no use other than to teleport people out of the temple.

The temple

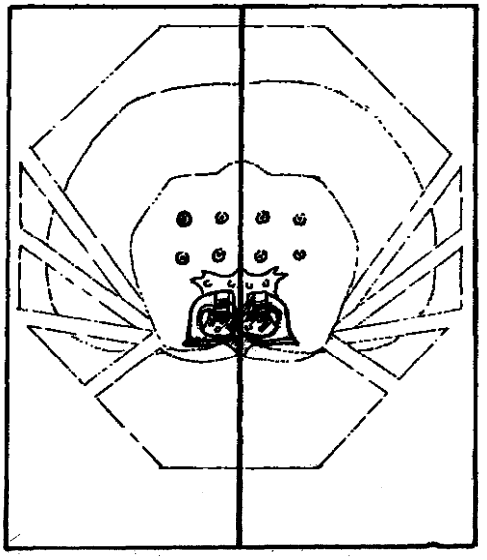
There were at one time a total of eight Temples of Chag throughout the land, one for each color of spider found in the world. The temple located inside Little Boy Mountain is dedicated to the gold spider. Temples have a standard form, consisting of eight rooms, each octagonal in shape (though of varying sizes) and of a different color, plus an "entry room," also octagonal. All rooms are joined by long, gently sloping corridors. These rooms constitute the first (upper) level. The second (lower) level of a chagmat temple is primarily made up of a huge chamber with the quarters of the High Priest and various spider dens adjoining it. This huge chamber, reached only by traveling through treacherous corridors and shafts, is known as The Stomach of Chag.

One room of each temple is located at the center of the web-like configuration and always represents the color of spider to which the temple is devoted. In this case the center area is the Gold Room, also known as The Heart of Chag.

The floors and ceilings of the Gold Temple (in all rooms, including those named for other colors) are all made of stone colored by gold dye, with a web-like tracery of fine black lines running across the surface. Ceilings are always 10 feet high on the first level, unless otherwise specified.

The walls of each room are stone, stained a certain color, denoting the color of spider the room represents, and (on walls that do not contain doors) adorned with a hideous bas-relief depiction of Chag, the Spider-Spirit.

On the first level all doors (except secret doors) are double doors of half-inch-thick iron, gold plated and etched with a depiction of Chag. The eye sockets of these depictions are raised "holders," each containing a tiny gem or semi-precious stone the same color as the room the door is in. These gems are so



small as to be virtually worthless as treasure; their purpose is decorative only. Each door has two semi-circular handles of carved metal (see accompanying diagram), by which the door is pushed or pulled. Doors are usually locked; on all doors, a keyhole will be found behind one of the eight eyes (which is simply slid to the right to reveal the keyhole). The DM may generate a number from 1-8 at random to determine which eye the keyhole is behind, or may simply designate a particular eye as the location of the keyhole. A lock on one of these doors can be picked as long as the keyhole is located. Because the doors are thick metal, it is difficult to hear noise through them; a roll of 1 on d6 indicates success in such an attempt. Doors are 8 feet high and 6 feet wide (each of the two sections is 3 feet across).

Secret doors are opened by using a "combination" of numbers and sliding to the left those "eyes" corresponding to that combination in the depiction of Chag on the wall containing the door. In any Particular room, the combination for any secret door is the number(s) of the wall(s) on which all the secret doors in the room are located. For instance, the combination for secret doors on walls 3 and 5 of a room would be "3-5." Only one secret door can be opened at one time; the combination will not open all doors at once. Eye sockets on secret doors do not contain gems but are otherwise identical to sockets on regular doors. All secret doors are single panels 3 feet wide and 5½ feet high. When activated, they swing open for 1-4 minutes (roll for each door each time it is opened) and then swing shut. Some of the secret doors are trapped.

Corridors in the temple are 10 feet wide with 8-foot ceilings. Floors and ceilings of corridors are gold with black "webbing," the same as for rooms. Corridor walls are smooth, natural stone with no carvings or other decorations.

Rooms are sometimes lit by octagonal "glow" lanterns, made of iron and holding glands from fire beetles which produce a constant but fairly dim light. Lanterns are hung from the ceiling and can be easily removed and transported.

The Gold Temple is being restored by the powerful chagmat cleric Byaculuse; though long out of operation, areas of it have been cleaned and restored in recent weeks. In the restored areas, doors and other movable surfaces have been lubricated, cracks in the walls have been patched, and so forth. This renovation will be apparent to characters, where it is present, as the temple is explored.

The High Priest Byaculuse is determined to restore the reign of Chag to prominence and dominance in the land. He is responsible for the disappearance of the five women from the town of Byr. He intends eventually to take three more women, making a total of eight, and use the group of them as part of a ritual which he hopes will summon Chag to the Prime Material Plane. He has ordered the kidnappings to take place intermittently, to guard against the discovery or capture of any of the members of his rather small band of followers. This force consists of 10 chagmat fighters and 4 other

chagmat clerics. Also at the high priest's service are some spiders, including Pagoyak, a giant gold spider which is Byaculuse's personal pet. The priest is also in the midst of a plan to hatch hordes of normal spiders to infest the surrounding terrain, and intends to release his "spider plague" upon the surrounding countryside.

In addition to the women, Byaculuse is holding another prisoner, a human druid named Cosmo. The priest had Cosmo kidnapped several days ago, when the druid traveled too close to Little Boy Mountain for his own good. Byaculuse intends to force the druid to divulge some of his spell-casting knowledge to help the chagmat priest devise a way of magically reproducing mass quantities of spiders for the "plague." More details about Cosmo will be found in the description of Room 7A.

Byaculuse also employs the services of a small group of hobgoblins who guard the outer reaches of the temple. These hobgoblins are the same creatures who have been spotted by townspeople from time to time in the area. They know nothing about the operation of the temple and have gone nowhere inside it, except for Rooms A, 1, and 4.

Encounters

The DM should roll for a random encounter (on d6, a result of 1 indicating a positive result) once every three turns after the party enters the temple area. If an encounter occurs, roll d4. If the result is 1-3, use the creature type indicated on the following list. If the first result is 4, roll again and use the second result as the indicator of the creature type. The encounter will not take place at the spot where the party is located when the rolls are made, but will occur the next time the party passes through a door or turns a corner in a corridor. Any of these creature types may be encountered more than once.

1: 2-12 Giant Ants; AC3, MV 18", HD 2, HP9,12,12,6,5,8,9,6,11,4,14,5.#AT1, D 1-6 plus poison for warriors.

2: Black Pudding; AC 6, MV 6", HD 10, HP 25 + 2d6 (roll for each separate encounter), #AT 1, D 3-24, dissolve wood and metal.

3: 11-20 Giant Centipedes; AC 9, MV 15", HD 1/4, HP 1 apiece, #AT 1, D nil. Characters save at +4 against the centipede's poisonous bite; failing one of these saving throws causes the victim to be weakened (movement halved, no attack or defense possible) for 1-3 turns.

4: 1-4 chagmat fighters, chosen at random from the chagmat fighter list given below. If 3 or 4 fighters are encountered, there is a 25% chance for one chagmat cleric (again chosen at random) to be with them. There can be no more than the 10 fighters or 4 clerics available; the DM must keep track of any that are slain. Chagmat who encounter intruders are 50% likely to try to get back to the "Stomach" and warn their comrades. If they attempt this and succeed, Byaculuse and his minions will be on full alert.

Chagmat force

All chagmat have the same general characteristics, as spelled out in the statistical information given earlier. Chagmat fighters and clerics that might be encountered differ from one another only with regard to hit points, weaponry (fighters use short swords, clerics use clubs), whether or not they use a shield or shields (indicated by an armor class of 5, 4, or 3, whichever applies), and spell-casting ability (if any).

Chagmat fighter list

F1: AC 3, HP 4.
F2: AC 3, HP 10.
F3: AC 5, HP 6.
F4: AC 5, HP 7.
F5: AC 4, HP 12.
F6: AC 4, HP 13.
F7: AC 3, HP 10.
F8: AC 5, HP 10.
F9: AC 5, HP 12.
F10: AC 4, HP 6.

Chagmat cleric list

C1: Yellow Acolyte; AC 4, HP 5. Spells: *Protection From Good, Cause Light Wounds.*

C2: Orange Acolyte; AC 3, HP 8. Spells: *Cause Fear, Darkness.*

C3: Black Acolyte: AC 5, HP 4. Spells: *Cause Light Wounds, Sanctuary.*

C4: Red Acolyte: AC 4, HP 5. Spells: *Putrefy Food & Drink, Protection From Good.*

The entrance

If and when the party breaches the entrance to the temple in Cavern 7, they will see a set of stone stairs descending to meet an arching, 100-foot-long stone bridge that spans a virtually bottomless abyss and leads to the Temple Face, a grotesque and hideous sculpture of a ferocious giant spider that extends like a canopy over the double doors that lead to Room A. Crossing this bridge (or otherwise spanning the abyss) is the only way to reach the temple area.

There is a 65% chance that the double doors presided over by the Temple Face will be ajar; otherwise they will be locked. If the doors are ajar, there is a 35% chance that the hobgoblin guards in Room A will hear a party coming and either ambush them when they enter Room A or try to head them off on the bridge (50% chance of either). Picking the lock on the double doors will always alert the guards.

The party should not be able to actually see the Temple Face until they have reached at least the midpoint of the bridge, since this area is dark. If a fight breaks out on the bridge, any combatant hit by a roll of natural 20 must roll his or her dexterity or less on d20 to avoid falling off the bridge to death below. (For this purpose only, consider all hobgoblins to have 13 dexterity.)

Room details

Room A: The "entry room," lit by four hanging glow lanterns. Each of the walls of this room is colored differently, representing the eight colors of the chagmat worship (green, red, gold, black, orange, purple, yellow, and blue, in no particular order). Walls are numbered in a clockwise order, with the north wall being number 1. The doors leading from the stone bridge are on wall 3. Wall 8 has a set of double doors, unlocked. Secret doors are located in walls 2 and 7, so the combination for each one is "2-7."

This room is where the hobgoblin guards are on duty. There are 8 hobgoblins in the service of Byaculuse, and from 3-6 of them will be present in this room at all times. All hobgoblins are AC5, MV9", HD 1 + 1, #AT 1, D 1-8 or by weapon. Each of them differs from the others with regard to hit points and weaponry, as follows — #1: HP 6, broadsword; #2: HP 6, spear; #3: HP 5, broadsword; #4: HP 7, spear; #5: HP 9, morning star; #6: HP 7, long sword; #7: HP 9, +1 morning star plus the key to the chest in Room 4; #8: HP3, spear. Any hobgoblins not on duty in Room A will be in Room 4. If the party members outnumber the hobgoblins on duty in Room A, the guards will attempt to exit through the secret door in wall 7 to Room 4 and get reinforcements.

Any captured hobgoblins can tell adventurers (if in a language known by both speakers) only that two women were brought here by their chagmat bosses. They have no idea where the women were taken or why. They do not know the combination to the secret door in wall 2 (that is, they do not know it is the same as the combination for the door in wall 7). Each hobgoblin carries 50-100 (d6 + 4) silver pieces.

Room 1

This area is not lit by glow lanterns. There are five normal doors, all locked, on walls 1,2,3,4, and 8. Walls 5,6, and 7 contain secret doors, so the combination for each of them is 5-6-7. The floor on either side of each secret door is a 5-foot-square trap door that will open onto a 10-foot-deep pit if the wrong combination of eye sockets is pushed.

Room 1 is the "Heart" of the temple, and all its walls are gold-colored. In the center of the room is a 3-foot-high stone pedestal in which is embedded a gold-hued, octagonal stone giving off a pulsating light. The stone has four T-shaped handles inside depressions which are spaced evenly around its visible surface. If all four handles are grasped in the space of one round or less, all characters or creatures involved will be affected as though *Cure Light Wounds* had been cast on each of them. If less than all four of the handles are grasped within a round's time, the character(s) or creature(s) holding the handle(s) will suffer as though *Cause Light Wounds* had been cast on each one.

Caught in the door on wall 8 is a piece of homespun green cloth. This is a scrap from the scarf of one of the captured women. Any player character has a 50% chance of catching sight of it if that character comes within 5 feet of the door; the cloth will always be spotted if the door is examined.

Room 2

The walls of this large room are green. The room is not lit by glow lanterns. There are double doors, both locked, in walls 1 and 8 and a secret door in wall 6. In the center of the room is a blood-stained, octagonal altar, 15 feet in diameter, made of green stone. If any *Detect* spell *(Detect Magic, Detect Evil/Good,* etc.) is cast on the altar, it will pivot to one side, revealing a 10-foot-deep, 6-foot-diameter hole beneath it. Characters will immediately see the contents of the hole: three small brass coffers, closed with sturdy latches but not locked, and what appears to them to be a huge spider but is actually a phase spider: AC 7, MV 6", HD 5 + 5, HP 20, #AT 1, D 1-6 plus poison (save at -2), SA phase shift. The spider will go out of phase within a few seconds after being seen, having been alerted to possible danger by the moving of the altar. It will not leave the treasure hole or attack unless one or more party members descend into the pit.

The first brass coffer the characters examine (if they overcome the phase spider or are able to get the coffer out of the pit without defeating the spider) will contain a choker of 10 matched emeralds, worth 5,000 gp altogether. It acts similar to a *Necklace of Strangulation;* if donned, it will begin strangling its wearer to death after 1-4 more rounds have passed. It does 1 point of damage per round and can only be removed by a character other than the wearer, at a chance equal to that character's bend bars/lift gates percentage. One such removal attempt may be made per round. The necklace will register positively to *Detect Magic* and/or *Detect Evil.*

The second coffer characters will open contains a leather belt with a metal buckle. There are two words in the chagmat language engraved on the buckle. The one on the front is pronounced "Graa," and the one on the back is pronounced "Yegraa." If the words can be translated (via *Comprehend Languages* or similar means), the belt can be used by any character. When the wearer says the word "Graa," he or she "phases out," exactly like a phase spider. The command word "Yegraa" reverses the process. The belt has a sale value of 3,000 gp.

The third coffer contains a bandolier with eight identical daggers (1,000 gp value each) in its sleeves. These weapons will act non-magical if used as hand-held weapons, but will be +2 weapons if thrown at a target.

Room 3

The walls of this room are black, and the room is not illuminated. Sets of double doors, both locked, are on walls 3 and 7. This room was employed in the past as an arena and auditorium, but is not currently in use.

Sets of bleacher-style seats fill the north and south walls and adjacent areas (see map), with open passageways leading east and west to the doors and a 20-foot-diameter open area in the center of the chamber. On the north wall, at the highest vantage point of any location in the room, is a large, ornate throne.

The throne is made primarily of rich, dark hardwood. Eight gems ("eyes") of 100 gp value each are imbedded in the backrest, and the arms and sides of the throne contain dozens of other less valuable (10-60 gp maximum) gems and semi-precious stones. Protruding from the backrest are eight "arms," actually thin metal rods meant to simulate the legs of a spider. Each of the "arms" can be manipulated up and down to a small degree. One of them has a special property which this movement will activate.

Moving the lowest arm on the left side (as seen from in front of the throne) will open a hatch in the ceiling above the open area at the center of the room and cause a *Web of Entanglement* to fall onto that area, trapping all characters or creatures in that location. This magic item is similar to a *Rope of Entanglement* in its effect on victims, except that the web-rope cannot be rendered harmless by cutting it. It is susceptible to fire, but any character in contact with a part of it when it is set aflame will suffer 2-8 points of damage from burns before the fire dies out.

Room 4

This blue-walled chamber is the guard room, where the hobgoblin guards can go when off duty. Any hobgoblins not already encountered as a result of the party's entrance into Room A will be found here. The room is lit by a single glow lantern. There are locked double doors on walls 6 and 8. On wall 3 is a secret door.

In the center of the room is a makeshift table with four chairs around it. The table consists of an overturned crate which supports a slab of wood. There is a small, locked iron chest under the crate. The key to the chest is (or was) in the possession of the most powerful hobgoblin (the one with 9 hit points and the magic weapon). In the chest are the following items: a gaudy-looking gold-plated necklace with large imitation diamonds, worth a total of 20 gp; four jade bracelets, worth 500 gp each; a tiara of silver with a large sapphire set in it (silver worth 50 gp, sapphire 1,000); and a small pouch containing 20 small spheres of red, green, and blue glass-like substance (these are marbles, and they are worthless, but the hobgoblins don't know that).

On the table, amidst scraps of food and a scattering of hobgoblin playing cards, is a two-handled earthenware jug with three triangular symbols on it, written in the chagmat script. The jug looks worthless and is presently filled with horrible-tasting wine. The symbols stand for "Heal," "Slay," and "Protect." If one character grips the handles of the jug and speaks one of those words, one of these things will happen:

Heal: Any liquid in the jug will become one dose of a healing potion that will cure 1-12 points of damage, either from wounds or poison. This can be done up to three times a day, and the command word must be repeated each time.

Slay: Any liquid in the jug will become one dose of a deadly ingestive poison doing an immediate 4-32 points of damage to anyone who drinks it. This function can be performed twice a day.

Protect: Any liquid in the jug will become one dose of a potion of invulnerability — usable by fighters only — with a duration of 2-20 rounds. This function can be used once a day.

In all cases, the jug must contain a liquid to begin with, and the subsequent potion or poison must be drunk directly from the jug (it cannot be poured out and kept). The jug is worth 3,000 gp, and the hobgoblins have no idea it is magical.

Room 5

The walls of this room are red, the symbolic color of magic in the chagmat culture. The area is lit by four glow lanterns.

When the chagmat were a more powerful race many years ago, this room was a very powerful chamber. Three sets of double doors lead through walls 1,3, and 7. Embedded in all the other walls are irregularly shaped pieces of translucent, smoky glass, one large piece to a wall. These served as magical "cells" in the old days, holding captured demons the chagmat priests could summon forth and command into their service. The cells do not serve this purpose now; many years of disuse have caused them to malfunction. But byaculuse has turned this into a convenience, employing the room as a sort of security system to keep an eye on his captives from this remote location.

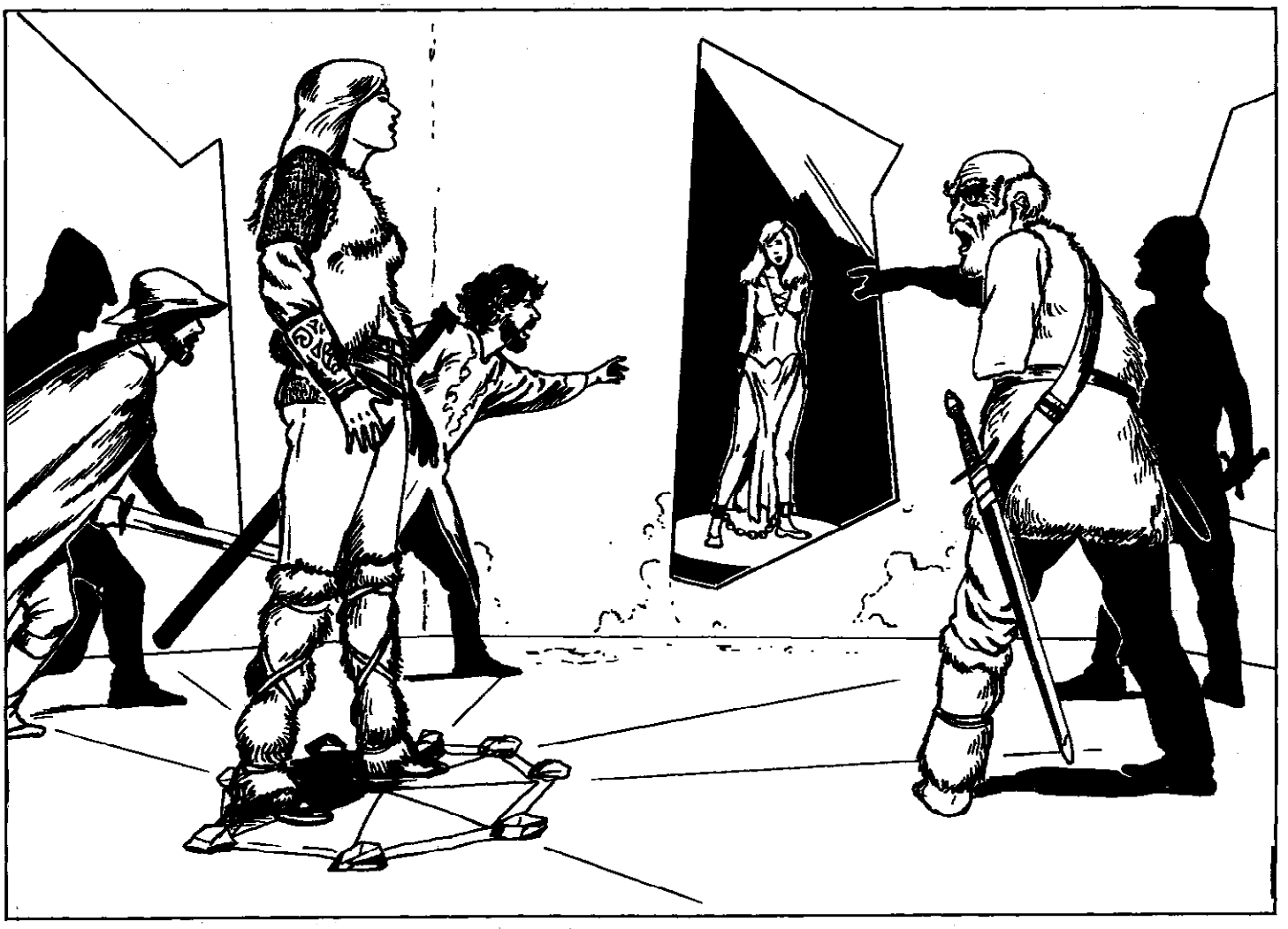
When characters enter the room, nothing will be visible in ("behind") the cells, but it will be apparent that the smoky glass is translucent. Appearing on each cell, written across the top in chagmat script, is a single word. Starting with the cell on wall 2 and reading clockwise, the words are "Yastorah," "Burkesha," "Colozag," "Mendar," and "Lofath." (These are the names of five of the most revered chagmat priests from the old days. Calling on their spirits is part of the process which was used to summon forth the imprisoned demons.)

Each cell has a perfectly smooth surface, and feels like normal glass to the touch but is practically invulnerable. The cells can only be damaged by blows from magic weapons or spell attacks, and one cell will absorb 50 hit points of damage before cracking. It takes an additional 50 points of damage to cause a cell to shatter — and when it does, the pieces will fall to the floor, revealing a solid, blank wall beneath. The pieces are worthless.

In the center of the room is a small octagon formed by colored stones set into the floor. Each side of the octagon is a different color, corresponding to the eight colors of the chagmat temple (as in Room A).

The cells presently function in this manner: If a single character or creature (chagmat) steps into the small octagon in the center of the room (there is only space for one man-sized character at a time, comfortably), faces one of the cells, and pronounces the name labeling that cell, the glass will shimmer and show an image of a woman (one of the missing maidens), seeming to come from inside the glass. If the speaker faces a different cell, the current image will fade and another woman will appear in the new cell when the proper name is uttered. If the speaker steps out of the small octagon, the cell which was "on" at the time goes blank. The cells will not function if two or more figures try to occupy the space inside the octagon at the same time.

If Akron Oheeyo is with the party, he will recognize any and all of the women as the kidnap victims and be able to identify them by name. Again reading clockwise from wall 2, the images will be those of Lurati, Wilaine, Cerasa, Henna, and Myrella. Each of them is shown in leg irons, chained to the side of a structure or large piece of furniture which cannot be identified. Their dress and physical appearance are each distinctive, so that even if Akron Oheeyo isn't around, the adventurers will know them to be the images of five different women, and they may safely make the logical assumptions that (a) these are the kidnapped women and (b) they are all still alive somewhere in this complex.



Room 6

The walls of this room are purple. Sets of doors, both locked, lead through walls 3 and 7. The room is not lit by glow lanterns.

This room was formerly used as a judicial chamber where chagmat priests would hear "cases" and pass sentence on the accused. A 6-foot-high stone bench with eight empty seats behind it curves across the northern half of the chamber. On the bench in front of each seat is a gold headband with a single jewel set in it. Facing the front of the judges' bench and reading from left to right, the jewels are colored yellow, orange, purple, gold, green, black, blue, and red.

At each end of the judges' bench is an 8-foot-tall metal statue of a chagmat warrior, its six arms outstretched. The three arms of each statue nearest the chamber walls are imbedded in those walls. The topmost arm on the side away from the wall on each statue is imbedded in the 10-foot-high ceiling. The other two arms of each statue are extended in what looks like a natural position, so that opposing arms of each statue are lined up across from each other.

Anyone who walks upright between the two statues will trigger a discharge of electricity, arcing between the two pairs of opposing arms, which will do 2-8 points of electrical damage (save vs. wands for half) to any and all in the path of the arcs. The damage can be avoided by those who crouch down or crawl across the space, since the lower of the two arcs goes straight across between the lower pair of opposing arms 3 feet above the floor. Crouching or crawling will still set off the electricity, and anyone in its path who is in an upright position will take damage as usual. Non-living matter will not trigger the electricity.

If a character or creature advances to the judges' bench and puts on or picks up a headband, then moves back toward the south half of the chamber, the statues will give off electricity as usual. Anyone holding or wearing a headband will not be harmed. Instead, the bearer will be transported instantaneously to the lower level of the temple area, reappearing in the doorway of the spider den (see lower level map) corresponding to the color of the jewel in the headband.

What a transported character sees and experiences after appearing in the doorway depends on whether the chagmat force is on full alert or is not yet aware of the intruders. (See "The Stomach of Chag" for details.) If the character remains in the doorway or proceeds into the spider den adjoining the doorway, he or she will be transported back to the judicial chamber after one round. If the character advances into the chamber containing all the altars, he or she will not be transported back unless and until the character goes through a doorway (any doorway will do). If the character loses or discards the headband after being transported once, he or she will not be able to return to the judicial chamber in this manner unless the headband is somehow reacquired.

Room 7

The walls of this room are orange. It is not lit. If characters have their own light source, one of the first things they will notice is the poor condition of all the room surfaces; floor, walls, and ceiling have all developed cracks, some of them actually gaping holes. There are unlocked double doors on walls 1,3, and 8, and the doors on the north wall are open. A secret door is located on wall 7, and is trapped (as in Room 1) with a pit on either side of the portal.

Positioned along walls 4, 5, and 6 are massive wooden cabinets with glass doors. The doors are closed and latched but not locked. Inside the cabinets is a wide variety of what appear to be edible foodstuffs (roots, tubers, leaves and greenery), plus several sets of crude dishes, pots, and eating utensils. If adventurers open and thoroughly investigate each cabinet, they will discover in the third cabinet examined a small pouch containing seven sprigs of mistletoe.

Against wall 1, partially obstructing the open doorway leading through that wall, is the carcass of a fire beetle being feasted upon by 6 giant ants. These ants will pay no heed to anyone or anything else in the room unless their feeding is disturbed. Above and behind the carcass, characters will notice that there is a corridor leading directly north which is illuminated by glow lanterns.

There is a 1-foot-wide crack running through the south wall which serves as the ants' lair. If the ants feasting on the fire-beetle carcass are disturbed by the party's attempt to pass through the north doorway, another 11-20 ants will emerge from the crack and attempt to attack the group. None of the ants will pursue the adventurers down the corridor leading to Room 7A (instinctively choosing to remain close to their queen, who always stays in the lair), but the party will certainly have to engage the ants a second time when they return from Room 7A to the larger chamber. All the ants encountered here are workers: AC 3, MV 18", HD 2, HP 7 each, #AT 1, D 1-6 (workers have no poison).

Room 7A

This is a small octagonal room with walls of natural stone, lit by a single glow lantern. The door at the north end of the corridor is a 3-foot-wide, 6-foot-high barrier of oak and banded iron. It is barred on the side facing the corridor, but is not otherwise latched or locked. The corridor, 30 feet long, is made of featureless natural stone and is not remarkable in any way.

The room is a prison cell. Its present occupant is Cosmo, the human druid referred to earlier in the text. Cosmo is a 6th-level druid, AC 9 (due to dexterity bonus), HP 19, Str7, Int 12, Wis 16, Dex 15, Con 9, Cha 17. When he was abducted and taken prisoner by the chagmat, Cosmo carried the following spells, which he will be able to employ if and when he is reunited with his mistletoe: *Detect Magic (x2), Predict Weather, Purify Water, Create Water, Cure Light Wounds (x2), Neutralize Poison,* and *Repel Insects.* (Cosmo did have a full complement of spells when captured, but has since cast a *Summon Insects* spell under duress during one of the interrogations he has undergone.)

Cosmo is attired in a simple, thin robe and has no belongings on his person or anywhere in the room. He will say he is proficient with the dagger, staff, and hammer, should the party see fit to give him the use of a weapon. He knows virtually nothing of his whereabouts (almost certainly less than the party would have already learned), but he does have an idea about the purpose the chagmat intend to employ him for, and he will briefly describe this purpose to the party if questioned. If he is released from captivity, he will try to persuade the party to accompany him out of the complex by the most direct route possible — although he will have no idea what the best route is. Adventurers will be able to convince him to change his mind by one of two methods: promising him a share of the reward for rescuing the women, or by impressing on him the importance of helping to vanquish the chagmat before the "spider plague" is brought down on the countryside.

Room 8

The walls of this room are yellow. The area is lit by four glow lanterns hanging from the ceiling. Sets of double doors, both locked, are on walls 3 and 5. Wall 1 contains a secret door. Walls 6 and 8 have features on them that appear to be other secret doors, but are actually hinged panels, behind which are sets of bookshelves. (The "combination" for each bookshelf panel is simply the number of the wall on which the panel is located, either 6 or 8.) If one of these panels is activated, a 3-by-6-foot section of the wall will swing outward, revealing five shelves liberally packed with important-looking (but meaningless and virtually worthless) books and documents. This room was formerly used as a conference room and library. None of the information in any of the literature will be of any use to adventurers even if it can be deciphered. The books might be worth

10-50 gp each to a collector if someone takes the trouble to carry one or more of them out of the temple.

In the center of the room is a 20-foot-diameter octagonal table with eight chairs around it. Both table and chairs are made of stone and are ordinary.

The shafts

Three vertical shafts are located in the vicinity of Room 8, one in each corridor connecting that room with other parts of the temple. Each of the shafts is 10 feet wide and 60 feet long (just like the corridors) and sheer, although not literally smooth (having been hewn from the rock). Chagmat can negotiate the shafts without the aid of other equipment; characters will need rope, climbing equipment, or magical means to ascend and/or descend safely.

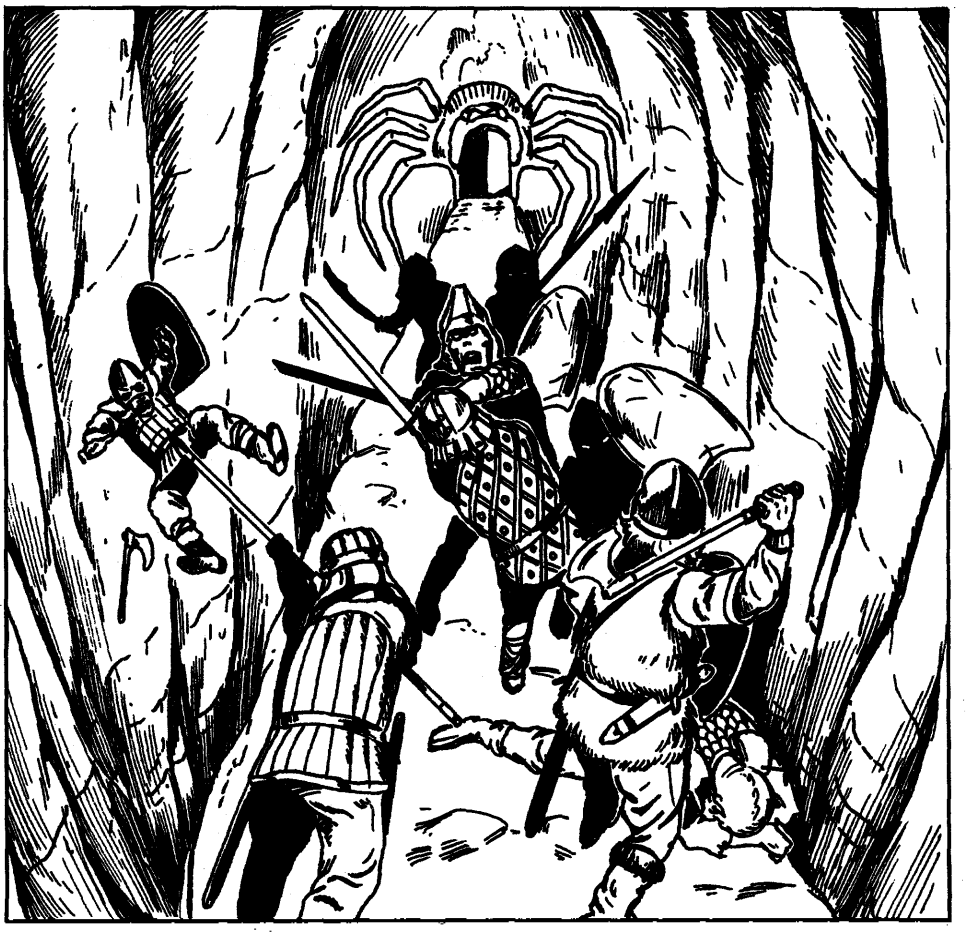
The temple, lower level

The predominant feature of the lower level of the chagmat temple is a 150-foot-diameter octagonal chamber used for worship services and sacrifice. The area also includes eight smaller chambers, roughly octagonal and each about 20 feet across, employed as dens for the various colors of spiders. In the vicinity of the spider dens are other small hollows that serve as living quarters for the chagmat clerics. Twisting their way under the mountain are dozens of narrow tunnels, some of them opening onto larger areas that have been (and may again be) used as hatcheries for great quantities of spider eggs.

The Stomach

This chamber has a 50-foot ceiling. The Great Altar, a 20-foot-diameter octagon of gold-colored stone 8 feet high, is in the center of the room. Seven smaller stone altars (10 feet across, 4 feet high), one for each of the other colors of spiders, are spaced evenly around the perimeter of the chamber, each one 10 feet away from the nearest wall. Starting with the one nearest wall 2 and reading clockwise, these altars are colored green, black, blue, red, purple, orange, and yellow.

On each wall is a 15-foot-high, 10-foot-wide doorway leading to a spider den for the same color of spider as the altar nearest it. The doorway on wall 1 leads to the gold spider den, which is larger than any of the other dens. Each doorway has a set of double doors opening into the dens, made of metal and



appropriately colored, which can be used to seal off the spider dens from the main chamber. At present, all of these doors are "jammed" wide open because the only way to operate them is with the special Chime of Opening from the ogre's treasure hoard in Cavern 5. Any set of doors can be made to open and close by striking the chime within 10 feet of the doorway (on either side). It takes 5 segments for the doors to swing completely shut (from the wide-open position) or to reopen.

The main chamber is illuminated by a three concentric rings of hanging lanterns upon which have been cast soft, golden-tinged *Continual Light* spells.

Each altar has a bas relief of Chag sculpted on each of its sides, with the usual sets of sockets containing "eyes." Each of the gems or semi-precious "eye stones" is worth 5-50 gp.

The only entrance to the main chamber (other than through the use of the headbands from Room 6) is down a sloping corridor leading from Room 8 through the yellow spider den.

If the adventurers get to the main chamber before the chagmat have been alerted to their presence in the temple, the chagmat force can be surprised. All four of the chagmat Acolytes will be present in the chamber, along with 1-6 fighters. Byaculuse will be in his quarters, in the cavern to the northeast of the gold spider den. The remainder of the fighters (those not initially present) will arrive at the chamber 1-20 rounds after the first party member appears on the scene. Pagoyak, the giant gold spider, will arrive in the Chamber 11-20 rounds after the party gets there, or in 7-14 (d8+6) rounds if Byaculuse is able to summon the creature.

If word of the adventurers' presence has reached the chagmat, the force will be on full alert, the conditions of which are as follows:

The *Continual Light* spells will be selectively toned down, leaving only soft pools of light (equal to a *Light* spell's brightness) shining down on each of the lesser altars. Any surviving chagmat Acolytes will be hidden behind the altars of their respective colors, crouched down along the side closest to the nearest doorway.

All the chagmat fighters who are left to defend the temple will be clinging to the walls in pairs. The first two will always be stationed on either side of the doorway by the yellow altar, and any others will be in positions where they can support and defend the clerics if necessary.

If the chagmat force is on alert, Byaculuse will have summoned Pagoyak, and the spider will be lurking in Byaculuse's quarters, waiting for a signal from his master to attack. Byaculuse will be hiding atop the gold altar in the form of a small gold spider. All members of the chagmat force will initiate an attack simultaneously at the first good (for them) opportunity.

Byaculuse

The reigning High Priest of this chagmat temple is a 5th-level cleric, AC 3 (counting dexterity bonus and benefit from *Amulet* of *Chag),* HP 21, Str 13, Int 16, Wis 16, Dex 16, Con 14, Cha7 (16 to chagmat). He carries the following spells: *Dispel Magic, Silence 15' Radius, Hold Person (x2), Cause Light Wounds (x2),* and *Sanctuary.*

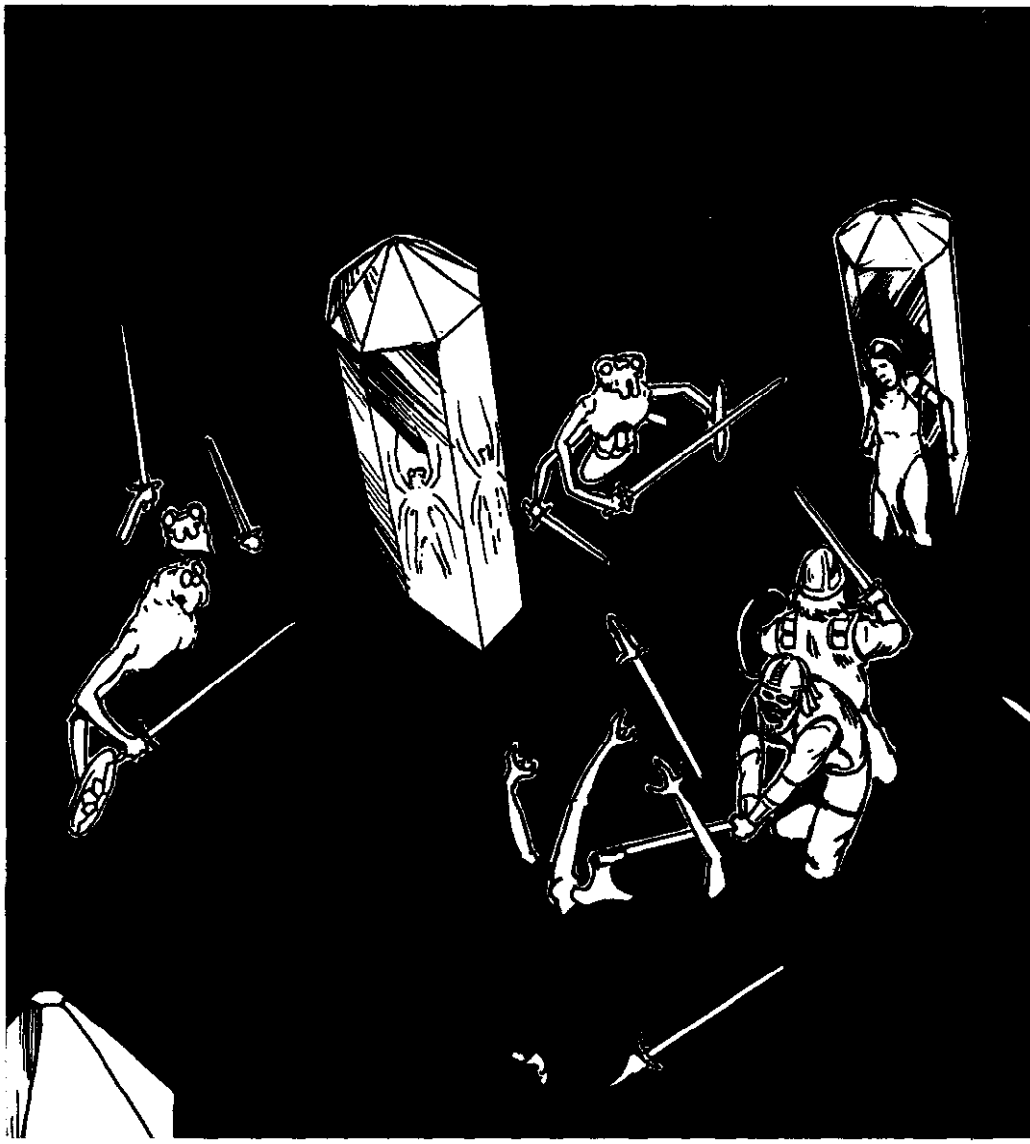
Byaculuse, like other chagmat clerics, wields a club (when in his humanoid form). He wears on his person two magic items: a *Ring of Regeneration* and an *Amulet of Chag.* This device functions as an *Amulet of Protection +1* and also allows the holder or wearer to polymorph into a small gold spider while retaining normal intellect (spell-casting ability). The holder, if a chagmat, can assume spider form as often as once per turn (the process takes 1 segment), and can revert to humanoid form at will. A non-chagmat using the amulet can polymorph into a small gold spider once per day and can resume normal form whenever desired, but each time a transformation occurs the holder must make a system shock roll at -15% to survive. The polymorphing power is activated by uttering the command word "Shobaya," which is engraved on the amulet in the chagmat language and must be spoken in the chagmat tongue.

Pagoyak

This giant gold spider is the pet, protector, and servant of Byaculuse: AC 4, MV9"*18", HD4+4 (hits as a 6 HD monster), HP 32, #AT 1, D 2-8. Pagoyak's bite, in addition to the damage it does, injects a poison into its victims which causes dizziness (-4 to hit, +4 to be hit) for 1-6 rounds, followed by unconsciousness for 1-3 turns thereafter. A save vs. poison at -2 will negate this effect. Pagoyak will be wandering through the tunnels if the chagmat have not been alerted to the party's presence. If the chagmat force is on alert, Pagoyak will be in Byaculuse's quarters awaiting further instructions from its master. The High Priest (and only he) can summon the spider by sounding a gold-colored, octagonal gong hanging on the wall of den gold spider den.

The yellow den

This chamber, unlike the other seven dens, is strategically important to the defense of the main chamber and is always occupied by a guardian spider. If the adventurers enter the den by way of the corridor leading from Room 8, they must pass through a set of lo-foot-high, 6-foot-wide double doors (each door is 3 feet across). These doors are unlocked and will swing open easily.



This den, instead of a floor, is covered by a web anchored at several points outside the perimeter of a 20-foot-deep pit that is virtually as large in diameter as the den itself. The webbing is somewhat sticky and difficult for any characters or creatures other than chagmat or spiders to negotiate; the movement rate of an encumbered character is cut to one-third of normal when crossing the web, and characters not so encumbered travel at one-half their normal rate. The yellow spider den is illuminated by a single glow lantern, hanging in the center of the chamber, so that the edges of the webbed area are in deep shadow.

Lurking along the southwest edge of the room is a giant yellow spider that will advance and attack when anyone enters the den from either direction. The doorway leading to the corridor is too narrow for the spider to pass through comfortably, and it will not pursue characters or creatures that try to escape in that direction. It will follow an adversary through the doorway leading into the main chamber. The spider is AC 4, MV 3"*12", HD 4+4, HP 15, #AT 1, D 2-8. The yellow spider's bite is poisonous, causing an extra 1-6 points of damage if a save vs. poison (at +2) is not made.

Living quarters

The only chamber used for living quarters that contains anything of note is the residence of Byaculuse. The only ordinary furnishings in the High Priest's quarters are a crude bed and a simple chair. A single glow lantern provides dim illumination. Under the bed is an iron box, measuring 2 feet on a side, that at first appears to be solid metal. It has a hidden seam and lock (same chance to find as for a secret door) which must be found before it can be picked. Byaculuse has the key to the box in the pocket of his robe. In the box are two items:

A *Wand of Darkness* (acts as a spell of the same name) with 6 charges left. Its command word is "Nyagoa," which is written on the wand in chagmat script and must be spoken in the chagmat language.

A book describing the spider-plague

Byaculuse is planning to cause. Since the High Priest has not succeeded in gathering all the information, materials, and assistance needed to carry out the plans, the information in the book is not important to the adventurers.

On the east wall of Byaculuse's quarters is a 6-foot-high, 3-foot-wide mirror of gold-tinted glass, its frame etched with chagmat runes. It is embedded in the wall and cannot be removed without shattering it. This is a *Mirror of Teleportation* linked to the receiving chamber in Cavern 8.

The runes are pronounced "Agak fur Agaa." If they are spoken by a character or creature standing within 2 feet of the mirror, the glass will shimmer. That character or creature may then step through the mirror and will emerge in Cavern 8. This teleportation works in only the one direction (to the cavern, but not back), and can be performed by only one character *or* creature at a time.

Spider tunnels

These relatively narrow passages (all roughly 5 feet wide and 6-7 feet high) zig and zag throughout the interior of the mountain. Occasionally a tunnel will open onto a chamber or alcove designed to serve as either a priest's quarters (chambers marked "Q" on the map) or as hatcheries for spider eggs (marked "H"). Unless one or more of the chagmat clerics chooses to head for home and go into hiding after the adventurers arrive in the main chamber, none of the living quarters or hatchery areas will be occupied. Each of the living quarters is illuminated by one glow lantern, but contains no other items or objects. Otherwise, the tunnel areas and hatcheries are not lit.

The tunnel network is self-contained and entirely interconnected; that is, there are no exits out of the mountain to be found by traveling through the tunnels, and there are no dead ends within the network. The system is actually on two levels; the numbered passages around the edge of the lower-level map represent places where the tunnels slope gradually downward and turn inward, forming an even lower level composed entirely of twisting, maze-like passages with no chambers or alcoves.

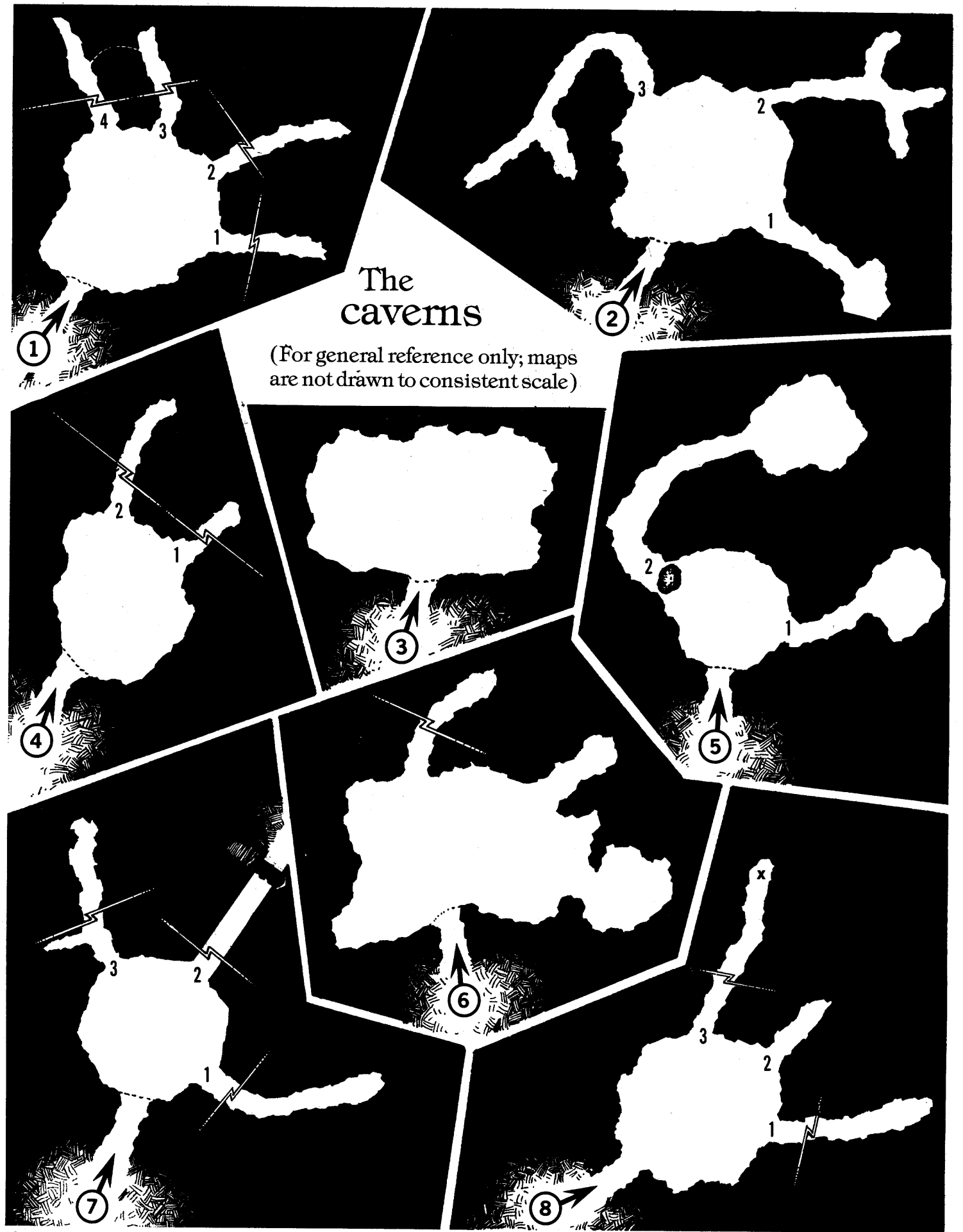
If one of the characters in a group traveling through the tunnels is able to detect sloping passages and succeeds in an attempt to do so, the party will be aware that it is on a descending route and may decide to turn around, going back the way they came and returning to the area on the lower-level map at the numbered location where they left the area. If the downward slope is not detected and the group descends for longer than one turn before reversing its route, the group is lost on the next lower level of tunnels. It will take 7-12 turns of aimless wandering before the lost group will accidentally discover a passage that slopes upward. If the group continues along that course, they will "reappear" on the map at one of the 12 numbered locations, determined at random.

Note: The chagmat, knowing the configuration of the tunnels prevents anyone or anything in them from escaping, will not pursue intruders into the tunnel network any further than the areas of the living quarters. Sooner or later, any characters who seek refuge or escape in the tunnels must re-emerge in the main chamber (where the surviving chagmat will be ready and waiting) or eventually die of thirst and starvation.

The prisoners

The five kidnapped women are being held prisoner in the "Stomach," each of them bound by a single chain and leg iron to the side of one of the lesser altars. Lurati is chained to the side of the black altar, Wilaine to the red, Cerasa to the purple, Henna to the orange, and Myrella to the green. If the chagmat force is on full alert, the women will have been knocked unconscious. Freeing a prisoner requires a key to the altar chains (both Byaculuse and the Red Acolyte have one), or the chains can be broken open by repeated blows (at least 25 points worth of damage) from edged weapons.

The women have no knowledge of the temple and cannot provide any useful information. They are, of course, happy that rescuers have come onto the scene, and they will cooperate fully in any attempt to escape the temple area. However, they will not willingly put their own lives in jeopardy and will resist any attempt by another character to do so. They are not proficient in the use of any weapon, but can manipulate any weapon weighing less than 100 gp and will not hesitate to fight back in self-defense. But more than anything else, they simply want to get out. And, by this time, the adventurers should feel the same way...


The caverns
(For general reference only; maps are not drawn to consistent scale)
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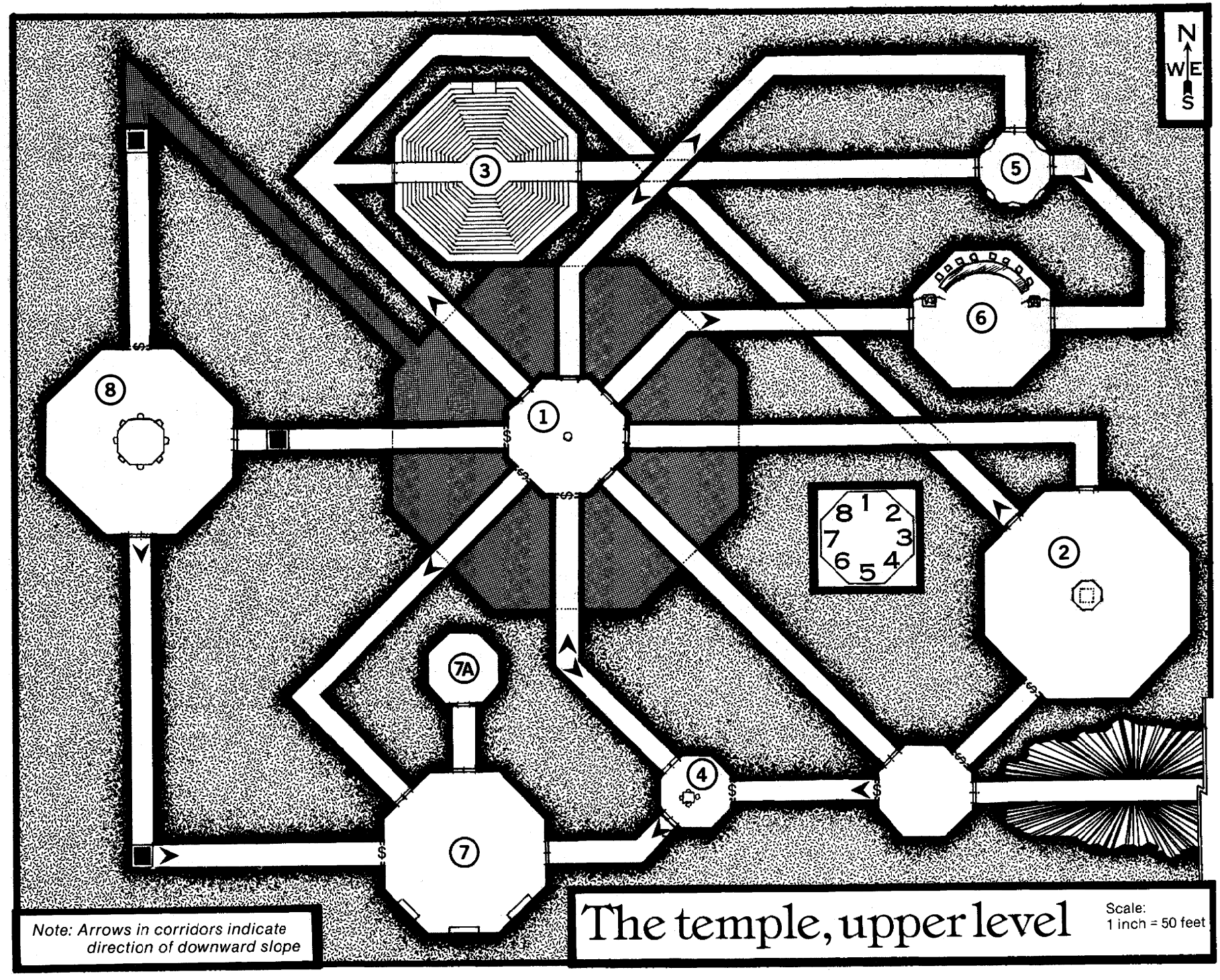
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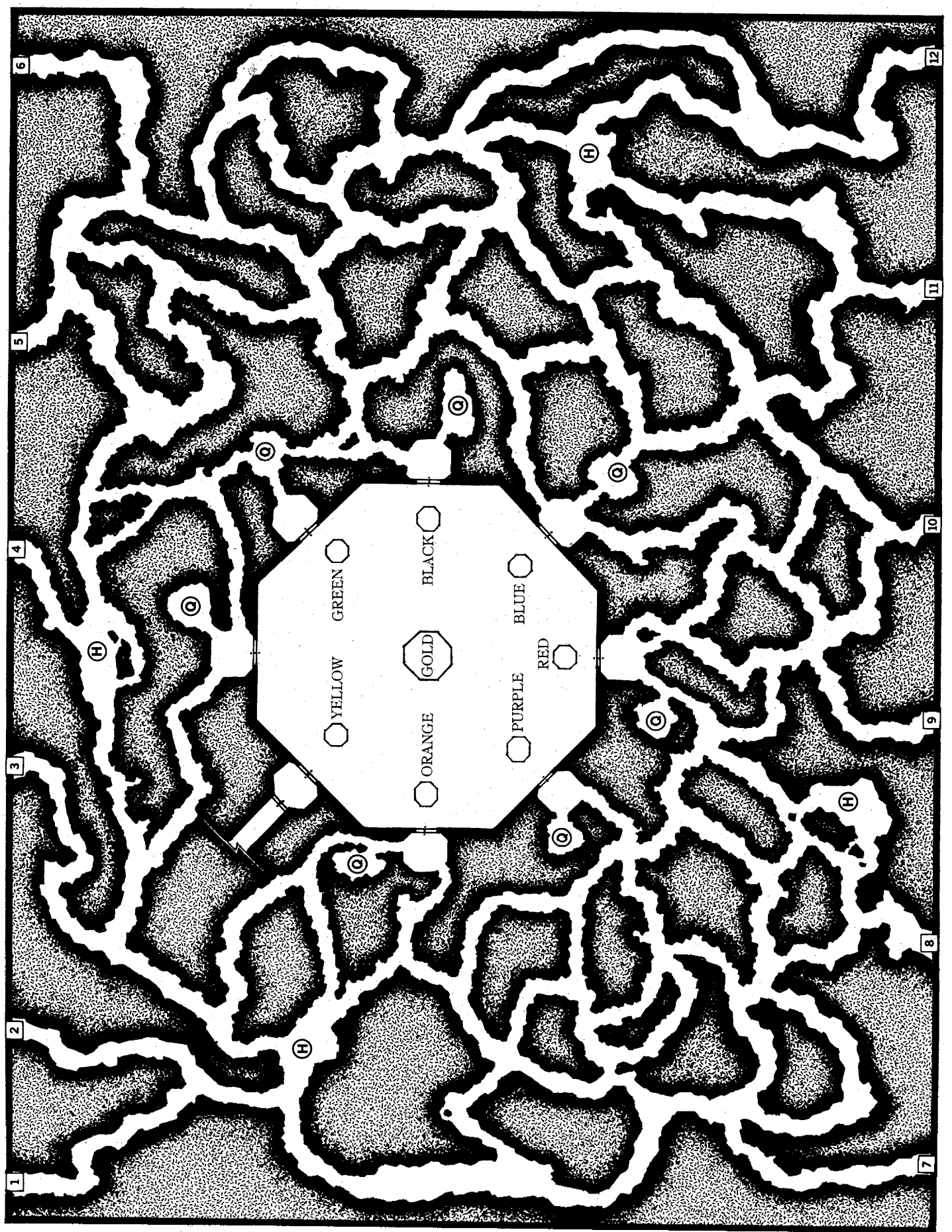
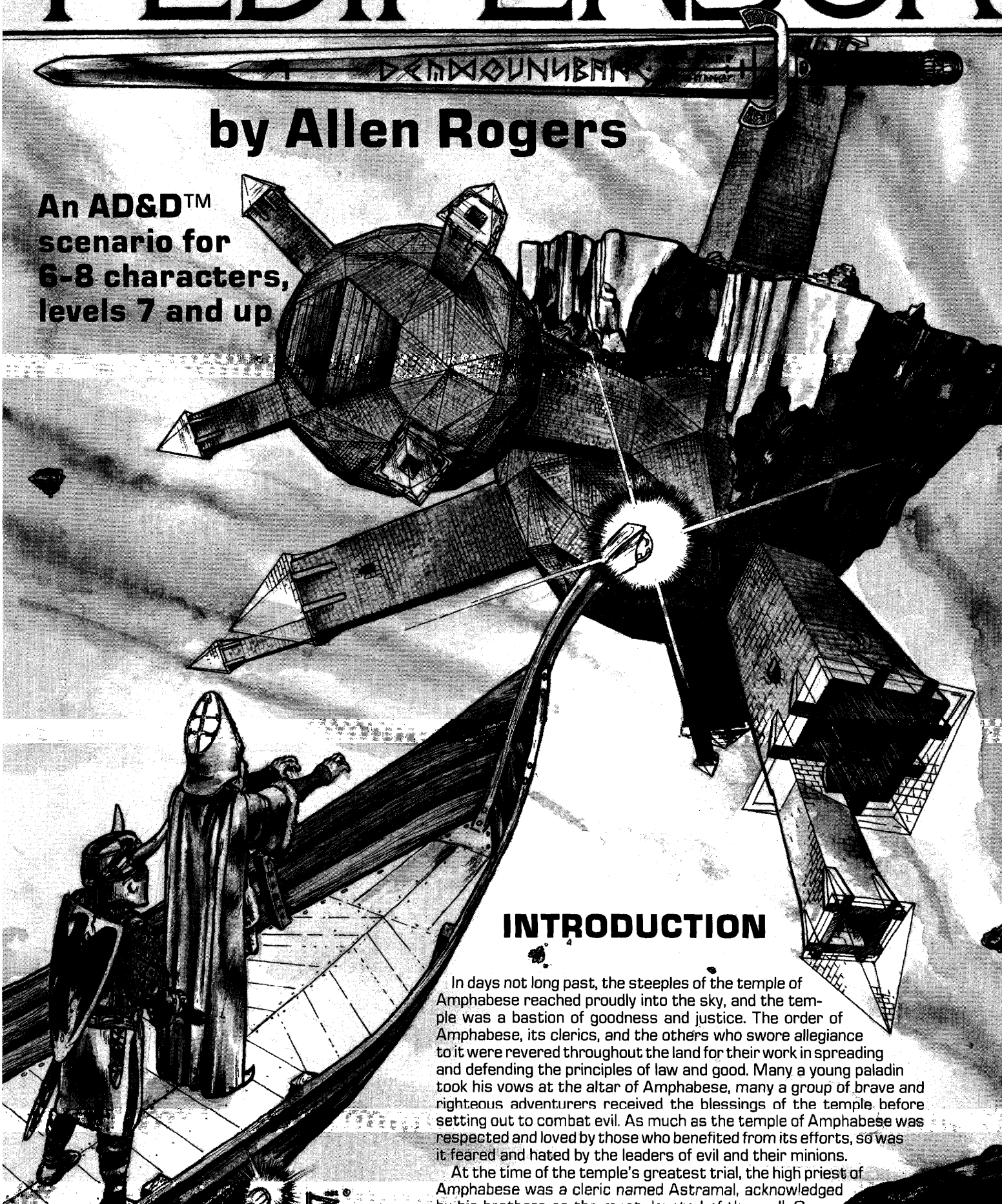
Note: Arrows in corridors indicate direction of downward slope
The temple, upper level
Scale:
1 inch = 50 feet

The temple, lower level

Scale: 1 inch = 50 feet
Note: Widths of tunnels not drawn to scale.



FEDIFENSOR



by Allen Rogers

An AD&D™ scenario for 6-8 characters, levels 7 and up

INTRODUCTION

In days not long past, the steeples of the temple of Amphabese reached proudly into the sky, and the temple was a bastion of goodness and justice. The order of Amphabese, its clerics, and the others who swore allegiance to it were revered throughout the land for their work in spreading and defending the principles of law and good. Many a young paladin took his vows at the altar of Amphabese, many a group of brave and righteous adventurers received the blessings of the temple before setting out to combat evil. As much as the temple of Amphabese was respected and loved by those who benefited from its efforts, so was it feared and hated by the leaders of evil and their minions.

At the time of the temple's greatest trial, the high priest of Amphabese was a cleric named Astramal, acknowledged

FEDIFENSOR

night Astramal was awakened by a terrible dream — a nightmare that he took to be a vision of the future. In his dream, he saw the temple and all its grounds desecrated and destroyed, and superimposed on the scene of carnage was the gloating face of a powerful demon. Astramal saw the dream as a message from his deity, the god's way of warning the temple that its fate — or one of its possible fates — was to be overrun by the forces of evil and chaos.

The high priest meditated and prayed for guidance all the next day, but received no inspiration. Then he slept, and he had a second vision. In this dream Astramal saw himself — but as an elderly person, a man years older than the priest was at present. Astramal was in conference with a tall, strong warrior dressed in silver and white — a paladin. Cradled in the arms of the high priest was a large, finely crafted sword which Astramal presented to the warrior. That scene faded, to be replaced by the sight of a battle between the paladin and a demon. Because of the power in the special sword, the paladin was an easy victor; the demon was destroyed, and the good warrior stood alone, his sword raised high and his head down in prayer.

Now, thought Astramal, he knew enough to embark upon a course of action. The first thing he needed to do was acquire a great sword like the one he had envisioned, and for this he went to enlist the aid of a secluded band of gray elves who lived to the east. The elves respected the temple of Amphabese, and they appreciated the temple's location, between their enclave and the nations of evil which lay to the west, across the sea. Astramal conferred with the leaders of the faerie tribe and convinced them that his dreams were indeed visions of a foreboding future. The elves, impressed with the seriousness of this apparent threat — not only to the temple, but to the elves' continued existence — agreed that they would craft a sword of highest quality and enchant it with the most powerful abilities their wizards could conjure up.

Astramal returned to the temple and told his anxious brothers to go about their usual tasks. The elves' work would take weeks, perhaps months, to complete, and the priest's second vision had suggested to him that it would be years before he would encounter the paladin who would later vanquish the demon.

As it turned out, more than three years came and went before Astramal heard from the elves again. Many times he was on the verge of setting out for the elves' enclave again, to see what had happened, even at the risk of annoying the faerie folk. He worried more and more; his hair became more silvery, his brow more furrowed, and he began to look like the old man in his second vision. He prayed for enlightenment, and was rewarded with the wisdom and willpower to wait faithfully. Then, one day the sentries at the temple gate were accosted by an entourage of gray elves seeking an audience with Astramal. The high priest received them at once, and was promptly presented with the awesome result of the elves' efforts: a mighty, magical sword the elves called Fedifensor, or "Defender of the Faith."

The master smith who forged the blade was in the traveling party to make the presentation himself. "This is my greatest creation," he told Astramal. "It is a weapon so endowed with goodness that even the greatest of demons must flinch at its gleam. And it can only be wielded by a truly righteous hand."

Astramal accepted the sword and its scabbard with gratitude and humility. "I will treasure this gift for as long as I am alive and as long as the temple of Amphabese stands, Its use will only be entrusted to the most worthy warrior in the land — and I will place the welfare of the sword above my own safety if that choice ever needs be made."

The services of thanksgiving went on at the temple for several days after the elves had departed. Then Astramal and the elders set about deciding who should be entrusted with the sword. They tested a list of candidates, made up of all the paladins who regularly visited the temple to renew their vows, and settled on one Boyd De Thalion, generally acknowledged as the most righteous and most powerful warrior in the land. Astramal presented the sword to Boyd, in a ceremony that looked very much like what he remembered from his dream, and the paladin took up residence at the temple to await the time when he and Fedifensor would be called upon.

For months thereafter, no one visited the temple whose virtue and skill could compare with Boyd De Thalion's. Then a warrior appeared who seemed Boyd's equal in many ways, He called himself Karl, and he might have done very well in the tests — except that the first test was to meet Boyd himself.

As soon as Karl entered the chamber where the champion waited, Boyd drew Fedifensor from its sheath. The sword's blade turned fiery red, and Karl's true nature was revealed: The challenger for Boyd's position was a demon — one that looked like the very demon Astramal had seen in his first dream. Its ruse destroyed, the demon dropped all pretense and attacked the paladin. After a vicious battle, Boyd slew the demon with his sword and cast its material body back from whence it came.

Thus, the second part of Astramal's dream-prophecy had come true. But what of the first dream? Was the temple still vulnerable to a threat that would breach its walls and tumble its towers? Astramal and the clerics could not be sure the threat was over, and they and their champion remained vigilant.

The answer to their questions finally came, in the form of an invasion of evil hordes from across the sea. Where a single powerful demon had failed, thousands of lesser creatures seemed more likely to succeed. The invading force overran everything in its way and advanced inland, cutting a swath of terror with the temple directly in its path.

The assault on the temple, when it came, was not a surprise. But that fact did not lessen its severity: hundreds of fighters on both sides perished in the courtyard within the first minutes of battle — and one of the fallen was Boyd De Thalion. The champion waded into the thick of the fight, wielding Fedifensor with dedication and confidence. But as powerful as it was, the sword could not stem the tide of onrushing bodies that descended on the champion. The foes who delivered Boyd's death blows were filled with bloodlust, not greed, and so they ignored the gleaming sword that fell by his side. Astramal, however, did not.

In the confusion of battle, while the defenders of the temple were slowly beating back the invaders, the high priest scurried from his hiding place into the courtyard and managed to retrieve Fedifensor and its scabbard. He slipped the sheath around the blade and carried the weapon into the temple through a secret entrance. Huddled in a secluded tunnel, with the sounds of battle still somewhat distant, Astramal began to chant a spell which would carry his spirit, and the sword, far from the carnage. The magic worked; Astramal's essence passed into the Astral Plane, carrying the blade along. If the temple fell, thought Astramal in his last moment of physical existence, at least Fedifensor would not be a looter's prize, to spend the rest of its existence locked away in some evil creature's treasure hoard.

Thus did Astramal keep his promise to the elves — at the cost of his own life. The priest's material body perished soon thereafter, in a fire that gutted part of the temple — and Astramal's essence in the Astral Plane died at the same time, leaving Fedifensor floating in the void.

The temple did not fall, although the ranks of the forces of good were severely decimated before all the evil creatures were fought off. The clerics and warriors who survived the fight — including some who had seen Astramal enter the secret passage with the sword — realized what the priest had done, and what had happened to Fedifensor, when they discovered Astramal's body without the sword nearby.

Now the clerics of Amphabese are searching far and wide for a band of adventurers dedicated to the cause of good who will risk a journey into the Astral Plane to recover Fedifensor — and they seem to have found a group of likely heroes in the player characters who have just accepted the task.

Note: All of the following is for the DM's use only and should not be known by players before the adventure begins.

FEDIFENSOR

The magic sword which is the object of this adventure has the following powers:

In the hands of a non-paladin of lawful good alignment, Fedifensor is a +2 bastard sword. It has an intelligence of 17, an ego of 18, and (of course) is aligned lawful good. It cannot be touched or carried by anyone of another alignment unless the blade is sheathed in its special scabbard.

In the hands of a paladin, Fedifensor is a +5 weapon and also exhibits these other abilities: 1) Magic resistance of 50% in a radius of 5 feet; 2) Dispel magic can be cast upon any spell cast on the sword or its wielder whenever the paladin desires, at a level of spell use equal to the experience level of the wielder; 3) At a range of 1"/level of the paladin, the sword can detect the presence of major evil entities [demons, devils, undead, or any evil creature that can only be hit by a magic weapon). If the blade is unsheathed, it will immediately begin to glow bright red, as if just drawn from a forge furnace; and 4) it inflicts an additional point of damage (beyond the usual +5) for each experience level of the wielder when used against a demon.

When Astramal's essence on the Astral Plane ceased to exist, Fedifensor was cast loose into the void. During the time it took the clerics of Amphabese to gain the aid of a rescue party, a small group of githyanki warriors (see the FIEND FOLIO™ Tome) came upon the sword in its scabbard. They perceived the blade to be magical, although they don't realize the full extent of its powers, and traveled with it back to their outpost, where they deposited it for safekeeping.

GETTING TO AND FROM THE ASTRAL PLANE

There are many ways of reaching the Astral Plane and returning to the Prime Material. The method the party uses will have a great effect on the adventure as events move along, and the DM must moderate the adventurers' actions accordingly. If the party does not possess an appropriate magic item or the necessary spell-casting ability to enter the plane, it could be arranged for one of the clerics of Amphabese to cast a spell on behalf of the group, and (depending on the method used) the cleric may or may not accompany the party into the plane. If the DM needs or wants to employ such a cleric as an NPC, the character's ability scores and spell capabilities should be predetermined.

ENCOUNTERS

Because this adventure is a search-and-recovery mission rather than a "simple" journey through the Astral Plane, encounters will occur relatively often. Check for a random encounter once every 4 hours by rolling d4, with a result of "1" indicating an encounter. The following table is suggested as a list of possible encounters and their frequencies; the DM can easily alter most sections of it to suit his or her preference.

The passage of time between encounters, when search movement is being conducted, has little meaning to player characters while they are on the Astral Plane. However, the DM must keep a careful record of elapsed time so that activities going on in the Prime Material Plane at the same time can be properly moderated.

Encounter Table

d& roll	Encounter type	Number (notes)
01-20	Githyanki Outpost	1 (see following)
21-23	Aerial servant	1
24	Demon, major	1
25-26	Demon, minor	1-3
27	Demon, prince	1
28	Devil, arch-	1
29	Devil, greater	1
30-32	Devil, lesser	1-3
33-52	Githyanki	1-4
53-55	Intellect devourer	1-2
56-60	Invisible stalker	1-3
61-65	Ki-rin	1
66-70	Night hag	1-4
71-74	Nightmare	1-4
75-79	Rakshasa	1-3
80-83	Shedu	2-5
84	Titan, elder	1
85-87	Titan, major	1
88-90	Titan, lesser	1
91-00	Void Cruiser	1 (2-7 githyanki on board)

Special rules: The party will have no more than 6 encounters or 20 encounter checks (whichever comes first) before running across the Githyanki Outpost. If the outpost has not been encountered by the time the sixth encounter is determined, or the 20th encounter check is made, the party will automatically locate it at the end of the next four-hour interval. The party will always have at least two encounters (or reach the maximum of 20 encounter checks) before finding the outpost; if the Githyanki Outpost is indicated by a roll on the table for the first or second actual encounter, roll again until a different result is obtained.

THE VOID CRUISER

This small ship, designed by the githyanki to speed group travel through the Astral Plane, has the hull/fuselage shape of a large sailing ship but does not have masts. Along either side of the hull are batwing-shaped sails — for decoration and stabilization only; they have no effect on the ship's speed.

A Void Cruiser can carry up to 12 man-sized passengers. It travels at a movement rate equal to that of the most intelligent passenger, and in the direction desired by that "pilot." If two or more individuals in the traveling group have the same high intelligence, the "pilot" for the voyage being undertaken is determined at random, and will serve in that role until one or more of the eligible individuals disembarks, at which time another random selection is made for the subsequent voyage. (For purposes of this adventure, ignore the 96" astral movement rate given for the githyanki in the FIEND FOLIO™ Tome. All characters and creatures, moving as individuals, can travel in the Astral Plane at a rate of 10" per point of intelligence, as specified in the article accompanying this adventure. Githyanki intelligence ranges from 15-18 and can be determined randomly by a roll of d4 + 14, or a score can be assigned to each githyanki by the DM.)

Those traveling in a Void Cruiser will never be lost, thrown off course, or otherwise harmed by the Psychic Wind. The ship can carry a cargo of up to 100 cubic feet in volume in a small hold accessed through a hatch in the floor of the passenger compartment. A Void Cruiser cannot travel anywhere except on the Astral Plane, but can be employed by creatures and characters of any type.

THE GITHYANKI OUTPOST

When adventurers encounter the outpost, they will have no way of automatically knowing that Fedifensor lies inside. If they pass up the opportunity to approach the outpost and avoid or evade any pursuit from residents of the outpost that might have sighted them, the quest for the sword is effectively over at that point. They may have many more encounters, but will eventually choose to (or be forced to) abandon the search and re-enter the Prime Material Plane — unless the DM chooses to allow for the possibility of encountering the outpost a second time. The player characters' sense of adventure, not to mention their common sense, should dictate that they give the outpost more than a cursory examination.

The outpost is built in, and projecting out from, a roughly spherical piece of astral debris 200 feet in diameter. Four towers jut out from the central section at roughly symmetrical angles. A fifth projection, longer and thicker than the towers, is topped by a bulbous and with four smaller towers jutting out near the edges of a large set of double doors — the only apparent route by which to enter the complex. Without the

largest of the projections, the outpost would closely resemble a jack, of the sort used in the "bail and jacks" game played by children on the Prime Material Plane.

GITHYANKI ENCOUNTER TABLE

Once adventurers enter the githyanki outpost, encounter checks must be made every turn. The base chance for an encounter is a roll of 1 on d6. After the first random encounter, the rest of the complex will be on alert, and the chance for additional encounters rises to a roll of 1 or 2 on d6. If an encounter is indicated, roll on this table to determine the type:

d& roll	Encounter type
01-50	2-12 githyanki warriors of levels 1-3
51-53	Commander Okemocik (8th/8thFtr/M-U)
54-58	Captain Mimhanok (8th Ftr)
59-61	Captain Perragourp (6th/6thFtr/M-U)
62-74	2-8 githyanki knights, all 8th level fighters
75	Warlock Symafya (7th M-U)
76-77	Warlock Morikemoe (5th M-U)
78-79	Sergeant Yebabidek (6th Ftr)
80-81	Sergeant Salizechnag (5th Ftr)
82	Sergeant Liknullerkl (7th Ftr)
83-84	'Gish' Kadzar (4th/4th Ftr/M-U)
85-86	'Gish' Tomorcus (4th/4th Ftr/M-U)
87-88	'Gish' Zigrack (4th/4th Ftr/M-U)
89-90	'Gish' Quazmo (4th/4th Ftr/M-U)
91-00	Roll twice, ignoring results of 91-00

There will never be any more or any fewer githyanki at the outpost than the roster of "name" characters given above, plus 8 knights (all 8th level fighters with 60 hit points each) and a total of 60 warriors, evenly divided between 1st level (7 hit points each), 2nd level (15 hp each), and 3rd level (26 hp each) fighters. The knights are all chaotic evil, the warriors neutral evil. The knights carry +3 silver swords, while the warriors and all the "gish" use non-magical long swords. (Hit points for each creature can be determined randomly if the DM so desires.) All githyanki at the outpost are wearing their "war expedition" armor (AC 0) unless otherwise noted.

Commander Okemocik is lawful evil and has 64 hit points. He is carrying the following spells: burning hands, magic missile, read magic, shocking grasp, detect good, knock, wizard lock, dispel magic, fireball, hold person, extension I, polymorph self. He wields a +5 silver sword (no vorpal abilities).

Captain Mimhanok is lawful evil and has 59 hit points. He wields a +3 long sword.

Captain Perragourp is lawful evil and has 48 hit points. Spells: burning hands, charm person, read magic, shocking grasp, pyrotechnics, ray of enfeeblement, fireball (x2). Weapon: +2 long sword.

Symafya the Warlock is neutral evil and has 21 hit points. Spells: detect magic, hold portal, read magic, shocking grasp, detect good, knock, wizard lock, fireball, dispel magic, extension I. She is unarmored (AC 9) and does not carry a weapon, although she can use a long sword.

Morikemoe the Warlock is lawful evil and has 14 hit points. Spells: burning hands, magic missile (x2), read magic, detect good, darkness 15' radius, mirror image, hold person. He is AC 9 and unarmed, but can use a sword if he obtains one.

Sergeant Yebabidek is neutral evil and has 48 hit points and a +1 two-handed sword. **Sergeant Salizechnag** is neutral evil, has 34 hit points, and carries a +1 two-handed sword. **Sergeant Liknullerkl** is lawful evil, has 54 hit points, and carries a +3 long sword.

Kadtar is lawful evil and has 30 hp. Spells: burning hands, read magic, shocking grasp, detect good, mirror image. **Tomorcus** is neutral evil, 28 hp. Spells: magic missile, read magic, shocking grasp, forget, knock. **Zigrack** is lawful evil, 29 hp. Spells: hold portal, magic missile, read magic, darkness 15' radius, pyrotechnics. **Quazmo** is lawful evil, 31 hp. Spells: burning hands, read magic, shocking grasp, knock, wizard lock.

AREA DESCRIPTIONS

All walls and floors in the outpost are made of opaque stone. Windows, and the tops of each of the towers, are made from bricks of a clear crystalline substance that has the strength of rock: it will crumble and break, but will not shatter like glass.

Note: Directions like "up" and "down," locations like "floor" and "ceiling," have no universal meaning in this weightless environment. However, terms like these are used in the area descriptions for simplicity and clarity; when interpreting such terms, consider the surface depicted on the map as the "floor," as though you are looking "down" on the outpost from overhead.

1) Void Cruiser Port: This chamber is roughly spherical, about 100 feet in diameter. It has a large set of double doors, closed but unlocked, on the outside wall. A smaller set of double doors, wizard locked and barred on the inside, are on the opposite wall. One void cruiser is docked inside the chamber, and there is room for three more. Four 10-foot-wide passages (A, B, C, D) lead away from the sphere, each of them a 30-foot-long corridor capped by a small, transparent tower that can hold one githyanki guard. Inside tower "A" is a level 3 fighter.

2) Corridor: Inside the wizard-locked door is a hallway 20 feet wide and 40 feet high. Double doors lead into areas 4 and 5.

3) Entry Hall: This is an open area with an alcove on the far side. Two rows of pillars dominate the side areas, reaching the full 40-foot span from floor to ceiling and providing strength for the "wing" that protrudes from the core of the complex. The double doors in the alcove are locked from the inside, and stationed in the corners of the alcove are a pair of guards (level 2 and level 3). The adventurers will sight the guards at a range of 60-90 feet, while the inattentive guards will not spot the intruders until they are within 40-70 feet. The guards will instantly be aware of a foreign presence if the adventurers try to pass through the doors leading to area 4 or 5. If the guards sight the intruders first, they will pound on the alcove doors to alert another pair of guards (also level 2 and level 3) stationed inside the alcove doors. These guards will either go to warn their comrades, putting the outpost on alert, or unlock the doors and join the fight (50% chance of each).

4) Captain's Quarters: This is the residence of Captain Perragourp. Like the other living quarters in the outpost, it contains some basic furnishings and a few personal items. Furniture and other large items are attached to the flat surfaces of the chamber; odds and ends are simply left to float in the weightlessness of astral space. If Captain Perragourp has not yet been encountered, he will be discovered here on a roll of 1-2 on d6.

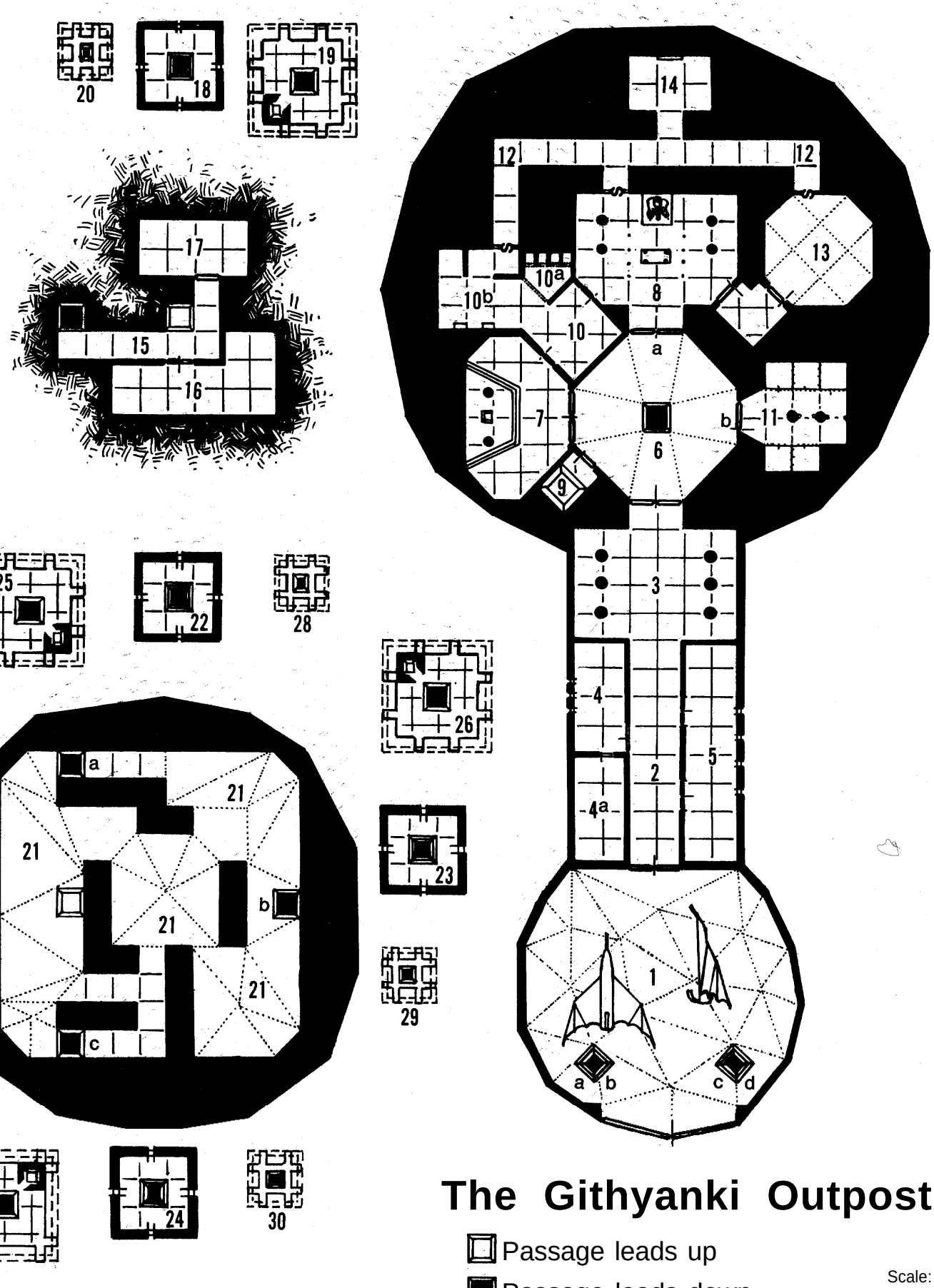
4A) Captain's Quarters: This is Captain Mimhanok's room, essentially identical to the other captain's chamber. Among the "odds and ends" floating in this room is a +3 long sword in its scabbard. As above, there is a 2 in 6 chance that Captain Mimhanok will be here if he has not already been encountered.

5) Knights' Quarters: This room is bare of furnishings except for a large table and eight chairs bolted to the floor, eight "living compartments" on the ceiling, and eight chests along the walls holding personal items. There will be 0-5 (d6-1) knights in the room when it is entered.

6) Main Hall: This roughly spherical chamber is unfurnished. Doors lead away from it in five directions. A 10-foot-square passage leads down from the center of the room into area 21. The door to area 8 is wizard locked, the one to area 11 is locked normally, and those to areas 7 and 9 are closed but unlocked.

7) Throne Room: An open area here surrounds a raised platform which houses an ornate throne, studded with jewels, set between two huge pillars. The door to area 10 is locked.

6) Worship Room: The main feature of this chamber is a 15-foot-tall statue of the githyanki lich-queen, fastened to the midpoint of the wall opposite the double doors. An altar is on the floor in front of the statue, and pairs of pillars flank the area of the altar and the statue. Two rows of braziers spew forth clouds of thick smoke that obscure side-to-side vision within the room. The statue and the altar are lavishly decorated with jewels and precious metals. The empty chamber connecting area 8 with area 13 has closed but unlocked doors on both sides.



The Githyanki Outpost

Passage leads up

Passage leads down

Passage leads both ways

Scale:
1 inch =
50 feet

9) Upper Level Access: This small room contains a passage which leads up to area 15.

10) Commander's Quarters: Miscellaneous furnishings are fastened to all six flat surfaces in this chamber. Running from floor to ceiling is a 2-foot-diameter stone pillar with an 8-foot-diameter cylindrical table protruding from the center of the pillar. Six drawers are cut into the sides of the table. Five of them contain items of no special worth, and the sixth holds a set of four scroll/map cases. Inside one of the four cases is a scroll of dispel magic; the other three cases contain maps of portions of the Astral Plane and will be unusable by player characters.

Fastened to the far wall (partially separating area 10 from area 10B is a 10-foot-diameter net of coarse mesh, the sort that looks suitable for trapping monsters or characters. This is actually a net of matter transmission: If it is cast over a victim so as to ensnare him or her (by a normal "to hit" roll), the target character or creature will "disappear," having been instantly teleported to one of the empty suspension cells (see area 10A). There is a 50% chance that Commander Okemocik will be in this chamber if he has not already been encountered. He will prefer to use the net ahead of any other attack form if such an option is available to him.

10A) Suspension Cells: The barrier between area 10 and this chamber looks like a thick piece of frosted glass, shaped in a hexagon 10 feet in diameter. It cannot be opened, cracked, or smashed by anything less than a +2 weapon, a knock spell, or a dispel magic spell. If a living being stands in front of the frosted portal for 1 round without striking or touching the "glass," the center section (1 foot in diameter) will begin to glow red. If any object is brought into contact with this red area right away, it will be seen that the object can be passed into or through what is now an opening. The rest of the portal will still be impervious to normal passage, however. If the red area is left untouched for another round after it first appears, it will expand to envelop the entire portal, allowing passage through the 10-foot-diameter hole into the small chamber beyond. The full-sized opening will close within 1 round after it has been activated.

The chamber contains four more "frosted" portals, each a 5-foot-diameter hexagon, which are identical in nature to the larger portal and can be opened in the same way. These are seals for 5-foot-square cells in which prisoners (taken by the commander's net or otherwise captured) can be placed. The cells on the extreme left and right (as viewed from just inside the large portal) contain a mind flayer and a night hag, respectively. If either or both of these cells is partially or fully opened, the resident creature will do everything in its power to escape and overcome those who released it.

10B) Commander's Annex: The second room of Commander Okemocik's suite contains several wall decorations and two "false front" sets of empty shelving. They are locked and hinged. If unlocked, they can be swung outward to reveal a locked treasure chest behind each. The second chest discovered will be the one that contains Fedifensor, still in its sheath. The first chest which is opened by adventurers (or a creature they are forcing to do their bidding) will contain pieces of armor that, when assembled, will form a suit of +4 splint mail. Each chest also contains 1,000-6,000 g.p. worth of gems and jewelry.

11) Dungeon: This chamber has 10 cages, made of thick metal bars, arranged in two tiers along the walls on either side of the door. The center of the chamber has two stone pillars that run from floor to ceiling (30 feet). Four pairs of chains with manacles attached to the ends are fastened into each pillar at wide intervals. The room contains no prisoners (unless one or more members of the adventuring party have been captured).

12) Secret Passage: The existence of this corridor is known only to the commander and the two captains. It connects via secret doors with areas 8, 10B, and 13.

13) Coin Chamber: Githyanki appreciate all sorts of treasure, but they do not value "coin of the realm" as highly as gems and jewelry because they see little use for it. Currency of all shapes, sizes, and denominations (appropriated from previous "guests") is stored here, left floating inside the 40-foot sphere.

14) Communications Room: Only the commander and the two captains know of this room and know how to operate the mechanisms within it. The main feature of the room is a 10-foot-diameter hexagonal mirror on one wall. The device is a sort of view-screen/telephone that enables the outpost to communicate with the githyanki castle that supervises this complex. If a living being stands within 5 feet of the mirror and remains stationary for 1 round, the image of a githyanki captain on the other end will come into view. After one more round, the image seen by the captain on his view-screen will become clear. If what the captain sees is not another githyanki, he will move away from the screen immediately to sound an alert. This will bring 11-20 githyanki warriors and 2-4 sergeants, in a pair of void cruisers, to the outpost in 10 turns, to join the force already present. If adventurers strike the mirror with any weapon larger than a dagger, it will explode for 6d6 damage to anyone in the chamber.

15) Corridor: This area is reached by going up through the passage in area 9. It leads to another "up" passageway that opens into area 18.

16) Warlocks' Quarters: Each of the 2-foot-diameter pillars in this room has an 8-foot-diameter cylindrical table with 6 drawers set into the sides. Most of the drawers contain ordinary and valueless items. Two of the drawers in the table closest to the door contain metal scroll cases, one holding a cacodemon spell scroll and the other a death spell scroll. One of the drawers in the table farthest from the door contains an iron flask with an ice devil inside. The devil will attack anyone who opens the flask and releases the creature. Attached to one wall, along with several other less conspicuous garments, is a colorful cape that is actually a cloak of poisonousness. Any warlock(s) not encountered before this room is entered will be found here.

17) Guest Quarters: This room contains several pieces of furniture and other accessories, but nothing valuable or noteworthy. It is used by githyanki who come from the castle or another outpost to visit; there are no such visitors at present.

16) Upper Tower Chamber: This area is reached by traveling 50 feet up through the passage located at the bend in corridor 15. The chamber is 30x30 with a 20-foot ceiling. It is the living quarters of the gish Kadzar, who will probably be here (1 -4 on d6) if he has not been encountered. The room has a small window (2 feet by 5 feet) in each wall and a 10-foot-square passage in the ceiling that leads up to area 19.

19) Upper Observation Post: This room is in the shape of a pyramid with a 30-foot-square base. The tapered ceiling is made entirely of transparent rock, through which a clear view of the surrounding astral space can be seen. Two warriors (level 1 and level 2) are on guard duty here. In the corner of the room is a 10-foot-square passage, 30 feet long, that leads up to area 20.

20) Pinnacle Post: From this location, at the farthest distance from the main part of the outpost, the best view of the area immediately around the outpost can be had. The 30-foot tower leading to this post is capped by a small pyramid of transparent stone. The pinnacle post is normally unoccupied and will not be manned unless an obvious threat to the security of the outpost is detected outside the structure.

21) Commons: Within the maze-like interior of this chamber are living quarters for the githyanki warriors and the sergeants. There are 4-16 warriors and 1-2 sergeants in this chamber, chosen from those warriors and sergeants not already encountered. Three passages lead downward from this area to the other tower chambers: passage A to area 22, passage B to area 23, and passage C to area 24.

22,23,24) Lower Tower Chambers: These are the living quarters of the other gish (Zigrack, Tomorcus, and Quazmo, respectively). They will likely (1-4 on d6) be in their quarters unless previously encountered. In all other respects, these areas are identical to area 18.

25,26,27) Lower Observation Posts: These areas are identical to area 19; each contains a pair of warriors (one level 1 and one level 2).

26,29,30) Pinnacle Posts: These areas are identical to area 20.

Magic-user spells

(From page 36)

Magic Missile: Ignore the penalties applied to hurling or launching missiles astrally; magic missiles do not miss.

Massmorph: This spell will work, but see the druid spells *Hallucinatory Terrain* and *Tree* for relevant comments,

Maze: This spell will entrap the victim inside a 5-foot-diameter cube of force walls, appearing around the character where he or she is on the Astral Plane when the spell is uttered. The spell's duration depends on the character's intelligence, as per the spell description. The character cannot move about astrally until he or she is free of the miniature maze; the character is also incidentally protected for the duration of the spell from all attack forms that a *Wall of Force* will resist. A *Disintegrate* spell will immediately remove the *maze* without harming the victim inside.

Monster Summoning: Unless the DM has created or discovered a monster that fits within the parameters of each *Monster Summoning* spell (I-VII), only those summoning spells that have a chance of bringing a creature from an Outer Plane will work. Examples of this include *Monster Summoning I* (which will bring only manes), *Monster Summoning I* (bringing lemures), and *Monster Summoning VI* (bringing erinyes). Regardless of who casts the spell, only creatures from the lower (evil) Outer Planes will be summoned by this spell on the Astral Plane.,

Mordenkainen's Faithful Hound: The *hound* will circle within a 3" radius about the magic-user who cast the spell, looking for anyone who enters the area of effect (anyone larger than a house cat). The *hound* will attack anyone who comes in range (except the caster) from behind or from one side; it will warn away intruders beforehand with loud barking when they get within 30 feet of the boundary of the area of effect. All other characteristics of the *hound* are as per the normal spell.

Mordenkainen's Sword: This weapon can be used to attack opponents on other planes when wielded upon the Astral Plane; it can reach into either a Prime Material Plane or to the first layer of any Outer Plane only. The sword-user is not made subject to attacks in return, unless the opponent is capable of bringing this about.

Move Earth: This spell will affect masses of soil, dirt, clay, or mud (see the druid spell *Transmute Rock To Mud)* in the same manner that the cleric spells *Lower Water* and *Raise Water* affect masses of water astrally; all soil, dirt, and mud within a 4" diameter sphere will either be drawn toward or pushed away from the magic-user at the same rate of speed as the magic-user normally moves in astral space. Small rocks (under 1 lb. in mass) can be moved with this spell, but larger ones will resist it. The magic-user can move the material in other directions (left, right, up, down) as desired.

Otiluke's Freezing Sphere: In a manner similar to that described under *Cone of Cold,* this spell can freeze water spheres or mudballs in astral space. Any form of the spell striking water will freeze a total mass of 50 cubic feet per level of the spell caster; this ice will not necessarily melt unless in contact with a heat source or unfrozen water.

Part Water: See the comments for the cleric spell of the same name.

Passwall: Useful only on a large solid object, generally useless astrally.

Phantasmal Force: See relevant commentary under *Audible Glamer.*

Phase Door: See commentary for *Passwall.* Both spells might be helpful in getting someone or something out of a mudball (see the druid spell *Transmute Rock To Mud).*

Plant Growth: Generally useless; see the text at the start of the section on druid spells.

Power Word Blind: Affects a 3" diameter sphere.

Power Word Kill: Affects a 2" diameter sphere.

Power Word Stun: Any creature so stunned will be unable to move until recovered, and cannot attack or defend.

Repulsion: This spell will function much like *Bigby's Forceful Hand,* in that it will repel opponents depending on the difference between the opponent's and magic-user's intelligence scores. The area of effect is a 1" wide cylinder as long as the spell range; obviously, opponents could concentrate on moving sideways out of the spell's area of effect, making it of limited use in a three-dimensional fight. Creatures of low intelligence (7 or less) will not immediately think of using such a tactic to counter this spell, and so may be pushed away easily on the first try; they will learn to go sideways after the next 1-7 tries. *[Based on* intelligence, *i.e., 7=1, 6=2, etc.]*

Rope Trick: No effect; the extradimensional space is outside the Astral Plane.

Sleep: Sleeping beings will cease movement for the duration of the spell.

Slow: This spell will *not* slow down a victim's movement, since that depends on intelligence (which isn't affected by this spell). Other manual activities will be affected, including attacks.

Spider Climb: Useless, since objects on the plane are weightless to begin with.

Spiritwrack: While this spell would be effective against a named demon encountered at random astrally (though the chance of meeting any particular demon named in such a spell by accident is extremely low), there is a good chance the demon might be on an outing with some friends — *they* will not be affected by the spell, and might express their displeasure with the spell caster in various ways.

Stinking Cloud: This forms a 2" diameter cloud, which cannot be moved *[by the spell caster].* Creatures may move out of the cloud, but if they fail the saving throw cannot do anything else but move while in the cloud or on the round after leaving the cloud.

Symbol: Unlike the cleric spell of the same name, this spell must be cast upon a solid surface. Clerical *symbols* can be inscribed in the "air" of astral space.

Telekinesis: See the comments for the cleric spell *Create Water* and the magic-user spell *Ice Storm* for some interesting possible uses of this spell. One gallon of water weighs 3.45 lbs. This spell works in all ways as described; if employed against a living, conscious opponent, the opponent will be slowed until the movement rate of the spell exceeds the opponent's movement rate, at which time the opponent is at the caster's mercy. As the opponent can continue to resist (mentally) the spell's effects, subtract the foe's normal movement rate from the spell's movement rate to get the effective speed.

Teleport: No effect; a solid surface to land on is required. This spell will not be forgotten, and may be re-cast later.

Tenser's Floating Disk: The *disk* will follow the caster about, regardless of the caster's rate of movement, within a 2" radius sphere. When the spell duration ends, anything the *disk* was carrying will be left behind, suspended and motionless. Inanimate or non-intelligent "cargo" cannot move independently.

Transmute Rock To Mud: See the druid spell of the same name.

Trap The Soul: Note some of the conditions applicable to persons captured by this spell when not on the Prime Material Plane. If used against an astrally projecting person, the material body will die on the Prime Material Plane, but the character's soul will still live within its prison. Imprisoned characters cannot cause their gem-prison to move, or otherwise affect their environment. If released upon any plane other than the Astral Plane, the soul will form a new body (having no possessions) with all of the former body's characteristics; if released upon the Astral Plane, the soul will perish at once.

Vanish: No effect; contact with the Ethereal Plane is required.

If Trap the Soul is used against an astrally projecting person, the material body will die on the Prime Material Plane, but the character's soul will still live within its prison.

Ventriloquism: See the comments for the magic-user spell *Audible Glamer.*

Wall of Fire: This works very much like the druid spell *Wall of Fire,* except that the hollow sphere of flames has a radius of 1" + ¼" per level of the spell caster.

Wall of Force: The surface area of a sphere (the best defensive shape in three-dimensional space) is $4\ \pi_1\ r^2$.

Wall of Ice / Wall of Iron / Wall of Stone: Any such *walls* created will appear in astral space and be immobile, doing no harm to anyone. A *Wall of Ice* will not melt in astral space unless put in contact with a fire spell or other heat source, at which time it will form a water sphere (see the cleric spell *Create Water*). A *Wall of Stone* may be struck with *Transmute* Rock To *Mud,* at which time it will form a large mudball (see the druid spell *Transmute Rock to Mud),* though it may be that part of the *wall* will not be affected and will drift to the center of the mud ball.

Web: This spell requires anchoring points in order to form a true web-like structure; at best in astral space, it may be directed at a single opponent, who will become entangled in the mess of webbing and be unable to attack or pull free. If a saving throw is made, the opponent has escaped all contact with the webs. Suffocation is possible, as per the regular spell.

Wish: No Wish spell will ever affect the ruler of the plane that the caster is on; *wishes* directed against any deity in general are sure tickets to disaster if the intent of the *wish* is hostile. Referees should arbitrate this spell very carefully in any event.

Wizard Lock: This spell is more useful than *Hold Portal,* as it may be cast upon chests or containers.

Write: No effect; ink will not flow through a pen in a weightless environment. *[If a special, forced-ink pen is devised by the experienced planar traveler, the spell can be used.]*

A Rod of Absorption could easily absorb (and cancel out) an Astral Spell; if used against the magic-user who cast the spell, all persons in the astral party are hurled back to their home plane.

Illusionist spells

Any illusions and phantasms cast upon the Astral Plane should be carefully considered in order to be effective. If an illusion depicts something that a viewer or opponent would not normally expect to see upon the plane, then the saving throws for opponents will be considered automatically made, and a bonus of up to +4 may be given to any other (non-hostile) viewers.

Some illusionist spells are essentially the same in intent and effect as other spells previously described. These spells (and the section in which each is elaborated on) are:

Astral Spell (cleric); *Conjure Animals* (cleric); *Detect Magic (cleric); First-level magic-user spells* (magic-user); *Maze* (magic-user); *Rope Trick* (magic-user); *Hallucinatory Terrain* (druid).

Other illusionist spells with altered effects on the Astral Plane are:

Alter Reality: See comments for the magic-user spell *Wish.*

Color Spray: Stunned or unconscious characters cannot move until recovered.

Paralyzation: Because the intelligence of the victim of the spell is unaffected, the character can still physically move through astral space. However, the arms, hands, feet, mouth, etc., cannot be moved, and attacking or defending by physical means is not possible.

Summon Shadow: No effect; normally opens a gateway to Negative Material Plane.

True Sight: See comments for the cleric spell *True Seeing.*

Vision: No contact may be made with deities or powers on the Elemental Planes, Positive or Negative Material Planes, or the Ethereal Plane.

Magical item alterations

Potions: Those potions that duplicate spell effects (such as *Climbing, Flying,* or *Speed)* will have the same result when used in astral space as the spell itself. Some potions will obviously become useless until taken to another plane where their powers may take effect (e.g., *Oil of Etherealness). Gaseous Form* will make the imbiber hard to see, as per the cleric spell *Wind Walk.* Potions of *Longevity* and *Speed* will not affect the age of the imbiber, due to the "neutralizing" effect the Astral Plane has on living metabolisms.

Scrolls: Scroll spells work the same as normally cast spells on the Astral Plane. If someone using an *Astral Spell* contacts or is caught within the area of effect of a *Protection from Magic* scroll, the person (including the scroll reader, if he or she is also using *Astral Spell)* is immediately cast back to the home plane and the protection spell is cancelled.

Rings: As for potions, those rings that duplicate spell effects will have the same effect astrally as the spell does. *Djinni Summoning* rings do not work, being unable to open the gate to the Elemental Plane of Air. *Shooting Stars* rings do not work at all, being dependent upon a dark environment (night) on the Prime Material Plane. If a resonating field is created between two *Rings of Spell Turning,* read all rolls of 98-00 for subsequent effects as rolls of 81-97. *Protection* rings are modified in effect as described in the following section on Weapons, Armor, and Protective Devices.

Rods, Staves, and Wands: Any such devices duplicating spell effects have the same effect astrally as the spell does. A *Rod of Rulership* has no effect on any deities or minions who normally reside on the Astral Plane, just as it cannot affect any deities or their minions when used on their home Outer Plane. A *Rod of Absorption* could easily absorb (and cancel out) an *Astral Spell;* if it is used against the magic-user who cast the spell, all persons in the astral party are hurled back to their home plane. *Rods of Lordly Might* lose their third (direction-finding) mundane ability on the Astral Plane; this rod, along with the *Rod of Smiting,* has altered abilities when used as a weapon, as further detailed in the following subsection on Weapons, Armor, and Protective Devices. A *Staff of Withering* will not age astral beings who are struck with it.

Miscellaneous Magic Items: Some general statements may be made on the effects of using miscellaneous magic items on the Astral Plane. First (and most obviously), if such a device duplicates the effect of a spell mentioned in this article, then refer to the text for appropriate comments. Any device that summons creatures from the Elemental, Positive or Negative Material, or Ethereal Planes will not work at all. Artifacts and relics are completely unaffected in any operation by being in astral space. Certain devices will obviously be useless *(e.g., Apparatus of Kwalish).*

An *Amulet of the Planes* will transport the user to any of the first layers of the Outer Planes or back to the Prime Material Plane, but not to the Ethereal, Positive or Negative Material, or Elemental Planes from the Astral Plane. A Book *of Infinite Spells* won't work if the user left it on another plane.

Cubic Gates may open gates to any plane from astral space, even those not normally (by other means) reachable. Devices requiring contact with or assistance from deities *(Candle of Invocation, Incense of Meditation, Necklace of Prayer Beads)* will not work unless the user's

deity normally resides on the Astral Plane. *Iron Flasks* will capture player characters or other creatures not originally from the Astral Plane, but will not affect beings native to the Astral Plane. When in astral space, certain devices that use extra-dimensional spaces to store items in will either expand abruptly so that the exterior of the container conforms to match its interior capacity *(Bag of Holding, Portable Hole),* or will cease functioning *(Mirror of Life Trapping).* A *Phylactery of Long Years* cannot slow aging, since *[normal]* aging doesn't take place. A *Well of Many Worlds* will open a passageway to any plane, just as a *Cubic Gate* does.

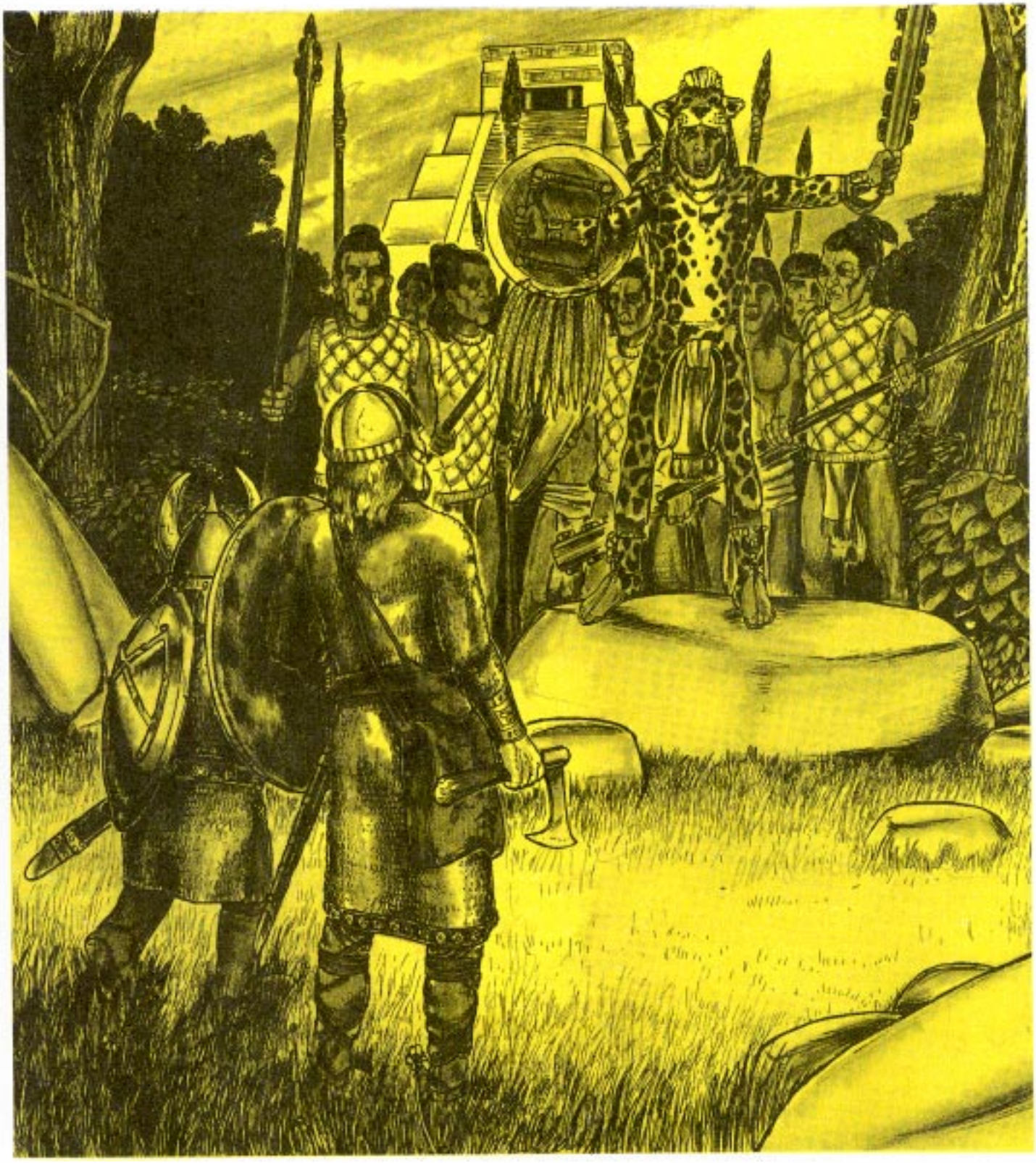
A *Talisman of Pure Good* (or *Talisman of Ultimate* Evil) will cause its victims to be lost permanently *(Wishes* notwithstanding) in astral space. A *Chime of Hunger* will *stun* all nearby for 1 round only, with no other effects.

Weapons, Armor, and Protective Devices: When such items are brought into the Astral Plane, the enchantments upon them are lessened, since their enchantments are so closely connected to the Prime Material Plane. One "plus" is subtracted from such items' bonuses, on "to hit," damage, or protection scores. Thus, for example, a +2 sword becomes a +1 sword, a +3 *ring of protection* becomes **+2,** etc.

If an item has only a +1 bonus, it becomes non-magical and loses all its special powers on the Astral Plane (so *luck blades* have no usable wishes). Items with multiple enchantments lose one "plus" from each type of enchantment; a *flame tongue* sword would be non-magical for most purposes, with a +1 vs. regenerating creatures, a +2 vs. cold-using creatures, etc.

Obviously, any items that normally allow the user to *go ethereal* or use any other similar powers will still have their protective enchantments (reduced one step), but those powers will not be usable. Cursed items with negative enchantments *(-1 shield, missile attractor)* also have their enchantments moved one step toward zero (making the *-1 shield* non-magical in all respects); if a cursed item is made non-magical, the curse is lifted so long as the item is not brought back into the Prime Material Plane. Protective rings, cloaks, and so forth have their powers reduced by one "plus," but *Bracers of Defense* and similar items will remain unaffected. All other spell-like powers of such items will be affected as described in the section of this article on alterations of magical spells. *[Savants have ways and means to overcome or alter such magical losses, but that will have to await publication of the AD&D™ game expansion. . . .]*

MECHICA



MECHICA

NOTES FOR THE DM

"Mechica" is an AD&D™ adventure for 5-8 characters, each of 4th-7th level, designed to introduce the player characters to a new culture.

This module is based on pre-Columbian Meso-America. Some changes from historical reality have been made to make the transition from reality to fantasy easy to accomplish. It is recommended that the DM research one or more of several historical works in order to more accurately recreate the atmosphere established in this adventure.

As the DM reads through this module before running it, he will notice that many encounter areas are not populated with specific people and things, but are described in general terms. This allows the adventure to be as flexible as possible — but it also means that the DM must flesh out the environment before it is ready for the arrival of the adventurers.

Much of the information presented in the following introduction can be revealed to players before the adventure begins, or not, as the DM sees fit. "Mechica" will be more challenging to player characters if they are required to find out most of the facts about the environment on their own.

INTRODUCTION

The Mechica people had been but the subject of legend and song until recently. Even only as legends, they caused fear among the bravest of adventurers; their language, customs, deities, and methods of warfare were all different from those of other cultures. The legends recounted by a few adventurers who witnessed the great Mechica capital of Tenocatlan and lived to tell about it described vast wealth within the city, and strange pyramids with steps that reached to the sky, rising up from the center of an area where nobody seemed to dwell. Nearly every wall within the city was decorated with strange images: Gold and silver reptiles sprouting from flower-shaped feathers, gems of unbelievable worth forming the eyes of box-shaped faces, and images of snarling jaguars that inspired fear in the hearts of those who heard the tales of Tenocatlan. The tales also told of jaguar warriors that, it is said, were neither animal nor human.

Now the Mechica people have emerged out of the legends and taken a role in the lives of the Sapotecs, a community of natives who live in the Sapotec Mountains near where the Mechica stronghold is said to exist. The Mechica do indeed exist, according to the Sapotecs who have fled from the southlands in terror. The sight of brown-skinned natives hurrying northward past onlookers, with belongings piled on their backs, is becoming more common with each passing day. If the Sapotecs are stopped on the roadway and questioned, they will only pause long enough to point to the south and mutter "Mechica" before hurrying onward. Even those who try to use a *Comprehend Languages* spell to obtain more information will find the explanations sketchy and too fantastic to believe.

THE LEGENDS

Several decades ago, a group of adventurers wandered into the Sapotec Mountains. When they reached one of the highest ridges, they discovered a rolling green valley to the south below them. What seemed to be vast fields of crops, occasionally broken by small stone or wooden buildings, covered most of the valley. Toward the center of the valley, some small patches of crops appeared to be floating on a large lake. In the center of the lake was an island, connected to the rest of the valley by three wide causeways. Visible on the island itself were several strangely shaped buildings.

The adventurers began to descend the mountain in order to make contact with the residents of the valley. But halfway down the trail they were attacked by a small group of men and what seemed to be their pet jaguars. The adventurers were all taken prisoner, except for a thief named Hy Dinshadow, who somehow escaped detection by the men and beasts and returned with his tales to tell the people of the northland.

Over the intervening years, several other groups of adventurers have sought to make contact with these strange people, but only the fate of one of these other groups is known, again because of one who escaped. In this instance, a young ranger was taken prisoner and led to the pyramids on the island. He noticed that the causeways were well defended, yet he was surprised to find that nobody dwelled in the area they led to. The island seemed to be some sort of a center that contained temples devoted to strange-looking deities, an amphitheater where he saw a strange and violent game taking place, beautiful gardens, and an extensive collection of animals and humanoids in some sort of zoo.

It was in one part of this "zoo" that the young ranger was housed, along with humans who had been taken prisoner from earlier expeditions. And each other race had its own display area: elves, dwarves, orcs, goblins, halflings — every humanoid race — was represented for the viewing pleasure of the "Mechica," as these people called themselves. From time to time, he saw one or more of his cellmates taken away, never to return.

One day, just after a large group of new prisoners had been brought to the humans' cell, the inmates discovered that they could enable one of their number to escape by forming a pyramid that reached to the top of the wall. Because the ranger was young and skilled in the ways of survival in the wilderness, he was the one chosen to go over the wall. He dashed to the lake, luckily found a canoe nearby and successfully fended off the attack of a jaguar as he cast off. The young man eventually returned to his homeland in the north and related his tale, asking for volunteers to form a rescue mission. But none of his countrymen would go south, either out of fear or disbelief.

Today, the people of the north avoid the Sapotec Mountains and the lands to the south, for nobody knows whether the tales of long ago are true, or merely superstition created to explain the many persons who have disappeared in the mountains. The only humans known to the people of the north who live near the mountains area are the Sapotecs, who avoid all contact with people other than their own.

(There is only a 5% chance that a Sapotec native will speak the common tongue, and any such character will not be friendly, but will answer honestly when he/she can and then attempt to move away from the questioner as quickly as possible. The Sapotec natives are peaceful and will avoid conflict whenever possible.)

THE MECHICAS

Each member of the Mechica people will be either a cleric, fighter, thief, or warrior (a version of ranger; see below). Although there are no Mechica magic-users or illusionists, some clerics and members of other classes have been

An AD&D™ adventure for characters of 4th-7th level

Designed by Gali Sanchez

presented with magic items (gifts from their deities) that would not normally be found unless magic-users were present.

Warriors are essentially rangers, complete with tracking ability, druid spell ability (at appropriate level), 2d8 hit points at first level, etc. Exceptions to the rules regarding rangers are these: Warriors must be neutral, lawful neutral, or chaotic neutral; they receive no bonus against giant class creatures; and any number of warriors may work together.

Mechicas gain a +1 bonus to dexterity (like elves) and are +1 to hit when using any bow other than a crossbow. The types of armor they can use, and the equivalent armor class designations in the AD&D rules, are:

No armor, no shield: AC 10
No armor, shield: AC 9
Quilted cotton, no shield: AC 8
Quilted cotton, shield: AC 7
Cotton &animal skin, no shield: AC7
Cotton & animal skin, shield: AC 6
Cotton or skin & shell or gold/silver inlay: AC 6
Cotton or skin & shell or gold/silver inlay, plus shield: AC 5

Mechicas will not wear any metal armor except for gold or silver inlaid on cotton, skin, or turtle shells.

Mechica do not speak the common tongue. They speak a language called Nahuatla (na- *hwa* -tlah) which is understandable by the Sapotec natives who live nearby. They will not recognize any alignment language. Their system of worship is based on that described in the DEITIES & DEMIGODS™ Cyclopedia, Central American Mythos. (Since this adventure deals with the fantasy world "Mechica" instead of the historical Mexica, all references to human sacrifice in the DDG book should be ignored for purposes of this adventure. Instead, victims are brought to the Mechicas' ceremonial altar, the *Risa* stone, and polymorphed into an appropriate animal — usually a jaguar — to appease the deity.)

The highest official position in the Mechica culture is the Emperor, who is a high-level cleric. The Emperor is followed in the hierarchy by a court of high priests (high-level clerics), then by high-level generals and other military leader types.

Mechica warfare is very different from the European style of combat. The object is to reduce a foe's hit points so that the opponent surrenders or falls "dead" but can then be tied up and kept alive by a healing spell. Religion is the center of Mechica life, and the deities must always be appeased. This means that a steady supply of characters for the *Risa* stone must be insured. A dead enemy does nothing for the deities; surrendered enemies can be polymorphed into different animals to appease the various self-centered deities of the Mechica culture.

The weapons of the Mechica people are derived from available materials and their methods of warfare. Obsidian is used as the material for the blade in almost every type of edged weapon. The ebony rocks are chipped into razor-sharp, jagged pieces, then mounted on a wood handle with the butt end carved in the shape of a canoe paddle. The length of the handle varies from 6-7' for a spear to less than a foot for the macahuitl (mah-cah-wee-tul), a large-bladed weapon resembling a machete, which is the most popular of all Mechica weapons. The macahuitl is commonly 3-4' long from the tip of the blade to the end of the handle, although they vary since each weapon is handmade by its wielder. Stone hammers are also common, although they certainly do not compare to their European counterparts in terms of damage. Daggers are made of obsidian; the blades are sometimes fitted into wood or bone handles, but most often the dagger is entirely formed of the volcanic stone.

The most popular missile weapons among the Mechica are the sling, the short bow, and the javelin. These do not vary from the weapons described in the AD&D rules, except that flint, obsidian, and bone are used for the bullets, arrowheads, and spear heads instead of metal. The most dangerous Mechica missile weapon is the tlacochtli (tlah- *coach*-tlee), a small javelin with three bone barbs. It was hurled by an atlatl (spear thrower), in the same way a harpoon is cast, with a maximum range equal to the length of the rope attached to the end of the shaft of the tlacochtli. When the point of the javelin strikes an opponent, the wielder grasps the rope, pulls it taut, and threatens the victim. If the victim surrenders, he is tied up and taken prisoner. If the victim does not surrender, the attacker will pull back on the rope, pulling the barbs back through the wound and doing even greater damage than the original hit.

Mechica weapons

	Dmg. (s-m/l)	Lng.	Spc. req.	Spd. fat.
Hammer[1]	1-4/1-3	c.1½'	2'	4
Macahuitl (as sword)[2]	2-8/2-16[5]	c.3½'	4'	6
Macahuitl (as club)[3]	1-4/1-2[5]	c.3½'	4'	5
Spear[4]	1-6/2-8[6]	as per AD&D		
Tlacochtli[4]	1-8/1-8[7]	as per spear		

[1] — Adjustments vs. different armor classes are the same as for the hammer as described in AD&D rules.

[2] — Adjustments vs. AC same as for AD&D long sword.

[3] — Adjustments vs. AC same as for AD&D club.

[4] — Adjustments vs. AC same as for AD&D spear.

[5] — The macahuitl can be wielded as a sword, striking with the obsidian edge, or as a club, striking with the flat wooden side. When the weapon is used as a sword, the obsidian will grow dull as the number of successful hits increases; therefore, damage should be computed as 2-8 vs. size S or M opponents for each of the first two hits, 1-8 for the next two, 1-6 for the next two, and 1-4 thereafter until combat is resolved. Against size L opponents, the damage figures should be 2-16 for the first round, 1-12 for the second, 1-10 for the third, 1-8 for the fourth, 1-6 fifth, 1-4 sixth, and 1-2 for the remainder of the melee.

[6] — The Mechica spear was constructed like the macahuitl. To account for the gradual dulling of the obsidian, damage should be computed as 1-6 for the first two hits vs. size S or M opponents, and 1-4 for the remainder of the combat. Against size L opponents, damage is 2-8 for two hits, 1-6 for the next two hits, and 1-4 for the rest of the combat.

[7] — The tlacochtli requires 1 round to load on the atlatl, fire, and hit an opponent. If the hit is successful, damage of 1-8 is computed. The next round must be spent retrieving the tlacochtli if it missed its target; or, if it hit, the weapon can be pulled back through the target for double damage (2-16). If initiative is won by the tlacochtli victim, the wounded character can only cut the line if he/she has a sharp weapon already drawn; a comrade with a sharp weapon already drawn can cut the rope, provided that character has the initiative and is close enough to the victim to do so. Otherwise the wounded character can only surrender, or else sustain the 2d8 damage rolled for pulling the weapon back out. The tlacochtli is used in an attempt to force the victim to surrender, and a Mechica will always give a victim the opportunity to do so, unless his own life is threatened.

THE PROBLEM

In the past, the Mechicas paid homage to many different deities, favoring no one of them over any other. But now the tribe's high priest, Emperor Cuactehmoc (pictured at right), has ordered that Tezcatlipoca (DDG p. 35) be appeased first and foremost, at the expense of Quetzalcoatl (DDG p.32). He has directed that war and chaos be spread through the surrounding countryside so that as many prisoners as possible can be cast upon the *Risa* stone. The leader has decided to overrun the area with (polymorphed) jaguars in honor of the most treacherous of deities. This, of course, is most pleasing to Tezcatlipoca, the "Smoking Mirror," who cannot intervene directly on his own behalf because doing so would dangerously upset the delicate balance of power maintained by the deities. For similar reasons, no other deities feel safe in trying to intervene and keep Cuactehmoc from realizing his plans, because all of them fear upsetting the balance that exists between their various spheres of influence, and none of them want to risk doing something that might destroy that balance and thereby destroy the universe they all control.

The various Mechica clans, religious orders, and military orders are all united behind their emperor in an effort to capture as many prisoners as possible. Bands of Mechica warriors are spreading northward over the ridge of the Sapotec Mountains in search of victims.

When captured, prisoners are brought back to the Order of Jaguar Priests at Tenocatlan. These are the fiercest clerics of all the Mechica, for they inflict lycanthropy upon themselves, becoming werejaguars, as a part of their training and as a sign of their devotion. Even other Mechicas (those who are not Jaguar Priests) fear these clerics.

The Jaguar Priests, while in various stages of lycanthropy, cast prisoners on the *Risa* stone, a statue of a reclining man holding his hands on his chest. By forcing the victim down onto the stone on his or her back and uttering the proper words, the priests cause the victim to be polymorphed into a jaguar. This state will remain until a *dispel magic* spell is cast by a magic-user of 16th level or higher. The polymorphed character(s) will otherwise follow the specifications of the *polymorph others* spell as described in the Players Handbook. The new "jaguar" is then set free — but the creature will quickly find itself subject to attack from any humanoids who come into contact with it, including Mechicas, who value jaguar skin for armor and decorative purposes.

In order to stop this spreading of evil, someone or some group of characters will eventually have to oust Cuactehmoc. To accomplish this, an individual or a party of adventurers will have to somehow get into Tenocatlan, since the

Emperor never leaves the holy city unless a deity requires it.

The problem should not be related to the party directly by the DM; rather, the adventurers should be required to obtain information (from NPCs) that will make it clear to them what their goal should be, and then set about accomplishing that goal.

WEREJAGUAR

FREQUENCY: *Very rare*
NO. APPEARING: *1-12*
ARMOR CLASS: *3*
MOVE: *15"*
HIT DICE: *5+3*
% IN LAIR: *20%*
TREASURE TYPE: *R in lair*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *1-3/1-3/1-8*
SPECIAL ATTACKS: *Rake for 1-4/1-4*
SPECIAL DEFENSES: *Silver weapon or +1 or better weapon to hit*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Chaotic evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Werejaguars are all members of the Order of Jaguar Priests and worship Tezcatlipoca. Except where indicated otherwise, they conform in all respects to the characteristics of lycanthropes as described in the Monster Manual. It is viewed by these priests as a sign of total devotion to take the physical form of their deity, and they willingly submit themselves to the ordeals of lycanthropy. The disease has a 28-day cycle: For one week the human cleric undergoes a slow change, growing claws, cat-like facial features, and the like. During this time, the werejaguar is still able to act as a cleric and maintain a "normal" day-to-day life. After one week, the cleric looks exactly like a large jaguar and will go out and prowl for victims. The werejaguar will attack any living creature, unless or until the jaguar's defeat seems unavoidable. Once engaged in combat, a werejaguar will never surrender; escape will always be the preferred alternative to defeat whenever escape is possible. Otherwise, the cat will fight to the death. Werejaguars will never attack others of their own kind, but will attack other Mechicas just as they would any sort of humanoid.

After one week in jaguar form, the creature begins the week-long process of changing back to human form. After the change back is complete, the lycanthrope goes about his or her normal "human" routines. Werejaguars can cast cleric spells any time except during the week when they are in jaguar form. These creatures are never held accountable for their killings by the Mechica people while in jaguar form.

FANTASY AND HISTORY

This adventure is loosely based on the Aztec or Mexica civilizations of the 13th-16th centuries. If players have some knowledge of these civilizations, the DM should let them use it. In game terms, this knowledge can be described as part of the earlier mentioned tales and legends about the Mechicas. Enough alterations have been made in this adventure from the actual history of the Aztecs that much of a player's pre-learned information will serve no purpose. This can and should be attributed to the alterations of time and a few overly imaginative story tellers. (For instance, the Aztecs were known for a form of human sacrifice in which the hearts of their victims were cut out of their chests. If and when characters are taken prisoner and brought to the *Risa* stone, the DM should make it appear as though they are about to be killed instead of polymorphed, right up to the time when the shape change occurs.)

STARTING THE ADVENTURE

In order to enable the DM to fit this adventure into an already existing campaign, there is no specified starting point for the journey southward. The starting point can be placed on a map of the DM's world, at a location in close proximity to a tropical mountain area. The party can be made aware of the current refugee problem from the south as something that comes to their attention in the natural course of things.

The journey from the starting point to the foothills of the Sapotec Mountains should take about two weeks by foot, or half as long if all party members have mounts. A party can only take mounts as far as the foothills, which are heavily forested with lush tropical jungle. The journey from the foothills into the Sapotec Mountains will require one week of further travel on foot.

Random encounters should be rolled for normally from the Temperate And Subtropical Conditions Table, Inhabited And/Or Patrolled Areas, from p. 186 of the DMG. This table will apply for the trip from the starting point to the foothills. The column for "Predominant Terrain" should be chosen to fit the conditions on an already existing campaign map. Alternatively, if no map is being used to get the party from the starting point to the foothills, the "Plain" column should be used. In addition to the provisions of this encounter table, there is also a 1 in 10 chance per turn of encountering 1-4 Sapotec refugees heading north. As stated before, they will hardly ever speak the common tongue and will resist questioning. If pressured, they will identify themselves as Sapotec tribesmen *(Comprehend Languages* required), and if asked why they are fleeing they will speak of the "jaguar plague." But they will only give this information if they have no other choice. Sapotecs are peaceful, they mind their own affairs, and they expect the same in return. If there is any way of avoiding contact with strangers, including running away, the tribesmen will do so.

Upon arriving at the foothills, the party will have noticed the weather to be warmer and much more humid than before. The vegetation will also show the change in climate. The farther south the party proceeds, the warmer the temperature will become. In the foothills, random encounters will still be occur on a 1 in 10 chance per turn. But the type of encounter will now be determined using the table below:

Creature type	Dice roll
Ant, giant	01-02
Ape	03-05
Bear, black	06-09
Beetle, rhinoceros	10-12
Centipede, giant	13-16
Couatl (see note)	17-19
Herd animal	20-25
Jaguar	26-47
Lycanthrope, werejaguar	48-52
Men, tribesmen (Mechica)	53-56
Men, tribesmen (Sapotec)	57-60
Scorpion, giant	61-64
Snake, constricting	65-70
Snake, poisonous	71-74
Snake, spitting	75-76
Spider, giant	77-80
Spider, huge	81-86
Toad, giant	87-94
Toad, giant, poisonous	95-00

Note: Any couatl encountered will actually be a minion of Quetzalcoatl, the deity known as the "Feathered Serpent." If members of the party somehow recognize the creature for what it is, and call to it, the flying snake will approach. It will speak the common tongue fluently, although it will not volunteer information. If adventurers request specific facts about the Mechicas, the feathered reptile will answer up to three questions, in a yes-or-no manner only.

In its capacity as a minion of Quetzalcoatl, the creature will fear that its giving out of too much information might be construed by other deities as an attempt at direct intervention by Quetzalcoatl. It will therefore try to help as best it can, but will not divulge more than three yes-or-no answers.

MAP "A" ENCOUNTER AREAS

After forging through the narrowest of footpaths (which require movement in single file at all times) for one week, the party will discover that the lush tropical forest comes to an abrupt end at the foot of a steep mountain ridge. The mountains are granite; the terrain is occasionally speckled with some scrub-type plants or trees. These plants are new, the beginning of the "revival" of the plant life that was destroyed in the last volcanic eruption. This fact should be easily deduced by any party member who questions why the vegetation in the area comes to such an abrupt halt. This knowledge may spark some concern among party members, since several volcanoes (not active, but the characters won't know that) can be seen along both sides of the now-wider trail. The party may travel three abreast on this part of the trail. If characters move off the trail, travel is reduced to 1/4 of normal movement rate due to the sharp climbs and drops in the terrain that were created by volcanic lava flows and earthquakes.

1. Empty Sapotec Calpulli: After the party clears the first ridge, they will notice a pathway jutting off to the east. If this path is examined, the party will discover that it has been traveled on recently. If a ranger is in the group, he or she will recognize and be able to track the footprints of a single barefoot human. The path can be followed back roughly one-quarter mile into a steep ravine. At the end of the ravine is a calpulli (wooden dwelling) in a state of disrepair. It is about 40' wide and angles back to a depth of 100'. The front entrance is uncovered. If they enter, the party will find the dwelling to be a single room that has long been abandoned. Eight hammocks hang between the wall and a series of posts that run from floor to ceiling. Also in the room are 16 floor mats, some crude stone implements and eating utensils made of gourds, a pile of rotten squash in a corner, and a crude figure of a feathered snake, with the feathers made of gold. (The figure is worth 30 g.p., for the gold only. It is the only item of any value in the room, which appears to have been ransacked.) If characters search under the floor mats, they will find a total of 27 s.p. The bowls, clustered in the center of the room, contain food, although their contents now appear to be a fungus growth. In short, it appears as though the people who occupied this dwelling were interrupted or made to flee in the middle of their daily routine. If players ask, the markings on the bowls will remind them of similar markings on items carried by the Sapotec refugees in the north.

2. Alcoman: While descending from the first ridge of mountains, each character will have a 1 in 6 chance (2 in 6 for elves, half-elves, and rangers) of noticing a man watching the party from behind a low bush. He will be some 50' from the trail. If he is called to in the common tongue, he will look confused more than frightened. He will answer with the words "No kill." If he is fired upon first, he will fight back.

His name is Alcoman Ocelotl (4th level fighter, AC8, HP26, ALLN, Str 14, Int 11, Wis 9, Dex 13, Con 10, Cha 10, quilted cotton armor, short bow, macahuitl, 12 arrows) and he is a direct descendant of one of the prisoners in the "zoo." His grandfather escaped from the Mechicas and settled in the mountains, where he ended up married to a Sapotec woman. He passed on two things to his grandchild before he died: a rudimentary understanding of the common tongue, and an intense hatred of the Mechicas. If he is befriended, Alcoman will relate what he knows of the Mechicas and will volunteer to help the party as a scout and information source. Alcoman's biggest problem with the party will be his severely limited command of the common tongue. He will only talk in simple, "Tarzan-style" common. (But he is totally fluent in the Mechica language and well versed in the Mechica religion, as are all Sapotec people.) He will relate the history of the calpulli described in Encounter 1 (above) if he is asked about it. His explanation is that the calpulli — where he used to live — was raided and ransacked by Mechica warriors dressed as jaguars, and the residents were carried off. However, Alcoman does not know the fate of the other calpulli members (he will explain that he was out hunting when the raid took place).

Alcoman will also tell of the profusion of jaguars that has caused havoc in the area. He does not know the cause of the sudden population increase, but he seems to believe that Tezcatlipoca is behind it somehow. As far as he knows, all of the rest of the Sapotec families have fled the area, or else they have suffered the same fate as the members of

Alcoman's calpulli. The young fighter has stayed because of his intense hatred of the Mechica, his youthful pride, and his desire to help other refugees who might remain in the area.

He knows that the great Mechica city of Tenocatlan exists and is located somewhere along the trail leading south, but Alcoman has never been any farther south than this; the Mechicas and the jaguars are too numerous for him to risk traveling that far by himself.

Because their behavior and appearance remind him of his grandfather, Alcoman is infatuated with the members of the adventuring party. If the party chooses to bring Alcoman along, he will show the group loyalty beyond all the members' expectations. He will defend any and all members of the party against all odds, even to the death if necessary. He will become a most useful adventurer, despite his youth and relatively low level. When the party arrives at the forks in the road further along the path, Alcoman will not know which path leads toward Tenocatlan, since he has never ventured this far.

Should the party choose to leave Alcoman behind, he will follow at a distance, waiting for an opportunity to rush to the party's aid. He will, in fact, persist unless bound and left behind. He feels that if he shows himself to be capable, the party will eventually accept him.

If Alcoman is slain before being given an opportunity to interact with the adventurers, the party will find on his person 7 g.p., a likeness of Quetzalcoatl worth 10 g.p., and a bracelet (also worth 10 g.p.) that was given to him by his grandfather. An inspection will show the bracelet to be obviously different from either the Mechica or Sapotec styles of decoration. The party members should then be left to ponder the origin of the bracelet, since they now have no means of finding out the truth.

3. The Tlaloques: Should the adventurers choose the "wrong" road (the one heading west), they will find that this pathway comes to an abrupt end after about a day's travel. At the end of this trail is a large ditch. Close inspection by a dwarf or gnome will show that the ditch was recently dug (within the last week or less) and that it appears to be the work of gnomes. In fact, the excavation is the work of the tlaloques (tlah- *low* -kays), a race of gnomes created by the deity Tlaloc. The purpose of the ditch is to provide a place for fallen rain to gather, in hopes that the accumulation of water will eventually form a lake. (The ditch is presently dry, and is still under construction.) Tlaloques are like gnomes in every respect, except that they are all of neutral alignment and speak only Nahuatla, the language of the Mechicas and Sapotecs. When adventurers arrive in the area, they will encounter six tlaloques:

Xocholotl (ftr/thief, 5/5, AC 7, HP 32,ALN,Str11,Int9,Wis11,Dex11, Con 17, Cha 9, macahuitl, dagger, shield)

Aguacatl (ftr, 7th lvl, AC 6, HP 49, AL N, Str 11, Int 8, Wis 14, Dex 9, Con 15, Cha 15, macahuitl, shield)

Coyotl (ftr/thief, 3/3, AC 8, HP 13, AL N, Str 12, Int 10, Wis 18, Dex 14, Con 11, Cha 13, tlacochtli)

Guaxolotl (thief, 8th lvl, AC 8, HP 42, ALN, Str12, Int16, Wis11, Dex 14, Con 17, Cha 17, dagger)

Chapultl (ftr, 8th lvl, AC 6, HP 43, AL N, Str 16, Int 16, Wis 17, Dex 13, Con 15, Cha 10, macahuitl, and shield)

Tula (illusionist, 6th lvl, AC 7, HP 17, AL N, Str9, Int 16, Wis 12, Dex 17, Con 11, Cha 14, dagger; spells to be determined by DM, but one of them must be invisibility 70' radius).

The tlaloques will always have a guard watching from within the ditch, and therefore will have an 8 in 10 chance of spotting the advancing party before the adventurers spot the tlaloques. If the advancing characters are spotted, the tlaloques will gather around Tula, who will cast his *invisibility 10' radius* spell on any of the work crew and wait to play havoc on the party members. As do other gnomes, tlaloques love a good laugh at someone else's expense. The DM should choose illusionist spells for Tula that will leave the tlaloques rolling on the ground with glee. Should any member of the party take offense at being the object of ridicule, this will only serve to draw more attention to that member from the tlaloques. If the party members accept their fate in good spirits, the tlaloques will "thank" the adventurers by becoming visible and offering them a *ring of water walking.* The gift is in fact well intended and fittingly represents these minions of the deity of rain. On the other hand, if the characters don't like their treatment and resort to arms, the tlaloques will fight to

the end. They carry no gold, for they have no need of precious metals. They do have a *spade of colossal excavation,* however, and in the event of defeat this would fall into the adventurers' hands. Tlaloc would curse the party in the event of the tlaloques' death, bringing driving rain down upon them for 5-10 consecutive days.

4. Ocelotlacan, Calpulli of the Jaguar Knights: This is where the Jaguar Knights train. It also serves as the staging area for the invasion of the surrounding countryside. As the party comes over the ridge above this site, they will see Lake Taxcoco for the first time. The view is stunning from the point where the trail divides. In clear weather the characters can see more than 40 miles away from their vantage point atop the high mountain pass. Below them (weather permitting) they can see islands with rows of corn, beans, squash, and fruit trees growing as if magically inspired.. Dugout canoes hold fishermen with large nets. Near the Swamps of Tepotzatlan (Encounter area 9; see below) canoes carry hunters with short bows in search of ducks and geese. Ocelotlacan is also in sight, below and to the southeast. The characters can avoid the barracks if they choose, but there is a 2 in 6 chance of the party being spotted by sentries in each round the adventurers stand looking at the vista.

If the party is spotted, an alarm will be sounded, sending a band of some 60 Jaguar Knights (dispersed in groups of 4-7 warriors each) after the party. All Jaguar Knights have statistics and abilities appropriate to the warrior subclass described earlier.

The knights will scour the countryside until they have found the members and captured or killed them. The object will always be to capture if at all possible so that the characters can be sent to the *Risa* stone. All warriors will wear jaguar skin and cotton as a uniform. Some will carry shields, but those who carry a tlacochtli cannot use that weapon and a shield at the same time. In each small group of Jaguar Knights, a captain (12th level or higher) will command 3-6 warriors of lower level. Warriors will use their tracking ability to try to locate and apprehend the trespassers.

5. Teotihuacal, "The City of the Gods": If the characters reach this "city" they will see three structures. The northernmost structure is a pyramid with a temple at the top. This is the Pyramid of the Moon, and the temple is dedicated to Huitzilopochtli (DDG p. 34), the deity of war. To the south and east of this structure is a pyramid three times the size of the first. This is the Pyramid of the Sun, and its temple is dedicated to Tezcatlipoca. The third building is a conglomeration of columns, all made in the likeness of a feathered serpent. In the middle of the column-filled area rises a temple. If Alcoman is with the party, he will quickly recognize this temple as one erected to his deity, Quetzalcoatl. Alcoman will insist that the party enter that temple instead of either of the other two. He has no way of knowing which deities the other temples are dedicated to, unless he is forced to enter them. From ground level (outside the temples), the "city" appears deserted.

5A. The Temple of the Moon: The base of this pyramid measures some 490' square with a 60'-wide stairway rising along one side leading to the top. Upon reaching the landing on top of the second of three tiers of stairs, the party will notice two 30' x 30' temple-like structures. The sounds of some sort of ritual can be heard coming from the structure on the west side. Alcoman will not be able to identify anything at this point. Inside are four clerics, all wearing headdresses made of hummingbird feathers. Alcoman will recognize the clerics as devotees of Huitzilopochtli, the god of war. They are:

Huitzolotl (cleric, 6th level, AC 7, HP 22, AL CN, Str 12, Int 7, Wis 12, Dex 12, Con 10, Cha 9, hammer, shield)

Tecolotl (cleric, 10th level, AC 7, HP 60, AL CE, Str 7, Int 11, Wis 18, Dex 5, Con 16, Cha 12, +2 hammer, shield)

Pozolotl (cleric, 10th level, AC7, HP 40, AL NE, Str 9, Int 6, Wis 12, Dex 8, Con 11, Cha 9, hammer, +1 shield)

Zacatl (cleric, 8th level, AC 3, HP 59, AL NE, Str 18, Int 17, Wis 18, Dex 18, Con 17, Cha 8, +1 to hit, +2 to dmg, -4 defensive adj. to AC, +4 to saving throw, +3 react/att, *ring of spell turning,* hammer, shield)

The four clerics will remain deeply involved in their ritual unless the party members speak or call to each other when approaching the temple. If combat ensues, there will be a 75% chance of investigation by the Eagle Knights in the adjacent (eastern) temple (see following text).

In the eastern temple are four Eagle Knight warriors silently praying for honor in battle. This is a common religious rite in Mechica society, even of devotees to other deities. Huitzilopochtli does not care who participates in a combat, as long as the battle is honorable. The "honor" is bestowed in the form of a *prayer* spell cast on fighters who come to this shrine. The spell, bestowed by Huitzilopochtli himself, will commence with the start of the recipient's next combat, and will last for a total of 13 rounds (DDG p. 34). The war god will not otherwise intervene in behalf of the Eagle Knights, and the spell can be neutralized by an opponent casting the same spell (in opposition to the first one) or a *chant.* If this neutralization is attempted, the difference between the durations of the two spells should be computed. The effects of opposing spells will cancel each other out until the shorter spell ends. Then the longer-lasting spell will be effective only for the remainder of the duration of the longer spell. For example: The god of war casts spells as a 13th level cleric. Therefore his *prayer* will last 13 rounds. A *prayer* cast by a 7th-level cleric adventurer will last for 7 rounds. The Eagle Knights' spell (from the god) will take effect immediately at the start of a conflict. During the first round, the cleric adventurer casts his or her *prayer.* By the end of that round, the knights will have used one round and have 12 left. For the next 7 rounds all participants in combat will fight as though no spells had been cast. After those 7 rounds, the Eagle Knights will have the benefit of their *prayer,* but for only 5 more rounds. There will be a 2 in 6 chance of the *prayer* having been bestowed on the warriors if the party enters the eastern temple first. If the party enters the clerics' area first, there will be a 4 in 6 chance of the prayer having been bestowed on the Knights when they are later encountered. The Knights are:

Ixtalapa (warrior, 8th level, AC 6, HP59,ALN,Str13,Int13, Wis14, Dex 12, Con 15, Cha 12, cotton & eagle-feather suit, shield, macahuitl, short bow, 12 arrows, dagger)

Cuicuilco (warrior, 4th level, AC 6, HP 34, AL LN, Str 17, Int 13, Wis 14, Dex 12, Con 17, Cha 8, cotton & eagle-feather suit, shield, macahuitl, short bow, 9 +1 arrows, dagger)

Tlalpan (warrior, 10th level, AC 7, HP 43, AL LN, Str 13, Int 16, Wis 14, Dex 11, Con 14, Cha 8, cotton & eagle-feather suit, tlacochtli, macahuitl, dagger)

Coyoacan (warrior, 7th level, AC 6, HP36,ALN,Str13,Int13,Wis18,Dex 6, Con 14, Cha 12, cotton & eagle-feather suit, shield, macahuitl, short bow, 11 arrows, spear)

On the top of the Pyramid of the Moon is an ornately decorated temple, 60' x 40'. After passing between the 30'-tall Eagle Knight statues/pillars that frame the entrance, the characters will find pastel paintings on the wall depicting great battles. The west wall shows Jaguar Knights and Eagle Knights accompanied by jaguars, soldiers in loincloths, chieftains and clerics wearing elaborate headdresses, and a large hummingbird flying over the top. The north wall shows a battle in progress against a Sapotec army of substantially less splendor than the group depicted in the west painting. The eastern wall depicts a victorious Mechica army returning with scores of prisoners. The painting gives no clue as to what happens to the prisoners, should the question arise. In the center of the temple is a simple stone altar. Standing on the altar is a statue of an Eagle Knight holding a bowl with a liquid inside it.

(The liquid is a *potion of super-heroism;* the bowl contains only one dose, and the liquid can be consumed on the spot or transferred to another container and taken away.)

5B. The Pyramid of the Sun: This is both the largest and the most spectacular of the three temple areas. Built in five graduated levels, the pyramid measures 715' square at the base and is about 220 feet tall with a temple-type structure at the top. The top can be reached by climbing the five sets of steps, all very uneven and requiring the full attention of the climber. The fourth set of stairs is so steep that the climber must use both hands and feet.

The temple at the top of the pyramid is 30' square. On the side opposite the entrance, a row of braziers blocks access to a thin cotton veil covering the wall. If any member of the party is wearing metal armor, there is a 2 in 6 chance of someone spotting the glint of reflected light from the surface on the other side of the veil. This is the Temple of Tezcatlipoca, and the surface behind the veil is his "smoking mirror," through which he watches the goings-on of men (DDG p. 35). The braziers (non-magical) are burning, and the room is filled with the smell of burning charcoal. The braziers can be moved, should the party decide to do so in order to get closer to the mirror. From the "temple side," the mirror is a *mirror of life trapping.* If a character lifts or moves the veil to see what is on the other side of it, he or she will automatically see his or her reflection. Any other character directly in front of the 10'-wide mirror when the veil is lifted will have an 80% chance of seeing his or her reflection in the mirror. Any characters standing off to one side or the other will have a 1 in 3 chance of seeing their reflection, regardless of their exact position with respect to the mirror; otherwise, they will not be immediately aware of what is behind the veil. The mirror is of divine origin and cannot be broken.

The only way a party member who sees his or her reflection can be saved from the effects of the *life trapping* is by putting living things into it. The mirror has a capacity of six trapped beings, and will be "filled" with jaguars when the party enters the temple; thus, one jaguar will be released for each new being that enters the mirror. The sixth being put into the mirror will cause the first party member trapped in the mirror to be cast out. If Alcoman is present and doesn't get trapped in the mirror, he will fear (and say out loud) that any party members trapped in the mirror will have met their end at the hands of the Sun God (provided that someone in the party has discovered the mirror behind the veil). The mirror cannot be detached and moved.

5C. The Temple of Quetzalcoatl: This temple is surrounded by pillars in the shapes of feathered serpents. In the middle of the pillars is the smallest of the three pyramids in the "city." It measures 208' square at the base and is 70' tall, including the temple at the top. Six box-shaped layers form this pyramid. Each layer is decorated with snake-heads peeking out from the center of a daisy-shaped arrangement of feathers. A set of 20'-wide stepson one side of the pyramid lead up to a 20' square temple devoted to Quetzalcoatl. A brightly colored couatl, a minion of the deity, awaits the party inside. This is the only opportunity for the party to get some idea of what is going on inside Tenocatlan without actually venturing into the city. The couatl will answer up to six questions in a yes-or-no manner, and will briefly explain the reason for an answer. (See the note accompanying the random encounter table earlier.) If requested to help the party out of trouble concerning the "smoking mirror," it will cast a *sticks to snakes* spell in order to help free any party members trapped in the mirror — but the characters will have to carry the snakes up the Pyramid of the Sun and set them free in front of the mirror. (If this is done, there is a 66% chance for each snake to see itself in the mirror, or 100% if the snake is held facing the mirror. If the latter is attempted, there is a 10% chance of the character doing the holding also seeing himself in the mirror.) The couatl will not consider flying the party into Tenocatlan because there is no safe place to land, and in any event the party members could only be transported one at a time.

6. La Llorona: One of the great fears of every Mechica, old and young alike, is called "The Crying Lady." She awaits unsuspecting travelers at this point. Many years ago at this point on the Atlatonco River, a young Mechica mother would come to do her laundry on the riverbank. One day as she was beating her clothing against the rocks, her young son fell into the river. The current was too swift for her to save the helpless child. The woman went into a deep depression and eventually died. Ever since her death, travelers have reported hearing the howls of a wailing woman at the banks of the Atlatonco River. So fearsome are these cries that some people hearing them are said to have died on the spot from fright.

La Llorona (your-own-ah) is in reality a groaning spirit. Should the party pass through this spot at night, she will wail (jeopardizing party members as they cross the point where they must ford the river to stay on the road), but will not otherwise attack. If the party passes the intersection of the road and river during the day, she will do everything in her power to keep the adventurers from leaving the area. Party members will be safe from wandering monsters, Mechicas, and any other living thing while they remain near the banks of the Atlatonco at this point. Even animals know not to venture near here.

La Llorona is AC 0, HD 7, HP 33, AL CE, Dmg 1-8, SA wail, SD +1 or better weapon to hit, Size M, MR 50%.

7. Causeway Entrances: Tenocatlan will be visible to adventurers while they descend to one of the causeway entrances. The sight is breathtaking, for the "city" is radically different from anything the adventurers are used to. The island city does not have a sizable population; most of the Mechicas live along the banks of Lake Taxcoco in stone or adobe calpullis. In the center of the lake, three golden "ribbons" seem to meet at the island on which Tenocatlan is located. The city looks like a grouping of oddly shaped, gold-colored wedding cakes. From the top of the nearby mountain ridges, the party will see Mechicas crossing the three causeways, looking from the mountaintop like a well-drilled army of ants. If the party watches the causeways for an entire turn, they will notice 1-6 jaguars suddenly running out of Tenocatlan, through one of the causeways, avoiding all humans. Fishing and hunting boats dot the lake. To the south of the city-island are the floating gardens of Xochomilco, beautiful flower and vine arrangements that seem to float in the water. Still further to the south, the floating gardens are used to grow vast quantities of corn, beans, squash, and chiles. It becomes obvious to the party that were the city under siege, it would have to be taken militarily. The city would never fall to the threats of hunger or thirst.

It is impossible to approach the causeways in the daytime without being discovered by guards or the local populace. At night, however, if the party is watching the city from a high vantage point, they will discover that the streets and causeways (only visible on a clear night) seem to be deserted. This is for a very good reason, for at night the Order of the Jaguar Priests rules the streets. Should the party attempt to enter the city via a causeway at night, there is a 2 in 8 chance of encountering 1-4 roaming werejaguars. This chance will increase to 2 in 6 once the city is entered.

(The Dungeon Master should generate a dozen or so werejaguars from the stats given earlier. This preparedness will help the adventure move along more smoothly. Of the dozen, roll 1d6 to determine how many are in were-form; the remainder should be in cleric form with appropriate spells. The DM should also be sure to describe the differences in appearance of the various clerics. Some will have jaguar ears, whiskers and tails, while another may simply have a cat-like snout, and others will appear to be "normal.")

8. The Canoes: If the party chooses the path that leads to Xipe Island and takes the route to the island by night, they will have found the Achilles heel of the Tenocatlan defenses. A long, unguarded causeway leads from Xipe Island to Xico Island, which is used to grow corn. There is only a 1 in 12 chance of the adventurers having a random encounter on Xipe Island, and any encounter (if there is one) will be only a single jaguar or werejaguar (50% chance of each).

The causeway connecting the two islands contains a trap: The only bridge on the causeway, about 20' long and located halfway across the span, is set each night so that it will collapse under a load of 170 pounds (the weight of a normal human) when that load is in the middle of the structure. Any character standing on the middle 10' of the bridge when it collapses must save vs. dexterity at -2 or fall into the lake. Characters in the remaining 5' area on either side must save vs. dexterity at +3 or meet the same fate.

The trap is a simple mechanism, the heart of which is a removable beam that supports the center of the bridge. When the trap is set, the beam is moved to the center island, so it cannot be spotted by the party before they cross the bridge. All characters walking onto the bridge will have their normal chance to spot the mechanical trap.

Xico Island is occupied at night by a lone Mechica guard: Micantle, a 3rd level fighter (AC 10, HP21, AL LN, Str 14, Int 7, Wis 10, Dex 8, Con 9, Cha 9, loincloth, spear, dagger). Micantle will investigate the noise he hears if the bridge collapses, arriving within 2d8 rounds from the time of the collapse. He may remember (2 in 3 chance) to bring his horn, and if so he will use it. There is a 60% chance that 1-4 werejaguars will hear the horn and will arrive at the scene in 4d4 rounds.

If the adventurers get past the bridge and Micantle, they can proceed down the causeway to Xipe Island. The island seems to be nothing but cornfields, unless the party proceeds through the fields to the beach at the south side of the island. Here the adventurers will find some 70 canoes used by the Mechicas for farming, fishing, and hunting. Each canoe is 7-12 feet long and designed to carry one man, although each is large enough to hold two people without any problem. The DM should allow for normal navigation through the water, but the party's speed will be hindered because of their unfamiliarity with the lake.

If the party discovers the causeways in this area during the daytime, they will find them being heavily travelled. The beam will have been replaced in the bridge by Micantle, allowing safe passage to Xipe Island, and only 1d4 canoes will be beached. There is a 3 in 6 chance per turn of the adventurers being discovered if they attempt to use the causeway during the daytime.

9. The Swamps of Tepozatlan: This area is a dense swamp; movement rate will be reduced accordingly. Random encounters in this area are determined from page 189 of the DMG, Marsh Encounters, disregarding any result of "hippopotamus." Any tribesmen encountered will be Mechicas on a hunting expedition; if this result is obtained, roll d6: 1-2 = 2d4 Eagle Knight warriors of 5th-8th level; 3-4 = 2d4 Jaguar Knight warriors of 5th-8th level; 5-6 = 3d4 thieves of 4th-7th level.

ENCOUNTERS FOR MAP "B" (THE CITY OF TENOCATLAN)

The party should be able to reach Tenocatlan by any one of a number of means. Magic, flying, boating, and using a disguise, to name a few, are all possible means of gaining entry to the city. The DM should rule on particulars with regard to what disguise will work, whether the party is spotted while flying in by night, etc. Common sense and good gamesmanship must prevail throughout this adventure, and especially at this point, by which time the DM should have a basic understanding of the Mechica peoples.

The city of Tenocatlan is the center of Mechica activity. Unless the adventurers have taken proper precautions, they will stick out like sore thumbs in this environment. Everything from their armor, to their skin color, to their language, is different from what the Mechicas are used to seeing. A misjudgment on the part of the player characters concerning this topic should be dealt with severely. Although the center of the city is not overly populated with guards, if the party is recognized as strange, or combat ensues, an alarm horn will be sounded by any guard in a position to do so, the causeways will be opened to prevent escape, and the guards in the city will be reinforced by the arrival of boatloads of Jaguar Knights and Eagle Knights from the shores of the lake.

The island of Tenocatlan has several decorative gardens containing fruit trees, delicate tropical flowers, and flowering trees, all planted in locations to enhance the feeling of visitors that they are entering a holy place. The areas outside the parallel east-west canals are made up entirely of gardens, as are the shorelines between the canals.

From the center of the island rise the twin temples to the gods of rain and war (map locations 1A and 1B), and the temple to the sun god (map location 10). The sounds of continuous drum-beating and chanting mix with eerie flute music, all of which serves to remind the characters that they are in a very different sort of place.

ENCOUNTER AREAS

1. Twin Temples: Two sets of broad steps lead up a tall pyramid to a pair of identical temples at the top. Inside the north temple (A) is a 50' square room. In the middle of the room is a deer totem on top of a small altar. On either side of the totem are two wands. One is a normal *wand of lightning* with 38 charges. The second is a *wand of weather control* with 42 charges. The latter wand will cause torrential rain (or snow, depending on the temperature) to fall in an area of from 4-16 square miles (roll separately for each use of the wand). Seated Indian-style in front of the totem is a cleric in deep meditation (4th level, AC 10, HP 19, Wis 12, unarmed; spells determined by DM if necessary). He will be surprised if encountered by the party. Characters may be able to deduce that this is the temple dedicated to the god of rain, whom Alcoman will know as Tlaloc.

In the south temple (B), the party will find the High Priest of the Hummingbird. He is a 18th level cleric AC 5, HP 68, AL N, Wis 18, with a +2 ring of protection, wearing an eagle-feather suit and cotton and bearing a club and hammer. Behind him is a giant gold likeness of a hummingbird worth 8,000 g,p. Paintings similar to the battlescenes in the Pyramid of the Moon are on the walls, which may lead characters to realize they are in the Temple of Huitzilopochtli. Again, Alcoman will recognize the decorations for what they are. Otherwise the party could figure that this is some god of war or battle. This cleric, like the one in the north temple, is under orders from the Emperor to stay in the temple at all times, to insure victory in battle and a steady supply of victims for Tezcatlipoca.

2. Platform for the Stone of Tizoc: Sitting out for all to see is the Stone of Tizoc. It is a six-foot-high block of granite on top of which is mounted a six-inch-diameter stone, also of granite, which is in reality a *stone of controlling* earth *elementals,* known as "Earth Monsters" in Mechica legend. According to the tales, this monster is so fearsome, it once tore off the leg of Xochipilli, the god of chance (DDG p. 36). The result of this incident was the calling of the Council of the Gods at Teotihuacal, where the deities collaborated to manufacture this stone in order to protect themselves and their people.

3. Tzompantli: This is a display of skulls, all of great Mechica warriors who fought heroically in battle. This serves as a strange "hall of fame" for those who have performed well in the service of Huitzilopochtli.

4. Ball Court: This is a playing court where a game very similar to basketball, but much more violent, is played. There is a 1 in 6 chance of a game being in progress if the court is investigated during the day.

5. Eagle House of the Sun Temple: This is the area which under normal (non-war) conditions would be the sleeping area of the High Priest of the Hummingbird. Of course, he will not be here because he has been ordered to remain in prayer at the temple (1 B). There will be three werejaguars guarding inside. The only noticeable things of worth are a meager 12 g.p. and 23 s.p., but back by a sleeping mat is an old Mechica scroll. If *comprehend languages* is cast on it, it will show to be similar in effect to a *manual of bodily health.*

6. Platform of the Eagle House: This holds the awe-inspiring Mechica calendar. Probably too difficult for the party to figure out, it is known among the Mechica as the "Prophecy Stone." It has much religious significance as well as all the information necessary to be used as a calendar.

7. Snake Temple: This was the temple to Quetzalcoatl at one time, but no Mechica would dare show himself or herself on these steps now, because of the recent turn of events. The interior of the temple is run-down and deserted.

8. Temple of Xipe Totec, God of Spring: At the top of this small pyramid is a 30' square single-room temple, its walls adorned with brightly painted flowers. This temple contains nothing but a granite altar.

9. Pyre of Huhueteotl: On top of a stone altar, similar in shape to the one holding the Prophecy Stone, is a constantly burning flame 30' in diameter, a tribute to the god of fire. If the party peers carefully inside the flame, there will be seen a *ring of fire resistance* in the center of the fireplace. Characters have the same chance to spot the ring as for secret doors. Anyone trying to move through the fire will take 1d6 of damage for each 5' traveled, unless some means of protection from fire is employed.

10. Temple of Tezcatlipoca: This could be the final destination of the party, in the context of this adventure. The pyramid that supports the temple rises some 120' above the ground. At the base, a wall allows only three points of entry to the pyramid-temple. Each entrance is guarded by four jaguars who sit atop the wall and lazily watch people pass by. These animals were once Jaguar Knights who were polymorphed. They serve as sentries just as they would if they were still human warriors. If one of them detects anything suspicious about anyone entering through one of the three gates, it will stand up slowly while keenly eyeing its intended victim, and then suddenly spring down on the intruder, snarling in rage. The other cats, upon seeing one of the guards rise, will instantly join the fray themselves.

If the adventurers climb the steps to the temple, they will see a 40' wide and 20' deep structure. The first object noticed by the party will be the *Risa* stone, in the center of the temple area. It is a stone carved in the form of a man reclining on his back, arms bent in as though supporting his rib cage. His head is tilted up and turned to one side, and there is a hideous grin on his face. The second thing the party will notice are the 2-8 werejaguars that are always present, protecting their most sacred temple. The werejaguars will attack immediately and

without reservation. At least two of them will be in human or near-human form, and those two (or more) will carry alarm horns that they will blow the first chance they get. When a horn is sounded, there is a 75% chance that the sentry jaguars on the wall below will hear the alarm. There is a 60% chance of other werejaguars or warriors nearby also hearing the alarm. (Roll only once for both "alarm" results. If the roll results in only the jaguars hearing, they will be the only concern for the DM. If the alarm was heard by other warriors or werejaguars, the defense plan for the city will go into effect; see earlier notes.)

The next concern for the party will be Cuactehmoc himself. There is a 65% chance of his being in the temple when the party arrives, but he will not personally join in a battle unless and until it looks like the werejaguars in attendance are being defeated. Cuactehmoc is a 26th level cleric, AC 8, HP 80, AL CE, Str 12, Int 14, Wis 18, Dex 8, Con 14, Cha 17, quilted cotton, hammer. Spells recommended for Cuactehmoc are these: *Bless* (x2), *Command* (x2), *Darkness* (x2), *Cause Fear* (x3), *Purify Food & Drink, Sanctuary, Augury* (x3), *Hold Person* (x2), *Resist Fire, Slow Poison, Snake Charm, Speak With Animals* (x2), *Spiritual Hammer, Cause Blindness* (x2), *Cure Blindness, Cause Disease* (x2), *Cure Disease, Dispel Magic* (x2), *Feign Death, Bestow Curse, Cause Serious Wounds* (x2), *Cure Serious Wounds, Undetectable Lie* (x2), *Poison* (x3), *Protection from Good, 10' radius, Tongues, Atonement, Cause Critical Wounds* (x2), *Commune, Dispel Good, Name Strike, False Seeing* (x2), *True Seeing, Animate Object* (x2), *Blade Barrier* (x2), *Conjure Animals, Harm* (x3), *Word of Recall, Earthquake, Wither, Destruction* (x2).

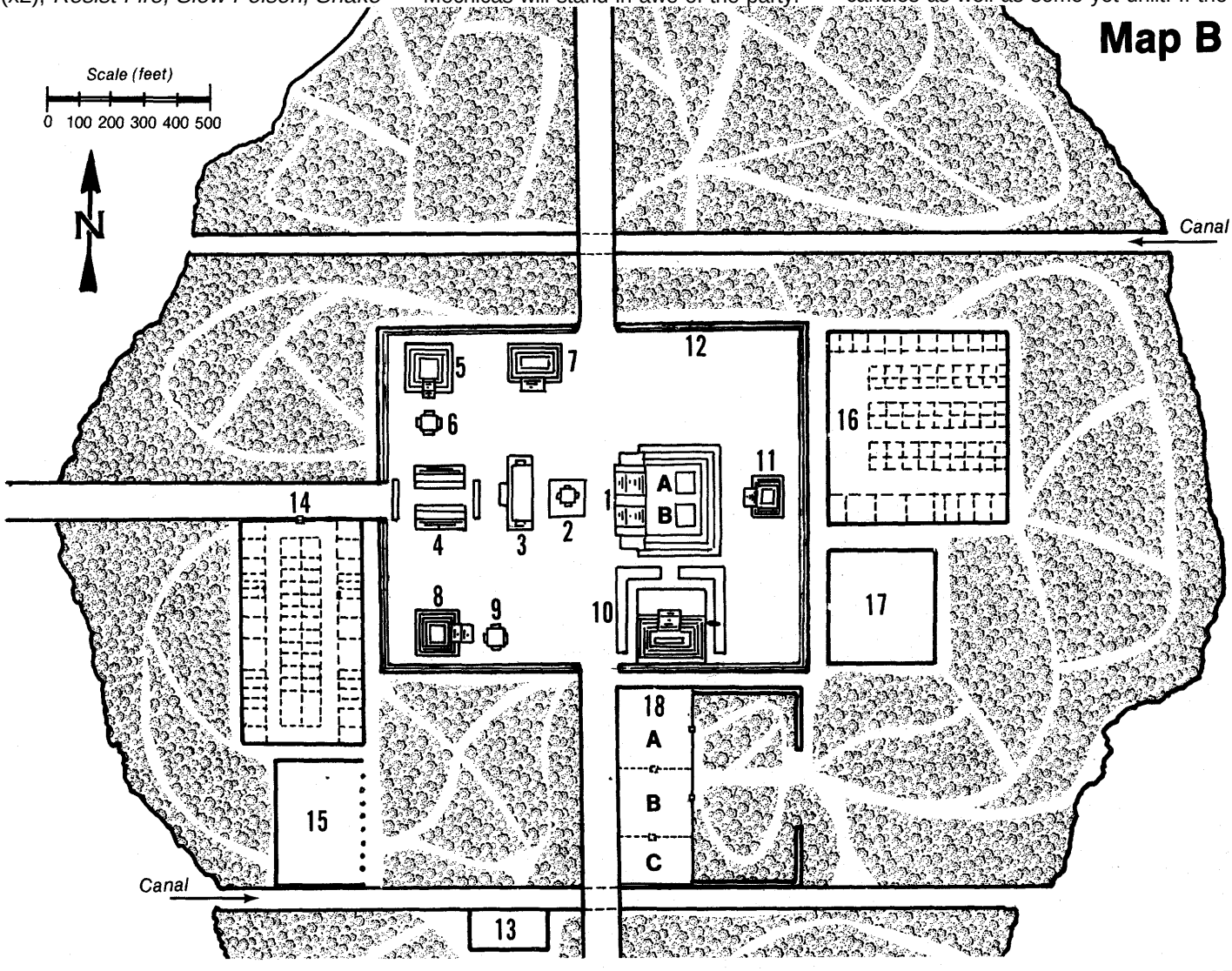
If the adventurers destroy the *Risa* stone, all of their adversaries except Cuactehmoc will flee in terror. The other devotees will see themselves as having failed in their defense of this most sacred artifact, and they will fear the wrath of Tezcatlipoca. The sun god will not worry about them or the party members, for he will admire their courage. On the other hand, the deity will quickly claim the life of the high priest as payment for his failure in his responsibilities. The party will have thereby solved the problem, without being required to directly confront the emperor, and will have guaranteed their safe return home, since the other Mechicas will stand in awe of the party.

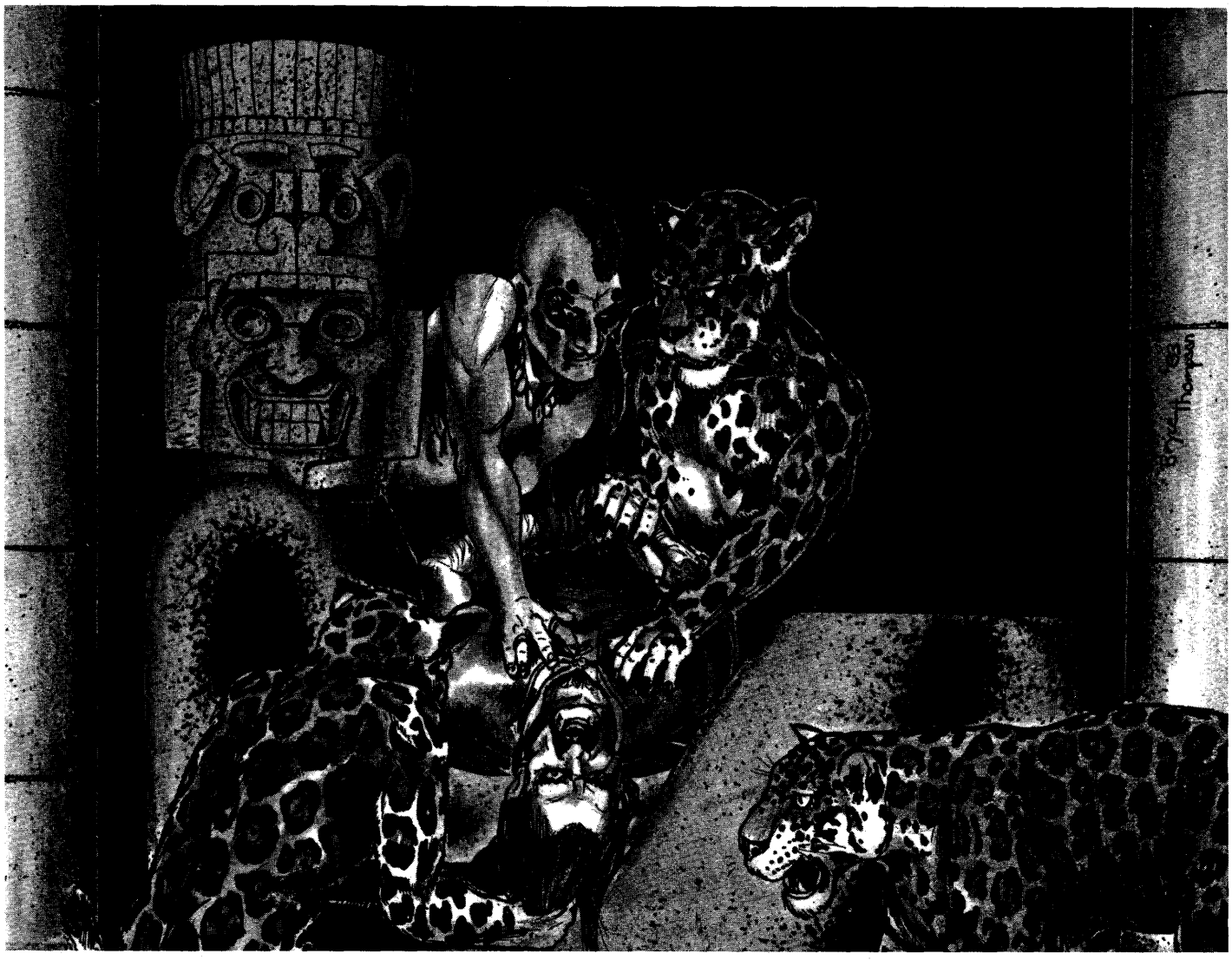
In the event that the adventurers risk open combat with Cuactehmoc, they deserve whatever fate befalls them. The first Mechica objective will be to defend the *Risa* stone at all costs. The second, if possible, will be to capture and/or polymorph the party members into jaguars on the *Risa* stone.

11. Temple of Colbuacan: This small pyramid temple is hidden to the east of the twin temples to Tlaloc and Huitzilopochtli. If the party members enter this temple, they will find it in the process of renovation. If they have been in any of the temples of Huitzilopochtli, they may recognize the same mural painting on the south wall as the same sort that they have seen before. The other walls are covered over, awaiting repainting.

12. Snake Wall: This 12-foot-high wall, shaped like a bas-relief snake, stretches all the way around Tenocatlan, enclosing the sacred city except where the causeway entrances intersect it.

13. Black House of Coatlicue: This temple is a shrine to the "mother of the gods." Inside are a number of burning candles as well as some yet unlit. If the





candles are checked carefully, one of the unlit ones will be found to be a *candle of* invocation.

14. Palace of the Tlaloquetin: Here are kept all "short" prisoners awaiting the *Risa* stone. "Tlaloquetin" refers to the Tlaloques, and the "short" prisoners are all dwarves, gnomes and halflings. There will be 3d4 of each race in this prison. If the prisoners are released before the adventurers gain control of the city, alarms will be sounded and the Mechicas will allow no escape from the island, as per previous instructions (see earlier text). Any of these prisoners will be happy to fight on behalf of the party if set free, but none will have weapons or armor.

15. House of Songs: If the party comes near this building they will be able to identify it as the source of the drumming, chanting and flute playing they have been hearing. If adventurers look into the building they will see musicians, and the musicians will probably see the party. This makes no difference, and the music will continue unless the musicians are attacked. The musicians are the only citizens of Tenocatlan who don't care whether strangers are lurking about or not. If this house is entered at night when it is empty, the party will find a set of *drums of deafening,* but the only way to find out what they are is to beat on them in the middle of the night.

16. Palace of Axayacatl: This building is for "large" prisoners. This group includes humans, elves, half-elves, and half-orcs. They also await their turn on the *Risa* stone. As with the "short" prisoners (area 14), they will do what they can to help the party, but they have no weapons or armor. Their release will cause the general alarm to be sounded in the city.

17. The Royal Aviary: This is the emperor's bird cage. It is filled with a number of brightly plumed birds. But there is little in the way of adventure here.

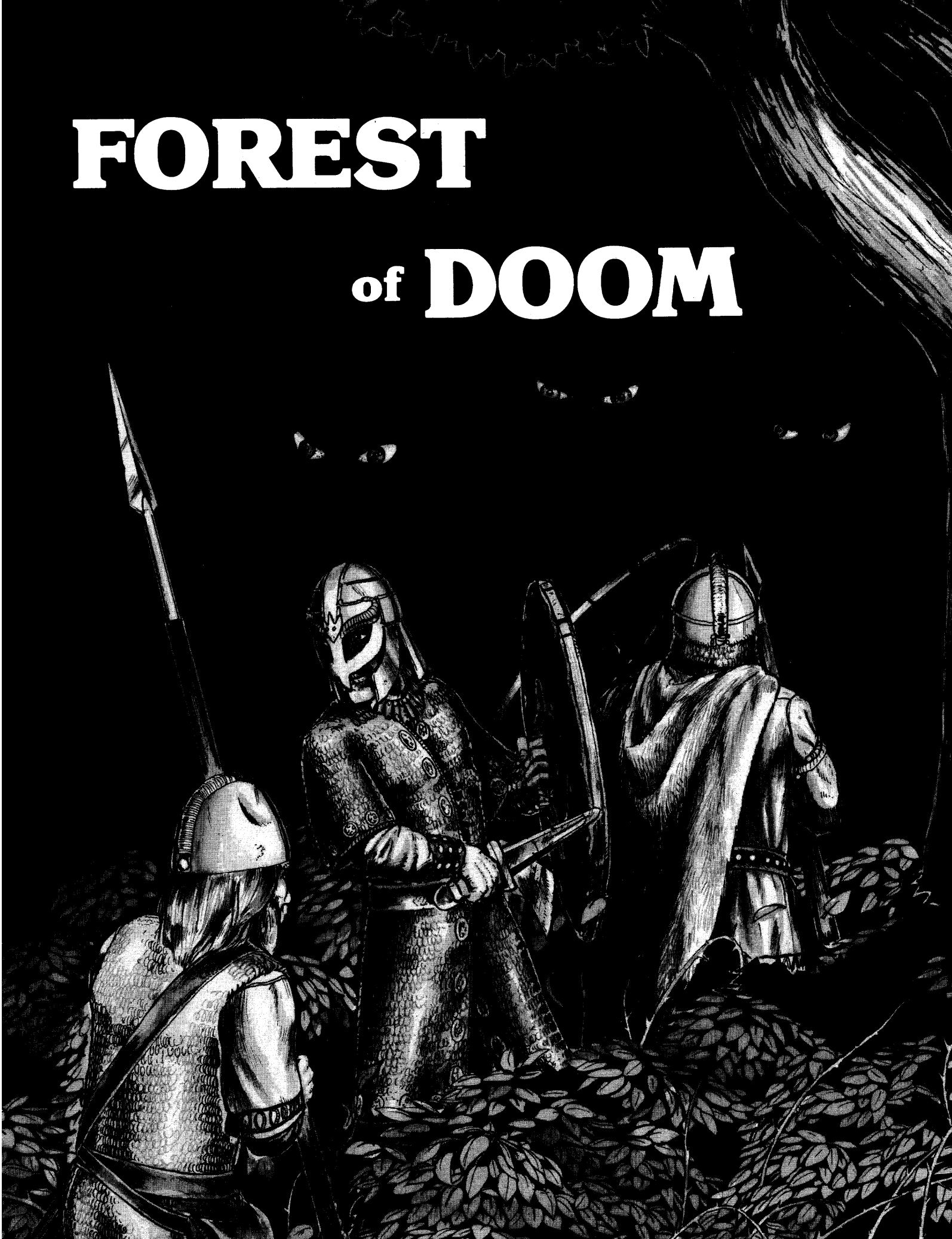
18. The Palace of Cuactehmoc: As with the Temple of Tezcatlipoca (area 10), there will always be 3d4 jaguars perched on top of the wall to guard his highness.

18A. Keep of the Jaguar Priests: The door from the courtyard is unlocked and opens into the werejaguar hideout. These creatures/clerics are here to help protect and serve the emperor as slaves. If the emperor is at the Temple (area 10), there will be only 1d4 lycanthropes present here. If the party has not entered the Temple yet, there is a 1 in 3 chance that the emperor will be in his room. If he is present here, there will be 3d4 lycanthropes present guarding the High Priest.

18B. Sleeping Quarters: For all of the furnishings in the rest of the city, this room will surprise the party, because it is quite modest. A simple sleeping mat is against the far wall. If he is present in his quarters, Cuactehmoc will have heard the commotion outside this chamber and prepared himself for battle. If the *Risa* stone has already been destroyed, the party will enter to find the emperor dead. If he is not present, the room will seem quite empty. Should the party check for secret doors and succeed in their search, they will find the entrance to area 18C. It is opened by lifting the sleeping mat. Closing the door will return the mat to its former place.

18C. The Emperor's Treasure: The god Tezcatlipoca is also known as the provider of wealth. The reward for foiling Cuactehmoc's treachery comes to the tune of 180,000 g.p. and 287,000 s.p.

FOREST of DOOM



FOREST of DOOM

An adventure for AD&D™ players

Designed by Scott Butler

For as far back in time as the tales of history stretch, the area bordering what is now the Lands of Launewt has been a foreboding, practically impenetrable forest. When the lords who ruled the various borderlands united to form the Council of Launewt a century ago, the forest was in the same physical condition as it is now: thick, dark, and expansive, said to be so dense at the center that sunlight pervaded the foliage only on the brightest days.

The forest is also, as it has always been, home to all manner of vicious animals and evil-minded denizen. The animals are generally only dangerous when one intrudes on their territory. The more intelligent evil creatures of the forest, however, often come out to the borderlands to make trouble. In even the oldest historical accounts, mention is made of sporadic raids by the evil creatures on villages and outposts in the borderlands. These tribulations have long been a fact of life for the citizens of the Lands of Launewt — bothersome, sometimes to the extreme, but usually not mounted by a large enough force to do any lasting damage.

On rarer occasions, the forest dwellers have collaborated in organized mass assaults. The provinces and communities of the Lands of Launewt have defenses that are not easily breached — but large villages have been known to be overrun and plundered by hordes of attackers. The cumulative effect of a series of these organized assaults can be devastating — stripping from an area the size of an entire province virtually all the area's material wealth and a good portion of its able-bodied citizenry.

Two generations of men have come and gone since the last time a group of such assaults took place — but now there is evidence, at least in some people's minds, of a conflict that threatens to escalate into another costly war. A minority faction in the Council of Launewt believes that the so-called sporadic raids have, of late, become systematic and purposeful; several villages have been plundered in a short time.

But most of the council members have turned a deaf ear to the assertions of their more cautious fellows, insisting that the raids do not fall into a pattern and maintaining that occasional conflicts of this nature are not worthy of the Council's attention, and should be left for the local militias to deal with. A splinter group within this majority has a neutral outlook; its members realize the dangerous potential of a united enemy, but hesitate to believe that there is a single force capable of consolidating and unifying all the evil humanoids of the forest.

Such differing opinions don't mix well. As a result, the Council of Launewt is in turmoil, its normally well-ordered decision-making process now paralyzed. *Nothing* is being done, even to the extent of preparing a contingency plan just in case the minority turns out to be right.

The council members predicting a mass invasion have gathered physical evidence and information to support their position: items like small, strange darts smeared and smudged with a harmless, fungus-like substance; stories like those told by men who claim to have ventured close to the forest's edge in pursuit of an evil band, and then turned back after glimpsing dark, shadowy shapes in the underbrush.

None of the evidence gathered so far has swayed any of the other council members, though. They assert that the darts are simply ordinary objects, and since the fungus coating is harmless, it must be symbolic, and not dangerous, in nature. As support for their position, they cite examples of strange short swords and other weapons recovered from the sites of battles — their blades so pitted and poorly worked that they bear mute witness to the inferiority of the creatures who forged them. The tales of dark shapes in the trees they dismiss as nothing more than fable, stories invented by terrified peasants and soldiers as a way to gain a certain measure of notoriety — or to hide their cowardice.

In hopes of obtaining conclusive evidence to support their position, several members of the minority faction have sought the aid of small groups of adventurers who would be willing — for a price, of course — to brave the evils of the forest and get at the truth of the matter. During the last few weeks, several bands of explorers have set out on missions into the forest. So far, none of them have been heard from — meaning, perhaps, that they have met and fallen to stronger adversaries, or perhaps that they have thought better of the whole idea and decided to not enter the forest after all.

Now, another such opportunity is being offered to a band of adventurers who seem more stalwart than any who have gone before them. A young lord of the Council of Launewt, after seeing his father die in a recent raid on his family's home village, has collected a few scraps of information that he hopes will demonstrate that the threat of an evil invasion is indeed real, and will encourage this new group of adventurers to seek even more information — and avenge his father's death at the same time.

"Goblins are not the most reliable source of information one could want," says the young lord, "but there seems good reason to heed something I heard about just three days ago. Several of these vile creatures were killed during one of their raids into our countryside. One of them, just before it died, became delirious and babbled almost incoherently about someone or something called 'Arron' — perhaps the name of a leader, or the name of a ruling order the goblins pay homage to. One of the goblin's babblings translates roughly as 'victory will belong to the noble.'

"We know that goblins are certainly not 'noble' — and, from what we have learned about them, they do not see themselves as noble. These words, if they are more than just the ravings of a mad goblin, seem to point to the existence of an evil force stronger and more devious than the goblins themselves. But the exact nature of this force is still unknown to us.

"I strongly suspect," continued the young lord, "that the creature or organization called 'Arron' is responsible for pulling together the evil creatures of the forest into a fighting force that threatens the life and property of every resident of the Lands of Launewt. As revenge for my father's death, I want proof that the evil designs of Arron have been ruined and the threat to our homeland destroyed. I offer you 5,000 gold pieces as a reward, plus the gratitude of everyone in the Lands of Launewt. Even those who have foolishly refused to recognize the threat will see the wrongness of their views when your proof is put before them."

After the adventurers accept the young lord's offer, he concludes his instructions to them with a brief description of how to get to the edge of the forest. It is at this point, on the fringe of the unknown territory, where the adventure begins.

For a party of 4-8 characters, each of 4th-7th level

First place, Module Design Contest category A-2

GENERAL INFORMATION

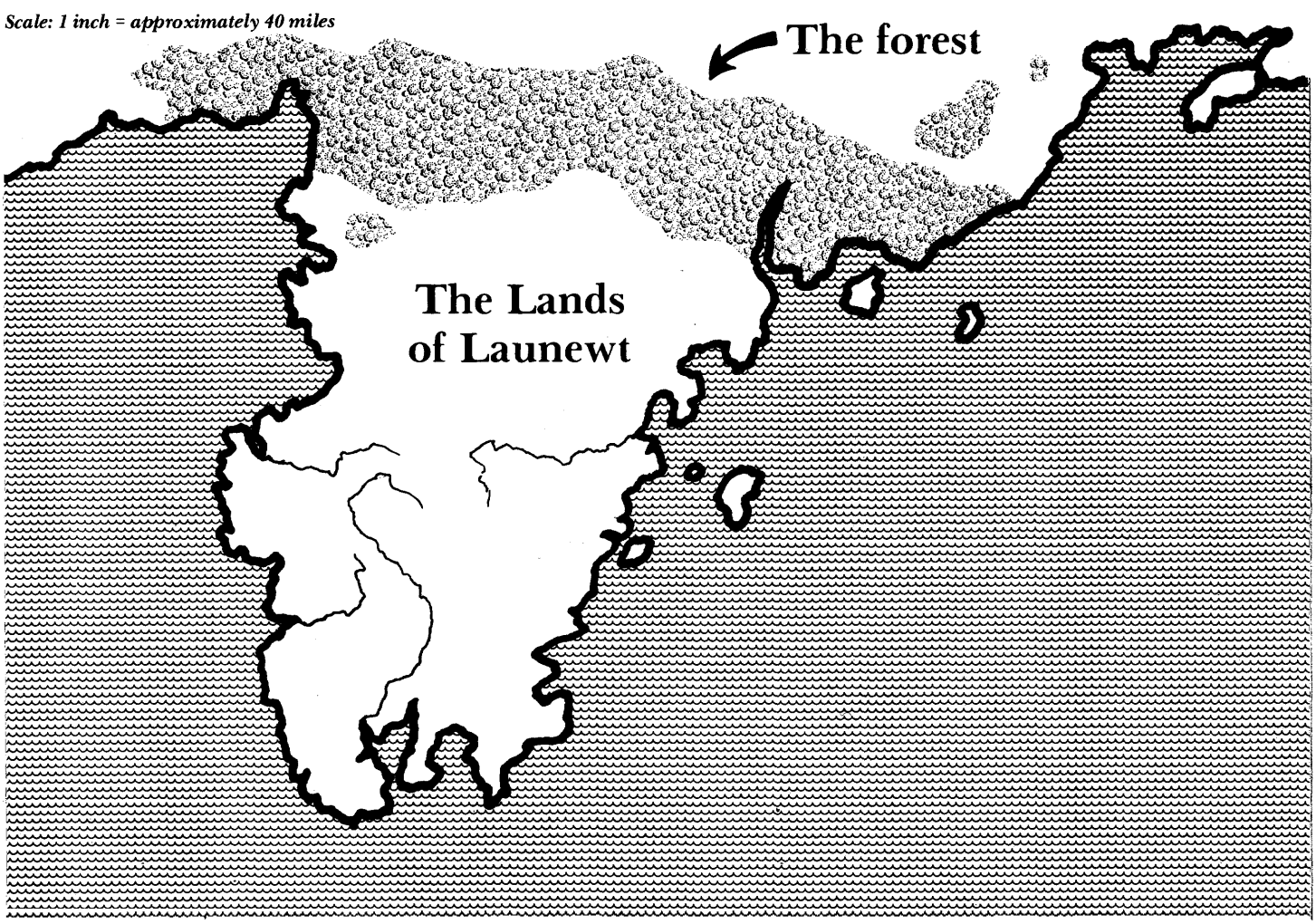
The preceding background information will give players sufficient facts to understand the history of the area, in addition to providing a purpose for the journey into the forest. The background includes some hints that dark elves (drow) are behind the organization of the evil forces within the forest.

A general description of the motives of the drow will be helpful to the DM in giving the adventure a logical foundation and, if desired, incorporating this adventure into an ongoing campaign. The ruling forces in the drow underworld are noble houses, whose actions are sometimes influenced by the merchant clans they are allied with. Inter-house rivalries pervade drow society; one faction or another is always trying to demonstrate its superiority over the others by wreaking more havoc and plundering more treasure than its competitors.

One noble house has gone to great lengths to formulate a scheme designed to assure its rise to the top of the noble hierarchy. This house, led by a noble named Erihn ("Arron"), has achieved the construction and occupation of a huge above-ground fortress, deep inside the evil forest. It serves as a base from which the drow, and various evil creatures in their service, can raid the prosperous Lands of Launewt, stripping the country of its valuables and riches and funneling prisoners and possessions by caravans back to the dark elves' underworld home.

The fortress took years to build, but the passage of time has little significance to elves; the end result is something that might be called a masterpiece, were its origin and purpose not so shrouded in evil. While the construction was proceeding, dark elves from the house of Erihn began to methodically make subjects and allies out of the evil humanoids who live in the forest, working toward the day when they could consolidate enough evil power to overrun every community in the Lands of Launewt.

The raids that have taken place in recent weeks were disguised to appear as isolated incidents, but their increasing frequency and ferocity suggest to some members of the council that they are really the first skirmishes in a massive assault which could descend upon the Lands of Launewt at any time. As the members of the adventuring party will discover when they reach the site of the



fortress, the threat of an all-out assault is a very real one indeed.

Except where otherwise specified, the drow encountered in the forest and within the fortress conform in all respects to the description of the dark elves in the FIEND FOLIO™ Tome.

THE FOREST

The Forest of Doom is a thick, dark curtain bisecting a peninsula, cutting off the Lands of Launewt (located at the tip of the peninsula) from the rest of the continent. It is a band 30 miles wide and more than six times that long. There is no way to go anywhere on foot from the Lands of Launewt without passing through the forest. (Player characters and other adventurers new to the Lands of Launewt are assumed to have approached the country by sea.)

The forest, in addition to providing the surrounding environment for the drow fortress, can also be built into an extended wilderness adventure. This expansion is particularly appropriate if this adventure is being integrated into an ongoing campaign — several parties of adventurers may go *into* the forest, but perhaps not all of them will come *out.*

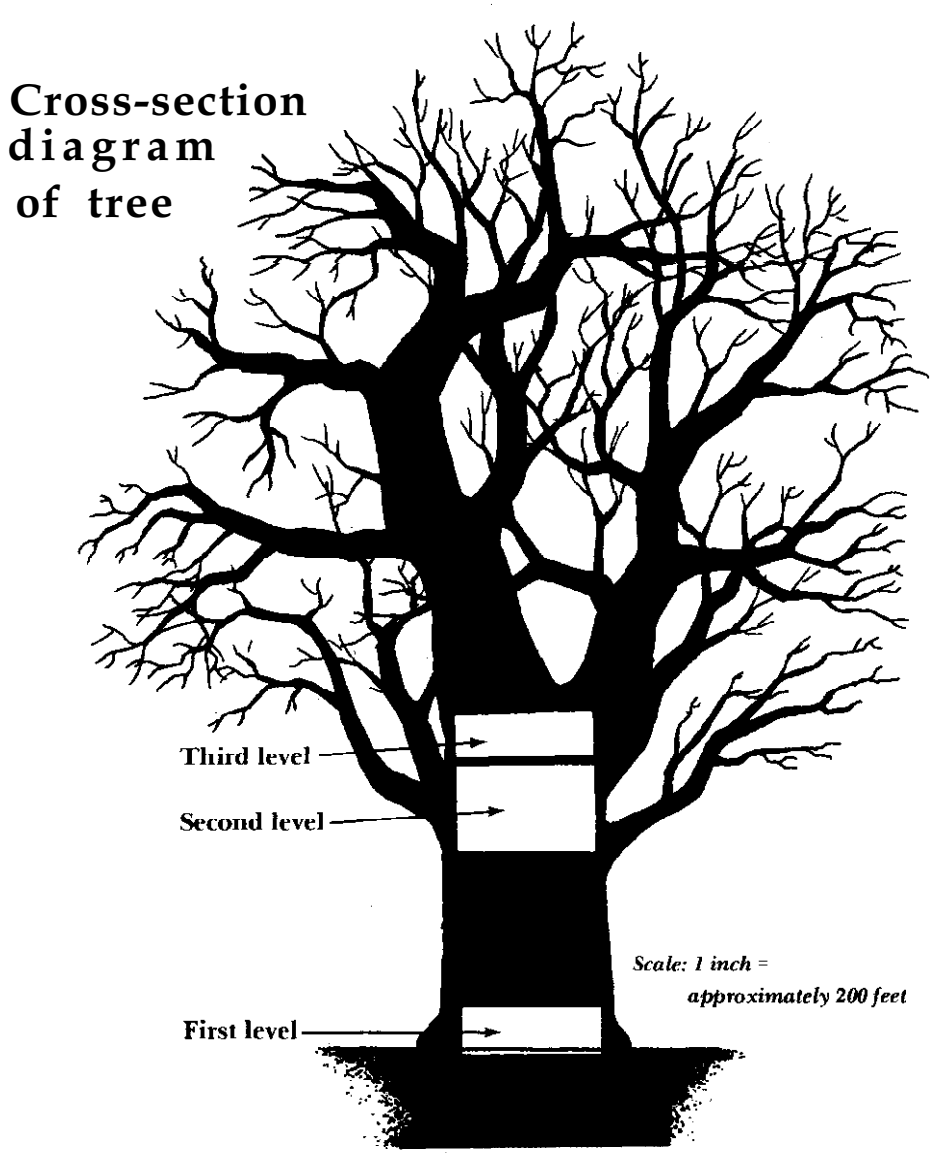
It is a thoroughly evil place. No good-aligned creatures will be encountered inside the forest; otherwise, treat it as a faerie/sylvan forest setting in a temperate climate. A suggested random encounter table is given below. The chance of a random encounter is a roll of 1 on d6, and should be checked every hour.

Encounter table

d% roll	Creature type	Number
01-02	Al-mi'raj	1-10
03	Ape, carnivorous	1-6
04	Basilisk	1-2
05-11	Bear, brown	1-2
12	Beetle, bombardier	1-8
13	Beetle, boring	1-8
14	Beetle, stag	1-8
15-20	Boar, giant	1-3
21-27	Bugbear	5-12
28	*Cockatrice* [1]	1
29	Dragon, green (young)	1
30-35	Drow Patrol [2]	— — [2]
36-41	Goblin	5-30
42-43	Gorgon	1-2
44	Groaning Spirit	
45-48	Hobgoblin	2-12
49	Lycanthrope, werebear	1-2
50	Lycanthrope, wereboar	1-2
51-52	Minotaur	1
53-55	Ogre	2-8
56-59	Orc	3-24
60-63	Quaggoth	2-12
64-65	Skunk, giant	1
66-67	Snake, giant, poisonous	1-3
68-78	Spider, huge	1-12
79-86	Stag, giant	1-2
87-89	Stirge	2-20
90	Su-monster	1-4
91	Tick, giant	3-7
92	Toad, giant	1-6
93-95	Troll	1-4
96	Weasel, giant	1-4
97	Whipweed	1-2
98-00	Wolf, dire (Worg)	3-8

[1] — 75% likely to be encountered while airborne.

[2] — A drow patrol encountered in the forest will be composed of 2- 12 male drow fighters, all of 2nd level, sometimes (20%) accompanied by 1-8 bugbears. Commanding the patrol will be either a fighter of 4th-7th level (70%) or a magic-user of 5th-8th level (30%). Note: All drow encountered outside the fortress will be using ordinary armor (chain) and weapons, *not* special items of drow manufacture.



The forest springs up abruptly at the edge of the Lands of Launewt. It is thick and dark, with no patch of land within it that could be called a clearing. There are no paths, and the forest floor is covered with a thorny underbrush that inhibits movement (two-thirds normal movement rate for overland travel). Negotiating the underbrush entails a great deal of noise, so that any creature's or party's chance of being surprised is halved — unless those attempting to surprise remain motionless and quiet.

The thick overhead growth starts to blot out daylight almost as soon as one sets foot inside the forest. At a point only a few hundred feet inside the forest perimeter, the light conditions are similar to twilight on a cloudy day. The darkness gradually deepens as one moves closer to the center of the forest until, for a radius of five miles around the drow fortress, the forest is as dark as night. Even on the brightest day, the sun produces no more light than a full moon.

The center of the forest's evil activity is located, logically enough, in the exact center of the forest. If the adventurers are actively seeking the drow fortress but have wandered far from its location, the DM can point them in the right direction

by the use of subtle clues: a deepening of the darkness as they move toward the center, and vice versa; the fact that encountered creatures (intelligent ones, at least) will tend to retreat in the general direction of the fortress; and other indicators of this sort.

Any time the adventurers are within one mile of the fortress, there is a 20% chance per turn of movement that they will discover one of the many trails that radiate into the forest from the drow fortress. There are 18 such radiating trails, spaced at roughly 20-degree intervals. They have been cleared to make it easier for slaves to forage raw materials (for the purpose described below) from the immediate area around the fortress.

THE FORTRESS

The headquarters for the house of Erihn's evil campaign is a phenomenally huge tree, with a trunk measuring 180 feet in diameter at the base. The tree, most likely related to the sycamore family, is made of relatively soft wood. Large sections of the inside of the trunk have been hollowed out to form rooms and passages, but the tree is so massive that these cavities have not weakened it structurally. The tree is alive; it is nourished by a wide, shallow river that passes within a few hundred feet to the south of the trunk, and in addition it is being continually fertilized by a procedure devised by the drow which is carried out through the efforts of several dozen slaves.

On the north side of the tree, opposite the river, are two semicircular trenches, each 15 feet wide and 10 feet deep and separated by a 50-foot-wide walkway. These trenches are always kept at least half full of fertilizer, which consists of decaying organic matter gathered from the surrounding forest as well as a compost-like mixture that is manufactured inside the tree. For most of every day, all except for the darkest hours of the night, slaves are kept busy gathering raw materials from the forest, hauling water in buckets from the river to inside the tree, and bringing out buckets of sludge to deposit in the fertilizer trenches.

If a party approaches the fortress by way of any of the foraging trails, there is a 10% chance every 3 turns, cumulative, of encountering a group of 3-6 slaves. The slaves will be supervised by 1 bugbear, if there are 3 or 4 slaves in the group, or by 2 bugbears if 5 or 6 slaves are working together. (For detailed descriptions of these creature types, see the notes following the Fortress Encounter Table below.) The bugbears are not especially bright, and not overly anxious to engage in combat. They will probably (60%) believe any *plausible* reason for the party being in the vicinity of the tree, and in that event they will be willing to let a party advance toward the fortress unopposed.

The chance of a random encounter within the tree is a roll of 1 on d6, with checks made every turn after the party gets inside. If an encounter is indicated, refer to the table and notes below to determine the creature type involved:

Fortress Encounter Table

d10 roll	Creature type	Number
1-2	Quaggoth	2-8
3-5	Drow	2-4 + leader
6-8	Slaves	2-8 + guard
9-10	Bugbears	

Quaggoth groups encountered inside the tree will be unarmed. These creatures are servants of the drow whose main purpose is to shepherd and supervise slaves working inside the fortress.

Drow random encounters inside the tree will be with groups of 2-4 plus a leader, with a 30% chance that each character in a group is a female. The non-leader types are all 2nd level fighters (AC 2, MV 12" or 15", HP 11 each, #AT 2, D sword 1-6, dagger 1-4). The leader of a party who is male will be a 3rd level fighter/magic-user (AC 2, HP 13) who can cast *burning hands, shield,* and *mirror image* in addition to the innate magic ability possessed by all dark elves. The leader of a party who is female will be a 3rd level fighter/cleric (AC 2, HP 20, D mace 2-7) with the ability to cast cure *light wounds, remove fear,* and *chant* in addition to the innate spell abilities possessed by all female dark elves. Any drow encountered inside the tree, randomly or otherwise, will be using the special drow weaponry and armor.

Slaves are various human, demi-human, and humanoid creatures who have been captured and put to work maintaining the fertilizer system, serving food, and doing other sorts of maintenance. Slaves encountered randomly inside the fortress will not be working on the fertilizer pit (see the descriptions of area 6 and area 7 in the first level), but will be engaged in other sorts of activities. Slaves are all AC 10, MV 9", HD l-l, HP 3, and unarmed (usually carrying buckets or sacks, if anything) and connected at the waist by 5-foot-long chains. A group of 4 or fewer will be guarded by an unarmed quaggoth; a group of 5 or more will be guarded by a single bugbear with a wooden club.

Bugbears will only be encountered on the first level (ground level) of the fortress; for random encounters on the other levels or in the passageways between levels, roll d8 instead of d10 to determine the creature type. Each bugbear in a random encounter will be armed with a long sword or a mace (50% chance for each).

There are no stationary light sources inside the fortress. Servants and slaves will carry lanterns or torches for illumination when such equipment is necessary. The fortress has no stairs as such; chambers located at different elevations are connected by rough-hewn, sloping passageways.

FIRST LEVEL

Elevation ranges from -5 feet (below ground) to +65 feet (above ground)

1. Sentinel Posts: If adventurers approach the fortress from the north, they will be spotted by drow sentinels located behind concealed doors that are 10 feet above ground level. There is a secret door at ground level between the two sentinel posts.

Characters approaching the tree will be fired upon as soon as they are within medium range if they do not give the proper signal, which consists of dropping one's weapons and continuing to advance empty-handed. If a party attempts to bluff its way into the fortress, the female elf at sentinel post (b) will use her *detect lie* ability to try to determine the truth of the characters' statements. If a full-scale battle breaks out at the base of the tree, the fighters at each sentinel post will fire their missile weapons at the rate of one shot per round. Meanwhile, the fighter/magic-user will go inside the tree and attempt to sound an alarm inside the bugbear barracks (area 2). The bugbears will arrive on the scene via the secret door in 10 rounds after the sentinels start their missile fire. When the bugbears engage the party, the two sentinels will drop down from their elevated posts and join the melee.

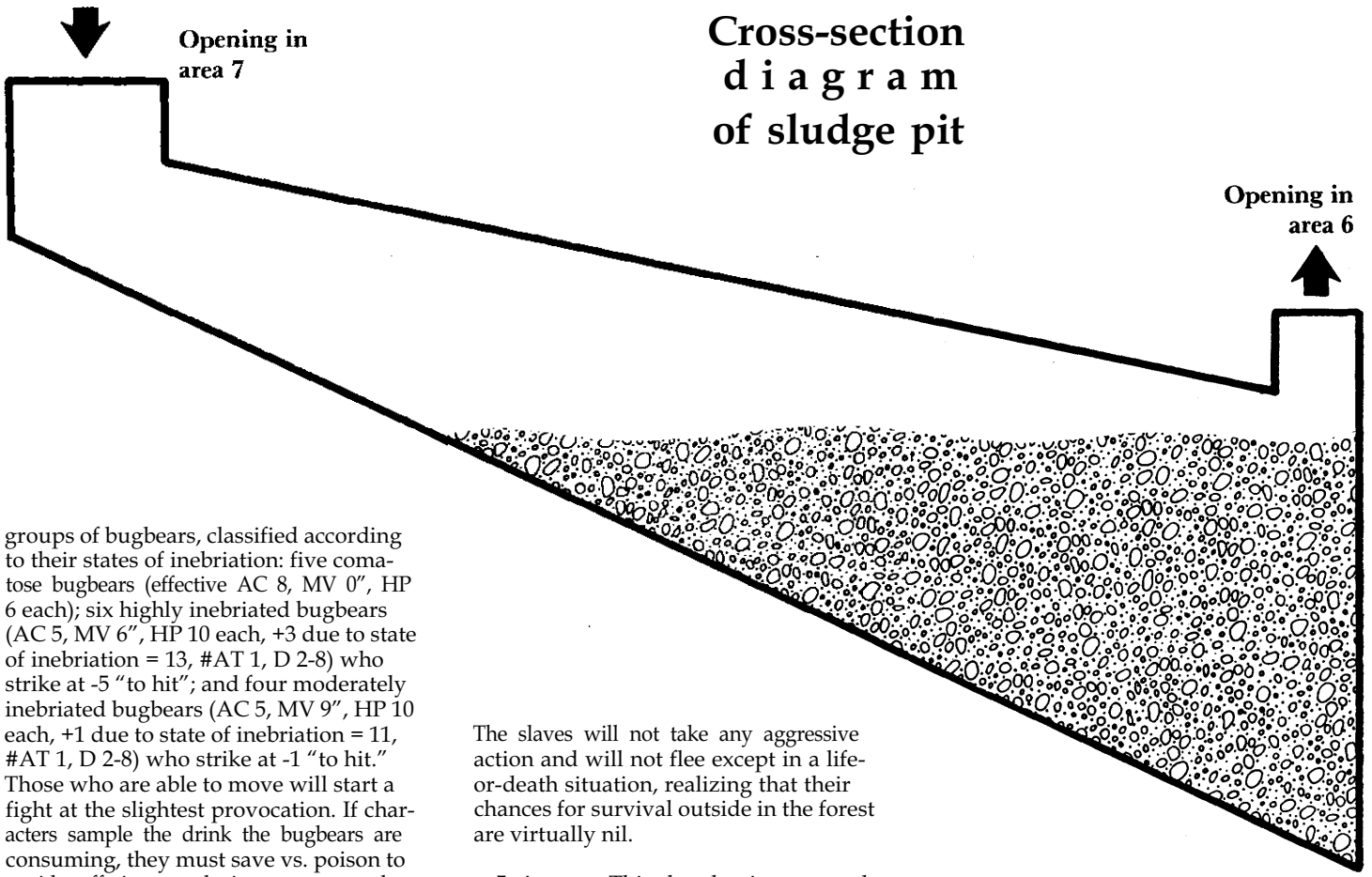
A. This post is occupied by a 3rd level male drow fighter (AC 3, HP 20) who benefits from 75% cover as long as he is at the post and protected by the half-open concealed door. He has a + 1 buckler, +1 sword and dagger, and a light crossbow plus 10 darts coated with sleep poison.

B. This post is occupied by two elves: a male fighter/magic-user of 2nd/3rd level (AC 4, HP 14, #AT 1, D sword 1-6) and a 3rd level female fighter (AC 2, HP 19) armed identically to the sentry at post A. The magic-user can cast *magic missile, hold portal,* and *detect invisibility* in addition to his innate magical abilities.

2. Bugbear Barracks: All of the bugbears in these three chambers who are able to do so will respond to a general alarm within 10 rounds, donning scraps of armor and taking up weapons as they go. All of the doors leading between these chambers and into the corridor are closed but not locked.

A. These sleeping quarters contain eight sets of sturdy double bunks around the walls. Seven of the beds are occupied by sleeping bugbears (AC 5, MV 9", HD 3+ 1, HP 14 each, #AT 1, D 2-8 or weapon). They will awaken instantly if intruders enter the room without being absolutely quiet, and will fight fiercely, using their natural attacks. Each bugbear has the equivalent of 1-8 g.p. somewhere on its person or nearby in its personal belongings.

B. This is a common kitchen and dining hall, currently occupied by three



groups of bugbears, classified according to their states of inebriation: five comatose bugbears (effective AC 8, MV 0", HP 6 each); six highly inebriated bugbears (AC 5, MV 6", HP 10 each, +3 due to state of inebriation = 13, #AT 1, D 2-8) who strike at -5 "to hit"; and four moderately inebriated bugbears (AC 5, MV 9", HP 10 each, +1 due to state of inebriation = 11, #AT 1, D 2-8) who strike at -1 "to hit." Those who are able to move will start a fight at the slightest provocation. If characters sample the drink the bugbears are consuming, they must save vs. poison to avoid suffering paralyzing cramps and sickness for 1-3 rounds thereafter.

C. This is another sleeping area identical in configuration to chamber 2A. Nine of the bunks are occupied by comatose bugbears (effective AC 8, MV 0", HP 6 each) who will not awaken even under extreme provocation.

3. Spider Lair: This chamber, earmarked for possible future use as slave quarters, is presently the home of a giant spider (AC 4, HP 22) which hangs suspended from webbing attached to the 20-foot-high ceiling. It will scuttle silently along the webbing and drop down on any character who advances more than 10 feet inside the door to the chamber. The floor of the chamber, except for a 10-foot radius right inside the door, is covered with tough, sticky webbing that will entrap a character who comes into contact with it.

4. Slave Quarters: This "barracks," nothing more than a hollowed-out area devoid of furnishings, is where slaves are quartered when they are eating or sleeping. At any given time, from 11-30 slaves (d20 + 10) will be present, overseen by a pair of quaggoth guards stationed at the opening in the southeast corner. If the guards are attacked or threatened, they will run outside, abandoning the slaves, and attempt to re-enter the fortress by way of the secret door at area 1 or the double doors leading to the storeroom (area 6). The slaves will not take any aggressive action and will not flee except in a life-or-death situation, realizing that their chances for survival outside in the forest are virtually nil.

5. **Armory:** This chamber is separated from the corridor by a thick wooden door bound with iron and closed with a large, intricate metal lock (-10% to any thief's chance to pick it). A *glyph* of warding has been cast on the door; anyone who picks the lock and attempts to open the door without neutralizing the glyph will take 1-10 points of damage unless a save vs. paralyzation is made.

Inside the chamber is a storehouse of weapons and armor. The following are all of drow origin: five javelins, two light crossbows, 30 crossbow darts, four +1 short swords, two +1 daggers, two suits of +1 chainmail, three +1 bucklers, and two packets of drow sleep poison, each sufficient to coat 10 crossbow darts. One of the packets is trapped with a needle mechanism that will be activated by anyone who handles the packet without first disarming the trap. The handler must save vs. poison at -4 to avoid being affected by the sleep poison.

Also in the room are several sets of ordinary armor and weapons (chainmail, bucklers, short swords, daggers, light crossbows) used by the drow when they go outside the fortress.

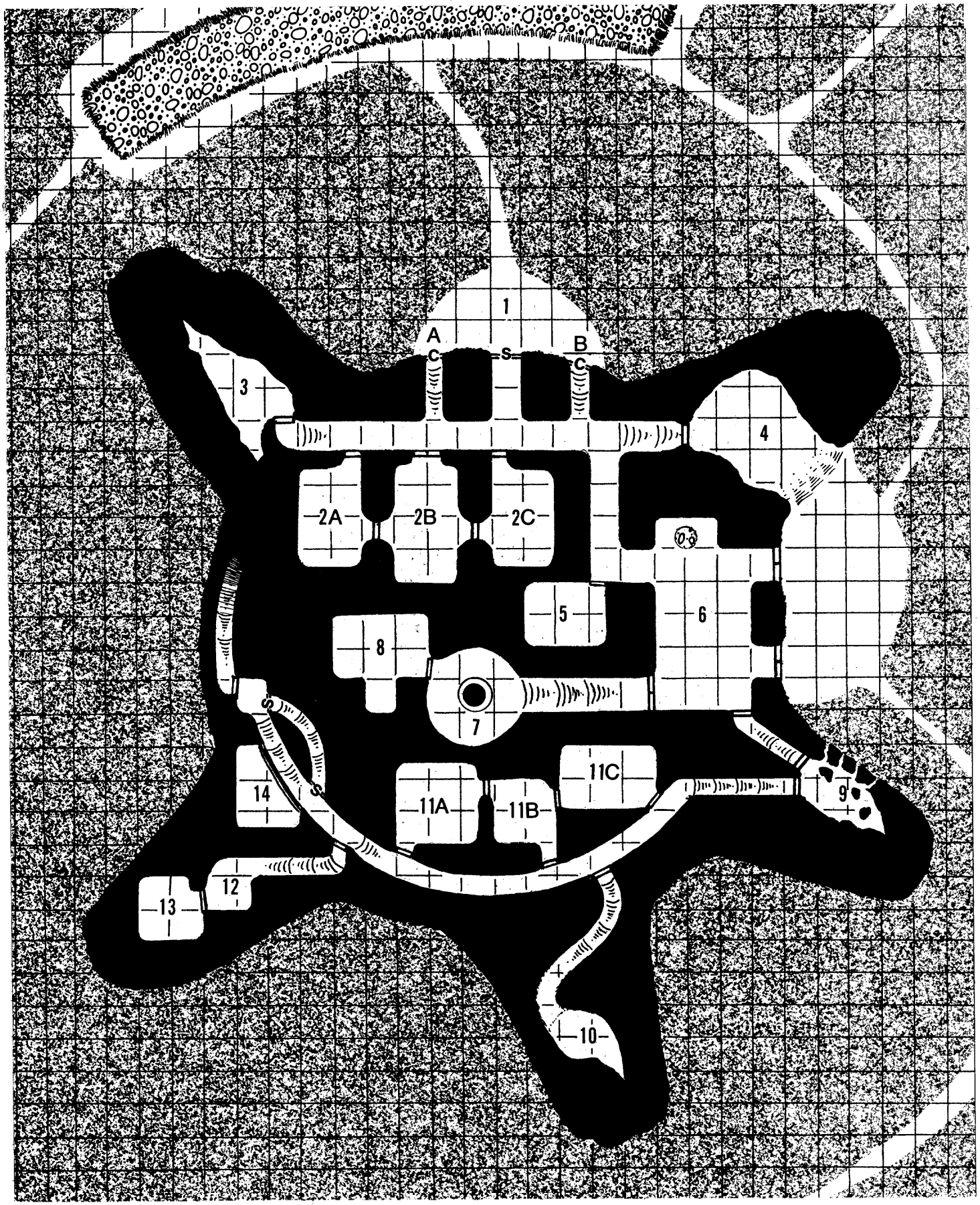
6. Storeroom and Sludge Well: Stacked along the walls of this large chamber are various sacks and crates of foodstuffs and trade goods, but not gems or jewelry or other valuables. This material is booty from various raids that has not yet been transported back to the drow underworld.

In an alcove in the northern part of the room is a 5-foot-diameter hole that leads to the lowest depth of the fertilizer pit located beneath this level. Slaves draw fertilizer up from the pit by lowering buckets into the hole on ropes and winches, then pulling them back up with full loads of the sludge. The buckets are then carted outside, and their contents dumped into the trenches that ring the northern edge of the fortress complex.

The two sets of double doors between this area and the outside of the fortress are wide open any time slaves are on duty. The slaves work in pairs, filling their buckets with sludge and then going out through the northern doorway, heading for the fertilizer trenches. Once every 1½ turns, two different slaves return from the trenches, entering through the northern doorway, with buckets to be re-filled. It only takes one turn for a pair of slaves to load their buckets and leave again, which means that for five minutes out of every fifteen the northern end of this room is vacant.

The southern doorway opens onto a short corridor leading into the storeroom; directly across the room at this point is another corridor which leads to area 7. Once every 1½ turns, two slaves enters the southern doorway, laden with sacks of raw materials or buckets of water from the river, and disappear into the long corridor.

The slaves who work in this area are



First level (ground level)

Scale: 1 square = 10 feet

not strictly supervised or even necessarily watched over. However, bugbears and quaggoth are constantly roaming the rooms and corridors of this level, and can be expected to rush to the scene if they hear sounds of excessive activity, or some sort of disturbance.

7. Fertilizer Chamber: This featureless room, in the exact center of the tree trunk, is located at the end of a steeply ascending corridor that rises to 65 feet above ground level. The corridor is separated from area 6 by a set of wooden double doors that (like the doors in area 6) are only closed and locked during the few hours each night when the slaves are not working.

The floor of the chamber itself is level. In the center of the room is a 10-foot-diameter hole that serves as a receptacle for the water and raw materials (dumped into it by slaves) that combine and decompose into sludge. It is this sludge, which settles to the bottom of the pit beneath this area, that is hauled up through the hole in area 6 and taken out to the fertilizer trenches. (See the cross-section diagram on the preceding page.)

Pairs of slaves come up the corridor and into this chamber every 1½ turns. It takes only a moment for each two workers to dump their burdens into the hole, and the return trip down the corridor and into area 6 takes only a round or two. Consequently, the corridor and the chamber are unoccupied more often than not. As with area 6, the slaves working to keep the sludge pit full of raw materials are generally unsupervised, but there are guards continually roaming around the area who might be (randomly) encountered, and there is almost always at least one quaggoth in area 8, which is adjacent to the fertilizer chamber.

8. Quaggoth Quarters: This chamber is "decorated" with large, strange-looking furs that cover most of the floor. The only other objects of note are two wooden chests on the westernmost wall. The larger of the two is unlocked and holds several more of the strange furs. The smaller chest is locked; it contains an abundance of wood shavings with 80 copper pieces and 50 silver pieces scattered throughout the pile. The chest can be unlocked with a key which is found beneath one of the furs on the floor. There are 10 such furs, and there is a 10% cumulative chance that the key will be found under any one of them.

There will be from 0-7 (d8-1) quaggoth, unarmed and asleep, in this room at any given time. The door to the chamber is always closed, but never locked. However, it is a very noisy door — if precautions are not taken by anyone opening it, the movement of the door will disturb any quaggoth inside the room. If the creatures inside the room are outnumbered, they will try to flee into area **7** and down the corridor. If the quaggoth outnumber the intruders, they will fight ferociously until and unless the battle seems to be going against them, and the survivors will then try to escape the area.

9. Stirge Nests: This chamber is reached after passing through a locked door on the south wall of area 6, going up a narrow, curving corridor, and opening an unlocked door in the northwest corner of the chamber. The door in the southwest corner of the room is locked.

The northern wall of this room is littered with holes about six inches in diameter each. (The holes also open onto the outside surface of the tree, as indicated on the map; however, the passages are so twisted and convoluted that no light gets through them from the outside world to the inside of the chamber.) These are the nests of a swarm of angry stirges (AC 8, MV 3"/18", HD 1+1, HP 5 each, #AT 1, D 1-3 plus blood drain). Every round that at least one character or creature is in this room, 1-3 stirges will come forth from their nests and attack the nearest target. Any character bold (or stupid) enough to thrust an arm into one of the holes will have equal chances of finding a stirge, 1-3 gems of 20 gp value each, or both. If a nest is occupied in such a case, the stirge therein gets an immediate attack and automatically hits the intruder.

10. Water Trap: This irregularly shaped chamber is located behind an unlocked door and at the end of a curving, gently descending corridor which is very smooth and has a thin film of water over most of it, making it even more slippery. The walls of the corridor are covered with a mass of thorny material. Characters who attempt to negotiate the sloping passageway without taking some precautions against the slipperiness must roll their dexterity or less on d20 every round to stay on their feet. Failure to make this roll means the character has lost his balance and hit the thorns for 1-4 points of damage. The corridor levels out over the last half of the distance between the door and the chamber, so that movement becomes considerably easier: In this section of the corridor, a character must fail two consecutive saves vs. dexterity (as described above) in a single round to take any damage from the thorns.

If characters travel to the end of the corridor, they will see a chamber of no special note, except that the floor is covered with a semi-transparent membrane. Hung on a single large thorn, just above the floor right at the end of the corridor, is a pouch which will be spotted by anyone who examines the wall. The pouch contains a *ring of swimming.*

This chamber is relatively close to the river, at a spot where the water table is exceptionally high. The membrane is holding back a large pool of water. If any character weighing more than 120 pounds (including his or her possessions) steps onto the membrane, or if it is hit or punctured with a weapon, the membrane will rupture. Water will cascade out, filling the chamber and quickly rising to inundate the level part of the corridor nearest the chamber. Characters must save vs. strength on d20 to avoid being swept off their feet and back down the corridor. Failure to save means that the victim takes damage equal to his or her armor class rating, plus 1-4 points (but never less than 3 points altogether), from contact with the thorns. A character wearing the *ring of swimming* when the membrane is ruptured will be able to swim to higher ground (further back in the corridor) without taking any damage.

11. Drow Barracks: All of the doors leading off the corridor to this three-section area are closed and secured with simple latches — not locks. Opening any one of them, or making any measurable noise anywhere near a door in the level part of the long corridor, will alert all of the occupants of the section in question.

A. This is a barracks for drow females. Six living areas, each containing a cot and a wooden chest, are along the walls, partitioned off from each other with silk curtains. One curtain, in the northwest corner of the room, is open. Sitting on her cot (if the party achieves surprise) will be a female dark elf preparing to go on guard duty. She is a 4th level fighter (AC **2,** MV 15", HP 25, #AT 2, D sword 1-6 or dagger 1-4) with +1 chainmail, a +1 buckler, and +l weapons.

If she is not aware of the party's presence before they open the door to this chamber, she will immediately scream an alarm which will be heard by the occupants of section B. If she has been alerted to a possible disturbance, she will be poised for battle when the party opens the door (and perhaps will have been readying a spell in the meantime). The elves from section B will arrive to assist her on the round after the party enters the barracks.

Each wooden chest that is investigated will be found to contain ordinary (non-magical) clothing, personal items, and the equivalent of 2-12 platinum pieces.

B. This is a cooking and eating area containing two large tables and a total of 12 chairs. The doors leading to sections A and C are closed but unlocked. Seated around one of the tables are three male dark elves, two of them wearing black chainmail and the third one more casually dressed. The two elves in chainmail are 2nd level fighters (AC 4, MV 12", HP 17 and 12, #AT 2, D sword 1-6 or dagger 1-4). If they are intruded upon, they will immediately draw their +1 weapons and attack.

The third elf is a fighter/magic-user of 4th level (AC 8, MV 12", HP 15, #AT 1, D dagger 1-4). At the first sign of any sort of

disturbance, he will shout an alarm that will be heard by the occupants of sections A and C, and those elves will join the fight on the second round thereafter. Instead of getting into the melee, the third elf will attempt to stay away from the action and cast spells. In addition to the innate magical abilities possessed by all male drow, this magic-user can cast *forget, shatter, burning hands, shield,* and *push.*

This room contains little of value — some miscellaneous foodstuffs and ordinary utensils; plus a set of dinnerware spread out on the table the elves are occupying. The plates and cups are made of hammered silver and are worth a total of 75 gp.

C. This is a barracks for drow males, identical in configuration to the female barracks (section A), except that there are no partitions separating the sets of cots and chests. Sitting on a bed in the southeast corner of the room is a 3rd level fighter who is unarmored (AC 7, MV 12", HP 18, #AT 2, D sword 1-6 or dagger 1-4), but with his weapons close at hand. He will shout for help if the room is broken into, and then will attempt to hold off the invaders until the elves from the kitchen area arrive to join the fight one round later.

Each of the chests in this room contains ordinary clothing and personal items, plus the equivalent of 1-10 platinum pieces.

12. Anteroom: The corridor leading to this chamber is sealed off from the main corridor by a locked door. The passage slopes gradually downward until opening onto a room that is little more than an extension of the corridor. The chamber is empty and featureless.

13. Sludge Chamber: The door leading to this room is securely bolted. It also happens to be watertight — a fact that will become obvious when anyone lifts the single bolt. As soon as the door is freed, it will burst open, releasing a stream of thick, black liquid that will cover the floor of room 12 to a depth of five feet before the flood subsides. This room was the original outlet for the sludge pit, where slaves went to fill their buckets with fertilizer for the trenches. The outlet was poorly engineered, however, and the sludge backed up into the room, making it necessary to block the chamber off from the rest of the complex and build another outlet (in area 6).

The sludge is not harmful in itself, but the stench of such a large quantity of the stuff can be overpowering. A character of five feet or less in height will be submerged in the sludge within five segments after the door bursts open, and will suffocate within a number of segments thereafter equal to his or her constitution score, unless the victim can get back to the sloping corridor in time, or unless his or her head is lifted above the surface of the liquid by a taller companion. A character who is not immediately submerged must save vs. constitution on d20 or be overcome by the stench. Failure to save will cause the victim to become dizzy and keel over into the liquid, with the same chance for suffocation thereafter as for shorter characters who become submerged.

14. Tentamort Lair: If characters stay on the main branch of the long corridor and do not notice and pass through the secret door, they will attract the attention of a tentamort (AC 3/1, MV 1", HD 8, HP 10 per tentacle, 20 for body, #AT 2, D 1-6/1-6 plus special; see FIEND FOLIO Tome) that resides in the chamber to the south. This chamber is separated from the adjacent corridor by a curved wall running the length of the corridor at this point — except for a two-foot-high opening between the wall and the floor. It is through this opening that the tentamort will attempt to attack with its tentacles. To attack the body of the monster, characters must slide themselves through the slot and carry the battle into the room. The tentamort will not try to move through the slot to escape an attack, and can draw its tentacles back into the room if it desires to attack an intruder.

If characters detect the secret door, move through the passage that leads off it, and exit through the other secret door, they can avoid the tentamort and gain

access to a small, empty chamber with a locked door on its west wall. This doorway leads to an ascending passageway that spirals up inside the trunk and eventually leads to the second level of the fortress.

SECOND LEVEL

Elevation ranges from 200 feet to 300 feet above ground level

15. Snare Trap: The ascending, spiraling passageway ends at an archway that opens into the outside air. A small wooden door (actually a false door) is in plain sight along the inner wall of the corridor right at the end of the ascent, and seems to lead back into the tree. There is light here in the outside area — just enough illumination to make out general features, such as the door.

Pulling open the false door will trigger a trap. A *rope of entanglement* will lash out from inside the false doorway, wrapping itself around the legs of the character in front of the door and continuing to push outward until it "shoves" the victim off the branch. This activity all takes place virtually instantaneously — the victim being held cannot react quickly enough to grab a handhold, and no one else in the vicinity is able to keep the entwined character from falling off the branch.

The rope is 50 feet long, with its other end anchored to a post inside the false doorway. A victim who, is pulled off the branch by the rope will dangle in the air against the side of the tree, roughly 40 feet below the branch and more than 150 feet above the ground.

The *rope of entanglement* will remain stretched out to its full length and will not attempt to entwine other characters unless they try to grab it or sever it. This rope can entangle up to four man-sized creatures before its length is "used up," at which point the first character grabbed by it will have been pulled back up to a point just below the branch. If the rope is severed or untied from its mooring within the false doorway, any characters being held by it who aren't also anchored to the branch will plummet to the ground.

16. Rat Cage: The door to this room is different from all the others in the fortress. It is made of metal mesh reinforced by wood strips, with a sliding panel in the bottom of the door. (The entire door is also hinged and can be unlatched and opened wide if anyone cares to enter the room.) By looking through the mesh, characters can see a large number of giant rats inside the chamber.

There are 15 of these rats (AC 7, MV 12"//6", HD ½, HP 2 each, #AT 1, D 1-3 plus disease). They are used as food for the giant owl nesting in area 17. The sliding panel at the bottom of the door opens to reveal a chamber large enough to hold one rat at a time. This panel works in conjunction with another panel at the rear of the chamber — when the door panel is closed, the rear panel is open, and vice versa.

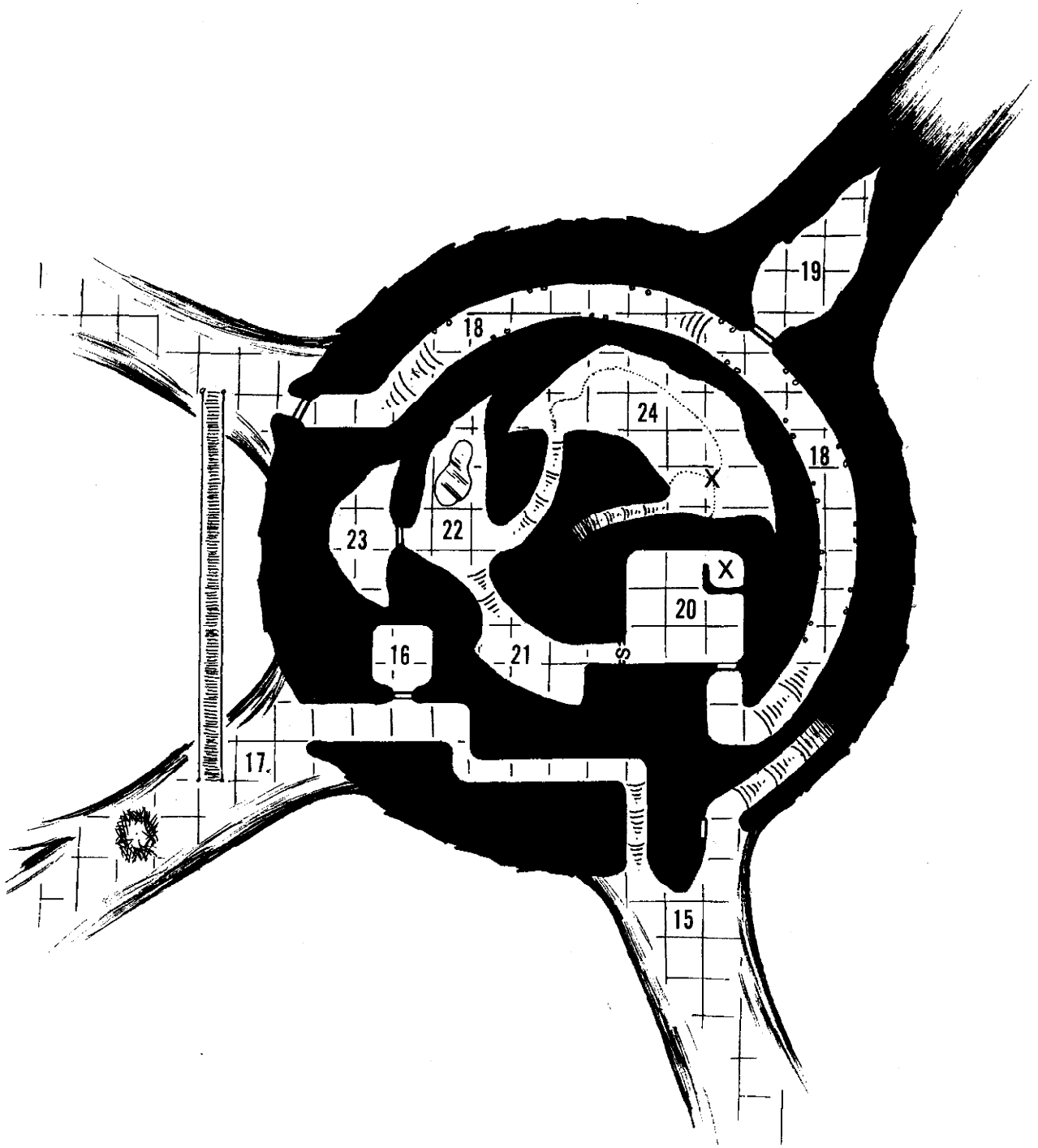
The way to get a rat out of the room without actually entering the chamber is to open the panel on the door, place a small amount of suitable food in the chamber, and slide the panel shut again. This action opens the rear door to the small chamber, allowing one rat to move into the feeding area. Characters will be able to see through the mesh covering the panel and know that this has occurred (always within one round of the time food is placed in the chamber). Then someone must slide the panel open again, kill the rat before it can escape, and throw the carcass to the owl to allow the party unimpeded access to the rope bridge. (Once they figure out what the rats are for, characters may also figure out that it's a good idea to kill two rats and save one to give to the owl on their return trip.)

17. **Owl Nest:** The passage leading past the rat cage opens onto a large branch. Thirty feet from the opening is an assortment of twigs and small branches — the nest of a giant owl (AC 6, MV 3"/18", HD 4, HP 25, #AT 3, D 2-8/2-8/2-5).

Twenty feet from the opening and ten feet away from the owl's nest, an 80-foot-long rope bridge is anchored into the branch, extending across to another branch that allows access to area 18. If characters approach the rope bridge without first tossing a dead rat in the direction of the owl, the bird will screech a warning and move toward the party, attempting to cut off their access to the bridge. It is possible for one character, or two at most, to run to the bridge and begin to move along its length before the owl gets within attacking range — but in such a case, the character(s) on the bridge will be the owl's preferred target, and they will be hard pressed to keep their footing on the bridge while the owl is hovering over them and swiping at them with its claws and beak.

The bird will try, first and foremost, to force characters to retreat back along the bridge to the branch containing the nest. If the characters do not retreat, the owl will make a direct attack, attempting to either disable the invaders or knock them off the bridge (a fall from this height would almost certainly be fatal). If no one tries to move immediately onto the bridge, the owl will take up a defensive position at the entrance to the bridge and try to keep the party from moving any further into the fortress.

Characters who are still on the branch will not be able to offer any direct assistance to those on the bridge, except possibly through magical means or by attacking the bird with missile weapons. If characters on the bridge demonstrate an



Second level (upper level)

Scale: 1 square = 10 feet

intention to retreat back to the branch containing the nest, the owl will break off any direct attack it may have made and allow the retreat to take place.

The owl's nest contains two eggs which the bird will defend to the death. If characters move toward the nest, the owl will abandon any characters on the bridge and move to protect its eggs instead.

All of these possible problems can be avoided if the bird is fed one of the rats. It will snatch up the carcass and retire to its nest, taking five rounds to devour its meal. During this time, the party can move onto and across the bridge without resistance.

The rope bridge is somewhat rickety, but strong enough to support a fully armored human (or any smaller creature). Characters who attempt to negotiate it at their full normal movement rate have a 5% chance per point of dexterity to make it all the way across without losing their balance and possibly falling. If a character loses his balance while on the bridge, he or she must save vs. dexterity on d20 to avoid falling off. The danger of slipping and falling can be negated if characters move across the bridge cautiously, going at half their normal movement rate — which should still give them plenty of time to get across the bridge and through the passage into area 18 before the owl gets hungry again.

18. Corridor of Captives: This long, curved corridor has no features except for many pairs of wrist and ankle shackles set into the walls — and the unfortunate

creatures connected to those shackles. It is a "holding hall" for prisoners of the drow, humanoids who have been captured out in the forest as well as inside the fortress and who, for one reason or another, are unsuitable for slave work.

The door leading to this area is locked on the inside but can be opened easily from the outside. It will swing shut and lock behind any character or group who enters the corridor if it is not propped open. The corridor has no light sources of its own; as soon as the door is opened, much wailing and whimpering can be heard coming from the darkness ahead.

After ascending the ramp up to the main part of the corridor, characters will be able to see (if they have a light source) the first of the prisoners. He has been here longer than any other prisoner, and he looks it: emaciated, near death, and delirious — of no use to the party, either for assistance or information. His wrists and ankles are shackled and bound to the wall by foot-long chains imbedded into the wood, holding him in something of a spread-eagle position.

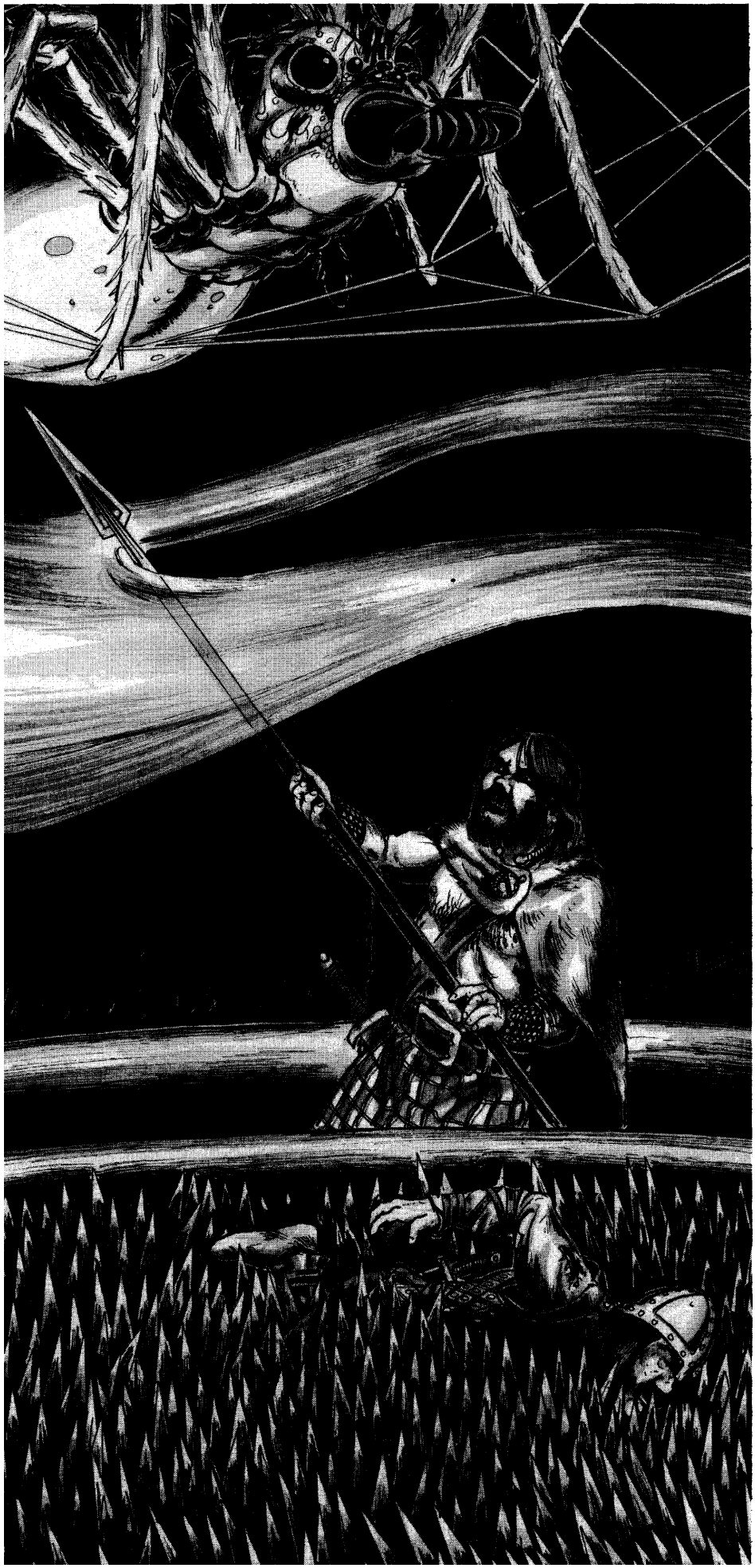
The chains and shackles are ordinary iron. The shackles cannot be broken open without causing fatal injury to the prisoner being held by them. (They can be opened by using the key possessed by the guard in area 19.) The chains can be snapped by repeated blows with an edged weapon at least as long and as heavy as a long sword. Each chain takes 24 points of damage before breaking.

Additionally, a chain cannot be damaged at all unless it is struck while draped across a surface harder than the surrounding wood — the stone or metal head of a hammer, for instance, would suffice. If a chain is struck while it is simply lying against the wood wall or floor, the force of the blow will dent or splinter the wood beneath the chain, and the iron will not take any damage. The ends of the chains are imbedded so deeply into the wood that any attempt to loosen them by chopping away at the wall or floor will be futile.

Sets of chains and shackles are spaced about 20 feet apart along both the outer and inner walls (at the places marked on the map), staggered so that no two prisoners are closer than about 10 feet from each other. There are a total of 17 sets of shackles, and 10 of them are currently in use.

Seven of the other nine prisoners that characters will encounter on their way through this corridor are almost as bad off as the first victim — able to do nothing but scream and wail, begging for their release. They are unarmored, in very poor health, and would not be of any measurable benefit to the party if they were released. Some of them may actually beg the adventurers to end their suffering, instead of screaming to be freed.

The two healthy prisoners — captured most recently of all — are shackled in the



last two spots in the corridor, at the foot of the ramp that leads to area 19. The first is a female dwarven fighter (AC 5, MV 6" if freed, HD 1, HP 7) who is armored but weaponless. She will follow the adventurers if freed, and will be willing to assist them in any way she can that does not involve a direct threat to her life. The second is a 3rd level female human magic-user (AC 10, MV 12" if freed, HP 9) whose only remaining spell at this time is magic missile. If freed, she will react the same way as the dwarf.

19. Guard Room: This sparsely furnished, irregular chamber, located behind an unlocked door, is occupied by a 2nd level male drow fighter (AC 2, MV 12", HP 15, #AT 2, D sword 1-6 or dagger 1-4) who is "guarding" the prisoners. The captives in the corridor don't need to be looked after closely; basically, the guard in this area is only responsible for making sporadic checks of the corridor to see if any prisoners have died. When he finds a body, he unlocks the shackles holding it and arranges for the remains to be transported to the fertilizer pit. A key, which fits any of the shackles in the corridor, is on a cord around his neck.

The guard is accustomed to hearing the delirious moans and groans of the prisoners, and will not be alerted to the presence of intruders by any sounds or statements the captives might make. He will be automatically surprised if the party approaches the door with caution and pulls it open quickly.

The guard will be able to hear if any attempt is made to release a prisoner from any of the five sets of chains closest to the door of this room. If this occurs, he will burst from the room, attacking only if a lone character is the adversary. If outnumbered, he will try to flee in a counterclockwise direction, heading back out of the corridor and toward the first level to sound an alarm. He will only engage in combat if an opponent stands in his way, and under no circumstances will he lead the party clockwise through the corridor and deeper into the fortress.

20. Shadow in the Shadows: This roughly square chamber lies behind a heavy wooden door that can be locked from the outside but is not locked at the present time. The room is pitch dark, and even if the chamber is illuminated by light sources carried by characters, the northeast corner will remain shrouded in shadow. This is because a four-foot-high partition of wood (indicated on the map by dotted lines) has been built up, closing off access to the corner except through a narrow passageway along the north wall.

Characters who advance close enough to the partition to see over the top of it will spot a gem in the corner of the chamber, glowing with a faint red color and seemingly suspended in the shadows a few inches off the ground.

The shadows cast by the partitions are designed to conceal the presence of a shadow demon (see the FIEND FOLIO Tome), whose inert body lies in the corner (at the spot marked "x"). The demon has cast a magic jar, causing its life force to be contained within the gem that is hung around its neck.

The demon will try to take over the mind of the first character who approaches to the outer edge of the partition, or who comes through the narrow passageway and moves toward the gem. If no one heads for the northeast corner and characters decide instead to move to the opening to area 21, the demon will attempt to magic jar into the mind of the first character who moves through the narrow opening.

For purposes of determining the specifics of the victim's saving throw, consider the demon's combined intelligence and wisdom scores to be 28. If the victim (or intended victim) of the magic jar makes a saving throw after being possessed, the demon's life force will be cast out of the character's mind and back into the gem, and the demon will not be able to attempt the same feat again.

The character whose mind is taken over by the magic jar will act accordingly, doing its best (as the demon would do) to foil the party's attempts to proceed further inside the fortress. The demon will have access to its darkness and fear spell capabilities while in the body of the possessed character, and will also use the character's available physical attack ability to best advantage. The demon will not immediately reveal its presence inside the mind of the possessed character — unless another character tries to steal the gem which is being used as the magic jar receptacle. The possessed character will fight to the death to prevent this.

21. Farther from the Jar: If the demon's magic jar takes effect, no matter where this occurs, the possessed character will immediately begin to try to get the rest of the party to turn around and leave the fortress the way they came. The resistance will be somewhat passive at first, as the possessed character tries to talk the — others into abandoning the adventure, but the possessed character will put up no physical resistance right away if the party keeps moving through the entranceway into area 21. This chamber is empty and has no distinguishing features.

(If the player of the possessed character demonstrates a desire to do something else, the DM may have to indirectly reveal to all the players that something is amiss, by making it clear that the actions of the possessed character are now being controlled by the DM and not the player of that character. But in no case should it be necessary to reveal the exact nature of the situation; the fact that a character is possessed is something that the players should have to figure out for themselves.)

The possessed character will reluctantly move along with the rest of the characters into area 21, all the while trying to persuade the party to turn back. If these pleas fall on deaf ears and the rest of the characters persist in their desire to move deeper into the fortress, the conflict will come to a head when the first party member reaches the bottom of the narrow ramp that ascends into area 22.

The demon, acting through the character it has possessed, will employ its spell abilities and the physical attack abilities of the possessed character in order to halt the party's progress at this point. (The demon does not want to move any farther from the magic jar gem than it has already, for fear of getting out of range of the gem and making it impossible for the demon to transfer its life force back to the receptacle.) Unless the possessed character is knocked unconscious or otherwise restrained, he or she will fight fiercely in an attempt to disable or destroy the party if more gentle forms of persuasion have not produced the desired result.

If the party is somehow able to neutralize or immobilize the possessed character and force him or her to keep moving with the group, the demon will voluntarily abandon the possessed character when the character's body reaches the top of the ramp leading into area 22. The demon's life force will travel instantaneously back into the magic jar gem in area 20, and the once-possessed character will regain control of his or her mind. The demon's life force will be back in the monster's physical body if and when the party comes back along this route on its way out of the fortress, and will attack if encountered.

22. **Perilous Pool:** The only noteworthy feature of this oblong chamber is a shallow pool containing what appears to be a shimmering liquid. Any and all characters who move to within 5 feet of the edge of the pool while facing toward the pool will see their reflection in the surface, and will soon discover that the pool is actually a type of mirror of opposition. Duplicates of characters who look into the pool will come into being one round later, so that the mirror's true nature will not be immediately evident to the party, and more than one character might approach the pool before its delayed-action magic goes into effect.

Any duplicate created by the magic of the mirror will attack only the character who was duplicated, ignoring the presence of any other party members who may be in the room, unless or until another party member joins in the attack against someone else's magical adversary.

23. Cleric's Chamber: This room, located behind an unlocked door, is the study and living quarters of a female drow cleric of 4th level (AC 7, MV 15", HP 21, #AT 1, D mace 2-7). She will be

oblivious to the presence of characters in the area outside her chambers, because she is deep in meditation, praying for replenishment of her spells. Her meditation will end at precisely the moment a character pulls open the door to her quarters (but she is susceptible to being surprised).

In addition to the innate magic abilities possessed by all female drow, this cleric has the following spells: *cure light wounds, protection from good, sanctuary, silence 15' radius,* and *spiritual hammer.* If outnumbered, she will attempt to escape into area 22 and from there into and through area 24, using her superior movement rate to outdistance the intruders and warn the occupants of the uppermost level.

The room contains ordinary furnishings of no particular value, plus a wooden chest that is locked and protected with a poison-needle trap. Anyone who opens the chest without finding and removing the trap will take 2-8 points of damage from the needle and must save vs. poison or fall unconscious for 2-5 turns. The chest contains ordinary clothing and personal items, a suit of +1 chainmail sized to fit a female elf, 20 gold pieces in a leather pouch, and three gems worth 10, 25, and 125 gp.

24. Catwalk Challenge:. After going up the ramp leading from area 22, characters will find themselves on a narrow catwalk elevated slightly off the floor of the chamber and set off from the surrounding area by a wooden ledge three feet high and six inches thick. The catwalk is too narrow to allow anything other than single-file passage through this chamber. The terrain on either side of the catwalk appears to be overgrown with mushrooms and other sorts of fungus. The catwalk twists around, following the path indicated by the dotted line on the map, and eventually leads to the base of a ramp that ascends to the third and uppermost level of the fortress.

The area around and beneath the catwalk has been magically altered by a *hallucinatory terrain* spell. The surface of this chamber is actually covered by a series of jagged wooden spikes that have been chiseled out of the floor. The spikes are all between 2 and 3 feet tall and are very closely packed together. If a character vaults over the ledge framing the catwalk, the *hallucinatory terrain* will be dispelled as soon as that character drops down on the outside of the ledge and falls onto the spikes below. A character will always take damage from the spikes, but has a chance to make a saving throw for half damage. The chance for taking full damage (4-16 points) is a base 100%, modified downward by 10% for each armor class factor the character possesses — not counting bonuses for dexterity or other advantages. (For instance, a character with a "real" armor class of 7 has a 70% chance of taking full damage and a 30% chance for half damage.) Any character who lowers himself carefully into the area of the spikes, once they have been "discovered," will not take damage from the descent.

Twenty feet from the foot of the ramp leading up to the third level, the catwalk opens out into a clearing. Right at the edge of this clearing (at the location marked "x" on the catwalk), the party's progress will be impeded by a powerful (32 hit points) giant spider that has been trained to attack any non-drow character or creature who advances this far into the chamber. The spider will begin its attack by dropping a bundle of webbing on the first character in line, and on the same round will then drop itself down from the darkness above and attack either the character ensnared in the webbing or the next character in line (50% chance of each). A character holding a light source above his or her head and actively scanning the ceiling of the chamber has a 20% chance of detecting the presence of the spider just before the creature drops its webbing, thus negating the spider's chance to surprise the invaders.

Any character in the area of the spikes must move slowly (at a 3" rate). In addition, characters in the spikes must save vs. dexterity on d20 every round to avoid stumbling and taking 1-6 points of damage.

THIRD LEVEL

Elevation ranges from 300 feet to 350 feet above ground level.

25. Drow Barracks: This chamber is used by male drow for sleeping and storing their personal belongings, but is only occupied when the male barracks on the first level is filled beyond capacity. The door is unlocked.

The room contains six cots and the same number of wooden chests, plus a small table and two chairs. Only two of the six living areas are presently being used; each of the (locked) wooden chests in those two areas contains ordinary clothing and personal items, plus (in one) 7-12 platinum pieces and (in the other) two gems of 25 gp value apiece. The room will be unoccupied, unless any of the dark elves from area 29 have retreated into this chamber.

26. Drow Barracks: This room, for females, is identical in contents and configuration to area 25, except that curtains divide each living area from the others. As in area 25, only two of the six living areas are currently being used, and the only items of value in the chests in those areas are (in one chest) 11-20 gold pieces and (in the other) a pair of non-magical necklaces worth 30 and 50 gp apiece. As with area 25, this area will only be occupied if any of the elves from area 29 have retreated into this chamber.

27. Erihn's Chamber: This is the living quarters for the drow noble Erihn, the commander of the fortress, and his henchman Tarmar. The room contains two beds strewn with silk coverings, one of them set off from the rest of the chamber by silk curtains; two desks; and a single wooden chest.

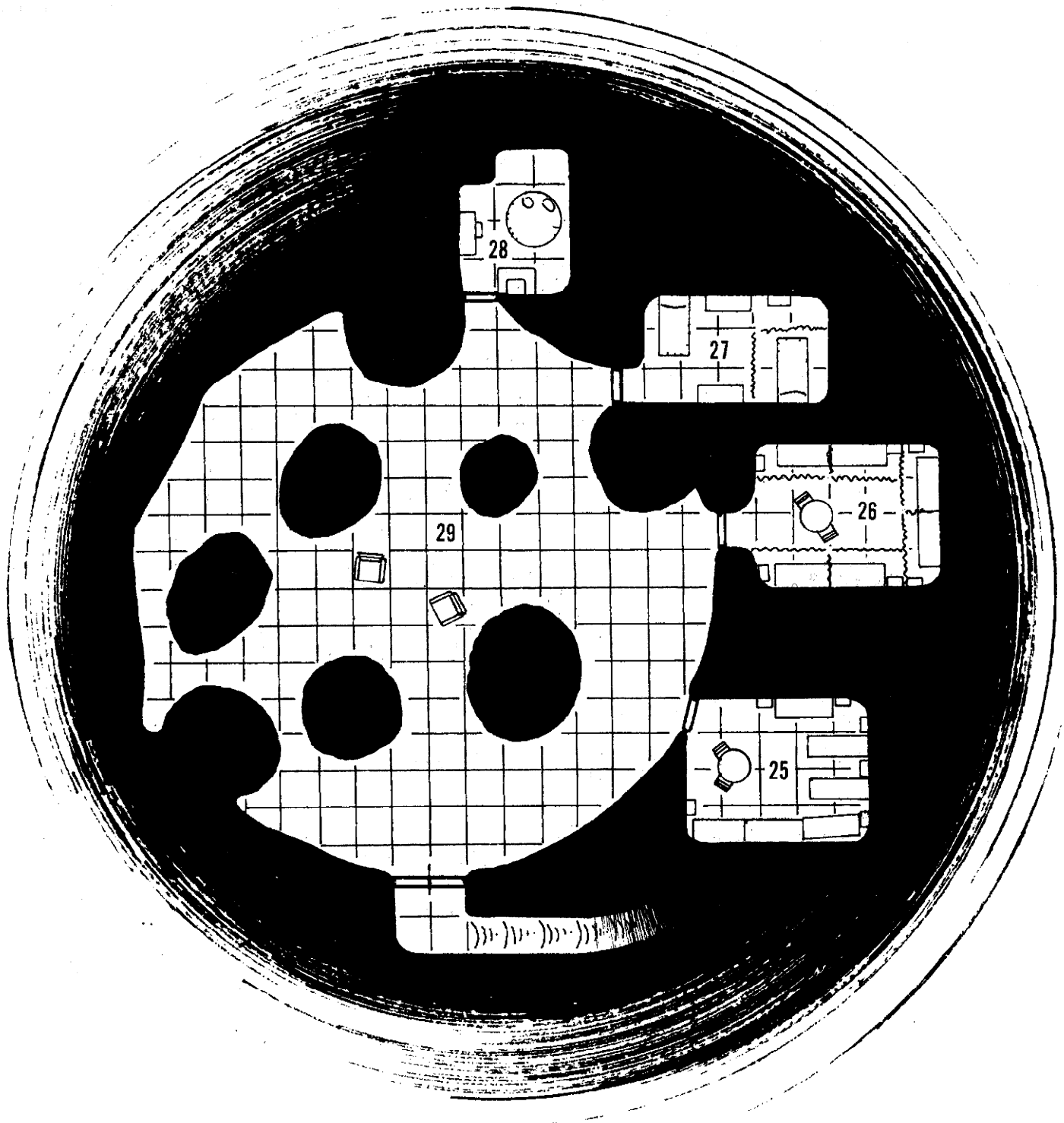
The desk on the north wall belongs to Erihn. In its compartments and drawers are material components for Erihn's spells, plus a set of ledger books in which the commander keeps track of plundered goods that have been transported back to the drow underworld. The books are written in drow language, which is unintelligible to anyone not familiar with the dark elves' secret writing. Inside a drawer that is *wizard locked* are Erihn's spell books, plus a letter signed by Erihn and bearing his personal seal. The spell books contain instructions for all the spells Erihn currently carries (see the description for area 29) plus *jump* and *fire trap.*

The other desk, against the west wall, belongs to Tarmar. In its drawers are a jeweled dagger (non-magical) worth 200 gp, some writing implements, and a partially completed report on the recent activities of the drow which includes a section relating how three promiment members of the Council of Launewt have been bribed into siding with the drow and trying to discourage concern on the part of other council members.

The wooden chest bears a *fire trap* which was cast upon it by Erihn. Inside are 200 silver pieces, 150 gold pieces, 300 platinum pieces, a scroll with *ESP* and *jump* inscribed on it, a small pouch containing 500 gp worth of gems, and a +1 dagger of drow manufacture. The door to the room is *wizard locked.*

28. Meronal's Chamber: This room, slightly smaller than the quarters occupied by Erihn and Tarmar, contains a large, round bed with silk coverings in the center of the floor; a desk and chair along the east wall; a small wooden altar in the southeast corner; a small, free-standing closet along the north wall; and tapestries of silk on all the walls. This is the living area of Meronal, a female who is Erihn's consort and (for the moment, at least) his second in command.

The door to this room is trapped with a *glyph of warding* that will explode for 16 points of fire damage if it is not bypassed. The closet contains ordinary clothing and clerical vestments owned by Meronal. The desk holds incense and other sorts of clerical items of no particular value. The tapestries are all of no great value, except for one behind the altar bearing a portrait of a huge spider with a female head that is worth 200 gp. The altar has a secret compartment in the front (same chance to locate as for a secret door) that contains a gold statue of Lolth, the drow spider-goddess, that is studded with gems and worth a total of 3,000 gp.



Third level (uppermost level)

Scale: 1 square = 5 feet

29. Hall of Homage: This spacious chamber is located at the top of a winding ramp that leads up from the second level. The double doors at the top of the ramp are not locked, but they have a *Leomund's Trap* cast on them, and they are so massive that a strength of at least 13 is needed to pull one of them open.

The room is principally used for worship ceremonies and celebrations. It is mostly open space, with massive pillars of wood arranged in a rough circle around a center clearing where the activities are conducted. These pillars are integral parts of the tree that were not chopped away when the cavern was hollowed out, primarily so that the tree would not be overly weakened by a full-scale excavation of the chamber. They are gently curved and tapered at the top and bottom so that they blend smoothly into the ceiling and floor of the chamber.

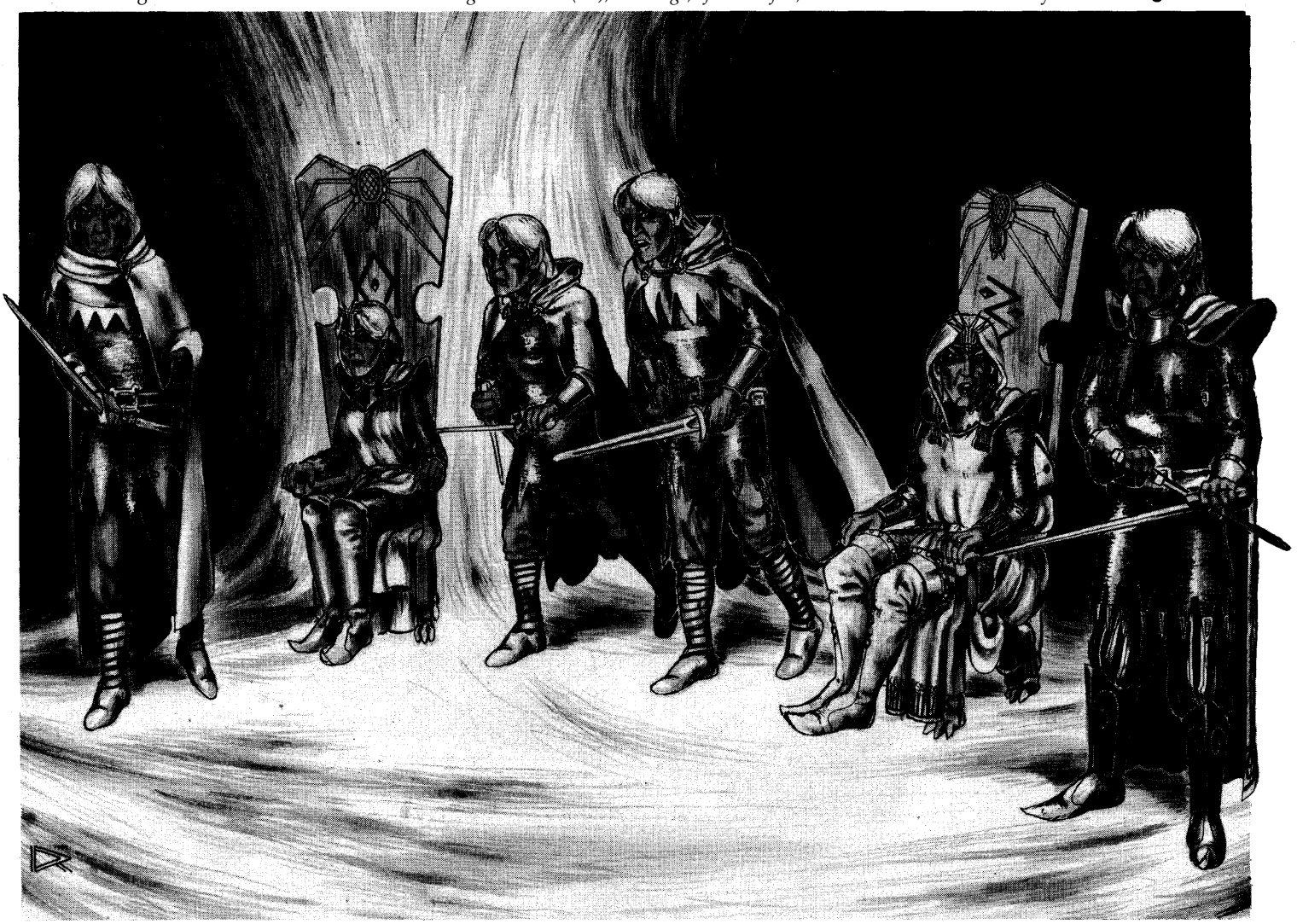
In the center of the chamber are two ornately carved and engraved wooden thrones. The one to the west is Meronal's, and the one to the east is Erihn's. Both thrones are currently occupied by their owners, and each seat is flanked by a pair of guards. Under no circumstances will the dark elves in this chamber be surprised by the arrival of invaders; as soon as even a single character advances to a point between any of the surrounding pillars, the drow guards will stand at the ready, prepared to beat off any assault directed toward them or the occupants of the thrones.

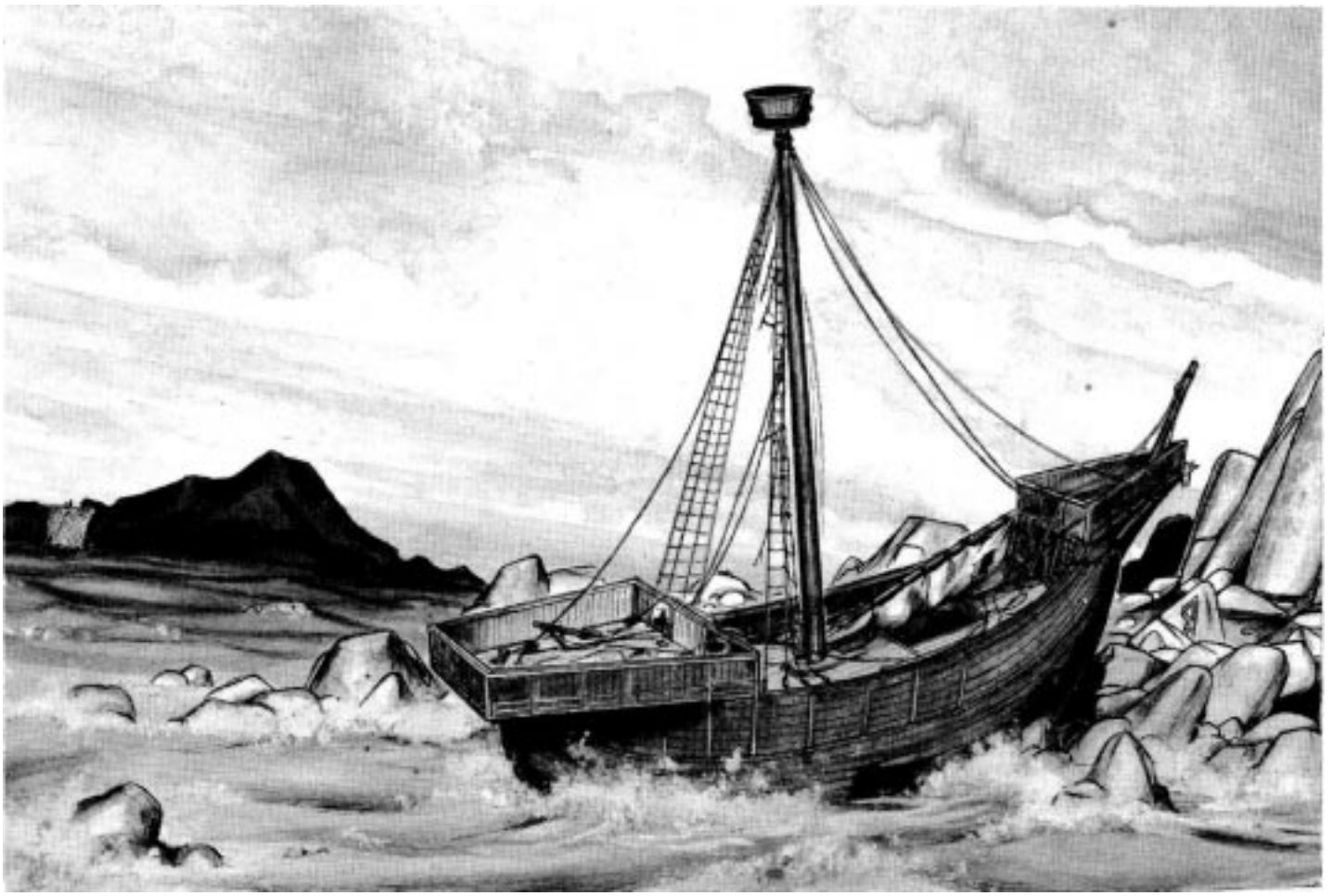
The guard on Erihn's left is his henchman Tarmar, a 5th level fighter (AC -4, MV 12", HP 33, #AT 2, D sword 1-6 or dagger 1-4). His chainmail, sword, and dagger are all +2 items of drow manufacture. The other three guards are all 3rd level male fighters (AC 2, MV 12", HP 24, 20, 16, #AT 1 or 2, D crossbow dart 1-3 plus poison, sword 1-6, or dagger 1-4) with +1 weapons and +1 chainmail of drow manufacture.

Meronal is an 8th level cleric (AC -1, MV 15", HP 55, #AT 1, D mace 2-7) who has the following spells in addition to her innate magical abilities: *bless, command, cure light wounds (×2), protection from good, chant, detect charm, hold person (×2), snake charm, resist fire, cause blindness, feign death, remove curse, cure serious wounds,* and *speak with plants.*

Erihn is a fighter/magic-user of 7th level in each class (AC 0, MV 12", HP 45, #AT 1 or 2, D crossbow dart 1-3 plus poison, sword 1-6, or dagger 1-4) who has the following spells in addition to his innate magical abilities: *friends, hold portal, magic missile (×4), message, feather fall, detect invisibility, ray of enfeeblement, shatter, lightning bolt, protection from normal missiles,* and *wall of ice.* He wears a *ring of wizardry* which doubles his first-level spell ability. Erihn wears +2 chainmail and uses +1 weapons, all of drow manufacture. Around his neck is a pouch, attached to a string, which contains 5 platinum pieces, a gem worth 100 gp, and a metal stamp that produces a seal identical to the one found on the letter inside his desk (see the description for area 27).

Starting on the tenth round after a conflict breaks out in this chamber, any and all dark elves from the lower levels who are still alive and able to fight will arrive on the scene, entering the room at the rate of one per round thereafter. The "rear guard" will attempt to block off the exit back to the ramp, while at the same time mounting enough of an offensive to direct the invaders' attention away from the occupants of the thrones. Erihn and Meronal will refrain from physical combat as long as possible, staying behind their guards and using their spell-casting powers to complement the fighters' attacks. If the battle goes against them, the dark elves will try to flee through the double doors and down the ramp — but in no case will they surrender.





Can Seapoint Be Saved?

First place entry Category A-7 Module Design Contest

Designed by Bob Waldbauer

For as long as anyone in the town can remember, nothing has come easily to the residents of Seapoint. The little harbor town sprang up on the south side of a short peninsula when the idea of transporting goods by sea began to catch on, and the shipbuilders of the land acquired the ability to construct large seagoing vessels to carry raw materials and merchandise up the coast.

Before the sea trade was developed, all commerce between the northern and southern lands of the country took place over a time-consuming and hazardous overland route. Caravans were forced to hug the coastline in order to avoid traveling through the mountains — and in some places along the way, the rough terrain extended almost to the seashore. Then the shipbuilders began to refine their skills, and merchants began to discover that it took less time and involved less danger to ship goods by sea to Seapoint from Riverneck, a harbor town about 600 miles due south of Seapoint.

It took years for the economy and efficiency of seagoing commerce to become evident to most of the major mercantile concerns along the coast — years during which the people of Seapoint scratched out a living, practically on a day-to-day basis. The town survived, but only recently had it really begun to prosper.

Then, just as Seapoint seemed to be coming into its own, ships started to disappear during the journey northward, Sporadically and infrequently — but quite often enough — entire cargos and crews were seemingly lost to the depths. On rarer occasions, merchant ships that were reported lost turned up days after their scheduled arrival in Seapoint — battered, empty, and washed up on the rocky shore to the southeast of the harbor.

Those hulls, gutted of practically anything portable and valuable, offered the only clue to what was going on. They were empty of cargo, so robbery was a motive. The crews had apparently either been kidnapped, or killed and thrown overboard, because no evidence of life remained on any of the wrecks.

Obviously, a sinister force was operating in the waters between Riverneck and Seapoint. But of what sort? Were the thieves "simply" pirates, engaging in an occasional raid? If that were so, then the sea would still be no more dangerous to travel than the overland route; certainly, land caravans had been ambushed and decimated before. Putting up with criminals was an occupational hazard in the business of commerce, and the threat of an occasional pirate raid would not be enough to scare most merchants.

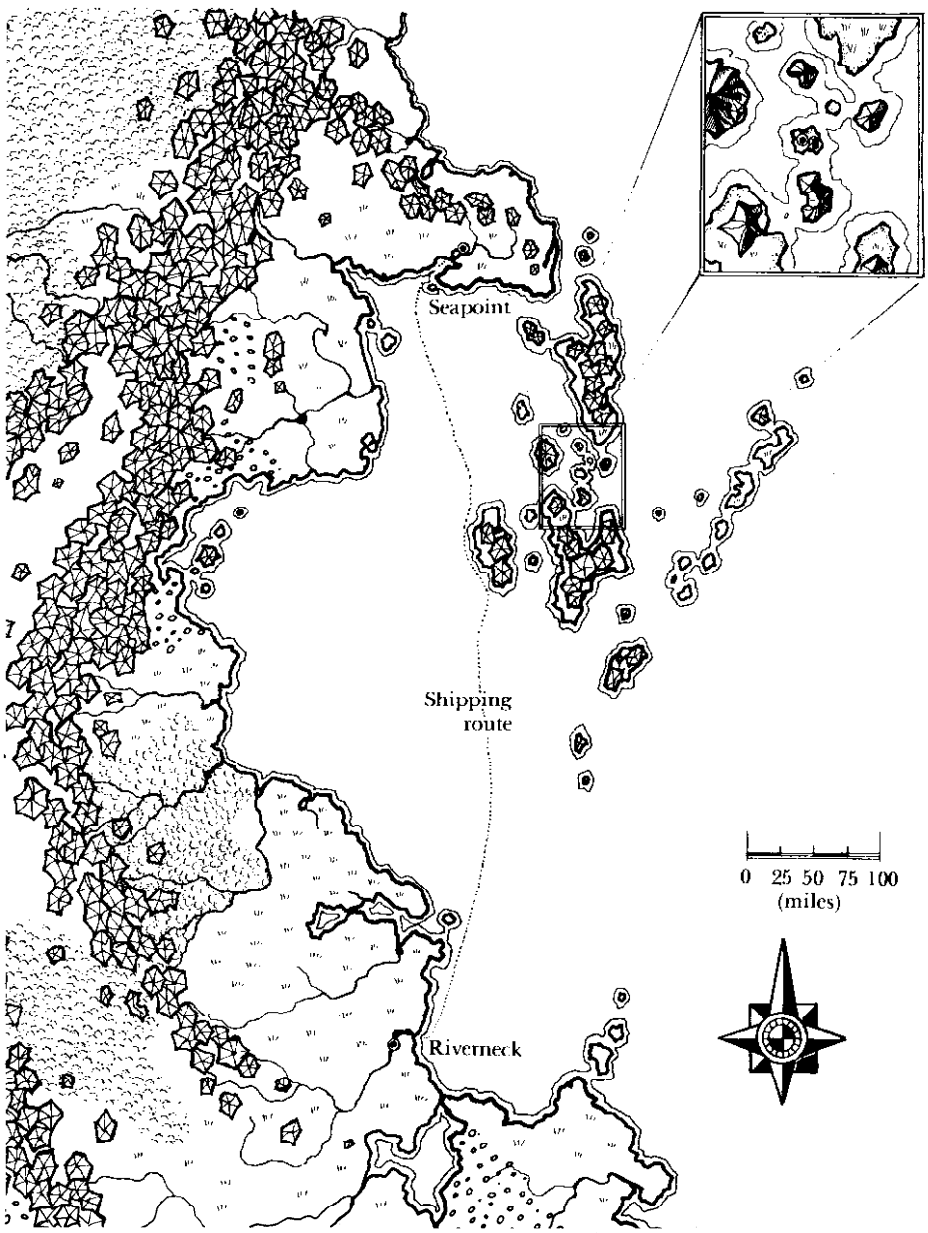
But these raids have become more than

occasional; lately, an average of two ships per month have been waylaid en route from Riverneck to Seapoint. And each raid is terrifyingly thorough — at the least, stripping a ship of any items of measurable worth, and at the most, causing the victimized ship to literally disappear from the surface of the sea.

Many of the smaller merchant concerns, and even some of the larger ones, have become apprehensive about "playing the odds" any further. Word has reached Seapoint, from conversations overheard in Riverneck, that several commercial interests have made a pact to insure their continued survival: If these pirate raids (if that is what they are) continue much longer, they'll sell their ships and re-open an overland trade route to serve the lands to the north.

Practically every merchant who owns more than a single ship has been victimized so far; the raiders apparently bear no personal grudges. The loss of materials is especially serious to small businesses that can't afford to have a cargo-laden ship disappear. Even though the larger businesses may be able to stand this sort of a loss, some of them are starting to have problems persuading sailors to sign on with a merchant ship heading north. Strangely, no ship has been lost on the return trip south from Seapoint to Riverneck, presumably because ships heading south carry relatively light loads, and many of them are virtually cargoless.

All of these conditions add up to one thing for Seapoint: trouble. If even a few of the merchants decide to give up sea trade, the town's economy will go under. Only days ago, the Seapoint town council promised a reward of 5,000 gold pieces to any individual or group of adventurers who can successfully investigate the cause of these raids and put an end to the piracy that threatens the continued existence of Seapoint. There have been no takers yet — but today is the day your party has arrived in town, and that reward money looks pretty good. . . .



STARTING THE ADVENTURE

"Can Seapoint Be Saved?" is an adventure designed for use with the AD&D™ rule system. To be able to answer that question, a party of adventurers should consist of 4-8 player characters, each of 4th-7th level. The group may also include henchmen and hirelings. To have the best chance for success, the party should include as many different character classes as possible, with emphasis on fighter-types.

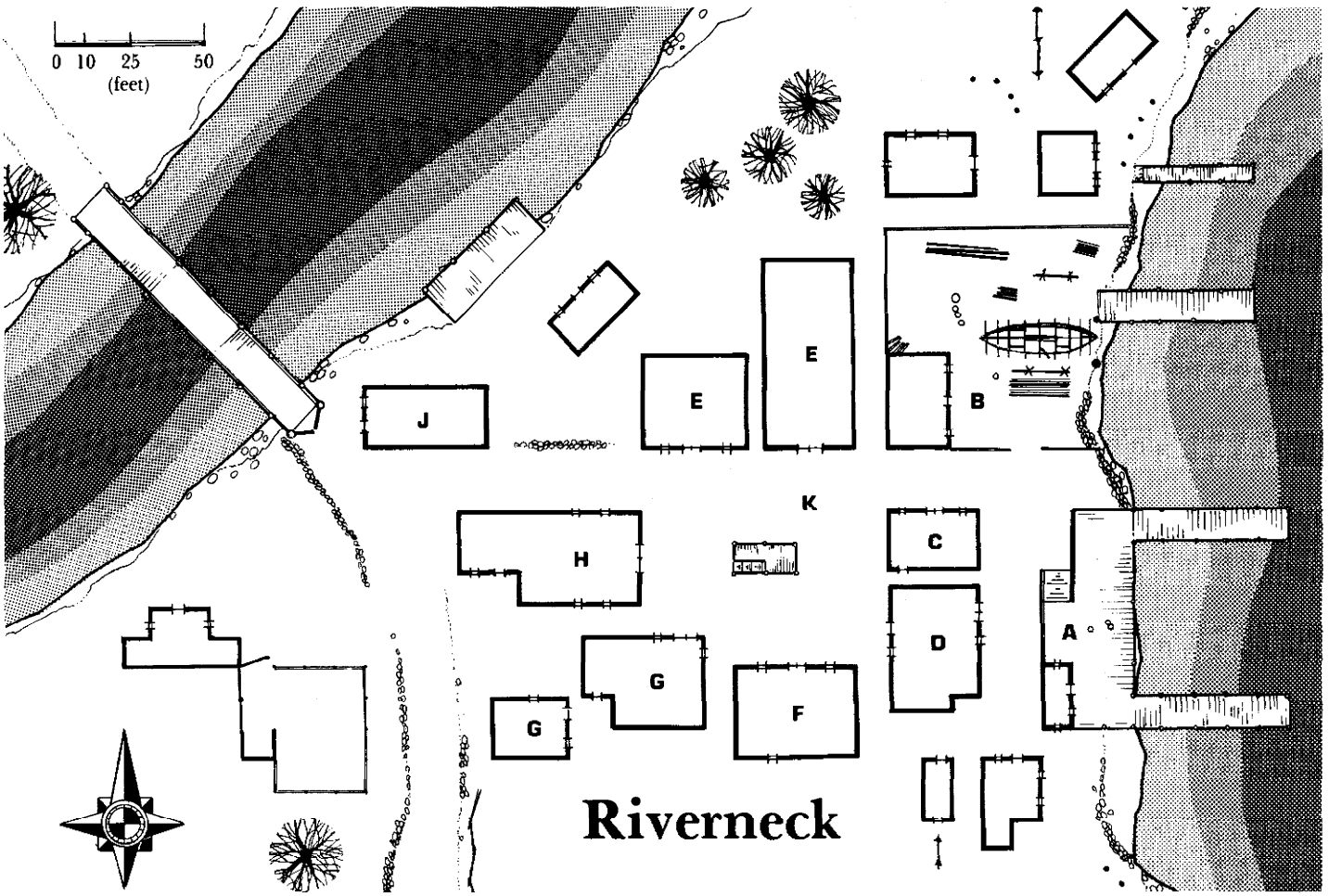
This adventure can be played as part of a campaign, or as a stand-alone activity independent of a campaign world. Whether it can be easily incorporated into a campaign depends on how the DM's world is structured, both geographically and politically. In most cases, it should be relatively simple to modify part of the world map to fit the geographical map portrayed here (or vice versa).

The way to begin this adventure is to cause the player-character party to arrive in Seapoint. Most of the preceding section of text is information that player characters *could* know before arriving in the immediate vicinity, but it's up to the DM to decide how much of this detail to give to players beforehand.

The party's arrival could be by land or sea, depending on circumstances. Ocean-going travel is not that dangerous yet; the chance that the party's ship will be raided on its way to Seapoint is virtually nil — especially if the ship the party is sailing on doesn't look like an ordinary merchant ship.

The presence of a hardy band of adventurers in a town the size of Seapoint is unlikely to go unnoticed for long. Within just a few hours after their arrival, the characters will find out about the reward (if they didn't know about it already), and will encounter a man named Evald Ferrier. He is a rich merchant who has some very personal reasons for wanting the pirates stopped: three of his ships are among those that set out from Riverneck and were never heard from again.

Ferrier has one valuable piece of information above and beyond the facts that characters might find out from other sources. The captain of a merchant ship owned by a competing businessman sailed into Seapoint several days ago and contacted Ferrier to tell him that he saw a ship resembling one of his lost vessels unloading cargo at the docks in Riverneck. Ferrier assumes this information to be true, and is seeking the services of a group of adventurers who would be willing to travel to Riverneck and investigate further. If the party agrees to undertake this mission, Ferrier will supply them with a ship and crew for the journey south, against their promise that they will do their best to find out whether the ship actually is Ferrier's, and if so, who's in command of it now. (Ferrier is also willing to sweeten the pot with a larger reward, especially if the adventurers see



the town's offer of 5,000 gold pieces as too pal try.)

Although the plight of Seapoint is the crux of the adventure, most of the land-based activity of the adventuring party will take place in Riverneck (assuming they take Evald Ferrier up on his offer). For this reason, a sketchy description of Riverneck and a map of that town are provided in the adventure, but the town of Seapoint is not detailed in the same way. If adventurers end up spending a lot of time in Seapoint, the DM will have to "design" a town for them to move around in. Since both Riverneck and Seapoint are relatively small harbor towns, they would be quite similar in terms of physical layout and the buildings and businesses located in them.

THE TOWN OF RIVERNECK

After the party strikes its deal with Evald Ferrier in Seapoint, they have roughly a week-long journey ahead of them on the open sea as they trace the trade route southward to Riverneck. At the DM's discretion, the ship bearing the party may have random encounters along the way, but for the sake of the overall adventure, none of these encounters should be overly dangerous or distracting to the party's mission.

The bustling little harbor community of Riverneck is a vital link in the chain of commerce in this part of the world. Besides being the location from which merchant ships set out on their journey along the trade route north to Seapoint, the town is also the endpoint of a couple of major overland trade routes (not shown on the geographical map) leading from the south and the west. Ships arrive in port on the average of one or two per day — some of them coming from Seapoint, most arriving at Riverneck from points further south. And, ships laden with cargo leave the harbor with the same regularity — but at this point in time, most of the ships that leave Riverneck are headed south rather than north.

The map at the top of this page depicts the major buildings and other features of the business district of Riverneck (keyed with letter-codes) as well as several other miscellaneous structures that serve as residences for some of the townspeople. Physical details concerning the major features (the presence of people, interior furnishings, etc.) should be generated by the DM if the adventurers' activities make this necessary.

The first things the adventurers will see when their ship pulls into the harbor are the receiving dock (A) and the shipbuilding yard (B). The dock can accommodate up to four relatively large merchant ships, but seldom holds more than two vessels at once. (See the following section of text for a general description of a typical large merchant ship.)

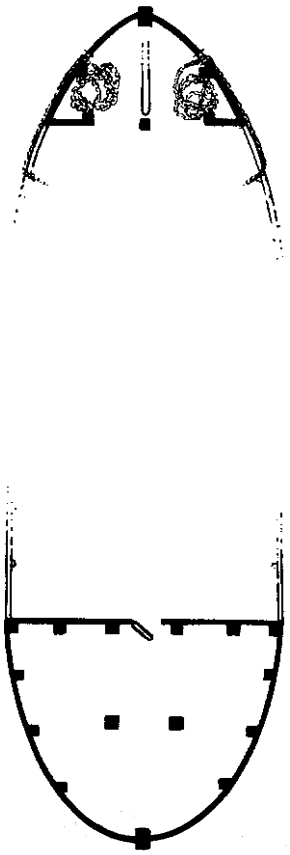
The shipbuilding yard is a fenced-in area serviced by its own pier. A partially constructed hull (far from being completed) is the dominant feature of the yard; around it are stacks and piles of wooden planks and beams, metal fittings, and other necessary materials. The residence for the operator of the yard and his apprentices is a simple enclosure in the southwest corner of the yard itself.

After their ship is docked, adventurers may want to head for the nearest tavern (C) to find out what the people of Riverneck may have to add to the facts they already know. Building (D), just across a narrow walkway adjacent to the tavern, is the shop of the town's cooper (barrel maker), which is regularly kept busy manufacturing new containers to hold cargo to be shipped out.

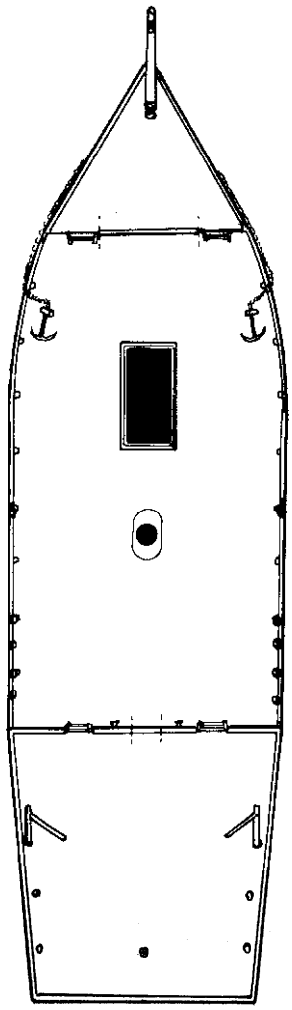
The two buildings marked (E) are the property of the local Merchants' Guild. The westernmost structure is a "flop house" for transients, either members of a ship's crew or workmen who came to town in an overland caravan. The other building is a warehouse for goods received by merchants from ships or caravans and destined for re-shipment.

Another nucleus of activity in the town is the Riverneck Inn (F). Visitors can rent rooms by the night, and meals are sold in a large common room that is also a social center. This place is frequented by ship's captains and officers, prominent merchants passing through town, and other influential and knowledgeable types.

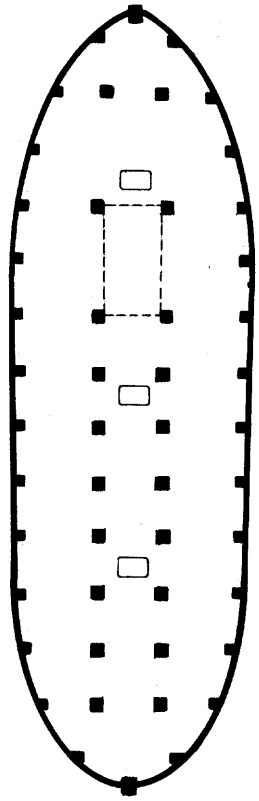
Virtually any specific manufactured



Cabin interiors

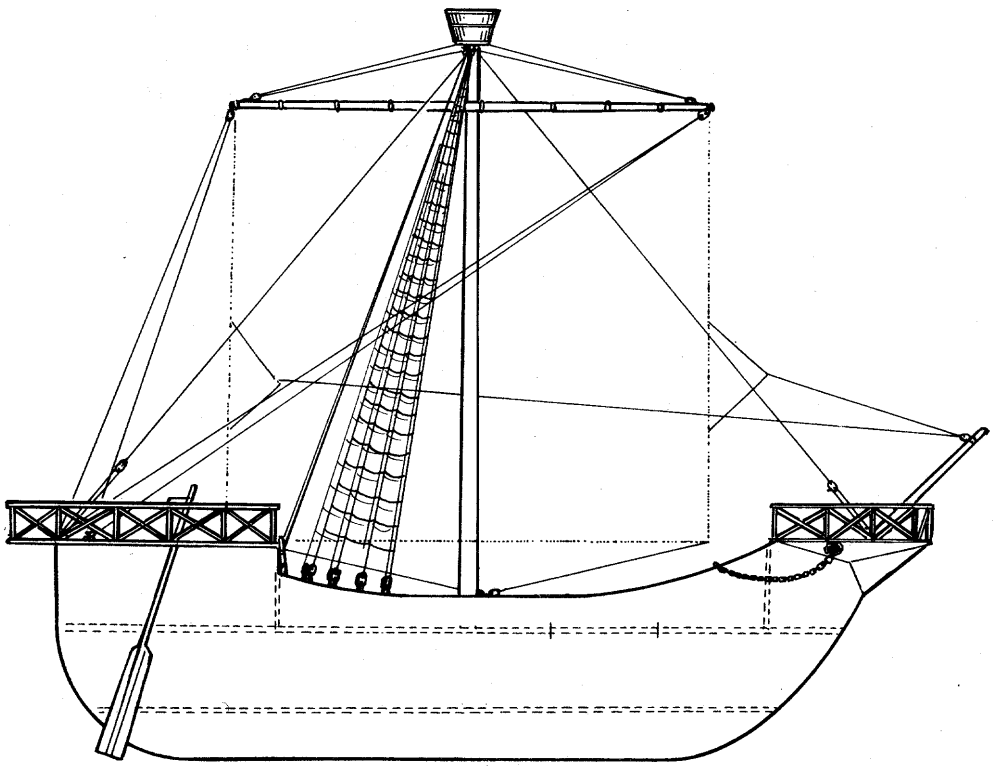


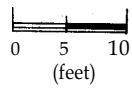
Main deck

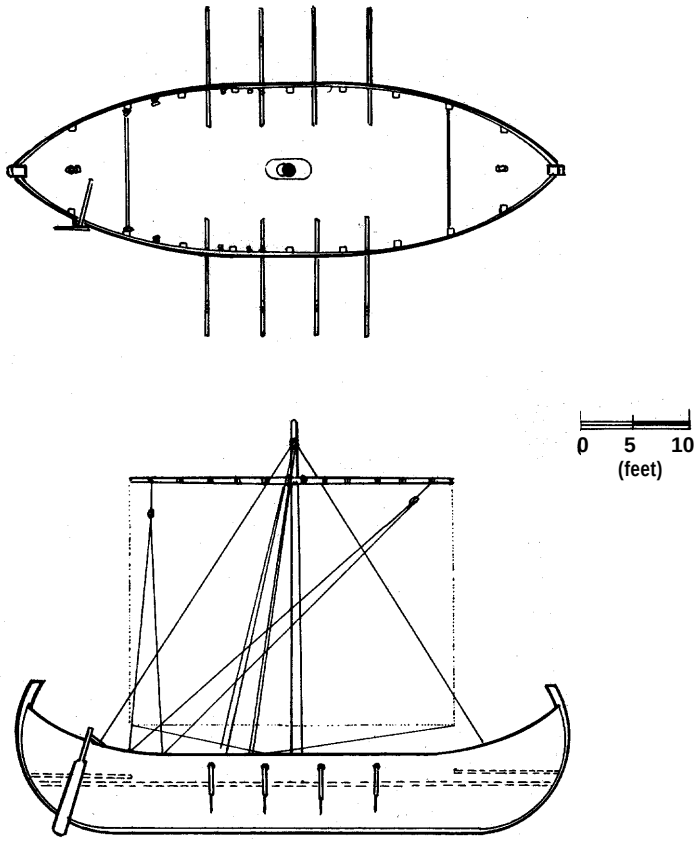


Cargo hold

Large merchant ship







Small merchant ship

item of a nautical nature can be found in the ship's store (G). Items for sale range from sextants to barrels of grog to caulking pitch. The proprietor of the shop lives in the small building near the main structure. This shop is operated more or less in cooperation with the rope and sail maker's shop (H); the ship's store doesn't sell rope or rigging materials or sails, and the rope and sail maker sticks to his specialties without trying to compete for the customers of the ship's store.

The most remote of the main features is the constable's office (J). The building contains a jail with a pair of iron-barred cells, but they are empty more often than not. The constable is a figurehead with relatively little actual power in the community; law enforcement in Riverneck consists primarily of citizens controlling one another, in a sort of crude "honor system": If you don't try to steal someone's property or slip a knife between his ribs, chances are he (or his hired help, or the survivors of his family) won't try anything against you, either.

Most of the main structures in the business district of Riverneck are built around the perimeter of the traders' square (K), an open-air marketplace with a raised platform (used as an auction block, speaker's stand, etc.) in the center. One day a week, the square is filled with merchants and traders peddling their wares. On "market day," virtually any item imaginable (within reason, of course) can be bought from one of the vendors. Often, the captain of a ship will try to time his arrival in Riverneck, or delay his ship's departure, to be on hand for market day.

As luck would have it, the next market day in Riverneck is scheduled for the day after the ship carrying the adventurers arrives in port — a golden opportunity for everyone to replenish supplies before the next stage of the mission.

THE SHIPS

Depicted above and on the facing page are the two types of sailing ships that play a major part in this adventure. The large merchant ship shown at left is what Evald Ferrier's missing ship, *The Sea Hawk,* looks like. (This ship is also the type of vessel that the characters will use to travel from Seapoint to Riverneck before they encounter *The Sea Hawk* and her new "owners.") The small merchant ship shown on this page is the vessel that the pirate band uses on its raids.

When the adventurers arrive in Riverneck, they probably won't be fortunate enough to find *The Sea Hawk* sitting at the dock waiting for them. However, they will be able to find out from townspeople that a ship matching the description of *The Sea Hawk* (sailing under a different name, of course) was last seen in port almost a month ago.

Since a great many merchant ships visit Riverneck on a monthly schedule, those who keep track of such things (the dock manager or one of his helpers) will tell the adventurers that they might expect to see it return soon. And sure enough, two days (at most) after the party arrives in town, the ship they're seeking will pull into Riverneck.

For purposes of movement, hull values, and so forth, treat *The Sea Hawk* as a large merchant ship as per AD&D rules, except that it has no oars and thus no movement rate for that means of travel.

The aft cabin is the captain's quarters, being occupied at the present time by the third-ranking member of the pirate gang, Gareth Juster, a 4th level fighter (AC 6, HP 34, Str 16, Int 12, Wis 9, Dex 17, Con 15, Cha 9, alignment lawful evil). He carries a +1 dagger and a long sword, and wears a +1 *ring of protection.* Rolled up and stored inside the drawer of a small table inside the captain's cabin is a map of the island chain (refer to the map on page 46) with the site of the pirate headquarters clearly marked with an "X" and a hand-drawn line that describes the route the pirates take when entering and leaving their base.

The other occupants of the ship when it docks are two "name" pirates (described below) and five "nameless" deck hands. All "nameless" pirates (whether located on the ship or waiting back at the pirate headquarters) are 1st-level fighters (AC 10, HP 7) who carry daggers on their persons and who also have access to (and can use) short swords that are stored below decks where the crew sleeps.

The other two "name" pirates are:

Aldo Huckster, 2nd level fighter (AC 9, HP 21), armed with dagger and long sword.

Kappern Celeste, 2nd level fighter (AC 8, HP 16), armed with short sword and dagger.

The forward section of the ship has a small cabin used as storage for the anchor chains, extra ropes and lines, and other non-merchandise materials. The cargo hold, accessible through an open hatch in the front of the main deck, is where the crew's supplies, as well as goods intended for sale in Riverneck, are stored.

The pirates are posing as merchants with wares for sale, just like any other ship that comes to Riverneck. They operate "in the open," like any other merchant-ship crew; that is, they will not

be secretive about the merchandise on their ship, and they will gladly accept all the help any dock-workers want to give them unloading their cargo. However, they won't take kindly to anyone who tries to invade the privacy of the captain's cabin. The crew sleeps on the ship while it is docked; the "merchant sailors" will go into town for recreation and relaxation, just like any other visitors to Riverneck, but in such a case at least one of the "nameless" pirates will be ordered to stay behind and make sure no one boards the ship while the rest of the crew is away. The pirates will not be looking to take on new crew members, and it's virtually impossible for even one person — let alone an entire party of characters — to stow away aboard *The Sea Hawk* and not be discovered. (Clearly, the only way for the adventurers to deal with the pirates at this juncture is to take the ship by force — but without damaging the ship itself.)

The small merchant ship will probably not come into play until the adventurers commandeer *The Sea Hawk* and sail it back to the pirate base. Treat the small ship as equivalent to a small merchant ship in the AD&D rules, except that the movement rates for "normal oar" and "maximum oar" are doubled.

THE PIRATES

Just as most of the merchants and residents of Seapoint have suspected, a band of pirates is behind the evil operations in these waters. But it isn't that simple: Operating in league with the pirates, and acting as their leader in most ways, is a 9th level magic-user. And the creature — primarily responsible for the group's recent successes is neither pirate nor magic-user — it's a dragon turtle, which cooperates voluntarily with the magic-user and the pirate band, and has this cooperation enhanced by applications of a *charm monster* spell.

The small, unassuming ship that the pirates travel in (see the preceding page) is not likely to arouse the suspicion of a merchant-ship captain who encounters the vessel; eight men in a small boat are not much of a threat. But lurking nearby, underwater, is the dragon turtle — and this changes the odds considerably.

The dragon turtle (while under the influence of the *charm* spell) secretly accompanies the small ship when it leaves the pirates' headquarters and moves into the shipping lane, hoping to encounter a northbound ship loaded with goods. When the small ship moves close enough to a merchant ship to determine that it's worth taking, the pirate leader orders his oarsmen to give a signal to the dragon turtle (they slap their oars on the surface of the water), and the monster roars into action.

Still underwater, the dragon turtle rushes the merchant ship. It surfaces beside the vessel and belches out a cloud of scalding steam that kills or wounds anyone who isn't below decks. After this blast, it is a relatively simple matter for the pirates to board the merchant ship, making short work of any resistance that might remain.

As a reward for its assistance, the dragon turtle gets to devour all the crew members it can eat. The monster also receives a portion of the monetary treasure taken from each wrecked merchant ship. The relationship between the pirate band and the dragon turtle is mutually beneficial: The creature gets lots of free meals and a goodly amount of treasure (and a way to transport those goods back to its lair), and the pirates get all the salable merchandise they can carry off the ships that the monster destroys.

The dragon turtle has 12 hit dice, 48 hit points, and a 30-foot diameter shell. It is relatively weak (as dragon turtles go) but quite intelligent — smart enough to realize when it has a good thing going. The monster is only *charmed* by the magic-user when the pirates are about to embark on another raiding expedition, because it is at this time when the creature must be strictly controlled to be sure it does exactly what it's supposed to do. The rest of the time, even when it's not under the influence of the spell, the dragon turtle is content to remain in its lair on the island where the pirates have established their headquarters. It savors its collection of treasure, satisfies its hunger with occasional meals provided by the pirates, and waits patiently until the next time it is called upon.

The pirates' strategy is a key to their intentions. They don't want to completely discourage merchant-ship traffic in this area, or obviously they'd be out of business. So, they only set out on raids once every couple of weeks or so. They strip a victimized ship of its cargo (or as much of it as they can pile into their smaller ship), then scuttle the empty or near-empty ship and head back to their headquarters. (The wrecked hulls that infrequently wash up on the rocks near Seapoint are evidently ships that the pirates *thought* had been damaged enough so that they would sink — but they retained enough buoyancy to ride the current until beaching themselves.)

The pirates "own" one large merchant ship, *The Sea Hawk* (see the previous section of text). This vessel was captured intact on one of their early raids, and serves as a way for them to transport stolen goods to Riverneck, where the merchandise is sold for fair market value by pirates posing as merchant sailors. (It is quite possible that the pirates have stolen and sold the same goods more than once, since some of what they unload at Riverneck eventually finds its way onto a merchant ship headed north.) By just selling one ship's worth of goods at one time, and by doing it within the law, the pirates avoid attracting attention to themselves.

PIRATE HEADQUARTERS

The pirate band's base of operations is located on the eastern shore of one of the small islands in the chain that extends southward from the peninsula. The island in question is in the center of the enlarged inset on the geographical map, and the approximate position of the pirate headquarters is indicated by a dot with a circle around it. All of the chambers in the headquarters are natural caves and caverns hollowed out of the inside of the island. Except where otherwise noted, all the chambers are well illuminated in strategic spots by the use of *continual light* spells. All of the chambers have ceilings at least 20 feet high. The doors shown on the map are all of wood and are normally locked.

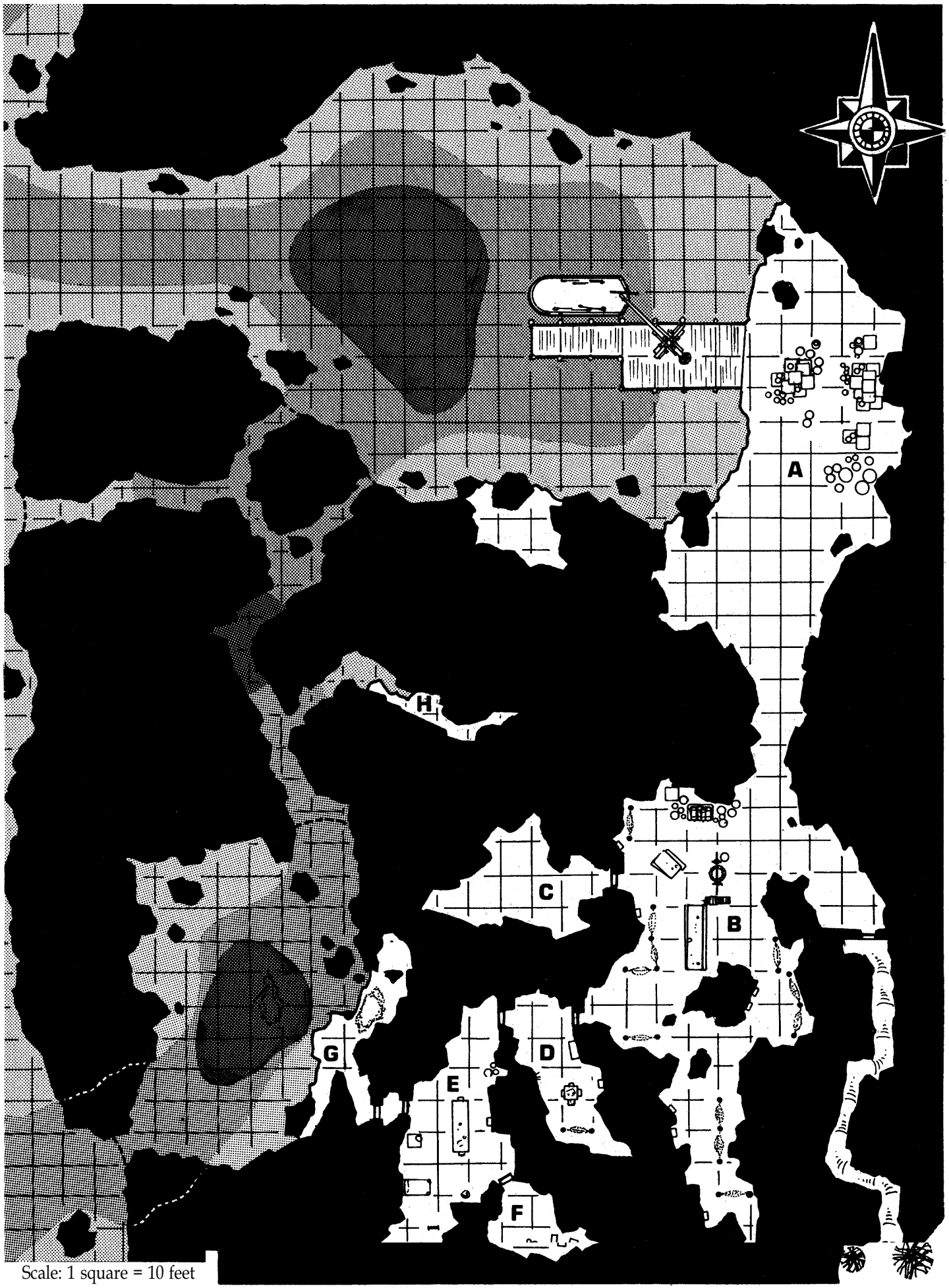
When the party of adventurers arrives at the island base, the site will be occupied by five "name" pirates (detailed below), four other "nameless" pirates (low-level types, statistically identical to the miscellaneous hands on the ship), and the magic-user who is the brains behind the operation.

The magic-user is Adoniram Latoner (AC 4, HP 28, Str 9, Int 17, Wis 15, Dex 14, Con 12, Cha 16, alignment lawful evil). He is proficient with the dagger and the quarter staff, and possesses two of each weapon. One dagger — a +2 weapon —is on his person, and the other (non-magical) is kept under the pillow of the bed in his quarters (area E on the headquarters map). In a pocket of his robe, he carries a key that will unlock any door in the complex. He *wears bracers of defense* (AC 4) and always sports a *rod of beguiling* in a leather "holster" hanging from his belt. He knows the following spells: *reduce, shield, sleep* (×2), *invisibility, web, continual light, hold person, tongues, water breathing, charm monster, wall of fire,* and *teleport.*

Latoner uses the *rod of beguiling* as a safeguard against a mutiny by the pirates he is leading, and only rarely has he actually had to wield it to end an argument or quell a possible uprising. He does not use the rod on the dragon turtle, preferring to not waste any of its charges on the creature since his *charm monster* spell can accomplish the same effect and can be replenished.

The pirates all know about the rod, and they realize that Latoner can easily put a stop to any conflict by using it, but they don't realize the rod has a limited number of charges — and Latoner doesn't know that the rod only has three charges remaining at this time.

The magic-user seldom is found anywhere but in his chambers, and the pirates have never known him to leave the headquarters complex. Unless he finds out in advance that adventurers have invaded the base, Latoner will be encountered in his living quarters (Area E). This chamber contains a bed, a desk, a chest of drawers, and other miscellaneous



Scale: 1 square = 10 feet

furniture. Latoner's book of 4th and 5th level spells (with only three pages filled at the moment) is lying on his desk. His other spell book is in one of the drawers of the chest. Aside from his weapons and the items he is wearing, Latoner keeps nothing of value in this chamber.

The cavern to the southeast of Latoner's quarters (Area F) is where the magic-user keeps his share of the monetary treasure and other items of high value appropriated by the pirates. Tucked away in the most secluded spot inside this unlighted chamber are three wooden chests without locks. They contain gold pieces, silver pieces, and copper pieces in roughly equal proportions (400-600 coins in each chest). The only other items of noteworthy value in the chamber are a pair of gold urns, worth about 350 g.p. each, and a ship's bell formed entirely out of silver, worth 450 g.p.

If Latoner is aware of the party's presence within the complex, he will not confront them directly but will rely on the pirates to do the dirty work. He will gather up his spell books and weapons and lock himself inside the treasure chamber. At the first sign of a disturbance in his living quarters, he will *teleport* himself, his books, and his weapons into his "escape hatch" hideaway (Area H).

If the magic-user is surprised inside his living quarters, he will attempt to defend himself with any means available (the *rod of beguiling,* a weapon, or spell use) until he can grab his book of 4th-5th level spells. When he has that book in his possession, he will *teleport* as described above. Except in a truly life-or-death situation, Latoner will not use his *teleport* spell to escape unless he is carrying the book, since he must have the book to re-learn the *teleport* spell and get himself out of the hiding place the same way he got into it. (For purposes of moderating the *teleport* attempt, treat Area H as "very familiar" to Latoner.)

The captain of the pirate band is a 6th level fighter named Morgan Krell (AC 6, HP 49, Str 17, Int 15, Wis 12, Dex 14, Con 16, Cha 16, alignment lawful evil). He is proficient with the long sword, dagger, and spear. He carries a +1 long sword and a non-magical dagger, and wears *bracers of defense* (AC 6). His living quarters are in Area D, immediately to the east of the magic-user's chambers. The cavern is as sparsely furnished as Latoner's quarters, containing only a hammock hung from posts, a wooden chest on the east wall, and a table with four chairs around it roughly in the center of the chamber. The chest is locked. Krell has the key to this chest in his pocket, and he also holds a key (identical to Latoner's) that will open all of the doors in the headquarters. Inside the chest are a leather bag containing 60 gold pieces, various personal items and articles of clothing, and a book in which Krell is writing (in the common tongue) a log of the pirates' activities.

If he is surprised, the captain will be in his quarters entering a passage in the logbook, with his spear within easy reach leaning against the hammock. If he is alerted to the presence of the adventurers in Latoner's chambers, Krell will leave his chamber through the eastern door and round up all the pirates from the general barracks area to the east (Area B). If he hears a disturbance in Area B, Krell will flee westward into the magic-user's chamber and alert Latoner. In such a case, it is possible that Latoner will take Krell along with him when he retreats into the treasure chamber and prepares his *teleport* spell. (Krell would be able to *teleport* with him, since the captain's weight does not put Latoner over the limit imposed by the spell description.)

All but one of the remaining residents of the complex will be in Area B when the adventurers arrive at the island. The exception is a lone sentry (one of the "nameless" pirates) who is pulling guard duty at the dock (Area A). The five "name" pirates found in Area B, all humans of lawful evil alignment, are:

Jans Harper, 3rd level fighter (AC 9, HP 25); armed with long sword and dagger, also proficient with spear and club.

Larkin Fletcher, 3rd level fighter (AC 7, HP 23); armed with long sword and dagger, also proficient with spear.

Klass Goffe, 2nd level fighter (AC 8, HP 19); armed with long sword and dagger.

Dongal Maskill, 2nd level fighter (AC 10, HP 14); armed with short sword and dagger.

Gorlon Dundore, 2nd level fighter (AC 10, HP 15); armed with short sword and dagger.

All four of the "nameless" pirates in the complex are armed with daggers. In addition, the pirate on sentry duty has a short sword at his side, and each of the other three pirates can also use a short sword if one is available,

The barracks area doubles as a dining room and sleeping chamber. It contains several hammocks hung from posts and an equal number of small, unlocked chests that contain clothing and personal items. Crates and barrels of foodstuffs are stacked along the northern wall of the chamber; nearby are a fire pit, a large square table for preparing food, other kitchen-type furnishings and equipment, and a long, low table on which meals are served. Scattered about the room are several "community property" weapons, predominantly daggers and short swords, which can be snatched up at a moment's notice by anyone who finds himself in need of one.

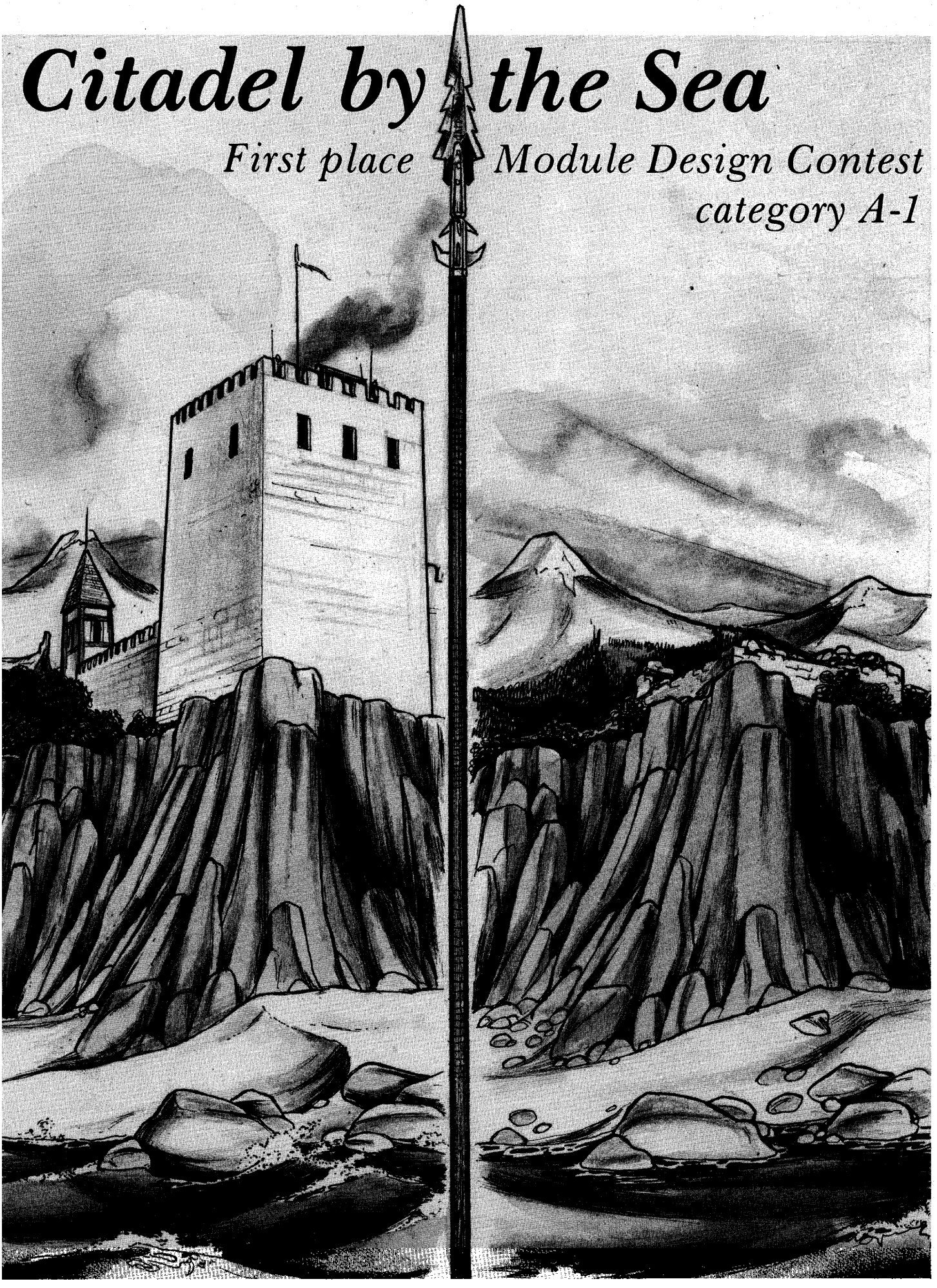
Unless intruders use some form of magic that makes them undetectable, it will be virtually impossible to invade the barracks and surprise everyone in it. If the party advances into this room from Area A and a conflict ensues, the pirates will try to get past the party and escape into Area A (since they don't have keys to get through any of the doors leading out of the barracks). If the party enters the complex from the southern end (through Area G) and Krell is alerted to the intrusion, the captain will move into Area B, locking the door behind him, and will then unlock the door leading to Area C (a dark, empty chamber) and the door in the lower right-hand corner of the map. This latter door blocks off an ascending tunnel that leads out of the subterranean complex. The pirates will not use this door, but will try to make it look as though they have. When his men are organized (which will take two rounds), Krell will lead them into Area A, and they will all try to escape by using the barge tied to the pier. The pirates' small merchant ship is anchored just outside the opening to this waterway. As long as the number of pirates who escape is sufficient to get the small ship under way (at least two men to work the sails, four to man the oars), they will be able to leave the complex.

The sentry in Area A will certainly be alerted if characters attempt a direct assault on the complex through the wide waterway leading east. If this occurs, the guard will sound an alarm; two rounds later, the dock area will fill up with angry pirates from Area B. Unless the party has obviously superior power, the pirates will make a determined defensive stand at this location. Crates, barrels, and boxes of stolen merchandise are stacked in many places around the open warehouse area, offering substantial cover and lots of hiding places for the defenders. If the pirates are getting the worst of the fight, or it looks like they won't be able to hold off the adventurers' assault, they will retreat back into Area B and entrench themselves. As a last resort only, they will try to open or break down the door leading to the tunnel and head outside.

Area G is "no man's land" for everyone except Latoner, the magic-user. This is the lair of the dragon turtle. On a narrow patch of land adjoining the small but deep lagoon there is a disorderly pile of coins with a few gems and bits of jewelry thrown in (just for "color"). This is the treasure that Latoner has given to the dragon turtle as part of their bargain; it is roughly equivalent to the value of the monetary treasure in Area F. The monster itself lurks in the depths of the lagoon, generally surfacing only on a signal from Latoner. At the bottom of the lagoon is another pile of treasure, composed of all the valuables that the dragon turtle acquired before getting involved with the pirates. In all probability, this treasure pile will not be discovered by the party (unless they somehow manage to kill or disable the dragon turtle). If it becomes necessary to know the contents of the underwater treasure pile, the DM should generate it according to the Monster Manual specifications.

Citadel by the Sea

First place Module Design Contest
category A-1



Citadel by the Sea *Designed by Sid Fisher*

An AD&D™ module for 4-8 characters, 1st-3rd level each

Citadel by the Sea is an AD&D gaming module for 4-8 characters, each of 1st to 3rd level. The fewer the characters available, the higher their levels should be. Characters should be well equipped, with at least one magical weapon apiece, but do not need any particular game experience. It is recommended that at least one ranger character and one elf character be members of the adventuring party, and that no player character be a half-orc. The Dungeon Master should read the entire module carefully before running this adventure; the events are laid out in the approximate order in which characters would normally encounter them, and the text builds the adventure as one reads through it.

INTRODUCTION

On the northern coast of the land where the characters live is a small fishing village called Awad (see the campaign map). Awad has a population of only 500 people, and is not particularly important in any respect; only the fact that it lies along a coastal trade road keeps it from total obscurity.

The characters begin the adventure traveling east on the trade road toward Awad. They could be on a quest of their own, simply out wandering, or could be serving as guards for a merchant caravan (as per the Monster Manual, Merchant). When the characters are about five miles outside of town, in the early afternoon, they will encounter a fast-moving procession of five carts, loaded with belongings, and several human families carrying bundles of clothes and driving livestock. The families will fearfully warn the characters and all who are with them that "the curse of the elves has fallen" and "the doom of all who go to Awad is sealed." If questioned, they will say that the curse is in the form of a plague, but will know nothing else about it. If any elves are among the characters, the family members will be variously hostile, fearful, and supplicative (begging the elves to remove the curse, or threatening the elves if they approach the carts). The families consist in total of 7 men, 5 women, and 21 children (all zero-level, 1-6 HP each; adults use no armor but carry knives, clubs, and spears). They are led by a 2nd-level fighter (18/30 strength, 14 HP, leather armor, broadsword and 4 daggers). All of the family members are lawful neutral or true neutral in alignment. They will hurry westward away from Awad once they leave the party.

If the characters continue on to Awad they will encounter more refugees, to a total of about 300 people in all. They are all carrying their worldly goods with them (worth very little in treasure terms) and all of them are obviously very afraid to go back to their town. Little else, other than what was gained from the first group of families, will be learned about the situation in Awad. It will be said at some point that a "nosy sage" drew the curse upon the town, and that many have been stricken and slain by the curse already. The curse is said by some to be a disease, by others to be invisible lighting from the heavens, and by a few to be clouds of death gas. However, no one has actually seen a victim of the curse; everyone has heard about the curse from someone else in a second-hand fashion. All the refugees are in too much of a hurry for chit-chat, and each will only stop for a minute (at most) before moving on. The refugees have the same mixed reaction to elves as the first group of families had, and all these people are lightly armed and sparsely equipped.

If the characters are traveling with a caravan, the caravan will disintegrate and abandon them after a few refugee groups have passed; the characters will be hastily paid for their services and left without horses, They may continue on into the town in any event if they dare.

AWAD

The town of Awad consists of about 50 one-story dwellings, none of them larger than 40 by 40 feet. The buildings are made of wood and have stone foundations; generally, the town is unremarkable, and referees may sketch it out for players as desired. In the center of the town is a plaza with a circular flat rock about 30 feet in diameter, usually employed in the past as a speaking platform for public gatherings.

When characters arrive in Awad, they will find more than half of the homes deserted and empty of valuables. Investigation of any particular dwelling has a 5% chance of producing treasure types J and K together (hidden in a drawer or cupboard), a 5% chance of encountering a thief (2nd level, 8 HP, leather armor, short sword and 3 daggers), a 5% chance of encountering looters (2-8 zero-level humans, 3-6 HP each, no armor, each using dagger or club), and a 40% chance of finding the dwelling barred, locked, and occupied by villagers. All other houses (45%) are abandoned.

The thief will avoid everyone at all costs, fighting only if it seems necessary; she is neutral in alignment. The looters are mostly neutral, but a few are neutral evil, and there is a 50% chance that a gang of looters will attack the characters if the gang is confronted or discovered while engaged in suspicious activity. Nowhere will any bodies of plague victims, or other physical evidence of that sort, be found. Characters will hear noises coming from the center of town, sounding like an angry mob has gathered there.

If the characters investigate, they will find about 40 townspeople clustered around the "speaker's rock" in the plaza. Of these villagers, 30 are zero-level figures, 6 are 1st-level fighters, 3 are 2nd-level fighters, and one is a 4th-level Hero. Characters will quickly see that the villagers are armed with spears, short swords, axes, daggers, tridents, and clubs, and the mob is quite angry and agitated. The person on the rock whom they are shouting at and threatening is a confused old man, being held by three strong villagers. The characters will be told if they ask that the old man is the "meddling sage" who brought the "elven curse" upon Awad. The old man is begging for mercy and trying to deny the charges, but the situation doesn't look too good for him. He will call to the player characters for help if they let themselves be seen by him.

If the characters intervene, the villagers will allow them to question the sage, who says his name is Crommard (see below). At this point, characters have a chance to learn some of the history of Jawarl Avignon and the curse lore from the text sections that follow. If characters fail to intervene, the villagers will eventually get stirred up enough to beat up the old man and throw him out of town with his possessions; he will then subsequently be encountered in the wilderness, wounded, and will appreciate any help the party can give him.

Note that the townspeople of Awad are very sensitive to the presence of elves. If an elf appears at the mob scene in the plaza, he or she will not be touched, but will be the object of dozens of direct threats, pleas for intervention to lift the curse, and terrified expressions at everything unusual the elf or elves might say or do. The mob will attack one or more player characters only if a villager is injured by the actions of a member of the adventuring party.

All the time that characters speak with Crommard, he will beg to be taken with them away from the mob. If the characters agree, the mob will permit it but will refuse to allow Crommard back in town. He will be given his possessions (confiscated by the villagers earlier in the day) as he leaves. The villagers are very superstitious and believe that sages can cast curses themselves, so while they won't kill Crommard, they won't be pleasant to him, either.

Crommard the Sage

Str 8, Int 16, Wis 13, Dex 11, Con 7, Cha 9

Neutral alignment

Attacks and saves as an 8th-level magic-user

AC 8, HP 18 (HP 5 if beaten up by mob), Age 68, MV 12" .

Major field: Humanoids (special categories of orcish history and archaeology).

Minor field: Demihumans (elves only).

Languages: Common, alignment, orcish, elvish.

Spells known: ***Comprehend languages,***

scare, ***infravision, fumble*** (as an 8th-level magic-user in effect).

Possessions: +1 staff; +2 ring of protection; several books and notebooks; shards of pottery, wrapped and kept in two sacks.

Crommard is not a particularly imposing sage. Though intelligent enough, he tends to be absent-minded and is sometimes not very wise. He likes to discuss orcs and orc-related topics (how they eat, what they wear, their history, styles of weapons they use, etc.), and speaks of them constantly. He will do this even in the presence of dwarves, who may get the impression that this sage is friendly with orcs (he has never met one, however). Crommard enjoys speaking with elves, but even then he tends to come around to orcish topics before long. He wears brown robes with a hood he keeps pushed back, and has a thick, white beard and a bald head. He will not tell anyone, for any reason, what spells he possesses.

THE HISTORY OF JAWARL AVIGNON

The information in the following paragraphs is more or less commonly known to the inhabitants of Awad and to the sage Crommard. The DM should not give out this entire story all at once. Bits and pieces of it may be discovered as player characters encounter different villagers or talk with Crommard; divinatory spells and psionic powers ***(e.g., legend lore, commune, object reading)*** may also be used to gather or confirm this information. The sections of the background information in brackets ([]) are false, nothing more than popular misconceptions the villagers have about Jawarl Avignon and aspects of its history. ***Detect lie, ESP,*** or a similar force will not reveal the falsehoods, because the natives believe these "facts" to be true.

More than two thousand years ago, humans built a fortress town on the northern seacoast cliffs and named it Jawarl Avignon. In time the human empire that built the fortress fell into decline, and the citadel was given over to the elves of the region. Under the elves' direction, Jawarl Avignon became the center of a thriving jewelcraft and foreign goods trade carried on with distant human and elven seaports, and all was well for hundreds of years.

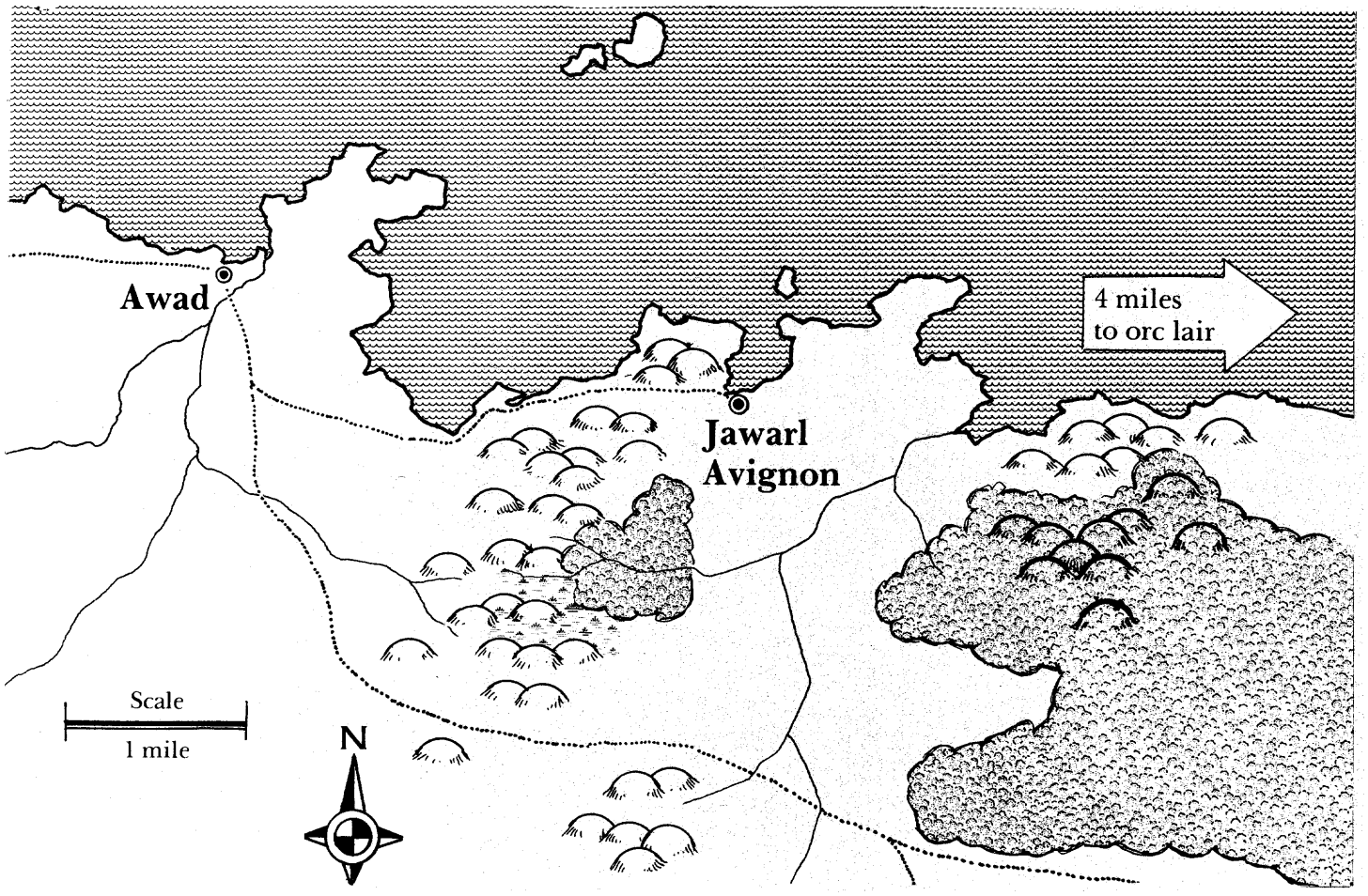
Then, some three hundred years ago, a great army of orcs and monsters under the leadership of their chieftain, Mondru IV, laid seige to the citadel and its lands; though many elves were able to escape by sea, many others perished in the assault. The citadel was eventually taken by storm, at great cost to the orcs, who cared not how many of their fellows died in the battle, as long as the elves went first. No prisoners were taken in the fight, and afterward Mondru IV, [the son of a godling], proclaimed himself ruler of Jawarl Avignon, or Alhurmus ("Elves' Blood"), as the orcs called it.

The victory of Mondru's forces came in no small part because of the great weapon the ruler possessed, a terrible spear made by orcish shamans ages earlier, that burned elves when it struck them [and made its user invulnerable in battle] . Alkarg was the spear's name, and orcs even of other tribes and nations respected the orc ruler who bore it, seeing him as favored in the eyes of Gruumsh, the orcs' dark god.

The orcish victory was short-lived, however; ten years after the fall of the elven citadel, plague struck down the orcs. It ravaged them without mercy. [The first victims of the plague were Mondru IV and his bodyguards. The plague came as a dying curse of the last elf to fall in Jawarl Avignon]. Only a few orcs survived the effects of the disease.

Many conflicting stories have circulated over the years concerning the fate of Alkarg. It is variously said, by different sources, that [an elven god destroyed it, thieves stole it,] it is buried in the citadel, [elves found it and cast it into the sea, or retreating orcs took it with them.] No one knows of any of the interior details of the citadel, just its general outward appearance. The ruins are strictly avoided by all the natives of the area.

A week ago, Crommard and a human cleric, Sethus Maximi, arrived at Awad with an expedition of workers and guards. The two men were on their way to excavate and explore the ruins of Jawarl Avignon, looking for orcish pottery shards and other archaelogical trivia. The villagers were horrified that someone would dare enter and disturb the ruins, and there were several arguments and fights before the expedition moved on to camp at the old fortress. The workers set about immediately digging and



clearing away the sand and debris that had all but covered the fortress since it was abandoned. Some of the friction between villagers and archaeological crew members eased as days went by and no curse manifested itself.

Suddenly, this morning as Crommard was in Awad picking up a few minor supplies, Sethus Maximi was seen staggering back from the direction of the fortress, shaken and extremely ill. He stopped outside of town and gasped out that as the crewmen were clearing away rubble, they were struck down by a great shadow that arose from the ruins. The men fell, dying in agony of a virulent disease that overcame them in minutes. Sethus himself had strange green blotches on his face and hands; rather than enter the town, he told everyone to keep back from him and he left to die alone in the wilderness southeast of Awad. No one has gone to look for his body, and no resident of the area cares to try. Panic flew through the town as word spread among the townspeople.

The citizens of Awad are truly terrified that they are about to be visited by the plague that slew Sethus and the workers. About two thirds of the townspeople have fled by now; the remainder are unsure if they want to stay or go, and spend their time watching the horizon to the east (where the ruins lie) or brewing concoctions they believe will help them resist the disease.

CURSE LORE

The villagers of Awad believe that the plague that slew the orcs was the result of a curse cast by the last elf to die in the defense of Jawarl Avignon. The curse, according to popular lore, is supposed to come to life if anyone ever enters the ruins; mothers have been using this tale for years to keep youngsters from straying away from the village. Local residents have disappeared on a few occasions over the last several months, the victims generally being lone hunters, who ventured eastward to look for game. Many people now believe the hunters were slain by plague when they entered the ruins or the vicinity of the ruins, though this, of course, cannot be proven.

Crommard has ideas about the curse. At first he discredited it entirely as a quaint superstition; now he won't speak of it.

If anyone gains Crommard's trust by befriending him for a day or longer, or uses *ESP*, *charm* person, or a similar spell or psionic power on him, it will be discovered that Crommard thinks the expedition actually freed a monster from an evil outer plane, which had been buried deep beneath the surface of the ruined fortress. He has read of a similar occurrence involving a dwarven mithral mine and a very powerful demon, and fears for the worst. If a party member uses magical or psionic power to get information from the sage, see the following section for other facts that might be obtained.

DM's INFORMATION

The villagers do not want anyone else to go near the ruined fortress, out of fear that the curse will be further spread, making escape from it impossible for all. If the characters let it be known that they are going there anyway, they will be attacked by the remaining villagers, and will either be taken captive or slain if they do not flee the village or find another way of countering the threat of an angry mob. Even if characters succeed in escaping the village, they may be pursued by a posse—in this case, a sort of suicide squad, ready and willing to give their lives if necessary to keep the party from disturbing the ruins.

Once Crommard meets the party, he will try to get the characters to accompany him to Jawarl Avignon so that he can find out what happened. He also wants to locate the body of his partner Sethus. Crommard will relate how he was researching orcish history in a distant university town when he met Sethus, a cleric of strict temperament who shared Crommard's interest in orcish pottery. Sethus Maximi was able and willing to fund the expedition to the ruins, and Crommard now considers himself responsible for the cleric's demise and the loss of the workers as well.

If one or more party members is able to befriend Crommard for more than a day, or if a power such as *charm* or *ESP* is used on the sage (see the preceding section of text), it will be discovered that Crommard and Sethus did not come to Jawarl Avignon to seek pottery pieces. Bit by bit, if carefully approached, Crommard will come out with the true tale.

Crommard collects orcish weapons, in

addition to pottery shards, and displays them in a personal museum in his distant home city. He was going through some manuscripts three weeks ago when he found a document that gave great weight to the theory that Alkarg, the "elf slayer" spear belonging to Mondru IV, was still buried beneath the fortress. He showed his discovery to a couple of nearby fellow sages, but they were not interested in old orcish myths. While wandering a local library he met Sethus, who was poring over some orcish history scrolls, and in the conversation that ensued he discussed with the cleric the details of his discovery.

Crommard recalls that Sethus was inordinately excited to hear of the find, and offered an enormous sum of gold to fully equip a digging expedition to recover the spear. The sage wondered at times if perhaps Sethus wasn't too eager to find Alkarg, but he finally decided the cleric's attitude was one of normal archaeologist's enthusiasm. The trip to Jawarl Avignon went well, except for problems with the townspeople, until the disaster that struck Sethus and the workers.

The sage remembers that Sethus frequently went for long walks away from the digging in order to stretch his legs (or so he said), and would sometimes be gone for hours at a time. Otherwise Sethus helped quite a bit with the work in progress, though mostly as a supervisor.

SETHUS MAXIMI

Crommard's cleric companion is not what he seems. His real identity is Serga Ulmus, a half-orc cleric and a proud lineal descendant of Mondru IV. Serga's relatives live about six miles east of the ruins in a cavern complex. Orcs have not done well in the area since the days of the plague that killed Mondru IV, but Serga set about to change that when he reached young adulthood. He went to a faraway city to learn the arts of assassination, and had already received religious training from his orcish father, a shaman of Gruumsh. A naturally talented student, Serga learned to read (as well as to kill) and soon became involved in a personal search to find out what happened to the magical spear of his distant ancestor. His quest was generally fruitless, until the day when Crommard approached him in the library.

Serga, disguised as a human cleric and calling himself "Sethus Maximi," worked his way into the sage's confidence and offered several hundred gold pieces to fund the expedition to recover Alkarg. He could hardly believe his luck, and became convinced that Gruumsh himself had guided the sage to him.

Once the expedition reached Jawarl Avignon, "Sethus" began taking long walks back to his home lair. He stirred the lagging warrior spirit in his kinsmen with his news, and arranged for the orcs and ogrillons of his community to attack the fortress at dawn, quickly and by stealth.

When the orcish invaders accomplished the takeover of the ruins from the original excavation's work force, Serga set the warriors and some kobold slaves to work clearing away the rubble around area 15 (see exterior map), where Crommard postulated that a secret entrance existed that led to the dungeons below the fortress. Then Serga dabbed his skin with green paint and headed back to Awad to pull off his "curse" deception on the superstitious villagers. The ruse worked far better than he had hoped; he was unmolested as he went off "to die," and when he left the sight of the villagers, he headed back toward the fortress to supervise the digging.

Serga Ulmus is a calculating and dangerous fanatic who believes wholeheartedly in orcish supremacy. More than anything, he wants Alkarg, and he knows that possession of the spear will give him the power to unite the scattered orcish tribes of the area. Serga Ulmus wants to be king, and he will stop at nothing to realize that goal. All of the orcs and ogrillons with him want Serga to be king as well; they see him as their only hope of regaining their ancient glory as conquerors. Orcs and ogrillons at Jawarl Avignon will ***not*** make morale checks in battle, no matter how hard-pressed they may be: They want to win.

Serga Ulmus

Half-orc, 4th level cleric / 4th level assassin

Str 17 (+1,+1), Int 16, Wis 13, Dex 14, Con 16, Cha 12 (16 to orcs & half-orcs)

Thief abilities: Pick pocket 30%, Open locks 34%, Find/remove traps 30%, Move silently 21%, Hide in shadows 15%, Hear noise 15%, Climb walls 91%.

Lawful evil alignment

Attacks and saves as either a 4th-level cleric or 4th-level assassin, whichever is better.

AC 5 (7 without his +1 shield), HP 27, Age 28, MV 12".

Languages: common, alignment, orcish, ogre, elvish .

Spells known: ***command, light, protection from good, sanctuary, hold person, find traps.***

Possessions: +1 leather armor; +1 shield; broadsword; 2 throwing axes; 4 poisoned darts (save at +2 or sleep for 2-8 turns); 125 gp, 18 sp; 6 gems (50 gp value each); unholy symbol (Gruumsh); spell components; ***necklace of adaptation.***

To hit adjustments: +4 from behind, +1 due to strength. Backstabs with broadsword, doing double damage from behind.

Serga can read common, orcish, and elvish very well, but can read no other languages.

THE WILDERNESS

If a ranger character succeeds in an attempt to track "Sethus," the ranger will find that his trail leads to the southeast away from the village. For a distance of several hundred yards his route zig-zags as though he is staggering, and his steps seem inconsistent and labored, as though he is walking only with great effort in a sort of half-shuffle. Then, when the trail takes the tracker out of sight of the village, Sethus' steps abruptly become more even and his path more direct. The distance between his strides lengthens as though he has broken into a run, and his general direction shifts from southeast to east, heading toward the ruined citadel.

Sethus' footprints lead along an old pathway, partially paved with stone and somewhat overgrown with grasses and weeds, that leads eastward and follows the coastline between the northern cliffs and the sea. (This pathway used to be almost entirely overgrown, but the men in Crommard's expedition cleared away some of the foliage on their journey to Jawarl Avignon; the route is now passable, and is the only way to get from Awad to the citadel without traversing the rough, hilly terrain between the two locales.) Where the path follows the coastline, it runs along a high cliff overlooking a narrow beach that is never more than 60 feet wide and sometimes as small as half that size.

The following encounter tables should be used when characters travel in the countryside or along the seacoast. A roll of 1 on d8 indicates an encounter, and this check should be made three times a day (morning, afternoon, night). If an encounter is indicated, roll d4 and refer to the appropriate terrain type to determine its nature. (Note that the encounter tables do not include mundane creatures such as normal birds, small deer, rabbits, and other wildlife that would also be naturally encountered along the way.)

CLEAR TERRAIN	HILLS
1 3-6 wild dogs	1 1-4 giant worker ants
2 2-5 hunters	2 2-8 giant rats
3 1-3 wild boars	3 1-3 wild boars
4 1 giant skunk	4 1-2 wolves

FORESTS	COASTLINE
1 1-4 wild dogs	1 2-12 barracudas
2 1-2 black bears	2 1-2 crabmen
3 3-6 hunters	3 1-3 fishing boats
4 2-8 giant rats	4 3-30 quippers

Hunters are zero-level human fighters, each wearing leather armor and carrying either a spear or a longbow with 3-8 arrows. They are neutral and not likely to approach or speak to anyone unless spoken to. Fishing boats each contain 3-6 men (zero-level human neutrals, as for hunters), wearing no armor and each equipped with a dagger and a spear. If hunters or fishermen are encountered during the first day after the "plague" strikes, they will be unaware of the disaster at the ruins, since they have been away from their camps all day. They will be aware of Crommard's expedition, though, and certain groups of hunters and fishermen may have encountered the archaeological workers on the way to the digging site. The "quippers" are actually a warm-water relative of the creature described in the FIEND FOLIO™ Tome, otherwise identical to that creature in all respects.

JAWARL AVIGNON

The ruins of the citadel lie on a 90-foot-high cliff next to the sea. As the characters approach it, they can see that only the 10-foot-high walls remain, the wooden roof having long ago fallen into ruin and decay. The citadel is much smaller than most people envision it; it was the quality of its guards, not the size of its walls, that made the fortress great.

Around the fortress are the foundations of many homes, as well as evidence that a forest once grew here but was long ago destroyed. The ground is very sandy, and the area looks like wasteland now.

No sign of life will be seen at the citadel until the characters approach within surprise distance (50-100 yards) of the guard at area 1. However, there is a 10% chance per level per character of noticing footprints in the immediate vicinity of the citadel. Any dwarf, elf, or ranger (or Crommard, if he is with the group) can tell the footprints were made by orcs.

Crommard (if he is with the party) will be confused about why Sethus would pretend to be sick (as his trail would indicate), and will be surprised as anyone else to see orc footprints-near the citadel. Unless restrained, Crommard will rush to the fortress entrance and call out for Sethus. If he is attacked by the orcs in the ruins, Crommard will initially try to avoid combat by moving behind the party, so as to put the characters between himself and his adversaries, or he will try to ward off attackers with his staff (an attempt which will fail). Crommard will attack the orcs only if he is wounded by one of them, or if the party is down to less than half of its normal hit-point total. The sage will use his ***scare*** and ***fumble*** spells, if possible, to aid the characters in battle, relying on blows from his magical staff the rest of the time. He will use his other spells when the DM feels the situation calls for it.

1: Entranceway to Citadel

At this location is an ogrillon guard (AC 6, MV 12", HD 2, HP 12, #AT 2, D (fists) 2-7/2-7) keeping an eye out for trouble. He wears furs and resembles a barbaric, unarmed orc. If he sees anyone coming, he will run into the citadel to warn his confederates at areas 2 and 15.

In a large pile on the right side of the entranceway are some of the possessions of the workers from Crommard's expedition. These include a few daggers, changes of clothing, bedrolls, eating utensils, and assorted other minor items. Some of these things are bloodstained. Crommard will recognize the items at once. These items have been tossed here carelessly, after being brought out of area 7 where they had been stored; some items were taken from slain workers.

Anyone who looks over the low wall down the slope will see the bodies of two workers, tossed there by Serga and his helpers. Investigation will reveal that the men were killed by sword blows. (Other bodies were on this slope as well, but they have already been carried into the sea by crabmen.)

2: Guard Corridor

This area has many arrow slits in the walls; these were formerly (and again currently, as characters will discover) used in defense of the citadel. In the far eastern end of the corridor are the skeletal remains of several ancient orc guards; these bones have not been disturbed.

Two orc guards (AC 7, MV 9", HD 1, HP 5 and 6, #AT 1, D by weapon type), each equipped with a short bow, 20 arrows, and a scimitar, are in the western end of this roofless corridor behind the arrow slits in that area. Anyone coming into this area from area 1 will be fired upon once by the orcs, who will then run through area 3 to the pedestal at area 13, to shoot again at intruders as they enter the courtyard of the citadel. Because of their positioning, these orcs will initially surprise intruders on a roll of 1-4 on d6.

The ogrillon from area 1 will pass by here, if on the way to alert his comrades, and then continue toward area 15.

3: Supply Room

It is obvious that an orcish party dropped off equipment here when it entered the citadel. Scattered around the room are a number of daggers, hand axes, furs, arrows and quivers, tinderboxes, bundles of firewood, spare boots, and other minor items. (Crommard can easily identify all of the items as orcish in origin.) Buried in the southwest corner of the room is a bag containing 80 sp that belongs to the ogrillon guard from area 1.

4: Old Stables

Formerly a place where livestock was housed, this area was used as a trashbin by the workers and now by orcs. Anything they don't want (broken utensils, rocks, unwanted or spoiled food, old clothing, etc.) ends up here. Anyone entering this area has a 1 in 6 chance of attracting the attention of an ear seeker (AC 9, MV 1", HP 1, special attack) that lairs in some old lumber in one corner.

Some old urns may be seen in the southwest end of this area; these are corroded containers of brass of ancient orcish manufacture. Crommard will probably (75% chance) see them if he enters the room, and if so he will ask a player character to get them for him (he hates to go near garbage). The ear seeker's lair is beside the urns; if anyone disturbs them or the stack of lumber next to them, the ear seeker will attempt to attack immediately.

5: Dry Water Storage Tank

This tank is surrounded by a 1-foot-high, 20-foot-diameter stone platform with a 1-foot-thick, 3-foot-high wall immediately around it. A broken stone lid lies to one side. The tank is 60 feet deep from ground level, and the bottom appears to be covered with a fairly thin layer of sand. The tank was filled, in days long past, by clerics using ***create water*** spells; it fell into disuse when the orcs took over the citadel, and dried up in during the months thereafter.

A close examination of the bottom of the pit (which is faintly visible in daylight conditions) will reveal a slightly raised, square-shaped area on the bottom surface, looking like it might be a secret door or a trap door. In truth, it is an old piece of wood dropped in the tank long ago which is now covered with yellow mold (and a light covering of sand on top of the mold). If any object larger than a fist-sized rock is dropped into the tank, or if one or more characters descend to the bottom surface inside the tank, there is a 90% chance of bursting the mold, which will release a cloud of spores in the hole. This cloud will billow to fill the bottom of the cylindrical hole to a depth of 20 feet at its greatest dispersion, enveloping any characters at the bottom of the tank or suspended (by a rope or other support) less than 20 feet from the bottom. Those in the area of the spore cloud will take 1-8 points of damage and will die unless they make a saving throw vs. poison (see the Monster Manual).

If any characters climb down inside the tank (a risky proposition) or are lowered into it by ropes, each character so lowered has a 1 in 12 chance of noticing a secret door, measuring 5 feet square, located 30 feet down on the eastern side of the shaft. (Exceptions: An elf has his normal 1-in-6 chance of locating the secret door if he comes within 10 feet of it, or his usual 1-in-3 chance of detecting the secret door if actively searching for it, and a dwarf has his usual 2-in-3 chance of detecting a sliding or shifting wall at this location if such a thing is actively sought.) The secret door/panel, if opened (easily done once it is detected), leads to a passage that emerges in area 28 on the first underground level of the complex.

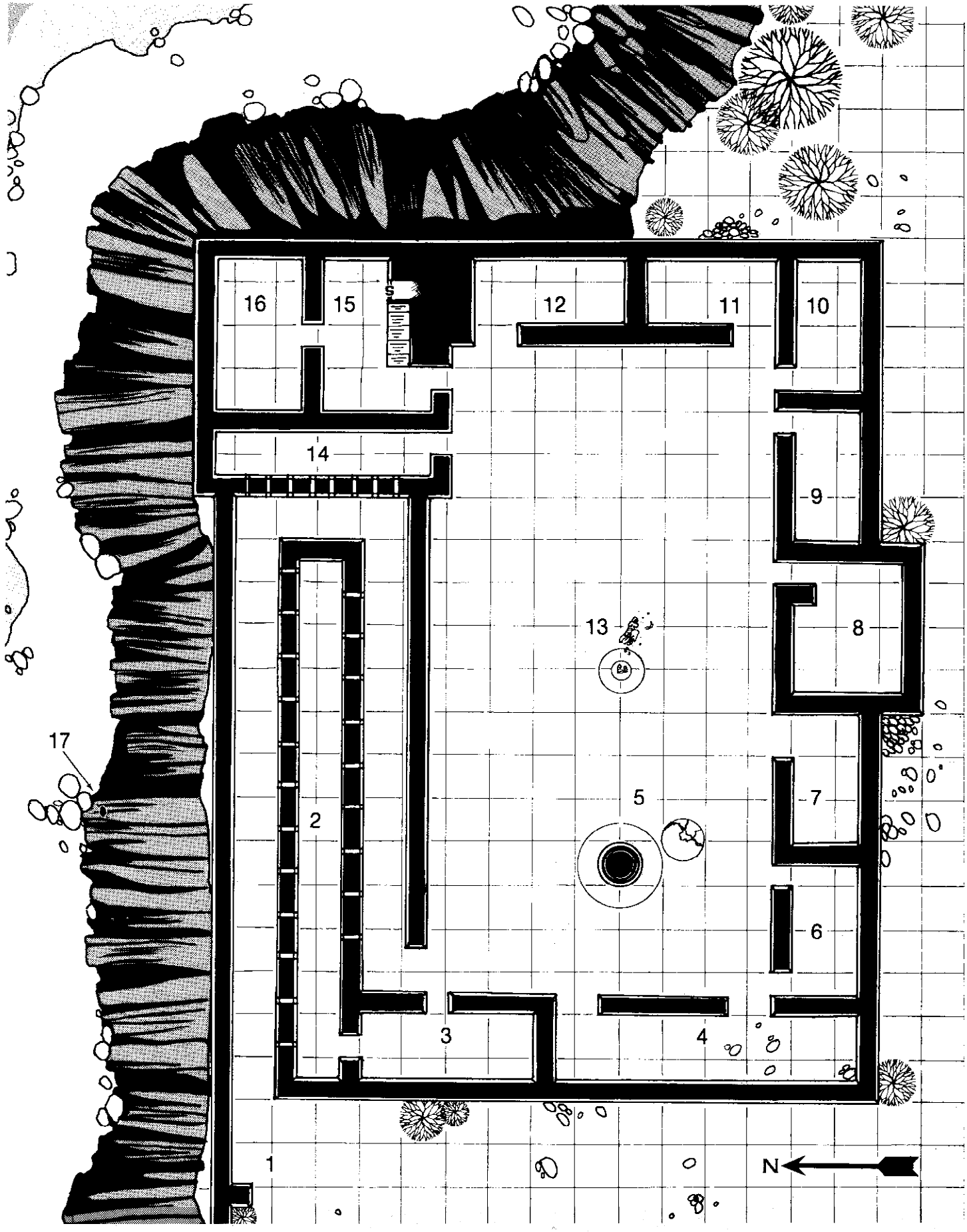
6: The Sole Survivor

This room is filled with bags full of orcish pottery shards; the orcs that now occupy the citadel have ignored this area so far. And it's a good thing they have, because the only member of the excavation crew to survive the orc attack is hiding behind some of the bags. He is a 17-year-old boy who was napping here in the early morning when the attack came. He will reveal himself to any human he sees, but otherwise will remain concealed unless a thorough search of the room is conducted.

Currently the boy is a zero-level human, unarmed and with 3 HP. If he is rescued and survives the adventure, he will apprentice himself to one of the party members after this mission is ended. In two years he will become a 1st-level thief, though a friendly one, and can at that point be considered a henchman. He is chaotic neutral in alignment, and will never be a friend or acquaintance of orcs or half-orcs.

7: Crommard's Sleeping Quarters

This place was to have served as Crommard's bedroom and study during the ex-



Jawarl Avignon *Ground level*

Scale: 1 square = 10 feet

cavation operation. A cot has been placed against the west wall; beneath and beside it, contained in several boxes of varying sizes, are numerous notebooks, scrolls (non-magical), and tomes concerning orcish lore and history. The orcs haven't bothered to examine the contents of any of these boxes yet. Crommard will fight to save his books and scrolls if he witnesses them being ransacked or disturbed. Under a straw-filled sack that Crommard used as a pillow is a shred of parchment on which the sage drew a rough map of the exterior level of the ruins. At area 15 on the map is written, "entrance probably near here."

Crommard's clothes lie strewn about the room; many of his garments have been ripped open by knives, and any valuables that may have been hidden among the clothes are no longer present.

8: Workers' Quarters I

Some of the workers who came here with Crommard bunked in this area; their sleeping mats have been cast about the floor now, and all items of value are missing. Enough equipment is scattered about to indicate that 12 men stayed here. Only old clothing, the sleeping mats, scraps of wood and paper, and the remains of a campfire are to be found here now.

9: Workers' Quarters II

This location is much the same as area 8, except that only 7 men stayed here. Rummaging through some of the sleeping mats, looking for treasure, is an orc wearing black splint mail armor, a sergeant-type (AC 4, HP 8). If the orc hears an alarm being given, he will seize the 4 javelins he placed by the doorway and attempt to hurl them at intruders entering the courtyard through area 3; the javelins will pass harmlessly over any orcs that may be located at areas 5 and 13.

Once the javelins are exhausted or hand-to-hand melee is inevitable, the orc will pull out his scimitar and flail away at anyone he can reach. The sergeant orc is exceptionally strong, and gains a +1 to hit and damage with the javelin and seimitar attacks. He has a sack partially filled with odds and ends that he will leave behind (in area 9) if he is alerted to intruders. The sack contains, among other things, 114 sp (in old orcish coin), a gem worth 20 gp, and a bronze medallion set with tiny gems with a spearhead emblem on it (value 50 gp).

10: Artifact Sorting Area

Crommard and "Sethus" had set this area up for sorting out the various artifacts uncovered in the digging. (The word "artifact" here means manufactured items of interest to archaeologists, not powerful magic items.) In the center of the room is a portable table and two small chairs; spread out around the furniture in more or less organized fashion are hundreds of bits and pieces of broken pottery, rusted weapons, fragile (old) orc skulls and bones, and other miscellaneous items unearthed in the digging.

Leaning against the south wall, in plain view of anyone who enters the area, is a large spear that appears to be newly manufactured and unused. The head of the spear is engraved with runes that spell out "Alkarg" in the modern orcish tongue; the shaft is made of light, relatively fragile wood. Crommard manufactured this item before embarking on the expedition, as a replica of what he believes Alkarg looks like. (It doesn't resemble Alkarg at all.) The spear radiates no magic. The orcs have not taken it and tried to use it because they saw (upon examination) that the spearhead is made of soft, flexible metal. If the spear is used in combat, it will do only 1-3 points of damage.

11: Sethus' Sleeping Quarters

"Sethus" used this area as his personal bedroom and study before the orcish attack. His cot is on the north wall. Buried in the sand under the cot are 2 throwing daggers (which Crommard or a dwarf would recognize as being of orcish manufacture). Among some boxes of food rations is a small pouch with dried animal dung in it, a vial full of blood, and a small tenser on a chain, with an eye symbol engraved on it. (A cleric will recognize these as the essential ingredients for a ***protection from good*** spell. Serga has a duplicate set of components on his person.) Serga is carrying with him all the valuables he owns; a search of this area will reveal no coins, gems, or other treasures.

12: Unused (?) Room

Though this area is empty of interesting items, Serga's father Thaagwa (an aged orcish shaman) is resting in the southeast corner of the room, attended to by a pair of ogrillon bodyguards (AC 6, MV 12" HD 2, HP 10 and 13, #AT 2, D (fists) 2-7/2-7). The venerable shaman is in full religious regalia: wearing black platemail armor, war helm, dark red cloak, and keeping two giant rats (4 HP each) on leashes. The strain of carrying around all that ornamentation, and keeping the giant rats in check, has all but exhausted the old orc. If an alert is sounded he will move only as far as the entrance of area 15 and will stand and fight at that point, using his spells if a physical attack is not necessary.

Thaagwa, his ogrillon guards, and the rats will fight any intruders to the death. Thaagwa will do all he can to eliminate or forestall attackers, so that no one but his son has a chance to descend into the dungeons and recover Alkarg.

Thaagwa Ulmus (3rd level orc shaman)

Str 8, Int 11, Wis 10, Dex 9, Con 7, Cha 10 (14 to orcs or half-orcs)

Lawful evil alignment

Attacks as 2 HD monster; saves as either 2nd-level fighter or 3rd-level cleric, whichever is better.

AC 3, 13 HP, MV 6", Age 52

Spells known: ***protection from good, cause light wounds, chant.***

Possessions: Platemail and helm; iron-shod quarterstaff; pouch with 75 gp, 20 sp; food rations in bag; unholy symbol (Gruumsh); and material components.

13: Ruined Statue

This appears to have once been a 15- to 20-foot-tall statue of a human or elf; it lies in ruins now, its fragments covered with old orcish graffiti. The 10-foot-diameter pedestal upon which the statue rested has also been scrawled and carved upon. A few freshly gnawed animal bones lie scattered about, the remains of an orc's lunch.

If intruders appear, the two orcs from area 2 will take up positions here, reload their light crossbows, and fire from behind the pedestal. Their positioning will improve their armor class by 4 levels (to AC 3, for 50% cover), for purposes of defense against missile fire. If the two orcs are attacked in hand-to-hand combat, they will stand their ground here, and will be joined by the orcs at area 14 (and the ogrillon guard from area 1, if still alive). Any intruders who attempt to break off the melee and back away will be fired upon by the orcs at areas 9 and 14, using javelins and light crossbows respectively.

14: Guard Hall

Four orcs (AC 7, HP 3, 4, 5, 7) are on duty in this room, waiting for possible intruders. Two of them are standing with loaded crossbows at the two northernmost arrow slits, and will fire simultaneously at any intruders who advance down the east-west corridor adjacent to area 2. After firing, they will reload for another simultaneous attack. Because they have 90% cover behind the arrow slits, they have a bonus of 10 to their armor class (improving it to AC -3) on defense against missile fire; from their place of safety, they can also easily sidestep close-in attacks from swords, spears, and the like made by characters from the other side of the wall.

If any intruders make it into the courtyard, the other two guards in this room (both AC 6) will charge in with scimitars and

shields to do battle, preferably in the vicinity of area 13, while the crossbow-wielding guards will linger near the entrance to area 14 and pick off anyone they can. Each of the four guards has treasure types K and L on his person.

15: Entry Room to Dungeon

This area, combined with areas 14 and 16, was once part of the ground floor of a 60-foot-square tower that has long since been broken and worn down to the foundation walls. Part of a stone staircase rises up to the east, to the top of the wall, and at this elevated location a lone orc (3 HP, AC 7) stands guard, looking out to the north and east. The orc has three javelins and a long sword. Inside area 15 at ground level are two orcs (AC 6, HP 5 and 6), one keeping an eye on some kobold slaves in area 16 and the other standing at the ready near the entranceway of an opened secret door on the south wall that leads down into the dungeon. If these two orcs are alerted by the ogrillon from area 1, they will draw their scimitars, heft their shields, and stand fast along with the ogrillon at the entrance to the secret passageway. The guards in this room will close the secret door if Thaagwa and his guards (see area 12) are defeated in their defense of the doorway to area 15.

The secret door is a large slab of rock that rotates on a central pin like a revolving door. It may be pushed open again if it is closed, by any character who makes a successful attempt to bend bars/life gates. If two or three characters attempt to open it (no more than three can try at one time), their percentage chances are added together to determine success or failure.

16: Slave Room

Six kobold slaves (AC 8, HP 1, 1, 2, 3, 3, 4) are kept here by the orcs. They were put to work digging away sand and rock from the secret door entrance in area 15, and are exhausted. If anyone attacks them, they will cower and try to escape but will not attack back. They want only to flee this place, and will prove uncooperative in all other respects but this.

17: Drain Pipe

This entrance into the dungeon levels under Jawarl Avignon cannot be seen from above, because it opens out underneath a rocky overhang. Any character who approaches the fortress along the beach to the north and comes within 40 feet of the drain pipe opening has a 1 in 4 chance of noticing it. The pipe is an open-ended clay pipe about 2 feet in diameter; only a gnome or halfling wearing leather or no armor can enter it and crawl through. It leads up at a steep angle for the first 60 feet of the route, requiring any character entering the pipe without assistance (rope, etc.) to make a successful "climb walls" roll; failure indicates that the character has taken 1-4 points of damage from stumbling inside the pipe, and another 2-12 points of damage from a tumbling fall out of the pipe and down the steep slope to the beach. One character may intentionally or accidentally (if he is standing at the pipe entrance) break the fall of another adventurer falling out of the pipe; in such a case, each of the two characters involved will take 1-6 points of damage. After the initial steep incline, the slope of the pipe evens out, and it traverses another 80 feet before opening out into the first dungeon level at area 25.

If anyone is down on the beach walking around, there is a 1 in 6 chance each turn that a crabman (HP 19) will emerge 20-80 feet away from the nearest character and will move in immediately to attack. Crabmen have quickly learned to frequent this area because of the large number of bodies that were dumped down the cliffside by the attacking orcs.

The cliffs that jut up from the narrow beach are rocky and very steep; climbing up or down the cliffside is only possible for characters with "climb walls" ability.

18: Dungeon Staircase

At the top of the stairs is an armored orc (AC 6, HP 7) with a scimitar and shield. He will defend the stairs, shouting a warning to his confederates below if he is attacked.

This staircase descends 30 feet to the first level of the underground complex beneath Jawarl Avignon. The dungeon has an 8-foot-high ceiling everywhere unless otherwise noted. Dirt and dust show everywhere, orc bones and relics are common, and the footprints of rats may be found virtually anywhere on this first dungeon level.

The air is stale and bad, and every half hour (3 turns) characters must subtract one point from their strength and constitution scores, if they are not magically protected against the effects of the environment. This loss is temporary, and is restorable at the rate of one point (for each ability) per turn, up to original totals, for every turn that affected characters are exposed to fresh air. If either a character's strength or constitution drops to 2, the victim will pass out and remain unconscious until brought back to the surface (but will not continue to lose ability-score points).

A ***slow poison*** spell negates the effect of the bad air for the duration of the spell, but without loss of hit points. A ***water breathing*** spell allows the same immunity to the effects of the air, as does the psionic discipline of ***body control.*** Certain magic items (such as Serga's ***necklace of adaptation)*** are also useful in this regard. A ***neutralize poison*** spell will immediately negate all previous effects of the bad air suffered on the recipient's current excursion into the dungeon, but will not prevent the process from beginning anew. The rats and spiders on this dungeon level have adapted to the air over the decades, and are not affected by it.

Note: The bacteria that produced the plague of Mondru's time have entirely died out — but the characters won't know this. By "playing up" the effects of the bad air, the DM can make it appear as though the characters' weakness is the result of disease.

Baktar (see area 19) and the sergeant orcs are affected by the air just as characters are, but they are too consumed by their purpose to care. These three orcs have only recently taken up their posts; Baktar can go for 7 hours below the surface before passing out, and the sergeants can last for 5 hours.

Dwarves and gnomes, and anyone with the secondary skill of miner, will be able to tell that the first level of the dungeon was originally worked by humans, then overlaid later with orcish stonework.

19: Pillared Hall

In the entryway to this room lurks the half-brother of Serga Ulmus, Baktar Ulmus (AC 4, HD 2, HP 11, broadsword and shield, Str 17 (+1 to hit & damage), alignment lawful evil) with his two orcish bodyguards (AC 6, HP 8 each). They will be prepared to charge out and attack any non-orc reaching the bottom of the stairs, the sergeants attacking first. They intend to allow Serga a chance to get to Alkarg, and will not retreat from this location. (Serga has already gone on deeper into the complex, using a ***light*** spell cast upon a bone).

If characters examine this room, they will see it to have been a sleeping area for orcish warriors. Ruined weapons and armor line the walls, and skeletons of plague-stricken orcs are piled in the southern alcove of the room. Orcish graffiti covers the stone walls and pillars, nearly all of the writings and etchings being pleas to Gruumsh to end the plague, and curses on elves in general.

Footprints are noticeable on the floor in the area of the doorway into area 20, indicating that three orcs and a human (Serga is wearing human-made boots) went into area 20, then turned around and came out the same way.

20: Side Room

This area contains only some dust and bones — plus a strange-looking section of the west wall where some ancient writing made with candle black has been smeared and rendered illegible. Anyone who reads orcish will recognize, from what little is readable, that the writing was in the orcish language and gives directions to a tomb or resting place. If they are captured, Baktar and the orc guards will tell the party nothing of what the writing says. (They can't read, Serga didn't translate for them, and they'd never tell if they ***did*** know.) Even a ***charm*** or ***ESP*** spell would be useless here.

21: Hall of Heroes

The northern corridor leading to this area has many orcish sayings scrawled upon it, such as "Might make right!" and "Death to Elves!"

In the chamber, lined up evenly along the north and south walls, are 10 crudely sculpted statues of orcish battle leaders and chieftains. The stone helm of each statue contains runic letters of unfamiliar design carved into it, but none of the runes (nor the statues) are magical. Orcish writing on the walls informs the reader that these are orcish champions who survived the assault on

Jawarl Avignon, and that each slew a minimum of 50 elves (an outrageous boast by any standards).

Behind the statue in the southwest corner of the room is a +2 dagger of elvish manufacture, tossed there long ago by a careless orc who didn't know the item's true worth.

22: Hall of Trophies

At the doorway to this room is a low tripwire; each character who is unaware of the wire has a 75% chance of snapping the wire as he enters the room, releasing the trigger on the small ballista in the western alcove. The ballista's bolt will fire directly east; characters standing in the long corridor that runs through areas 21 and 22 are in the line of fire. Roll for the bolt's chance to hit each target in order, treating the attack as if made by a 4 HD monster. The bolt affects only the first character it strikes, doing 4-14 points of damage.

The ballista is hidden behind a faded tapestry showing Gruumsh in battle, spear raised over his head while he tramples elves underfoot. Hung by chains on the north and south walls of this chamber are 10 elf skeletons, none of them containing any unusual or identifying marks.

23: Minor Hall

This relatively small pillared hall is sealed off from the corridor by a severely jammed wooden door. However, virtually all of the bottom half of the door has been torn or chewed away (the work of giant rats). Characters can pass through the hole in single file on their hands and knees if they so desire. As soon as the first character entering the room gets halfway through the hole, a large spider (HP 6) will drop from the back of the door, where it was perched, onto the character's back. The spider will attack immediately (bite at +2 for 1 point damage, save vs. poison at +2 or die) and will cling to the back of its victim, making repeated attacks until the spider itself is hit by an attack from a second character and knocked free of its victim. If characters choose to break down or push open the upper part of the door instead of crawling through the hole, the door will yield if it takes 6 points of damage or if a character or pair of characters makes a successful roll to bend bars/lift gates.. If the door is "opened" in this fashion, the slab of wood will fall inward, crushing and killing the spider that lurked on the other side.

Inside the room are three stone pillars encased in spider webs, and webs also fill the southern section of the room. The bodies of some giant rats hang in the webs, and five large spiders (HP 3, 4, 6, 7, 8) are lying in wait, clustered in the area between the three pillars. They will attack if anyone sets fire to their webs, or if any character tries to enter the room beyond the northernmost pillar. The webs are very flammable, and will go up quickly if set afire, but each spider has a 1 in 6 chance of escaping the fire, and surviving spiders will attack the characters any way they can.

The minor hall appears to have been the chamber of an orcish sub-chief or chief long ago; various decayed trappings and relics litter the room. There are no skeletons here, however. In the southern alcove of the room (only barely discernible to an observer unless the webs are burned or cut away) is a set of iron double doors in an opening 7 feet tall and 8 feet wide. Inscribed upon them in a crude and almost illegible hand is the orcish inscription "The Tomb of Mondru the Conqueror." Dwarven characters will notice that this is a shabby entrance, even by orcish standards. In actuality, it is a hastily made set of false doors with a concealed pit trap dug in front of them. Anyone stepping on the trap has a percentage chance equal to the character's weight (counting equipment) minus 40; thus, a character weighing 110 lbs. has a 70% chance of triggering the trap. Use armor, shield, and equipment weights as given in the DMG. See area 34 on the second dungeon level if a character falls into this pit and down the shaft.

24: Main Corridor

The main corridor on the first dungeon level is 10 feet wide and L-shaped. There is a 1 in 6 chance per turn of encountering 1-4 giant rats in this area; otherwise there are no wanderers. These rats will be in addition to any others encountered throughout the dungeon, and are assumed to have come from areas 25, 26, and 27. If these three areas are cleared of rats, there will be no other wandering rats encountered on this level.

Several orcish skeletons and miscellaneous items litter the dusty hall. One of the skeletons holds a non-magical spear with a red-painted head; if anyone grasps the shaft of the spear, the rotten wood will disintegrate. A number of torn spider webs appear in the hall, some with giant rat bodies in them, but none of them are inhabited by spiders.

Any character with tracking ability will notice footprints in the dusty floor, leading around and under the webs. The lone traveler was obviously using a light of some kind. Rangers will discern that the traveler was man-sized and very sure of foot, and passed by this spot within the hour.

25: Lair of the Wererat

Any sounds of fighting coming from area 24 or area 19 will alert a recent visitor to the dungeons of Jawarl Avignon — a wererat/human illusionist named Muryar Kimuk. Muryar arrived at the ruins two months ago, discovered the drain pipe at area 17, and crawled into the dungeon while in his giant rat form. He quickly made friends with the true giant rats in the dungeon and now lives a reasonably comfortable and solitary existence in areas 25 and 26 (when he isn't scouting around outside for food; several hunters in recent weeks have been slain by him). Because of his access to the open drain pipe, Muryar does not suffer any adverse effects from the air in the dungeon. He is reluctant to leave his two-room domain because of the air, and he has also heard tales from the giant rats about strange and terrible traps within the ruins. Muryar keeps one small candle burning in his room for illumination; the light cannot be seen unless the room is entered.

Room 25 has been cleaned of all dust and bones, and the floor is padded with dried straw and grass. A large stone tub, once used for food preparation when the orcs lived here, sits in the northwest end of the room; the drain pipe from area 17 leads up into the bottom of this fixture. A pile of 15 daggers, souvenirs of Muryar's successful kills, is in the northeast corner of the room; three of the daggers are jeweled and worth 75, 120, and 190 gp. Littering the floor under the straw are 22 gp and 53 sp.

Muryar Kimuk
(wererat/4th-level illusionist)

Str 13, Int 17, Wis 12, Dex 18, Con 14, Cha 8

Lawful evil alignment

Attacks and saves as a 3 HD monster (in giant rat and ratman form) or a 4th-level illusionist (in human form).

AC 6 (in either form), HP 14, hit only by silver or magical weapons (in either form), Age 35, MV 12"

Languages: Common, alignment, wererat, orcish.

Spells known (usable only in human form) : ***color spray (x2), wall of fog, blur, in visibility.***

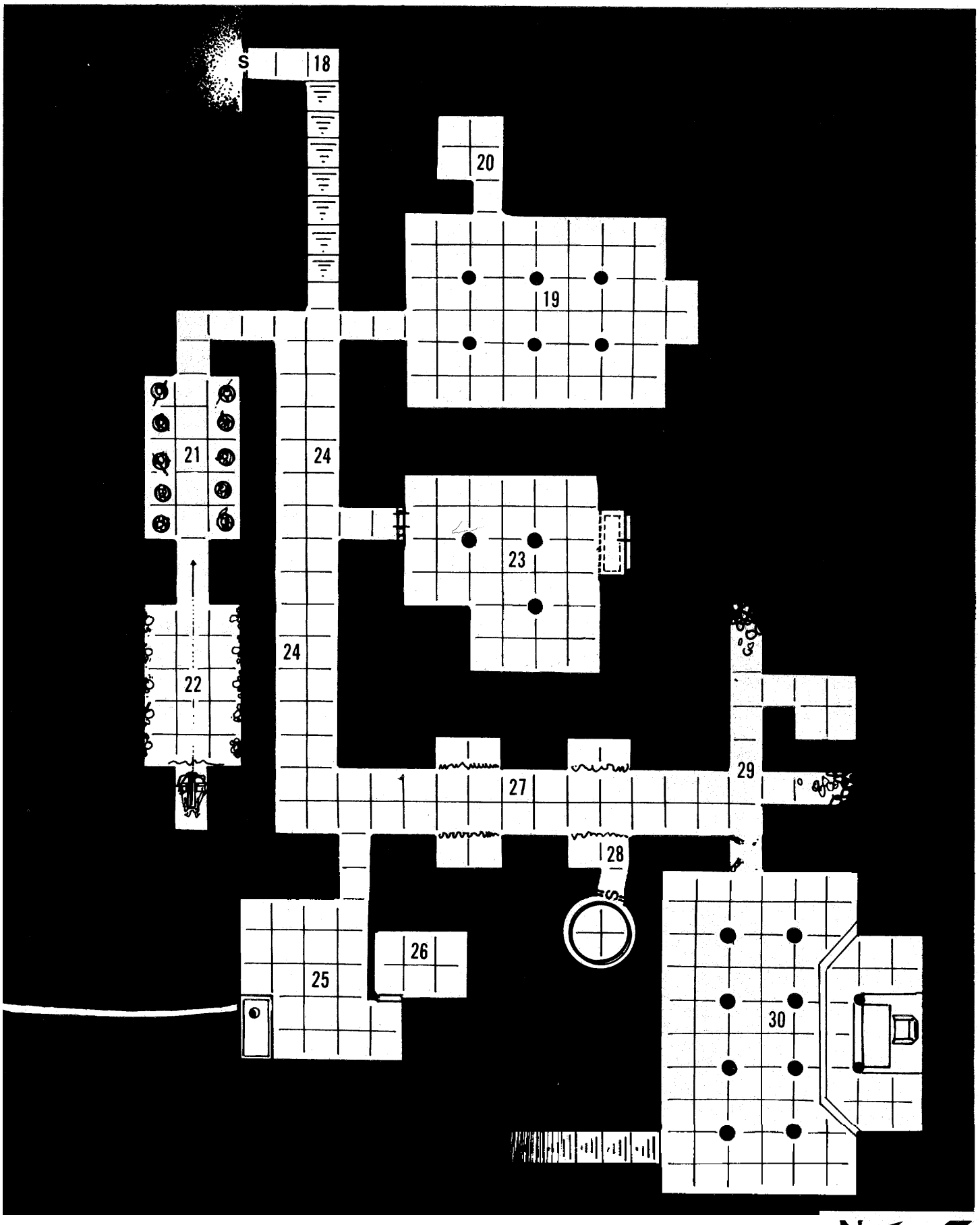
Possessions: 4 daggers; gold ring (75 gp); 3 gems (100 gp each); 162 sp (old orcish mint); ***brooch of shielding*** (always worn).

Attacks as a lycanthrope: in giant rat form, bite 1-3; in ratman form, bite 1-4 or use daggers (throw 2/round and stab).

If necessary, Muryar will summon 2-12 giant rats from area 26 to do his bidding; the rats will arrive one round later, and other rats will emerge from the room at the rate of 1-4 per round thereafter (until all 20 of them are out) and will join in a battle on their own initiative.

Muryar heard the orcs enter the dungeon earlier, and a while ago he heard the sound of Serga Ulmus going past his lair, but Muryar has no idea of what is going on, and he wants to stay out of the way of this unknown activity. If discovered, Muryar will stay in his human form, casting his spells until they are exhausted or the fight turns against him. He will cast ***blur*** upon himself before engaging in combat, then will cast ***color spray*** while the rats are attacking. If he must flee, he will use ***wall of fog*** to fill areas 25 and 26 (as well as most of the main corridor outside these rooms) with mist. He will then cast ***invisibility*** on himself and assume giant rat form one round later. (He cannot attack during the round in which he changes forms,) Then he will crawl down the drain pipe, leaving all his possessions behind except for his ***brooch of shielding*** (which he carries in his teeth). The giant rats will cover his exit.

Muryar may summon and control the rats while performing any other action during a



First level underground

Scale: 1 square = 5 feet

round; he could, for instance, summon rats and then cast a spell at the party while the rats attack the intruders. Because he wants to be left alone, Muryar will not initiate any attack upon the party until his room is entered.

26: Side Room

This room contains a great deal of debris and litter, and orc bones are scattered everywhere. In the southeast corner of the room is a locked iron chest with Muryar's illusionist spell book inside, plus 140 cp and a carved silver ring worth 25 gp. The spell book contains 1-4 other spells (besides those Muryar already carries) of 1st and 2nd level power.

There are giant rats in this room, an original total of 20, all of whom are very favorably inclined toward Muryar. If any of these rats are still in the room (because they haven't run to join the fray in room 25), they will attack as soon as anyone besides Muryar enters this room, and as many as eight of them may bite a single person at one time. Assume that each of these rats has 2 HP, to avoid making separate hit-point rolls for each one, or roll hit points individually if desired.

27: Curtained Alcoves

There are four alcoves here, each with a 5 high ceiling and hidden behind a faded, dusty wall hanging. The alcove in the northeast is the lair of 4 giant rats (3 HP each), and the southeastern alcove is filled with old spider webs (but no spiders). The web-filled alcove has an orcish skeleton in it clutching a well-made broadsword worth 150 gp.

The footprints mentioned in area 24 (the main corridor) continue through to area 30.

28: Well Entrance

This 5-foot-high alcove is also (like the alcove in the southeast corner of area 27) filled with spider webs and debris, but after the webs have been removed characters will see a short corridor leading west and ending at a blank wall. An elf, half-elf, or dwarf has a chance of detecting the secret door (a "shifting wall"), and if detected, the door can be opened by pushing on one side of it and succeeding in an attempt to band bars/lift gates. Two characters may combine their percentage chances in one attempt if so desired. If opened, the door pivots on a central pole (like a revolving door) and opens onto the dry water storage tank (see area 5).

The bottom of the tank is 30 feet below the floor of the alcove. Anything dropped from this height to the bottom of the tank has a 90% chance of disturbing the yellow mold that lies there; if this happens, anyone standing within 5 feet of the opened secret doorway has a 50% chance per round in each of the next 6 rounds of being affected by the spores (1-8 damage, save vs. poison).

29: Collapsed Halls and Small Room

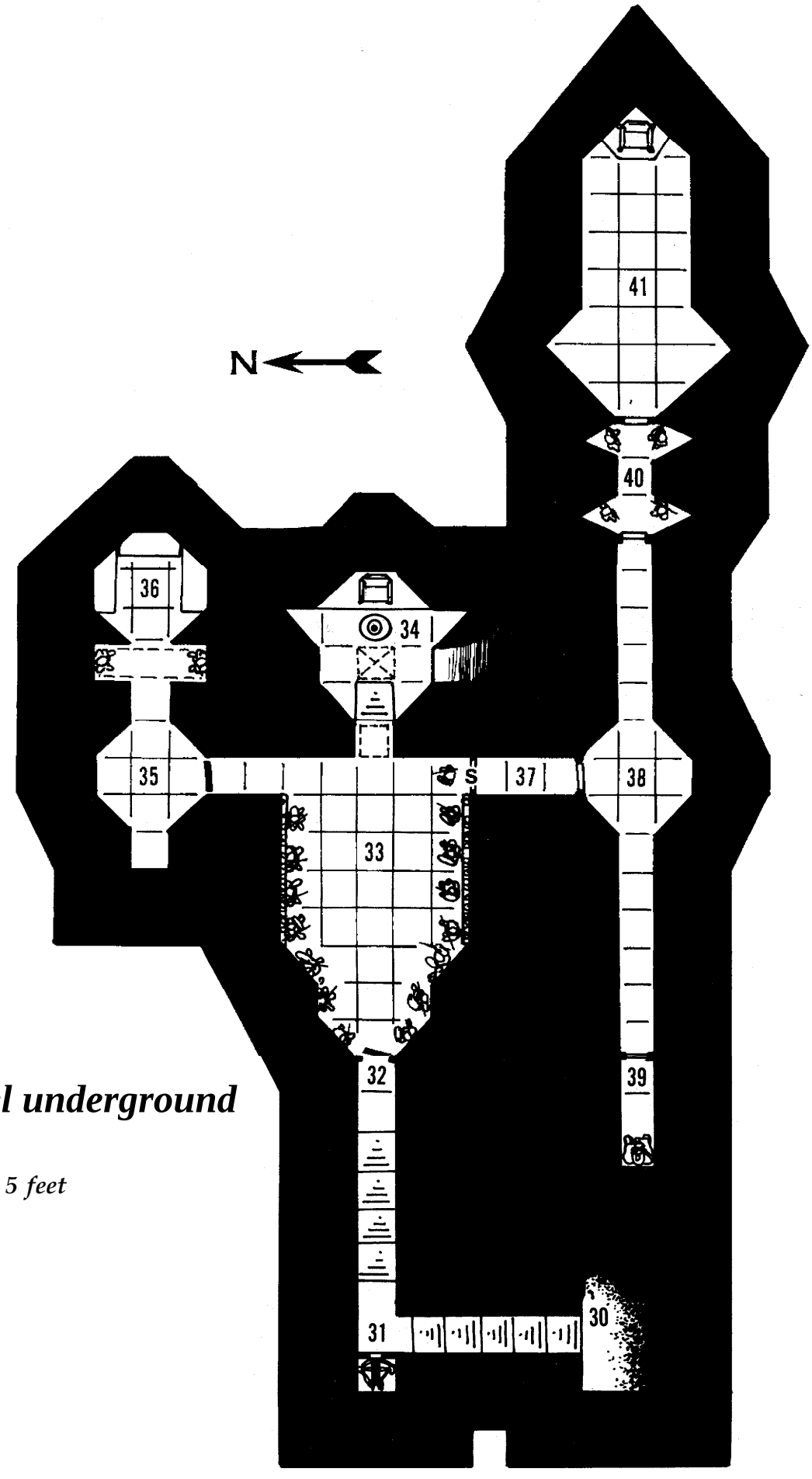
This end of the ruined corridor suffered some damage in a rockfall a century ago. Two 5-foot-wide corridors are not buried under rubble, and only one room in this area survives intact. A dwarf or gnome who successfully detects for unsafe stonework will find that the ceiling in the 10-foot-square room is in danger of collapsing. The floor in this room is littered with more than 40 orc skeletons, tossed about in a chaotic fashion (this room served as an emergency interment chamber during the height of the plague that killed the orcs). If anyone searches the room, the DM should roll d4 every turn; if a 1 turns up, the ceiling in the room makes a gentle popping sound, and some dust falls to the floor, but nothing else happens. It will take 6-9 turns to completely search through the room and all the skeletons in it; the ceiling is not detined to collapse for another year.

30: Temple to Gruumsh

The footprints in the main hall (through areas 24 and 27) lead up to the entrance to the temple; on the floor at this location are bits and pieces of the rotted wood doors that have been smashed apart by weapon blows.

Inside the temple are eight stone pillars, each depicting an armored orcish warrior holding a spear erect. The raised portion of the temple is two steps above the floor in the southern end of the room; between two other pillars is an old altar behind which sits a throne made of rock. An elaborately armored orcish skeleton in black plate mail is sprawled upon the throne, and 32 orcish skeletons stand or lie in various positions around the room. Many of the dead appear to have assumed stoic positions, leaning against pillars to keep their bodies from falling.

A search of the room will reveal no treasure except on the leader-type occupying the stone throne. He has one magical ring on each hand, and each of them is worth 2000 gp. The rings have an engraving of a lidless eye, inlaid with an iris fashioned from a ruby. Any orc of half-orc who wears both of these rings at once will gain +2 on all saving throws, and will never be affected by ***cause fear, scare,*** or ***fear*** spells as long as both rings are worn. Any other character or creature who puts on both rings at once will be subject to a curse of opposite effect: -2 on all saving throws, and automatic vulnerability to the three types of magic mentioned above. The ill effects will continue to function even if the rings are removed. (They can be easily put on and taken off, and the curse can affect any number of victims.) Wearing just one of the two rings has no effect. Only a ***remove***



Second level underground

Scale: 1 square = 5 feet

curse spell from a good cleric can negate this curse.

A staircase leads down further into the dungeon from the north wall. Anyone with mining skill who speaks orcish, or any dwarf or gnome, will notice that this staircase (and the entire second dungeon level) was carved out by orcish workers, and was apparently added some time after the first level of the dungeon complex was built.

The air in the dungeon is just as bad on the lower level of the complex as it is on the first level; the DM should continue to keep track of time elapsed in the dungeon and the corresponding strength and constitution losses suffered by those within.

31: Surprise Landing

The first flight of stairs descends 20 feet to a landing, and another flight of stairs goes down and to the east. On the landing, just before the start of the second staircase, is a trip-wire across the path. Anyone passing through this location unaware of the wire has an 80% chance of triggering the ballista trap built into the wall to the west. The bolt from the ballista strikes as a 4 HD monster, doing 4-16 points of damage to anyone immediately in front of it at the top of the stairs; in addition, the impact of the bolt will knock the target character forward and down the stairs to the bottom, doing another 2-12 points of damage to the victim.

Characters less than 3½ feet tall will not be in the horizontal path of the bolt, but anyone who trips on the wire must roll his dexterity or less on d20 or fall down the stairs for 2-12 points of damage. If a character passes the trip wire without setting off the trap and is on his way down the stairs when a second character trips on the wire or is struck by the bolt, the first character must also roll his dexterity or less on d20 or be knocked down the stairs for 1-8 points of damage.

The ballista can only fire once, and is useless thereafter. The footprints of a lone traveler are barely visible on both sets of stairs (Serga detected and avoided the trap when he passed this way a short time earlier).

32: Iron Doorway

At the bottom of the second staircase is an iron door, now ajar (its lock was picked by Serga, and he left the door open in his haste). Carved on the door in orcish is this legend:

Here is the hall of He-Who-Watches,
The War-God of Alhurmus, his torch and spear,
The servants and slaves he has judged.
Great is the Eye
That Sees All, for
It Sees You.

33: The Black Hall

As the Dungeon Master examines the map of the second dungeon level, it will be seen that the entire level is carved out in a vaguely humanoid form. The orcs who took over Jawarl Avignon (or Alhurmus, as it came to be known) worked over a 5-year period to tunnel out a great temple/mausoleum complex in the form of their deity Gruumsh. Area 33 is his chest, paved with black marble to represent the deity's plate mail; area 34 is his head; areas 35-36 represent his right arm holding a torch aloft; areas 37-41 are in the shape of Gruumsh's left arm as it bears his iron spear. As characters explore the complex, the DM should not tell players what each area represents; let the adventurers figure it out for themselves. (Crommard, if he is with the party at this point, will not recognize the outline of the dungeon level for what it is.)

Areas 33 and 37 are completely paved with slabs of polished black marble. Lining the walls in area 33 are the standing skeletons of 15 orcish guards in black plate mail, each equipped with an iron spear. The skeletons may be easily knocked over and are not animated. The stone walls are decorated with the skulls of many elves and humans, set upon shelves so that they look out upon the room, and many suits of armor, worthless furs and pelts, and other grisly trophies of orcish warfare. No footprints are noticeable in this hall beyond 10 feet from the western doorway, so characters cannot tell where whoever made the tracks went from here. There is a secret door in the southeast corner of this room, behind an orc skeleton.

Unknown to everyone, adventurers and orcs alike, Serga is hiding in this room, behind a pelt and an orcish "guardian" on the northern wall (the fourth skeleton in line, counting eastward from the west door). He cannot be detected unless someone uses a ***detect evil*** or ***detect invisibility*** spell (in which case the area Serga occupies will be the source of strong emanations) or begins tearing items from the walls and bashing all the skeletons. If discovered, Serga will charge into battle at once and will fight to the death.

Serga will not be hiding, and will be subject to surprise, only if the adventurers have been completely silent while descending the stairs and passing through the doorway at the end of area 32. If he is not surprised, Serga ***was*** trying to locate the secret door leading to area 37 when he heard the adventurers arriving at the doorway at area 32. He then hid, and will wait in hiding (unless discovered) until the characters either leave the area the way they came or until they detect and open the secret door leading to area 37. If the adventurers get through this door, Serga will follow at a prudent distance as silently as possible, being sure not to be discovered, letting the group get ahead of him until characters manage to find area 40 and open the door to area 41. He will then rush up from behind to backstab or assassinate stragglers, after preparing for this onslaught by casting ***protection from good*** on himself. He will use his ***command*** spell ("Sleep!") and ***hold person*** spell (against up to 3 opponents) before closing to hand-to-hand melee. Serga has already used his ***light*** spell (the bone he cast it upon is wrapped carefully in his clothing and cannot be seen) and his ***find traps*** spell (now expired). See area 41 for special details.

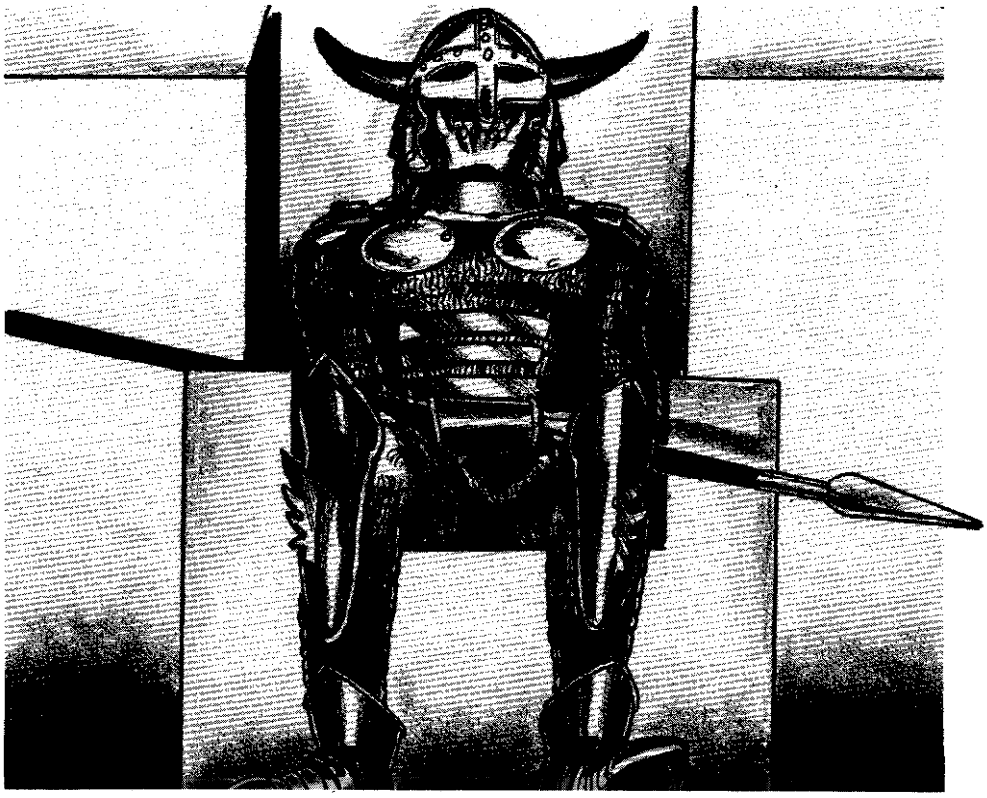
34: Room of Judgment

The entrance to area 34 is obvious and intriguing; past a 5-foot-wide opening (Gruumsh's neck) can be seen an oddly shaped room. A dwarf has a chance to detect the stonework trap at the entrance, as does a thief, but only if the character has declared his intention to conduct such a search.

A short flight of stairs descends 5 feet into the room. The floor of the room is stone, and the 10-foot-square section of floor at the base of the descending stairs is covered to a depth of about 2 feet with the bones of humans, elves, and orcs. A 3-foot-high oval altar-like structure with the top painted to look like an eye rests near the center of the chamber, and beyond it to the east is a 5-foot-high raised platform with a huge throne upon it. Seated on the throne is an enormous armored orcish skeleton clutching a 10-foot-long spear that is laid across its knees. The figure is so hideous that anyone gazing upon it with even moderate illumination must save vs. spells at +2 or be affected as if by a ***scare*** spell (and note that elves, half-elves, and clerics are subject to this effect). The armored skeleton does radiate magic if such is detected for. It is AC 3 and will take 10 hit points of damage before it falls apart. There is nothing on or around it to identify the skeleton as that of Mondru IV or any other "famous" orc.

If any character steps onto the pile of bones between the stairs and the "eye," there is a 70% chance that the stonework trap beneath the bones will be triggered. As the floor settles slightly and makes a "clunk" sound, the 5-foot-square ceiling over the "neck of Gruumsh" will start sliding down, revealing itself to be a great stone slab that threatens to trap intruders inside the chamber. Characters in the chamber must roll their dexterity or less on d20 to get out of the room and back to area 33 before the slab falls so far that an easy escape is impossible. Anyone who fails this roll must save vs. paralysis to successfully dodge back into room 34, or else they will be crushed beneath the slab. When the slab grinds to a stop, the huge orc skeleton (or its skull, if the body was broken apart) will appear to laugh deeply and will say in orcish: "So sets the judgment of He-Who-Watches. You shall join the ranks of those who sleep at my feet for all time to come." The ***magic mouth*** will then cease to function. The spear, of course, is non-magical.

Characters may also unwittingly enter this room by falling through the floor in area 23 on the first dungeon level. After a 30-foot drop through a section of the shaft liberally covered with old spider webs (which will slow the character's fall), the victim will hit a slide and tumble into the room. There is a 30% chance that the victim will slide far enough to set off the stonework trap (by disturbing the pile of bones); otherwise, the character will come to a stop in the 5-foot-square area at the base of the slide. The



victim will suffer 2-8 points of damage from the fall and the slide and will be completely covered with webs, as per the magic-user web spell in all respects, except that the web has an unlimited duration (until broken, pulled off, or burned away), and the entrapped victim has no chance of being suffocated by the web.

Only characters who can climb walls have a chance of being able to escape from this room after the trap is triggered; this can be accomplished by climbing up the slide and ascending the shaft to the first dungeon level. (In such a case the webs lining the shaft can be avoided; they do not cover all the surfaces, only most of them.) If this escape route is used, characters who succeed in climbing the shaft may have to deal with the spiders in area 23 if these were not slain beforehand. Characters unable to climb walls can only call out, in the hope that they will be heard "upstairs" in room 23 or the main corridor immediately outside of that room; no sound will pass through the stone slab.

35: "Right Fist" Room

The iron doorway to this room has an inscription reading (in orcish):

Flames devour thieves who
Seek the riches of the tomb.
So is the judgment of
He-Who-Watches.

The door has no lock and may be opened normally. The room behind it has huge murals painted on the walls, depicting orcs in triumph over all foes of every race known to the orcs.

To the east (room 36) can be seen two alcoves and another octagonal room, in which lie three stone biers.

36: Tomb Room

As characters approach this area, they will encounter a glyph of warding laid down long ago by a half-orc cleric (using a scroll spell). Only a detect magic or detect invisibility spell will permit detection of this trap. Anyone crossing this area on foot without passing the glyph safely will trigger the glyph for 12 points of fire damage (half damage is save vs. spells is made).

The alcoves to the north and south just before the entrance to room 36 each contain an armored orc skeleton with its body cavity filled with bladders of oil and bags of wood shavings. There is a 20% cumulative chance in the 5 rounds following the explosion of the glyph that the burning wood inside the skeletons will cause the oil bladders to explode, setting the entire entranceway afire for 10-40 rounds thereafter and doing 1-6 points of damage per round to anyone caught within the fire before the victim can escape to (relative) safety on one side or the other. Thick, black smoke will fill areas 35, 36, and 33 (if the door leading to that area was not closed) within four rounds after the entranceway catches on fire. Anyone caught within the smoke must save vs. poison or choke, unable to do anything other than move at 6" speed. Normal visibility will fall to 2 feet for the duration of the fire and smoke.

If anyone successfully gets past the trap to area 36 (by leaping across the 5-foot-wide path covered by the glyph), that character (or characters) will see three orcish bodies on stone biers. The bodies are not identified in any way, but appear to have been powerful orcish leaders. One clutches a +1 scimitar, another has a pouch with 12 rubies (each worth 100 gp) in it, and the third has a cursed dagger that will not leave the hand of anyone who picks it up, and is -3 "to hit." Only a remove curse spell from a good cleric will allow an afflicted character to be free of the dagger.

37: Short Hallway

This short hall leads to an unmarked iron door. The floor is paved with black marble.

38: "Left Fist and Spear Shaft"

This room and the hallway that bisects it are tastelessly decorated with crude pictures and murals showing orcs slaying elves during the battle for Jawarl Avignon. Gruumsh is shown in various places killing elves with his spear, and a huge, scarred orcish chieftain of ogre-like proportions is shown destroying elves by the dozens with a flaming spear. The doors at either end of the corridor are made of iron and have no markings.

39: Small Temple

This narrow rectangular room is a small temple area devoted to Gruumsh. A 10-foot-tall iron statue of the deity stands in the west end of the room, towering over a small altar before it. The statue has a single ruby (2,000 gp value) for an eye, but its natural brilliance is somewhat dulled by elements in the air that have covered it with a layer of deposits. The ruby will not be noticed unless something in the room is providing illumination (light from the corridor will not do) and the statue is examined for 5 rounds. Getting to the ruby (without magical means) requires a "climb walls" roll (at -20%) to ascend the statue, a "remove traps" roll to get the ruby out of its setting without damaging it, and another climbing roll (again at a penalty) to get back down safely. The ruby can be rather easily pried out with the tip of a dagger, but unless a certain amount of care is taken (as indicated by a successful "remove traps" roll), the gem will be scratched and flawed in the attempt, reducing its value by 50%. The ruby, if it falls with the thief, must save vs. fall at -1 or shatter.

40: Room of Guardians

Shaped to resemble the spiked portion of Alkarg's head (see picture), this room has four skeletal orcs in armor, one standing in each of the four "spike" alcoves and being partially supported by metal frameworks. They appear to be particularly large orcs, but are not animated. Each is armed with an iron spear.

The iron doorway to area 41 has the following words engraved on it in orcish:

You have been chosen by He-Who-Watches
To meet destiny behind this door.
For Orcs, there is Power.
For humans and dwarves, Destruction.
For elves, there is Fire.

41: "Spearhead" Mausoleum

When the door to this room is opened, an irregularly shaped area will be visible beyond. About 80 orcish bodies are packed along the walls in this area, all kneeling down facing a large throne on a 2-foot-high

platform. The ceiling in this room is 12 feet high at the center, arched upward from the north and south walls.

On the throne sits an armored skeletal orcish chieftain, clutching across his lap a great grey spear with a wickedly barbed head. If any elves or half-elves are within 60 feet of the spearhead, it will be glowing orange-red with heat when the door to the room is opened, as if it had just been brought out of a forge furnace.

Kneeling just before the throne is a red-robed skeletal orc holding in its lap an amulet shaped like a skull. The amulet is usable only by neutral or evil clerics, and will cast animate dead once per day (as per the cleric spell, at 6th level of ability). A good cleric or paladin who touches the amulet will take 2-5 points of damage at once from electrical shock; no other character will take damage from it or be able to use it. The kneeling skeleton is dressed in the red robes of an orcish witchdoctor of Gruumsh (which Crommard will recognize at once); it was he who set this room in order, using the amulet and some invisibility spells. He arranged the orcish bodies, and then himself died of the plague.

If detect magic is cast in this room, the figure on the throne and the spear will be found to be magical, as will (if checked for) four other places where nothing of note apparently exists (spots A, B, C, D on map). A detect invisibility spell will reveal one invisible orcish skeleton, decked out in plate mail and spear, at each of the four locations. These skeletons are AC 3 and have 2 HD each (HP 7, 9, 10, 13); they do 1-6 points of damage per strike, and are otherwise like normal (animated) skeletons. They are turned as ghouls, not as normal skeletons (a special favor bestowed upon them by Gruumsh or one of his minions). They will become visible and attack the moment they are given the order to do so by the skeletal form on the throne, or when any one (or more) of them are attacked directly.

The skeleton on the throne is indeed Mondru IV, and the spear is Alkarg. Mondru IV becomes animated the moment anyone passes all the way through the doorway into area 41; the skeleton is AC 3, HD 4, HP 25, damage by weapon type.

The skeleton's first action, regardless of who or what passes through the portal first, will be to say in orcish (by means of a magic mouth spell) the following words, in a deep and rasping voice: "Come forward and hear the judgment of the one-eyed god, He-Who-Watches."

If an orc or half-orc is the nearest character and continues to approach the skeleton, Mondru will hold the spear out in front of its body and say, "He-Who-Watches has guided you here. This is Alkarg, the elf-destroyer. Take it, go forth, and conquer!" If an orc or half-orc takes the spear from the skeleton's grasp, all the animated skeletons in the chamber will de-animate and collapse into pieces.

But, if a non-orc enters the chamber first and remains nearest to Mondru IV, nothing will appear to happen following the opening message. If arrows or hurled weapons are launched at Mondru IV, or if a non-orc approaches within 10 feet of the skeleton, it will rise and appear to shout, "Death to those who defile the tomb of Mondru IV!!!" The four orcish warrior-skeletons will attack at this time, as will Mondru's skeleton itself.

If characters flee from room 41, the skeletons will pursue as far as the door to area 32 before going back to their normal positions, closing all doorways behind them. The warrior-skeletons will no longer be invisible, of course, but Mondru's magic mouth spells will repeat the same phrases for three more times before the spell is exhausted.

Note on Serga and Alkarg: If Serga enters room 41 during a battle involving the adventurers, none of the skeletal guardians will attack him. If he can get to Mondru's skeleton, the orcish chieftain will hand the spear to him at once and then disintegrate at once (along with the other skeletons), leaving Serga on his own. If possible, Serga will use his sanctuary spell to escape, not bothering to attack anyone. Since he is not yet skilled with the spear, Serga will suffer a -2 "to hit" with Alkarg (or any other spear), in addition to all other penalties or bonuses.

Serga will not be possessed by Alkarg (see below) when he grasps the spear unless he has been badly wounded beforehand; his "resistance" to the spear's influence is based upon his intelligence (16), orcish charisma (16), and assassin's level (4).

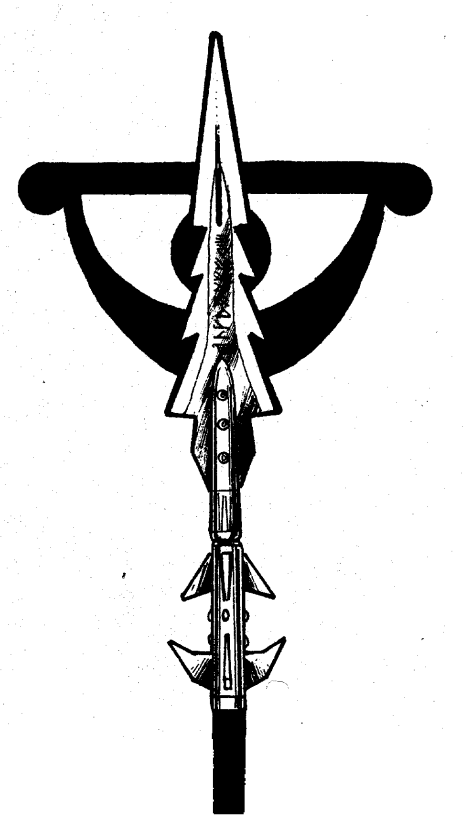
ALKARG ("Elf-Destroyer")

Alkarg is a spear made ages ago by orcish shamans to use in their wars against the elven folk. This weapon's shaft is made entirely of an unknown gray metal; the rune-covered spearhead is fashioned of iron. Normally Alkarg is a +1 weapon "to hit" and damage. When an elf approaches within 60 feet of the spearhead, it glows red-hot, and attacks made with the heated spear against any creature are at +2 "to hit" and damage.

If Alkarg strikes an elf, however, it is a +4 weapon "to hit" and damage (or +3 against half-elves). An elf who grasps Alkarg will take 4 points of damage immediately from heat (3 points for half-elves), no matter what part of the spear was touched. No other characters or creatures are so affected. The weapon radiates an aura of lawful evil.

Unknown to anyone, Alkarg is also intelligent (score of 12) and has an ego (12), and will attempt to possess any non-elf who grasps it. If it succeeds, Alkarg will urge the wielder to attack and slay all elves that are encountered, regardless of the consequences. The spear saves as hard metal with a +1 bonus, is immune to all fire-related attacks, and bestows to its (non-elf) wielder a +2 bonus to saving throws vs. fire-related attacks (but not immunity in any case).

If an orc or half-orc uses Alkarg, other orcs will regard the bearer as if he or she possessed an 18 charisma, because of the many tales and legends about the weapon



that have made it holy in the minds of the orcish folk. Alkarg is not an artifact, and may be safely destroyed in any one of a number of logical ways.

On Deities

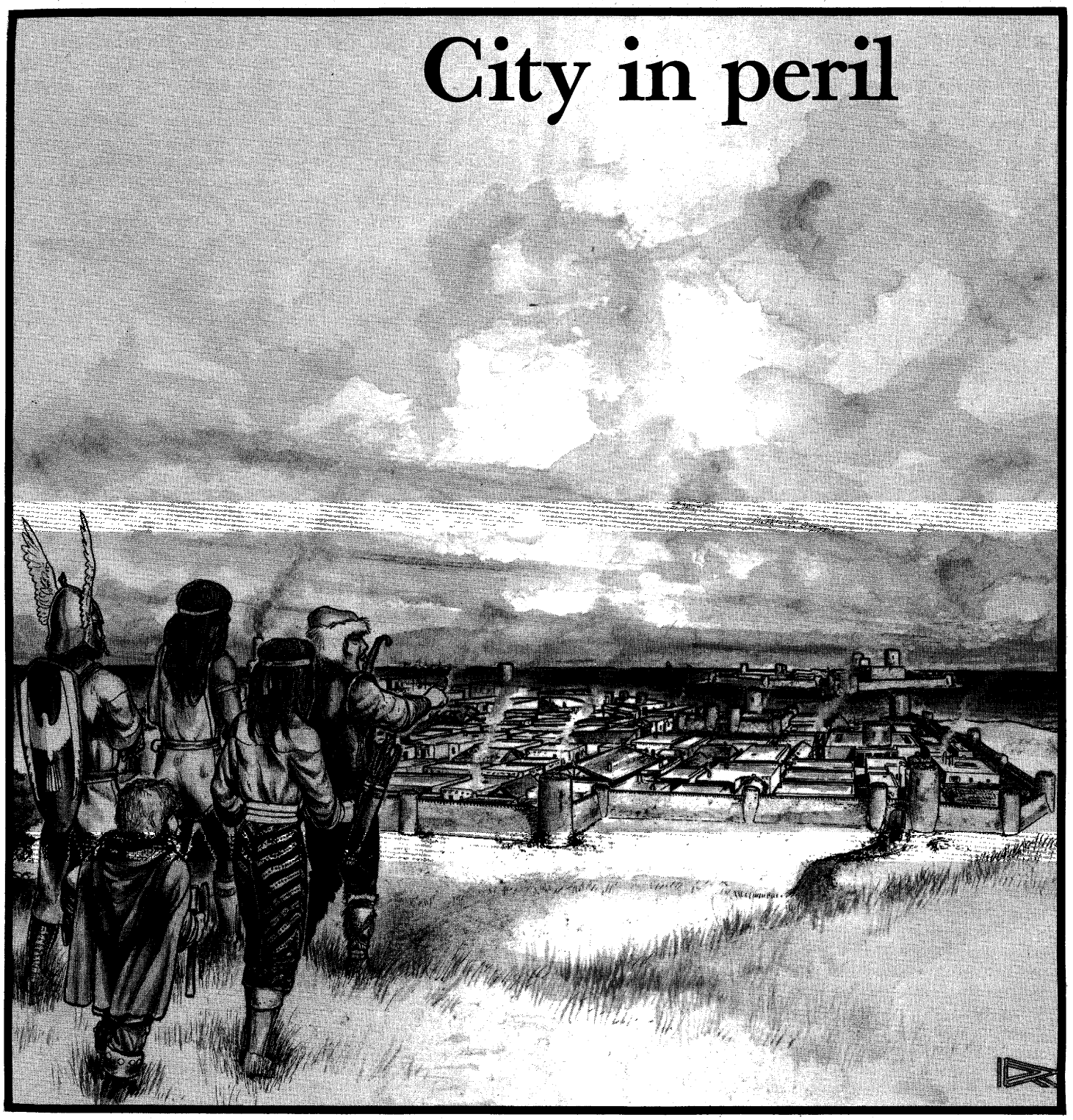
At no time in this adventure, regardless of what occurs, will any deity appear. Any good-aligned characters should avoid saying Gruumsh's name (if they do say it, they may get twinges in their consciences, put there by the DM). No orc or half-orc will ever dare to speak Gruumsh's name aloud, and will instead say "He-Who-Watches" if they refer to him. Only shamans and clerics may use Gruumsh's name.

AFTERWORD

This adventure can continue from here in several ways. If the party doesn't stop Serga Ulmus from obtaining Alkarg, he will probably cause lots of trouble in the area and will have to be attacked by a stronger (or more refreshed) party later. Good-aligned characters, especially elves, should desire to destroy Alkarg as well as Serga (although the DM cannot require them or force them to do so). A low-level group, acting in concert, can accomplish a lot if all of the group members are careful and thoughtful.

Because of Alkarg's power and nature, it is advised that half-orc characters of 1st to 3rd level not be included in this adventure. This adventure may be set up as part of a "special quest" for such characters to undertake — alone — once they attain 4th or 5th level; if it is used in this fashion, eliminate the Ulmus family and the orcs who are trying to get into the dungeon and let only the solitary half-orc character enter the ruins without help. ("Only the strong survive," as the orcs are fond of pointing out. . . .)

Barnacus:



An AD&D™ adventure for 4-8 characters, levels 1-5

First place, Module Design Contest
Category A-8

Designed by
Francois Nantel

Barnacus: City in peril

BACKGROUND

In the kingdom of Keystone, at the mouth of the Manyforks River, stands the port city of Barnacus. It was founded two hundred years ago, and its strategic military and commercial location has made it the second most important city in the kingdom. The city is under the rulership of Haermond II, Duke of the province of Elcadan, a half-elf of high esteem who has been in charge for more than a century. His outstanding commercial politics have made the city very prosperous; almost every trade company in this part of the continent has a counting house in the port of Barnacus. Because of this prosperity, the city has suffered many pirate raids, and thieving activity is a fact of life for residents and visitors alike.

NOTES FOR THE DM

This ADVANCED DUNGEONS & DRAGONS® adventure is designed for a party of 4 to 8 characters, each of 1st to 5th level. For balance of play, the total of the adventurers' levels should not exceed 20. The party should contain at least one thief and one magic-user. Evil-aligned party members are not recommended. It is essential that the DM be very familiar with the module before beginning play, because of the size of the city and its complexity.

ENCOUNTERS: There is a 65% chance in the daytime and a 15% chance at night of the party, or any individual or group from the party (if they have split up), encountering someone (or something) in the streets. Check each turn that adventurers are traveling the streets of Barnacus, and if an encounter is indicated, roll on the table(s) below to determine the specific creature or character type encountered. Additional information on many of the special character types from Encounter Table 2 may be found in the Dungeon Masters Guide under "City/Town Encounters," pages 190-194. Note that many of the encounter descriptions are similar to the relevant passages in the DMG; use specific information from the DMG only when it does not conflict with what is given here. Also note that, although most of the encounter descriptions are written to refer to male characters, this does not mean that females are excluded from consideration; when appropriate and/or logical, many of the groups encountered can be composed entirely or partially of female characters.

For encounters marked with an asterisk (*), roll d% again to determine race: 01-06, dwarf; 07-15, elf; 16-18, gnome; 19-25, half-elf; 26-29, halfling; 30, half-orc; 31-00, human. (For simplicity, it can be ruled that all the members of an encountered group are of the same race.) If an entry does not have an asterisk, the race is assumed to be human, although in some cases the DM may dictate otherwise.

Creatures on the Special Encounter Table marked with a number sign (#) will not be encountered along with residents; if such a creature is indicated on the roll following a "Resident & Special" result from Table 1, ignore the roll and treat the encounter result as one of "Resident."

Encounter Table 1: General

Die roll Day	Night	Type of encounter	Number
01-85	01-60	Resident	1-12
86-90	61-80	Resident & Special	1-10*
91-00	81-00	Special	*

Encounter Table 2: Special

Die roll Day	Night	Type of encounter	Notes
01	01-03	Assassin	*
02-04	04-07	Bandit	
05-15	08-12	Beggar	
16-23	13-23	City guard	
24-27	24	City official	
28-29	25-26	Cleric	*
30-31	27-29	Druid	*
32-33	30-36	Drunk	
34-37	37-38	Fighter	*
38-39	39-40	Gentlemen	
40	41-46	Giant rats	#
41	47	Goodwife	
42-43	48-50	Horseman	
44	51	Illusionist	*
45-47	52	Laborer	
48-51	53	Peddler	
52-53	54	Magic-user	*
54-56	55-58	Mercenary	
57-63	59-61	Merchant	
64-65	62-63	Monk/bard	
66-67	64-65	Noble	
68	66	Paladin	
69-72	67-69	Pilgrim	
73	70	Press gang	
74-75	71-74	Rake	
76	75	Ranger	*
77-79	76-80	Ruffian	
-	81	Shadow	
80-84	82-89	Thief	*
85-95	90-96	Tradesman	
96-00	97-99	Wererat	
-	00	Will-o-wisp	#

Encounter explanations Table 1

Resident: These are the normal (0-level) inhabitants of the city. Use the reaction table if they are asked for information; if the table result is "hostile," the resident or residents will simply ignore the character.

Resident & Special: The number given (1-10) is for residents only, and should be added to the number of members of the special group to obtain the total population of the assemblage encountered by the party. In some cases (the Noble, for instance), it is not reasonable to assume that all of the characters encountered are actually traveling together (since a noble would not normally associate with ordinary residents); in these instances, the encounter may need to be treated as if it is taking place with two groups at the same time, considering the residents and the special group separately.

Table 2

Assassin: There will be 1-2 encountered in the west side of the city, or 1-4 in the east side, each assassin being of 1st to 4th level. They will usually ignore the party, but if the group looks weak or only one character is being encountered, there is a 10% chance (50% at night) that the assassin(s) will attack if there is no one else in the street.

Beggar: Only one will be encountered. He will approach the party and ask for charity. There is a 5% chance that the beggar is actually a thief (level 1-4). There is also a 5% chance (roll separately) that he knows useful information, but he will give it out only if he is asked for it and paid in advance.

Bandit: In daylight, bandits will look and act like ordinary fighters, but at night, they are quite different in outlook. The group will consist of 3-12 regular members (each O-level), and a leader who is a 3rd-level fighter. Each member of the group will be wearing armor of up to chainmail quality, and the group will have an assortment of weapons as per the Monster Manual.

City guard: The city guard consists of six O-level men-at-arms (HP 4 each) with studded mail, short sword and shield; two 1st-level fighters (HP 8 each); and a 2nd-level fighter (HP 16). The fighters will each be equipped with chainmail, broadsword, and shield. The city guard's duty is to question suspicious characters and arrest lawbreakers.

City official: This individual may be a bureaucrat, military officer, chamberlain or magistrate. The official will be of 2nd-5th level. Select a profession (class) and level desired, or roll randomly on d4 to determine level and/or whether the official is a (1) fighter, (2) cleric, (3) magic-user, or (4) thief. The official will be accompanied by from 2-5 fighters, each of 1st or 2nd level, as personal guards.

Cleric: This indicates an encounter with a cleric of 2nd to 9th level, accompanied by O-3 lesser clerics, each of 1st to 3rd level (as appropriate, depending on the level of the first cleric). The alignment and reaction of the cleric(s) is at the DM's discretion.

Druid: This encounter will be with a druid of 4th to 9th level, accompanied by

0-3 lesser druids (50%) or 1-4 lighters (50%), each of 1st to 3rd level (as appropriate). The group will generally avoid contact with the party, unless the party makes this impossible.

Drunk: This will be a solitary person (50%) or a group of 1-4 revelers (50%). If an individual is encountered, he will be a normal resident 75% of the time and a special (classed) character 25% of the time; if the latter is indicated, roll on Encounter Table 2 to find a suitable character type, or select one as desired (excluding character types only found in groups, and those accompanied by followers or bodyguards).

Fighter: This encounter will be with one fighter of 2nd to 8th level, with a 60% chance of him being accompanied by 1-4 fighter henchmen, each of 1st to 4th level.

Gentleman: This encounter will be with either a O-level city resident (20%) or a lighter of 4th to 7th level (roll d4+3 for level). If the gentleman is offended, a fighter will challenge the offending individual personally, while a O-level gentleman will march off with malice in his heart and later send a champion (fighter of 3rd to 6th level) to challenge the offender.

Giant rats: These will be encountered only in dimly lit, isolated places. (If the encounter takes place in a location that does not meet this description, roll again on Table 2 for a new encounter.) There will be 1-6 of them in the day and 2-20 at night.

Goodwife: This encounter is with a solitary female resident, who will only react in a friendly manner if she is approached with great caution. She will flee on an adjusted reaction score of 55 or less, and on a score of 25 or less she will seek the help of a city patrol to apprehend the adventurers who "scared" her (whether they actually did or not). The party will encounter this patrol within the next three turns, and the guardsmen will not be inclined to be friendly or neutral. There is a 20% chance that the goodwife will possess useful information, which she will freely divulge to party members if she is befriended first. She will be offended by an offer to pay her for what she knows.

Horseman: Although many of the other character types encountered ***might*** be on horseback (at the discretion of the DM), this character will always be mounted, on a horse that is trained to help protect and defend its master in the face of a threat. This character is always encountered as an individual; he will be a O-level resident (40%), a fighter of 1st-4th level (40%), or a thief of 1st-4th level (20%). There is a 15% chance that he knows some useful information, but he will give it only if rewarded.

Illusionist: This encounter is with an illusionist of 3rd to 8th level, with an 80% chance of being accompanied by 1-3 apprentices, each of 1st or 2nd level.

Laborer: This will be a group of 2-12 peasants or fishermen, all of 0 level. They will be rough in appearance and manner, and will not answer most questions.

Magic-user: This encounter is with a magic-user of 3rd to 8th level, accompanied by 1-4 fighters, each of 1st to 3rd level (40%), or 1-3 magic-user apprentices, each of 1st or 2nd level.

Mercenary: The group will include 3-12 members, plus a leader of 2nd to 5th level if more than 6 are encountered. There will be a 25% chance that the group is currently unemployed and looking for a job.

Merchant: This character is a city resident who is better off than most, and looks it. He will be escorted by 0-3 mercenaries (2-8 at night).

Monk/bard: On a roll of 1-4 on d6, this encounter will take place with a 3rd to 6th level monk and 0-3 companions (also monks), each of 1st to 3rd level. On a roll of 5 or 6, this encounter will be with a bard of 1st to 8th level with the skills of a 7th-level fighter and an 8th-level thief. In the daytime, there is a 75% chance that he will be dancing and playing an instrument while being followed by 2-12 children.

Noble: The encounter will be with a male (75%) or a female (25%) noble, being escorted by 1-4 fighters, each of 1st to 6th level. The group would be very difficult to differentiate, by appearance alone, from the retinue of a city official or a rich merchant.

Paladin: This encounter takes place with a lone paladin of 2nd to 7th level.

Pilgrim: This is a group of 3-24 pilgrims on their way to a religious site. From 1-4 of them will be of unusual type (magic-user, fighter, etc.)

Press gang: This is a group of 2-16 soldiers or sailors, all 0 level, led by a 3rd-level fighter, each armed with a short sword or a club. They will try to overpower and capture any characters they meet, intending to draft them into the local army or navy.

Rake: This is a group of 2-5 fighters, each of 1st to 6th level. They are aggressive and will argue with almost anybody. There is a 30% chance that they will be drunk.

Ranger: This encounter is with a ranger of 2nd to 8th level with 0-3 fighter companions, each of 1st to 4th level.

Ruffian: This is a group of 3-12 fighters, each 2nd level, of shabby appearance and carrying concealed clubs and daggers.

Shadow: These creatures (2-5) are only encountered in dark, isolated areas (roll again if necessary).

Thief: The encounter takes place with 1-4 thieves, each of 2nd to 7th level. All of them are members of the town's guild.

Tradesman: This is a group of 2-8 city residents, all 0 level. They are well known and highly respected people, because of the town's dependence on business and commercial matters.

Wererat: A group of 2-5 of these creatures will be encountered. There is a 95% chance that they will be in human form in the daytime, but only a 20% chance at nighttime. In either case, they will be in rat form only if encountered in isolated areas.

Will-o-wisp: This encounter takes place only in dark and isolated areas. Only one will-o-wisp will be encountered, and it will not pursue those who flee it.

THE SITUATION

At some point after arriving in the city, the adventurers will hear or read about a "job opening" that has been posted by the Duke of Elcadan, Haermond II. The notice includes the information that any group interested in taking the job should report to the army barracks (building 6) between midmorning and midafternoon. A patrol will escort the party from there to the duke's palace on Hasding Island, southeast of the mouth of the river. When the characters express interest in being hired by the city (as they must, for this adventure to run its course), they will be taken for an interview with the duke.

Haermond II is a half-elf fighter/magic-user (6th/8th level; 266 years old; S:8, I:18, W:15, D:11, C:13, CH:18; lawful neutral; HP 34). Aside from several minor magical potions and scrolls, he owns a ***+6 ring of protection*** (+1 on saving throws), a ring ***of*** spell ***turning,*** and a +3 broadsword. He is not inclined toward adventuring any more, and will not engage in combat unless his personal safety or his reign is directly threatened. The spells he normally carries, on a day-to-day basis, are ***charm person, comprehend languages, detect magic, read magic, detect evil, invisibility wizard lock, hold person, protection from normal missiles, suggestion, fear,*** and ***minor globe of in vulnerability***

In the discussion with the adventurers, Haermond II will tell them of his increasing concern about the activities of bandits and pirates in and around the city. He and his ministers believe that an independent ring of spies is somehow discovering information on the city's defensive plans for caravans and merchant shipping entering and leaving town. This is causing more effective raids to be mounted on the merchants, and is harming trade greatly.

Haermond II wants the adventurers to scout around the city and discover who is responsible for the spying attempts, so those responsible can be arrested. The ruler has come under intense pressure to recruit some "outsiders" who aren't involved in the current government or militia, which is why the job offer was announced in the first place. Other groups of visitors have tried to take the duke up on his offer, but they have all been unsuccessful for one reason or another, yielding no information that Haermond didn't already know. The duke is more anxious than ever to discover the truth, since his reputation is suffering; because the raids have been increasing in frequency and severity, and no criminals have been apprehended, some merchants have begun to think that Haermond himself is behind the raids — and he is eager to prove he is not. As a reward for their services, the characters will receive 2,500 gp each if they successfully accomplish their mission within the next two weeks.

At the end of the interview, Haermond II declares the adventurers qualified and fit to take on the job, and hands each of them a ring engraved with the seal of the city of

Barnacus. Each ring permits its wearer to move freely within city government and military buildings, including the palace, as long as no laws or regulations are broken. The ring also puts the city guards at the disposal of the wearer, unless that person abuses this privilege or causes legal dificulties, and permits the wearer to be boarded free of charge at any inn within the city. The rings must be returned to Haermond II at the end of the two-week period or when the job is completed, whichever comes first; failure to do so will bring the full force of the city guard and the military down upon the offender(s).

The Dungeon Master may role-play this situation as he or she sees fit. However, under no circumstances will Haermond give the party any magical items or expensive equipment; the adventurers must make do with items and equipment they already possess, or things they can purchase or otherwise obtain in the city itself.

RUMORS IN BARNACUS

It is fairly common knowledge among the people of Barnacus that the raids on the caravans and shipping have been far more effective than one would normally expect. Most townspeople believe that a spy ring is operating in town, and they suspect that the spies work for one of the highly competitive merchant houses that do business throughout the city. Some other residents believe that Haermond II is supporting the spies, and the group that holds this view is increasing in size as the raids continue.

The referee should compose a number of rumors and bits of gossip that the group will pick up as they travel through Barnacus. Most rumors would be either very vague ("There are spies about, I just know it.") or false ("That Haermond fella, I bet he's tied up in this somehow.") Once in a while, the adventurers should hear a rumor about the "haunted house" (building #80), but no one will connect the building to any spying activity. If adventurers suggest this connection to city people, they will generally downplay this possibility ("What, the spies are hiring ghosts to do their dirty work? I doubt it.") There will, of course, be the usual series of local tall tales and scandals to listen to, none of which furthers the party's mission in the slightest.

THE SNAKE PIT

The Snake Pit is a spy organization composed of 18 members, all under the command of Klekless Racoba, ruler of the Wizards' Guild. (Statistics for Racoba are given below in the description of building #21.) The Snake Pit sells the information it gains concerning merchant caravans and shipping schedules to bandit and pirate gangs in the vicinity. It is an independent organization without political ties; it exists for the sake of making its members rich at everyone else's expense.

The spies have made good use of a system of underground tunnels and chambers they discovered beneath the city. They can hold meetings in secret, and they have enlisted the aid of a band of jermlaines to help them gather information from the citadel on Hasding Island. (Fortunately for them, the adventurers' first conversation with Haermond is not overheard — but if any of the adventurers meets with the duke a second time, the jermlaines ***will*** be eavesdropping, and the members of the Snake Pit will be informed shortly thereafter that they have a new group of adversaries.)

THE CITY

Many of the buildings in Barnacus are briefly described below. Because of the size of the city, further detailing in this text is not practical; this, however, frees the DM to create interiors for the buildings, should characters wish to have a better description of their surroundings. More detail may be developed by the DM on the personalities and traits of the many NPCs in Barnacus as well.

Buildings that are not numbered represent residences, abandoned shacks, and other minor structures that are left to be specifically defined by the DM if necessary.

1. GATEWAYS: Passage through these sets of gates is the only way to enter the city by land. Each of the two gateways consists of one double door, made of heavy wood and reinforced with bronze bindings, with a portcullis that can be raised and lowered on the outside of the door. At night, the doors and the portcullis are closed; entry through the gateways is only permitted from sunrise to shortly before sunset. The permanent guard force stationed at each gate consists of six O-level men-at-arms (HP 4 each) equipped with studded mail, short swords, and shields; two 1st-level lighters (HP 8 each); one 2nd-level fighter (HP 16); and a 3rd-level fighter (HP 23) who will be at one gate or the other (determine randomly or by selection). Each of the fighters wears chainmail and uses a broadsword and shield.

In addition to the forces at the gates, the city's defenses also include sentry towers set along the outer wall at regular intervals, plus a smaller wall setting off the area just south of the market square. In normal, non-crisis situations (like now), only certain towers (marked "x" on the map) are occupied. Each tower is manned by a O-level man-at-arms who is equipped and armed like the men-at-arms in the gate guard forces. Each sentry's job is to watch for suspicious persons approaching the city, or for intruders trying to scale the wall, and to cry out if he needs assistance from a larger force. If such an incident takes place, soldiers will begin arriving on the scene within three rounds of the time the alarm is sounded.

2-5. INNS

2. The Circled Star: This establishment is run by a family of four dwarves. Accommodations cost 2 gp per night. This is the most luxurious hotel in the city, and it has enough rooms available to house the adventuring party.

3. The Dragon's Lair: 10 sp per night, fair accommodations, many vacancies.

4. The Castle: 15 sp per night, good accommodations, few vacancies. Four of the ten rooms in this inn are currently occupied by a band of 1st-level fighters (two to a room), all lawful neutral, who are looking for employment. They are not willing to apply for the spy-hunting job by themselves, feeling that they would be overmatched if they did run into trouble, but some or all of them may be receptive to hiring on as assistants to the adventurers, if they are promised some compensation in advance and a share of the reward if the party's mission is accomplished.

5. The Night House: 13 sp per night, good accommodations. This inn is operated by a 5th-level human thief (leather armor, 2 daggers, HP 23). If a rich-looking character sleeps here, he'll have a little visit during the night.

6. ARMY BARRACKS: Each of these buildings houses a force of 30 men, two thirds of which are O-level men at arms (HP 4 each) with studded mail, short sword and shield. Each group also includes six 1st-level lighters (HP 8 each), three 2nd-level lighters (HP 16 each), and the leader, a 3rd-level fighter (HP 23). The fighters are all equipped with chainmail, broadsword, and shield.

Six of the seven barracks on the mainland are located near the two city gates, in groups of three; one building in each of these groups will be empty at any given time, when the soldiers assigned to that building are on duty (either serving as gate guards and sentries or out on patrol). The seventh is behind the wall in the southeast section of the city; it contains 30 men-at-arms, instead of 20. This force is primarily responsible for the security of the area behind the wall and the immediate vicinity of the market square (area #68).

7. STABLES: The city has four stables. The one in the northeast part of the city, adjacent to a barracks, is for army use only; the one in the southeast section, behind the guard wall surrounding the barracks and warehouse, is for the use of soldiers and merchants. The other two are public stables, where proprietors will take care of any kind of horse or ox for 7 sp a day.

8. WAREHOUSES: These buildings are stocked with trade goods. They can be entered only by authorized persons. Each of the warehouses is under the watchful eye of a permanent guard unit of four O-level men at arms (HP 4 each) with studded mail, short sword, and shield, and a 2nd-level fighter (HP 16) with chainmail, broadsword, and shield. The warehouse behind the wall south of the market square is used for stockpiling army supplies and the goods of some of the more renowned merchants and tradesmen who visit the city. The two warehouses on the island are used for storing the personal belongings and supplies of Haermond II and his staff, and may be used for the safekeeping of very valuable goods and items that might be in greater

jeopardy if they were stored on the mainland. All other warehouses are for use by the general populace.

9. CITADEL GARRISON HOUSE: This is where the citadel garrison resides. The force is composed of 70 men, 50 of them 0-level men-at-arms (HP 4 each) with studded mail, short sword, and shield. They are supervised by 12 1st-level lighters (HP 8 each), five 2nd-level lighters (HP 16 each), and two 3rd-level fighters (HP 24 each), all equipped with chain mail, broadsword, and shield. The soldiers are led by a 5th-level lieutenant (HP 40) with plate mail, shield, and +2 broadsword. The garrison is under the command of Haermond III, son of the current ruler and heir to his title and holdings. Haermond III is a 6th-level half-elf fighter, S: 18/37, I: 12, W: 14, D: 15, C: 17, Ch: 15, HP 62, lawful good. He wears +2 plate mail and uses a ***+1 luck blade*** broadsword (no wishes) and a +1 long bow.

10-11. MONEYCHANGERS: Possession of foreign coins is prohibited in the city. All such currency must be exchanged within 48 hours of the bearer's arrival; otherwise the money will be confiscated if the bearer can't prove he arrived within the last 48 hours. Merchants in the city will only accept local currency.

10: The fat human who works here will change any kind of foreign money, but will keep 5% for the city tax and 5% for himself. He is neutral evil (0-level) and has a personal guard of two 4th-level fighters (HP 26, 22) with chainmail and halberd.

11: This change house is run by a very old man who will not handle copper or silver currency. He keeps 5% for the city tax and 3% for himself, and has a personal guard of three 2nd-level fighters (14 HP each) with banded mail, long sword, and shield. The old man is a 3rd-level magic-user (HP 8), lawful neutral in alignment, with the following spells: ***magic missile, shield, rope trick.***

12. PRISON AND TREASURE HOUSE: Protected with deadly traps and magic spells, this building contains most of the town's treasure as well as cells that are reputed to be impossible to escape from.

13. PALACE: This is the residence of Haermond II, Duke of Elcadan and ruler of the city of Barnacus. It is a two-story building with only one entrance, a massive double door of oak with a pair of 2nd-level fighters (HP 16 each) with chainmail, broadsword, and shield stationed on each side. Only authorized persons are permitted to enter the palace; if an audience is granted, the visitor(s) will be escorted by one guard to the audience chamber, where they will be received by the duke.

14-19. TAVERNS: Like any city, Barnacus has its share of establishments for drinking, eating, and socializing. The detailing of these six taverns is left to the Dungeon Master; the following text only mentions a few particular facts that the DM should consider when the details are added.

14. The Dancing Wolf: See "The Black Eagle" (#18).

15. The Wine Dragon: This tavern does not accept elves, dwarves, halflings, or other any kind of non-human as guests.

16. The Drinking Werewolf: This is the favorite tavern of the members of the city's thieves guild. If a non-thief comes in, he may leave with his pockets empty.

17. The Sea of Wine: The tavern most often frequented by magic-users, because of its proximity to the wizards' guild hall.

18. The Black Eagle: Because this tavern and the Dancing Wolf (#14) both border the market square, they are in constant competition for the patronage of merchants and purchasers who come to that area.

19. The Party House: The rowdiest tavern in town, frequented by a lot of visitors to Barnacus because of its location between two inns.

20-23. GUILD HALLS

20. Fighters' Guild: For 25 gp per month, a fighter can use this place for weapons practice, meeting friends, and organizing expeditions. It is under the command of a 12th-level ranger.

21. Wizards' Guild: Accessible only to magic-users or illusionists, the guild consists of libraries and laboratories for magical experimentation. The membership cost is 75 gp per month, plus any cost for materials and expenses to repair damage from unsuccessful experiments. The guild is controlled by Klekless Racoba, who is also the leader of the Snake Pit spy gang.

Racoba is a 9th-level human magic-user, S: 10, I: 17, W: 15, D: 11, C: 15, Ch: 13, alignment lawful evil. He possesses a pair of ***bracers of protection*** (AC 4) and a ***staff of striking.*** He knows and is able to use the following spells: ***read magic, enlarge, shocking grasp, ventriloquism, mirror image, ray of enfeeblement, stinking cloud, blink, feign death, lightning bolt, wall of ice, wizard eye, passwall.***

22. Thieves' Guild: All thieves who take up permanent residence in the city, or who visit the city for longer than three weeks, must become members of the thieves' guild or take the chance of being run out of town or worse. Members must pay weekly dues equal to 30% of their proceeds at 1st level, 25% at 2nd level, 20% at 3rd level, 15% at 4th level, and 5% at 5th and higher levels. The guild hall is always occupied by 3-24 thieves (various levels) at any time.

23. Assassins' Guild: Just as with the thieves guild, all assassins in the city must have membership in the guild; if someone performs an assassination on his own, he'll receive a warning that he must either join the guild or be prepared to die by another assassin's hand. Members pay weekly dues equal to 45% of any fees or proceeds at 1st level, 35% at 2nd level, 25% at 3rd level, and 15% at 4th level and higher. Members can buy certain poisons, and get information about possible jobs, through the guild.

24-25. TEMPLES

24. Poseidon's Temple: Ruled by a 9th-level cleric, this temple is visited regularly by sailors (and as such is a good place to enlist the aid of a ship and crew if one is needed). See DEITIES & DEMIGODS™ Cyclopedia for details of the worship of Poseidon.

25. Forseti's Temple: This place is known as the hall of justice. Most criminal cases are dealt with in this temple, which is the most important religious and legal building in the city. It is under the command of an 11th-level cleric. See the DEITIES & DEMIGODS Cyclopedia for details of Forseti's religion.

26-28. GAMBLING HALLS: As with the taverns of Barnacus (buildings #14-19), the details of each of these establishments are left up to the DM to develop if such detailing becomes necessary. Each of these three houses is open to the public (for private clubs, see buildings #29-31), and the latter two employ staffs of "peacekeepers," lighters of 2nd-4th level, to discipline or expel unruly customers.

26. The Fortune Cart: A low-class establishment that does not serve intoxicating beverages (to better keep the clientele on good behavior) and is only open during the day. It offers unsophisticated games of chance, most of them for low stakes, but the games are rigged so that the house gets at least 10% of the day's wagers in profit.

27. The Jackpot: At the other extreme from the Fortune Cart (building #26), this is the favorite gambling hall of the well-to-do citizens of Barnacus. The games are expensive, enabling the owners to make a tidy profit even though the house's share is only 3% of a day's wagers. It is open from midday to midnight.

28. The Red Dice Club: A middle-class establishment, with a house share of 5%. It is open from sundown until well past midnight each day.

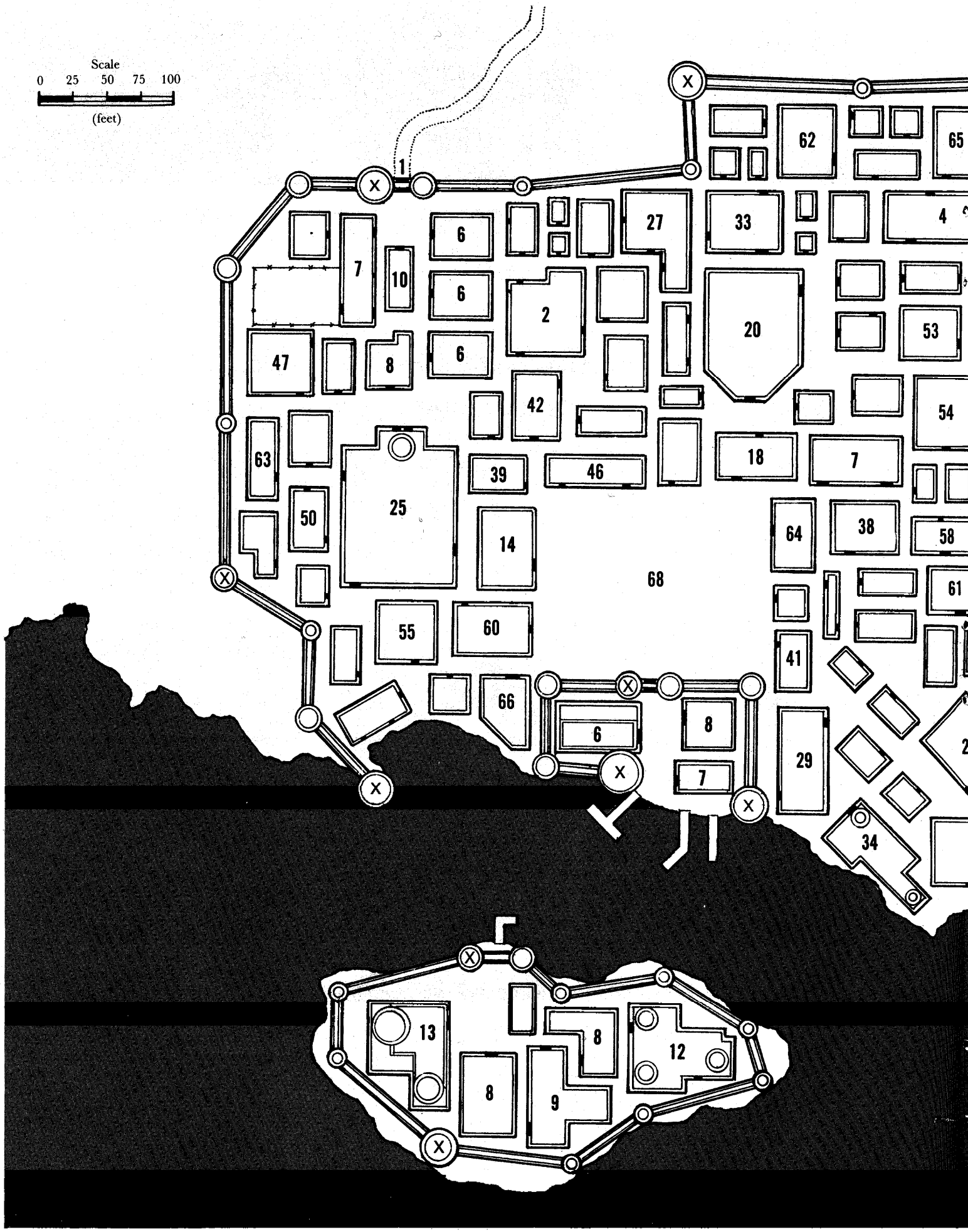
29-31. PRIVATE CLUBS: These establishments are basically similar to the public gambling halls (buildings #26-28), except that they are open to members only, and they primarily cater to nobles, rich merchants (both residents and visitors), and soldiers (it always helps to be on the good side of the army).

29. The Shoreside Club: Members of the citadel garrison (see building #9) are liable to be found here on payday. Although Haermond II is a member of all three clubs (as might be expected), this is the one he favors because it is the closest to Hasding Island.

30. The East Side Club: This club has several high-ranking assassins among its members — not a place to go for an evening of light-hearted fun.

31. The Pleasure Palace: This club has more non-residents among its membership than the other two clubs combined. It caters particularly to merchants and tradesmen who are frequent visitors to Barnacus and like to spend time (and money) in a raucous atmosphere.

32. IMRAELL'S MANSION: This is the home of a retired merchant who is the richest man in the city. He has a personal guard consisting of 10 1st-level fighters (HP 7 each) with chainmail and halberd, all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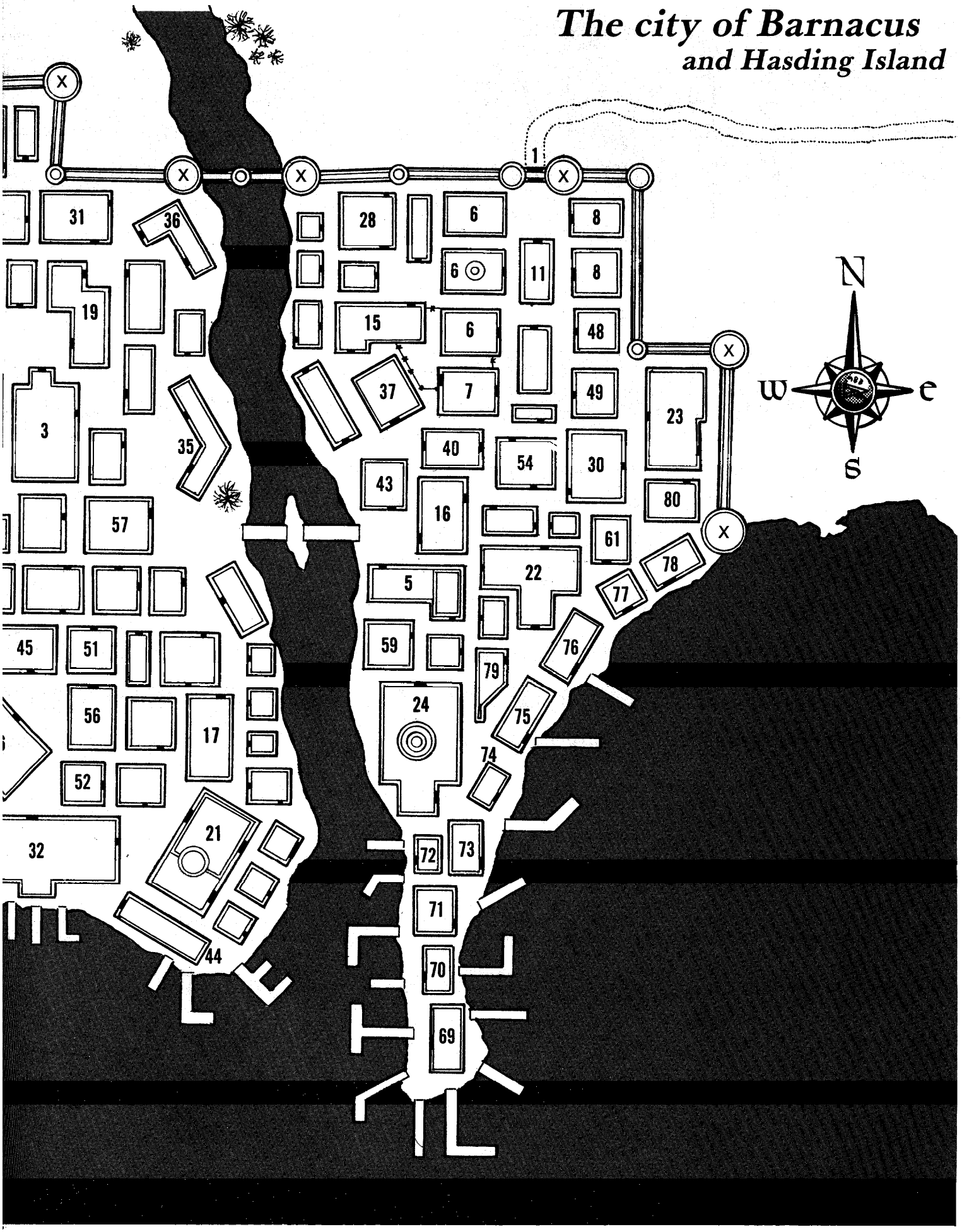
The city of Barnacus
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commanded by a 5th-level fighter (HP 43) with plate mail and a +2 bastard sword. He is also guarded and assisted by a 3rd-level magic-user (HP 10) who can use the following spells: ***read magic, protection from evil,*** and ***detect evil.***

33. WINE SHOP: Managed by an elf, this shop sells any kind of intoxicating beverage.

34-39. ARMOR & WEAPON SHOPS

34: This armorer, a human, sells any kind of armor except plate mail and plate armor. He also sells broadswords and bastard swords, at prices of 13 gp and 30 gp respectively.

35: The dwarf who works here sells splinted, banded, and plate mail, plus shields and blunt weapons of excellent quality.

36-37: These two shops, both owned and operated by humans, sell every kind of weapon that can be found in the Players Handbook (at standard prices) except for bows, arrows, crossbows, and bolts.

38. Bowyer: The halfling proprietor of this shop sells long bows, light crossbows, and very fine short bows for standard prices.

39. Fletcher: Managed by a high elf, this shop sells arrows and bolts of all kinds, except bolts for heavy crossbows.

40-43. LEATHER SHOPS: In these places can be found quivers, pouches, leather armor, saddles, or any other kind of leather items. Humans are in charge of these shops, and prices are all standard.

Building #43 is a shop that specializes in shoes and leather sacks for personal use. The proprietor, an old shoemaker, loves to make conversation. If a party member asks him about any strange or unusual locations or incidents, he will talk about the abandoned house (building #80) at the extreme east end of the city. Three days ago, when he was in the neighborhood at night, he saw a light shining from one of the second-floor windows — a strange occurrence indeed, because the house was abandoned four years ago and is said to be haunted.

44-46. FOOD STORES: Standard and iron rations can be purchased here. These are also good locations for picking up local gossip and rumors, since virtually all of the lower-class and middle-class residents of the city come to one of these stores at least once every couple of days.

47. ALCHEMIST: In this building lives and works an old alchemist who does a lot of work for the duke; his services are also available (for a fee) to anyone who comes through the front door. For 50 gp, he will identify any kind of potion with an 85% chance of success. He will concoct any potion listed in the Dungeon Masters Guide, if the customer first provides him with the primary ingredient(s) of the potion, and pays a fee equal to twice the standard gold-piece value of that potion. There is a 20% chance that the process will fail and produce a useless liquid; the alchemist informs his customers ahead of time that he doesn't give guarantees — or refunds.

48. GYPSY'S HOUSE: A very old gypsy lives here. For 25 gp, she will tell a character's future (but her predictions are 95% likely to be inaccurate). If she is asked for information about the spies and "persuaded" with a payment of at least 25gp, she will suggest that the questioner "go where the rats live."

49-51. SCRIBE SHOPS: Scribes can be used to identify scrolls, write down official documents, make maps, etc.

52-53. FUR SHOPS: These shops sell almost all kinds of fur coats, belts, carpets, tapestries, etc.

54-56. TAILOR SHOPS: These shops offer many sorts of new clothing. Two of them (#54 and #55) also repair ripped clothes for 1-20 sp per garment.

57. JEWEL SHOP: The owner of this shop is an 8th-level human magic-user (HP 30, alignment lawful neutral) with the following spells: ***magic missile, charm person, read magic, friends, web, ESP, wizard lock, hold person, phantasmal force, suggestion, polymorph other, fear.*** He has a personal bodyguard force consisting of seven 3rd-level fighters (HP 18 each) equipped with plate mail and bastard swords. Each night, the magic-user puts all his shop's merchandise in a secret room inside the shop that has a ***wizard lock*** and a ***glyph of warding*** (cast by a cleric friend of his) on the door. The ***glyph*** does 16 hit points of electrical damage to anyone affected by it.

58. GEMCUTTER: Living here is a very skilled dwarven gemcutter who is employed by the owner of the jewel shop. He is a 6th-level fighter (HP 42) with +3 chain mail and a +2 battle axe. At night, he always put his gems into the secret room inside the jewel shop.

59-60. TRINKET SHOPS: These are the strangest businesses in the city; each shop sells almost anything imaginable that is not marketed by some other merchant, even including some arcane objects whose uses have not been discovered. Each of the shops has a rather questionable reputation, and only the courageous and the desperate are likely to patronize them. They are owned and operated by a pair of thieves, each 3rd level.

61. SPICE MERCHANT: This store sells common herbs and spices from all over the continent, and even has for sale some very rare herbs that the proprietor says have magical properties. The proprietor, a 2nd-level thief, is of lawful neutral alignment with evil tendencies; he is well aware that the rare herbs are fakes, and aren't magical at all.

62-63. CARTWRIGHTS: These two shops are run by 3rd-level fighters who have more than their profession in common: They are mortal enemies of each other, each considering his competitor the main reason why his business isn't doing as well as it ought to. They can't even see each other or pass each other on the street without engaging in a fistfight. Neither one is willing to take the chance of attacking the other with a lethal weapon, and each of them is trying to save enough money to hire an assassin.

64. COOPER: This business is one of the oldest in the city; it has been in operation for more than 75 years. The owner is a gnome who has retired from the adventuring life and has the abilities of a 4th-level fighter/illusionist. His assistant, also a gnome, is a 2nd-level fighter who enjoys an occasional adventure and who might be persuaded to take a short leave of absence to join in a party's mission if the promise of reward (both for himself and his boss) is attractive enough.

65-66. FURNITURE STORES: At these places can be purchased wooden furniture, chests and beds, but none of the merchandise is of especially luxurious quality.

67. BRIDGE: This is a large wooden toll bridge maintained and operated by the city. The fee for crossing is 2 cp per customer, including any animals or vehicles the customer is leading, riding, or driving. The bridge is wide enough and strong enough to allow passage of any vehicle up to the size of a large wagon being pulled by two horses. Two-way passage is only allowed if all the customers are on foot and not leading animals; otherwise, traffic is only permitted in one direction at a time.

The toll-takers, located on either side of the bridge, are members of the city guard who are 1st-level fighters (HP 8 each) with chainmail, long sword, and shield. Each of them has a horse tethered at his toll booth; in the event of a disturbance on one side of the bridge, the guard on the other side will immediately ride off to sound an alarm at the nearest army barracks. The bridge is not manned at night, and passage is free, with customers left to work out right-of-way problems by themselves.

68. MARKET SQUARE: Every day this place is crowded with merchants and farmers who come from the countryside to sell their merchandise produce. This place is a paradise for thieves; there is a 10% chance per hour that any character on the premises will be the target of a pickpocketing attempt by a 1st to 4th level thief.

69-79. PORT From 12-36 boats are anchored at the port each day. Each of the numbered buildings in the area of the docks represents a counting house for a wholesale company that is not based in Barnacus but maintains offices here to conduct business with the shopkeepers and merchants of the city. Each building is guarded by a staff of 13-32 (d20+12) mercenaries. These "caretakers" are men-at-arms (HP 5 each) with leather armor and spear. The leader of the mercenaries is a fighter of 2nd to 5th level (depending on the number of men-at-arms he is leading) with chainmail, broadsword, and shield. This is a typical guard force; specific weaponry and armor of each force will vary from building to building, depending on the value of the merchandise being guarded and the ability of the employing company to pay good wages. The staff of each counting house also includes several ordinary (O-level) employees: clerks, stock

handlers, drivers, and a supervisor who has the abilities of a 3rd-level fighter (HP 22), wearing banded mail and carrying a short sword and dagger.

Following is a list of the companies that own each counting house, and the general type of merchandise that each company deals in:

69: Colossus Lumber Co. — raw materials, especially wood and parchment.

70: Trustworthy Suppliers — finished wood products, furniture parts.

71: The Strong Corporation — raw materials, mainly cut stone and metal ore.

72: Elcadar Jewel Importers — finished metal items (buttons, fittings, etc.), some semi-precious gems and jewelry, but — despite the company's name — very little in the way of exceptionally valuable items. This building is small in size but very heavily guarded nonetheless.

73: Handsome Hides — unfinished leather, pelts, and skins.

74: Keepers of the Cloth — raw materials, especially textiles and fabrics.

75: Keepers of the Cloth, auxiliary warehouse. This building is roughly half filled with stockpiled goods, locked up tightly, and guarded by a single man-at-arms.

76: Invincible Armor Co. — finished metal parts used in the manufacture of armor and weapons: sword and dagger blades, arrowheads, pieces of plate metal, chain links, etc.

77: The Finest in Wines — Although still owned by the company whose name it bears, this building is abandoned and virtually empty. The wine importers went out of business recently after being hit by several incidents of piracy in a short period of time. The building is locked and boarded up, but not guarded.

78: Merchants of Mystery — A general importing company that handles a wide variety of special or unusual items; the major supplier for the city's trinket shops.

79: Foods from Afar — A wholesaler who handles foodstuffs and ingredients that are not available naturally in the surrounding area. None of the merchandise is perishable, and none of it has magical properties. This business, like the wine-importing company in building #77, has fallen on hard times lately, from a combination of thieving and piracy and a declining demand in the city for this sort of merchandise. The building is occupied by only a staff of three workers, their supervisor, and a squad of two mercenaries with a 2nd-level leader.

80. THE ABANDONED HOUSE: Standing at the far east side of the town, this house (formerly a residence) was abandoned by its owner four years ago. It is rumored to be haunted because of the strange sounds that are sometimes heard coming from within it, and because of what has happened to some people who have gone inside. Many courageous or glory-seeking people have entered the house, hoping to shed some light on the mystery that surrounds it. On three separate occasions in the last year, small groups of "ghost hunters" have ventured inside and never been heard from again. Others who have entered the house and returned to tell about it have never found anything inside except the remains of an empty, decrepit building.

In actuality, this house is used by the Snake Pit; a secret door in the basement leads into a set of passages and chambers (constructed in the past for some now-unknown purpose) that the Snake Pit has confiscated for its own use. A small tribe of jermlaines (see the FIEND FOLIO™ Tome) lives in the catacombs, and the creatures have been "recruited" by the spies to make their way into the palace on Hasding Island and steal military and commercial secrets. The jermlaines are paid for their help with gems, and they are very happy with the arrangement.

If adventurers explore the house at night, there is a 25% chance that they will be surprised by spies #1, #2, and #3 (60% of the time) or spies #4, #5, and #6 (40%). Statistics for all the spies are given in the text at the end of this adventure. The former group will be preparing to enter the underground passage, and will be encountered one round after the adventuring party descends to the basement. The latter group will be returning from the catacombs, and will surprise the party just as the adventurers reach the bottom of the stairway leading to the basement. In either case, the spies will be hiding under the stairway, in the extreme southeast corner of room 15 (see description below).

GROUND FLOOR

1. Entrance Hall: The door opens into a dusty entrance hall. There is a double door in the middle of the north wall and a 5-foot-wide corridor leading east from the northeast corner of the chamber. There is nothing in this room except dust. If a ranger checks for tracks, he'll find two sets of them that can be identified. One trail of a single person's footprints, very old, leads up to the double doors; the second set, made within the last 24 hours by two or three individuals, leads into the corridor.

2. Dining Room: A battered and broken table and the remains of six chairs are strewn about in the center of this room. In the northwest corner is a large patch of webs covering a piece of canvas that is partially draped over a skeleton. Inside the webs are a pair of large spiders (AC 8; MV 6"*15"; HD 1+1; HP 8,6; #ATT 1; DAM 1; SA poison, save at +2). They will attempt to attack anyone who approaches within 5 feet of the skeleton. The spiders have no treasure. The skeleton is that of a vagrant who wandered into the house a year ago.

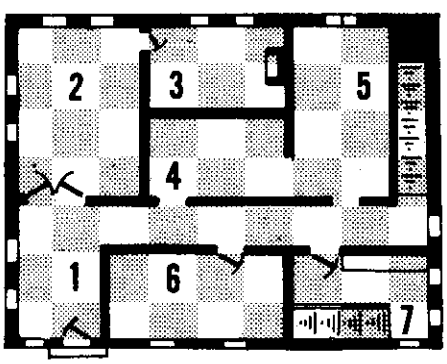
3. Kitchen: This room is dirty and dusty with patches of harmless mold everywhere. A fireplace on the east wall is half-filled with old ashes. In the northeast corner is an old barrel about one-third full of rotted kindling. Several broken bottles are littered around the floor in front of the fireplace.

4. Sitting Room: This chamber is full of dust and dirt, like every other room in the house, but otherwise empty.

5. Living Room: This area has piles of debris almost everywhere, as if all the furniture had been broken up. It is even more dusty and dirty than the other rooms. This is the "resting place" of the house's former owner, who was killed four years ago and soon forgotten about. (Everyone believed he had abandoned the house.) The owner's spirit has become a poltergeist (AC 10; MV 6"; HD ½; HP 4; #ATT 1; DAM Nil; SA fear; see FIEND FOLIO Tome for details).

The abandoned house

Scale: 1 square = 5 feet



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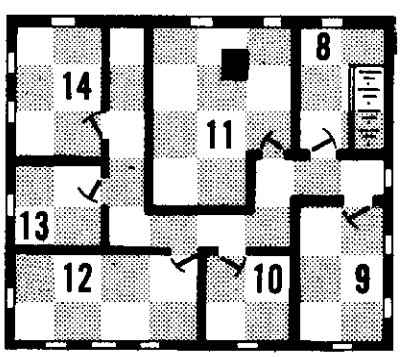
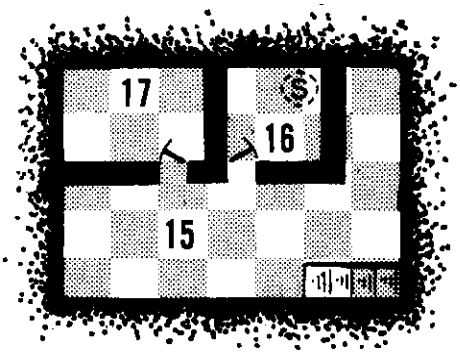


Second floor



Basement

The members of the Snake Pit learned long ago to avoid the poltergeist, and they never enter this room.

6. Study: This room contains few items of interest. It has a broken desk along the west wall and an unlocked chest between the two windows. The chest contains a candle box with three candles left inside, an old shawl that is full of holes, and a book of poetry with many of its pages ripped or missing.

7. Workshop: This area was evidently used as a work area of some sort. The only recognizable feature is a workbench set along the north wall; the chamber is otherwise empty of things of note, except for the stairway along the south wall that leads down into the cellar. The tracks leading from room 1 into the corridor come through the doorway into this room and then lead across the room and down the stairs.

UPPER FLOOR

8. Empty Chamber: This room contains nothing of interest, except that it is the place where the stairway from the ground floor opens onto the upper story.

9. Guest Room: This room appears to have been a guest chamber. A torn mattress lies crumpled in the southeast corner, its contents spilled all over the place. The chamber also includes a small, empty desk, a broken mirror, and a broken chair.

10. Empty Chamber: This room is empty of furnishings and other major features. A thief, or any other character who uses some sort of ability to detect traps, will notice that the floor doesn't look very safe. Any character weighing more than 100 lbs. who walks more than 5 feet past the doorway will fall through the rotting floor and drop to the ground floor (into room 6), suffering 1-6 points of damage from the 10-foot fall.

11. Bedroom: This looks like it was the owner's bedroom. It was very well furnished, but now all the furniture and decorations in the room are broken and rotten. Identifiable items include a bed, a desk, a stuffed chair, and a chest containing a few items of old, rotten clothing. The floor in the northwest quadrant of the room is rotten and will collapse if someone weighing over 120 lbs. walks on it, causing 1-6 points of damage from the ensuing fall to the ground floor (room 3).

12. Library: This was once an extensive and fairly valuable library, but the books are now nearly all rotted away or chewed into uselessness by rats and ticks. If a search of the shelves is conducted, there is a 10% chance per character per turn of searching (cumulative) to find a ***scroll of protection from lycanthropes*** tucked inside the front cover of a book about werewolves.

13. Empty Chamber: This room is empty of everything except dust and dirt.

14. Bedroom: The floor in front of the door is rotten but will not collapse. (Especially if the adventurers have already encountered one of the other rotten floors, the DM can add some suspense here by rolling dice or doing something else to make the collapse of the floor seem imminent.) This room seems to have been a valet's bedroom. The remains of a small bed are in the southwest corner, and piles of debris are almost everywhere. There is nothing of interest in the room.

BASEMENT

15. Cellar: This large chamber is pitch dark even in daylight, since the basement has no windows. Investigation will reveal a small pile of firewood in the northeast corner, a set of empty shelves jutting out from the south wall, and two doors leading to other rooms off to the north.

16. Wine Storage: This room contains eight empty wine barrels, most of them clustered along the north wall to help conceal the secret door that leads into the catacombs. This secret door, located in the floor 5 feet from the east wall, can be detected normally, but the passage behind it can only be safely negotiated by detecting and removing ***two*** traps. The first trap is detectable when characters are at the open doorway. If it is not found and removed, a scythe blade will spring out from the wall when the first character goes 10 feet down the ladder into the passageway. The blade will do 4-9 points of damage to the character hit by it, and 30% of the time will cause the wounded character to lose his grip and fall 10 feet further to the bottom of the ladder. The second trap is detectable by someone who pauses a step or two above the bottom rung of the ladder; if it is not found and removed, the first character who steps on the bottom rung will cause a panel at the top of the passageway to open, releasing a large load of debris that rains down upon anyone on the ladder. The falling debris will do 1-6 points of damage to anyone caught beneath it, and will knock a character off the ladder if he fails to roll his strength or less on d20. (Roll for falling damage as the result of either trap, if applicable. Assume that any character who falls after being hit by the scythe blade does not hit the bottom rung of the ladder and set off the second trap.)

The secret door is hinged so that it opens in either direction (down into the tunnel or up into room 16). Both traps can be deactivated at the doorway by first dropping the secret door all the way down and then pulling it all the way up into the room. (The traps will reset if the secret door is closed; they can be deactivated from inside the catacombs by pulling up on the bottom rung of the ladder before ascending.)

17. Food Storage: The door to this room appears to have been recently nailed shut. If the adventurers open this door, they will smell an awful odor. This room was once a food storage area, but now everything has gone rotten or been eaten by rats. There are 10 giant rats in the room (AC 7; MV 12"//6"; HD ½; HP 4,4,4,4,3,3,2,2,2,1; #ATT 1; DAM 1-3; SA disease 5% chance), and they will attack the party if they are disturbed. If six or more of the rats are killed, the rest will flee through a small hole in the north wall. The rats have no treasure.

THE CATACOMBS

There are two types of corridors in the catacombs: primary passages, which are 10 feet wide and 7 feet high, and secondary passages, which are 4 feet wide and 5 feet high. All of the corridors are damp and dirty, with areas of standing (salt) water in most of the floor's low spots little stream of salty water in the middle of them. No members of the Snake Pit or any other humanoids will be met in the catacombs, except in the circumstances described below.

Wandering monsters: Anyone venturing into the catacombs has a 10% chance per turn of encountering a group of wandering monsters. If an encounter is indicated, roll d6: 1 = jermlaines (5-8); 2 = giant rats (3-12); 3 = giant centipedes (2-8); 4 = grey ooze (1-2); 5 = large spiders (1-8); 6 = galltrits (1-3).

Jermlaines: These nasty creatures will not immediately attack the party or allow their presence to be known if they can help it. Two of them will go up into the city to warn the members of the Snake Pit of the intrusion, while the rest will follow the party and try to disturb and harass them as much as possible without being discovered.

Giant rats: These creatures will not attack the encountered party unless it consists of three or fewer persons, or if more than half of the party members have each lost 25% or more of their hit points.

Giant centipedes: These monsters will attack anything and fight to the death.

Grey ooze: These creatures will always attack, either from the floor (60%) or ceiling (40%) of the passage. They will surprise the party on a 1-5 in the latter case.

Large spiders: These creatures dwell on the ceiling and will drop on any passing character(s), surprising on a 1-4.

Galltrit: Each of these creatures will silently fly to an unarmored neck, there to attach themselves and begin feeding.

SECTION I

1: This section is directly below the secret door in room #16 of the abandoned house. A ladder descends for 20 feet through a narrow (one person at a time) passageway that opens into a 30-by-40-foot room. This chamber is empty and featureless except for two doors, one on the east wall and one on the north wall.

2: There are four war dogs (AC 6; MV 12"; HD 2+; HP 15,12,11,11; #ATT 1; DAM 2-8) in this room. They have been trained to stay silent until they are encountered, whereupon they will (surprise on 1-4) attack anyone who doesn't give a secret command known only to members of the Snake Pit. They have no treasure.

3: This room looks like a guard room. It has no occupants but contains one table, four chairs, a mostly empty barrel of wine on the floor, and four cups on the table. A large lever set into the south wall is currently in the "up" position; if it is pulled down, it will lock shut the panels over the pit traps in the corridor (see area 4).

4: The aforementioned pit traps are each

10 feet deep. The floor panels will come open when any weight is put on them, unless the traps have all been deactivated by pulling the lever in room 3. Anyone who drops into a pit will suffer falling damage of 1-6 points and will be immediately set upon by one poisonous snake (AC 5; MV 15"; HD 4+2; HP 26; #ATT 1; DAM 1-3). The snake may get an automatic attack (20% of the time) against anyone who falls into its pit. A character who is bitten must save vs. poison or die; a successful save indicates 1-6 points of damage from the poison.

5: This room is damp and full of debris. It contains 14 giant centipedes (AC 9; MV 15"; HD 1/4; HP 2 each; #ATT 1; DAM 0; SA poison, +4 on save) that will attack anyone who searches this room. In various places around the chamber are the remains of four fighters. If at least two party members search the chamber for one turn or longer, they will find the following items at the rate of one item per turn of searching, in this order: A rotten leather purse containing 55 sp; a golden ring worth 50 gp; one 10-gp gem (turquoise).

SECTION II

6: This room is the lair of an apparition (see the FIEND FOLIO Tome), the undead form of a slain adventurer (AC 0; MV 24"; HD 8; HP 33; #ATT 1; DAM special, magical weapons). It will not leave this area to pursue party members if its treasure is not disturbed. If the party members dispose of the monster and search the room for at least two turns, they will find the following treasure: A sack containing 600 gp; nine 50-gp gems (jaspers); one ***potion of extra healing,*** one ***scroll of protection from undead.***

SECTION III

7: The entrance to this room is blocked by an iron gate. The lock has a keyhole in it and can be picked by a thief. The key has been lost for years. The room looks like a strange underground garden, with colorless (and harmless) fungus growths and mushrooms everywhere. There is nothing dangerous in this area.

8: This room is full of fungus, like area 7, and also contains six shriekers (AC 7; MV 1"; HD 3; HP 15 each; #ATT 0; DAM 0; SD noise) arrayed in a line along the north wall. They will sound off if there is light within 30' or movement within 10' of their location, increasing the chances for wandering monsters accordingly.

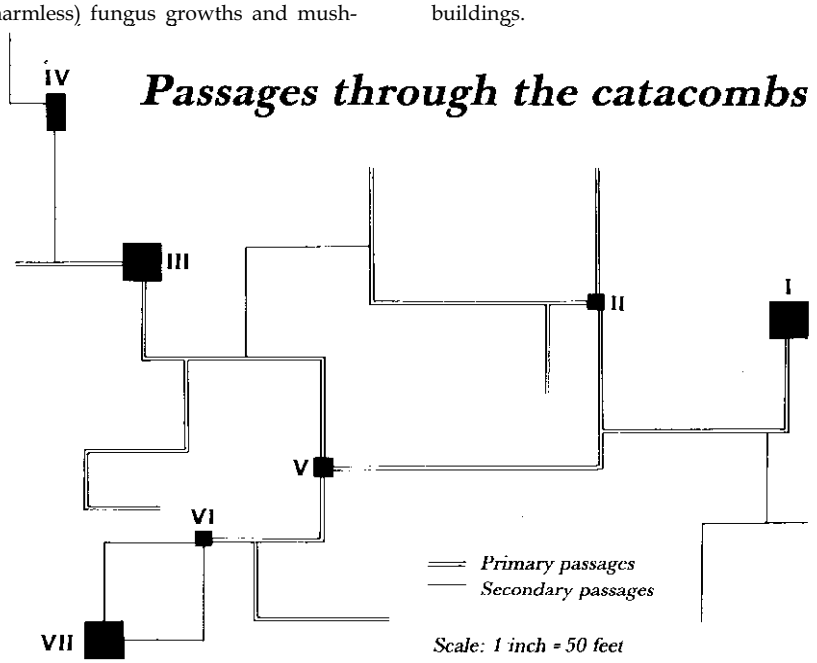
9: This room is empty. A layer of dust on the floor is crisscrossed with footprints moving toward and away from a spot on the center of the north wall. The secret door is a pivoting wall that opens into a passage going east.

SECTION IV

10: The walls of this room are decorated with bas-relief sculptings of giant demonic figures; a magical aura radiates from the walls, forcing lawful good clerics to save vs. spell or refuse to enter this room because of fear. Chained to the north wall of this room is an eye killer (AC 5; MV 9"; HD 4; HP 27; #ATT 1; DAM 1-6; SA death stare). See the FIEND FOLIO Tome for details of how it will react if someone approaches to within 50 feet while carrying a torch or other light source. A bandolier filled with 10 daggers is lying just to the north side of the western doorway. (Members of the Snake Pit seldom have occasion to visit this area, since the passage out of the room leads to a dead end. If they have to move through this room, they do so by extinguishing all light sources and following the west and south walls from one doorway to the other, relying on touch to guide them.)

SECTION V

11: This room is dry and seems to have been cleaned regularly. There is a large table in the center of the room with 19 chairs around it. On the west wall is a 15-by-lo-foot map of Barnacus with strange signs and marks drawn on most of the buildings.



Passages through the catacombs

12: This is a bedroom used by Klekless Racoba when he spends the night in the catacombs. It contains a crude bed in the southeast corner, a shelf holding an unlit candle on the south wall, and a small closed chest on the floor in the northeast corner. The chest is trapped; if it is opened without deactivating the trap, a cloud of gas will fill the room and cause all within it to ***sleep*** for two hours (save vs. poison at +2 to avoid this effect). The chest contains 15 obsidian gems (10 gp each) and seven rock crystals (50 gp each), intended to be used as payment to the jermlaines for their services.

13: This room is stocked with dried food, barrels of wine, hard bread, and other foodstuffs and supplies.

SECTION VI

14: The floor of this room is empty. Each wall is adorned with the sculpture of a demon-like face with its mouth open and tongue sticking out. A sign painted (in an old but readable form of the common tongue) over the portrait on the west wall reads, "Make the gods talk to find the way," If the tongues of the seven portraits are pressed down in clockwise order, starting with the southeast wall, the secret door on the south wall will spring open. The door can otherwise be detected only by magical means ***(detect invisibility, find traps, locate object,*** etc.). A very small one-way door that opens from the other side is set into the base of the east wall. It can be detected from this side, and may be smashed or forced open, but will reveal a passageway that is far too small for any humanoid to enter. (See area 15 for more information on this door.)

SECTION VII

15: This room is an abandoned temple. A black altar stretches across the floor of the chamber near the south wall; behind it on the wall is a 30-foot-square bas-relief sculpture of a demon's head. Before the adventurers notice the altar and sculpture, they will already have been spotted by two jermlaines who were standing guard just outside the door to the north and peeking through a hole in it. They will immediately run off to warn any spies they can find in the catacombs that intruders are about. (The jermlaines will take the small, narrow secondary passage leading north and east back toward Section VI and get into that chamber through the one-way door.)

16: This is the place where the Snake Pit makes contact with the jermlaines. If the party is exploring the catacombs at night and if spies #1, #2, and #3 were not encountered and captured or slain inside the abandoned house, these spies will be found here. The room contains one table, five chairs, and a barrel of ale plus drinking cups. A l-foot-diameter hole leads out of the west wall. This hole connects with the jermlaines' lair, which is home to 30 of the creatures (AC 7; MV 15"; HD 1/2; HP 3 each; #ATT 1; DAM 1-2 or 1-4). Three of them speak and understand common (10%

chance for each particular creature, until three such checks are made successfully). If a character is magically reduced in size or somehow able to enter this small tunnel and the caves beyond, he will locate the jermlaines' treasure, which consists of 12 rock crystals (50 gp each), 3 zircons (50 gp each), 37 malachites (10 gp each), 2 aquamarines (500 gp each), and 1 emerald (1,000 gp). The visitor(s) to the lair will also find out that the jermlaines' complex has tunnels that lead into the citadel on Hasding Island, and that almost every room in the citadel can be entered from these tunnels via a mouse hole or a secret door. Jermlaines are very cowardly and will never openly attack a party unless it looks very weak, or if the opposition consists of only one lightly armored character.

17: This is the Snake Pit's treasure room. It has a double-locked iron door, and Klekless Racoba carries the only key. Inside are three locked and trapped chests. If a chest is opened without finding and disarming the trap, a cloud of concentrated gas will be released, causing everyone within the room to ***sleep*** for 12 hours (save vs. poison at +2 for "only" 6 hours of sleep). The chests contain this treasure: #1, 200 sp and 250 ep; #2, 1,500 gp; #3: 500 gp, 75 pp, and 20 gems worth 50 gp each.

18: This is a cell. Inside is a starved and nearly dead dwarf. He is a 3rd-level fighter, lawful good, currently having 6 HP (normally 24), who was captured two weeks ago while he was exploring the catacombs. He is still alive only because the spies think (incorrectly) that he has information of use to them.

19: An empty cell.

20: A third cell, this one containing the body of the dwarfs companion, a human who was captured with him. He couldn't stand up under the spies' cruel treatment and died a few days ago.

COUNTER ATTACK

When the Snake Pit discovers there are intruders in the catacombs, they will launch a major attack and try to eliminate the party. This is an intelligent and well-organized gang, and they will have fairly elaborate defensive plans; the DM may use his imagination for specifics. In general, the spies' strategy will be to try to capture one or two characters for interrogation and kill the rest. They will enter the catacombs through the abandoned house three hours after the party is discovered by the jermlaines in area 15, or three hours after a band of jermlaines is randomly encountered inside the catacombs. The members of the Snake Pit will fight to the death as long as Klekless Racoba is alive. If he is killed, check morale for the other spies as per the guidelines in the DMG.

The Snake Pit:

Chief: Klekless Racoba (see information and statistics above, in description of building #21). In addition to his weapons and magic items, Klekless Racoba also wears a gold necklace worth 500 gp and carries the only key to the treasure room (area 17). If he becomes involved in a fight, he will stay in the background, preferring to cast spells. He will save his ***wall of ice*** spell as a last resort and cast it just before attempting an escape.

Spy #1: A 2nd-level fighter, lawful evil (AC 4; MV 9"; HP 14; #ATT 1, DAM broadsword) with chainmail and shield. He carries 15 gp and an engraved silver bar worth 10 gp.

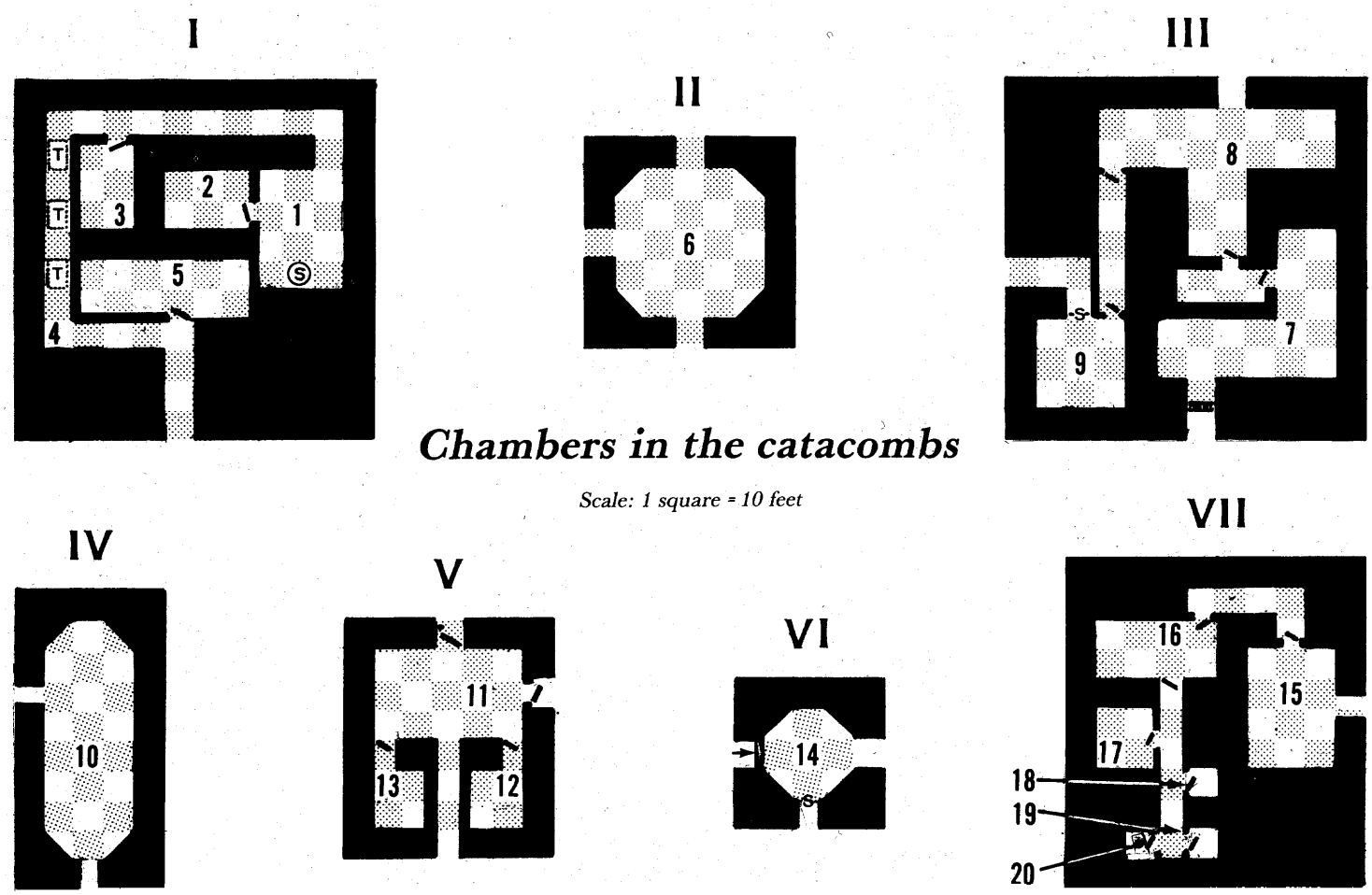
Spy #2: A 2nd-level thief, dexterity 16, neutral evil (AC 6; MV 12"; HP 7; #ATT 2, DAM 2 daggers) with leather armor. He carries an azurite gem worth 10 gp.

Spy #3: A 2nd-level thief, lawful evil (AC 8; MV 12"; HP 10; #ATT 1; DAM long sword) with leather armor. No treasure.

Spy #4: A 2nd-level fighter, strength 17, lawful evil (AC 7; MV 12"; HP 17; #ATT 1; DAM broadsword) with leather armor and shield. He carries 11 sp and 20 ep.

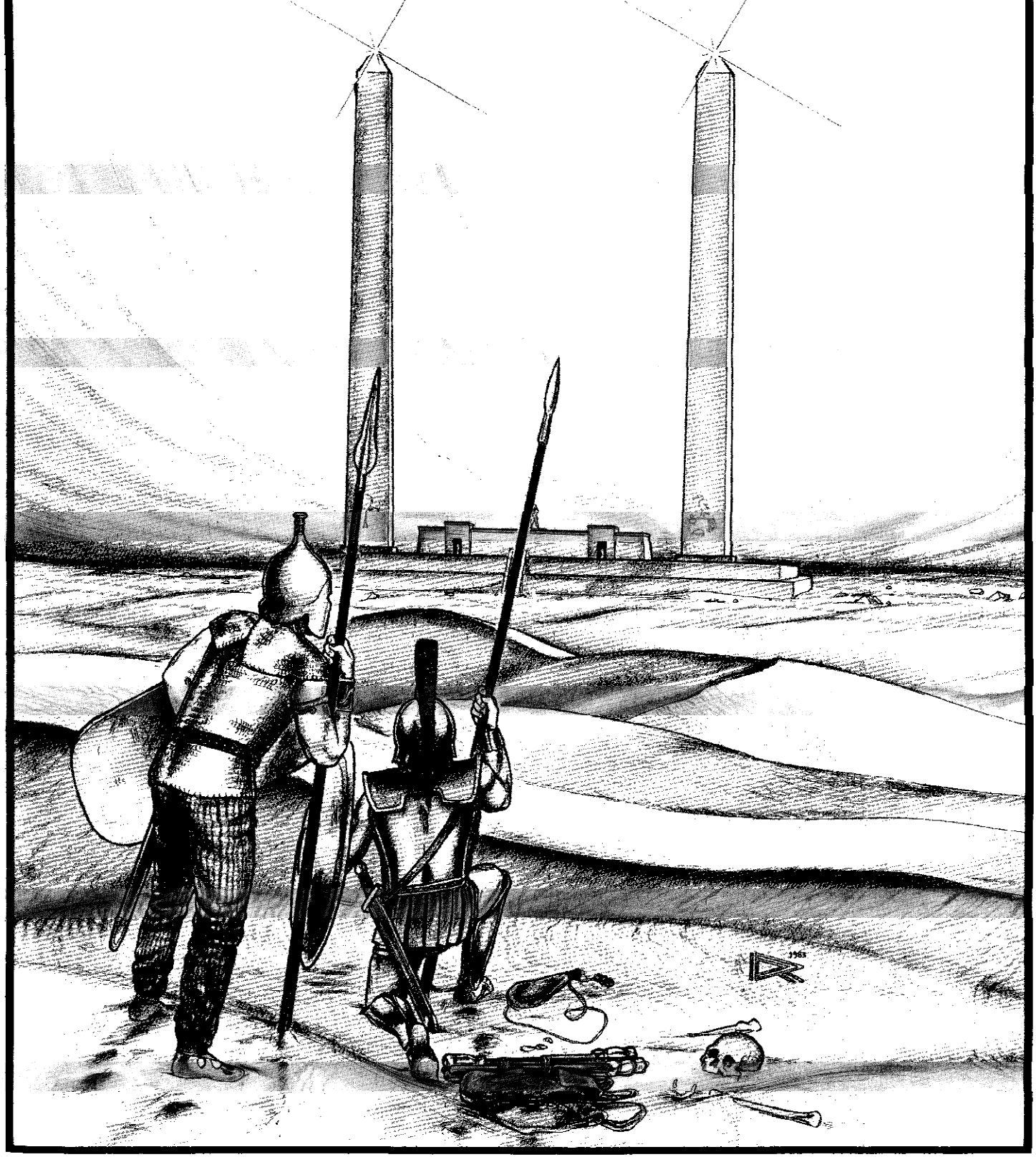
Spy #5: A 4th-level assassin, dexterity 17, lawful evil (AC 4; MV 12"; HP 20; #ATT 1; DAM shortsword +1) with leather armor. He wears a ***+1 ring of protection*** and carries a golden amulet worth 750 gp.

Spies #6-#18 (all identical): Mercenaries, all O-level men-at-arms, neutral evil (AC 7; MV 12"; HP 4; #ATT 1; DAM broadsword) with leather armor and shield. Each one carries 2-8 sp.



Chambers in the catacombs

Scale: 1 square = 10 feet



The Ruins of Andril

An AD&D™ adventure for 4-8 characters, levels 8-11

First place, Module Design Contest
Category A-3

Designed by
Ian Melluish

The Ruins of Andril

"The Ruins of Andril" is an adventure for the AD&D™ game for 4 to 8 characters, each of 8th to 11th level. They may be of any class or race allowed; it is recommended that at least one thief, one cleric, and one magic-user be in the party. As with all higher-level adventures, the players should prepare their characters carefully beforehand, particularly if they have numerous spells or magical items at their disposal.

Players' introduction

At the entrance to a mountain pass, surrounded by tropical forests and tilled fields, is the tiny village of Ruatha. Lying on the end of a local trade road, Ruatha offers little to most adventurers. There are rumors, however, that beyond the mountains lie the ruins of an ancient city, surrounded by desert waste.

As with all such ruins, tales circulate of great treasures to be found there. The problem is, according to these tales, that the treasure is only "available" once every two years — for reasons no one knows. Rumor has it that the time is now at hand for the ruins to be entered again. These rumors note that few have ever returned from the ruins, most treasure-seekers instead becoming trapped within them.

The adventurers are assumed to have arrived in Ruatha at the start of this scenario. They may have arrived separately or together, and may cooperate as a group or compete in a race to get to the ruins and whatever treasure lies within them. No one knows what dangers are ahead, but the adventurers are among the most powerful there are in this land; if anyone can get into the ruins and out of them again, they can.

The village of Ruatha

The adult population of Ruatha numbers scarcely more than 100, with four times as many children. Farming is the major occupation. The village has only one inn, of low quality and exorbitant prices.

Because Ruatha is a closely knit community, newcomers will be immediately obvious as such to everyone. Villagers will watch everything the party does, spreading gossip about them daily. The first thing all villagers will think (correctly) is that the adventurers are here to find out about the ruins beyond the mountains. Adventurers may find it disconcerting that everyone seems to know so much about their business. Worse still, the villagers will try to make ridiculous profits from talking to the adventurers, as detailed below.

The legend of the ruins

Villagers in Ruatha are generally familiar with the history of the ruined city. They know that wandering adventurers have paid well in the past to hear details of the legend. They also know that few people return from the ruins, and this means gold gone to waste if they give information for the promise of payment when the treasure-hunters return. Thus, all villagers will either subtly or bluntly insist on being paid before they give any information on the ruins beyond the pass. Typically, townspeople will demand outrageous prices (about 20-50 gp) for even the smallest scrap of information, but are willing to bargain downward if the adventurers balk at this.

Dungeon Masters should give away bits and pieces of the legend as characters talk with the townspeople. Under no circumstances should the characters learn all of it at once. What follows is essentially true; if the adventurers take enough time and spend enough money, they will learn all of these facts — though a few unscrupulous people might alter the truth in various minor ways.

Ten centuries ago (the legend goes), the land beyond the mountains was lush and fertile, a tropical paradise fed by a mighty river. In the center of it stood Andril, a city-state of exceptional wealth and influence. A theocratic government made up of the priests of a god of knowledge (the Egyptian god Thoth, as described in the DEITIES & DEMIGODS™ Cyclopedia) ruled there for many years. On their orders, a great monument was constructed in the center of the city as a shrine and a symbol of the government's power. Though not a true temple of Thoth (the main temple was several blocks away), the monument was regarded as holy, and it housed a number of clerics and religious aides.

The wealth that Andril gained was also its downfall. Its people became ever more grasping and hungry for gold. The knowledge that the priests gained from their deity was misused by the populace in terrible ways, and they fell away from their leaders. In time, dissension arose among the priests themselves. Some of their number turned from the god of knowledge to work the will of an evil deity contacted through their magics. The evil priests were ultimately cast out of the temple and monument of Thoth, and they plotted revenge. Civil war broke out within the walls of Andril as the evil priests summoned formidable monsters from other planes to lead the fight against their brethren,

The war lasted only a day. In that time, the city was laid waste by magic and rioting. In an awful curse, the priests of knowledge invoked the terrible power of their god. They caused the forests and fields around the city to wither away; the river was dried up in hours, and a wind sprang up to spread dust across the land. Few people survived the disaster. A desert known as the Sea of Dust now extends for five miles around the ruins, keeping most people far away from the ruins even to this day.

Worse yet, the ruins are cursed so that magic will not reveal the secrets of Andril without a penalty. The nature of this special curse is not well understood by the people of Ruatha, though they know it exists.

Most people have learned, from the experience of others, to avoid the Sea of Dust; monsters inhabit the desolate land and prey upon wayfarers as well as each other. However, it is well known that every two years the monument of the ancient city — the only building spared destruction in the war — rises up out of the dust and sand. It remains in view for several days, then sinks back into the dust for another two years. It is believed that the god Thoth himself is responsible for the rising and falling of the monument, though for what reason no one can guess. The wisest sages say that it serves as a reminder that the anger of a god is nothing to trifle with.

A few adventurers, lured by rumors of the hoard of magical and monetary treasures supposedly hidden within the monument, have arrived during the times the monument is visible. Many of them have entered the monument and never returned. Some have escaped only at the last moment as the building was sinking into the dust again, taking with it companions who could not flee in time. The few adventurers who have escaped tell of living statues, of companions who vanished into thin air, of monsters from the outer worlds, and of a man who cannot be slain. Because of the obvious danger, no non-adventurers will dare approach the monument or even get near the Sea of Dust.

Encounters

There are two outdoor encounter areas that the adventurers need be concerned with: the mountains and the Sea of Dust. While the Sea of Dust is strictly avoided by the villagers, some local hunters roam the lower reaches of the mountains and use the pass to get game. Few monsters inhabit the region, most having left to find places with more prey and treasure.

The mountain pass is four miles long and rather narrow. A party that is on foot and lightly encumbered (able to move at normal rates) can negotiate the pass in half a day (4-6 hours) of hiking. In any other case, it will take at least a full day (9-12 hours) to get through the pass and reach the Sea of Dust. While the party is in the mountains, encounter checks are made at dawn and at dusk.

Adventurers may choose to leave the pass and move through the mountains, but this strategy is extremely difficult and dangerous, offering a 10% chance per hour of a

climbing accident occurring to each character. Accidents will do 1-4 six-sided dice of damage, from falling or being struck by rockslides. Travel time to the Sea of Dust will be increased dramatically, to 3-6 days, and there is a 50% chance of the group becoming lost each day they travel off the pass.

A roll of 1 on a d12 indicates an encounter in the mountains when a check is called for. If an encounter occurs, the DM should roll d4 and refer to the following table:

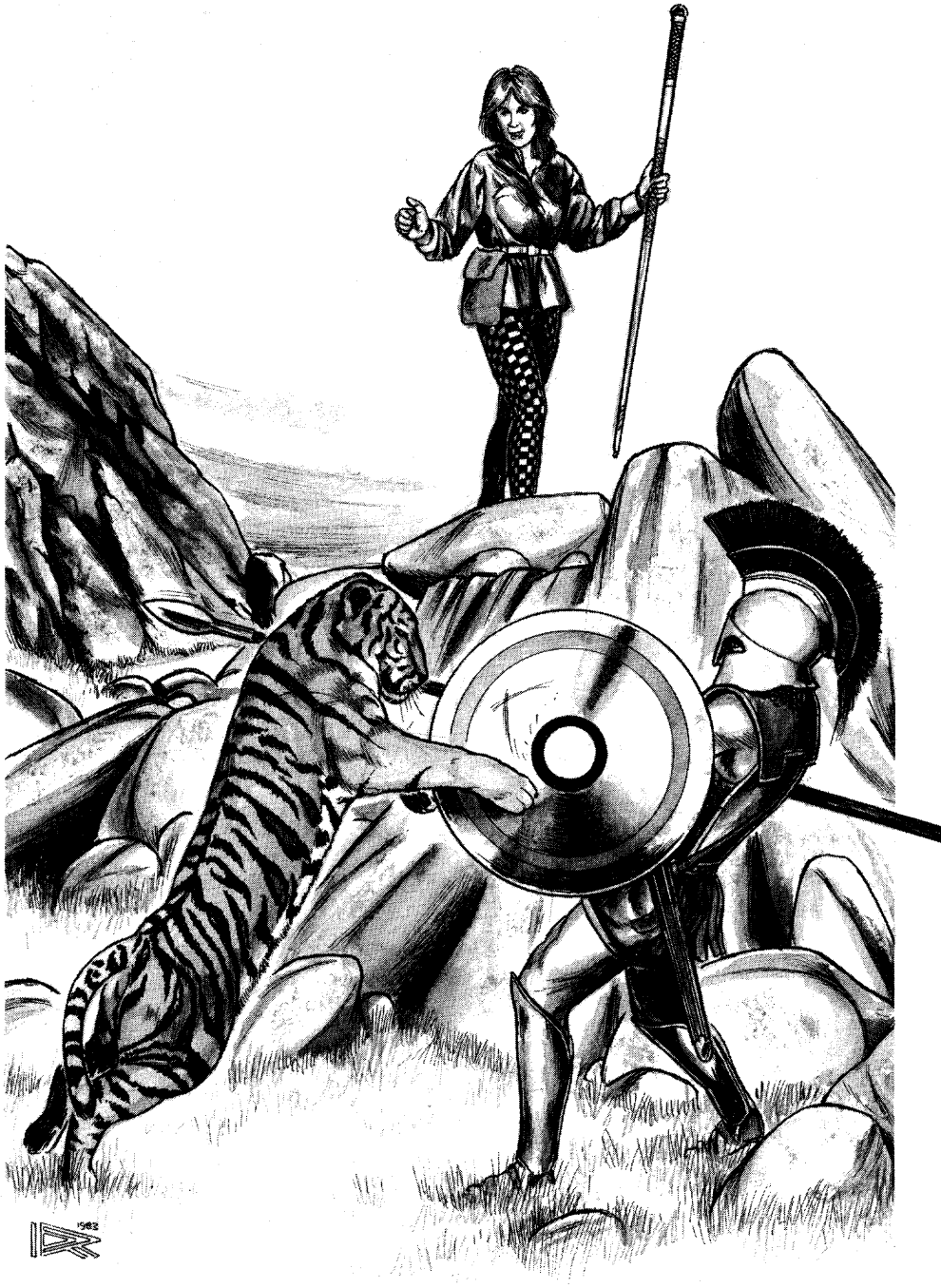
Die roll	Encounter
1	1 tiger
2	3-8 hunters
3	1 giant poisonous snake
4	2-12 wild dogs

If encountered, tigers will only attack if there are three or fewer characters in the group; they will simply sit and watch otherwise unless attacked themselves. Hunters will be 1st-level fighters, wearing leather armor and using longbows, spears, and throwing axes; they will be led by a 2nd level fighter (15% chance of 1st-level ranger) using the same equipment and armor. Giant snakes will lie in wait to attack parties that pass by them; those snakes living in the mountains can surprise prey on a roll of 1-4 on d6, because of their silence and coloration. Wild dogs are treated as war dogs, as per the Monster Manual, because of their size and ferocity.

As travelers reach the end of the pass, they will look down upon the Sea of Dust. As far as they can see, there is no sign of life other than scraggly weeds among the low, sculpted dunes. The Sea of Dust is composed of fine sand and dried earth, pale yellow in color. Crossing it presents several problems.

A party traveling on foot and unencumbered can move through the Sea of Dust at the rate of one mile every hour and a half. Under any other conditions, movement rate is slowed substantially, to one mile every two hours or perhaps even more. As stated in the earlier text, the Sea of Dust extends for a radius of live miles around the ruins.

The loose sand and dust make it difficult to get traction, and movement through the dust stirs up a choking cloud as well. When the party is in this area, there is a 10% chance per hour per character that dust causes blindness for 1-4 turns (30%), sneezing and coughing for 1-2 turns (40%), or the dust gets into armor (30%), causing itching and loss of all dexterity bonuses until the armor is completely removed and shaken out. Characters affected by temporary blindness or sneezing and coughing will only be able to move at one-fourth of their normal movement rate, or perhaps even more slowly; assuming that the adventurers intend to stay in a group as they cross the Sea of Dust, this will mean that the group's movement is drastically slowed. Characters affected by sand in their armor will not be slowed unless the same thing happens twice to a single character, in which case that character will move at one-half normal speed until his armor is taken off and cleaned out.



The daytime temperature in the Sea of Dust is abnormally hot (about 130 degrees F.). Characters who are heavily encumbered (i.e., forced to move at a pace slower than normal due to amount of equipment carried) must make a system shock roll every hour. Failure to make the required percentage means the character will collapse from heat exhaustion and must make a saving throw vs. death magic or die within 2-20 minutes thereafter. If the saving throw vs. death magic succeeds, the character will recover if he is allowed to rest for 1-4 hours and is bathed in cold water at least once during that time. Failure to administer the treatment described above will result in a new saving throw vs. death magic after 1-4 hours.

Furthermore, characters will lose 1 hit point per hour from dehydration as they cross the Sea of Dust. This can be prevented by drinking a minimum of one quart of fluid every two hours. (A typical waterskin holds one quart.) Large animals like horses will require enormous amounts of water, and should not be taken into the Sea of Dust. Small beings like gnomes and halflings will require only half as much liquid.

To add to these difficulties, there are problems with the desert wildlife as well. The daytime environment is safe, in the sense that it is too hot for most creatures to be out hunting for food. This is not so at night, when temperatures fall to about 70 degrees F. The DM should roll for encounters at dusk, in the pre-dawn hours, and just after dawn; a 1 on a roll of d6 indicates an encounter has taken place; if this occurs,

roll d4 to determine the specific creature encountered:

Die roll	Encounter
1	6-24 giant centipedes
2	2-5 giant scorpions
3	3-6 giant poisonous snakes
4	2-20 death dogs

In addition to the monsters that may be discovered, there is a 5% chance per hour during the day of a dust tornado forming from the freakish winds crossing the desert. A dust tornado will appear 100-1000 yards from the characters, and essentially is identical in appearance to an air elemental's whirlwind form (20′ base diameter, 60′ top diameter, 120′ height, takes ten minutes to form completely, travels at 36″ speed). There is a 10% chance that the dust tornado will approach the party and pass through the group. Though not a living being, the tornado will absorb a character if it makes a successful roll "to hit" as a 12 HD monster against the character's armor class (no dexterity bonuses allowed). Characters caught in a dust tornado will be flung violently around in it for 1-8 rounds, taking 1-4 points of damage per round. There is a 50% chance the character will then be dropped from a height of 10-100 feet. The damage taken from the fall, because the ground is dusty, is reduced by 1 point per die of damage done.

The ruined city

In the center of the Sea of Dust lies the ruins of once-proud Andril. Fallen columns, broken walls, collapsed roofs, and rubble-choked streets are all that remain of it. The ruins are thickly coated with sand and dust. No monsters other than those found in the Sea of Dust inhabit the ruins, with the exception of the two creatures that might be found at the monument (described below). The ruins appear to be utterly silent and deserted, and there is no useful treasure to be found here.

Spell alterations

Because of the curse of the priests of Andril cast on this area long ago, certain spells have altered effects when used within the ruins or in the monument. The spells most severely affected are those listed as "divinatory" in nature, such as *find traps, divination, commune with nature, ESP, legend lore,* and any of the various *detect* spells. The bardic ability to *legend lore* is not considered divinatory magic, since it consists only of remembered history, songs, and tales.

Any being who employs any divinatory spell within the area of the ruins will suffer sudden pain, taking as many points of damage as the level of the divinatory spell attempted. Thus, *contact other plane* will cause 5 points of damage to a magic-user casting the spell, whether from memory, from a device, or from a scroll. The damage caused can be healed in any normal fashion.

In addition, the being casting the divinatory magic will be subjected to a sudden vision, lasting 2-5 segments, depicting the last hours of Andril. Terrifying images will be seen of elementals and demons loose in the streets, while spell casters hurl destructive magic, commoners riot, and soldiers mutiny. Each time the vision recurs it will depict more or less the same aspects as previously seen (i.e., total chaos).

Note that the use of spell scrolls (requiring a *read magic* spell) is prohibited. Nothing else will be gained by a divinatory spell, including the information for which the spell was first cast. *Detect magic* won't detect anything except the vision, and will cause 1 point of damage besides.

The use of *wishes, limited wishes,* and *alter reality* spells is permitted within the ruins, so long as such spells do not attempt to duplicate the effects of an existing divinatory spell. If this is attempted anyway, no information will be gained, though no damage will be taken. One could use a *wish* spell to heal, teleport, or attack, however. Psionic powers similar to divinatory spells (such as *ESP, clairvoyance,* and *object reading)* will fail to produce any useful information, but won't cause any damage either.

If someone tries to cast a divinatory spell concerning Andril while the party is away from the ruins, including the use of *wish, alter reality, limited wish,* or similar magic, no information will be received, but no damage will be taken from casting the spell.

THE MONUMENT

When the adventurers approach the ruins, the monument will already have risen from the sands and will be clearly visible from a distance of several hundred yards. From the moment the adventurers sight the monument, they will have a limited amount of time in which to explore it as thoroughly as they can before it disappears once more from view. The referee should roll 12d6 for the number of hours (12-72) remaining before the monument sinks into the sand, keeping careful track of time in the adventure from this point onward.

Rising from the center of the ruins are two towers, each 40′ in diameter. A crystal sphere 3′ wide rests solidly atop each tower; neither of the spheres can be removed without destroying it. Each more than 200′ tall, the towers are covered in old hieroglyphs and pictograms, as well as having long sections written in an ancient version of the common tongue. Clerics and magic-users who worship deities from the Egyptian pantheon (as outlined in the DDG book) will be able to partially translate the writings, which merely describe the history of Andril.

The towers rest upon the monument base, which is nearly 400′ long and over 200′ wide. A stairway rises to the top of the monument base, beneath an enormous bronze statue of Thoth which appears to be in excellent condition.

If characters approach the monument in the daytime, they will encounter nothing in its vicinity. At dusk, however, two strange visitors will arrive. Characters arriving before then should roll for surprise to detect the approach of the visitors, noting their arrival at a distance of 10-100 yards. If the party arrives after dusk, the visitors will have already taken up their positions at the monument.

The lore of the disappearing city has reached other than human ears. A gynosphinx and a lamia have decided to come and investigate the monument. While the gynosphinx has come to further her knowledge of ruins in general, the lamia has come for a more practical reason: She has heard that the ruins attract adventurers, and she wants to eat a few if possible.

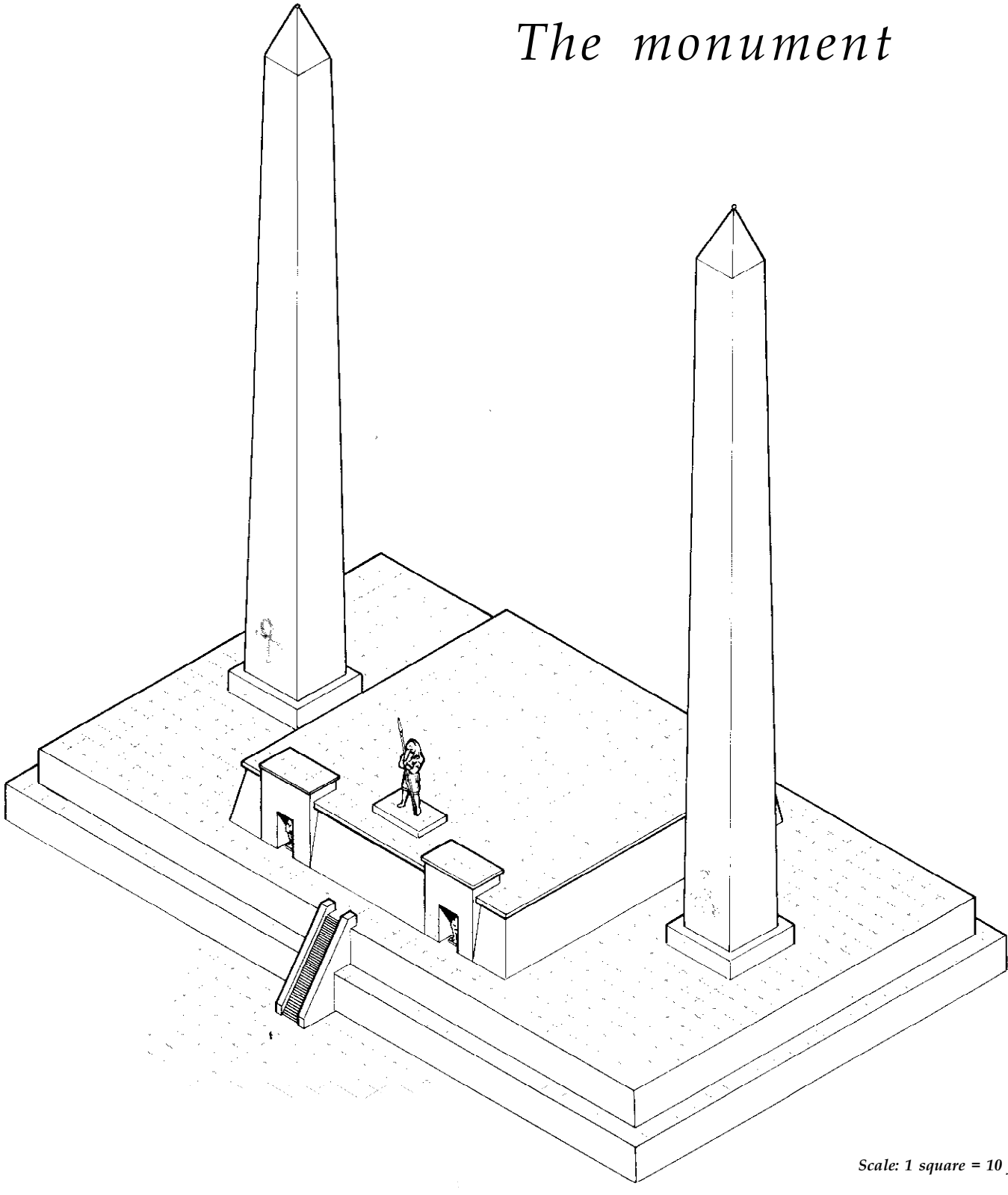
The gynosphinx will come to rest atop the central building on the monument base, at the feet of Thoth's statue. The lamia (invisible; see below) will be sitting to the side of the top of the stairs immediately below her. If encountered after they have arrived, the two will be discussing past adventures they've had (and adventurers they've eaten), as well as speculating on the nature of the ruined city. Both will break off conversation when they see the party coming. If they are surprised, the conversation in the common tongue between the two may be overheard by characters.

Gynosphinx: AC -1, MV 15″/24″, HD 8, HP 43, 2 attacks for 2-8/2-8 damage. Telketnatun is a rather bored sphinx who looks back on the "good old days" several centuries ago when there were more androsphinxes around. She is fascinated by bards and clerics, and will question them unceasingly for information about ancient history, religion, and where an androsphinx might be found. She will speak to adventurers only after the lamia has gone through her "spirit" routine, described below; if asked, she will say that the "spirit" was real (she wants to play along with the prank). Having heard from another source about the effects of casting divinatory spells, Telketnatun will only pretend to use such powers if asked to do so by adventurers.

Being somewhat vain about her looks, Telketnatun wears three silver necklaces (worth 250 gp each), a pair of gem-studded platinum anklets (worth 1000 gp each) about her forepaws, and has a small *ioun stone* flying silently about her head. The *stone* is a lavender and green ellipsoid that will absorb up to 28 levels of spells of up to the 8th level in power before burning out. The stone cannot be seen in the night unless one is very close to the sphinx, and she won't let anyone get that close. If attacked, she will cast a *symbol of pain* on the air at the top of the stairway and will fly off.

Lamia: AC 3, MV 24″, HD 9, HP 49, special attacks. Feyodena considers herself an adventurous lamia, and wanders constantly from place to place. An accomplished and artful liar, Feyodena enjoys using magical devices and her own powers to appear as something other than she is, to lure humans, demi-humans, and humanoids to their doom.

The monument



Scale: 1 square = 10 feet

From her previous adventures, Feyodena has picked up four rings of various makes (worth 75, 120, 400, and 650 gp each), a tiara made from gold wire (worth 250 gp), and an ivory armband with silver inlays (worth 400 gp), all of which she wears. She recovered some magical items as well, including a *potion of growth,* a *ring of invisibility,* and a *rope of entanglement.* She will enter the ruins with the *ring* activated.

When adventurers appear, Feyodena will use her powers to generate the *illusion* of a ghostly male figure in front of the party. The figure will greet the party in a soft voice, saying that he is a guardian of the monument. The "spirit" will take no offensive action against the party, instead questioning them as to their reason for coming to the ruins. When all have spoken, the "spirit" will ask that each person leave an offering to the god of the monument before they enter inside; offerings should be of sufficient value, the "spirit" warns, so as not to offend the deity. If anyone refuses to do so, the "spirit" sadly notes that he cannot guarantee that character's safety inside the monument.

If the party complies, the "spirit" will bid them to climb the stairway and explore the monument. Then the spirit will fade away. Any attack upon the figure will cause it to be dispelled. Whether the ruse works or not, Feyodena will move out of the way of

the party as they ascend the stairs; a successful listen-at-doors roll, determined individually for each party member, will indicate that the character heard something moving at the top of the stairs. Feyodena will not attack at this time, preferring to catch the party as they leave the monument later. Once the party has entered the monument and is out of sight, she will descend the stairs, snatch up what treasure the party left her, and will prepare the greeting that she plans to offer the party when they leave the ruins (see "Leaving the monument" below). Remember that anyone using a *detect invisibility* spell will suffer the aftereffects noted in the section on spell alterations above.

KEY TO THE MONUMENT

1) Western Statue — This alcove contains a statue of a priest of Thoth, bearing a staff and an ankh (a cross with a loop on the top). The statue appears normal, though clerics and magic-users who worship a deity from the Egyptian pantheon will recognize a special hieroglyph on the statue's chest that means "evil." A sympathy spell has been cast upon the statue, so that any human of chaotic evil alignment who approaches within 10′ of the figure will be attracted to it. All other alignments and beings will be unaffected by the statue. The person will be made by the spell to remain near the statue for 1-6 turns before being released by the spell. The person may then leave, but approaching the statue again will trigger the spell effect once more. This effect cannot be dispelled.

2) Eastern Statue — Like area 1, this alcove also has a statue of a priest of Thoth. This figure, however, also has a permanent *magic mouth* on it. If anyone steps within 5′ of it, the statue will say (in an ancient dialect of the common tongue): "All hail the wisdom and knowledge of Thoth, divine guardian of Andril, foremost of deities!" Characters have a 5% chance per point of intelligence of translating this speech correctly. If anyone inspects the statue, they have a chance of discovering a secret door behind it (roll to detect traps applicable).

FIRST LEVEL

General Note: The ceiling height throughout the monument's interior is generally 8′-9′. Rooms which are larger than 20′x20′ have a 10′ ceiling. The air in the monument is very stale, but breathable. In areas where corpses are found, the air will be worse than usual, but is still acceptable unless otherwise stated. The air is very dry, and the temperature is a constant 60 degrees F.

3) Stairway and Entry Hall — A 5′ wide stairway descends 20′ down into an open chamber, where the party will see the bones and possessions of past adventurers lying about on the floor. There is a 10% chance per character that some old writing on the left stairway wall will be noticed; blurred by the passage of time, the writing says (in elvish): "Call out the name." Anyone who calls out "Thoth" before entering the chamber will temporarily deactivate the caryatid columns (see the FIEND FOLIO™ Tome) at the foot of the stairs.

The caryatid columns (located at A and B) will step down behind the first character who enters the chamber without saying the word "Thoth" in the melee round beforehand. They will not initially attack, instead reaching out to catch hold of the character's arms (roll "to hit" at -2 for each as a 5 HD monster) and prevent further movement. The figures will speak to their prisoner (by *magic mouths),* saying, "Go no further, or risk your death as a defiler of holy places." They will be speaking in an ancient form of the common tongue, with the same chances for successful comprehension on the characters' parts as given in area 2. If attacked, the caryatid columns will strike back with their swords, releasing their hold on the victim. They will fight until destroyed. If the victim agrees to leave, they will release their hold on him, wait until he (and anyone behind him) leaves, then will resume their old positions and their stoney forms. They won't leave area 3.

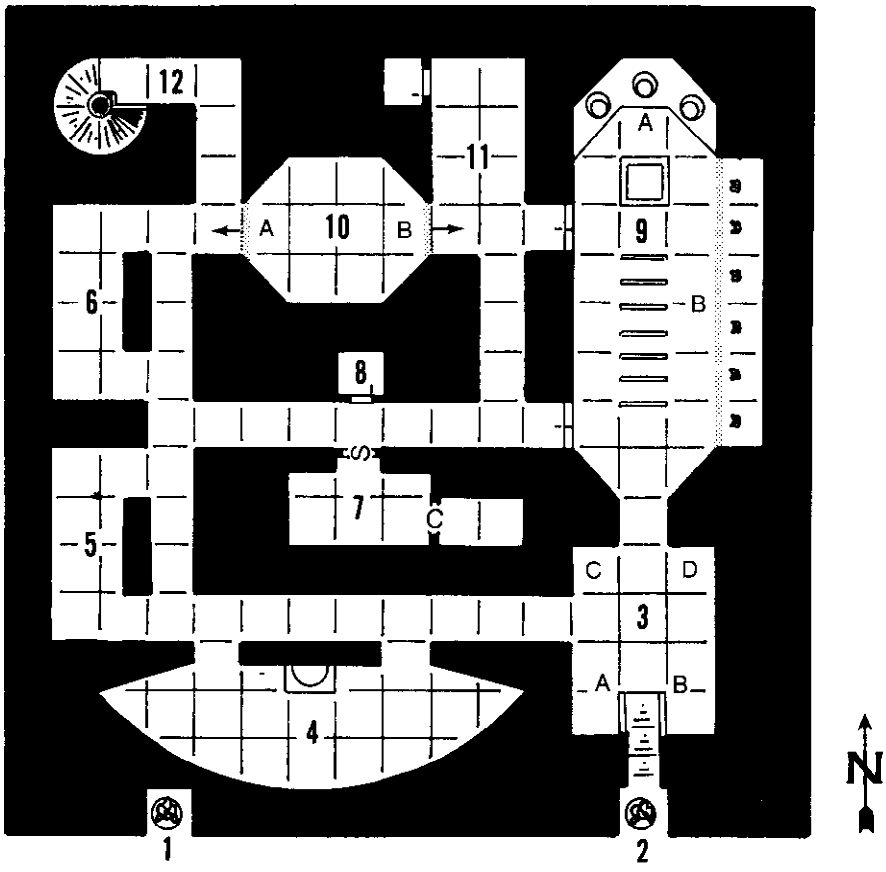
Across the room are two stone golems, each appearing to be an enormous statue of a priest of Thoth (similar to the statues at areas 1 and 2). If the caryatid columns are attacked, one of the golems will step forward and cast a *slow* spell at the nearest opponent, an effect which will last 20 rounds. The other golem will shout out in a loud voice (by *magic mouth),* "You tempt the wrath of Thoth the All-Knowing! Flee, fools, before judgement is wrought!" If the party flees up the stairs at this point, the caryatid columns will strike at them once before retiring to their old positions. The stone golems will move back into place, and all will be as before.

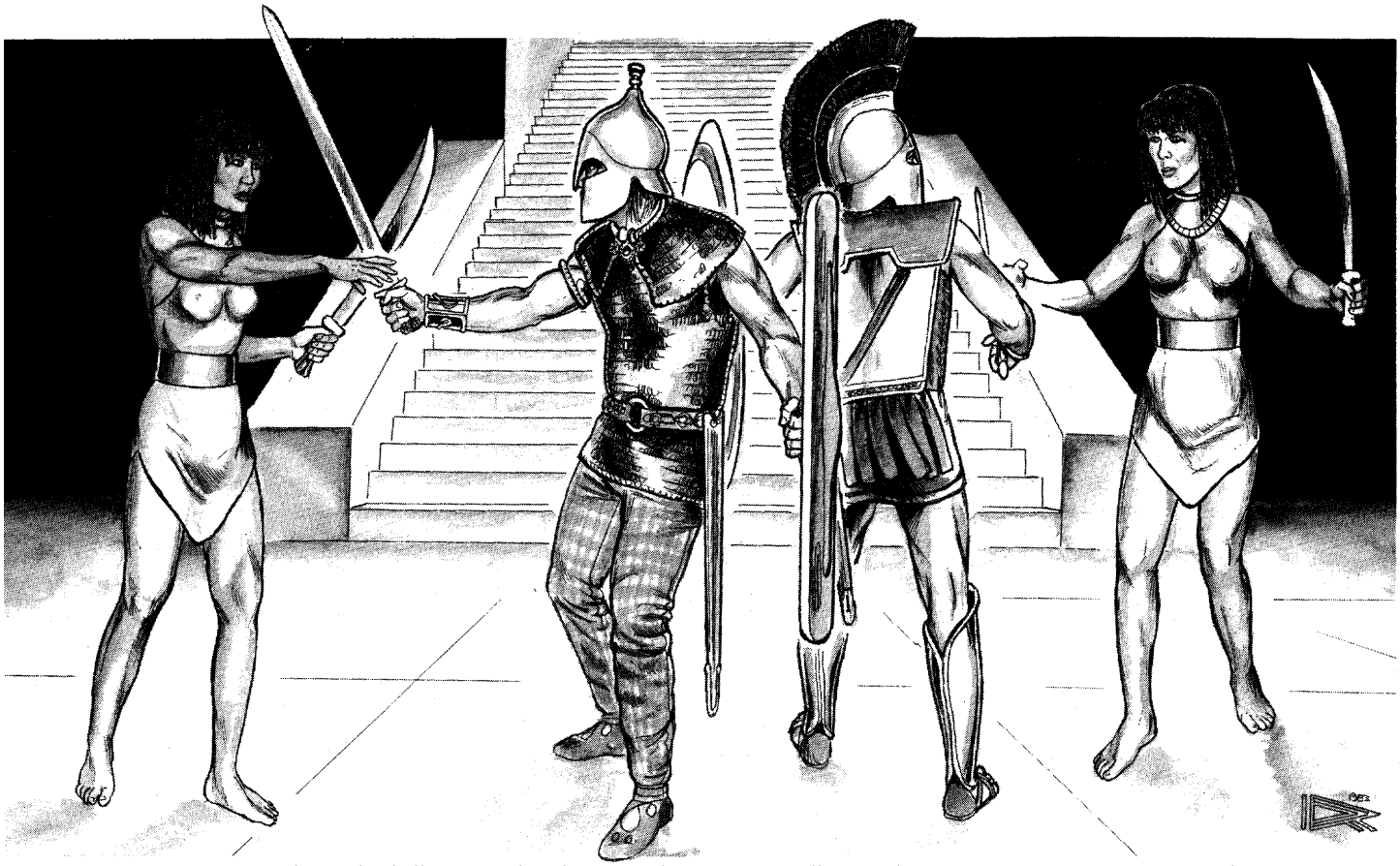
If the party continues to attack, both golems will activate and attack, not stopping until the party flees, is destroyed, or both golems are destroyed. They will use slow spells as frequently as possible, trying to slow everyone they can before using the spell again on already slowed characters. Both golems will pursue intruders throughout the first level, attempting to trap them in area 10 (which they themselves will not enter). The golems will also not go downstairs to any other level, and won't leave the monument.

Area 3, aside from being littered with the debris of previous battles, bears evidence that not everyone who came through here fared badly. Someone once built a campfire in the center of the room, and several old sleeping cots rest in the alcove behind point A. Most of the debris (broken weapons, bones, bits of armor) has been swept aside against the east wall. All debris is at least ten years old, if not more.

First level

Scale: 1 square = 10 feet





4) Room of Vision —Just down the hall from the entry chamber is an oddly shaped room. The southern wall is curved and has a beautiful mural painted upon it, depicting a view of Andril as it once was: a rich, peaceful city surrounded by jungle. The mural has been defaced somewhat by passing adventurers who have signed their names on it, marked off dates, and so forth. The city is shown as if viewed from a point high over the monument, looking to the south. A raised stone platform 1′ high lies against the northern wall; upon it is a semicircle paved with obsidian. Anyone who stands upon the semicircle and faces the southern wall will feel very strange for 1-4 rounds. The character will then experience a vision of the ruins in front of the monument, seen from an angle above. The perspective is peculiar, as if the ruins and landscape were much smaller than they actually are.

The platform is actually a viewing device connected to the two crystal spheres atop each of the 200′ towers outside. Each sphere acts as a magical camera, sending a picture of the front of the monument directly to the viewer on the platform. The wide separation of the spheres produces the unusual perspective of seeing everything as if much reduced. The viewing device gifts the viewer with *ultravision,* allowing clear sight at night to a range of one mile. While human-sized beings can be clearly seen, identifying persons is difficult unless the person dresses distinctively. Invisible, hidden, out-of-phase, ethereal, and astral objects cannot be detected using this device. This device will not show the area to the sides or behind the temple.

One unpleasant side effect of this device is that the unusual perspective will cause the viewer to be disoriented for 1-4 rounds after leaving the platform. Disorientation means the affected character cannot attack or defend himself, and cannot use magical or psionic powers during that time. If the character fails a saving throw vs. paralysis, he will fall down (taking no damage, but being unable to stand up until the disorientation ends).

5) Storage Room — This room contains numerous crates and kegs filled with dried, spoiled food. Consumption of any of it will require a saving throw vs. poison, or the character will develop nausea and cramps (-4 "to hit" in combat, one-half normal movement rate) for 2-5 hours, starting 2-8 minutes after eating.

One large stone urn in the southwestern corner of the room is marked "Holy Water," and is loosely sealed with a copper lid. The skeleton of a humanoid figure in leather armor lies against the base of the urn. A careful examination reveals the character died of a crushing blow to the skull.

If anyone opens the lid, a colony of algae will be revealed inside (appearing not unlike green slime in dim light). Any exposure to noise or light will cause the algoid inside (AC 5, MV 6", HD 5, HP 28, #ATT 2 or 1, D/ATT 1-10 per fist or psionic blast with 110 psionic ability points) to rear up abruptly and deliver its psionic attack. It will then strike out at anyone within 5′ of it, dropping back into the urn when everyone has gotten out of reach.

Scattered on the floor around the urn are bits of treasure the algoid inadvertently collected when it bashed the half-arc assassin lying in front of the urn: 122 cp, 30 sp, 203 ep, 55 gp, 8 gems worth 50-300 gp each, and a *necklace of adaptation.* A flask of *oil of slipperiness* has rolled behind the urn, out of immediate view, and a *dagger of venom* lies at the bottom of the barrel, where it fell when the half-arc tried to attack the algoid (and lost).

6) Storage Room — This storage room is much like the one at area 5, though there are fewer items about. One of the kegs of drink has become poisoned with toxic bacteria; if someone goes through the trouble of opening all six kegs present, the poisoned keg will explode from the extreme pressure of gases produced by the bacteria. Anyone within 10′ of the explosion will take 5-20 points damage from flying splinters and bolts, and must make a saving throw vs. poison or develop a severe, acute gastrointestinal disease (as per the DMG) within 3-12 hours. The disease will reduce the character's hit points by half within a 30-minute period, causing violent nausea, cramps, and other problems.

Unless cured by magic, the disease will last for 7-12 days, with a reduction of strength and constitution by 1 point each permanently. This loss can be recovered by a heal spell or a *wish.* After the 7-12 day period of severe sickness, another 4-16 days will be required to become fully recovered. Once the disease develops, a character will be completely incapacitated and cannot perform any actions except to crawl or stagger at half-normal speed.

7) Mage's Quarters — The secret door to this room may be detected in the usual manner. It consists of a carefully balanced block of stone attached to a pulley-and-

counterweight system. All one has to do is reach down, grab a secret handhold at the base of the door, and pull up. The entire section of stone wall will risk up into the ceiling in one segment (like a modern garage door) and one may enter the room. It takes a roll to open doors normally to lift the block of stone.

There is, of course, a problem. If one fails to detect the special catch that must be released when the door is opened (roll to detect stonework traps required), then a mechanism will sever the pulley rope when the stone door is completely raised, dropping it immediately back to the ground. The stone block weighs several tons easily; anyone standing next to or directly underneath the door must save vs. paralyzation in order to dodge aside as the door comes down. Those who fail to save will take 10-100 points of damage; anyone killed by the drop is assumed to have been crushed under the stone. The great mass of the stone prevents anyone from lifting it, even with a giant's strength, though other methods may remove it (*disintegrate, rock to mud,* etc.)

The room itself appears to have been the living quarters for a magic-user of some sort. Tapestries of an man wearing a kilt and a conical hat hang on the walls; the man is shown casting rivers of fire from his fingers, directing lightning upon an enemy army, slaying demons with a glance, and so forth. A well-kept bed (now rather dusty) and a number of tables and shelves fill the room as well.

A careful examination of the room will reveal that the aged books and scrolls are in good condition, and could bring a total of some 500-800 gp if sold in a large city. They are on a variety of topics (astronomy, botany, myths and legends), and date from the time of the destruction of Andril. In a secret compartment in one of the bedside tables is a scroll of seven spells, each of 5th to 8th level power (determine spells randomly or assign them as desired). Adventurers might also wish to pry out some of the various gemstones mounted in the headboard of the bed. This will garner some 20-80 gems, each of 20 gp value and of many types.

A large cabinet filled with colorful rocks and minerals sits against the eastern wall of the room. Behind it is a concealed door to a storage room, filled with worthless old furs, antique furniture (worth 2,000 gp total), a collection of non-magical staves; and a small chest in the easternmost end of the room. Sitting on the chest is a dark-colored cat that appears quite alive.

The cat is a guardian familiar (as per the FIEND FOLIO Tome) and was the property of a 17th-level magic-user who lived here many years ago. It has an 85% magic resistance. The familiar will prevent the — chest from being opened, chasing characters out of the storage room if they start to approach the chest. Characters can see that something has been written in tiny print over the lock on the chest; anyone who manages to deal with the guardian familiar and reads the words will trigger the *explosive runes,* which will not affect the chest. Anyone attempting to pick the lock will activate a magical trap that will do 16 points of damage (saving throw vs. spells for 8 points damage) from electrical shock; to make it worse, the chest has been *wizard locked* and the "shock lock" is actually false, having nothing to do with opening the chest.

If the chest is finally opened, it will be found to contain a number of old, rather racy love letters from a girlfriend of the magic-user, a huge (9,000 gp) diamond in a small box (labelled "Break In Case of Emergency"), a *portable hole* completely filled with mud, and a spindle-shaped clear *ioun stone* that sustains a character without food or water. A secret compartment in the bottom of the chest contains a strange metallic item, shaped like a small steel box. If the lid on the box is opened, some peculiar projections can be seen, along with a tiny stone wheel that can be manipulated with one's thumb. There is a chance equal to one's intelligence score expressed as a percentage that a character will discover that the device will produce flame when the wheel is rotated quickly (on the bottom of the device is the inscription "Zippo"). The lighter is good for 60 uses.

The giant diamond is enchanted, as per the spell *trap the soul,* and contains the life force of an unfortunate thief who once ran afoul of the magic-user and paid for it. The thief, a gnome (level 9, S13, 114, W7, D17, C15, CH13, HP 37, chaotic neutral) named Grumbamm, will be released from the gem if it is broken, appearing with no possessions whatsoever. He will be extremely thankful to whoever released him, and will try to help them out for a few days before leaving on his own. Of course, "helping out" may take on many meanings to a chaotic gnome thief, and may include stealing from other party members in an attempt to make his benefactor richer. Communicating with Grumbamm will be a problem, as he speaks only archaic tongues. He will be able to make himself understood if the character he speaks with rolls his intelligence x5 as a percentage; likewise, Grumbamm will understand characters 70% of the time.

8) Hall Storage Room — This small room appears empty at first glance. It actually has some tools inside it that have were rendered *invisible* by spells. None of the tools are particularly valuable, though they are well preserved and rust-free. One of them strongly resembles a *saw of mighty cutting,* though it is not.

9) Hall of the Tribunal — This large hall has a series of seven benches in the middle of the room, a raised platform in the northern end for speakers, and three ivory-inlaid wooden seats at the area marked A, where the high priest, high priestess, and temple mage formerly sat in judgement on various matters. Previous adventurers have taken almost all of the ivory from the three northern chairs, leaving only some 50 gp worth left. The floor in this room is of dark gray stone, polished smooth.

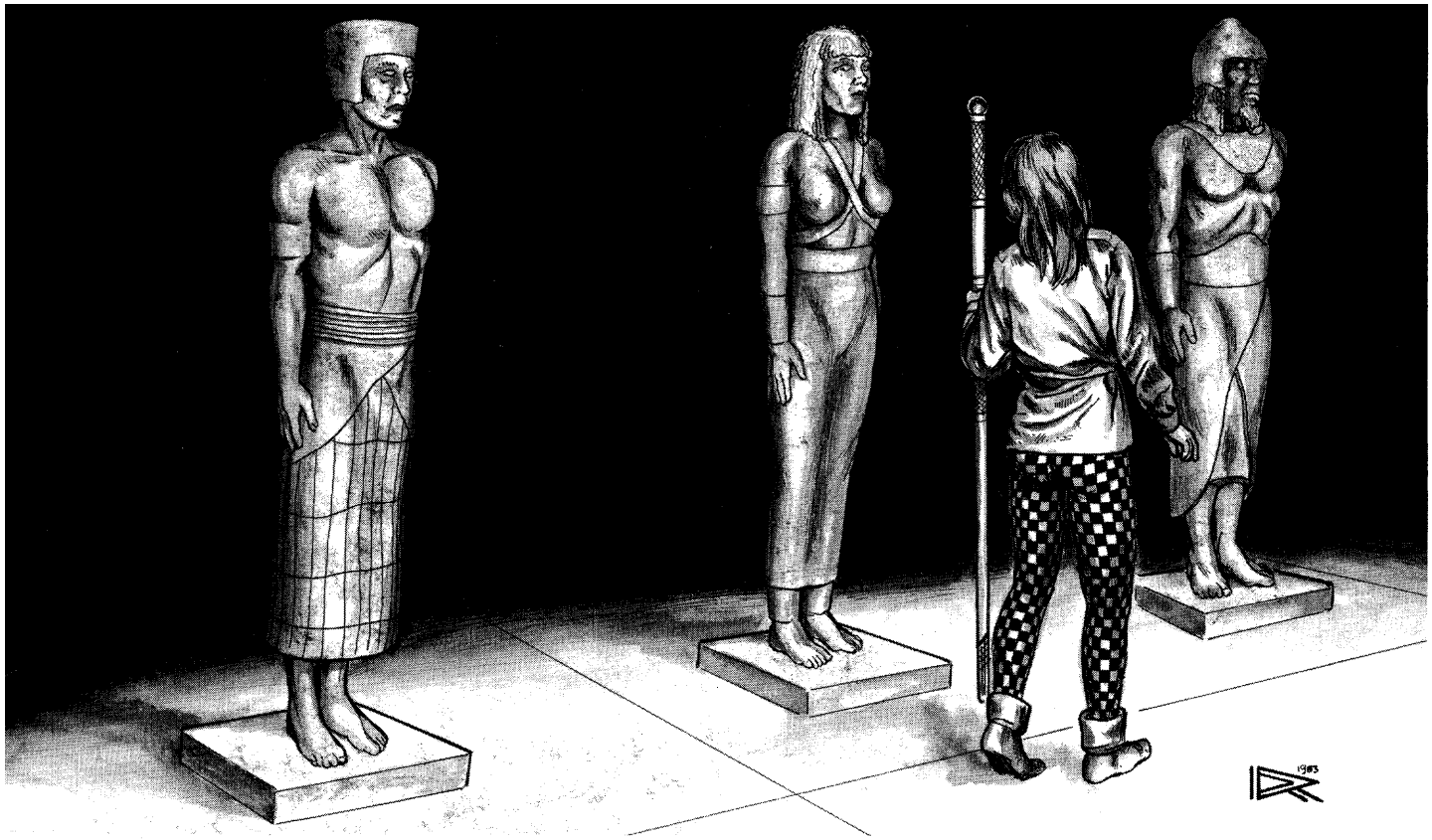
Along the far eastern end of the room at area B is an alcove lined with tapestries depicting the history of Andril, up to (but not including) its destruction. In front of the tapestries are six statues of various past priests and priestesses of Thoth, who were regarded as particularly powerful rulers. Each statue is decorated with gems, jewelry, and precious metals. However, a *wall of force* separates the statues from the viewers. Apparently, no one has ever managed to bring the *wall* down; unlike the *walls of force* at area 10, this *wall* will disappear permanently once it has been *disintegrated.* Each statue has 5,000-8,000 gp worth of gems, jewels, and metals on it. Removal of such items will take 2-8 hours per statue.

10) Trap — This room is not normally visible to anyone who stands beyond the eastern or western ends of the room and peers "into it." A special magical effect exists at points A and B, such that someone looking eastward from the hall by area 6 will look directly into area 11; someone in area 11 will see the entrance to area 6 (as shown in the diagram). Appearances are deceiving, however; anyone who tries to pass from the hall by area 6 to area 11 (or vice versa) without the special protections described below will become trapped in room 10. The room is covered with the bones of long-dead adventurers who found no way to escape. Various items of old equipment (well preserved in the dry air of the monument's interior) lay scattered about, as well as some minor treasures.

Once inside, both the eastern and western walls at points A and B will be transparent and people can see out of the room clearly. However, *walls of force* at A and at B prevent all escape. *Disintegrate* spells will cause a *wall* to be-dropped for 10 rounds, but a *dispel magic* must be cast in the round immediately afterward to negate a *dimension door* effect for 2-8 rounds, or anyone leaving the room from one side will reappear on the other side, still trapped within the room. Both spell effects will return after the noted periods of time.

The bones of 17 adventurers fill this unlit room, most of them being human in nature. Scavengers will find assorted usable weapons, pieces of adventuring gear, and some 370 gp worth of assorted coins and small (10 gp) gems. Three silver daggers, a +2 *battle axe,* and a *wand of illumination* with 31 charges left may be discovered among the remains after 3 turns of careful searching. Unless rescued or able to rescue themselves, persons trapped here will die of thirst and hunger within 10-40 days after their food runs out.

To prevent being trapped in room 10, one must have an abjuration spell of any sort cast upon him in the same round that he crosses points A and B. The person will then be *dimension doored* from either A to



B or B to A, as if room 10 never existed. Abjuration spells include *protection from evil* and *dispel evil,* as well as spells like *cure blindness* or *protection from normal missiles.* Casting an abjuration spell will *not* enable one to escape from the room if one has already become trapped within it. An exception to the above concerns those characters of true neutral alignment; these persons get a saving throw vs. spells each time they cross the *dimension door* points. Failure to save means the person is trapped within the room. Escape for such persons is conducted as for all others.

Anyone who examines the room's contents for longer than one turn will note that some of the remains have been carefully arranged, apparently after their deaths. Whether this was done by their companions or by someone else cannot be told.

11) Robing Area — This chamber contains cabinets and pegs for assorted clerical garments (purple cotton tunics) covered with hieroglyphs and symbols that pertain to the worship of Thoth. None of the garments, though well-preserved by the dry air, are in very good shape. One tunic has a dormant goldbug (see FIEND FOLIO Tome) in a side pocket, along with three gold and live silver coins.

There is a side closet in the northeastern part of the room in which the clerical vestments of a high priest and a high priestess of Thoth (recognizable to anyone worshipping a deity from the Egyptian pantheon) may be found. Less damaged than the other garments, these are worth about 250 gp apiece. Hanging in the back of the closet is a black robe with a golden serpent woven into the back. This is a souvenir of a successful raid against a temple of Set long ago; if worn by someone of lawful evil alignment, the robe will add +2 to saving throws vs. all magical effects. Anyone else wearing it will suffer as if the robe were a *cloak of poisonousness.*

12) Stairwell — This circular stairway descends 30′ to the second level. It is lit in three places by *continual light* spells along the ceiling.

SECOND LEVEL

13) Minor Library — This was a combination library and discussion room for the lower level clerics who inhabited the monument. There are very few books left on the shelves, most of them having been taken long ago or destroyed by passing adventurers. What books remain are in good condition, though useless to adventurers. There is one scrap of parchment, much handled, that appears to have been a note left by an adventurer who speculates that the clerics fled the monument after the disaster, as he can find no sign of their bodies within the building.

14) Study Carrels — Six small niches lie in a row here, each with its own desk and chair. All paper here has been destroyed by past adventurers, and a few random scribblings may be found on the wall to the east behind the study carrels.

15) Minor Clerics' Dormitory — Screened by faded curtains, this area once housed from ten to twelve lesser clerics of Thoth's religion. There are no food preparation facilities here, since the clerics simply used their spells to create it. The bedding and furniture in this room has been much damaged by passing adventurers, but is still usable as a resting spot. Indeed, judging from the amount of random equipment left here, many adventurers have used area 15 for just that.

The Dungeon Master should prepare a list of a large number of random items that may be found after a careful search of this room. Most items should be useless (boots with holes in them, burned-out wands, broken amulets, spoiled food, skeletal remains of an adventurer or two). There can be some valuables like coins, small gems, and the like. One or two minor magic items may be included here as well.

16) Restroom — This surprisingly clean facility is arranged so that garbage and wastes are dropped into a 10′ by 10′ chamber below the floor that contains a gelatinous cube. The monster cannot escape its confinement (not that it cares). However, anyone who tries to climb down the 3′ diameter garbage chute in the north wall will find that the walls of the chute are perfectly slick, and the character will be dropped directly onto the gelatinous cube. The character will be automatically struck by the gelatinous cube, and must make a saving throw vs. paralyzation in that round and every round thereafter in order to "stay afloat." Failure to make the roll means the character sinks into the gelatinous cube and is dissolved shortly thereafter. Contained inside the gelatinous cube, no worse the wear for their long stay, are 12 gems (worth 20-120 gp each) and a set of *bracers of defense* (AC 2).

17) Gymnasium — This large room has a number of old pieces of exercising equipment sitting about (weights, tumbling mats, bars, etc.). The skeletal bodies of three adventurers lay about the room, having obviously been beaten by something with incredible strength. Standing with arms folded in the center of the west wall is a huge, heavily scarred human male. The man wears a ragged set of robes belted at the waist, extending down to his knees.

The "man" is actually a flesh golem that has become altered somewhat from its long stay underground. It has become tougher as its skin dried out, making it AC 3 now, and it will take only half damage from blunt weapons used against it. The golem has also developed a low intelligence, and can regenerate its wounds at a rate of 1 point per turn. It is a normal golem in other respects (MV 8", HD 9, HP 40, #ATT 2, D/ATT 2-16/2-16).

When anyone enters the room, the golem will walk over to the nearest character and nod at him. It will attempt to speak, but nothing it says makes any sense. If anyone tries to communicate with the golem, it will smile and follow that character around wherever he goes. It will do nothing more than follow, however, and will obey no commands. If attacked, the golem will immediately go berserk and attack everyone close to it. It may be noticed that the golem is wearing a ring on one hand; the ring is one of contrariness.

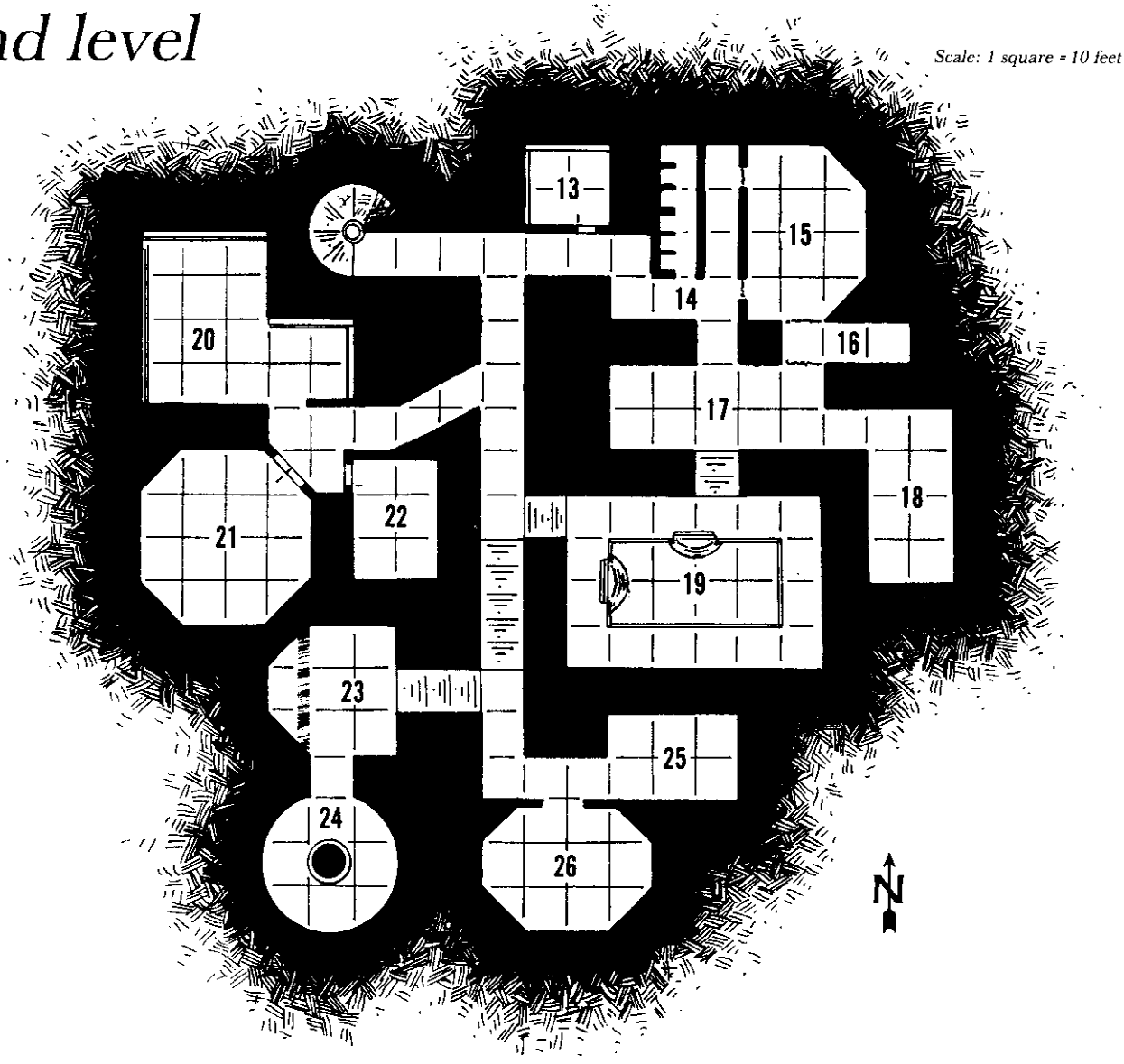
18) Major Clerics' Living Quarters — This chamber was once the personal quarters for the high priest and high priestess of Thoth. However, the southern 20' square section of this room is now covered by a large patch of witherweed (see the FIEND FOLIO Tome). The weed has grown over a bed, some bookshelves, and a wooden chest.

Unfortunately for intruders, an evil illusionist once cast a *permanent illusion* over the witherweed, so that the room appears to be in perfectly normal and undamaged condition. Anyone who walks over to investigate will walk directly into the witherweed and be attacked by it. If someone manages to destroy the weed without burning it off, then the chest may be opened. Inside is a large stack of papers, including three random magical scrolls (if they contain spells, the spells will be clerical in nature) and a diary kept by the high priestess of Thoth. The priestess describes the day-long destruction of the city in careful detail, and finally notes that the clerics planned to escape through the "gates below" with the help of the deity Geb (see the DDG book for information on this god). There is very little in the way of information on the monument; most of the diary is concerned with financial matters and with the priestess's relationship with her spouse, the high priest.

19) Pool — Adventurers will note that this pool has no drainage pipes to fill it or empty it with (clerics used create water, *destroy water,* and *purify water* spells on it). The pool is now dry, though there is a layer of dried material around the edges and along the bottom, similar to salt in taste. Anyone who actually tastes this material

Second level

Scale: 1 square = 10 feet



will be healed of 1-4 points of damage. This material will only do this the first time a character tastes it, and will have no further effect on the character afterward.

20) Major Library — The shelves and tables in this room are littered with the remains of books, papers, and scrolls that have all been defaced and burned. Graffiti on the walls indicates that previous adventurers have looted this place thoroughly, and destroyed whatever was left. Lying under a table in the center of the room is the body of a dead adventurer, who was apparently killed in his sleep, possibly by another adventurer. Though there is a lot to investigate in this room, there is nothing further of interest.

21) Laboratory/Workroom — The huge bronze doors to this workroom area are locked with three locks. Because of the powerful enchantments placed upon them, no magic can undo the locks; only thieves can open them. However, each lock will place a different curse upon any thief who is bold enough to try opening it. The uppermost lock will cause any thief who tries to pick it to save vs. polymorph or be turned into a non-poisonous snake of small size. The second lock causes everyone within 20′ to save vs. spells at -4 (with wisdom bonuses applicable) or be struck with *fear*. Those who fail to save will flee back to the first level of the dungeon, and will not descend willingly any further. The third lock causes the thief to save vs. spells; while no immediate effects will be noticed, the thief will have a permanent invisible brand upon his or her forehead that will only be clearly visible to clerics. The mark identifies the thief as such, but does not force any clerics to react unfavorably toward the character. Near the base of the door are two snake skeletons, killed by sword blows.

Inside the room is a laboratory and workshop designed for building enchanted creatures, particularly golems. A partially completed clay golem stands in one corner, and tables around the room are filled with various sculpting tools, metalworking implements, surgical materials, and so forth. The total resale value of these materials would be considerable if sold to temples or wizards who wanted them (1,200-1,800 gp value).

The room is guarded by a special enchantment. If anything is taken from the room, an aerial servant will be summoned from the Elemental Plane of Air to recover all stolen items as soon as anyone leaves the room with something. The aerial servant (AC 3, MV 24", HD 16, HP 98, #ATT 1, D/ATT 8-32) will not fight, but will not leave unless it is destroyed or unless it recovers all items taken from the laboratory.

22) Storage Room — This room contains a large amount of material that clerics of 9th level and above will recognize as useful for building clay golems. Wizards of 11th level and above will note materials good for building other sorts of golems as well. Most of this material is difficult to transport, but could bring fairly good prices if sold in a major city (totalling 1,000-4,000 gp).

23) Guardian's Chamber — The western end of this room is covered by a permanent illusion of a stone wall. Standing behind the illusionary wall, and able to see through the illusion clearly, is a clay golem (AC 7, MV 7", HD 11, HP 50, #ATT 1, D/ATT 3-30). Two skeletons of adventurers lie at the foot of the stairs, clutching swords. One wears +2 *plate mail,* and the other has two 500-gp gems in a belt pouch, as well as a scroll tube with a *protection from devils* scroll inside. Both adventurers seem to have been killed by great blows, and have been dead many years.

The clay golem is under the control of a chaotic evil spirit. Formerly it guarded the entrance into area 24, but during the fight with the two adventurers, it was possessed and will now attack anyone who reaches the foot of the stairs. The clay golem will pursue adventurers through the monument, and will even leave the monument to attack anyone else it can find. The golem will surprise opponents when it steps from the illusionary wall on a roll of 1-4 on d6.

24) Shaft to Third Level — This circular chamber is devoid of all ornamentation, except for a suit of plate mail hung on the south wall of the room. The armor was obviously seared in the past by great heat. Close examination will reveal nothing else.

In the center of the room is a 10′ diameter shaft that drops down for 120′ to the third level. Anyone stepping out into the shaft will slowly float downward to the next level, as if having received a *feather fall* spell for the duration. The descent will take exactly one minute. However, during that time anyone in the shaft will find all of their metallic belongings abruptly heating up to searing temperatures. The character will take 1 point of damage for every 10 gp weight of metallic equipment carried. (The encumbrance tables in the back of the newer editions of the DMG will provide weights for most metallic items; weapon weights are given in the Players Handbook, and armor weights in the DMG.) Thus, a man wearing plate mail armor would take 45 points of damage from that alone, since platemail weighs 450 gp. A saving throw vs. spells permits one to take half damage (rounding fractions down) from the heat. Any of the precautions listed as negating the effects of the druid spell *heat metal* will be effective in negating the effects here.

The only way to avoid taking damage is to send metallic items down the shaft separately from living beings. The items will float to the bottom like everything else will. Though metallic items become extremely hot, they need not save vs. magical fire, and will remain effective and useful.

25) Conjuring Room — This chamber seems to be devoid of all furnishings and tapestries. The remains of a pentagram and a protective circle lie on the floor. A magic-user can tell that they were designed to conjure elementals, and can judge the age of the scribings to be about equal to that of the rest of the monument. The scribings are useless now; if anyone tries to summon an elemental or other creature using these protective drawings, the summoning may well succeed, but the drawings will be found to be ineffective, and the elemental or other summoned being will attack the summoner at once.

26) Unused Room — This room seems to have been used as a storage area, and later as a garbage dump by adventurers. The referee should feel free to fill the room with items from the "Dungeon Dressing" tables (Appendix I) in the back of the DMG, keeping the number of useful items to a minimum. A few coins or minor treasures might be included as well. Over the years, a small colony of yellow mold has sprung up in the southern end of the room, and there is a 5% cumulative chance per turn of searching through the junk-laden room that the mold will burst. Adventurers have a separate 5% cumulative chance per turn of searching of finding the mold before it blows up. A complete search of the room will take 12 turns.

THIRD LEVEL

27) False Elemental Hall — Adventurers who arrive in this area from the second level will see an octagonal room with four 14′-by-14′ alcoves in the northeast, northwest, southeast, and southwest corners. The alcoves are sealed from the octagonal room by *walls of force.* The four alcoves (labeled A through D) are described below. Careful observers may notice that the arrangement of the alcoves and their contents is not consistent with the arrangement of the Elemental Planes. Four secret doors may be discovered in the north, south, east, and west ends of the room, two leading to other major areas of the monument complex and two (located between "planes" that do not normally touch one another, at the Fire/Water junction and Earth/Air junction) lead to traps.

A: This area is filled with roaring flames. Though the heat from them cannot be felt, this area illuminates most of area 27. If someone casts a *disintegrate* spell at the *wall of force* here, flames will burst out into area 27 for one round, doing 10-100 points damage to each person there (save vs. dragon breath for half damage). The flames will go out immediately afterward.

B: This alcove appears to be full of solidly packed sand. If the *wall* is brought down, sand will pour into area 27, forcing all within to make saving throws vs. wands or be buried in the sand, helpless to save themselves. The victims will be crushed for 3-30 points of damage, and will suffocate unless dug out within 2 rounds. Those who are not

so trapped can search for buried victims, with a 5% chance per segment (6 seconds) of uncovering them (cumulative over time).

C: This area is completely filled with pure green water. Dropping the *wall* will cause everyone in the room to save vs. paralyzation or take 4-16 points of damage from the resulting wall of water. The water will fill area 27 to a depth of 3', and will pour into other areas of the complex as doors are opened.

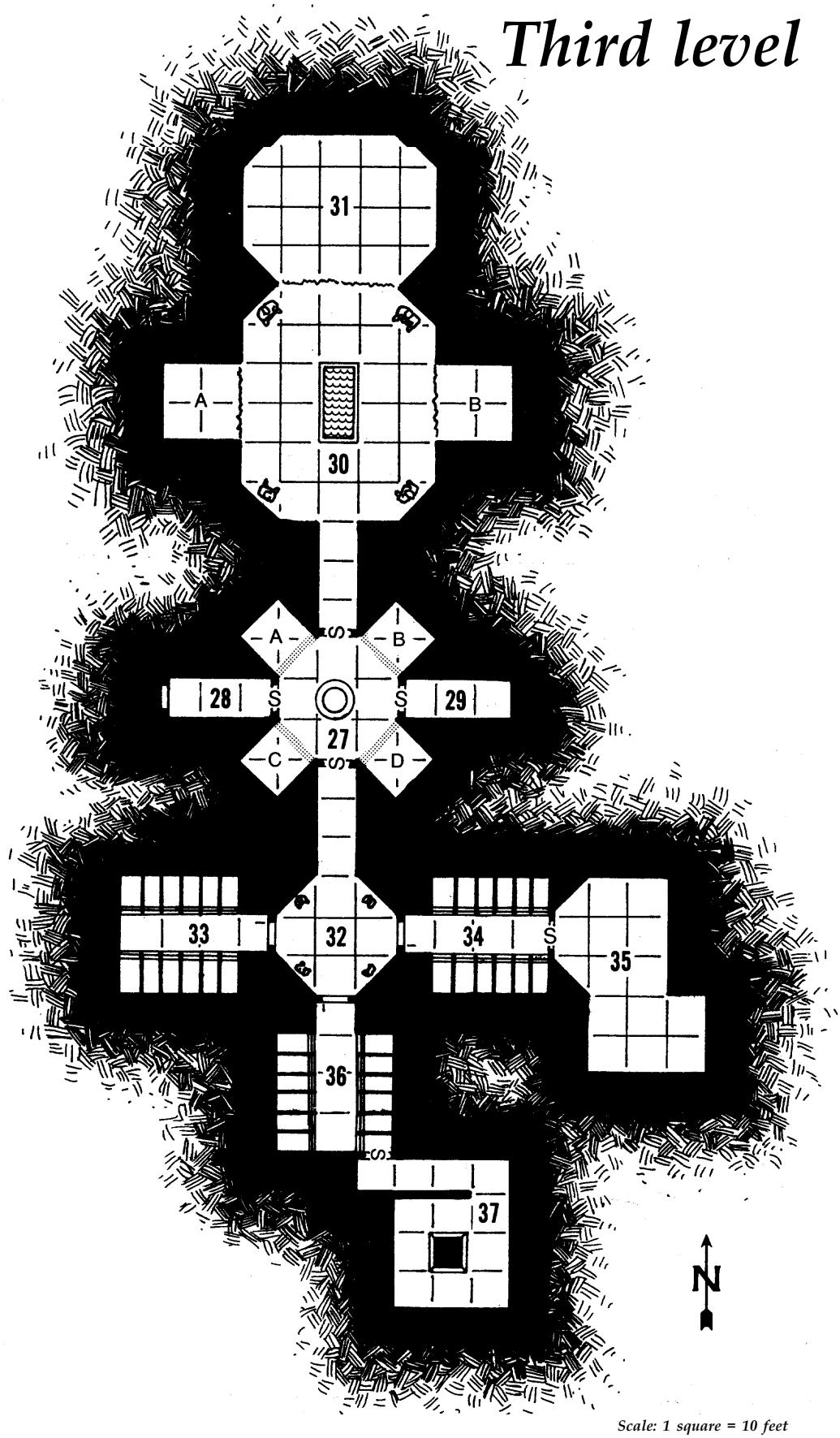
D: This room appears completely empty. It is, almost. Contained inside is a vortex (AC 0, MV 15", HD 2+2, HP 17) that, if released, will immediately turn into a whirlwind centered under the shaft to the second level. It will also try to capture one character at a time and spin him around in it, lifting the victim some 30' up the shaft. If the vortex is killed, the character will drop 30' and take damage from the fall.

Finally, if anyone walks away from the center of area 27 after dropping down through the shaft from the second level, and then walks back underneath the shaft and stands still for longer than one round, that character will be *levitated* directly up the shaft to area 24 within one minute. The character will *not* be subject to the *heat metal* effect on the trip up.

28) Steam Trap — Anyone who opens the secret door to this room will see a door at the far end. The moment that someone opens the far door, the secret door into the room will lock shut (as per *wizard lock,* 17th level). The far door is false, opening to a rock wall behind it. In the round after the one in which the secret door shuts, the room will magically begin to fill with steam. Those trapped inside will begin suffering from the scalding mist, taking 1-4 points of damage every round they are exposed to it. The steam bath will last for 2-20 rounds, after which time the secret door will again open, and survivors may flee.

Fire resistance potions or rings, *protection from fire* spells, and similar powers, or spells will protect the trapped characters from harm. Any sort of cold-producing spell, such as an *ice storm* or *cone of cold,* will also negate the steam's effect, as well as causing none of the damage that would normally be taken from the cold spell. However, cold-producing spells will only negate the steam's effect for as many rounds as the level at which the spell was cast (i.e., a *cone of cold* cast by a 9th-level magic-user will negate the steam for 9 rounds).

29) Dust Trap — Anyone opening the secret door to this room will find a thin layer of sand and dust on the floor inside. Nothing else is visible at first. Anyone who steps inside the room, however, will be trapped as the secret door slams shut behind him, locked as if by a *wizard lock* of 17th level power. In the round afterward, a trap in the ceiling will release *dust of sneezing and choking* into the room. The secret door will open again in 21-30 rounds, after the *dust* has dissipated and is harmless.



30) Foyer — This large octagonal chamber has three curtained exits leading off from it. In the four diagonal corners of the room are giant statues of Thoth, in four different colors of stone (red, brown, blue, green). They are arranged in "correct" order, if the colors are taken to be related to the four elemental planes of fire, earth, air, and water. In the center of the room is a long pool of water, level with the floor. If anyone

stands at the side of the pool and concentrates on the water, there is a percentage chance equal to that character's intelligence score that a vision will be seen in the pool. Such a vision will come only after a round of concentration. It will last for 2-9 rounds, and can only be generated once per day per character.

Visions that will be seen will vary from character to character. Most visions (70%) will be of a past event in the character's life, drawn at random (the Dungeon Master may also invent brief episodes that occurred in the character's life prior to taking up adventuring). Other visions will be of the character and his party as they are now inside the monument's tunnel system (25%). This type of vision will reveal one member of the party at random, showing his location, his actions, and so forth.

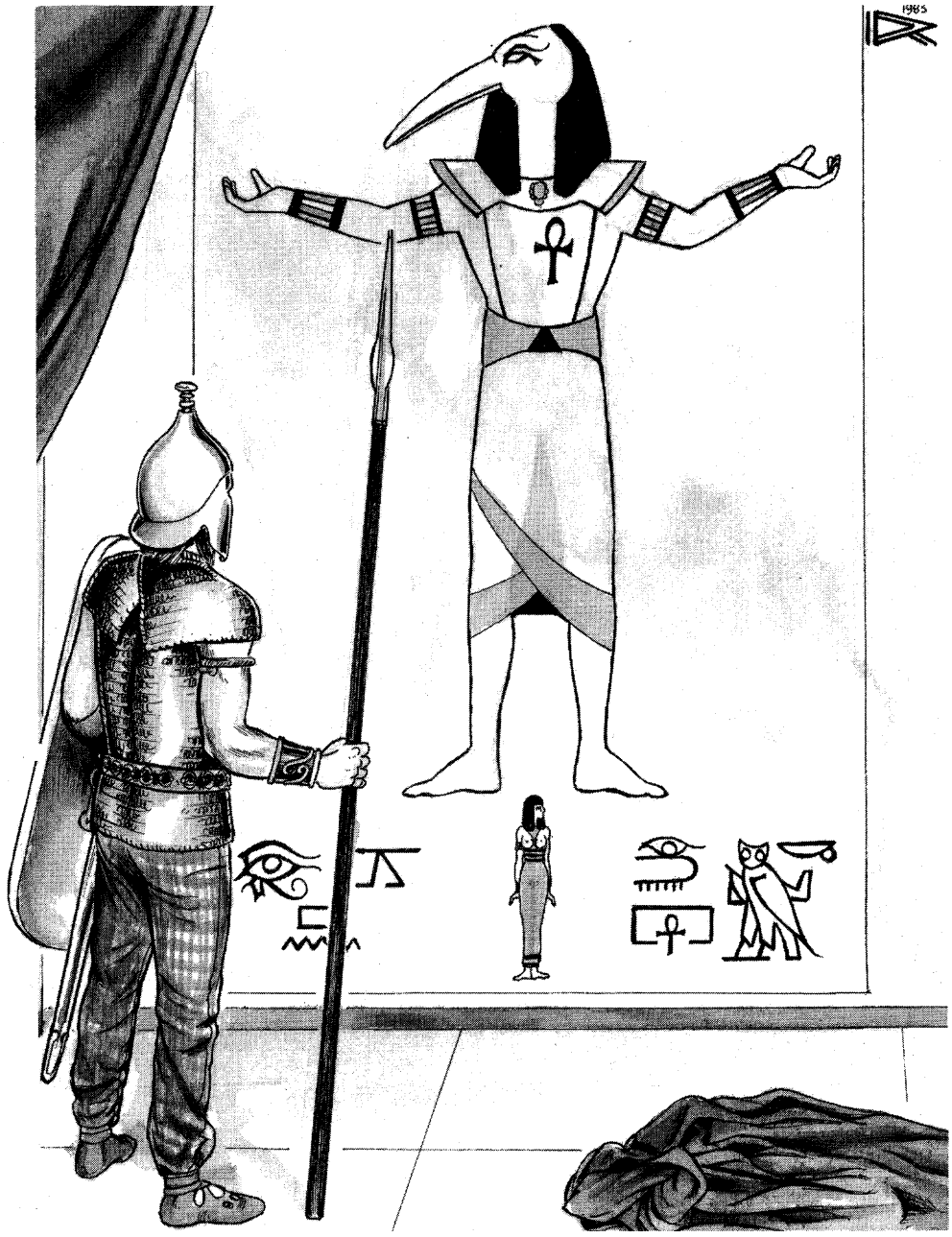
Finally, 5% of all visions seen here will depict some future episode in the character's life. Such future events only serve as possible futures, and are not fated to occur. For example, the character might see an assassin creeping up and backstabbing him in a local inn. The character can prepare for the event by having bodyguards with him, and the assassin may be captured or slain before the prediction comes true. DMs may become very creative when using this "prediction" power, and should not feel constrained to make things come true in a certain way.

The two chambers to the east and west have hieroglyphic writings upon the floor and walls around them, warning everyone to stay out of them. The hieroglyphs may be read and understood by a cleric or magic-user who worships an Egyptian-pantheon deity. The rooms, A and B, are described below.

A: This area, screened by a thin purple curtain, is bare of all furniture and ornamentation except for a huge painting on the western wall. The picture shows the god Thoth, arms outstretched, standing over and behind a tiny human male figure. Some hieroglyphs on the wall, next to the human figure, may be read by any cleric or magic-user who worships an Egyptian-pantheon deity. The message indicates that this was the return point for the high priest of Thoth when he used a *word of recall* spell.

B: Much like area A, this chamber is also bare of all but a picture showing Thoth standing over a female human figure. The hieroglyphs indicate that the high priestess of Thoth teleported here with her *word of recall* spell.

31) Chamber of Meditation — This room is a soft gray color, and has a thick carpet on the floor. The only thing that adorns the plain walls is a single word in the center of the northern wall: *Meditate* (written in ancient common, but clearly understandable to all). Any cleric who rests here in meditation for as many hours as he or she has levels will be magically affected by this room. Clerics who are of the neutral alignments (true neutral, lawful neutral, etc.), including all druids, will be affected as if they had inhaled *incense of meditation.* Clerics of lawful good, chaotic good, lawful evil, and chaotic evil alignment will be affected as if they had been exposed to *incense of obsession.* All clerics and druids will be able to tell from the magical "feel" of the room that it may have some effect upon them, though they won't know what effect.



32) Chamber of the Dead — This small octagonal room has a *silence, 15' radius* spell cast upon it. It was cast at the 16th level of ability, for purposes of deciding if *dispel magic* will work upon it. If anyone does manage to dispel the *silence,* that character will be automatically stricken with a curse (no saving throw) to have to make a saving throw vs. spells whenever confronted with an undead being. If the saving throw is failed (wisdom bonuses apply), the character will flee from the undead creature in fear for 5-8 rounds, dropping everything that he holds. This curse can only be removed by a cleric of 9th level or higher using a *remove curse,* or by the use of a *wish, limited wish,* or *alter reality* spell.

Three doors lead to the south, east, and west. In the diagonal corners of the room are four statues of the gods Thoth, Anubis, Ra, and Osiris. Each is made from colored marble, and appears virtually lifelike.

33) Western Vaults — This area is one of three burial vaults in this end of the underground complex. The walls have sealed chambers for the burial of dead priests and priestesses of Thoth, as well as other important religious officials of Andril. This area, as well as areas 34 and 36, has 24 burial chambers; roughly two thirds of the chambers in each area contain mummified bodies, dressed in funeral clothing with ceremonial items with them. Few items buried with the dead are worth anything. Allow a 5% chance per chamber that some minor item, such as a non-magical ring, gem, or the like will be found (maximum value of such items will be 100 gp).

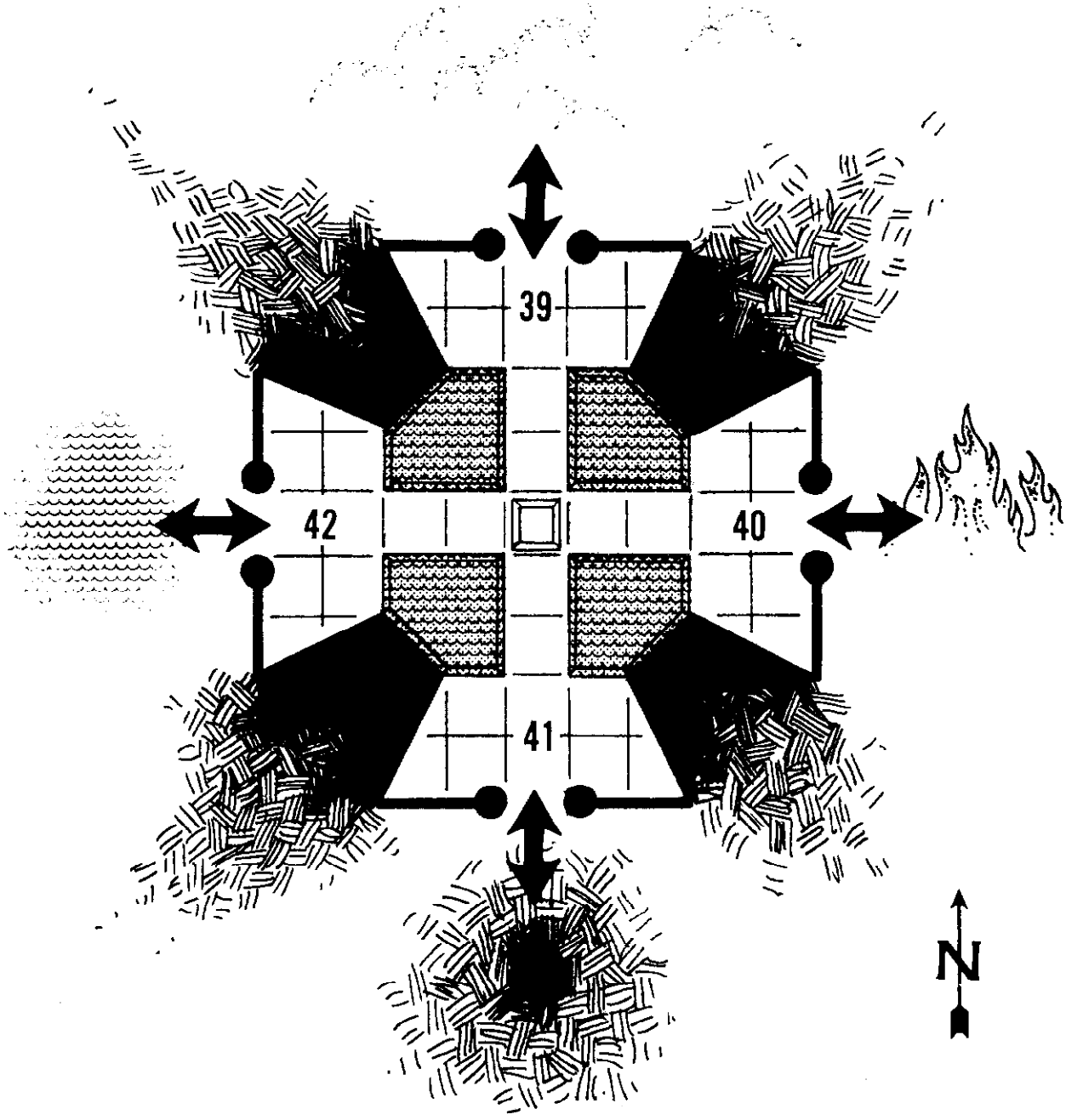
34) Eastern Vaults — This area is just like area 33 in all respects, except for the secret door in the far eastern end of the room. The secret door is sealed with a *wizard lock* of 17th-level power. The door may be detected as either a stonework trap (by dwarves) or as a secret door (by elves). Other characters have 1 chance in 12 to detect it, per turn of searching. If the *wizard lock* is dispelled, it will reappear the next time the door is shut (and the door will shut automatically within 1-4 rounds if it is left alone).

35) Embalming Room — Embalming and necromantic materials of all sorts fill this room, covering tables, cabinets, and walls. The smell of some of the chemicals is quite strong, and will make characters nauseous for 1-4 rounds if they fail to save vs. poison upon entering the room. However, anyone who stays here for longer than one turn will be overcome by the fumes, and will fall into a deep trance-like sleep. This sleep will last for as many weeks as the character has hit points, and at the end of this time period the character must make a system shock roll or die. If the roll is made, the character will awaken with 1 hit point, barely able to move (half normal speed) and unable to attack or defend himself. The character must eat and drink within 24 hours of awakening or will quickly perish.

In this room are three adventurers who came into the ruins two years ago; two of them are dead, but one is still alive. Lying between a dwarven male in leather armor and a human male in plate mail is a human female, wearing bracers and carrying a dagger. She is dressed in flowing green robes, belted at the waist with two side pouches (containing items like copper coins, candles, tinderboxes, etc.). The woman is Karamel Andrigson, a paladin who prefers the use of daggers to other weapons and enjoys bracers for armor over more encumbering sorts. Karamel was trapped in this room with her companions while searching for a legendary "gateway to other planes" rumored to exist in this monument. She is near death, though it is obvious at a glance

Fourth level

Scale: 1 square = 10 feet



(comparing her to the state of her companions) that she still lives. She is a 10th-level paladin: HP 108 (currently 3 left); S15, I17, W17, D7, C18, CH17; no spells currently, Her *bracers of defense* are of AC 2, and she uses a *+3 dagger.* The religion she belongs to is that of Ukko, chief of the Finnish deities (see the DDG book). If taken out of the dungeon and given proper treatment, Karamel will reward the adventurers with 5,000 gp each from her temple. She will only truly befriend good characters, particularly lawful good ones.

36) Southern Vaults — Much like areas 33 and 34, there is one anomaly that may be noticed in this room. The lowest burial crypt in the southeastern corner of the room is slightly open. Investigation will reveal that the crypt here is empty, and that there is a secret door in one side of it. The secret door can be opened easily with a catch on the floor. On the northern wall of the crypt is the inscription (in ancient common, but clearly understandable) "Through the halls of the dead, to the halls of the elements."

37) Shaft to Fourth Level — This is an unadorned little chamber with a 10′ square pit in the center of it. The pit drops 110′ down to area 38. On the southern wall of the room is written the word "Trust."

Anyone who jumps into the pit will fall immediately at full speed toward the bottom. However, the character will not strike the sides of the pit and will receive a *feather fall* spell just 10′ above the bottom of the shaft, enabling the trusting character to land safely, even if somewhat shaken up.

FOURTH LEVEL

38) Crossroads — The drop shaft from area 37 will land characters onto a crossroads-like structure, surrounded by four pools of violet-colored liquid. The crossroads path is 10′ wide, and has no railings to prevent one from falling into the liquid. The liquid acts as a *potion of delusion* if consumed (it tastes like fine wine). A deluded person will believe that he or she knows everything there is to know about the area he or she is in, and will rush off madly toward either area 39, 40, 41, or 42, crossing through the doorways there without stopping.

The four areas that can be seen from area 38 are all transdimensional gateways to the four major elemental planes. The doorways that can be seen are black in color, but are not solid; anyone may walk through them and will emerge somewhere on the elemental planes. A small pedestal sits 10′ in front of each door, each bearing an item upon it. The clerics of Thoth used these gateways to further their knowledge of the Elemental Planes, It was through such contact that certain clerics came to know one of the Elemental Princes of Evil (most likely Olhydra, as listed in the FIEND FOLIO Tome), and became corrupted.

The DM should sketch out a small portion of each plane, in case some adventurers decide to try their luck thereon; remember, though, that the monument won't stay above ground forever, and characters might not be able to escape if they dally too long on other planes. Also, entry into any elemental plane without proper protection means the abrupt death of the character from drowning, burning, suffocation, or wind blasts (depending upon the plane traveled to).

Anyone who stands directly beneath the opening in the ceiling at area 38 and says, "up!" in any language will be lifted into the air by rapid *levitation,* and will rise up to area 37. The *levitation* will be dispelled once the character enters room 37 and moves away from the shaft, landing the character on the floor again.

39) Gateway to the Plane of Air — This chamber is sky blue in color. The pedestal is of a clear blue crystal *(glassteeled* glass worth 500 gp) and has a *ring of air elemental command* upon it. The ring will initially function as a *ring of invisibility* when first worn by anyone. The hieroglyphs and other writings on the ring make it clear the ring is to be worn only by a cleric of Thoth.

In order to activate its powers, the ring must be blessed by a cleric of Thoth. However, if anyone takes this ring from the monument without having it so blessed, the ring will be cursed and will function as a *ring of -3 protection,* worsening all saving throws that character makes. The ring will not then be removable unless a cleric of Thoth casts a *remove curse* on the ring. The cleric will recognize the ring as belonging to the priests of Thoth, and will also take the ring back in addition to any other payment for the spell casting. Note that no cleric of Thoth will bless the ring unless it will be worn by another priest of Thoth. Also note that every time the ring is removed, it must be *blessed* again in order to function at full power.

40) Gateway to the Plane of Fire — This chamber is fiery red in color, and the small pedestal before it appears to be of *glassteel* but is actually of regular glass (worth 350 gp) and is rather fragile. Upon it is a *ring of fire resistance.* If anyone touches the ring without speaking the name of the glyph of fire *(fah,* as per the DMG) will trigger the *glyph of warding* placed on the tabletop. The burst of flame will do 30 points of damage to the character grasping the ring (half of that if a save vs. spells is made). The glass table must save vs. magical fire or it will shatter. The ring, of course, will not be affected.

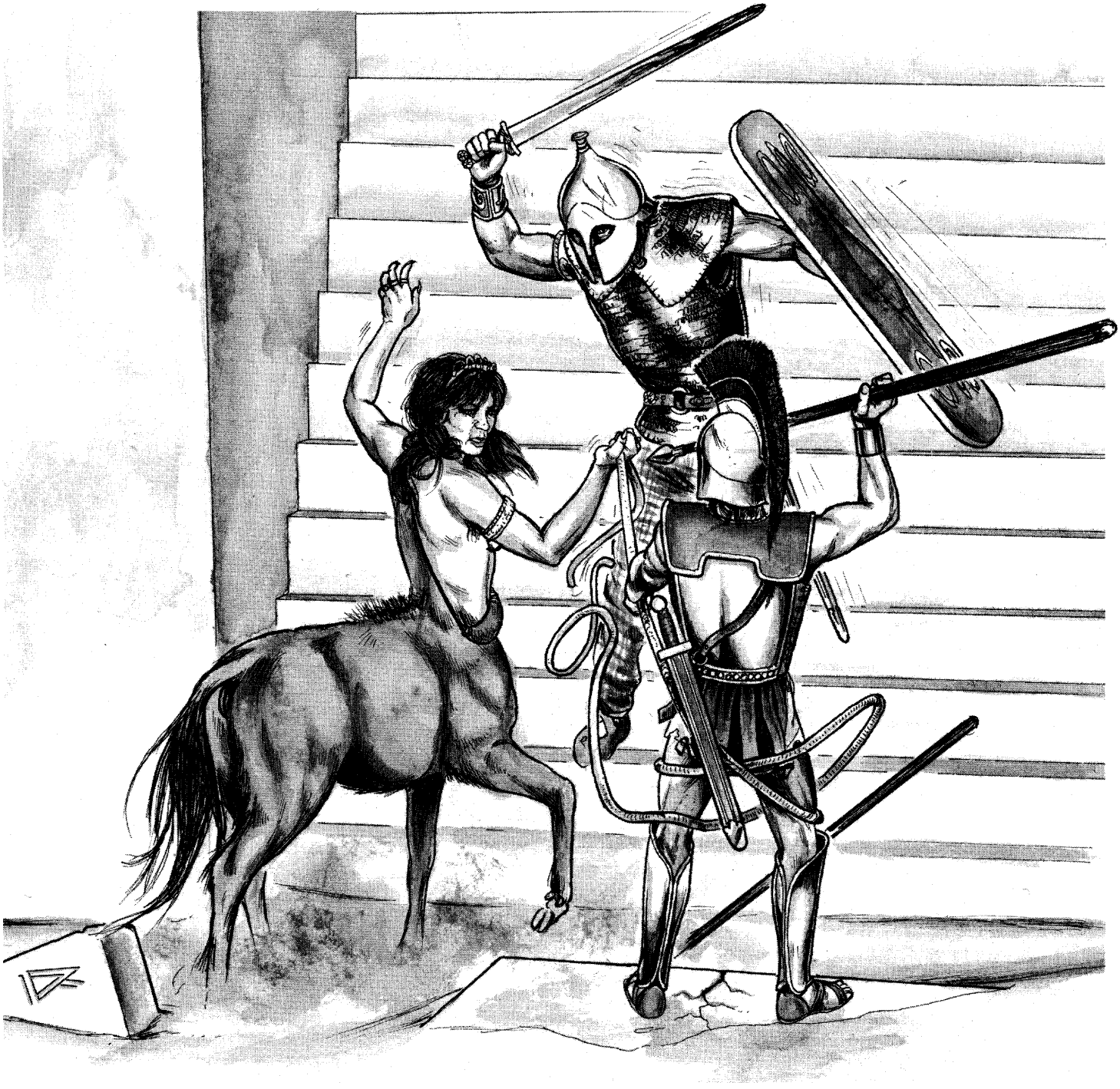
41) Gateway to the Plane of Earth — This chamber is a deep brown in color. The dark wooden pedestal before it is quite broad and massive, much moreso than the other pedestals. A smooth black stone rests upon the tabletop. Anyone who picks up the stone will immediately discover that the pedestal is actually a killer mimic (AC 7, MV 3", HD 10, HP 66, #ATT 1, D/ATT 3-12). There is a 90% chance that whoever picks up the stone will also get his fingers stuck to the mimic, rendering that hand useless. The stone is a *loadstone,* and will cut the movement rate and number of attacks per round of the victim by half even if the mimic is slain. The mimic will not attack anyone who tosses some food on the tabletop first. The priests of Thoth were able through costly rituals to invoke the favor of the deity Geb (see the DDG book), who lives on the Elemental Plane of Earth, in order to cross into that plane without other magical assistance. The table and stone, of course, were only traps for the unwary.

42) Gateway to the Plane of Water — This chamber is a deep sea green in color. The pedestal before the door is made of brilliant jade, and is worth 10,000 gp if removed intact. In pieces, the table is worth about 1,000-4,000 gp altogether. On top of the table is a *ring of water breathing,* with a 5′ effective radius. The ring is unremarkable in appearance, being a plain silver band. However, if anyone wears this ring within 60′ of a fire elemental (or an efreet, salamander, or other denizen of the Plane of Fire), the fiery creature will immediately sense the presence of the ring and will attack the wearer instantly, regardless of any other orders (this will occur even with fire elementals under a magic-user's personal command). This peculiar curse cannot be removed from the ring without destroying the ring.

Leaving the monument

While the adventurers are exploring the monument, Feyodena the lamia (and Telketnatun the gynosphinx, if the party has attacked or been rude to her) will be preparing an ambush for them outside. Feyodena will station herself at the foot of the stairway leading up to the statue of Thoth, magical potion in hand. The magical rope will be left coiled in a heap at the top of the stairway, out of immediate view. As soon as the party emerges and starts down the stairs, the lamia (still invisible) will drink her *potion of growth.* As soon as the party starts down the stairs, she will call out the command word to activate the *rope of entanglement.* This will also render Feyodena visible, and the party (now most likely entangled in the rope) will be confronted by a 30′ tall lamia!

Feyodena will immediately start using her *charm* power on any character who attacks her. If reduced to below half her hit points, Feyodena will turn *invisible* using her ring, and will flee into the desert. If she can *charm* attackers into submission, she will move within reach of the party (easy enough for her to do, in her enlarged form) and will begin touching them and draining their wisdom points away. Once the party has been completely brought under her



control, she will command the *rope of entanglement* to release them, and will bid the party to follow her away, where she will dine on them at her leisure . . . .

If Telketnatun is involved in the ambush, she will assist Feyodena by inscribing a *symbol of stunning* on the first step of the stairway down from the monument (beside the rope). She will then use her *dispel magic* power on anyone who appears to be a spell caster (having a genius intelligence, Telketnatun has a 90% chance of accurately picking out spell casters, even in disguise). Knowing that Feyodena will be trying to *charm* those caught in the *rope of entanglement,* she will concentrate on uncaptured spell casters, maintaining this power from round to round until everyone is captured, escapes, or is slain. If she takes more than half damage in hit points or is in danger of losing her life, Telketnatun will fly away for good. If the gynosphinx and her ally win, they will divide the party up between them (Telketnatun getting all the clerics and bards) and have an informal luncheon.

Ending the scenario

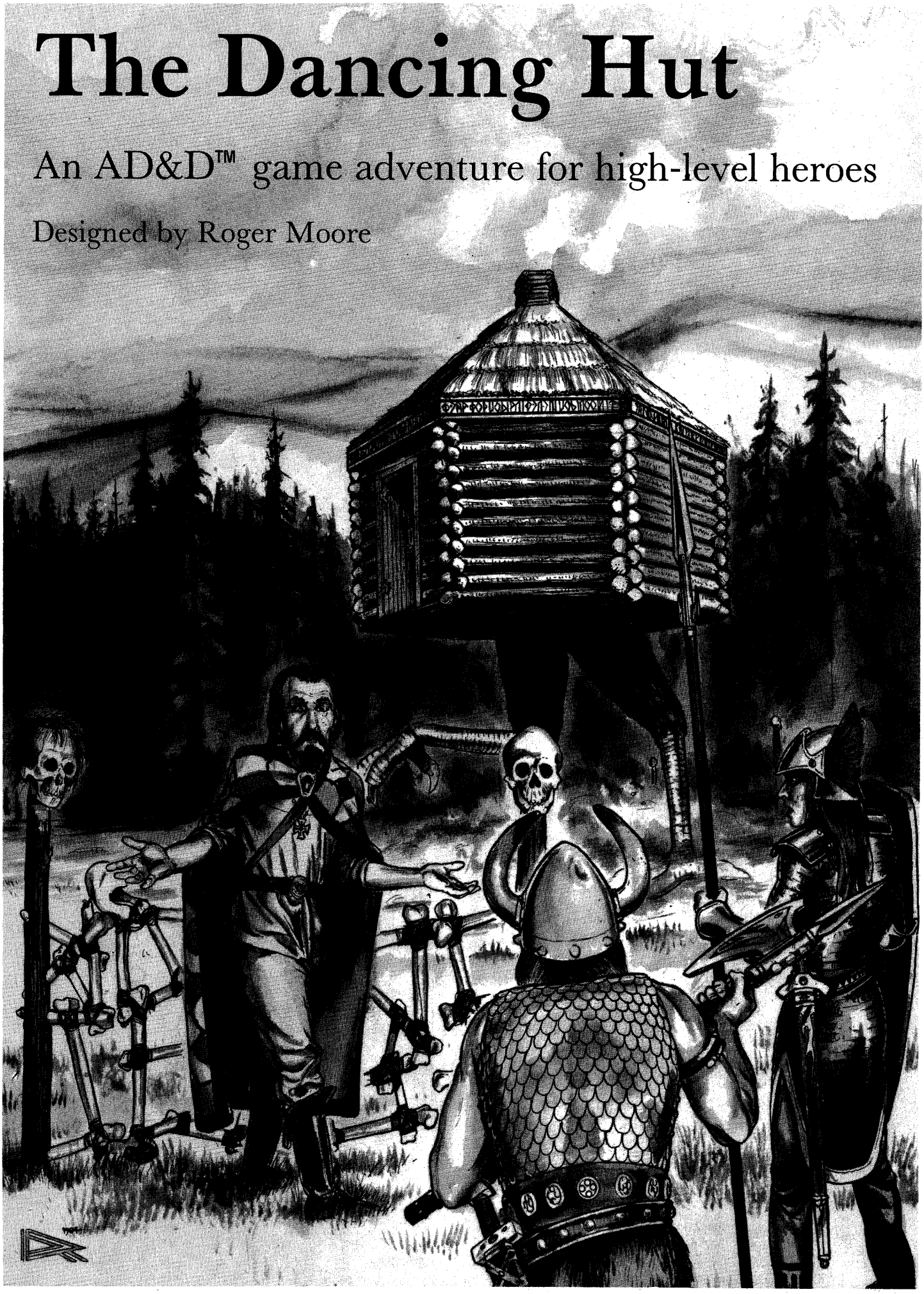
If time runs out and the monument starts to descend into the sands again, the characters will know about it only if they are outside the monument or have a guard stationed somewhere who can warn the group; the descent of the monument will be completely silent. The monument will sink into the sands at a rate of 30′ per round, and no magical force or power can stop it. Characters standing on top of the monument will be able to leap off onto the sand and escape. Those inside the monument will be trapped (the secret entranceway shuts and locks one round after the descent starts, with a 17th-level *wizard lock* in effect upon it) and will have to wait for two years to escape — unless they leave through the gates into the Elemental Planes.

Any characters who manage to survive the dangers of the monument and return to Ruatha will be treated as heroes by the villagers. They will get free food, free lodging, and other courtesies. The townspeople will ask only that the characters describe, in great detail, all of their adventures within the monument. Refusal to do so will be taken as an insult, and the charaters will be escorted forcefully out of town.

The Dancing Hut

An AD&D™ game adventure for high-level heroes

Designed by Roger Moore



The Dancing Hut

For the DM's eyes only

Referee's introduction

High-level adventures are hard to come by. Every month, readers write to DRAGON® Magazine asking for modules in which powerful characters can test their skills against powerful enemies, but settings like that are uncommon.

High-level characters often run into high-level magic items, and the most powerful magic items are relics and artifacts. What follows is a description of one of the most famous of all artifacts: The Dancing Hut of Baba Yaga. This magical hut serves as its own high-level adventuring environment, and the material below suggests some scenarios for this setting, too.

Before running an AD&D™ adventure using this material, the referee should read through this module carefully and be as familiar with it as possible. He should pay special attention to the Dancing Hut's peculiar construction. Because all referees handle high-level adventures differently, and because this magazine has space limitations, Baba Yaga's Hut is presented here in general form. Specific details on the exact contents of the Hut's rooms and inhabitants should be filled out by individual DMs, so that no two versions of the Dancing Hut need look exactly alike.

The Dancing Hut is designed to challenge high-level characters to the limits of their ability; characters below 9th level should not go adventuring in this module. The referee should try to avoid having adventurers arbitrarily killed off. On the other hand, adventurers shouldn't receive "Monty Haul" rewards, either.

A final note: Baba Yaga and her Dancing Hut have been previously described in issues of DRAGON Magazine and the Dungeon Masters Guide; this adventure setting, however, contains a version that differs from each (influenced by the author's research on Baba Yaga).

Adventuring scenarios

Baba Yaga's Dancing Hut may be introduced into AD&D campaigns in a variety of ways, depending on the goals and temperament of the players and characters. The scenarios below may be elaborated upon by the Dungeon Master as desired.

1) Baba Yaga was known to raid the countryside around her Hut in search of people to eat; she would kidnap them and escape, taking the victims to her magical Hut where she would have them prepared for her dinner. Player characters may find that one of their number, or a close ally and friend, has been captured by the witch and carried off. A rescue mission may be launched, though no one may know at first that Baba Yaga is the one responsible (a rude surprise indeed!).

2) Rumors are heard that some magical item the characters are seeking (a magical sword, a piece of the *Rod of Seven Parts,* etc.) was taken by an ugly old woman who rode in a huge iron kettle that skimmed over the ground. The woman disappeared with the item into a dark wood and has not been seen since. Local people can point out the way the old woman went, though characters will have to search before finding the Hut itself. The PCs may try stealing the item or may bargain for it.

3) Adventurers may have heard of Baba Yaga's Hut, and they may wish to find and possibly seize it. The Hut doesn't remain in any single location (see below); it can wander the planes freely. There might, however, be certain places where characters are likely to discover it. The referee decides where these places are, though they should be located far from civilization and in relatively dangerous wilderness areas. If this scenario is used, the referee should prevent Baba Yaga's death at the hands of the PCs if possible; she can then harass the characters for many games to come.

4) Adventurers may need to consult Baba Yaga for advice, or perhaps for a special conjuring spell. They may seek an enchantment, a cure, or some other form of assistance. Baba Yaga is evil, but the characters don't have to be evil to consult her. See the character description of Baba Yaga for more information. The Hut becomes the starting point for a series of other tough adventures.

A good DM will play Baba Yaga well to keep her alive for many adventures. She is a rare and valuable NPC.

The Hut's location

According to the Russian folk tales of Baba Yaga's Hut, this dwelling may appear almost anywhere one could imagine. It has been seen in tangled swamps, dark woodlands, open fields, and even underground in huge caverns. Usually the Dancing Hut appears near a thick forest or in a clearing within it.

All normal wildlife within a five-mile radius of the Hut will soon flee, leaving only certain magical creatures living in the Hut that directly serve Baba Yaga. Baba Yaga will tolerate no strong evil rivals around her, and most intelligent beings come to fear her more than death itself. Legends about Baba Yaga are found across dozens of alternate Prime Material planes. Normal humans, demihumans, and humanoids may flee if they are aware that she and her Hut-have arrived in the area.

The Hut's appearance

Baba Yaga spent much of her early life constructing the Dancing Hut, which now serves as her mobile fortress, home, and helper. The Dancing Hut is a small, windowless log cabin, hexagonal in shape, with a decorated wooden roof. Only 15′ wide and 12′ high at the peak of the roof, with a small chimney on top, the Hut does not appear very impressive — except for the 12′ long chicken legs coming out from the bottom.

When first sighted, the Hut will usually be "dancing" by spinning about rapidly on its feet. The Hut will make about one revolution every six or seven seconds, with the feet stamping the ground every half second. If someone is entering or leaving the Hut, the legs will fold up into a 2-foot-deep crawlspace beneath it, so that the Hut rests on the ground.

If so commanded by Baba Yaga, the two huge legs can move the Hut at a very rapid pace (48″ over smooth ground, 36″ over rough terrain or swampland, 24″ through woods and mountains). About 2′ thick, the legs are treated as AC -2 and may only be struck by magical weapons. Each leg has 45 HP, and if damaged by weapon blows will regenerate 3 HP per round. As noted below, the legs are immune to all magic.

When attacking (if commanded to do so, if attacked, or under other conditions described below), the legs strike as 10 HD monsters, once each per round, for 4-24 HP damage. If a leg catches a victim with a score of 4 or more over the roll needed to hit, the victim's arms are pinned by the claws, and the attacker may be crushed to the ground for 4-40 HP damage (40% chance), or hurled 20-120 feet away for 1d6 damage per 10′ thrown (60% chance). Thrown characters must make a saving throw vs. paralysis or be stunned upon impact for 2-12 rounds, unable to move, attack, or defend themselves. Crushed characters will be hurled away in the following melee round.

No matter whether the Hut is spinning, fighting, or running, the interior will remain stable and calm, because of its extra-planar construction. Other powers of the Hut may be used under Baba Yaga's direction, and they are described in area 46 below.

The Hut itself is powerfully enchanted. Close examination will show fine magical runes covering every square inch of its outer surface. The Hut's exterior (including the legs) is not affected by any magical spell, and it will reflect spells cast directly upon it (such as *fireball, lightning bolt,* or *magic missile),* inflicting them on the caster. Area-effect spells not centered on the Hut will not be reflected back, but they will not affect the Hut, either. Though the walls are made of wood, the Hut is immune to all forms of fire, acid, cold, water, and lightning. Physical attacks have no effect upon the cabin section of the Hut.

No form of divinatory spell, not even a *wish,* will reveal the Hut's current location

(its protection resembles that offered by an *amulet of proof against detection and location*). "You'll find it when you see it," say the sages.

The Hut's environs

Once she has arrived on a new world or land, Baba Yaga will quickly set about constructing an enclosure to set off "her" territory from everyone else's. Within a week, she will have finished work on the enclosure. For as long as she plans to stay, she'll regard it as her home. If the Hut is encountered, refer to the material below, which describes the usual environs.

Surrounding the Hut in a 45' wide circle is a "picket fence" of twenty-four sharp stakes, each about 5' tall, with a human, humanoid, or demihuman skull resting on the spike. The skulls are enchanted with *magic mouth* spells (see below). When the sun disappears in the evening, a magical flame appears within each skull that illuminates as a *light* spell.

A number of special magics have been cast around the Hut to encourage polite visitors to enter, while preventing rude guests from leaving. A squeaky gate about 4' high and 4' wide, made of human bones, is set in the row of stakes around the Hut. The gate has a low intelligence and is aware of living beings within 10'. It will swing outward to open, allowing anyone who approaches to enter, but it will not open to permit anyone to leave. If someone tries to leave while the gate is opening to let someone else in, the gate will bang shut, knocking both people down on the inside of the "picket fence" and automatically doing 1-6 HP damage to each of them. Anyone who oils the gate's hinges, however, will be allowed to enter and leave as he likes.

If someone begins to pass between the skull-topped stakes (a logical move, since the stakes are set about 6' apart), the two skulls closest to him will suddenly animate, speaking harshly in the local "common tongue." They'll warn the character to enter or leave only through the gate. Anyone who continues to pass between the two skulls after this warning will be struck suddenly by a special form of the *burning hands* spell from each skull; each spell does 25 HP of damage. Each skull may use this power three times per day, at a 6' maximum range. The skulls may be struck and broken by normal weapons; they are AC 2, taking 10 HP each, but they will use their spells to defend themselves.

Attacking the skulls at long range will provoke them into launching fireball spells at their attackers. These *fireballs* have a range of 350 yards and effects (damage, etc.) as if they were cast by a magic-user of 25th level. Each skull may launch two such *fireballs* per day, but only one skull may fire per round at any one attacker. Bystanders will not be fired upon, though they may be caught in the area of effect of a *fireball* blast.

A character who *teleports, levitates, flies,* or otherwise manages to "illegally" get past the skulls will have other problems. The moment the character touches the ground inside the fence, the grass under the character's feet will come to life and attack the character as if an *entangle* spell were cast. Bushes, weeds, and even trees will join in the attack. The Dancing Hut will then walk over and attack immobile characters at +4 "to hit," and slowed characters at +2, attempting to throw them out of the "yard." Fire-based spells will kill the grass, though anyone caught in the grass will also be subject to damage from such attacks.

Entering the Hut

Once someone has made his way past the gate (and/or the animated vegetation and the skulls), there comes the problem of how to get the Hut to stop spinning and settle down to the ground. The command phrase needed to enter Baba Yaga's Hut can be found by the casting of a *divination, legend lore, limited wish, alter reality wish,* or *vision* spell. The character will then know the command phrase: "Little hut, little hut, turn your door to me!" The command can be spoken in any language; the Hut will understand immediately. The Hut will stop, turn its door to the speaker, and settle to the ground.

Unfortunately, the wooden door to the Hut is *wizard locked* at the 25th level of ability, though it may be opened by the usual methods (note that the effectiveness of *dispel* magic is reduced for all lower-level characters). The door cannot be broken by any force or power. Characters will quickly note that the door frame is composed of bones, and the hinges are made from human hands.

A mouth full of sharp teeth will appear in the center of the door when anyone gets within 10' of it. The mouth will tell the characters (in their common tongue) to act with proper courtesy while in the Hut and to mind their own business. "Spies and thieves will be eaten," it adds. The mouth cannot be dispelled, and it has no other powers.

From 5-20 minutes after a character or party enters the front door, the Hut will rise to its feet and begin "dancing" again. Characters inside the Hut may stop the "dancing" and leave the Hut again by the methods described in area 1 below.

The Hut's interior

The layout of the rooms within Baba Yaga's Hut is highly peculiar, and may disrupt most mapping attempts after the first few minutes of movement. Baba Yaga constructed the Hut around a tesseract, a four-dimensional figure composed of eight normal cubes joined together along their faces.

The floors within the Hut lie along the different sides of the tesseract, producing seemingly impossible (at least, from a three-dimensional point of view) room connections within the Hut. However, it is not necessary for referees to have a working knowledge of four-dimensional geometry in order to run characters through the Dancing Hut. Each area of the Hut that rests along a face of the tesseract is described separately from all the others. Notations show which other rooms can be reached from each area, and each exit (doorway, stairwell, and so forth) is marked accordingly on the accompanying maps.

Spell alterations

Aside from the Hut's immunity to and partial reflectivity of magic, the interior of the Hut produces some unusual alterations in magical spells. To begin with, no magical spell, spell-like effect, or psionic discipline will function beyond the range of a single area within the Hut's tesseract. A spell cast from area 1 toward area 2 will vanish in the doorway between the two areas. However, a spell can be cast from room to room if both rooms lie in one area of the tesseract. If the door is open to the outside in area 1, any spells cast outside the Hut to the inside (or vice versa) will be dispelled the instant they enter the doorway.

However, spells cast upon one's person or upon an object will continue to function if the person or object is taken from area to area within the Hut. Thus, a mage with *invisibility* would still be invisible after going from area 1 to area 2.

The ranges of all divination-type spells cast from within the Hut are restricted to the area where the spells are cast; other areas cannot be so examined. Peering into other planes from within the Hut is not possible, except within certain areas as noted. The Hut cannot be "spied on" from any source external to it, and is not open to the Astral and Ethereal Planes, again except within certain areas.

In addition, anyone who casts a divination-type spell or uses a psionic power within the Hut will be cursed in a special way. Baba Yaga hates snoops, and has cast magic spells that will cause an invisible brand (shaped like a chicken's track) to appear on the face of anyone using divinatory powers within her Hut, whether from spells, psionics, or a magic item. Anyone may see the brand using a *detect magic* or *detect invisibility* spell, but it may only be removed by a *dispel magic* or *remove curse* spell (against 25th-level magic) cast by a spellcaster of 16th level or higher. If Baba Yaga sees someone with such a brand, she will feel instant hatred for that person and will do all she can to have him slain and cooked for dinner.

Clerics and druids will not be able to recover any spells above the 2nd level of power while they are within the Hut, because of its extra-planar construction (cutting the cleric/druid off from his deity). Magic-users and illusionists can recover their spells normally.

A number of spells will not function or will have altered effects if cast within the Hut. Below is a list of unusual spell effects produced within the Hut, with brief notes on why the alterations occur.

A letter in parentheses after a spell name

indicates that the spell's normal effect is totally or partially negated, for a certain reason:

(A) indicates the spell will not work against any "animal" found within the Hut, since these animals possess magical or paranormal powers and are technically considered to be "monsters." Spells that specifically work against "monsters" or fantastic creatures in general *(hold monster,* for instance) will work against these beings.

(H) indicates the spell will not work if cast upon any stone, metallic, or wooden part of the interior of the Hut that is an integral part of the Hut's construction (floors, walls, ceilings, and doors). However, loose items such as weapons, knick-knacks, furniture, and so forth may be affected.

(E) indicates that no natural environment exists within the Hut (i.e., there are no normal animals or insects that can be summoned, no weather to be controlled, etc.), thus the listed spell will not function.

(P) indicates the spell will not work because no contact with or travel across other planes can be performed while in the Hut, unless the spell is cast within certain areas detailed below. Contact with deities is not possible for this reason.

Other spell alterations specific to certain areas of the Hut are given in the area descriptions. The descriptions of Baba Yaga and her two "daughters" should be consulted to determine the effects of spells cast against them, either within or outside the Hut.

Cleric spells

Aerial servant – (P)

Animate object – (H); objects found within the Hut may be animated, but will never obey anyone but Baba Yaga and will never attack anyone unless Baba Yaga so commands them.

Astral spell – (P)

Commune – (P)

Conjure animals – (E)

Control weather – (E)

Detect evil/good – The Hut has no alignment, though the inhabitants do.

Detect magic – The entire Hut radiates magic so powerfully that even non-magical or weakly magical items will show up as "strong" sources of magic, making this spell useless.

Dispel magic – This will function normally, though it will not affect the powers of the Hut itself. Spells cast by characters within the Hut may be dispelled. Check Baba Yaga and her "daughters" for the appropriate spell levels they operate at.

Divination – (P)

Earthquake – (H)

Exorcise – Has no effect upon the Hut, though it may break charms, curses, and the like cast upon characters.

Find the path – This spell will produce meaningless results if cast with the intent of finding something in any area of the Hut from anywhere outside that area. The reverse, *lose the path,* functions normally.

Find traps – All doorways leading from one area of the Hut to another (crossing faces in the tesseract) will be detected as traps by this spell (as *alteration* magic).

Gate – If cast within the Hut, and if Baba Yaga is present, it will alert her to the presence of the spellcaster and his exact location instantly. Baba Yaga will not be summoned to the caster, but will come on her own to investigate, fully prepared.

Holy/unholy word – This spell will not cast anyone back to his home plane, though it works normally otherwise; it will affect opposite-aligned beings just as it does everyone else.

Insect plague – (E)

Know alignment – See *detect evil/good.*

Locate/obscure object – See commentary on *find the path.*

Plane shift – If cast within the Hut, the *plane shifted* character(s) will be randomly transported to one of the 48 areas across the tesseract in the Hut. The area arrived at may be determined by rolling a d4 and a d12. If the d4 rolls a 1, the characters arrive at room 1-12; if a 2 is rolled on the d4, room 13-24, and so forth, rolling the d12 to select the exact room. The exact point within an area at which the characters arrive may be chosen by the referee as desired.

Speak with animals – (A)

Spiritual hammer – (P)

Stone tell – Any stone that forms a part of the interior of the Hut will refuse to cooperate with characters who request information from it, instead insulting them intolerably and calling for help from Baba Yaga for the spell's duration, unless otherwise dispelled.

True seeing – No ethereal, out-of-phase, or astral beings or objects will be seen, since the Hut does not connect to those planes.

Word of recall – (P)

Druid spells

Animal friendship – (A)

Animal growth/reduction – (A)

Animal summoning (any) – (A)

Animate rock – (H); see cleric spell *animate object.*

Anti-animal shell – (A)

Call lightning – (E)

Call woodland beings – (E)

Chariot of Sustarre – (P)

Charm person or mammal – (A)

Commune with nature – (E)

Conjure earth elemental – (E)

Conjure fire elemental – (E)

Control weather – (E)

Creeping doom – (E)

Detect magic – See cleric spell.

Detect snares & pits – This spell will only locate simple pit traps within the Hut (if any are present).

Dispel magic – See cleric spell.

Heat metal – (H)

Hold animal – (A)

Insect plague – (E)

Invisibility to animals – (A)

Locate animals – (A)

Pass plant – (P); works only if transporting within an area in the Hut, not intending to leave it.

Predict weather – (E)

Speak with animals – (A)

Stone shape – (H)

Summon insects – (E)

Transmute metal to wood – (H)

Transmute rock to mud – (H)

Transport via plants – (P); see *pass plant.*

Turn wood – (H)

Warp wood – (H)

Weather summoning – (E)

Magic-user spells

Animal growth/reduction – (A)

Anti-magic shell – Will not prevent any functions of the Hut from working (i.e., walking, attacking, etc.); in addition, if this spell's area of effect touches a doorway leading to another face of the tesseract, the doorway vanishes completely for 2-24 hours, replaced by an impenetrable gray wall. The doorway will reappear after the 2-24 hours.

Astral spell – (P)

Bigby's hand (any) – The *hands* will be dispelled if they are made to cross a doorway from one area of the tesseract into another.

Blink – (P)

Cacodemon – (P)

Cloudkill – This spell will not spread into any other areas in the Hut except for the one in which it is cast. The cloud cannot cross into other faces of the tesseract.

Conjure elemental – (P)

Contact other plane – When cast, this spell will drive the spellcaster instantly insane with a random insanity from the DMG; unless given a *remove curse* spell, the mage will be insane for 4-48 weeks. Nothing else will be gained from this spell. Baba Yaga may use this spell normally in the Hut.

Control weather – (E)

Detect evil/good – See cleric spell.

Detect invisibility – See cleric spell *true seeing.*

Detect magic – See cleric spell.

Dig – (H)

Dimension door – (P)

Dispel magic – See cleric spell.

Distance distortion – (P); spell requires an earth elemental.

Drawmij's instant summons – (P)

Duo-dimension – (P)

Enlarge/reduce – No effect upon the Hut.

Erase – No effect on the runes on the outside of the Hut or on Baba Yaga's skin.

Find familiar – No response will come to this summons if cast in the Hut.

Gate – See cleric spell.

Hold portal – No doorway within the Hut will accept this spell from anyone but Baba Yaga; attempts made by other people will fail.

Identify – If this spell is cast upon the Hut itself, the mage will receive but one bit of information: this is indeed Baba Yaga's Hut. Nothing else will be learned.

Imprisonment – (P)
Incendiary cloud – See *cloudkill.*
Invisible stalker – (P)
Legend lore – See *identify* and note about finding command words to enter Hut; aside from this, nothing else will be learned.
Leomund's secret chest – (P)
Locate object – See cleric spell.
Magic mouth – If cast upon a wall, ceiling, or floor within the Hut, the *magic mouth* will verbally abuse the caster, continuing to do so for one round. Baba Yaga may use this spell normally within the Hut.
Maze – This spell will randomly shift the victim to one of the 48 areas within the tesseract, as per the cleric spell *plane shift.* The victim will be left in the new area after the spell's duration ends.
Monster summoning (any) – If any *monster summoning* spell is cast within the Hut, the spell will bring one of the following beings from the listed area of the Hut.
I – Manes demon (from 33)
II – Lemure devil (from 33)
III – Vladimir the giant cat (from 1)
IV – Harginn grue (from 22)
V – Piscodaemon (from 34)
VI – Annis (from 36)
VII – Night hag (from 19)
None of the above summoned beings will be well disposed to the summoner, and are not under any compulsion to obey his orders. All beings except Vladimir will attack at once; Vladimir will flee.
Mordenkainen 's faithful hound – The hound so summoned will begin barking at the player-character party, attempting to summon Baba Yaga or her minions (the essence of the phantom hound is drawn from the Hut, and thus serves the Hut's builder). It will obey Baba Yaga's every command. Anyone turning his back to the hound will be attacked. If the mage who summoned the hound passes through a doorway from one area (face) of the tesseract to another, the hound will be dispelled immediately. The hound can be dispelled by normal means, too.
Move earth – (H)
Passwall – Will allow movement through interior walls of an area, but won't permit movement from one area of the Hut to any other area if travel across tesseract faces is involved. The user cannot leave any mapped area.
Phase door – *See passwall.*
Power word (any) – Will not affect inhabitants of any other area (face) of the tesseract but the area it was cast in.
Prismatic sphere – The violet globe will send those touching it to another of the 48 areas within the tesseract, determined as per the cleric spell *plane shift.*
Project image – Will not form an image in any area of the Hut other than the one the spellcaster is in.
Rope trick – This spell will create a temporary opening into a random area of the Hut, determined as per the cleric spell *plane shift.*
Spiritwrack – Will function against certain extra-planar inhabitants of the Hut if true names are known, but not against Baba Yaga.
Stinking cloud – See *cloudkill.*
Telekinesis – If an item is *telekinesed* across a doorway leading to another area of the Hut (in a different tesseract face), then the spell's effect on the object ceases.
Teleport – See druid spell *pass plant.*
Tenser's floating disk – The disk will be dispelled the moment it or the spellcaster crosses a doorway leading from one area (face) of the tesseract to another one.
Transmute rock to mud – (H)
Unseen servant – The servant will not obey any commands of the caster, instead pushing against the caster as he moves (adding an extra 400 gp worth of encumbrance to him) for the duration of the spell *(see Mordenkainen's faithful hound).* The servant may be dispelled. Baba Yaga may use this spell normally.
Vanish – (P)
Wall of iron/stone – If the wall created is larger than the dimensions of the room in which it was created, the wall will not appear and the spell will be lost.
Wizard eye – This spell will be dispelled if made to cross a doorway from one area of the Hut to another.
Wizard lock – *See hold portal.*

Illusionist spells
Astral spell – (P)
Conjure animals – (P)
Detect invisibility – See m-u spell.
Detect magic – See cleric spell.
Dispel illusion – Check Baba Yaga's spell level (as per *dispel magic)* if this is used against her magic.
Fog cloud – See m-u spell *cloudkill.*
First level magic-user spells – *See* the appropriate spell descriptions.
Magic mouth – See m-u spell.
Maze – See m-u spell.
Prismatic spray – The violet ray will hurl affected characters at random to one of the 48 areas within the Hut, as per the cleric spell *plane shift.*
Prismatic wall – The violet curtain will work as per the note under *prismatic spray* (see also m-u spell *prismatic sphere).*
Rope trick – See m-u spell.
Summon shadow – (P)
Vision – See m-u spell *contact other plane.*
Wall of fog – See m-u spell *cloudkill.*
In addition to the above, any new spells being used in a campaign should be evaluated by the DM to determine any changes in their effects prior to running this adventure, using the above spell effects as a yardstick. Past issues of DRAGON® Magazine have presented new spells for the various classes, but these will not be detailed here.
The Dancing Hut cannot be destroyed by any magic the player characters bring against it. Even powerful items like a *rod of cancellation* or *sphere of annihilation* should have a limited effect against the Hut or any of its innate powers, as long as Baba Yaga is alive. The Hut was built to last.

Magic item alterations
Potions: Magical potions will have the same effects in Baba Yaga's Hut as the equivalent spell or psionic power (for example, *oil of etherealness* and a *potion of animal control* would generally be useless). *Treasure finding* potions will not detect the presence of the Hut at all, and the drinker will be branded with a "chicken track" stigma as well (see spell alterations).
Scrolls: All scroll spells function the same as the spells they are drawn from. *Protection from magic* scrolls will affect the Hut as the magic-user spell *anti-magic shell,* though they may deactivate a certain item within it or on the party and burn out (see effects of *rod of cancellation* on doorways in the Hut, described below).
Rings: Those rings duplicating spell effects produce the same result as the spell itself. *Djinni summoning* rings will not work, as per the various *summon elemental* spells, and a *ring of shooting stars* will not function within the Hut, since there is no "night" inside. Re-roll all malfunctions of a *ring of spell turning* so that the wearers do not fall into the Positive Material Plane.
Rods, staves, & wands: Devices duplicating spell effects will produce the same results as the spells themselves. A *rod of cancellation* has no effect upon the Hut other than eliminating doorways that temporarily lead from one tesseract area to another. (And in the process, destroying the *rod;* see magic-user spell *anti-magic shell.)* A *rod of cancellation* will work against mundane magical items, though. A *rod of lordly might* cannot use its direction-finding or depth-finding abilities. A *wand of negation* has no effect upon the Hut.
Weapons, armor, & protective devices: Generally, no alterations of the powers of these items will occur, unless otherwise implied by the above magical changes (for example, *plate mail of etherealness* will not allow the user to go ethereal).
Miscellaneous magic items: Many devices will become useless when brought into the Hut or will have altered powers. Items duplicating spells or psionic powers will produce effects as described elsewhere. Those items which make use of extra-dimensional spaces to store things (e.g., a *bag of holding)* will not function – except for a *portable hole,* which will open into a random section of the tesseract (see above for cleric spell *plane shift).* A *mirror of life trapping* will not function. A *cubic gate, amulet of the planes, well of many worlds,* or similar device will shift characters elsewhere within the Hut, as described above.
Items that establish contact with one's deity, or that require such contact to function *(incense of meditation, necklace of prayer beads, candle of invocation,* etc.), will not work. A *talisman of pure good* (or *ultimate evil)* will not produce any effects. If a *book of infinite spells* is left on the Prime Material Plane while the user goes into the Hut, the user cannot use the spells in it.
If a *sphere of annihilation* is brought near the Hut, the Hut will automatically back

away from it at maximum speed once the *sphere* gets within 24". The Hut can detect the presence of the *sphere* in various ways and will seek to avoid contact with it if possible. If contact cannot be avoided, the Hut will attempt to *plane shift* to another universe, if under Baba Yaga's command (see area 46); if not under her command, the Hut is allowed a saving throw (of 3 on a d20) against the *sphere* to avoid destruction if it is touched; a successful save means the *sphere* was cast into another universe, *plane shifted* away.

Psionic alterations

Baba Yaga's Hut produces alterations in psionic powers as well as magical ones. And, to make matters worse, the Hut attracts cerebral parasites as a side effect of its planar travel capabilities. Any psionic character within 120' of the Hut who uses a psionic talent (attack/defense mode or discipline) will immediately attract 2-20 parasites to him per round. Any method used to get rid of the parasites will last only one round, and more will come after that. (Assume there are hundreds hovering around the Hut at any time, as well as dozens within each area inside it.)

As long as characters are able to use psionic abilities, here are the alterations that will occur within the Hut to such talents:

Animal telepathy — Generally ineffective; all encounters within the Hut are with "monsters," except for those described as exceptions.

Astral projection — (P)

Clairaudience — Not effective if attempting to "spy" through doorways into other areas in the tesseract.

Clairvoyance — *See clairaudience.*

Detection of good/evil — See cleric spell *detect evil/good.*

Detection of magic — See cleric spell *detect magic.*

Dimension door — (P)

Dimension walk — Use of this power will cast the psionic into one of the 48 areas of the tesseract at random (see cleric spell *plane shift)*, but will also stun the psionic for 2-8 rounds, leaving him helpless.

Etherealness — (P)

Molecular agitation — (H); can only be used within one area of the tesseract.

Molecular manipulation — (H)

Molecular rearrangement — (H)

Object reading — Same result as m-u spell *identify;* use of this talent will cause the psionic to be marked with the "chicken track" stigma noted above, producing a very unfavorable reaction from Baba Yaga.

Probability travel — Same effect as cleric spell *plane shift.*

Sensitivity to psychic impressions — Any use of this talent within the Hut will cause the psionic to gain the "chicken track" stigma mentioned above. The only vision gained will be of Baba Yaga herself, staring into the psionic's eyes; the psionic must save vs. will-force spells (wisdom bonus included) or be affected as if by a *scare* spell (all races can be so affected).

Telekinesis — See m-u spell.

Teleportation — See druid spell *pass plant.*

Wandering encounters

Random encounters with inhabitants of the Hut are possible as the party wanders through. The DM should design a "wandering monster" table that includes most beings that might be met in the Hut in general. Note that areas 12 (any room but A and B), 14, 17, 33 (lab only), and 46 should have no random encounters other than those listed for them. Wandering encounters should be rolled for at the start of every game turn (10 rounds), with a roll of 1 on a 6-sided die indicating an encounter will take place.

Dungeon Masters may give some of the encountered beings magical items, and otherwise adjust the "wandering monsters" to suit their campaign. Some suggested encounters (only briefly outlined) follow. DMs should take the time to work out encounters in detail before an adventure begins. At the DM's option, certain encounters (particularly the annis maids and various daemon servants) may be considered "extra" beings not otherwise listed in the area descriptions below.

Possible encounters:

1-4 annis maids on an errand, from 41.

1 arcanadaemon with 1-2 yagnodaemon assistants, visiting the Hut on business with Baba Yaga.

1-4 derghodaemons from 48, carrying heavy crates full of treasure or garbage.

4-16 diakka, summoned from Hades, holding brooms and dustpans (cleaning the Hut).

1-3 greenhags from 11, taking a stroll through the Hut.

1 night hag, visiting Baba Yaga from Hades, with 2-8 hordling servants.

1-4 lost and demoralized captives, who escaped from an annis guardian. Most of them will be O-level humans; some might be adventurers.

Natasha the Dark, with 3-6 Type III demons as servants, from 15.

Elena the Fair, from area 17; 50% chance she is wandering alone, and 50% chance she is with Vladimir the giant cat (from 1).

Baba Yaga: 50% chance she is alone, 30% chance she is with a nycadaemon, 20% chance she is advising a lich, mage, or archmage visitor.

Area descriptions

Following are descriptions of the 48 different areas within the Hut's tesseract; each area may contain one or more separate rooms, and each room may be of wildly variable size and shape. Though a tesseract has faces of equal size, Baba Yaga's use of teleporters within the tesseract allows this variability. Gravity is normal in all rooms.

Each area is connected to other areas by special trans-planar gates. Most of these gates look like normal doorways, though some are built into staircases going up and down between areas. Unless certain spell effects tell them otherwise, characters will probably not know when they are crossing from one area to the next. If Baba Yaga, her cat or servants, or her two "daughters" approach any doorway in the Hut, the door will automatically open for them and close one segment after they pass. All other beings (including characters) must force the doors open using normal strength rolls.

In certain areas, secret doors have been built into the floors and ceilings. Many of these open directly into other areas, though no ladders or stairways are around. These portals are enchanted so that if Baba Yaga, her servants, or her two "daughters" call out a command word ("Up!" or "Down!") when standing next to the portals, they will receive a *levitate* spell for 1 round that automatically takes them up or down safely to the next floor. However, this will not work for any other characters.

Regardless of the weather conditions outside, the interior of the Hut (in all areas, unless otherwise stated) is pleasantly warm and dry. Unless stated otherwise, most rooms in the Hut appear to have walls made of dark, stony material. The DM may add extra details as desired.

The following abbreviations are used in the room descriptions: CH = ceiling height; IL = illumination; CL = *continual light* (magic-user spell, 25th level); ND = effect cannot be dispelled. Many area descriptions contain map references as capital letters; the referee should use the text and the map simultaneously to get the fullest possible understanding of the appearance or configuration of an area.

1) Hut — *CH, 7' flat; IL, oil lantern on table.*

The first room entered in the Hut resembles an old peasant woman's hovel; the floor is packed earth, with wooden walls and ceiling rafters. A small wooden table with one chair sits in one corner of the hexagonal room with a washbasin beneath it; a wood-burning stove (A) with a chimney rising to the center of the ceiling rests in the opposite corner. Near the stove is a small straw-filled mattress with a worn quilt over it. Clothes pegs, shelves, bread boxes, combs, eating utensils, and sewing supplies complete the room's contents.

A secret door on the floor is covered by the washbasin under the table; wooden stairs lead down to a cellar (area 19). A wooden ladder (B) is fixed against the wall next to the table, apparently leading up to an attic. If someone climbs it, however, he will pass through a gateway and come out through the floor in area 7. On the wall of the Hut opposite the front door is another door made of old wood; it leads into area 2.

Several peculiar things will be noticed if characters take the time to explore this area. The stove automatically *reduces* all non-living materials placed inside it to one-fourth normal size, until the material is removed. A basket next to the stove contains charred goblin, elf, and human bones jumbled together; all have marks on them

as if a creature with sharp teeth gnawed away what meat they had.

The only live encounter here is with Baba Yaga's cat, a large gray tabby named Vladimir (treat as an 18 HP giant lynx, neutral alignment). Vlad uses limited *telepathy* to communicate with intelligent beings within 10′ of him, and can *detect lie* with 99% accuracy. He can *hide in shadows* and *move silently* with 99% success, and can surprise opponents on a roll of 1-5 on d6. Vladimir will speak only to those who treat him well, and will ignore all others. He can offer limited advice to the PCs (as much as the referee wants to impart).

If not forcibly held open, the front door will shut on the round after the last character enters, and will be *wizard locked* again. Any successful attempt to open the door from the inside after this will cause the Hut to stop "dancing" (if it had started) and lower to the ground in the same round the door wasopened.

2) Entry Hall — *CH, peaked roof along* long *axis of room, 60′ high at center, 30′ at sides; IL, 3 CL spaced evenly along roof.*

The walls, floor, and ceiling in this grand room are made from fine oak, with four 15′ x 30′ tapestries hanging from the walls. The tapestries are woven from gold, silver, brass, platinum, mithral, copper, and adamantite wire, depicting scenes of great palaces from other worlds and lands. The value of each tapestry is staggering (40,000 gp each). Two circular stairwells descend to area 38; the four doors here connect to areas 1, 3, 5, and 6.

Six translucent, glass-like colored statues stand near the doorways in this area. All of the statues will animate if any attempt is made to steal the tapestries (and they can also animate upon Baba Yaga's command). The statues are AC 0, 9 HD, 40 HP, MV 12", and may strike once per round at opponents. The attacks differ from statue to statue, duplicating the effect of a *prismatic sphere* spell according to the each statue's color. Statue A is red, B is orange, C is yellow, D is green, E is blue, and F is indigo; thus, a strike from C would do 40 HP damage, one from D would cause the victim to save vs. poison, etc. The statues are immune to all magical spells except the spells that negate the effects of the individual colors of a *prismatic sphere,* and if a statue is struck by the right spell, it is destroyed. Statue A would be destroyed by a *cone of cold,* for instance, but this spell would not affect any other statue. Unless Baba Yaga commands them to do so, the statues will not leave the room.

Attempts to remove the tapestries from the walls will cause them to unravel and be destroyed. Roll a bend bars/lift gates chance for each character trying to pry a tapestry free; if the roll succeeds, the tapestry leaves the wall and falls apart in 1-4 rounds. The value of the unravelled wire is 5,000 gp per hanging. Only if a *mending* spell is cast upon a tapestry while it is unravelling will it be preserved.

3) Audience Chamber — *CH, 20′ over square floor, 15′ over throne level; IL, wall behind throne radiates red light (ND).*

This chamber is used by Baba Yaga when hearing petitions from mortals who are not spellcasters of "name level" (11th level for magic-users, 12th level for druids, etc.). Being exceptionally cautious (and somewhat paranoid), the witch has placed a magically enlarged trapper on the square floor before her throne. The trapper covers 2,500 square feet, but is otherwise like others of its kind; it has 83 HP. It will only attack on Baba Yaga's command, unless an offensive spell or physical attack is directed against it.

Stairs lead up to the throne level, 5′ above the floor. The throne is made of a solid block of red quartz, extensively engraved with runes and symbols of magical power. The throne is immune to blows and magic, and is fixed to the floor as well, so treasure hunters cannot take it. The wall behind the throne is red crystal glassteel, and radiates light from its surface.

Flanking the throne on either side are two animated hill giant skeletons (HD 9, HP 40 and 52, 2-16/attack, otherwise as normal skeletons) at the two points labeled B. The skeletons cannot be turned by clerics, because of Baba Yaga's enchantments, and will only obey her. The skeletons, however, are not the major guardians of the throne: polymorphed into the forms of two ivory statues at the points labeled A are two mezzodaemons (85 and 97 HP) that will attack anyone who attacks Baba Yaga; the daemons will use *levitation* to avoid being caught by the trapper if necessary.

If Baba Yaga is not present, there is a 60% chance that one of the mezzodaemons will have polymorphed itself into her form and will be sitting upon the throne. It will act like her until attacked, and will generally hear petitioners out, tell them to go back to area 1, and then leave the throne room and report to Baba Yaga.

The three doorways in this room connect to areas 2, 4, and 6.

4) Art Gallery — *CH, each room (A-I) is domed, 20′ high at center and 10′ on sides; IL, 1 CL in ceiling of each room.*

Numerous works of art from different universes hang or stand in the nine chambers in this area. Chambers A-H each contain 2-7 paintings or tapestries, and 1-4 statues (most of human subjects, but a few of nonhuman races). Some of the paintings and statues have magical powers, and may be developed by the DM as desired (some might be NPCs affected by *flesh to stone).* The large chamber, I, has 16 paintings and six statues, some magical (as noted above).

Wishing to use guardians that would not damage the artwork, Baba Yaga has caused four spectres (HP 36, 38, 41, and 47) to be forever bound to this area; they cannot leave it, and will attack anyone except the residents of the Hut (Baba Yaga, her "daughters," and her servants) and creatures from the Lower Planes like night hags.

Aside from the doors to areas 3 and 5, two secret passages are present here. Chamber B has a secret door in the ceiling that may only be opened if a *passwall* or *phase door* is cast upon it; the door is detectable only using magical means *(true seeing* or

Key to maps

Scale: 1 square = 10 feet

Teleport points

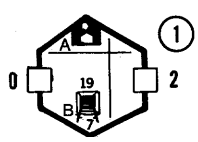
Circular stairs (down/up)

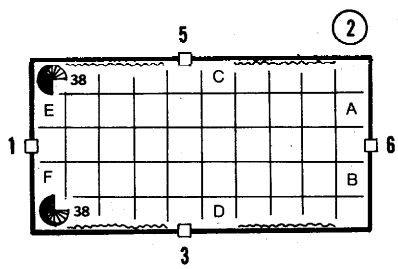
Secret door (in ceiling)

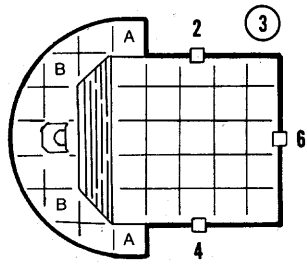
Secret door (in floor)

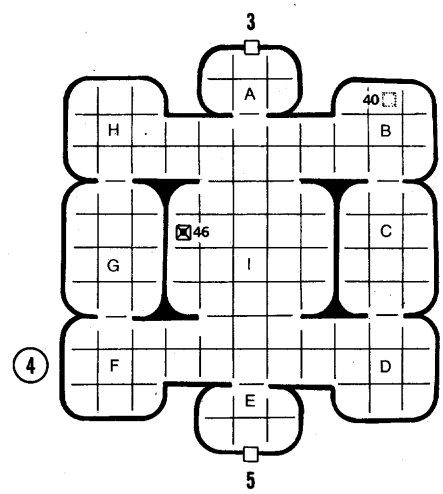
Wall of force

Illusionary wall









true sight spell, *gem of seeing,* etc.). The door leads into area 40.

A concealed door is hidden in the floor under an iron statue of the Hut in Chamber I. The statue weighs several hundred pounds, and requires a bend bars/lift gates roll to push aside. The statue will animate and step aside if Baba Yaga commands it, but if anyone else tries to move it, it will attack as an iron golem in every respect (AC 3, MV 6", HP 80, kicking once per round for 4-40 damage, and pouring gas from the Hut's doorway every seven rounds). The door drops into area 46.

5) Recreation and Dance — *CH, each room (A-E) is domed, 15′ high in center and 10′ high along walls in rooms A-D, 25′ hemisphere over E; IL, 1 CL centered in ceiling in each room.*

Each room in this area is devoted to a different form of game or hobby. Room A contains sewing materials and a small loom; B has assorted card and trinket games; C is a dressing room for dancers and actors, and D contains various musical instruments. Room E has a lowered floor in the center, 3′ down, for dancers and actors to perform upon. The entertainers who perform here are usually ones who have been kidnapped by Baba Yaga, and they must please her with their performances in order to be released (poor performers are eaten).

The curtains that separate each room are enchanted to deaden all sounds passing through them, effectively isolating the rooms during musical performances or dances. Several magical items collected from various planes and worlds may be found here, but when rooms A, B, and D are not in use, *permanent illusions* are cast over them, making them appear to be storage rooms with nothing valuable in them. If she hasn't been encountered elsewhere, there's a 20% chance of meeting Elena the Fair (see area 17) in room D; she will be friendly, but won't permit the theft of any items.

The normal doorways here lead to areas 2, 4, and 6; a secret door detectable by normal means is in the ceiling in room C, and leads to area 33.

6) Grand Throneroom — *CH, vaulted ceiling 60′ high along long axis, down to 20′ high at sides, supported by pillars; IL, none except for 1 CL (red) over throne, 30′ above floor.*

The Grand Throneroom is an awe-inspiring structure, with floors and walls composed of black marble with veins of gold. The pillars lining the room are clear purple glassteel. The dark, starry ceiling is made of lapis lazuli, and has gems worked into fine gold decorations around it. Doorways to areas 2, 3, and 5 lead out from it.

At the head of the room is a raised dais 5′ high, upon which four titanic human skulls, each 10′ across, rest facing the opposite end of the hall. The skulls are made from carefully fitted sections of ivory, rendered hard as steel through enchantments. Centered between the skulls is the great throne of Baba Yaga, rising an additional 10′ above the dais, reachable by a staircase.

The giant skulls are each AC -2 and have 40 HP apiece. Upon Baba Yaga's command, each may fire a *ray ofparalysis* (as the wand) up to four times per day. In addition, once per day each of the two skulls closest to the throne may form a *symbol* (as per the magic-user spell) on its forehead, visible to anyone within 60′. One of the skulls has a secret door set in its side; on the floor inside the skull is another secret door, detectable only by magical spells or devices. This door drops down into area 12.

The throne is composed of a single block of black jet stone encrusted with rubies and amethysts; its value is beyond reason or counting. The throne is raised an additional five feet above the dais level, with a series of steps leading up to it. Baba Yaga's name appears on the throne in letters made from large rubies, each worth tens of thousands of gold pieces. The throne, however, cannot be damaged and the stones cannot be removed; anyone attempting to damage the throne must make a saving throw vs. death magic or die instantly.

The throne has other powers that can be activated by Baba Yaga's command. Three times per day it can generate a *globe of invulnerability* at the 25th level of power, and it can generate a *prismatic sphere* once per week upon command. The throne may cast *fear* (as the wand) once per turn, and *rulership* (as the rod) once per day. If anyone but Baba Yaga sits upon the throne, he will be instantly inflicted with *megalomania* and *paranoia* (as per the descriptions in the DMG insanity rules), and will receive 5-30 HP of damage as well (saving throw for half damage; insanity comes regardless).

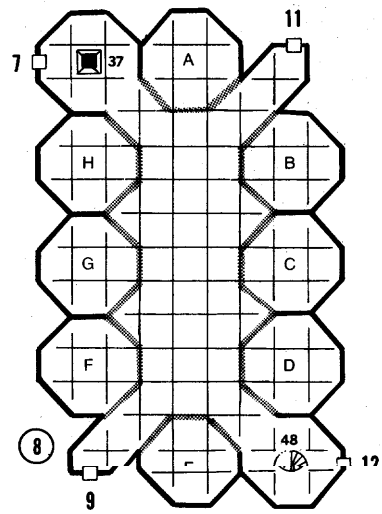
7) "Attic" — *CH, 8′ flat; IL, none.*

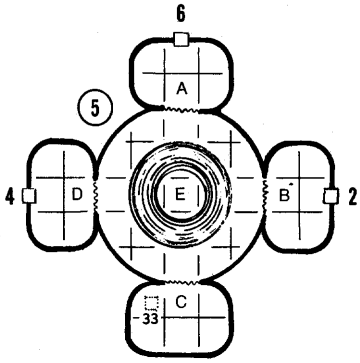
The attic looks very much like what one would expect to see, except that no chimney rises through it from the stove (the chimney is in area 1 's part of the tesseract), and the ceiling isn't pointed like the roof of the Hut. Scattered about the floor of the attic are trunks, chests, and boxes full of old clothing, used-up wands and burnt-out amulets, and the other useless paraphernalia that an ancient witch might accumulate. A spiral stair leads up to area 13, a trap door leads down to area 1, and normal doors lead to areas 8 and 10.

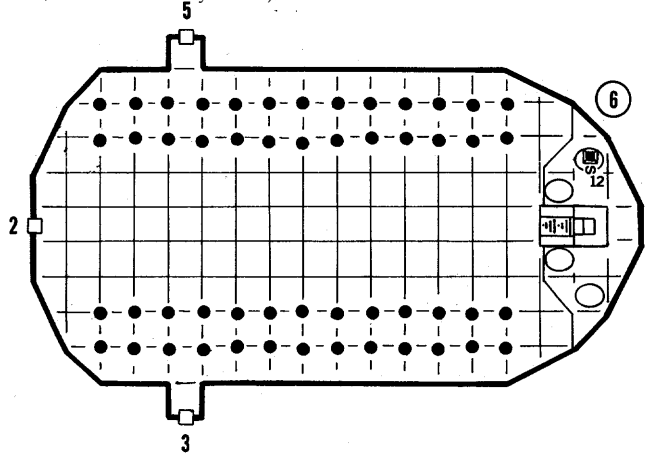
One of the trunks has a guardian familiar upon it which has received several extra enchantments. It will fight at a *hasted* speed if it attacks, always doing the maximum possible damage; it receives maximum hit points in all incarnations; and it can see invisible objects. The trunk it guards contains 20-80 gems, 20-50 jewels, and three magical items (of the DM's choice). Beneath this treasure is a silk cloth covering up a *symbol of insanity* inscribed on the trunk's bottom.

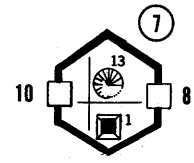
8) Bestiary — *CH, 10′ flat; IL, ceiling gives off soft light (as* light *spell) over area for 12 hours/day, then drops to almost total darkness for 12 hours (ND).*

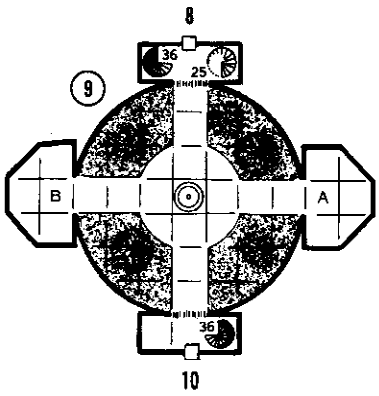
Eight octagonal cages are in this room, each separated from the other and from onlookers by *walls of force* that complete

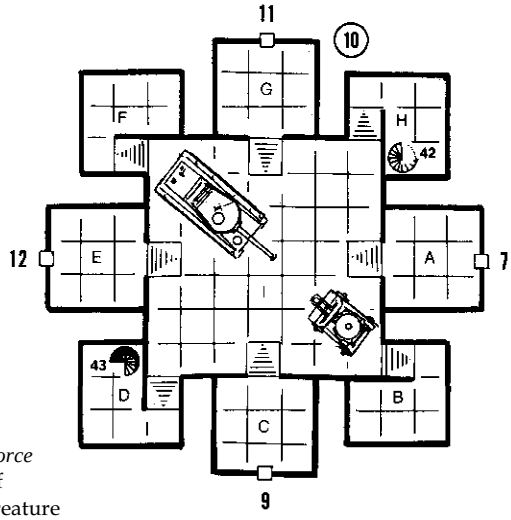


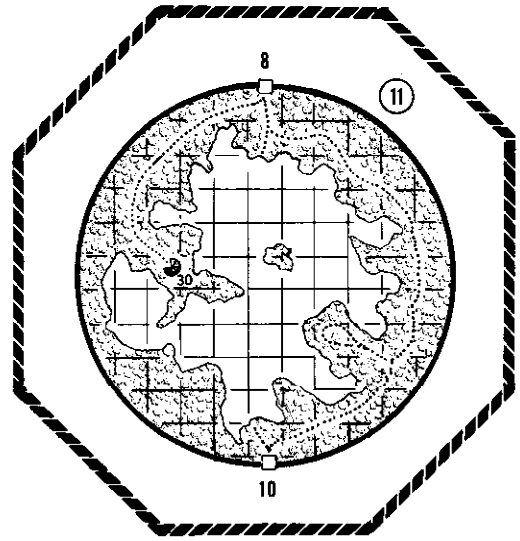












their octagonal shapes. The *walls of force* may be removed or raised with a brief command phrase, which names the creature to be captured or freed; however, only magic-users of 12th level or higher will be able to use such commands successfully.

Each cage will magically create food and drink for its inhabitants, freshen their air, and otherwise keep the creatures alive. These cages may be used as prison cells, of course, whenever necessary. Most creatures are gotten in and out of this room by *reduce* spells or other magical means.

The DM should determine the contents of each cage (A-H), with an eye toward making the creatures caught here extraordinary in the extreme.

Doors connect to areas 7, 9, 11, and 12. A spiral staircase rises to area 48, and an elevator-like platform, clearly marked on the floor next to the door to area 7, will lower anyone who stands upon it to area 37 in one round. It rises to area 8 again once the person has stepped off; people in area 37 can command it to lower to bring them up.

9) Fungus Gardens — *CH, hemispherical dome over circular portion 35' high at center, 10' ceilings over side rooms; IL, none in side rooms, but see below for central chamber*

This area may be entered through doorways from areas 8 and 10, by one stairway down from area 25, or by two stairways coming up from area 36. The entrances to this area are screened by illusionary walls, which may be detected as secret doors or traps. Beyond the illusions is a large domed room; intense violet and ultraviolet light shines from the ceiling over a garden of fungi, mushrooms, and other bizarre plant life. Few of the plants are ambulatory, many are poisonous if eaten, and a few (by DM's whim) may have special properties.

The garden is quartered by four paths that meet at a small circular plaza, in the center of which is a fountain. Anyone who drinks from the fountain will experience some strange effects with each drink; the DM can invent a random-roll table of peculiar effects, most of them harmful.

The level of ultraviolet light in the room will cause characters to suffer visual problems if they stay there for long; for every five rounds spent in this room at one time, a character will gain a cumulative penalty of -1 on his "to hit" roll, which will last for a cumulative duration of one turn — beginning as soon as the character *leaves* the room (because it will take a while for one's eyes to readjust to normal light). Thus, a character who spends ten minutes searching the room will have a -2 penalty "to hit" for 20 minutes after leaving the room. The ultraviolet light cannot be dispelled.

Rooms A and B are filled with gardening tools, biological experimentation equipment, tables, and botany notes. Room B has a large culture of green slime in a stone jar, with a *permanent illusion* cast upon it to make it appear to be a pile of gemstones.

10) Grand Museum — *CH, rooms A-H have 10' flat ceilings, and room I has a 30' ceiling; IL, each room A-H has 1 CL in ceiling, while room I has 4 CL's in ceiling.*

Numerous relics, few of them magical in nature, occupy the various rooms of the Grand Museum. All of the items here are trophies of Baba Yaga's wanderings, some taken in battle and some by stealth and magic. The hides of demons, devils, and dragons hang beside broken weapons taken from champions who opposed her in ages past. The largest items are two huge metallic vehicles in room I; one of them is a Soviet JS-1 tank she picked up while visiting Earth during the Second World War, and the other is a steam-powered war cannon made by dwarves from an alternate universe. Neither device is operable (even with a *wish*), and should serve only to confuse the characters. The tank and dwarven cannon weigh 43 and 25 tons respectively.

Additional items may be invented by the DM as desired; few trophies in the museum should be immediately recognizable for what they are, since Baba Yaga has a taste for the strange and unusual. A few trinkets may still possess their powers.

Inter-area doorways connect to areas 7, 9, 11, and 12 from here. Staircases rise to area 42, and descend to area 43.

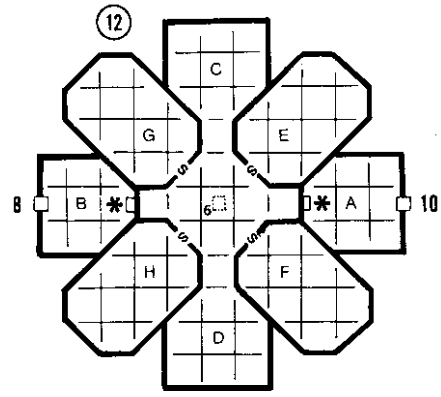
11) The Lakeland — *CH, hemispherical dome 275' high; IL, dim, equals twilight or overcast day (see below; ND).*

Characters entering this enormous area from 8, 10, or 30 may at first believe they are outdoors. The Lakeland area is an enormous circular domed room 550' in diameter, with a shallow lake in the center of it surrounded by dense forestation. The lake itself is swampy and no more than 15' deep at the most, with algae and leafy plants covering much of its surface. Narrow footpaths wind their way around the lake shore from doorway to doorway, and over to a circular staircase hidden among the trees, leading down to area 30. The trees reach 20'-80' in height. The diffused light shines from the dome itself.

The lake is the home of three greenhags (HP 46, 52, and 61) who are close friends of Baba Yaga; the witch often turns captives loose in this chamber for the greenhags to feed upon. A fair amount of treasure (determined by the DM) has been accumulated here by the greenhags, kept well guarded on the lake bottom near their lair.

12) The Vaults — *CH, 20' flat overall; IL, rooms A, B, and center chamber have 1 CL each in ceiling, all other rooms are dark.*

Characters entering from area 8 or 10 will see only a bare room (A or B) with a door on the opposite wall. Walking through the door at the other end of the chamber (marked "*") normally *teleports* characters directly across to the opposite room (from A to B, or B to A), unless the character casts a



dispel magic successfully at the door against 25th level magic, or uses an *anti-magic shell* spell or scroll of *protection from magic* field that crosses the doorway. If this occurs, the *teleport* effect is dispelled for 7-12 turns, and the characters may walk directly into the center chamber. A secret door, detectable by normal means, is set in the ceiling of this chamber.

Rooms C and D are storage areas for unusual minor treasures that Baba Yaga has picked up; some are worthless except as souvenirs, while others are rather valuable (items of jewelry and the like). From 2-5 magic items may be found in each of these two rooms; some of the items may be cursed or trapped in unusual ways.

The four major treasure vaults are rooms E, F, G, and H. The entrances to these rooms are not detectable without magical means (a *gem of seeing*, a *true sight* or *true seeing* spell, and so forth). Each secret entrance also bears a special curse, as determined by the DM. Any character attempting to open one of the doors could be *polymorphed* into a giant rat, *paralyzed* and rendered *invisible*, made *gaseous* for 2-8 hours (without equipment, and unable to cast spells of any sort), or cursed to see their allies and friends as deadly enemies. Baba Yaga will not be affected by these curses.

Anyone who gets past a door will find that each of the vaults has a guardian inside. Room E is home to a greater basilisk (65 HP), F has four slicer beetles (33, 35, 40, and 47 HP), G has a dracolisk (45 HP), and two flesh golems guard room H. The exact treasure in each room is left to the DM, though it should be emphasized that despite the size of the vaults, they will not be stuffed with magical items or gold. Room E, for instance, might have three major magical devices, a small chest full of antique platinum coins, a rare magical tome, and several items of jewelry and rare tapestries set in cases on the walls.

None of the guardians will attack Baba Yaga because of her enchantments upon them, but they will attack anyone else who enters the chamber they occupy.

13) Abyss Hall — *CH, 60' flat ceiling over walkway; IL, none.*

This central hall has a cross-shaped 10' wide walkway running along what appears to be the edge of a great abyss. Anything that falls off the walkway will drop for a full round at ever-increasing speed, and will then suddenly be cast out of the Hut through a one-way magical *gate* into a random section of the Astral Plane. Because the *gate* effect lasts for only a moment, this section of the Hut is not considered open to other planes, and spells that won't function because they require contact with other planes will also not function here. No guardians usually patrol this area. Note the potential use in this area, for or against the party, of spells like *push* and *telekinesis.*

Doors lead out from this area to areas 14, 15, 16, and 17, and staircases connect with areas 19 (above) and 7 (below).

14) Baba Yaga's Chambers — *CH, 10' flat in room A, 40' peaked ceiling in room B, 20' flat in rooms C-F; IL, see below.*

Anyone passing through the doorway from area 13 to area 14 will find himself in a stony, octagonal room which contains nothing at all. Only magical devices like a *gem of seeing* or spells like *true sight* or *true seeing* have a chance to detect the secret door on the opposite wall. Even if it is detected, the secret door will only open if a *passwall* spell or a *wish* is used on it. It automatically opens at Baba Yaga's touch. One guardian resides in room B: a farastu demodand (64 HP) that has made itself *invisible* and will attack anyone but Baba Yaga, her servants, or her "daughters."

Baba Yaga's personal chambers are dimly lit by small candles set upon tables, chairs, wall mountings, and elsewhere. Room B is rather spacious, and contains only a few articles of furniture (a workbench, several chairs, a writing table with chair, and several small bookshelves). Nothing appears to be of any value here, at first glance. Doors lead to areas 15, 17, and 18. A secret door in the floor, covered by a rug but detectable by normal means, leads to area 40. A *rug of welcome* that appears shabby and faded rests on the floor by the door to area 18.

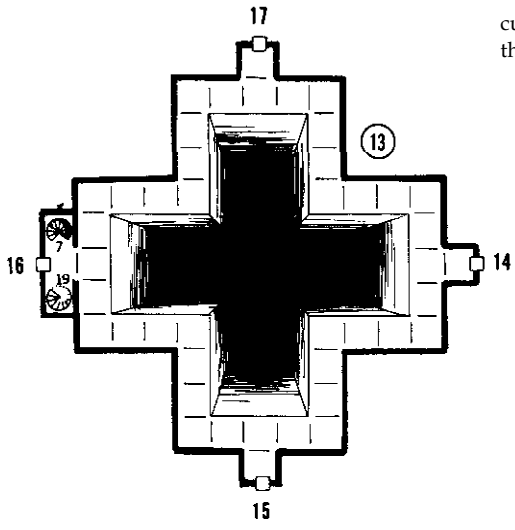
The side chambers are screened by thick curtains; if anyone but Baba Yaga touches them, the curtains will animate and fold out over the toucher like a lurker above (use all statistics for the lurker above, except that the curtains do not normally move about, and each has 55 HP). Room C is Baba Yaga's sleeping chamber, D and E have equipment that she uses when manufacturing magical items, and F contains a loom and assorted items for sewing and making woven items. Few magical devices will be found, most of them relatively minor in nature (a *wand of magic missiles*, for instance). Room E has a secret door in the ceiling which can only be detected and opened in the same manner as the ceiling trap door in area 4 (leading to area 40). The ceiling door here leads to area 46.

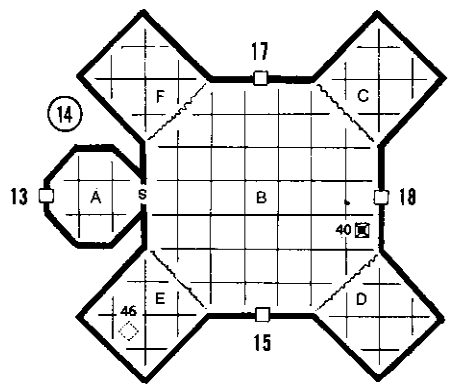
15) Natasha's Chambers — *CH, rooms A, C, E, G, and I have 10' flat ceilings, and all other rooms have 10' tall walls with square-domed ceilings up to 15' high; IL, all rooms (A-I) have 1 CL in ceiling each.*

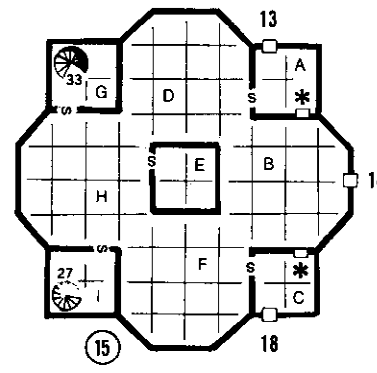
Anyone entering from area 13 or 18 will find himself in a small room (A or C) that connects with its counterpart through a *teleportation* door. This allows pedestrian traffic to avoid Natasha's rooms, a feature that was devised because of her extreme dislike of interruptions during her relaxation time. Secret doors in rooms A and C are normally detectable, and lead directly into the main area. Rooms G and I hold stairwells to areas 33 and 27 respectively, and a doorway connects directly to Baba Yaga's chambers (area 14).

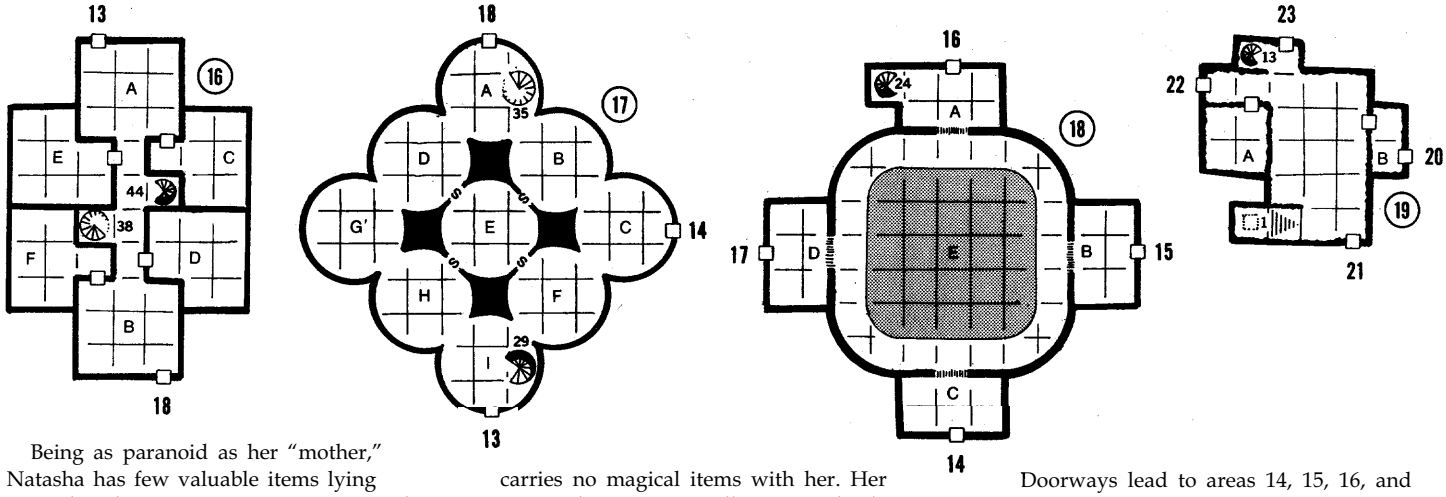
Natasha the Dark is an adopted human "daughter" of Baba Yaga who was influenced by the witch to take up her sorcery and use it for dark purposes. A beautiful woman with smoky black hair and alabaster skin, Natasha enjoys manipulating demons, and uses them frequently as servants and guardians. She is jealous of her "sister" Elena (see area 17), and despises her goodness, but will never cause Elena harm.

Natasha is a chaotic evil dual-classed illusionist/magic-user, 7th/15th level (HP 43, S:9, I:18, W:12, D:17, C:15, CH:16) who wears a variety of magical protective devices (such as *bracers of AC 2*, a *brooch of shielding*, and two random *ioun stones).* She carries many offensive spells in her head. Materialistic and vain, she collects magical items and jewelry. and displays them for all to see. She may be further outfitted by the DM as desired.









Being as paranoid as her "mother," Natasha has few valuable items lying around in her area. Rooms B, D, F, and H contain only mundane but costly furniture. Most of her valued items are contained, and her private research is conducted, in area 33, the stairway to which is within room G. The secret doors in rooms G and I are detectable by normal means. Inside room G are a pair of invisible stalkers who guard the entrance to Natasha's laboratory; they will attack anyone but Natasha and Baba Yaga.

16) Hades Guestrooms — *CH, 10' flat overall; IL, see below.*

These chambers are primarily used by night hags who are visiting Baba Yaga from Hades (having gated in through other areas inside the Hut). Rooms C, D, E, and F have dim light emitting from their ceilings (ND); special enchantments will negate any *light* or *continual light* spells cast within them. Night hags cannot astrally project themselves from these rooms. Each room C-F has a 20% chance of a night hag occupying it; unoccupied rooms have a 20% chance of containing an annis maid who is fixing up the chamber for new guests.

Doorways lead to area 13 and 18, and stairs lead down to area 44 and up to 38. Though completely dark, entry rooms A and B are kept free of obstructions and furniture. The walls there are decorated with paintings showing various grotesque scenes from the local landscapes in Hades.

17) Elena's Chambers — *CH, 8' flat overall; IL, all rooms have 1 CL in ceiling each, except room E (no light).*

Another foster "daughter" of Baba Yaga is Elena the Fair, who, unlike her "sister," turned out to be lawful good in nature. She has learned magical arts from her "mother" but uses her powers for good causes. Baba Yaga found Elena outside her Hut one day and, being unwilling and perhaps unable to slay her (for reasons given in the witch's character description), kept her as a house servant. No one came to claim the girl, and soon she became a powerful sorceress. Though she is disliked by all other beings who come to the Hut, no one dares harm her, and all treat her with the greatest respect (if somewhat begrudgingly).

Elena is a 16th-level magic-user (HP 39, S:11, I:18, W:17, D:16, C:10, CH:17) who carries no magical items with her. Her repeated exposure to illusionary displays has finally rendered her immune to-all. illusion/phantasm spells, regardless of level, and she cannot be affected by them. If she encounters any characters of good nature, she will become very friendly with them, but will not allow any harm to come to inhabitants of the Hut if she can help it. Elena likes to use *polymorph other* and *polymorph self* spells, and will not use any illusion/phantasm spells.

Elena's rooms contain mundane (though highly valuable) articles of furniture, as well as-trinkets from a dozen universes that she has collected. A few of these items have magical powers of an unusual nature (possibly a lamp with the powers of a *wand of illumination,* or a wastecan that *disintegrates* all materials dropped into it); the DM may use his imagination to the fullest. At most, five such items will be found. Elena's chambers are warded by non-lethal magical traps of various types *(symbols* of *sleep* or *stunning,* or an activated *Bigby's grasping hand* that holds thieves for 16 minutes).

Room E can be entered only through secret doors, all normally detectable (though protected as noted above). Inside Room E are Elena's bedchambers, which are dark.

18) Bath — *CH, rooms A-D have 10' flat ceilings, central pool room has 25' ceiling; IL, rooms A-C have dim red light coming from whole ceiling, D has bright white light from ceiling, pool room has variable light (see below; ND).*

The four small chambers surrounding the large central pool each contain dressing facilities and other odds and ends for bathing. Because some of the visitors in area 16 are night hags, the pool isn't always filled with *pure* water, and bathing equipment varies. The pool is only five feet deep throughout. Illusionary walls screen the pool from rooms A-D. The pool room, E, is dimly lit, equivalent to late twilight, but the brightness can be increased to full daylight with a command word ("Light!"). Other command words will cause the pool's waters to become either pure or foul, depending upon the preference of the bather (only Elena and Natasha have a liking for pure bathing water).

Doorways lead to areas 14, 15, 16, and 17, and a stairway in room A descends into area 24 (so beings may wash up after visiting the stables).

19) "Cellar" — *CH, 10' flat overall; IL, torch on wall near door to B.*

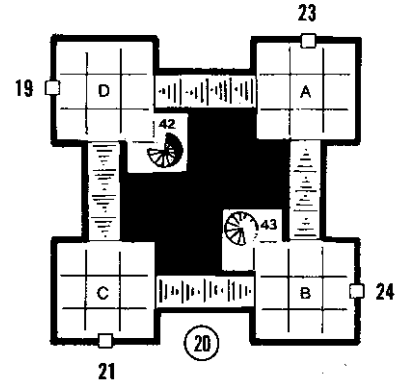
The walls of the "cellar" are made from packed earth, but very little can be flaked off or dug away; like all other walls in the Hut, these are immune to spells like *dig* or *disintegrate.*

The musty "cellar" serves as a dumping ground for items newly brought in from one of Baba Yaga's trips around the land, as well as a sort of trash bin for unwanted nonmagical refuse. Few things found here will have any real worth, though some may prove interesting as curios.

A single torch burns on the wall near the interior door leading to room B. Room A is filled with skulls and bones of adventurers who fell victim to the Hut or its guardians — perhaps seventy creatures of various races are represented. Room B is empty, but has a large executioner's hood (6+6 HD, 49 HP) that hides in a niche in the ceiling, covered by an illusion to further conceal it. It will attack anyone who enters room B other than Baba Yaga or other full-time inhabitants of the Hut, going for the intruder's head.

20) Wine Cellars — *CH, 10' flat in rooms A-D; IL, none..*

Rooms A, B, C, and D each hold numerous kegs, barrels, and bottle-filled shelves containing the finest alcoholic beverages that twelve universes have to offer. Room A



contains fine wines, B holds brands of vodka, C has assorted beers, meads, and ales, and room D is filled with exotic fruit drinks. Some of the drinks (20%) will infect the imbiber with *dipsomania,* as per the DMG, due to their quality and certain special enchantments.

Characters will soon discover that one can go continuously downstairs from room to room in this area, thanks to a peculiar warping of space that cannot be negated by magical or physical means. Hiding behind one of the wine barrels is Ivan, a giant mouse who can communicate telepathically with beings up to 10′ away from him (like the ability of Vladimir the giant cat, from area 1). Ivan is one foot long (AC 6, MV 12″, HD 1+1, HP 9, bites for 1-4 HP) and is very intelligent; he can learn and cast spells like a 4th-level magic-user. Ivan has chaotic good alignment, and a bad case of dipsomania; he will befriend anyone who offers him alcoholic drink, and (like Vladimir) he may be willing to offer limited information about the Hut.

21) The Warded Caverns — *CH, 10′ overall; IL, none.*

The Warded Caverns have numerous magical spells cast within, to confuse all who pass through, except for Baba Yaga and her "daughters" and servants. If one of them enters this area, all magical effects in the caverns will cease for the time the inhabitant is in the corridors, and will reactivate as soon as the inhabitant leaves.

To begin with, a *guards and wards* spell of permanent duration (except as noted above) fills the entire cavern area. Visibility is reduced to 10′ at best, all interior doors are *wizard locked* (25th level) and covered with illusions to appear like wall sections. *Webs* fill the stairways, but not the spiral staircases. *Stinking clouds* fill areas G and H.

In addition, six teleportation doorways have been added that exactly resemble the inter-area doorways. These doors, labelled A-F, will randomly *teleport* anyone who passes through one of them to a different teleporting doorway. (The character will reappear inside area 21, facing the doorway to which he has been teleported.) The doorway teleported to is determined by rolling a 6-sided die (1=A, 2=B, etc.); if the same doorway is rolled that the character just entered, then the result is re-rolled. This process is repeated each time a character enters a doorway.

Four normal inter-area doorways connect to areas 19, 20, 22, and 23. Circular stairways join with areas 30 (above) and 31 (below).

22) Smithy and Toolworks — *CH, 30′ flat (20′ over D, 10′ over E); IL, only from fires and furnaces, as noted below.*

The walls, ceiling, and floor of this room are constructed of a special metal that does not conduct heat; no heat radiates away from the smithy, and it can become extremely hot when heavy work is going on.

Baba Yaga has enslaved some beings from the Elemental Plane of Fire, and here forces them to forge magical weapons and devices for her. Three azer, a salamander, and a harginn grue labor for hours on end at the furnaces. Currently they are forging a two-handed sword that Baba Yaga hopes to turn into a *cursed berserking sword,* which she will then give to some enemy of hers.

Two furnaces provide dull red light in this area, from the places marked A on the map. A toolroom is present at B. The main floor of this area is C, though there are two elevated places; D is 10′ above the main floor, and E is 20′ above the level of C. Both of the elevated sections are set off by railings. The heat in this entire area is so intense that unless someone has some form of protection from heat and fire, he will take 1 HP damage per round that he is in the area. The inhabitants of the room will ignore anyone who enters here, unless he crosses the main floor (C) and is seen to be an "outsider" i.e., not Baba Yaga, her "daughters," or servants). The workers will then attempt to capture or slay the intruder(s), preferring to hold them for Baba Yaga (if possible) in an attempt to win her favor.

Inter-area doorways lead to areas 19, 21, 23, and 24; circular stairwells rise to area 37 and drop to 48. Note that the heat from this room, like magical or magic-like effects, does not enter other areas through the open circular stairs.

23) Armor Museum — *CH, 15′ flat overall; IL, rooms A-D have 1 CL each, and room E has 4 CL's on ceiling.*

The armor, shields, and helmets of great champions who once served Baba Yaga, or who opposed her, are kept in these chambers as mementos. The central chamber, E, contains equipment from dozens of alternate universes, of many makes and compositions. Some of the suits are magical, and a few are legendary in nature (once having been worn by famed warriors). Details of these exhibits are left to the individual referee to develop.

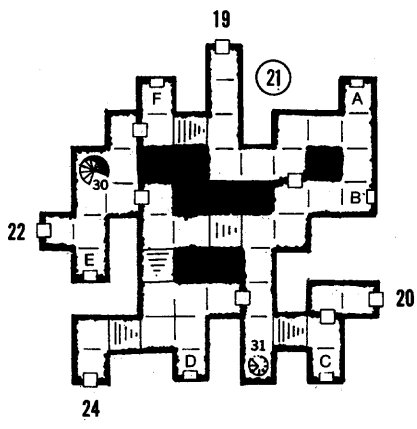
Rooms A, B, C, and D contain equipment from four universes of particular interest to Baba Yaga, since she has relatives who live in them. One room is devoted to armor worn by men destroyed by three of Baba Yaga's sons, who are aquatic hydras. No further information on them can be found here.

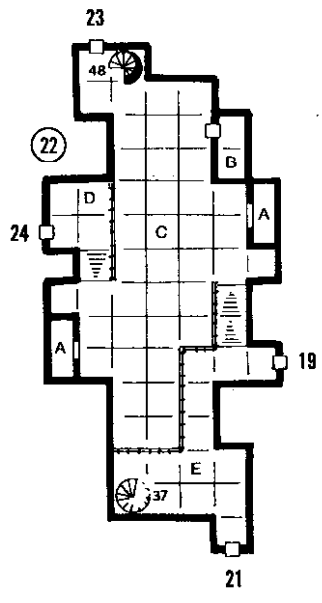
The staircases lead up to area 36 and down to 25; four doorways connect to areas 19, 20, 22, and 24. There are four teleportation doors in the side chambers that operate like the ones in area 21, except that each doorway sends a character to another specific doorway: A leads to B, B to C, C to D, and D to A. Only one character can enter any doorway at one time.

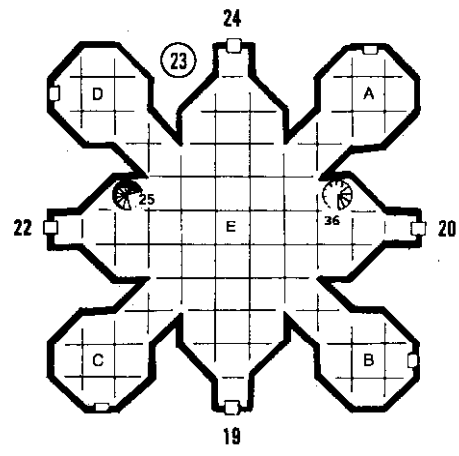
24) Stables — *CH, 10′ flat, with 15′ square-domed ceiling over section I; IL, 1 CL over section I.*

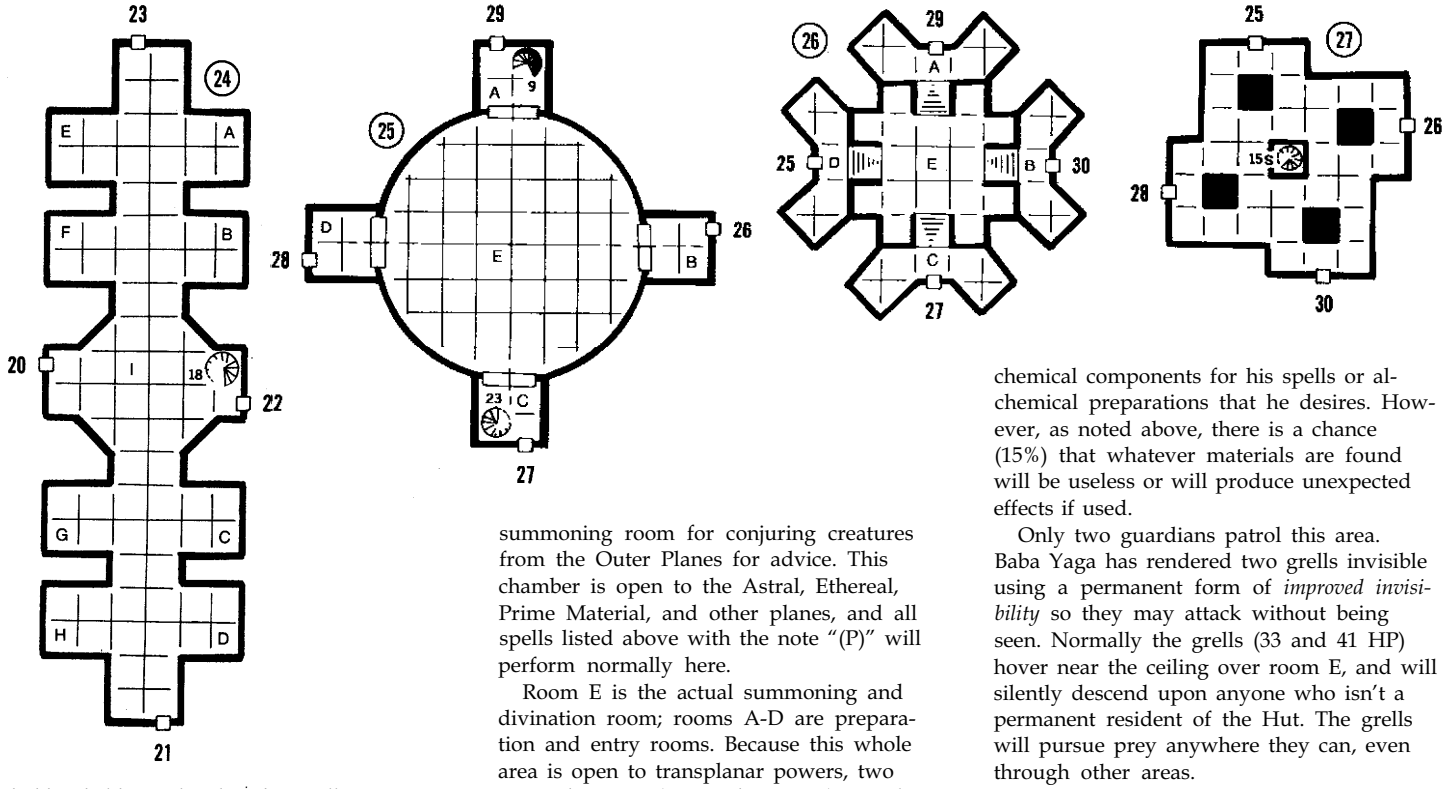
This is one of the few areas in the Hut with connections to the Astral and Ethereal Planes. Also, the Prime Material Plane, Negative Material and Elemental Planes, and one Outer Plane (Hades) may be reached from here by spells. Because it has these special properties, this area is kept heavily guarded. All spells and powers which have a spell effect listed above of(P) will function here normally.

Stabled here are three nightmares at A, C, and F (39, 43, and 46 HP respectively), watched over by four diakka, two tall ones (41 and 49 HP) and two broad ones (55 and 61 HP). The diakka are overseen by a barbed devil (63 HP). The devil and the









diakka dislike each other, but will cooperate to remove intruders from this area.

The nightmares will attack any humans and demihumans who enter the stables (they are not restrained). The devil and diakka will stay out of the way until after the tight, unless they feel they can join in without serious risk to themselves.

In stall G is a large iron mortar and pestle, 4′ tall, with a broom inside the container as well. The mortar may be summoned by Baba Yaga when she is outside her Hut, by simply whistling for it to appear; the mortar, pestle, and broom are enchanted to serve as an overland vehicle for her. The mortar *levitates* one inch above the ground upon utterance of a command word, and can carry up to 500 lbs. inside it. Baba Yaga sits inside the mortar and poles it along the ground using the iron pestle. The maximum speed one can attain using this device equals twice the "driver's" strength score in tens of yards per minute; thus, Baba Yaga can move at 40" per round, or about 13.6 mph. Percentile scores for strengths higher than 18 are ignored for purposes of this calculation. It takes one round for the mortar to reach full speed.

The broom is enchanted to cover all traces of the mortar's passing over the ground, as per the druid spell *pass without trace* with a permanent duration. Baba Yaga can manipulate both the mortar and the broom simultaneously.

25) Divination Chamber — *CH, 10′ flat in chambers A-D, and 40′ hemispherical dome over E; IL, 1 CL over room E, all else dark.*

The Divination Chamber is used by the Hut's inhabitants to cast divination-type spells such as *contact other plane* and *legend lore,* as well as serving as an alternate summoning room for conjuring creatures from the Outer Planes for advice. This chamber is open to the Astral, Ethereal, Prime Material, and other planes, and all spells listed above with the note "(P)" will perform normally here.

Room E is the actual summoning and divination room; rooms A-D are preparation and entry rooms. Because this whole area is open to transplanar powers, two mezzodaemons (103 and 115 HP) patrol these rooms to protect them from invaders or spies. Anyone entering here who is not recognized as an inhabitant of the Hut will be attacked at once, though the daemons will not leave this area to pursue invaders. The stronger of the two mezzodaemons keeps a vigil in room E, while the other guard roams between rooms A-D, visiting each small area once every four turns.

Areas 26, 27, 28, and 29 connect to this area by doorways, and areas 23 and 9 connect to this area by staircases going up and down, respectively. The giant double doors leading into rooms A-D are so massive that a bend bars/lift gates roll is required to open them. A character who knocks on one of these doors from within the small room will quickly attract the attention of at least one of the guards.

26) Alchemical Storage — *CH, 10′ flat overall; IL, rooms A-D each have 2 CL's, one in each corner, and room E has 4 CL's, one at the top or foot of each stairway.*

The walls in this area are lined with shelves and boxes full of alchemical materials used in the preparation of magical potions, poisons, inks, medicines, and chemical substances. Many of the materials have deteriorated from age and disuse, and some will now produce altered effects if used in magical rituals or experiments. The contents of these rooms came from numerous worlds, and most of them are labelled as to their origin. Room A contains various acids and caustic liquids; B has an assortment of solid components; C has biological supplies; and room D contains gems and unusual materials (demon ichors, devil scales, and so forth).

If a magic-user or illusionist looks long enough here, he will probably find any chemical components for his spells or alchemical preparations that he desires. However, as noted above, there is a chance (15%) that whatever materials are found will be useless or will produce unexpected effects if used.

Only two guardians patrol this area. Baba Yaga has rendered two grells invisible using a permanent form of *improved invisibility* so they may attack without being seen. Normally the grells (33 and 41 HP) hover near the ceiling over room E, and will silently descend upon anyone who isn't a permanent resident of the Hut. The grells will pursue prey anywhere they can, even through other areas.

The doors in this area lead to areas 25, 27, 29, and 30.

27) Magic Item Storage — *CH, 10′ flat overall; IL, en tire ceiling radiates light as a CL spell (ND).*

Material components not of a chemical nature (metallic items, miniature figures, and so forth) may be found on the marble shelves lining the walls of this large room. Materials to be used in manufacturing magical items, such as staves, wand sticks, platinum rings, and scroll papers, may also be found here. However, few completed items are in this area; they are either in use by the Hut's inhabitants or stored elsewhere.

Anyone who looks over this area's contents will notice that the metallic items have been placed in sealed stony crates or glass jars, or have been set high on the shelves; wooden items are also protected or hidden. The reason for this is that the room's guardians are three rust monsters (29, 34, and 39 HP). They feed freely on iron items that Baba Yaga and the others toss to them, and have been trained not to approach Baba Yaga or her "daughters." They will happily go after anyone else they can, however. To make them more difficult to slay, each rust monster has been outfitted with a collar enchanted to cause any wooden item touching the monster to warp, as per the spell *warp wood.* Magic wooden items get no saving throw vs. this effect.

A secret door is set in the room's central 10′ x 10′ pillar, leading to a spiral stair that descends to area 15. Doors lead off to areas 25, 26, 28, and 30. Anyone who attempts to open the secret door besides Baba Yaga or her "daughters" must save vs. spells at -4 or be permanently *feebleminded.* This trap will only function once.

28) Room of Conjuring — *CH, 10′ flat in rooms A and C, 15′ flat in room B; IL, 1 CL on ceiling of room A, dark elsewhere.*

This area is open to other planes, and spells that normally won't function because of the Hut's extra-planar construction (those marked (P) in the lists) will all work here. Room A contains a few tables and chairs, with exits to areas 25, 27, 29, and 30, as well as stairs down to area 45. Curtains separate this room from B, the actual conjuring room.

One-way illusionary walls allow viewers in rooms A and C to look into B without being seen; from B, these illusions appear to be normal walls. A protective diagram is drawn in B, beside a special trap door 10′ across upon which a conjuring pentagram is inscribed (as per the spell *cacodemon).* Anyone who conjures a being into this room will have it appear within the pentagram, and may then use spells similar to *spiritwrack* or *cacodemon* to get concessions or quests from it. It is possible to cause the trap door to lower into area 45 at a word of command, and cause the summoned being to be trapped within the "prison" there. The trap door will *teleport* back to its former position as soon as it touches the floor, leaving the unbound being in the *wall of force* cage in area 45.

Room A is a sort of guard room; an old shator demodand spends his time here as a guardian of this area, preventing intruders from getting any further into the complex. The shator has 104 HP, and obeys no one but Baba Yaga herself.

29) Grand Library — *CH, 15′ flat in each room; IL, each room has 5 CL's, one in center and one in each corner.*

The library is divided into five chambers (A-E), each having numerous volumes and tomes filling the shelves that run along their walls. The spell books of ancient mages lie here beside texts discussing the nature of magic and the universe, and volumes covering hundreds of other topics. Exits to areas 25, 26, 28, and 30 are here, and a staircase in room A rises to area 17. DMs may determine the contents of rooms A-E as desired.

Numerous creatures and beings use these chambers to further their own knowledge of the sorcerous arts, and the temptation to steal a book or two is strong. Baba Yaga, however, has caused three rakshasas to serve as guards here. The rakshasas (39, 42, and 50 HP) use their illusionary powers to appear to be studious mages, of a temperament friendly to whoever else is using the library. If they catch anyone stealing or damaging books (using their *ESP* powers to help in this detection), then they will attack at once to capture or slay the offender.

Note that though rooms C and E seem to be on a different level from B and D, anyone walking in a circle through these rooms using the outer corridors will believe he is on the same level all the time. This area, like area 20, was built around a section of warped space.

30) Alchemical Laboratory — *CH, 10′ flat overall; IL, 1 CL centered on ceiling.*

The alchemical laboratory is outfitted with most of the standard equipment that one would expect to find here (lab tables, shelves full of glassware, retorts, etc.). Explorers will find 3-12 potions here; some of them poisonous or cursed, but all completely indistinguishable from one another. Rare powders, liquids, and devices may also be found here, though unless one knows what to look for, most of this material will be ignored.

Only one creature normally inhabits this room, a kobold (4 HP) that Baba Yaga has permanently *charmed* and made her servant. The kobold has only one type of offensive weapon: three small tubes full of magical dusts. One contains *dust of stunning,* which has the same effect as a *symbol of stunning* upon those affected; *dust-of sneezing and choking;* and *dust of hopelessness* (as per the *symbol).*

The kobold wears a *ring of invisibility,* and has been given the power to *detect invisibility* naturally, by Baba Yaga's magic. He will use the *dusts* on anyone who enters the lab invisibly. When it blows through a tube, the kobold causes the dust in that tube to scatter through the room, affecting everyone inside except himself (Baba Yaga's magics having rendered him immune to their effects). The kobold will then summon help from one of the rakshasas in area 29 to capture or dispatch the intruders. Only Baba Yaga and her "daughters" may use this area, though other inhabitants of the Hut may pass through it to get elsewhere.

Doorways here connect to areas 26, 27, 28, and 29, and stairways climb to area 11 and drop to area 21.

31) Prison — *CH, 10′ flat, except in cells (6′ flat); IL,* none *in room A, 1 CL in rooms B and D each.*

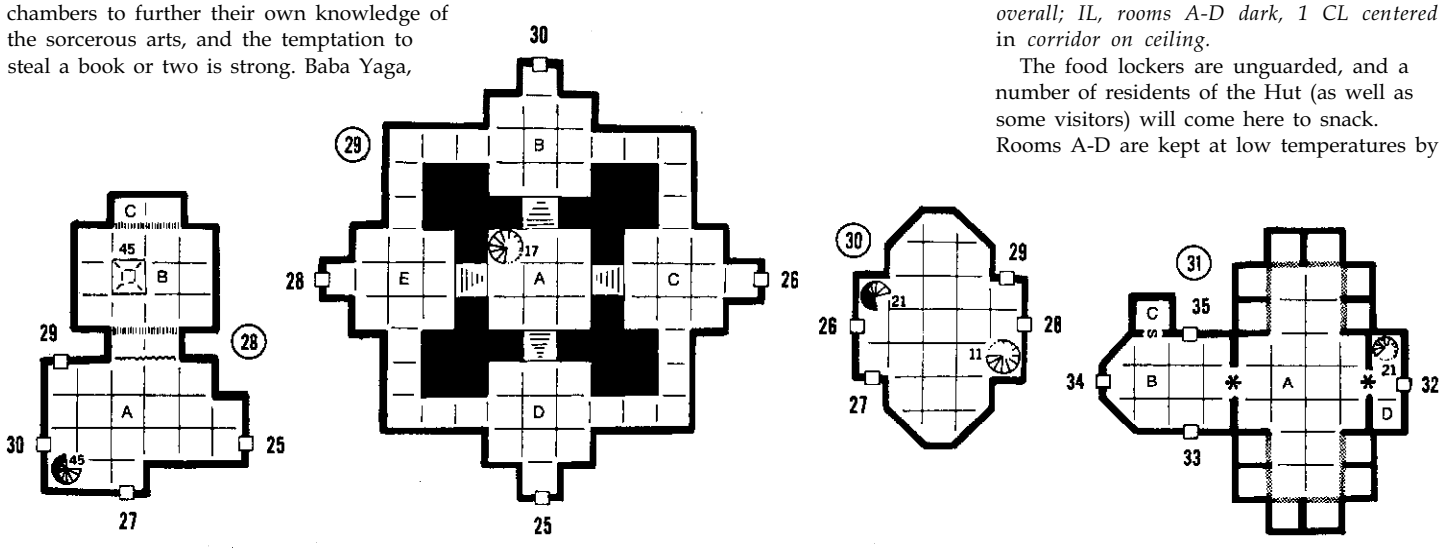
This area is reserved for those captured trying to steal from or invade the Hut, as well as for regular enemies of Baba Yaga. Room A includes 12 prison cells, each shut with a *wall of force.* The *walls* may only be dispelled using *disintegrate,* or by command of Baba Yaga herself; each cell must be opened or closed separately from all others. To guard the prisoners, a Type V demon (55 HP) has been forced to serve in this room. The demon hates its servitude, and this has given it an especially foul disposition (+1 "to hit" and damage on all attacks). Anyone entering this area except for Baba Yaga and her daughters will be attacked at once; the demon carries six broadswords.

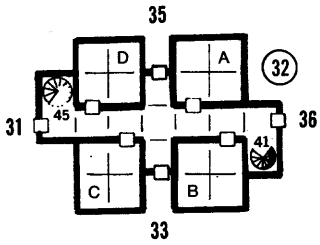
Rooms B and D are generally empty except for pedestrian traffic. If anyone crosses the open doorways from B or D into room A, without first casting a *dispel magic* at the doorways, a special teleporter goes into effect and casts the person into one of the unoccupied cells in the prison. All nonliving equipment the person is wearing or carrying is *teleported* at the same time into room C. If all the cells in room A are full, then prisoners will be dropped into occupied cells, doubling up until they have to be tripled up, and so forth. There is no saving throw against this *teleport* effect. Only 1-2 prisoners will be present in the cells to begin with, their characteristics, levels, and reasons for imprisonment being left to the DM's imagination.

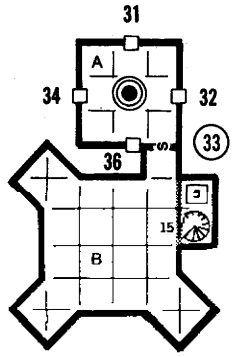
Room C has no guards inside, but the door to it is detectable only by using a *gem of seeing* or a *true sight* or *true seeing* spell. A *passwall* or *phase door* spell will open it. Room B contains exits to areas 33, 34, and 35; D has an exit to 32 and stairs up to 21.

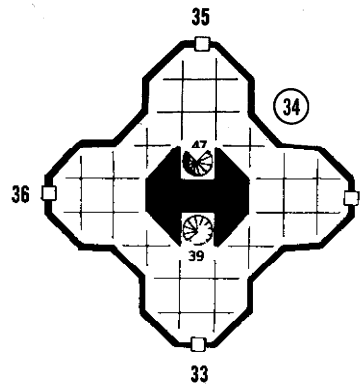
32) Food Storage Lockers — *CH, 10′ overall; IL, rooms A-D dark, 1 CL centered* in *corridor on ceiling.*

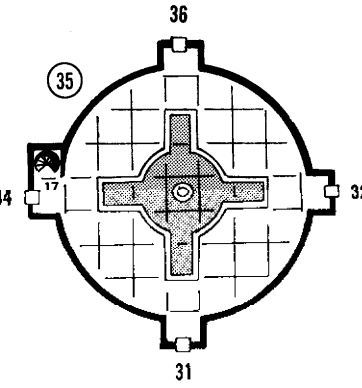
The food lockers are unguarded, and a number of residents of the Hut (as well as some visitors) will come here to snack. Rooms A-D are kept at low temperatures by











magical effects, and different sorts of meats are hung out in them. Rooms A and B contain meat from normal animals, C contains meat from monsters, and D has meat taken from other sentient beings (elves, gnomes, dwarves, etc.).

Areas 31, 33, 35, and 36 may be reached by inter-area doorways. Spiral stairs reach up into area 45 and down into area 41.

33) Natasha's Laboratory — *CH, 10′ flat in room A, 15′ flat in room B; IL, 1 CL in rooms A and B each.*

Anyone entering here from area 31, 32, 34, or 36 will at first see only a 30′ square room with a circular well 10′ in diameter set in the center of the room. The well is filled with green watery fluid to the brim, and seems to have no bottom. If someone casts a *lower water* spell upon the water, it will not be affected; however, a secret door will open in the room, leading to the laboratory of Natasha the Dark. The secet door cannot be opened by any other means, though it may be detected normally.

Natasha's laboratory (room B) is fairly standard, and contains much the same equipment and treasures (2-8 potions, some cursed) as the alchemical laboratory in area 30. Two manes (8 HP each) and two lemures (18 HP each) serve as assistants here, moving into one of the side chambers when not needed. If anyone but Natasha or Baba Yaga enters this area, the manes and lemures will attack at once.

An illusionary wall on one side of the room covers a *prismatic wall* that has been made permanent by various spells. Only Baba Yaga and Natasha are able to pass through the *wall* without ill effects. The *wall* cannot be detected from inside the small chamber, either, since an illusionary wall covers it from that side as well. The *wall* hides a stairwell going up to area 15, and a trap door leading down to area 5.

34) Guardians and Servants — *CH, 10′ flat overall; IL, see below (ND).*

This area is filled with a luminous, humid fog kept at a warm temperature; the visibility is only 10′. Living within this area are nine piscodaemons who serve Baba Yaga, though unwillingly, when she requires minor errands or tasks to be performed. The piscodaemons (29, 31, 34, 34, 37, 38, 39, 43, and 46 HP) will not leave this area unless commanded to do so by Baba Yaga or her "daughters," and will fight anyone else who tries to enter (even the other servants). Inter-area doorways lead from these rooms to areas 31, 33, 35, and 36; stairwells drop to area 47 and rise to 39. The fog will not leave this area and enter any other area. These piscodaemons are permitted to have some treasures (DM's choice), which they guard cautiously.

35) Fountain of Life — *CH, 10′ over the small exit rooms and stairwell down, with a 35′ hemispherical domed ceiling over fountain chamber; IL, see below.*

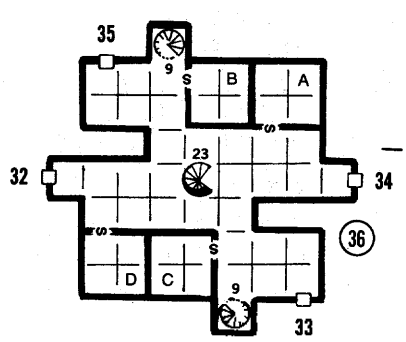
No illumination is needed in this chamber, since the waters themselves give off light. A huge cross-shaped fountain is centered in this area, with doorways leading off to areas 31, 32, 34, and 36 around it. A spiral staircase drops to area 17.

If anyone drinks from the fountain, a number of beneficial effects may be gained. One drink will have the same effects as one application of *Keoghtom's ointment* (curing 9-12 HP of damage and either curing a disease or removing poison from the drinker). The magical effects of the water, however, will not last more than one round if it is taken out of the pool. No magical power can cause the water to keep its effects if it is stored in any container. No magical spell will destroy the fountain or the powers of the water within it.

This area is not guarded. Anyone, even Baba Yaga herself, may drink from the waters and be healed.

36) Servants' Chambers — *CH, 10′ flat overall; IL, 4 CL's, one over each exit.*

This area is the servants' quarters for Baba Yaga's annis maidservants. Rooms A-D each have beds and furniture to indicate that two annis live there; there is a 20% chance that one annis (of random HP) will be encountered in each room, resting from her chores. All annis will fight any intruders in their area to the death. Each room has some treasures that the maids are allowed to keep, though no treasures are of extraordinary power.



Exits lead off to areas 32, 33, 34, and 35 from the hallways. Two staircases rise to area 9, and one descends to area 23.

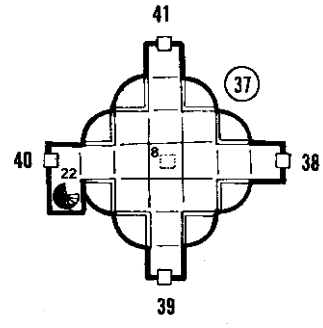
37) Food Storage — *CH, domed ceiling, 25′ at center; IL, four torches, one on the wall between each pair of food bins.*

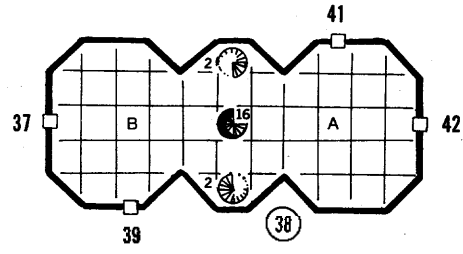
All foods besides meats and beverages are stored here in eight special containers set against the walls. The food bins will cause perishable foodstuffs placed inside them to be preserved and replenished indefinitely, so that vegetables, grains, breads, pies, eggs, fruits, and vegetable oils may be taken from the bins without needing to refill them. There are no guards here, but there is a 30% chance of an encounter here, since snacking is a common pastime among the Hut's inhabitants.

Exits lead out from this area to areas 38, 39, 40, and 41; a stairway takes characters down to area 22. In the center of the ceiling is a clearly marked square — the platform from area 8 lowers down into this area. A word of command ("Down!") will cause the platform to descend into the chamber.

38) Meeting Hall — *CH, 15′ flat overall; IL, 1 CL over central stairwell.*

This huge auditorium is used only rarely, when Baba Yaga desires to call together a





large group of night hags for special meetings. Usually it is kept empty (the chairs and tables needed are created on the spot using various magical spells). The walls are engraved with detailed pictures showing the history of Baba Yaga and her Hut, the many battles they've fought (and won), and the champions they've fought against. There is a 10% chance of encountering a lone diakka (45 HP) sweeping the floor or polishing the walls here.

39) "Outdoor" Garden Maze — *10′ flat overall; IL, ceiling illuminates room (see below; ND).*

This unusual area appears to be an outdoor hedge maze; a false "sun" appears to shine overhead, though it is only an illusion and the ceiling is as high as the hedge-tops. This maze connects with rooms 37, 38, 40, and 42. In the center of the maze is a stairway leading down to area 34. One foot of earth covers the floor, but it cannot be affected by spells or dug completely away.

The hedges appear to be a strange combination of thornbushes and fruit-bearing plants; large red berries the size of apples grow upon it in a few places. Each character has a 10% chance per one round's worth of normal movement (see below) through the maze to see 1-2 of the berries. The berries can be taken from their branches, but will lose their special properties within one day after they are removed from the area of the maze. If a berry is eaten, there is a 90% chance that it will act to *dispel exhaustion* (at the 6th level of power) on the consumer; the other 10% of the time, the eater will be *deluded* (as per a *potion of delusion)* into thinking that his wounds are cured when they haven't been.

If anyone moves through the maze who is not a regular inhabitant of the Hut, the maze will come to life and attempt to slow the intruders by *entangling* them. The thorns on the bushes will do damage equal to a character's armor class in each round the character is *held* or *slowed* (characters with AC 0 or better take no damage). Normal movement through this area is at underground scale; that is, 10′ per 1″ movement rate per round, so a character moving at 6″ should go 60′ per minute. *Slowed* characters move at half the normal rate (and have half the normal chance to find berries).

The plants in this room are not affected by fire, cold, lightning, or poison gas. *Entangle, locate plants, warp wood,* and *turn wood* spells have no effect on the vegetation. If someone changes into a plant, using *polymorph self polymorph other, tree,* or the like, the plants will cease to attack. *Plant growth* and *wall of thorns* will cause the hedges to do double damage to victims, and will slow movement to one-quarter normal through the pathways. *Charm plants, hold plant, speak with plants,* and *anti-plant shell* will all cause the hedges to cease bothering beings within the area of effect. *Plant door, pass plant,* and *transport via plants* all function normally.

Any attempt to chop at the plants will be frustrated, since they repair damage to themselves within seconds. Attempting to push through a hedge wall, even with giant strength, will cause the character to suffer damage as if trying to push through a wall *of thorns,* and the attempt will not succeed.

40) Crystal Grotto — *CH, variable, up to 15′ in chambers A and B, and up to 36′ in chamber C; IL, 1 CL in chambers A and B apiece, see below for chamber C.*

This area is divided into two cavern-like chambers. Doors in sections A and B connect to rooms 37, 39, 41, and 42, while secret doors join with areas 14 (above) and 4 (below).

One spot on the wall between A and C has runes written in the stone; anyone who attempts to read them will activate the *symbol of insanity* placed there. The *symbol* may be dispelled normally. If a *phase door* or *passwall* spell is cast upon this part of the wall, a secret door will open into room C, a large enclosed area containing a shallow pool of water.

The pool functions in all ways as a *mirror of opposition* if anyone glances into it. However, Baba Yaga is able to look into the pool and call up a single duplicate of herself, equally powerful in all respects, that will function for one day before disintegrating. Baba Yaga often uses these duplicates to further her ends in other universes, where they can accomplish a short mission and then report back before falling apart. Duplicates of Baba Yaga are completely under her control, though there is no other way to tell a duplicate from the real being.

41) Kitchens — *CH, 15′ flat overall; IL, see below.*

The fiery kitchens of Baba Yaga's Hut are manned by 3 annis servants (42, 44, and 47 HP) who labor constantly to produce enough food to feed the Hut's inhabitants. Other annis servants stream in and out of the kitchens, bringing foods to be cooked and dinnerware to be washed. Careless intruders in this area may wind up as a dinner special; however, the cooks will rarely bother anyone who simply passes by, even if the visitor is obviously not a regular inhabitant of the Hut.

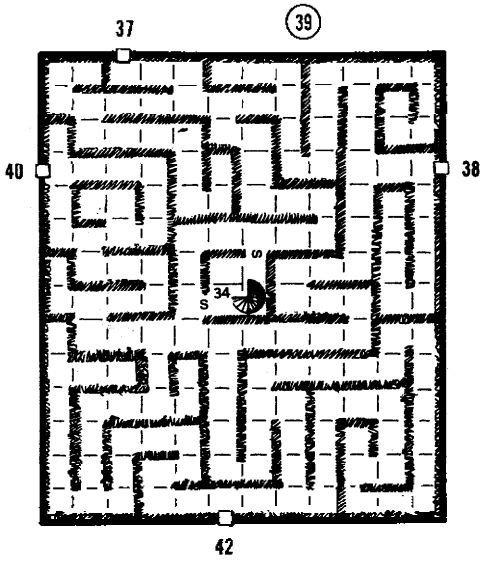
Room A is kept reasonably clear of furniture and loose items, so the annis won't trip on things when moving around. Doorways here join with areas 37, 38, 40, and 42. A thick aroma of cooking meat may be detected here at any time.

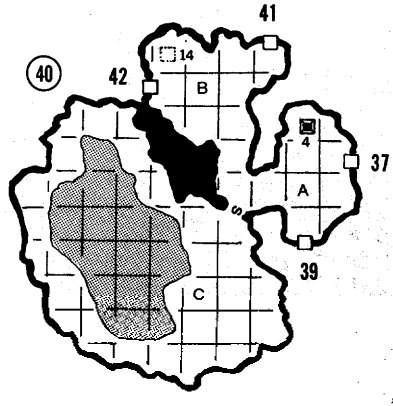
The kitchen itself is room B; the dim light here comes from the wood-burning stoves and a few candles on the shelves. A stairway rises to area 32 from this room. Little treasure may be found here, except what is carried by the cooks themselves as protection from flame *(e.g., rings of fire resistance* or similar devices). A deadly array of cutlery, ranging from knives to sword-sized cleavers, lies around this area, and an angry annis may be moved to hurl a pot full of boiling water (can be thrown 30′, doing 3-12 HP damage to all targets along a 10′ wide path).

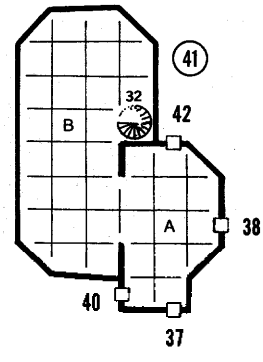
42) Formal Dining Hall — *CH, 10′ flat in room A, 20′ in room B; IL, 1 CL in room A, see below for room B.*

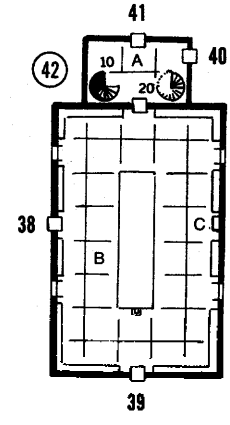
This area is divided into two rooms, a small entry chamber that connects to areas 40 and 41, with stairs to 20 above and 10 below, and a large, formal dining hall that connects to areas 38 and 39.

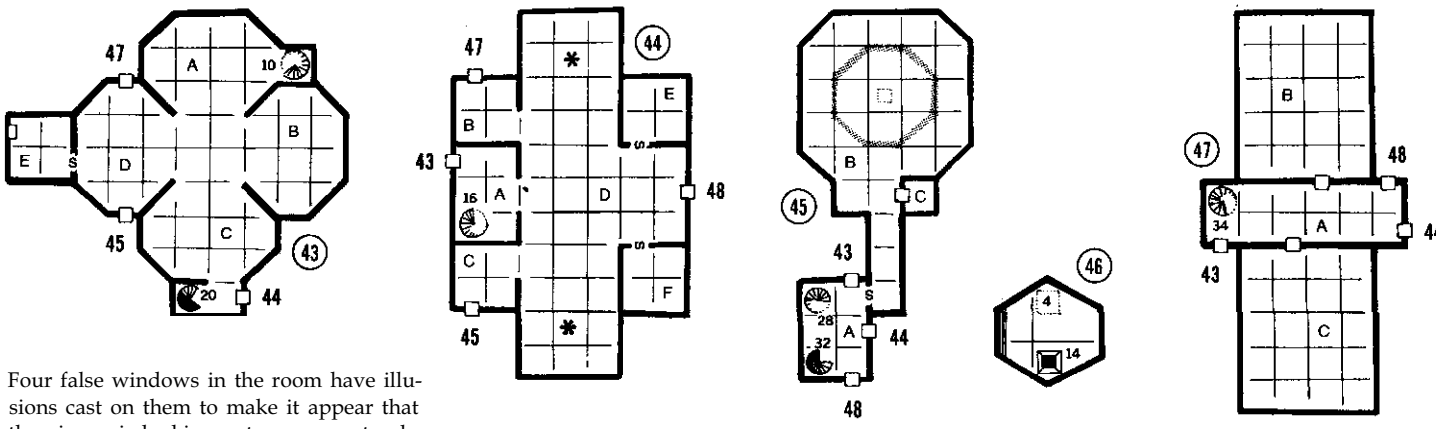
Room B is lined with bookcases, containing volumes on mundane topics like politics, geography of mythical worlds, etc. It is lit by an enormous chandelier made from yellow *glassteeled* glass, worth 10,000 gp, but weighing seven hundred pounds. The chandelier may be taken apart and reassembled, but each process takes 7-12 hours.











Four false windows in the room have illusions cast on them to make it appear that the viewer is looking out over a pastoral countryside from the dining hall, with bright sunlight shining down and a gentle breeze blowing through windows that are half open.

One of the doors (C) in room B is a trap. If opened, it appears to lead out into the countryside, thanks to a *permanent illusion* cast within it. However, anyone who steps through the doorway will be destroyed instantly as if he had walked into a *sphere of annihilation;* no saving throw is allowed.

Only one chair sits at the huge dining table here, obviously meant for Baba Yaga herself. Anyone else who sits in this richly furnished chair will be cursed (saving throw vs. spells applicable) to want to go out through door C to see the countryside.

43) Curio Rooms – *CH, 15′ flat overall; IL, 1 CL in each room A-D, none in E.*

The Curio Rooms are four chambers (A-D) containing various animal and monster skeletons that Baba Yaga has slain or gathered from different planes and worlds. The DM may decide which beasts are represented here, and whether or not any of them have magical powers from being *animated* or being set up to serve as guardians. Each chamber will contain 1-2 huge skeletons and 3-6 smaller ones.

Doorways lead off to areas 44, 45, and 47 from here, with stairways dropping to area 20 and rising to area 10. A secret door, normally detectable, is in room D; behind it is a room in which assorted skeletons lie in pieces or are boxed in crates. A door is set in one wall of this room, but it leads nowhere. Anyone who opens it will be struck by a *prismatic spray* launched from the blank wall behind it.

44) Hall of Gateways — *CH, 20′ flat overall; IL, see below.*

The doorways in this area connect directly to areas 43, 45, 47, and 48; a stairwell climbs to area 16 from room A. All of the walls, ceilings, and floors in this area shine with a dull blue light, distorting normal color vision considerably.

This area holds two magical gateways that lead directly to the Outer Planes. The gateway closest to rooms C and F will send anyone walking upon it to Hades, at a place where a night hag colony resides. The other gateway (near rooms B and E) may be adjusted to connect with any plane desired; all one has to do is speak the name of the plane to be traveled to while standing on the gate point (indicated by the asterisk mark on the map). Up to four people at a time may be transported to another plane. Note that any Prime Material Plane may be traveled to, as well as the Elemental Planes, Ethereal Plane, Astral Plane, and Positive or Negative Material Plane.

Because of the open gateways, this area is one in which all spells or powers labelled as (P) above will function normally. The guards kept here are among the most powerful to be found in the Hut, and they will attack anyone entering this area other than a regular inhabitant of the Hut (unless the visitor is escorted by Baba Yaga herself). Two nycadaemons (111 and 129 HP) stay in rooms E and F, each of which has a secret door not detectable without magical means. The walls between rooms D and E, and between D and F, are constructed so that anyone in E or F may see out into room D but cannot be seen in turn. From within E and F, the nycadaemons monitor those who come and go. The daemons may enter or leave their rooms at will, and will take orders only from Baba Yaga.

45) Holding Room — *CH, 10′ flat in A and C, 20′ in B; IL, 1 CL in A, 4 CL's (one in each corner) in B.*

Room A appears to be nothing other than a nexus point, with doorways going off to areas 43, 44, and 48, and stairways up to area 28 and down to 32. A secret door, detectable by normal means, lies against one wall of the room. The door has a magical trap upon it that causes anyone attempting to open it (other than Baba Yaga or her "daughters") to be struck deaf and blind (save vs. spells at -4) permanently.

Room B is a holding area for summoned beings that Baba Yaga or her associates wish to study. A trap door in the ceiling (leading to area 28, the Room of Conjuring) will deposit the summoned being into a cage made from *walls of force* in the shape of an octagon. Vocal communication is possible with trapped beings, though they cannot escape unless a *disintegrate* spell is used upon the *walls.* Once the study of a particular creature is completed, a ritual summoning is performed in area 28, causing the creature to appear there once more, to be sent back to the being's home plane.

Usually no guardians patrol this area, unless someone is studying something kept down here. Often captured specimens are left here by themselves; few have ever been able to escape, however.

46) Control Room — *CH, 10′ overall; IL, see below.*

This tiny room is the control center for the Hut. It looks rather unremarkable, having a wooden ceiling and walls, and a stony paved floor. In the middle of the room is a 5′ square rug, with no magical powers, upon which Baba Yaga sits. Against one of the six walls of this room is a large mirror that completely covers the wall. Secret doors in the ceiling and floor lead to areas 4 and 14, respectively.

When Baba Yaga is seated here, she can command the mirror to look into any other room in the Hut as if looking directly through its walls. She can also command the mirror to show her what the environment outside the Hut looks like, and can cause the mirror to transmit normal sounds such as conversation along with the picture it shows.

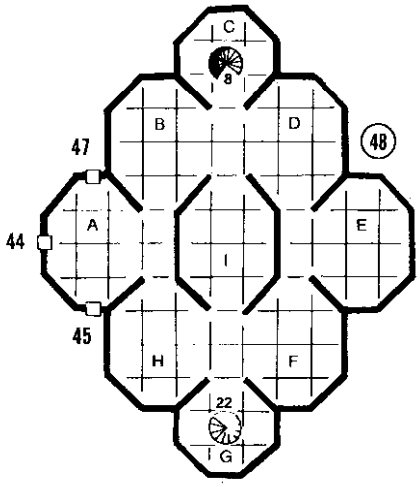
The Hut has several additional powers to those mentioned earlier. It can be commanded to *plane shift* once per day from this room, by Baba Yaga alone, and can *teleport* itself three times per day at her command. Baba Yaga can make the Hut attack or move as she wills it when concentrating on the mirror. The Hut itself is not sentient; it has a few "programmed reflexes" (such as against *spheres of annihilation),* but cannot think for itself.

If anyone but Baba Yaga sits in this room and attempts to control the Hut, he will be stricken with a permanent *feeblemind* spell that can only be removed by a *wish.*

47) Guest Rooms – *CH, 15′ flat overall; IL, 1 CL (violet) centered in A, rooms B and C are dark.*

These two large rooms house daemons and other monstrosities who are stopping over in the Hut from the Lower Planes. There is a 10% chance that one of the rooms will be occupied; the DM may use his discretion to determine what is present.

Doorways in the entry hall lead to areas 43, 44, and 48, and a spiral stair rises to area 34.



48) Servants' Quarters — *CH, 15' flat overall; IL, dim light radiates from ceiling (equivalent to a very cloudy day).*

This area is the lair of five dergho-daemons (70, 76, 79, 85, and 91 HP) who act as heavy guards and workers for Baba Yaga; they obey her and no one else (though they will not harm anyone else who is a permanent resident of the Hut). These daemons have littered the floor of their room with trash, bones, and other debris; anyone who moves about in here must roll his dexterity or less on d20 in each round he moves faster than 6", or else fall down and be unable to attack or defend himself for 1 round afterward.

The daemons have some treasure hidden under the debris in several of the rooms, which may be determined by the DM. Exits lead off to areas 44, 45, and 47; stairs rise to area 22 and drop to area 8.

BABA YAGA
FREQUENCY: *Unique*
ARMOR CLASS: *-4*
MOVE: *6"*
HIT POINTS: *135*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *3-8/3-8/5-20*
SPECIAL ATTACKS: *Assassination; crushing; horror; magic spells*
SPECIAL DEFENSES: *Fire, magic, and poison resistance; illusion, psionic, and limited spell immunity; special detection powers; regeneration; magic item and spell-produced defenses; acute senses and godlike intelligence and wisdom*
MAGIC RESISTANCE: *75%*
SIZE: *M (5' tall)*
ALIGNMENT: *Neutral evil*
CLERIC/DRUID: *14th level druid (see below)*
FIGHTER: *16+ HD monster*
MAGIC-USER/ILLUSIONIST: *25th level magic-user / 15th level illusionist*
THIEF/ASSASSIN: See *below*
MONK/BARD: *Nil*
SAVING THROWS: *3 in all categories (cannot be reduced further)*
PSIONIC ABILITY: *VI (see below)*
S: 20 (+3/+8) I: 25 W: 23
D: 18 C: 21 CH: -1

Baba Yaga is perhaps the most famous of all legendary witches, and her powers are described well in Russian folklore and literature. Said to be related to the various races of night hags, annis, and greenhags, with extraordinary powers in addition, she is a supernatural being on the level of the quasi-deities of Greyhawk (see DRAGON® Magazine #71) and saints (as described in DRAGON issue #79). Her wanderings have carried her far from her old home, and she wanders still on visits to monstrous relatives or on quests for rare treasures or living victims for her dinner. Since she eats as much per day as ten men, she searches for prey quite often.

In appearance, Baba Yaga is a man-sized, horrifyingly ugly old woman who walks crouched over. Her limbs are almost skeletal and are covered with hard gray-brown skin, upon which magical runes have been tattooed. She has a long, warty nose and a protruding chin, with ice-cold black eyes framed by her thin white hair. Stony teeth filed to points and iron claws on her fingers further emphasize her non-humanity.

She possesses the *horror* power from her negative charisma as per the DEITIES & DEMIGODS™ Cyclopedia, but can cause those so affected to be able to act if she so commands it. Any creature or character of 1 HD (or level) or less will never attack her, and will obey her every command out of fear for her power.

Baba Yaga is immune or resistant to many natural, magical, and psionic forces. Her godlike intelligence renders her immune to all illusion/phantasm spells, and her high wisdom grants her additional immunity to many will-force spells (as per the DDG Cyclopedia, p. 7). Though not psionic, she possesses the equivalent of a permanent *mind bar* science, operating at the 20th level of mastery, and cannot be affected by psionic attacks. Aging — natural or magical — has no effect on her.

The incredible constitution and the non-human makeup of this ancient witch gift her with additional immunities. She resists heat and flame as if wearing a *ring of fire resistance,* and poisons that would kill others do only 3-12 HP of damage if she fails to save against them. She regenerates lost hit points at the rate of 3 per round, whether the loss was caused by regular damage (wounds), fire, or acid. If one of her limbs or her head

is severed, she is not slain; she can fight on and reattach the severed parts during or after the battle.

Baba Yaga can only be struck by magical weapons (+1 or better). She is immune to *cause wounds, harm, destruction, slay living,* and similar or related spells. As a non-human, she is also immune to spells like *charm person, hold person, animate dead,* and so forth. Because she cannot be summoned, *dispel evil* won't affect her, and *protection from evil* won't prevent her from clawing at victims (though it may reduce her attack effectiveness).

The following spell-like powers may be used by Baba Yaga at the rate of one power per round, at will: *comprehend languages, detect magic, fear* (as the wand), *read magic,* and *tongues.* Note that she easily sees all invisible beings because of her high intelligence (since the spell is an illusion/phantasm). She automatically sees any "chicken track" stigma that a character or creature may have (see the section on spell alterations). She has normal infravision, plus ultravision to a range of 120'.

Baba Yaga's druid abilities, in every way like those of a 14th-level druid, are not gained through divine intervention. She has learned the spell powers as a magic-user, and recovers her druid spells by studying her spell books and tomes.

She has an 80% chance of knowing an adventurer's nationality from his smell (it may remind her of someone she once ate from that place). Baba Yaga cannot be surprised at any time, and will know just by looking at a character what class, race, and approximate level the character is.

Despite her alignment and actions, Baba Yaga is more than just an "evil monster." Magic-users, sages, and heroes appeal to her for guidance and knowledge, and quasi-deities and great heroes of all sorts have come to her to ask for her aid in solving problems.

So long as characters are polite, they may receive help (she prefers to be called "Little Grandmother"). She will ask characters their names and their reasons for coming to her, automatically detecting all lies or distortions of the truth. If the characers are honest with her (unless they confess they came to kill her), she will be relatively pleasant and helpful, though abrupt in her actions and somewhat cruel in her choice of words. She often acts in a bizarre manner, and has been known to lie on the floor and meditate on problems for days.

If she decides to help, she will *geas* the characters in payment for her assistance. Usually she will ask for some unusual magical item to be recovered for her, or for an enemy of hers to be slain or driven away. She always sets tasks that are nearly impossible to accomplish, and offers as a reward the characters' lives (which become forfeit if the task isn't finished to her satisfaction). Sometimes she will offer a rich reward, but not very often. Careful reading of the Russian folktales about her will give a better impression of her personality.

For some reason, though they are the most vulnerable to her, good-aligned beings that have 1 HD (or level) or less will not be harmed by Baba Yaga. She believes this would bring a great curse upon her from all good-aligned deities who protect the weak and good, and she instead sends such beings away. Many tales are told of good children who were abandoned on the doorstep of the Hut, to be taken in as servants for a short time before being sent away. Oddly, the children (nearly always young girls) benefited from the experience in various ways; Baba Yaga often rewarded good performance from such children with great gifts, possibly to appease the deities that were looking out for the youngsters.

Referees should determine what spells she will possess at any given time, keeping these guidelines in mind: Baba Yaga trusts no one, and particularly not other evil characters; she relies heavily on defensive spells; and she prefers to summon demons, devils, daemons, demodands, etc., for assistance and to do her fighting for her. She does not draw protective circles or pentagrams when conjuring aid, since no creature from the Outer Planes or Elemental Planes would dare try to challenge her, out of fear of her and what she can do. The conjured being will fulfill her commands for the duration of the summoning spell or until Baba Yaga dismisses the servant, whichever comes first. Take note of the spell alterations within the Hut when assigning spells to her.

Though Baba Yaga can use most weapons, she prefers to attack weaker beings with her claws and teeth. If she catches someone with both of her claws, she has a chance of killing the victim instantly, as a 9th-level assassin (using the assassin's tables in the DMG). Inanimate objects must save vs. crushing blow if she bites them or grasps them roughly, and her claws and teeth can destroy wooden materials up to 1' thick.

Interestingly, Baba Yaga is completely familiar with gunpowder technology (having seen it used on her home world), but scorns it and all "higher" technologies completely. She believes in the powers of magic, and will never use weapons other than swords, scimitars, and the like.

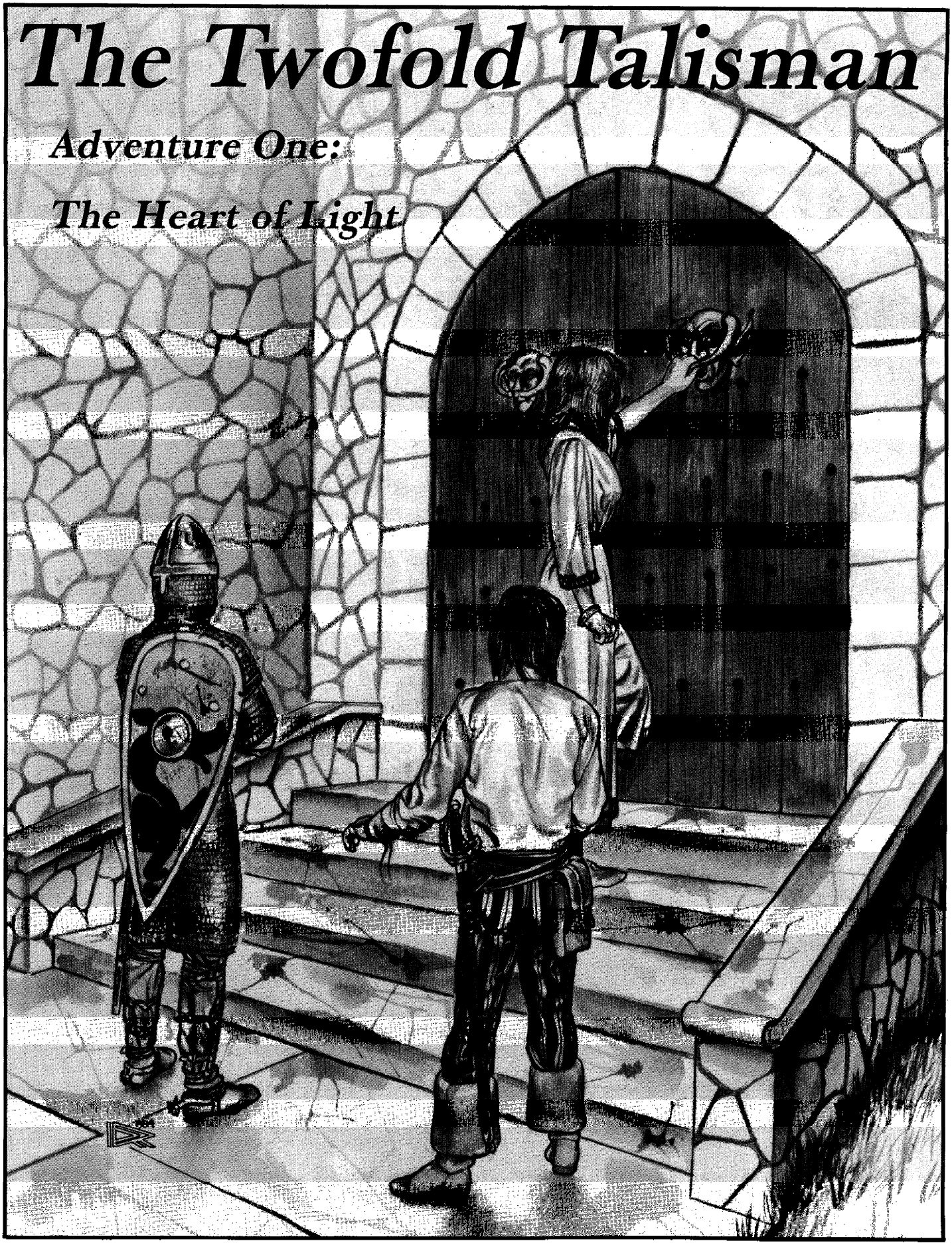
Acknowledgements

Special thanks to John Helle ("Put a boalisk in there, those things are neat!"), Jim Ward (How about a casino room run by a night hag, where she's got this magic roulette wheel . . ."), Penny Petticord ("I always thought Baba Yaga had a nice personality"), Chuck Ramsay ("Those Josef Stalin tanks were pretty common back in '43", Roger Raupp ("I just don't know about the Russian tank; why not put an aircraft carrier in the big lake, or a MiG-25 with big nukes all over it . . ."), Andria Hayday ("It's . . . interesting"), and Will Lonergan ("It's deviant"), whose help and commentary made this module horrifying.

The Twofold Talisman

Adventure One:

The Heart of Light



A tournament adventure for the AD&D™ game

The Twofold Talisman

by Roger Moore, Philip Tatercyznski, Douglas Niles, & Georgia Moore

The Twofold Talisman is an RPGA™ tournament module for the AD&D™ game. It is played in two parts. Players must complete each adventure in four hours (real time), using the eight pregenerated characters provided with this text. During the adventures, players may only consult the Players Handbook; tournament rules permit no other references. Optionally, Dungeon Masters may adapt these scenarios into their campaigns with little trouble and play them without time restrictions.

Each of the two adventures stands alone, yet they both concern the same quest: to restore the gems of the Twofold Talisman. In each adventure, characters must recover a magical gem; when they escape with the gem from each separate adventure setting, they have completed that part of the quest successfully. The first adventure, *The Heart of Light*, is presented here. The second half of the quest, *The Ebon Stone*, will appear in the next issue of DRAGON® Magazine.

The performance of player-character parties in tournament play is evaluated according to the standard RPGA network scoring system, a summary of which is printed on page 54. *The Twofold Talisman* was run at the GEN CON® XVI Game Convention in August 1983. The comments and suggestions made by the DMs and players involved at the convention are gratefully acknowledged.

Adventure One: The Heart of Light

Players' introduction

The travels of your party have brought you to Jalkive, the capital city of a small kingdom. The eight members of your party are close companions; you trust and rely on each other completely. In Jalkive, you plan to take a break from the rigors of adventure and spend some of the wealth you have gathered. Entertainment is plentiful here — for those who can afford it. The local citizenry, however, has little wealth; the residents of Jalkive live in poverty under the rule of the city's powerful guildmasters.

While you relax at a local inn, chuckling with your companions over great exploits past, a hooded stranger slips quietly into a chair at your table. "I must speak with you," he whispers, "on a matter of gravest urgency. I am the servant of the wizard Mekkari, and I, contact you on his behalf — for the good of the city of Jalkive.

"You must know that the guildmasters exert great power here. They tax us outrageously, and only those accepted by the guilds can hope to attain wealth or power. My master Mekkari is a powerful magician who rebelled against the guildmasters. For this, they banished him from the kingdom and confiscated his belongings.

"Some of his possessions were special indeed. My master owned two gems of extraordinary power, the Heart of Light and the Ebon Stone. People say that these talismans maintain the balance of good and evil in Jalkive. I cannot say whether this is true, but I do know that with the gems, my master may be able to undo the guildmasters' power.

"The unfortunate thing is that Mekkari does not have either of these stones now. For all his good qualities, he is more than a little forgetful. Although he knows the Heart of Light is hidden in his country mansion, he. has forgotten where he put it. The guildmasters don't know about the failure of his memory, and they have set guardians before the estate to prevent him from returning, but have not ordered their soldiers to enter his home for fear of the traps and guards within. As for the Ebon Stone, the guildmasters have seized that gem and carried it away.

"Mekkari has authorized me to assemble a group of stalwart souls who would attempt to enter his mansion and recapture the Heart of Light for him. In the name of Mekkari, will you help us?"

The stranger tells the truth; of that, you are sure. Whether for a possible reward, for the lure of adventure, or simply to assist someone in need, you decide to undertake the mission.

DM's introduction

The servant gives the adventurers two drawings. The first portrays a white gem of tremendous brightness; the second shows a deep black stone that suggests mystery and danger. Players do not need actual drawings of the gems, but characters who have viewed the drawings will recognize the real Heart of Light and Ebon Stone when they see them.

The servant also gives the party directions to Mekkari's mansion, located in the hills several miles from Jalkive. If this module is played as part of a campaign, the adventure may end at the conclusion of the quest or may be continued in any manner the referee sees fit. In tournament play, the first adventure ends when four hours (real time) have passed, or when the characters escape from the mansion and think they have obtained the Heart of Light.

The servant doesn't know how, or whether, Mekkari may reward the adventurers for the quest, but in response to a question on this topic, he will say that his master is generous to those who serve him well. He asks the player characters to leave at dawn the next day. The DM may invent an appropriate reward if using this adventure in a regular campaign, and may invent his own NPC version of the wizard Mekkari, if desired. The servant is a 0-level human, AC 10, with 4 HP.

The DM should distribute character information to the players before the Players' Introduction is read to them; players should make spell selections for their characters, using the lists of available spells at the end of the module, after the introduction is finished. The character information sheets list the equipment the characters carry; nothing more may be added before the adventure begins. The spell lists contain those spells available to the magic-users, clerics, and the illusionist; no other spells may be substituted in tournament play. In a campaign setting, spell-casting characters should select and obtain their spells for the day before the adventure begins.

The players should be told that the saving throws on their characters' sheets reflect *all* bonuses for constitution and magic items. However, the "to hit" information shows only the characters' base scores; bonuses for strength and magic must be added when appropriate.

The approach

The following text should be read aloud to the players to start the adventure:

"When the sun rises, the gates of Jalkive already lie far behind you. Ahead, the wide main road curves gently through lightly wooded hills. A few miles from the city, a narrow lane branches off from the main road; you follow it, leaving the merchants and other travelers behind. The lane, poorly maintained, twists steeply upward through the woods. No other travelers come into view. The lane narrows even more as it continues to wind sharply upward. Then, a large house suddenly looms into view as the party rounds a sharp corner in the path. A 10-foot-high wall is visible about 100 feet away, and from what you can see the wall is still quite a distance from the mansion itself."

Players may now decide to either have their characters: 1) leave the path and scout around or 2) follow the path toward the wall.

Scouting around

If they scout around, characters will discover that the 10′ wall completely encircles the mansion, except for where a large front gate is set into the stone, at the point where the path intersects with the wall. Thieves can attempt to climb the outer wall, and when they make it up to the 2-foot-wide top edge, they can help others up with a rope. When the characters get to the top edge, the DM should provide players with a hand-drawn sketch similar to the cross-section diagram reproduced here, depicting a rough-textured slope on the inside of the wall that extends down into an empty moat. This sketch should not be identical to the diagram printed on this page, because that would give away the illusionary aspects of the sloping wall and the moat.

From the vantage point on the top of the wall, the characters look down upon a complex illusion. The rough wall is actually smooth, as indicated by the gray area on the diagram, and water and fish fill the moat to a depth of 10 feet. If characters touch the rough wall, it will feel smooth; the illusion is not removed by physical contact. Only *dispel illusion* or *dispel magic* will make the wall appear as it actually is (if the *dispel* is successfully cast against 14th-level magic). A *dispel magic* cast upon the ditch will reveal the water, but the fish will remain hidden beneath its murky surface. Detect *illusion* will show what appears to be an empty ditch with a very smooth slope dropping into it from the wall. (In tournament play, all *dispel* magic will be successful automatically.)

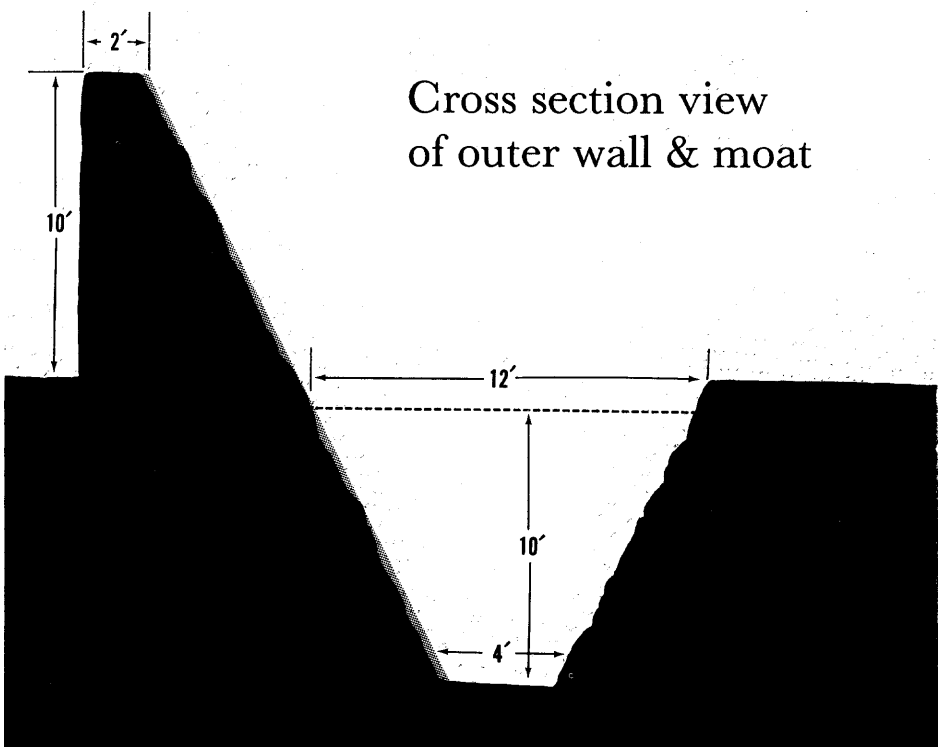
The fish are quippers (AC 8; MV 9″; HD 1/2; HP 1; D/Att 1-2). Whenever a character slays a quipper, another quipper comes to take its place. The DM doesn't have to keep track of the fish, since hundreds live in the moat, and hundreds will still be there to attack no matter how many the characters kill.

The sharply sloping inner wall is completely frictionless. Unless descending characters hang onto a rope or somehow secure themselves, they will slide down into the water as soon as they move out onto the sloping surface. After a character lands in the water, 1-20 quippers will attack that individual in the next round. If any quipper attacks successfully in the first round, a full 20 quippers will attack in the following round, biting twice each round. If all the quippers attacking in the first round fail to hit, it is only 40% likely that they will attack the same character again on the next round.

If a character wears leather or magical armor, he can swim to the opposite side of the moat and climb out in one round. He cannot climb back up the frictionless wall without a rope, but the opposite wall of the moat is rough; a character can climb that side without assistance.

A character who wears any non-magical armor other than leather will automatically sink to the bottom of the moat in the same round that he falls in. In one round afterward, he can make his way to the rough slope on the other side and then climb up in 1-4 more rounds.

At the start of each round after the first, the DM should roll 1d20 for each character in the moat to check for drowning. If the result surpasses the character's constitution, the character drowns. After five consecutive rounds in the moat, a character will drown automatically, even if he passes all of his constitution checks. Characters can be rescued before they die, of course.



Cross section view of outer wall & moat

Note: Quippers will first attack characters who sink underwater. An underwater character can counterattack only with a spear, dagger, short sword, or similar thrusting weapon; swimming characters can only use a dagger. No other weapons work in the water (as per underwater combat rules in the DMG).

Approaching the gate

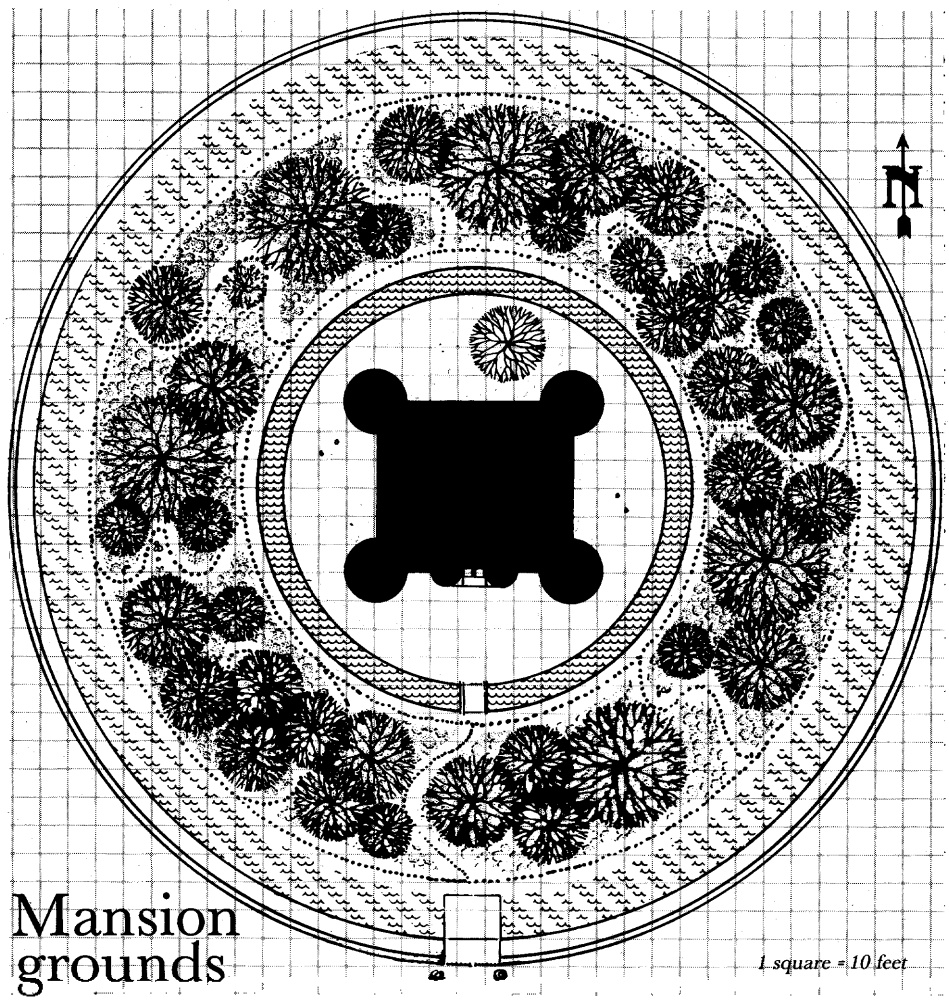
If characters come along the lane and approach the front gate directly, the first things they will notice are two large statues of apes, apparently made of pink stone, standing before both sides of the front gate. The statues — actually stone golems — will notice any character who comes along the lane to within 60 feet of the doors. The guildmasters had these golems installed here to keep Mekkari and his allies away, and also paid to have *magic mouth* spells cast upon each of them. Once and once only, to each character who approaches, the golems will ask, "Friend or foe?" For good results, the character should answer as if the question were "Friend or foe of Mekkari?" If the character answers "foe," the golems will turn and push the doors open, allowing that character to pass without resistance. If any character answers "friend," the golems will stand blocking the doorway, and will attempt to keep the "friend" from entering. No second chances are possible where this answer is concerned.

The golems will not hinder any character who scales the outer wall and gets across the moat (see "Scouting around," above), regardless of how that character may have answered the question. Anyone who doesn't answer and then tries to get through the doorway is treated as a "friend."

The golems will not attack "friends" with intent to kill, but will stand blocking each side of the double-doored iron gate. If a "friend" attempts to get past them or tries to attack one of them, that golem will throw off a slow spell that affects the offending character for 20 rounds. Each golem can do this only once, and the magic offers no saving throw.

Then, with the *slowed* character and each offender encountered thereafter, the golems will try to grab characters and throw them away from the gate, needing an 8 to hit (grab) AC 0. The grab does no damage, but the toss will be a distance of 10-60 feet, and the character will suffer 1 point of damage for each 10 feet thrown.

The golems serve primarily to harass the party; none of the player characters in the tournament game can effectively attack a stone golem, which forces them to take the tougher route into the mansion (over the wall). In any event, if the golems are somehow neutralized, none of the tournament PCs (singly or in a group) are strong enough to force open the massive iron doors. If a "friend" somehow manages to slip past the golems and move through the gate after they have opened it, the golems will not pursue that character into the area inside the wall.



The path to the mansion

After characters overcome these obstacles (moat, gate, or both), they will notice a path parallel to the inner bank of the moat. This path encircles the mansion grounds; other paths diverge from the main route periodically, leading off into the woods. These secondary paths appear to have been designed for scenic walks, and wind lazily through the trees.

The trees stand 20′ to 50′ high. The paths measure 5′ across, and are somewhat overgrown with weeds. Eventually all of the secondary paths run into another inner path, which circles a smaller moat. The mansion lies beyond. Clear water fills this moat, revealing fish swimming below the water's surface.

If a PC approaches the inner moat, fish congregate in the water like a small mob, gazing up with open mouths and following the character as he walks. The fish resemble quippers, but they're a harmless species. The moat is 10′ deep, like the outer moat. If anyone tries to swim across, the fish act just like quippers, nibbling frantically at the character but inflicting no damage. (DMs should roll dice as if the fish were attacking, but ignore the results). The PCs may cross this moat like the previous one, except that either bank can be climbed. Otherwise the situation is the same, including chances for drowning.

The characters cannot jump across this moat. If they don't want to swim it, they can try to cross the wooden bridge leading to the front side of the mansion. An unarmed elf stands on the other side of the bridge, dressed in green clothes. For reasons detailed below, the elf *cannot* be surprised. Unless characters attack him, he will act in a carefree, casual manner. He offers absolutely no response to questions, though he watches the characters carefully. If a character casts a spell on the elf, see the description below. Detect *evil/good* has no effect. Detect *magic* reveals that the elf is magical.

As soon as a character sets foot on the bridge, the elf will point at him, and *instantly* the PC must save vs. spell (as for will-force magic) or be seized with *fear* for 6 rounds. Once stricken by *fear,* the PC will run into the woods to hide; he won't come out until the *fear* wears off or a remove *fear* spell is cast upon him. The elf can inflict *fear* once per round within 180′, affecting one victim at a time.

Anyone who reaches the other side of the bridge finds the elf facing him at a 30′ distance. The elf will shake his head and motion for the party to leave the area. If this order is refused or the elf is attacked, the "elf' shows his true nature; it is actually a *polymorphed* green slaad. The slaad will attack fearlessly until the characters flee or die, or it is slain.

The slaad's statistics are: AC 3, MV 9", HD 9+3, HP 35, D/Att 2-1 6 bite/3-8 claw/ 3-8 claw. A +1 or better weapon is needed to hit it. Its special powers include: *ESP* (which prevents surprise in tournament play), cause *fear, polymorph self* and *detect invisibility.* Other slaad powers have been constrained by spells that Mekkari's enemies placed upon the creature. The slaad can use one of its powers once per round at will. It has 50% magic resistance.

The green slaad cannot enter the mansion or cross the moat; it is forced to stay on the inside of the moated area next to the mansion. If slain, the creature disappears completely. It has no treasure.

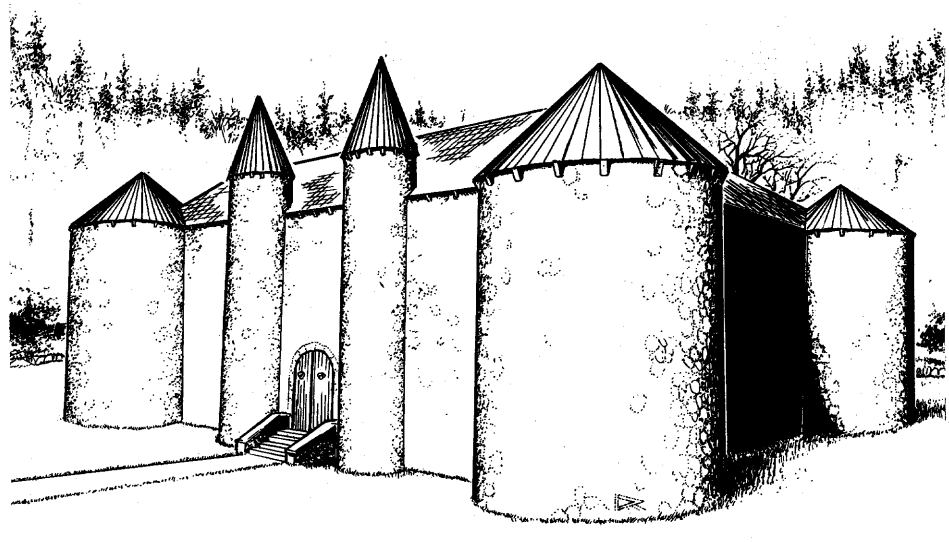
The mansion

A set of heavy oaken doors serves as the only entrance to Mekkari's mansion. The outer walls are enchanted to be super-slick, but they appear rough. They cannot be climbed.

A knocker with an imp's face is bolted to each of the oaken doors. If the characters approach, one "imp" asks the following questions of the lead character:

1) What is your name?
2) What is your quest?
3) What is your favorite color?

The character's answers do not matter;



the doors are not locked, and they can be opened at any time. Attacking the knockers has no effect; they are here to delay the party. The PCs can safely ignore them.

Special notes on the interior

1) Everything in the mansion radiates a magical aura, though most objects do nothing unusual. Magical effects, where they exist, are at the 16th level of ability.

2) All ceilings are 10′ high.

3) Characters must roll to open doors as usual, but all inhabitants of the house may open doors just by touching them. If a door is left open, it closes in one round.

4) *Locate object* will not reveal the location of the Heart of Light, but will work on any other nonliving object in the house.

5) When random items are called for, turn to the list at the end of the adventure and roll for a result listed there. In non-tournament play, extra items may be added.

6) Characters cannot cut through walls, ceilings, or floors in the mansion, though they may damage or destroy any of the thick oaken doors in the interior if they want to.

1: Entry hall

10′ x 40′ ; 4 doors; thickly carpeted.

In this room, footsteps make no sound. A 10′ wide stairway leads up to a landing, then branches up to the left and right. A door stands on each side of the entry hall; both doors are closed. A *continual light* spell illuminates the hallway from above the center of the hall. Oil paintings of men and women line the walls; anyone who touches them discovers they are wet and smear easily. In each picture, the eyes of the subject seem to follow the party.

West alcove: A full suit of platemail armor including a closed helm stands here. A halberd is clutched in the glove. If a PC touches the suit, he takes 2-8 points of electrical damage. Then the armor falls apart, and the halberd tumbles into the alcove. Neither the suit nor the halberd is exceptionally valuable.

East alcove: A huge stuffed wolf, 4′ high at the shoulder, stands in this alcove. The wolf does nothing but look dangerous.

A thorough search of the entry hall produces one random item after 10 minutes, but nothing else.

2: Library

15′ x 15′, plus tower 20′ in diameter; 2 doors; thick carpeting.

Bookshelves line the curved wall in this room, extending from floor to ceiling. There seems to be no way to reach the higher shelves. A 5′ diameter circular table rests in here, over which a *continual light* spell has been cast. Six chairs line the walls in the square part of the room (2 in each corner).

Standing right where the "2" is on the map is an animated ogre skeleton (9′ tall; AC 7; MV 12"; HD 5; HP 30; D/Att 1-10; immune to *sleep, charm, hold,* or cold attacks; fire does normal damage; blunt weapons do full damage, but sharp ones do half damage; holy water does 2-8). The skeleton wears black robes and an iron crown, and carries a huge staff. The creature strongly resembles a huge lich. Clerics *cannot* turn the skeleton, because of the special enchantments placed upon it.

When the party enters the room, the skeleton looks down on them, awaiting their orders. The skeleton only follows orders to: 1) retrieve books from the shelves; 2) attack intruders (if told to do this, it attacks the party); or 3) keep standing and do nothing. If the party gives no commands, the skeleton just stands and watches. If attacked, the skeleton defends itself with the staff.

1

Gnome illusionist/thief 5th/5th level

HP 24 AC 3 front, 6 rear Armor: +2 leather
Str 11 Int 15 Wis 10 Dex 17 Con 10 Cha 12
Move base 6" Ht. 3'6" Wt. 85# Age 65 Al CN
Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
12	11	9	15	10

Languages: Alignment, common, dwarvish, gnome, goblin, halfling, kobold, burrowing mammals.

Special abilities: detect slope 80%; detect unsafe walls/ceilings/floors 70%; detect depth underground 60%; detect direction of travel underground 50%; infravision 60'; +4 to hit from behind, with triple damage; +1 to hit vs. kobolds & goblins; -4 to be hit by gnolls or larger humanoids and giants.

Bend bars/lift gates: 2% Open doors: 1-2

Base number to hit AC 0: 19

Weapons: Short sword; damage 1-6/1-8.
Dagger +1; damage 1-4/1-3 (+1); +1 bonus to hit (for magic); range 1 "/2 "/3 ".
Sling w/bullet, damage 2-5/2-7; +2 bonus to hit (for dexterity); range 5"/ 10"/20".
Sling w/stone, damage 1-4/1-4; +2 bonus to hit (for dexterity); range 4 "/8 "/16".

Proficient in: all weapons listed.

Thief abilities: pick pocket 55%, open locks 57% , detect traps 50%) move silently 50%) hide in shadows 41%, hear noise 30%, climb walls 75%, read languages 25% .

Magic items carried: +2 leather; +1 dagger; *bag of holding* (5,000 gp capacity).

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; thiefs tools; 20 sling bullets. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 4; 2nd level 2; 3rd level 1. (Choose from illusionist spell list.)

3

Half-elf magic-user/thief 4th/6th level

HP 27 AC 2 front, 6 rear Armor: leather with +2 ring
Str 13 Int 17 Wis 15 Dex 16 Con 15 Cha 16
Move base 12" Ht. 5'2" Wt. 105# Age 36 Al N
Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
		11	15	12

(vs. fear: 11)

Languages: Alignment, common, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc.

Special abilities: detect secret doors 1 in 6 within 10' (2 in 6 if searching); infravision 60'; +4 to hit from behind, with triple damage; 30% resistant to ***sleep*** and ***charm.***

Bend bars/lift gates: 4% Open doors: 1-2

Base number to hit AC 0: 19

Weapons: Short sword +1; damage 1-6/1-8 (+1); +1 bonus to hit (for magic).
Dagger; damage 1-4/1-3; +1 bonus to hit (for strength); range 1"/2"/3".

Proficient in: both weapons listed.

Thief abilities: pick pocket 65%) open locks 52%) detect traps 45%) move silently 47%, hide in shadows 42%) hear noise 20%) climb walls 92%) read languages 30% .

Magic items carried: +1 short sword; **+2 *ring of protection*** (to AC only); ***pearl of power*** (2nd level spell).

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; thiefs tools; 4 daggers. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 3; 2nd level 2.
(Choose from magic-user spell list.)

The Twofold Talisman Character Sheets

(Reproduce or photocopy these pages, then cut apart)

2

Half-elf cleric/ranger 6th/6th level

HP 43 AC 1 front, 2 rear Armor: +1 plate normal shield
Str 17 Int 16 Wis 17 Dex 14 Con 17 Cha 10
Move base 9" Ht. 5'11" Wt. 140# Age 50 Al NG
Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
9	12	13	13	14

(vs. fear: 11)

Languages: Alignment, common, elf, gnome, goblin, halfling, hobgoblin, orc.

Special abilities: detect secret doors 1 in 6 within 10' (2 in 6 if searching); infravision 60'; +6 to damage vs. giant-class creatures; 30% resistant to *sleep* and *charm.*

Bend bars/lift gates: 13% Open doors: 1-3

Base number to hit AC 0: 16

Weapons: Long sword +1; damage 1-8/1-12 (+2); +2 bonus to hit (for strength & magic).
Dagger; damage 1-4/1-3 (+1 for strength); +1 bonus to hit (for strength); range 1"/2"/3".
Short bow; damage 1-6/1-6; +1 bonus to hit (for strength); range 5"/10"/18".

Proficient in: all weapons listed, plus mace.

Turn undead on: skeleton D, zombie D, ghoul T, shadow T, wight 4, ghast 7, wraith 10, mummy 13, spectre 16, vampire 20.

Magic items carried: +1 plate mail; +1 long sword; +1 arrows (5); *cloak of elvenkind.*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; holy symbol; 20 normal arrows; 2 daggers. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 5; 2nd level 5; 3rd level 3. (Choose from cleric spell list.)

4

Human cleric 7th level

HP 49 AC 0 front, 2 rear Armor: +1 plate +1 shield
Str 9 Int 15 Wis 17 Dex 14 Con 17 Cha 13
Move base 9" Ht. 5'6" Wt. 124# Age 30, Al CG
Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
5	10	11	13	12

(vs. fear: 9)

Languages: Alignment, common, elf, goblin, halfling, hobgoblin, orc.

Special abilities: bonus spells for high wisdom.

Bend bars/lift gates: 1% Open doors: 1-2

Base number to hit AC 0: 16

Weapons: Mace +1; damage 2-7/1-6 (+1); +1 bonus to hit (for magic).
Staff; damage 1-6/1-6.
Hammer; damage 2-5/1-4; range 1"/2"/3".

Proficient in: all weapons listed.

Turn undead on: skeleton D, zombie D, ghoul D, shadow T, wight T, ghast 4, wraith 7, mummy 10, spectre 13, vampire 16.

Magic items carried: +1 plate mail; +1 shield; +1 mace; *periapt of proof against poison (+2).*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; holy symbol. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 5; 2nd level 5; 3rd level 3; 4th level 1. (Choose from cleric spell list.)

5

Half-elf magic-user 7th level

HP 35 AC 2 front, 4 rear Armor: bracers of AC 4
Str 12 Int 14 Wis 15 Dex 16 Con 17 Cha 11
Move base 12" Ht. 5'8" Wt. 104# Age 56 Al N
Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
13	11	9	13	10
(vs. fear: 9)				

Languages: Alignment, common, elf, gnome, goblin, halfling, hobgoblin, orc.

Special abilities: detect secret doors 1 in 6 within 10' (2 in 6 if searching); infravision 60'; 30% resistant to sleep and *charm.*

Bend bars/lift gates: 4% Open doors: 1-2

Base number to hit AC 0: 19

Weapons: Staff +1; damage 1-6/1-6 (+1); +1 bonus to hit (for magic).
Dagger; damage 1-4/1-3; +1 bonus to hit (for strength); range 1"/2"/3".
Dart; damage 1-3/1-2; +1 bonus to hit (for strength); range 1½"/3"/4½".

Proficient in: all weapons listed.

Magic items carried: bracers of protection, AC 4; l l staff; *wand of fire* (4 charges).

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; 6 darts; 2 daggers. (Torches illuminates a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 4; 2nd level 3; 3rd level 2; 4th level 1. (Choose from magic-user spell list.)

7

Dwarf fighter 7th level

HP 57 AC 2 front, 4 rear Armor: +1 chain mail +1 shield
Str 18/95 Int 11 Wis 12 Dex 10 Con 16 Cha 9(7)
Move base 6" Ht. 4'2" Wt. 156# Age 142 Al LG
Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
6	11	8	12	9

Languages: Alignment, common, dwarvish, gnome, goblin, kobold, orc.

Special abilities: 3 attacks per 2 rounds; detect slope 75%; detect new work 75%; detect sliding/shifting wall $66^{2/3}$%; detect stonework traps 50%; detect depth underground 60%; detect direction of travel underground 50%; infravision 60'; +1 to hit vs. goblins, half orcs, orcs, hobgoblins; -4 to be hit by ogres or larger humanoids and giants.

Bend bars/lift gates: 35% Open doors: 1-4 (1)

Base number to hit AC 0: 14

Weapons: Battle axe +1; damage 1-8/1-8 (+6); +3 bonus to hit (for strength & magic).
Hand axe; damage 1-6/1-4 (+5); +2 bonus to hit (for strength); range 1"/2"/3".
Dagger; damage 1-4/1-3 (+5); +2 bonus to hit (for strength); range 1"/2"/3".

Proficient in: all weapons listed, plus mace and short sword.

Magic items carried: +1 chain mail; +1 shield; +1 battle axe; *potion of water breathing.*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); rope (50'); belt purse w/50 gp; 2 daggers. (Torches illuminate a 40' radius and burn for 6 turns.)

The Twofold Talisman Character Sheets

(Reproduce or photocopy these pages, then cut apart)

6

Halfling thief 6th level

HP 35 AC 7 front, 7 rear Armor: +1 leather
Str 14 Int 8 Wis 10 Dex 13 Con 16 Cha 6
Move base 9" Ht. 3'0" Wt. 60# Age 41 Al LN
Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
8	11	8	15	9

Languages: Alignment, common, dwarvish, elf, gnome, goblin, halfling, orc.

Special abilities: detect slope 75%; detect direction of travel underground 50%; infravision 30'; +4 to hit from behind, with triple damage; surprise on 1-4 if 90' from rest of party.

Bend bars/lift gates: 7% Open doors: 1-2

Base number to hit AC 0: 19

Weapons: Short sword +1; damage 1-6/1-8 (+1); +1 bonus to hit (for magic).
Dart +3; damage 1-3/1-2 (+3); +3 bonus to hit (for magic); range 1½"/3"/4½".
Club; damage 1-6/1-3; range 1"/2"/3".

Proficient in: all weapons listed.

Thief abilities: pick pocket 60%, open locks 57%) detect traps 50%) move silently 57%, hide in shadows 52%, hear noise 25%, climb walls 77%, read languages 25% .

Magic items carried: +1 short sword, detects precious metals within 10'; **+3** darts ***(3);*** *boots of levitation.*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; thiefs tools; 3 darts. (Torches illuminate a 40' radius and burn for 6 turns.)

8

Human fighter 7th level

HP 50 AC 1 front, 4 rear Armor: chain mail +1 shield
Str 18/50 Int 13 Wis 8 Dex 15 Con 15 Cha 14
Move base 9" Ht. 6'2" Wt. 175# Age 28 Al CG
Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
9	10	11	11	12

Languages: Alignment, common, dwarvish, elf.

Special abilities: 3 attacks per 2 rounds.

Bend bars/lift gates: 20% Open doors: 1-3

Base number to hit AC 0: 15

Weapons: Two-handed sword; damage 1-10/3-18 (+3); +1 bonus to hit (for strength).
Hand axe; damage 1-6/1-4 (+3); +1 bonus to hit (for strength).
Mace +1; damage 2-7/1-6 (+4); +2 bonus to hit (for strength & magic).

Proficient in: all weapons listed, plus long sword, short sword, and dagger.

Magic items carried: +1 shield; +1 mace; +1 *ring of protection; potion of invulnerability.*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); rope (50'); belt purse w/50 gp; two-handed sword; 2 hand axes. (Torches illuminate a 40' radius and burn for 6 turns.)

The books in the library are written in common, elven, and dwarven, and concern history, geography, and politics. Like practically every other object in the mansion, they're covered with dust.

If the PCs search the library, they discover one random item after 10 minutes, or two after 20 minutes.

3:Parlor

15' x 15'; 2 doors; thick carpeting.

Pink silk wall hangings adorn the walls of this room. A long couch sits against the west wall, facing a huge mural of field flowers to the east. If anyone sits on the couch, the doors in the room swing shut and become *wizard locked.* Flying insects begin to pour out of the enchanted picture, attempting to sting everyone in the room. Characters cannot effectively swat the insects, because too many of them appear. Only smoke or fire drives the insects away. After 10 rounds, the little pests return to the enchanted picture to wait for their next set of victims. They will not leave the room. If characters search the room for 10 minutes, and look under the couch during that time, they will find one random item.

During the insect attack, characters take 1 HP of damage per round, unless they repel the attack or escape. *Dispel magic* or a *knock* spell will open the doors (success automatic in tournament play). A strong character may also open them; if his or her strength score is 18/91-99, the chance for success is 1 in 6. If strength is 18/00, the chance for success is 2 in 6.

4: Great hall

10 ' x 50 '; 5 normal doors, 1 secret door; hardwood floor.

A *continual light* spell illuminates the great hall. If a character enters the hall, roll d6 to determine the hall's inhabitants. After every 30-minute period, roll again if a character enters. Results for each die roll are as follows:

1) 6 giant rats (1' long). The rats attack if they outnumber the party; otherwise, they flee to room 12. (AC 7; MV 12"; HD 1; HP 4 each; D/Att 1-3)

2) 4 giant warrior ants (2' long). The ants always attack. (AC 3; MV 18"; HD 3; HP 15; D/Att 2-8 + poison sting for 3-12, or 1-4 if save vs. poison is made)

3) 2 volts. They always attack. (AC 3; MV 6" flying; HD 2+1; HP 10; immune to electrical attacks; D/Att 1-4; if bite hits, the volt cannot be removed from the victim's neck and drains 1-4 HP per round thereafter; also will lash at victim with tail for 2-12 electrical damage once it is attached; no "to hit" roll needed for tail)

4-6) Room is empty.

5: Storeroom

10 ' x 10 '; 2 doors; hardwood floor.

Shelves line the walls of this darkened room, holding linens, tools, and empty jars. After characters search for 1 turn, they find a jar with a large, cut gemstone inside. The stone is clear, like a diamond, but any dwarf or gnome would know it's cheap quartz crystal (1 gp). The crystal bears no resemblance to the Heart of Light.

The door opposite the entryway bears a sign marked "To the Furnaces." The door is warm to the touch. Anyone who opens it feels a blast of warm air and sees a long stairway leading down, curving to the left. The stairway seems to go on forever, because of a powerful illusion placed upon it. No matter how long characters descend the stairs, they never seem to reach the bottom, yet the air grows hotter and hotter. Strangely enough, the characters can go back up the stairs in one round, no matter how long they descended them.

A *detect illusion* reveals that the stairwell ends just after the first turn, before a solid wall. The illusion makes the characters march in place in front of the wall. If a character attempts to disbelieve the illusion, he may save vs. spell to end the illusion's effects on him. *Dispel illusion* or *dispel magic* will remove the illusion for good.

Note: If characters look back up the stairs while descending, the top appears farther and farther away. Therefore, ascending the stairs in such a short time will seem doubly amazing.

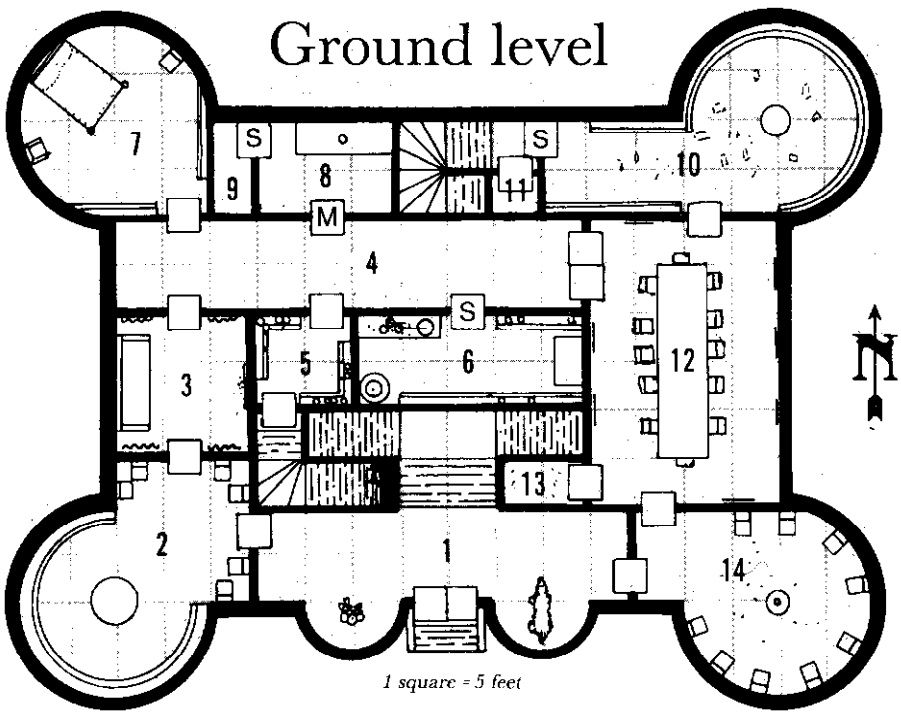
6: Minor laboratory

10 ' x 25 '; 1 secret door; hardwood floor.

This room is completely dark. It is filled with workbenches, shelves,, and cabinets, all of which contain alchemical equipment — bottles of strange liquids, unknown powders, etc. A large stone urn covered by a lid stands in the southwest corner of the room. Removing the lid requires the same die roll as opening a door. The moment the lid is off, smoke pours out of the urn, filling the room and any areas beyond an open door. The smoke fills the available area in 1 round, effectively blinding all characters for 1 turn (10 rounds) thereafter, after which the smoke begins to fade. Blinded characters have a -4 "to hit" on all attacks. DMs may place a small monster here in non-tournament play.

If characters smash the alchemical equipment, they have a 25% cumulative chance per round of setting off an explosion for 4-16 points of damage per character, inflicted upon everyone in the room. Anyone who drinks or eats a substance from this room must save vs. poison or die.

A careful search of the room reveals one random item per turn until three items are found.



7: Servant's bedroom

20' diameter tower, plus 10 ' x 10 ' area; 1 door; thick carpeting.

This room contains a bed, bookshelves, and chairs. A careful search lasting at least 1 turn will produce a slip of paper with these words: "Remember to return Mickey's beholder to him as soon as possible."

Under the bed lies a box (locked and trapped) that contains 100 platinum pieces. A thief may try to open the box and remove the trap (a poisoned needle, save vs. poison at +2 or *sleep* for 24 hours). A note lies inside the box, reading: "Put this with the rest of the cash down in the furnaces."

Characters will find nothing else in the room.

8: First aid room

10 ' x 15 '; 1 door + 1 secret door; hardwood floor.

The door to this room bears a sign that says "Do Not Open." Anyone who opens the door discovers that it is actually a huge killer mimic (see below), and the PC's hand sticks to the doorknob. The door then punches the character for 3-12 points of

damage per round, attacking until it is slain. Once the mimic dies, the character stuck to the doorknob can pull free. The mimic (AC 7; HD 9; HP 45) is large. Only two other characters besides the one stuck to the door may attack it.

A large table stands inside the room. A jar rests on the table, with a yellow smiling "happy face" for a label. The jar contains five applications of *Keoghtom's ointment* (heals 9-12 points per application, plus cure *poison* and *cure disease*).

The room contains nothing more besides the secret door in the west wall.

9: Secret room

10' x 5'; 1 secret door; hardwood floor.

A *fear* spell strikes any character who goes through the secret door (save vs. spell applicable). If the save fails, the character runs (or tries to run) for 10 rounds to get out of the mansion and into the surrounding woods. Opening a door takes 1 round, but crossing a room takes essentially no time at all.

Anyone who saves vs. spell and enters the room finds a small teddy bear labeled "Pooky" in the south part of the room. Pooky acts like a *ring of protection* ***+3*** for anyone who carries him.

The room contains nothing else.

10: Kitchen

10' x 50' plus 20' diameter tower; 1 door + 1 secret door; hardwood floor.

The kitchen is extremely hot. Under the illumination of a *continual light* spell, characters can see that the room is in complete disarray. Shelves line the walls, and a round stone table sits under the light. The table's surface is magically hot; if touched, it inflicts 4 points of damage. Rectangular paper boxes lie all over the kitchen, filled with moldy food. Empty wine bottles litter the floor, all of them labeled "Mad Dog #5: Our Best For Live-Alone Bachelors." Rat droppings cover the floor, though no rats are present.

Two giant warrior ants wait in the west end of the kitchen, and will attack anyone who enters. (2' long; AC 3; MV 18"; HD 3; HP 15; D/Att 2-8 + poison sting for 3-12, or 1-4 if save vs. poison is made)

Careful searching reveals one random item per turn for a maximum of two turns. The first item includes a note asking "Where is Mickey's beholder? It was in the museum yesterday, but seems to have been moved. Your faithful butler."

11: The itty-bitty room

5' x 5'; 1 door; hardwood floor.

The door is marked "Express Exit." Inside, the room is dark and completely empty. Anyone who steps inside must save vs. spell or be *teleported* outside to the two pink stone apes (golems) at the front gates. The pink apes challenge the newcomer(s) immediately. Of course, at the adventure's end, this quick exit could prove very useful.

The stairway next to the room ascends to the next floor, 15' above.

12: Dining room

30' x 20'; 5 doors; *hardwood floor.*

A crystal chandelier hangs from the center of the ceiling, suspended over a 20' long, 5' wide dining table. Numerous *continual light* spells shine from the huge fixture. Many landscape paintings hang on the walls, and dust covers everything. The table is bare, and twelve chairs sit around it — labeled "Sleepy," "Grumpy," "Doc," "Dopey," etc. (Make up names as needed.)

Three volts hide in the bright chandelier, but no one can see them until they levitate down, surprising opponents on a d6 roll of 1-4. They will attack immediately. (AC 3; MV 6" flying; HD 2+1; HP 10; immune to electrical attacks; D/Att 1-4; if bite hits, the volt cannot be removed from the victim's neck and drains 1-4 HP per round thereafter; also will lash at victim with tail for 2-12 electrical damage once it is attached; no "to hit" roll needed for tail)

Searching the room reveals one item after one turn of searching, but nothing further.

13: Closet

5' x 5'; 1 door; hardwood floor.

Expensive silverware fills this closet. Picking up all the items takes only one turn. However, if PCs take the treasure out of the mansion, the silver becomes extremely heavy. Anyone who carries even a single fork will be suddenly pinned to the ground by the weight. The victim stays pinned until the silver is discarded.

14: Lounge

10' x 15' plus 20' diameter tower; 2 doors; carpeted floor.

The lounge is very dark. Chairs line the walls of the tower, all of them facing a small table on which a 12-inch-diameter crystal globe lies. Moldy food and rat-chewed paper litter the floor. Next to the globe lies a note that reads, "Mekkari, I know you're busy, but I want my beholder back. Mickey the Great."

If anyone touches the crystal ball, it activates; a picture forms inside. Voices come from within, speaking a strange language. Viewers can see an oddly dressed, hysterical red-haired woman, arguing with a dark-haired man. He speaks very quickly, while unseen people laugh continuously. If a character watches this scene for more than 1 round, he falls asleep, as if hit by a *sleep* spell. He sleeps for one hour, unless someone (or something) wakes him by force. The show seems to go on forever, except for interruptions once every turn in which the words "I Love Lucy" appear briefly before the scene re-forms again. Once activated, the ball cannot be turned off.

If characters search the room for one turn, they will find two random items.

15: Museum

30' x 20' plus 20' diameter tower; 3 doors; hardwood floor.

As characters reach the top of the stairs, they can look into a large area lit by two *continual light* spells. Lining the walls are suits of armor, weapons racks holding every sort of polearm, and several stuffed animals (grizzly bear, moose, manticore, spotted lion, and minotaur). Nothing happens unless the PCs touch something. Then the minotaur comes to life (he wasn't really stuffed), snatching a huge axe off the wall behind him. He attacks until slain. (8' tall; AC 6; MV 12"; HD 6+3; HP 40; D/Att 1-10 (halberd) plus bite for 1-4)

A search of the room reveals the following message on the floor: "Hovering above this plaque is a dreaded beholder, which is held here by mighty spells and cannot escape." Nothing hovers over the spot, of course. After one turn, the search reveals one random item.

Characters will notice that the door to 18 is marked "Treasure Room" in 145 different tongues, including all the languages that the PCs can read.

16: Plant laboratory

20' x 15' plus 20' diameter tower; 2 doors; hardwood floor.

A *darkness* spell keeps the plant lab dark. The spell renders torches, lanterns, and infravision useless in this room. But a *dispel magic*, *light*, or *continual light* spell negates the darkness completely, though the spells cancel each other out and another light source is needed for illumination after the magical *darkness* is gone.

The room smells awful. Dozens of growing trays with mushrooms line shelves about the room. Eating one of these mushrooms has no effect on a character.

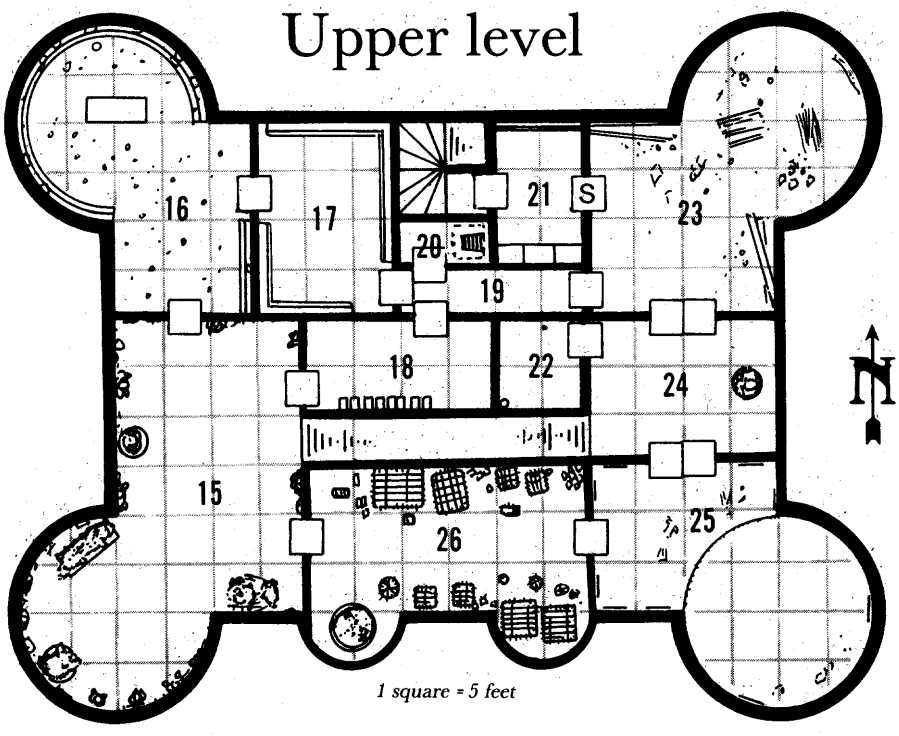
A large black box rests in the room; it is wooden and measures 7' x 3'. A character who opens the box will find a layer of dirt within, which appears recently disturbed. If characters do anything more than open the box (e.g., move it or touch the dirt), they will awaken a huge warrior ant that rests below the surface. The ant will leap out, landing on a nearby character and attacking. Because it has stayed in the room for so long, the ant is white from a fungus infestation. Except for the fungus, the ant has all the qualities of a normal giant warrior ant. (2' long; AC 3; MV 18"; HD 3; HP 15; D/Att 2-8 + poison sting for 3-12, or 1-4 if save vs. poison is made)

If fighting in the dark, both the ant and the characters have a -4 "to hit" on all attacks.

17: Magic-user's library

20' x 15'; 2 doors; hardwood floors.

Opening the door to this room alerts a shrieker in the center (AC 7; MV 1"; 3 HD; 15 HP). After the shrieker goes off, the characters will also hear sounds of running feet with the shouts of men-at-arms coming from either area 19 (if the characters enter from 16) or area 16 (if the characters enter from 19). The approaching guards seem to get closer and louder for 3 melee rounds, and then the sound ends entirely (it was just an automatic alarm). The shrieker screams as long as someone stays in the room, unless it dies first.



Bookshelves line the walls of this room. All books bear such weighty titles as *The Art of Necromancy, Liches and Wights of the World,* and *Guide to the Lesser Planes of the Abyss.* However, fully half of all the volumes here are book covers placed around old copies of *Playelf Magazine* and comic books. Characters must spend 10 hours here if they wish to sort through all the contents. After one hour, they will find a book with an scroll pressed flat between two pages. The scroll contains these spells: *read magic, hold portal, light, magic missile.* All spells are at the 6th level of effect. Characters will find nothing else of interest.

18: Treasure room
10 ′ x 20 ′; 2 doors; hardwood floor.

The treasure room (a dubious title) contains copies and mock-ups of eight major magic items. Three of them are harmless duplicates of the *Crown of Might, Hand of Vecna,* and *Mace of Cuthbert.* The other five imitations have special powers: the *Axe of Dwarvish Lords* is a +1 battleaxe; the *Invulnerable Coat of Arnd* is +1 chain mail; the *Sword of Kas* is a cursed short sword that always misses its target; the *Wand of Orcus* does 1-8 points of damage to anyone who picks it up, once only per character; and the *Heart of Light* is really a glass gem (actual value 1 gp) with a *continual light* spell cast on it.

Each artifact is sealed in a glass case on the wall, with a little card beside the case that identifies it. The cards do not mention that these aren't true artifacts. Dwarves and gnomes can identify the glass gem as a fake after 10 minutes of inspecting it from outside the display case, or immediately if the display case is broken open for a closer look. A character who takes out the drawing of the Heart of Light and looks at it again now can recognize the gem as false if the player rolls the character's intelligence score or less on a d20. Characters can break any of the sealed cases open at no risk to themselves.

The room contains nothing else.

19: Hall
5 ′ x 20 ′; 4 doors; hardwood floor.

This hall is empty. The doors in the hall have been enchanted, so that characters can open only one door at a time. When the first door is opened, the other doors are *wizard locked* until the first door is shut. The door to area 18 is labeled "Treasure Room" in 145 tongues, including all the languages the player characters can read.

The door to area 20 opens automatically if a good-aligned character tries, to open it, but it refuses to budge for anyone else.

20: Ladder room
5 ′ x 10 ′; 1 door; hardwood floor.

This tiny room contains only a ladder, which ascends to a trapdoor in the ceiling. Only a good-aligned character can climb the ladder; others can climb halfway up before falling off for 1-4 points of damage.

A tiny attic lies at the top of the ladder. The room measures 5′ on all sides, and a small (6-inch-cube) box sits on the floor in the center of the room, amidst a clutter of other objects that are all unremarkable. The box will be found after 1 round by anyone who climbs the ladder and begins to search the attic.

The box has lettering on it; anyone who tries to read it will detonate these *explosive runes* for 6d4+6 points of damage. (Reader gets no save; all others in attic or in room 20 can save for half damage.) A thief has a 5% chance of detecting the danger in the runes before he reads them, and a magic-user has a 5% *per level* chance of doing so. The blast does not harm the box. *Dispel magic* eliminates the runes, but characters can open the box at any time without triggering the runes as long as they don't read them.

A 3-inch-diameter gem lies inside the box. The gem appears to be made of dull, cloudy glass. If a player character touches the gem, it begins to glow brightly (see the description of the Heart of Light near the end of the module for details).

21: Magic-user's storeroom
15 ′ x 10 ′; 1 door + 1 secret door; hardwood floor.

Cabinets and shelves fill this room, housing all kinds of jars. Each jar is labeled with the name of a spell, but a one-turn search will reveal that all but two of the jars are empty. The jar marked "ESP" contains 42 copper pieces. The one marked "Fear" is full of chicken feathers. If a PC stirs the chicken feathers, he finds a note at the bottom, which states: "Collected from the Giant Chicken of Bristol by M. Python. *Do not eat these!"* Any character who eats a feather is instantly *polymorphed* into a chicken, unless he makes a save vs. *polymorph* successfully. The chicken character stands 1 foot tall. *Dispel magic* removes the spell, but a system shock roll is required.

Characters may detect a secret door behind one set of shelves. The door contains a vertical slot about 1 inch high. If someone drops a copper piece in the slot, the door opens (nothing else will open the door). The coin falls into room 23, alerting all creatures there to the PCs' presence — but the PCs will not know this.

22: Storeroom
10 ′ x 10 ′; 1 door; hardwood floor.

Characters must pull this door outward to open it. On a roll of 1-3 on d6, the party notices nothing unusual about the room, except for a metal cylinder in a far corner. Otherwise, the room appears empty. On a roll of 4-6, characters see a thin film that covers the space in the open doorway like a soap bubble.

A gelatinous cube fills the room, and it cannot leave. Characters who walk into the room take 2-8 points of damage if the cube penetrates their armor. They must save vs. paralyzation or be sucked into the cube and paralyzed for 5-20 rounds, taking 2-8 points of damage each round.

Statistics for the gelatinous cube are AC 8, HD 4, HP 25. The cube is immune to electricity, *fear, sleep, hold, paralysis,* and *polymorph.* The effects of cold are reduced, as per the Monster Manual.

If characters slay the cube, it falls apart into a gooey mess, flooding area 24 and the stairs leading downward from there. Movement through area 24 requires a roll of 3d6; if the result surpasses the character's dexterity, the character falls down, taking 1 HP of damage. Check for falling once per round for any character in this area. *Any* attempt to descend the stairs results in an automatic fall and 2-12 points of damage. The character can make it to the first floor this way, albeit in a damaged condition.

A metal scroll tube lies inside the closet. If a PC removes the stopper, he'll find a parchment inside the tube which reads, "Mickey — Sorry about your beholder, but I haven't got the faintest idea where it is now. The Heart lies in the attic. Mekkari."

The room contains nothing else.

23 : Main alchemical laboratory

20′ x 20′ plus 20′ diameter tower; 3 doors + 1 secret door; hardwood floor

Anyone who enters this room sees the smashed remains of a laboratory. So much litter, debris, and trash lies in here that two giant scorpions **can** lie in hiding; they will surprise anyone who enters on a roll of 1-4 on d6. The scorpions can be surprised, too, but at normal odds. The room is dark, but not because of magic.

Statistics for the-two giant scorpions are AC 3, MV 15"; HD 5+5; HP 30; D/Att 1-10/1-10/1-4 + poison (save or die). The scorpions can attack three opponents at once. They know the room well, and have no "to hit" penalties in the dark.

The door to area 21 appears to be normal, but if characters open it they discover a brick wall with a small vertical slot one inch high. If anyone drops a coin through the slot, a secret door opens, providing access to area 21. Nothing else will open the secret door.

If characters search the room, they find one random item per turn until six items are located.

24: Upper hall

15′x 20′; 5 doors; hardwood floor.

This area is bare of detail, except for a large statue of Mekkari which looks very imposing. The statue portrays a fierce, brooding mage with a bald head and a beard, wearing heavy robes. If characters check the back of the statue, they may find a little secret door there, which opens to reveal a compartment. The compartment holds four wine bottles, all labeled "Mad Dog #5." The labels are false, however; the bottles really contain *potions of healing* (each will cure 2d4+2 HP).

25: Mekkari's bedroom

15′ x 20 ′ plus 20 ′ diameter tower; 3 doors; carpet on floor.

A huge waterbed mattress takes up the entire tower area, and clothing litters the room. Paintings hang on the wall, depicting dragons, 20-sided polyhedral dice, and the Greek god of war.

The party may not notice the *invisible* beholder when they enter; it hovers 6′ over the bed. At one time, it belonged to Mickey the Great, an old friend of the mansion's owner. Mekkari magically bound the monster so that it cannot use any of its eyes' powers except *telekinesis.* When a PC opens the door to the room, the beholder catches the first person to cross the threshold. It picks up-the character (as long as the victim weighs less than 250 pounds) and pulls him over, intending to munch on him for 2-8 points of damage per bite. A *telekinesed* character attacks at -4 "to hit," and loses all shield and dexterity bonuses. The beholder becomes visible when the *telekinesis* attack begins.

Anyone who runs up to slash the beholder discovers that the waterbed causes characters to have extremely unstable footing; at the start of each round, all characters on the bed must make a roll of 3d6. If the result exceeds the character's dexterity score, he falls and loses all attacks that round. The beholder stays above the bed. If it eats one character (that is, reduces the character's hit points to 0 and bites it for one more round thereafter to swallow it), then the beholder goes for another one. Characters can only attack the beholder's body, not its eyes, because of its elevation.

Statistics for the beholder are AC 0; HP 30 (in central body); attacks as 10 HD monster.

If characters search the room, they will find an empty crate labeled "Beholder Yummies," plus a total of 1,234 gp scattered on the floor.

26: Zoo/animal laboratory

15′x 30′ plus 2 alcoves; 2 doors; hardwood floor.

All of the animals in Mekkari's mansion were originally kept in this room. Dozens of empty cages lie scattered about. A huge vat of algae lies in the western alcove. If characters disturb the vat, it becomes a large algoid and attacks (AC 5; MV 6"; HD 5; HP ***25;*** *psionic blast* once per day — see DMG, p. 78). The algoid uses its *psionic blast* first, then it proceeds to beat the PCs with its fists (D/Att 1-10/1-10). The creature is immune to *fireballs,* lightning, and edged weapons with less than a +2 bonus. All blunt weapons do full damage. *Part water* and *lower water* spells do 1-6 points of damage each.

After the PCs search the room for 1 turn, they find one random item.

Twenty random items

1) *Wand of secret door and trap detection* with 3 charges.
2) Clove of garlic (very smelly).
3) 4 silver-tipped darts.
4) A sprig of wolfsbane.
5) A bottle of green-dyed water (non-magical and harmless).
6) 3 unlit candles (when lit, each one will burn for 3 turns).
7) 16 gold pieces.
8) A 1944 FDR campaign button.
9) A chess pawn (jade) worth 10 gp.
10) An animal tooth.
11) A *ring of protection +1.*
12) A jar of paper paste.
13) 10 copper pieces.
14) 3 iron spikes and a hammer.
15) A paper note that reads, "You're getting warmer!"
16) A bronze, l-foot-tall statuette of Demogorgon.
17) A paper note that reads, "You're getting colder!"
18) A 100 gp gem.
19) A tinderbox and flint.
20) A 50′ coil of rope.

Roll 1d20 to determine the nature of a random item. When an item has been found, cross it off the list. If a subsequent roll calls for a deleted item, nothing is found (don't roll again).

The Heart of Light

The stone at first appears to be a 3-inch-diameter glass "gem" of dull color and cheap value. Touching the gem has these effects:

1) The gem radiates light in a 60′ radius, as a *continual light* spell, for one hour after each time it is touched.

2) A good character who touches the gem will have 2-8 HP of damage healed; an evil character will be shocked for 2-8 points of damage, and neutral characters will not be affected. The healing or damage will only affect a given character once per day.

3) After the gem is touched, *detect good* will reveal the gem's good alignment.

4) Any character who touches the gem will automatically know it is the Heart of Light; he also knows that the gem must be removed from the mansion and taken to Mekkari immediately.

5) And, when the "glass" illusion is dispelled by a touch, the Heart of Light is revealed as a 100,000 gp value diamond that would make the most jaded dwarf drool.

Spell lists for tournament characters

Illusionists

First level: *change self, color spray, detect illusion, detect invisibility, light, wall of fog.*

Second level: *blindness, blur, detect magic, invisibility.*

Third level: *dispel illusion, paralyzation.*

Magic-users

First level: *burning hands, charm person, comprehend languages, detect magic, feather fall, hold portal, light, magic missile, read magic, sleep.*

Second level: *continual light, detect evil/good, detect invisibility invisibility knock, levitate, web, wizard lock.*

Third level: *clairvoyance, dispel magic, fireball, haste, slow, water breathing.*

Fourth level: *charm monster, dimension door, fear, remove curse.*

Clerics

First level: *bless, cure light wounds, detect evil/good, detect magic, light, protection from evil, remove fear, sanctuary.*

Second level: *chant, find traps, hold person, know alignment, resist fire, silence 15′ radius, slow poison, spiritual hammer.*

Third level: *continual light, create food and water, dispel magic, locate object, remove curse.*

Fourth level: *cure serious wounds, lower water, neutralize poison, protection from evil 15′ radius.*

The RPGA™ Network Player Ranking System

The details of this system for scoring AD&D tournaments first appeared in issue #11 of the POLYHEDRON™ Newszine. It attaches a numerical rating to each player's, or each team's, performance in a tournament, but at the same time leaves plenty of room for the judgment of the referee.

Here's how it goes: The referee gives each participant a score of 1 to 10 in each of eight basic categories and four "bonus point" areas, then multiplies the score by a modifier for that category, and totals all the modified scores to get the participant's final rating.

Basic categories

A. Reaching event objective: *Did the character/s accomplish the objective set down for them at the beginning of the event? (xl 0)*

B. Teamwork: *If this was a team event, did the players work in the best interest of their team? (x8)*

C. Role playing: *Were the characters played the way they should have been role-played (with respect to class, character intent, alignment, race, etc.)? (x7)*

D. Rule knowledge: *Did the player/s display an exceptional knowledge of the game rules? Subtract from this score for repeated attempts to "referee" the event themselves. (x6)*

E. Character/s survived: *Score within the 1-10 range based on remaining hit points of character/party; 10 = no hits taken; 5 = half of hit points taken; etc. (x5)*

F. Reaching secondary objective: *Did the character/s accomplish any alternate objectives set down for them at the beginning of the event? (x4)*

G. Ingenuity: *Did the player/s come up with any creative or ingenious ideas that helped the party without distracting it from its purpose? (x3)*

H. Individual risk taken: *Did the player's character assume any risks for the party? Subtract for any such actions taken needlessly or foolishly (x2)*

Bonus point areas

1. Fun: *Was this group fun to play with? Would you like to run these players in a group again? (x2)*

2. Power abuse: *Did the party achieve its goals without using excessive, "heavier" magic, weaponry, or other resources? Subtract points for powers used in a wasteful or inefficient manner. (x1½)*

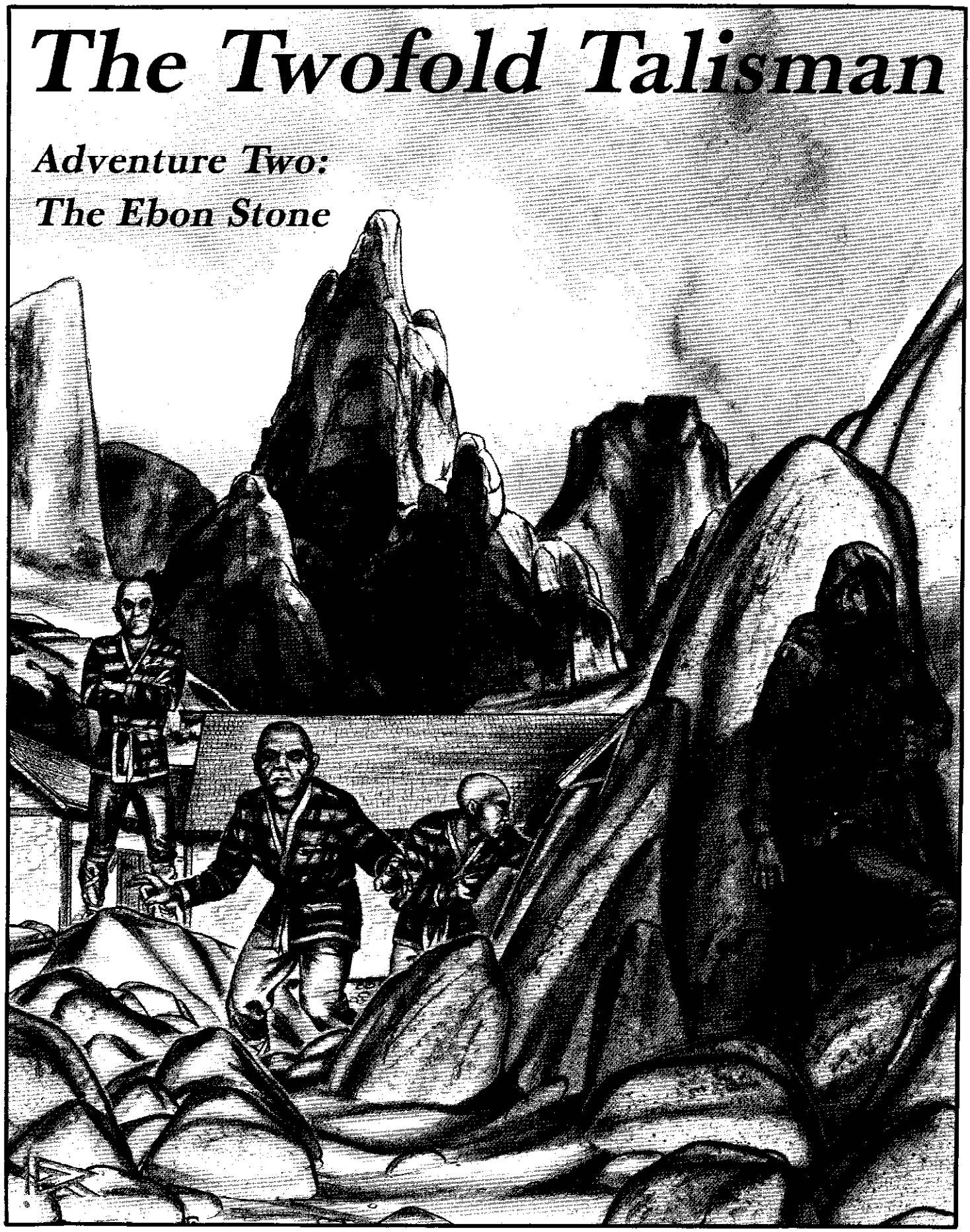
3. Treasure: *Was the treasure found by the party an important aspect in the event, or did it just weigh them down or waste their time? Score high for treasure found, if that was all or part of the party's objective, or for treasure that was found and used to accomplish the objective. (x1)*

4. Determination: *Should any extra points be given to this team or player for the determination and identification of magic items, runes, machines, etc.? Do not confuse this with the established goals of the event. (x½)*

And yes, in case you players are wondering, there is a Judge Ranking System that goes along with this; see The Ebon Stone in next month's issue of DRAGON® Magazine for the second half of the package.

The Twofold Talisman

Adventure Two: The Ebon Stone



A tournament adventure for the AD&D® game

The Twofold Talisman

by Roger Moore, Philip Tatercyznski, Douglas Niles, & Georgia Moore

The Twofold Talisman is an RPGA™ tournament module for the AD&D® game. It is played in two parts; the first half of the adventure, *The Heart of Light,* appeared in last month's issue of DRAGON® Magazine. This issue contains the second half, *The Ebon Stone.* In tournament competition, players must complete each adventure in four hours (real time), using the eight pregenerated characters provided with the text. During the adventure, players may only consult the Players Handbook; tournament rules permit no other references.

Optionally, Dungeon Masters may adapt these scenarios into their campaigns and play them without time restrictions. This adventure, and its predecessor *The Heart of Light,* may also be used as general guidelines for creating other tournament adventures for the AD&D game.

Each of these two adventures stands alone, yet they both concern the same quest: to restore the gems of the Twofold Talisman. The performance of player-character parties in tournament play is evaluated according to the standard RPGA Network Player Ranking System, a summary of which was presented in last month's DRAGON Magazine with *The Heart of Light* adventure. (Included with this month's adventure is the other half of the ranking system, for players to evaluate the judge who ran the adventure for their group.) *The Twofold Talisman* was run at the GEN CON® XVI Game Convention in August 1983. The comments and suggestions made by the DMs and players involved at the convention are gratefully acknowledged.

Adventure Two: The Ebon Stone

Players' introduction

Safely back in Jalkive after your harrowing experience at the mansion of Mekkari, you meet once more with the wizard's servant. In a deserted inn, you give him the Heart of Light. He thanks you profusely and hides the gem.

"And now," the servant says, "one mission remains for you to accomplish. Someone stole the Ebon Stone, the other half of the talisman, while a guardian was taking it to a hiding place. The evil guildmasters of Jalkive now keep it in a small but heavily guarded fortress in the mountains nearby. There they'll keep it until they can find a way to release the terrible powers within it. You must make all haste to get to that fortress and take the Ebon Stone away from them. The fate of our kingdom rests with you and your abilities."

The servant hands you a map showing the way to the fortress you must penetrate. Unfortunately, the servant knows nothing of the traps or guardians you will find, but he believes you'll encounter many. Once again he asks you to leave at dawn and provides some equipment. (See the character sheets in the center of this magazine.) Treasure taken in the last adventure will not be used on this trip; it is assumed to be safely hidden away in town somewhere.

DM's introduction

Hand out the spell lists (see the end of text) to the players who need them for their characters, and let them choose which spells they wish to take on the trip. Note that players don't have to play the same characters that they did in *The Heart of Light* adventure; they can choose different ones in tournament play, as long as the group reaches mutual agreement.

The players should be told that the saving throws on their characters' sheets reflect all bonuses for constitution and magic items. However, the "to hit" information shows only the characters' base scores; bonuses for strength and magic must be added when appropriate.

All player characters are fully healed at the start of this adventure.

The adventure ends when four hours of play have elapsed, or when the characters escape from the fortress with what they believe is the Ebon Stone.

The approach

The following text should be read aloud to the players to start the adventure:

"You head toward the sun as it rises over the mountains near Jalkive. The servant's map directs your party to a secret footpath which lies in the rockier ground. It leads to a barren plain on a mountainside where nothing stirs but the wind. The climb up the mountain takes its toll, and you rest that night in the cold.

"After continuing the climb the next morning, you see a building in the distance. The structure lies exactly where the map locates the fortress, but the building is no fortress at all. Rather, you see a sprawling structure made of timber and stone, with a scraggly path leading toward it. On the path in front of the building, four humans stand guard. You hide and watch them from 100 yards away, but cannot discover any further details about them. The building lies on a flat area of ground. Rocky terrain surrounds it, extending 100 yards in all directions."

THE BUILDING: UPPER LEVEL

All ceilings in the building are 10 feet high. Doors require a strength roll to open, unless otherwise stated; this applies only to characters, since the monsters (even the weak ones) know how to open "jammed" doors easily. A *locate object* spell will not find the Ebon Stone, but will otherwise work normally. Characters should not be allowed to cut, chop, or saw through walls or floors in the building in tournament play.

1: The guardians

The four guards in front are 4th-level monks, of lawful evil alignment. They are dressed in white trousers, sandals, and pink-and-green striped shirts. From close up, the characters will notice that there are small green alligators on the left side of each of the guardians' shirts.

If attacked at long range, the "preppies" will run for the building, entering at the door to area 16 where they'll sound an alert. They will not notice the PCs automatically if the party tries to sneak up on them (see below). If approached, the monks will look nonchalantly at the party and ask about their business. The "preppies" will also make rude comments. ("Oh, tacky platemail you're wearing; last year's style?" "You really haven't had a bath for awhile, have you?") If the party attacks the "preppies," suddenly four more 4th-level monks in preppie garb will join them (they are hidden in the rocks nearby) and attack with surprise on a roll of 1-4 on d6 (allow automatic surprise for the monks in tournament play if desired).

If the party doesn't attack and asks to go inside the building, the monks will go with them to the door at area 2, explaining that the doors to area 16 lead to the bureaucrats, "and you know how dull *they* are." Once at area 2, two monks will unbolt the stable doors, open them, and scream "Go get 'em!" The two giant lizards kept inside (see description of area 2) will leap out at once and attack the party, while all eight monks join in the fray as well. The giant lizards are AC 5; MV 15"; HD 3+1; HP 15 each; D/Att 1-8 (or 2-16 on a roll of 20 "to hit"). They will never attack the monks.

The monks are AC 7; MV 18"; 4th level;

and have 15 HP each. They do 1-6 HP per attack, getting 5 attacks/4 rounds (2 on the 4th round of combat). They can also *speak with animals* at will, evade normal missiles if they save vs. petrification (needing a 12 or better), and will take no damage vs. certain attack forms if they save vs. spell, as per the Players Handbook.

The monks will continue to fight until half of them have been slain or incapacitated. The rest will break off the fight and flee into area 2 to get to area 3. The party may be allowed one free round of spells or missile combat as the monks leave, since the party won't be able to catch them without using *haste* spells on themselves or *slow* spells on the monks.

Any monks who escape to inside the building will sound an alert, either to area 3 if escaping from area 2, or to areas 15 and 17 from area 16 (if they happen to head in that direction). The alert will spread no further in tournament play, and no one will retreat from the alerted areas. The alert may be carried as far as the DM likes in regular campaign play.

If the party, upon first seeing the "preppies," decides to creep up on them, roll for the monks' chance to notice the party when the characters get to within 60 yards. There is a 28% chance that the monks will not notice the intruders, and will be surprised when the party gets close enough for combat. The party has no chance to find the four hidden monks until the visible monks attack or are attacked. The party can successfully creep around to the rear of the building if they don't come within 60 yards of the monks. The building has no windows, so no one will see the party from inside.

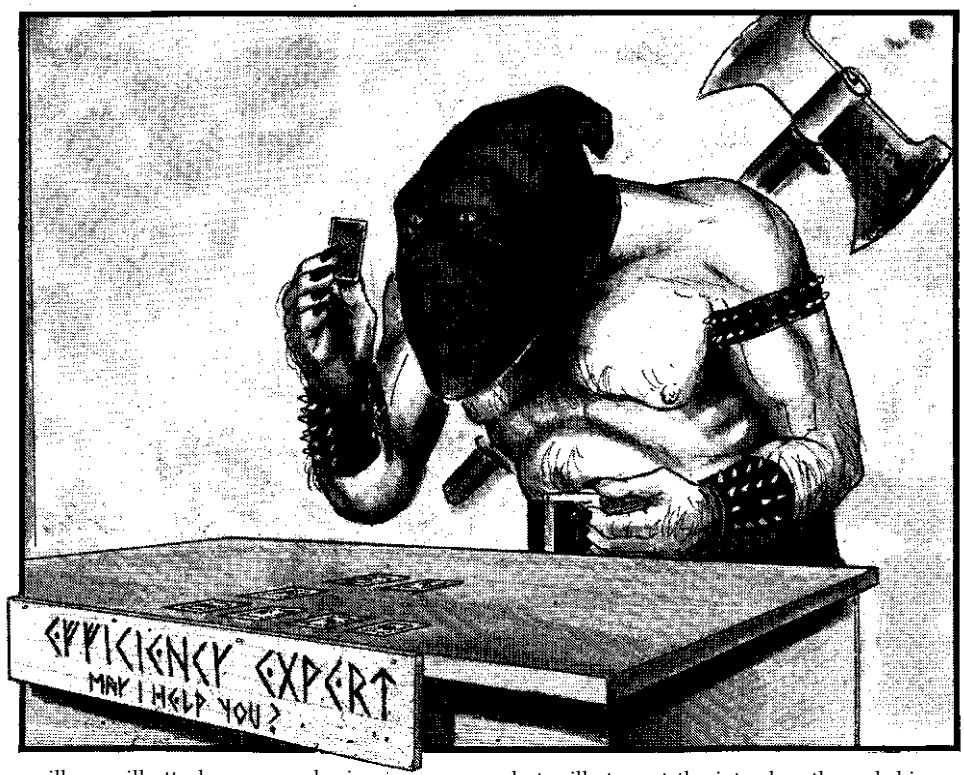
Also, any noise heard from outside will be ignored by those inside the building. "It's just those guards cutting up again," they'll say.

2: Lizard stables
30' x 30' ; 3 doors; earth floor.

Two giant lizards (at A and B) are curled up here. They are pets of the monks and only know one command: "Go get 'em!" Anyone who opens the stable doors and is not a monk, an orc, or a half-orc will be attacked and (possibly) eaten. The stables are dark and unlit; some barrels of wine and crates of horsemeat are in the northwest stall. The other stalls are empty. See the area 1 description for the giant lizards' statistics.

3: Supply room
20' x 30' ; 3 doors; hardwood floor.

A lone torch burns on the west wall. The supply room has four ogrillon guards who, unless they have been alerted by the monks, will be arm-wrestling. The ogrillons look like orcs except for being slightly bigger and wartier, and are 90% likely to be mistaken for orcs by the party. The "orcs" have no weapons. They wear black leather jackets with the words "Mess with the Best, Die like the Rest" written on their backs. The ogrillons will attack anyone who is "preppie" monk or an orc, half-orc, ogre, or ogrillon. They refuse to go for help even if outnumbered. Any monks who fled here from area 2 will be found here as well (prevented from escaping by the ogrillons) and will fight to the death. If alerted, the ogrillons cannot be surprised.



The ogrillons are AC 6; MV 12"; HD 2; HP 10 each; and attack twice per round for 2-7 points per attack. Rangers get all bonuses to damage vs. "giant class" humanoid monsters when fighting ogrillons.

The supply room contains 300 new white preppie suits on racks, 40 black leather jackets in boxes, 150 pairs of sandals, and two cartons of Dr. Denton sleepwear with footsies. Also found will be a memo from one bureaucrat to another in Common, saying, "Why are we getting all these clothes and no weapons? Who's in charge around here?" If any PCs search for 10 minutes through the clothes (any batch), a pearly-white, spindle-shaped *ioun stone* will be found. If it is tossed into the air or otherwise set in motion, the stone will circle the PC's head and will regenerate 1 HP turn for as long as it remains in place.

The door to area 4 has a sign reading "Knock before entering, please" in the common tongue.

4: Efficiency expert's office
20' x 10'; 2 doors; hardwood floor.

A lone torch burns on the south wall. This whitewashed room has a desk in the northern end with an enormous ogre seated behind it, playing solitaire poker. The ogre wears a black executioner's mask, and a huge axe rests on a rack behind him. A sign on the desk says: "Efficiency Expert — May I Help You?" The wood floor is splattered with dried blood.

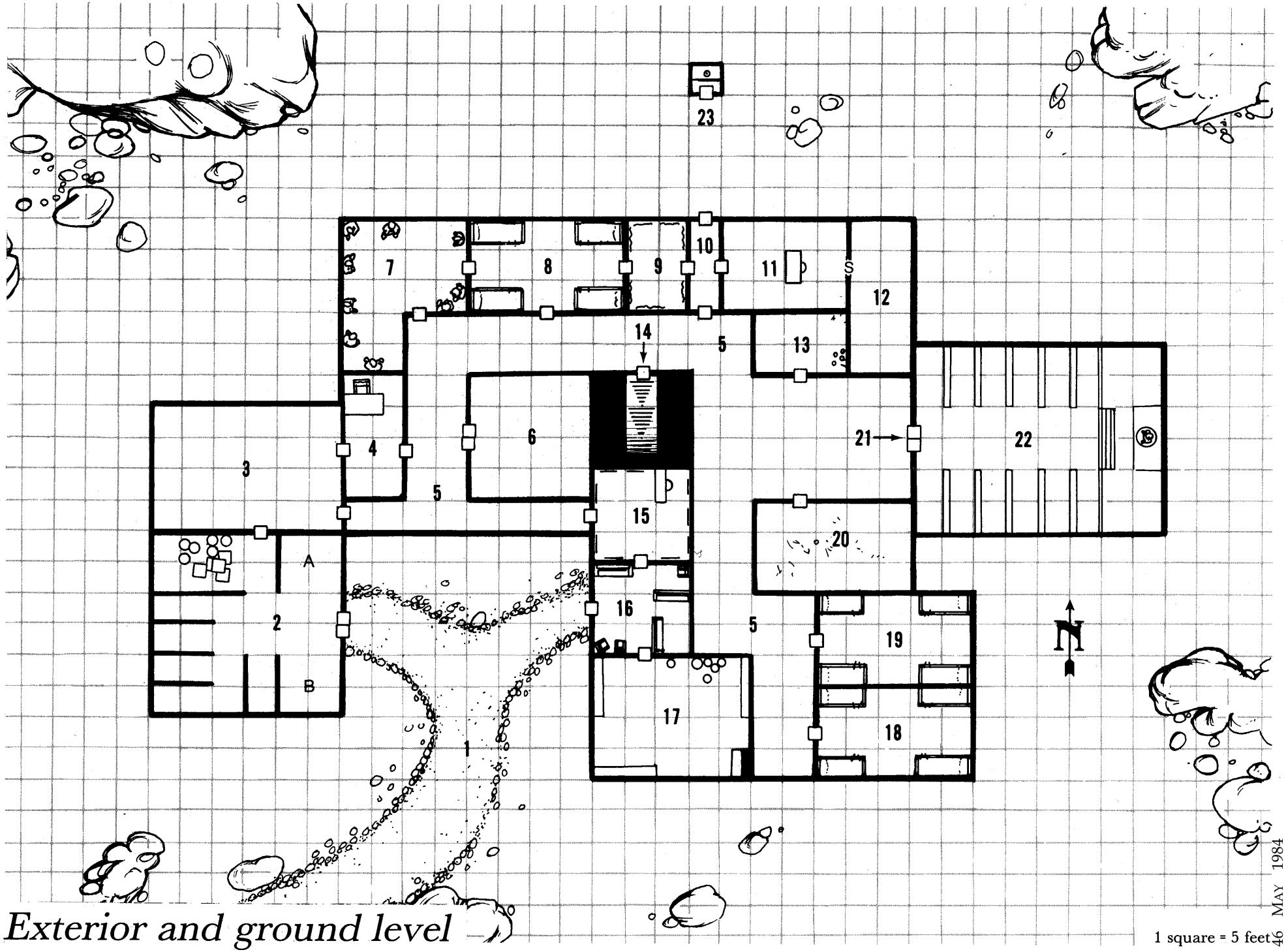
The ogre says nothing if the party enters, but will stare at the intruders through his mask (conduct surprise rolls normally unless the PC party knocked before entering, in which case surprise is not possible). If the ogre is able to react first, he will drop his cards, snatch the axe, and step over the desk to reach the party; otherwise he will fight from behind the desk (improving his AC by 1). He will never retreat or surrender. The ogre is 10' tall (AC 7; MV 9"; HD 7 [leader type]; HP 30) and attacks once per round for 3-12 points damage.

A search of the desk drawers reveals 140 gp, five gems worth 50 gp each, and a note written in orcish (anyone who speaks the language can translate it) that says: "The Guildmasters are pleased with your performance. Maintain your high standards and you will be well rewarded. (Signed) D.V." Also found will be a drawing of a black gem, crudely done, with the comment (in orcish) "Kept downstairs." Nothing else is in the room.

5: Main hall
Extends around the central part of the building.

The hall is unlit and will be empty most of the time. On a roll of 1 on d4 (checked each turn), a kobold (AC 7 ; MV 6"; HP 1; LE; no attacks) will walk around a corner on an errand. If the kobold is surprised it will instantly faint for 2-12 rounds. If not surprised, it will run at the nearest party member before anyone can react and grab the character's leg (no "to hit" roll needed) and hang on, whining "Spare me! Spare me! I'm just a wimp! I'll do anything, just spare me!" in the common tongue.

Prying the kobold loose requires a roll to open doors (one attempt per round); otherwise the grasped character cannot move. The kobold will not attack and will beg that it be taken out and set free because



Exterior and ground level

1 square = 5 feet

everyone here has been mean to it. If the kobold is pulled loose, it will run away to area 4, knock on the door, and get the Efficiency Expert to stomp the PCs; if the Efficiency Expert is no longer there, the kobold will pass out for 1-4 hours, then flee the building.

6: Recreation room
20' x 20'; 2 doors; hardwood floor.

Two torches burn on the north and south walls. A 10-foot-square mat lies in the center of the room. Two 6th-level monks (LE; AC 6; MV 20"; HP 20 each; 3 attacks/2 rounds for 2-8/Att; immune to *haste* and slow; evade nonmagical missiles on d20 roll of 11 or better; may *speak with animals)* are practicing hand-to-hand combat here. If surprised (24% chance), they may be attacked for one free melee round. Otherwise they will turn, bow to any intruders, and leap to the attack. Neither will surrender or go for help. Both monks are dressed in "preppie" white pants, shirt, etc. Nothing else is in the room.

7: **Hall** of **orcish heroes**
L-shaped room, 25' x 20' ; 2 doors; hardwood floor.

This room is unlit. Lining the walls of this room are the stuffed remains of 12 famous orc heroes who were preserved for posterity. The air in the room smells so bad that any character who opens the door or steps inside the room must save vs. poison; failure results in a loss of 2-8 strength points for 10 rounds. (Inhabitants of the building are immune to this effect.) The stuffed bodies are ugly and disgusting. Each has a sign on the floor before it reading in orcish, "This orc was a great hero. Someday you will be great like him, too." Nothing else is of interest here.

8: Monks' bunks
15' x 25 '; 3 doors; hardwood floor.

This is the bunkroom for the eight 4th-level monks who are encountered outside on guard duty. Four double bunks are here, one in each corner of the room, and trunks under each pair of beds are full of "preppie" clothing and nothing else. On the center of the north wall is a poster beneath a burning lantern on a peg. The poster depicts a huge man wearing full-length black platemail, with a strangely rounded shiny black helm. He holds a red-glowing two-handed sword, and a black robe hangs from his shoulders. The picture is unlabelled.

The door leading to area 9 contains a message: "Remember, grasshoppers, the wisdom of the owl is like the dew on the grass at dawn before the first bird sings. Master Po has spoken."

9: Master Po's room
15' x 10 '; 2 doors; hardwood floor.

Both of the doors to this room open very easily; anyone who charges forth to smash one will fall into the room, losing all attacks that round and doing 1-4 HP of damage to himself. Inside the room, incense burns and beautiful wall hangings abound. On a floor mat in the southeast corner of the room sits an old man wearing a kimono, apparently meditating. He does not react if the players enter and will not even open his eyes.

Unseen by the characters at first are two huge tigers perched on ledges 8' above the floor (AC 6; MV 12"; HD 5+5; HP 30 each; D/Att 2-5/2-5/1-10 plus 2-8/2-8 if first two attacks (claws) connect; surprised 1 in 6, or not at all in tournament play). These pets of the old man will leap on intruders, surprising them on a roll of 1-5 on d6.

As the tigers attack, the old man will awaken from his meditation, sigh, get up, and join the fray. This is Master Po, who looks very frail and sickly — but he isn't (9th-level monk; LE; AC 3; MV 23"; HP 30; 2 attacks/round for 3-12 damage). He is immune to *haste* and *slow*, can *speak to animals*, can *heal* himself once per day for 4-7 points, is 50% resistant to *charm, hypnosis,* and *suggestion,* takes half damage at most from spells that he fails to save against (no damage if he does save), and evades nonmagical missiles on a roll of 10 or better on d20. When he attacks, he will *stun* opponents when rolling 5 or more over his base "to hit" score; a *stunned* opponent cannot attack for 1-6 rounds. Master Po can kill a *stunned* opponent on a percentage roll equal to the opponent's armor class plus 2. If Master Po is reduced to half of his hit points or less at the end of a round of combat, he will spend the following round trying to move away from his opponents so he can use his ability to *heal* himself. If he is attacked during the round in which he is healing himself, he will not gain the 4-7 HP and won't be able to heal himself again for the rest of the day.

A search of the room will reveal a message in common on a piece of parchment under the monk's floormat: "The Dark One is safe below, don't worry — D.V."

10: Back entry hall
15' x 5'; 4 doors; hardwood floor.

This hall is empty. The floorboards squeak horribly, so only a thief with a successful "move silently" roll will get past without alerting Master Po in room 9 or the guards in room 11. Above the doorway to area 9 is a sign that reads: "The way to enlightenment is the grasshopper's path along the riverside of the summer's fultillment. Master Po has spoken."

Above the door to area 11 is a sign that reads: "Mess with the Best, Die like the Rest" with a flaming skull painted on the door itself.

11: Office of the Guildmaster
15' x 20' ; 1 door, 1 secret door; hardwood floor.

This room is the office of Skrunge, one of the Guildmasters of Jalkive. He is a half-orc cleric/fighter (4th/9th level; LE; AC 3; MV 6"; HP 40; 60' infravision; 3 attacks/2 rounds with +2 broadsword for 4-10 damage; spells: *silence 15' radius, hold person, protection from good, command (x2)).*

If Skrunge is surprised, he will be writing at his desk, cancelling leave orders for all his troops (because he feels like it, and because he's a scummy guy). His assistants stand on either side of the door, far enough away that they won't be hit if the door opens suddenly.

If he has advance warning of the party's approach, Skrunge will have his two half-orc assistants (4/4 fighter/thieves; LE; AC 8; MV 9"; HP 20 each; 60' infravision; leather armor; armed with broadswords) stay on either side of the door while he stands across the room and casts *protection from good* on himself.

Anyone who opens the door will immediately see Skrunge, who will promptly cast *hold person* (save at -2) at the intruder. Anyone who charges Skrunge may be surprised (1-4 on d6) by the two fighter/thieves, who (if they get surprise) gain +4 "to hit" and double damage on a strike from behind. In such a case, both will strike at the same target. Skrunge will then cast *silence, 15' radius* centered on the square just outside the doorway if he has time after the first attacks, to cause problems for spellcasters (note that he stands just outside the spell's area of effect).

Skrunge will use a command ("Die!" in the common tongue) on anyone in melee with him who is also outside the *silence* spell. He will then move to slay anyone who succumbs to the *command* (see text for *command* and *sleep* spells in the Players Handbook).

Once his spells have run out, or if he has no opportunity to use them, Skrunge will whip out his +2 broadsword and hack away. He wears black platemail with a huge red eye in the center of it. (If anyone asks, this is not the same black armor as seen in the picture in area 8, and Skrunge's swords glows white, not red.) Skrunge and his assistants will fight to the death and will pursue all who attempt to escape.

In Skrunge's desk is a paper saying "I have the stone downstairs for security. — D.V."

12: Gem room
25' x 10' ; 1 secret door; hardwood floor.

Behind a secret door in the east wall of room 11 (easily opened by anyone after it is detected) is a room whose floor is covered in black gems, all of them identical to the Ebon Stone. There are 10,825 of these stones, but *detect magic* will show none of them to be magical. Each is worth 10 gp (they are cheap copies). Tacked on the north wall is a requisition form for another several thousand of them. A note may be found that indicates the gems will be distributed to seedy merchants in Jalkive, where they'll be sold as "real" Ebon Stones. The stones have an encumbrance value of 1 gp each.

13: Broom closet
10' x 15' ; 1 door; hardwood floor.

Among the assorted mops and buckets in this room is a single broom — a *broom of animated attack* (AC 7; HD 4; HP 18;

1

Gnome illusionist/thief 5th/5th level

HP 24 AC 3 front, 6 rear Armor: +2 leather

Str 11 Int 15 Wis 10 Dex 17 Con 10 Cha 12

Move base 6" Ht. 3'6" Wt. 85# Age 65 Al CN

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
12	11	9	15	10

Languages: Alignment, common, dwarvish, gnome, goblin, halfling, kobold, burrowing mammals.

Special abilities: detect slope 80%; detect unsafe walls/ceilings/floors 70%; detect depth underground 60%; detect direction of travel underground 50%; infravision 60'; +4 to hit from behind, with triple damage; +1 to hit vs. kobolds & goblins; -4 to be hit by gnolls or larger humanoids and giants.

Bend bars/lift gates: 2% Open doors: 1-2

Base number to hit AC 0: 19

Weapons: Short sword; damage 1-6/1-8.
Dagger +1; damage 1-4/1-3 (+1); +1 bonus to hit (for magic); range 1"/2"/3".
Sling w/bullet, damage 2-5/2-7; +2 bonus to hit (for dexterity); range 5"/10"/20".
Sling w/stone, damage 1-4/1-4; +2 bonus to hit (for dexterity); range 4"/8"/16".

Proficient in: all weapons listed.

Thief abilities: pick pocket 55%, open locks 57%, detect traps 50%, move silently 50%, hide in shadows 41%, hear noise 30%, climb walls 75%, read languages 25%.

Magic items carried: +2 leather; +1 dagger; *bag of holding* (5,000 gp capacity).

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; thief's tools; 20 sling bullets. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 4; 2nd level 2; 3rd level 1. (Choose from illusionist spell list.)

3

Half-elf magic-user/thief 4th/6th level

HP 27 AC 2 front, 6 rear Armor: leather with +2 ring

Str 13 Int 17 Wis 15 Dex 16 Con 15 Cha 16

Move base 12" Ht. 5'2" Wt. 105# Age 36 Al N

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
12	11	11	15	12

(vs. fear: 11)

Languages: Alignment, common, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc.

Special abilities: detect secret doors 1 in 6 within 10' (2 in 6 if searching); infravision 60'; +4 to hit from behind, with triple damage; 30% resistant to *sleep* and *charm.*

Bend bars/lift gates: 4% Open doors: 1-2

Base number to hit AC 0: 19

Weapons: Short sword +1; damage 1-6/1-8 (+1); +1 bonus to hit (for magic).
Dagger; damage 1-4/1-3; +1 bonus to hit (for strength); range 1"/2"/3".

Proficient in: both weapons listed.

Thief abilities: pick pocket 65%, open locks 52%, detect traps 45%, move silently 47%, hide in shadows 42%, hear noise 20%, climb walls 92%, read languages 30%.

Magic items carried: +1 short sword; +2 *ring of protection* (to AC only); *pearl of power* (2nd level spell).

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; thief's tools; 4 daggers. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 3; 2nd level 2.
(Choose from magic-user spell list.)

The Twofold Talisman Character Sheets

(Reproduce or photocopy these pages, then cut apart)

2

Half-elf cleric/ranger 5th/6th level

HP 43 AC 1 front, 2 rear Armor: +1 plate normal shield

Str 17 Int 16 Wis 17 Dex 14 Con 17 Cha 10

Move base 9" Ht. 5'11" Wt. 140# Age 50 Al NG

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
9	12	13	13	14

(vs. fear: 11)

Languages: Alignment, common, elf, gnome, goblin, halfling, hobgoblin, orc.

Special abilities: detect secret doors 1 in 6 within 10' (2 in 6 if searching); infravision 60'; +6 to damage vs. giant-class creatures; 30% resistant to *sleep* and *charm.*

Bend bars/lift gates: 13% Open doors: 1-3

Base number to hit AC 0: 16

Weapons: Long sword +1; damage 1-8/1-12 (+2); +2 bonus to hit (for strength & magic).
Dagger; damage 1-4/1-3 (+1 for strength); +1 bonus to hit (for strength); range 1"/2"/3".
Short bow; damage 1-6/1-6; +1 bonus to hit (for strength); range 5"/10"/18".

Proficient in: all weapons listed, plus mace.

Turn undead on: skeleton T, zombie T, ghoul T, shadow 4, wight 7, ghast 10, wraith 13, mummy 16, spectre 20.

Magic items carried: +1 plate mail; +1 long sword; +1 arrows (5); *cloak of elvenkind.*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; holy symbol; 20 normal arrows; 2 daggers. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 5; 2nd level 5; 3rd level 2. (Choose from cleric spell list.)

4

Human cleric 7th level

HP 49 AC 0 front, 2 rear Armor: +1 plate +1 shield

Str 9 Int 15 Wis 17 Dex 14 Con 17 Cha 13

Move base 9" Ht. 5'6" Wt. 124# Age 30 Al CG

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
5	10	11	13	12

(vs. fear: 9)

Languages: Alignment, common, elf, goblin, halfling, hobgoblin, orc.

Special abilities: bonus spells for high wisdom.

Bend bars/lift gates: 1% Open doors: 1-2

Base number to hit AC 0: 16

Weapons: Mace +1; damage 2-7/1-6 (+1); +1 bonus to hit (for magic).
Staff; damage 1-6/1-6.
Hammer; damage 2-5/1-4; range 1"/2"/3".

Proficient in: all weapons listed.

Turn undead on: skeleton D, zombie D, ghoul D, shadow T, wight T, ghast 4, wraith 7, mummy 10, spectre 13, vampire 16.

Magic items carried: +1 plate mail; +1 shield; +1 mace; *periapt of proof against poison (+2).*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50'); belt purse w/30 gp; holy symbol. (Torches illuminate a 40' radius and burn for 6 turns.)

Number of spells available: 1st level 5; 2nd level 5; 3rd level 3; 4th level 1. (Choose from cleric spell list.)

5

Half-elf magic-user 7th level

HP 35 AC 2 front, 4 rear Armor: bracers of AC 4

Str 12 Int 14 Wis 15 Dex 16 Con 17 Cha 11

Move base 12" Ht. 5'8" Wt. 104# Age 56 Al N

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
13	11	9	13	10

(vs. fear: 9)

Languages: Alignment, common, elf, gnome, goblin, halfling, hobgoblin, orc.

Special abilities: detect secret doors 1 in 6 within 10′ (2 in 6 if searching); infravision 60′; 30% resistant to *sleep* and *charm.*

Bend bars/lift gates: 4% Open doors: 1-2

Base number to hit AC 0: 19

Weapons: Staff +1; damage 1-6/1-6 (+1); +1 bonus to hit (for magic).
Dagger; damage 1-4/1-3; +1 bonus to hit (for strength); range 1"/2"/3".
Dart; damage 1-3/1-2; +1 bonus to hit (for strength); range 1½"/3"/4½"

Proficient in: all weapons listed.

Magic items carried: bracers of protection, AC 4; +1 staff; *wand of fire* (4 charges).

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50′); belt purse w/30 gp; 6 darts; 2 daggers. (Torches illuminate a 40′ radius and burn for 6 turns.)

Number of spells available: 1st level 4; 2nd level 3; 3rd level 2; 4th level 1. (Choose from magic-user spell list.)

7

Dwarf fighter 7th level

HP 57 AC 2 front, 4 rear Armor: +1 chain mail +1 shield

Str 18/95 Int 11 Wis 12 Dex 10 Con 16 Cha 9(7)

Move base 6" Ht. 4'2" Wt. 156# Age 142 Al LG

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
6	11	8	12	9

Languages: Alignment, common, dwarvish, gnome, goblin, kobold, orc.

Special abilities: 3 attacks per 2 rounds; detect slope 75%; detect new work 75%; detect sliding/shifting wall 66 2/3%; detect stonework traps 50%; detect depth underground 60%; detect direction of travel underground 50%; infravision 60′; +1 to hit vs. goblins, half orcs, orcs, hobgoblins; -4 to be hit by ogres or larger humanoids and giants.

Bend bars/lift gates: 35% Open doors: 1-4 (1)

Base number to hit AC 0: 14

Weapons: Battle axe +1; damage 1-8/1-8 (+6); +3 bonus to hit (for strength & magic).
Hand axe; damage 1-6/1-4 (+5); +2 bonus to hit (for strength); range 1"/2"/3".
Dagger; damage 1-4/1-3 (+5); +2 bonus to hit (for strength); range 1"/2"/3".

Proficient in: all weapons listed, plus mace and short sword.

Magic items carried: +1 chain mail; +1 shield; +1 battle axe; *potion of water breathing.*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); rope (50′); belt purse w/50 gp; 2 daggers. (Torches illuminate a 40′ radius and burn for 6 turns.)

The Twofold Talisman Character Sheets

(Reproduce or photocopy these pages, then cut apart)

6

Halfling thief 6th level

HP 35 AC 7 front, 7 rear Armor: +1 leather

Str 14 Int 8 Wis 10 Dex 13 Con 16 Cha 6

Move base 9" Ht. 3'0" Wt. 60# Age 41 Al LN

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
8	11	8	15	9

Languages: Alignment, common, dwarvish, elf, gnome, goblin, halfling, orc.

Special abilities: detect slope 75%; detect direction of travel underground 50%; infravision 30′; +4 to hit from behind, with triple damage; surprise on 1-4 if 90′ from rest of party.

Bend bars/lift gates: 7% Open doors: 1-2

Base number to hit AC 0: 19

Weapons: Short sword +1; damage 1-6/1-8 (+1); +1 bonus to hit (for magic).
Dart +3; damage 1-3/1-2 (+3); +3 bonus to hit (for magic); range 1½"/3"/4½".
Club; damage 1-6/1-3; range 1"/2"/3".

Proficient in: all weapons listed.

Thief abilities: pick pocket 60%, open locks 57%, detect traps 50%, move silently 57%, hide in shadows 52%, hear noise 25%, climb walls 77%, read languages 25%.

Magic items carried: +1 short sword, detects precious metals within 10′; +3 darts (3); *boots of levitation.*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); cloaks; rope (50′); belt purse w/30 gp; thief's tools; 3 darts. (Torches illuminate a 40′ radius and burn for 6 turns.)

8

Human fighter 7th level

HP 50 AC 1 front, 4 rear Armor: chain mail +1 shield

Str 18/50 Int 13 Wis 8 Dex 15 Con 15 Cha 14

Move base 9" Ht. 6'2" Wt. 175# Age 28 Al CG

Saving throws:

Par/poison	Pet/poly	R/S/W	Breath	Spell
9	10	11	11	12

Languages: Alignment, common, dwarvish, elf.

Special abilities: 3 attacks per 2 rounds.

Bend bars/lift gates: 20% Open doors: 1-3

Base number to hit AC 0: 15

Weapons: Two-handed sword; damage 1-10/3-18 (+3); +1 bonus to hit (for strength).
Hand axe; damage 1-6/1-4 (+3); +1 bonus to hit (for strength).
Mace +1; damage 2-7/1-6 (+4); +2 bonus to hit (for strength & magic).

Proficient in: all weapons listed, plus long sword, short sword, and dagger.

Magic items carried: +1 shield; +1 mace; +1 *ring of protection; potion of invulnerability*

Other equipment: wineskin; backpack; flint, steel, & tinder; torches (3); rope (50′); belt purse w/50 gp; two-handed sword; 2 hand axes. (Torches illuminate a 40′ radius and burn for 6 turns.)

attacks twice/round for 1-3 HP and *blindness)* that activates the moment it is touched. Nothing else is of interest here.

14: Staircase
5' wide, 30' down.

This leads to the dungeon level. Halfway down is a step with a tripwire across it; a thief can find it with a "detect traps" roll (if light is available). Anyone doesn't know about the wire and trips over it must make a saving throw vs. wands or fall the rest of the way down the stairs, taking 2-8 points of damage and making all worn or carried items save vs. fall, as per the DMG, p. 80.

15: Bureaucrat's office
15' x 15 '; 2 doors; hardwood floor.

This room has many framed pictures of the building itself, painted from different angles. Seated behind the desk along the north wall is an orc (2 HP, AC 10) who is sound asleep. He will automatically be surprised if anyone enters. If he has a chance, he will shout out an alarm to his friends in room 16, who will come to his rescue. The orc is a weak one with no effective attacks.

16: Guard room
15' x 15 '; 3 doors; hardwood floor.

Six tough young orcs lounge about in here on the benches and chairs, reading comic books and belching. They are wearing chainmail armor and carry battle axes with them; they will attack any adventurers who enter the room and will come to the aid of the bureaucrat in room 15 if he calls. Each orc has AC 5; MV 9"; HD 1 HP 5; D/Att 1-8.

17: Kitchen
20' x 25' ; 1 door; hardwood floor.

The kitchen is currently in use. The walls are lined with cabinets and casks of meat and drink; an oven sits in the southeast corner of the room. The cook, a huge bugbear who gains a +1 on damage due to his strength, is rummaging around on the northeast end of the room looking for pickled dwarf fingers for dinner. If anyone enters, the cook (who has a hairtrigger temper) will throw a handaxe at the intruder and will then seize a large butcher knife and continue to attack. Nothing but disgusting food is in here, except for a calendar with a female bugbear on it (Miss July).

The bugbear has AC 4; MV 9"; HD 3+1; HP 25; surprises opponents on a 1-3 on d6; will attack once per round for 2-7 (hand axe, -2 "to hit" when thrown) or 2-7 (butcher knife).

18: Ogrillons' bunk room
15' x 25' ; 1 door; hardwood floor.

This is the bunkroom for the 4 ogrillons encountered in area 3. The room is a mess, and the four beds are soiled and filthy. A small paper sign on the east wall reads "Home Sweet Home." Every round someone searches the room, there is a 10%

(noncumulative) chance of the character passing out from the smell for 2-8 rounds. Under the debris may be found (after 5 rounds of searching) 20 unused bars of soap and one gold piece.

19: Orcs' bunk room
15' x 25 '; 1 door; hardwood floor.

Only one orc is in this room currently; he is sharpening his battleaxe. The orc has AC 5; MV 9"; HD 1; HP 5; D/Att 1-8. After one turn of searching, a scroll tube will be found under a mattress. It has a sheet of paper inside that reads in orcish, "Continue to maintain your vigilance against all intruders; if possible, bring them downstairs to me. — D.V."

20: Danger room
15' x 25 '; 1 door; hardwood floor.

The door to this room is clearly labelled "DANGER!" in huge red letters in orcish. No sounds come from inside. The door has three locks on it; each can be picked by a thief or broken with a successful "bend bars" roll.

Inside are dozens of bones all over the floor. Unseen by all, a grell hovers over the doorway with its tentacles pulled up, and it will surprise anyone who steps through the doorway on a 1-4 on d6, dropping down on them in silence. No treasure is in this room. The grell will actively pursue any prey (orc, human, or whatever) inside the room or outside. The grell is not tame. If it catches someone, it will spend 3 turns eating the victim if it is not being attacked.

The grell has AC 4; MV 12"; HD 5; HP 30; immune to lightning; 10 attacks for 1-4 damage plus saving throw vs. paralyzation at +4 (lasts for 2-8 turns) each, plus beak attack for 1-6 damage. If a victim is paralyzed, all further attacks automatically hit (less two tentacles, for a total of 8d4+1d6 per round).

21: Doors to the temple

The doors are of massive oak boards and are heavily engraved with runes and dire warnings in many languages, including those the PCs speak. If detected for, they radiate magic. They may be opened as normal doors, however, and do nothing.

22: Temple of Watt
30' x 40'; 2 doors; stone floor.

The temple area is currently deserted. Five rows of pews stand on either side, leading up to a podium and a huge statue of a thin human male, bald and wearing spectacles. The legend on the base of the statue reads, in common, "Watt, God of Destruction." It will be noticed that the figure is standing on and crushing many sorts of plants and animals. The statue radiates magic but has no detectable alignment.

The first PC who touches the statue (and that character only) receives the power to kill all plants by touch, permanently. If used on the yellow musk creeper in area 29 or any yellow musk zombie, this power will slay the plant or cure any zombie completely of the affliction. This power extends even to green slime and its victims, to shambling mounds, and so forth. However, any druid who sees any such character will immediately recognize the "curse of Watt" and will summon all available spells, weapons, and powers in an attempt to destroy the character.

The character with this power also has both his thumbs turn black.

Twenty 100 gp gems are hidden in a secret compartment (detectable by elves and half-elves) in the statue's back.

23: Outhouse
5' x 5'; 1 door; stone floor.

The outhouse is currently empty; there is nothing of interest here, though PCs may think otherwise. The door of the outhouse is marked "Secret tunnel entrance" in charcoal. However, the outhouse "tunnel," 10 feet deep, only leads down into a 30' deep cistern filled with water. Any character who drops down into the cistern will not be able to climb out unaided. Anyone wearing leather, no armor, or magical armor may stay afloat; others in metallic and non-magical armor will sink and will drown if not rescued in 5 rounds.

THE BUILDING: LOWER LEVEL

All general notes describing the upper level also apply here. The ceiling height is still 10 feet, and going through walls or digging through floors should not be permitted in tournament play. Unless noted otherwise, all areas underground are totally dark, with no light sources (unlit torches, for instance) to be found.

24: Hall chamber
15' x 15'; 1 door; 2 corridors.

The area here is paved and walled in black marble. Low streamers of fog roll along the floor. The door to area 25 is black-painted iron, labelled "Do not disturb!" Anyone who listens at the door will hear the sound of heavy, regular breathing, resonating as if heard through a mask of some sort. (The sound is similar to what Darth Vader sounds like; the DM may do an imitation of that sound to clarify things for the players.)

***25:* The room of "D.V."**
20' x 15' with 10' x 10' alcove; 1 door; stone floor.

The iron door to this room is *very* heavy; add one to any character's die roll to open doors (treat a roll of 1 as a 2, 2 as a 3, etc.) to make it more difficult to open. A *knock* spell will open it, however. The door makes no sound when it does open.

Inside, a torch burns on the south wall. A table 5' wide and 10' long sits in the center of the room with six chairs around it. The southernmost chair is occupied by a huge (7' tall) human figure in full-length black plate armor, with a shiny black helm and a black robe. The figure looks at the party entering the room, but remains silent except for the sound of heavy, filtered breathing.

The figure is actually an empty suit of armor and won't move no matter what the party does. Close inspection of the armor reveals that the breathing is caused by a *magic mouth* inside the helmet; the back of the armor opens up to reveal a small open place where levers and pulleys are visible. A

little seat is visible inside the armor, sized for a being only 3' tall.

An elf or half-elf will notice the illusionary wall in the southeast corner, on the same chance as detecting a secret door. Behind the wall is a cozy little alcove, 10' square, with thick carpeting, wall hangings, and throw cushions. Asleep on a small cot is a halfling who reeks of alcohol; wine bottles (Mad Dog #5) litter the floor. The halfling cannot be awakened except by physical attack, and even then will be groggy, incoherent, and will attack at -5 "to hit." Left alone, the halfling will sleep another 3-6 hours.

If awakened and questioned, he will claim to have been held prisoner by "that big guy," and even if he is confronted with the armor, he will stick to his story. (The halfling is a compulsive liar and will never tell the truth about anything.) He actually had the armor built for him and has used it to fool everyone, including the guildmasters of Jalkive. The halfling is the only one who knows how to work the suit of armor, and he will lie or refuse to answer if anyone asks about how to work it.

The halfling, who likes to be called "D.V." (but will not reveal this to the PCs), is a 2nd level thief, aligned neutral, with 10 HP (13 while intoxicated). The referee may role-play the halfling as desired; in tournament play, he has no effective attacks.

The halfling has 495 platinum pieces, 1278 gold pieces, and 29 bottles of Mad Dog #5 wine under his bed. He knows where the Ebon Stone is, but will always lie about its whereabouts even if pressured. No weapons are in this area.

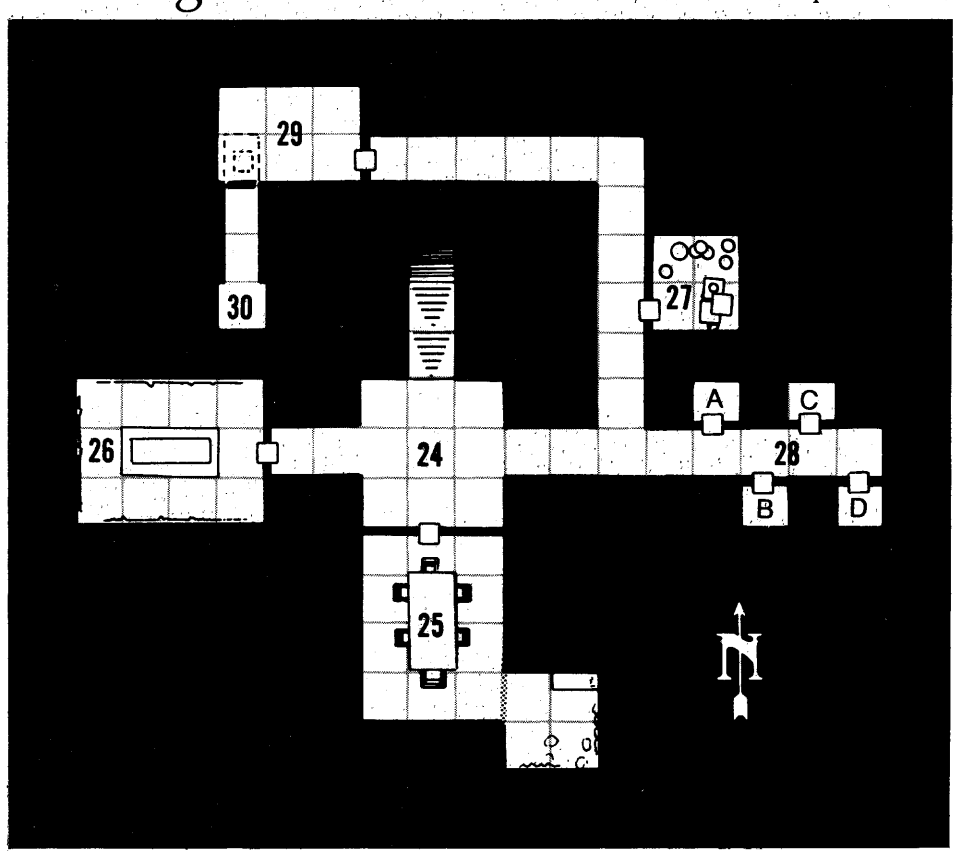
26: Undead room
15' x 20'; 1 door; stone floor.

The door to this room is made of oak; listening at it reveals no information. Behind it is a coffin on a stone table; the room is obviously a vault of some sort. Wall hangings seem to indicate that some famous and powerful person lies buried here, someone who lived in a huge castle and was named Vlad. The coffin is not locked and can be opened easily.

The coffin contains a ghoul (AC 6; MV 9"; HD 2; HP 15; attacks for 1-3/1-3/1-6 plus paralyzation for 3-12 turns) that serves as a guardian for the treasure in the coffin (a *potion of frost giant strength* plus 2000 sp). The ghoul will attack as soon as the coffin is opened.

Underground level

1 square = 5 feet



27: Storeroom
10' x 10'; 1 door; stone floor.

The door to this area is clearly marked "Storeroom." Inside the room are food supplies, barrels of flour and wine, and crates of Mad Dog #5 wine. Also to be found is a pile of papers that include orders for more supplies, one asking for: "One incredibly horrendous monster, preferably a god or demigod, to guard the Ebon Stone." The order is marked as having been filled two weeks ago.

28: Cells
5' x 5' each; 1 door each; stone floor.

All cells have locks on the outside that may be picked or broken off (with a successful "bend bars" roll). The four cells have the following contents:

A. An orc skeleton, and nothing else.

B. A bored 4th-level "preppie" monk, who was imprisoned for ridiculing Master Po's philosophical sayings. He's angry at everyone and will attack the party if he is released. He has AC 7; MV 18"; 5 attacks/4 rounds for 1-6 damage; evades normal missiles if he rolls a 12 or better on d20; can *speak with animals* at will.

C. A live orc. He smarted off to "D.V." and has come to regret it (his nose is still broken). If released, he will run away to warn Skrunge in room 11 upstairs about the intruders. The orc has AC 10; MV 9"; HD 1; HP 5; no effective attacks in tournament play.

D. This cell is empty.

The prisoners in cells B and C hate each other, and each of them will say anything to get the other in trouble while trying to save himself.

29: Plant room
10' x 15 '; 1 door; 1 secret door; earth-covered floor.

The door to this room opens inward and is simply labelled "Ebon Stone." This small room has a *continual light* spell on the ceiling, illuminating some pretty flowering vines growing in here. The floor has 3' of dirt over it (the true floor level is below the hall's floor, so one walks right in on the soil).

Six flowers are on the vines, each a bright yellow and purple color. The plant is a yellow musk creeper. As soon as the door opens, the two flowers next to the door will puff musk at the nearest character, rolling "to hit" as 3 HD monsters. If struck, the victim must save vs. spells or will walk into the room and into the vines at the end of that round. On the next round, aerial roots from the yellow musk creeper will attach themselves to the victim's head; on the following round, the victim will be drained of 1-4 points of intelligence. This drain will continue each round thereafter until the victim is rescued, dies, or becomes a yellow musk zombie. (See the FIEND FOLIO™ Tome for details on the yellow musk creeper.)

Anyone else who enters the room will be attacked by one of the other four blossoms; after each blossom "fires," it won't fire again for one turn. The plant will make one attack per round until all four remaining flowers are "out." Hacking at the flowers, roots, and vines above the ground will not kill the plant. Any character turned into a yellow musk zombie will attack all other characters in the group.

The main bulb-like root (AC 7, HP 20) is in the southwest corner of the room, over the buried trap door. If the root is attacked, destroyed, and dug up, the door will be noticed at once. The passageway goes down and to the south; since it is only 3 feet wide, only halflings and gnomes may travel through without trouble. Dwarves have a 1 in 10 chance of getting stuck, elves 1 in 8, and humans and half-elves 1 in 6 when passing through it.

30: Ebon Stone chamber
5' x 5'; 1 secret door; stone floor.

When a character crawls into this room, he or she will see the Ebon Stone sitting on a pile of gold coins in the center of the room. It may be picked up without harm. Note, however, what effect the stone has on magic items. There are 100 gp and no traps in the room (the Ebon Stone is enough of a trap!).

The Ebon Stone

The stone appears to be a black gem of bright obsidian, 3" in diameter. When it is touched, the gem will exhibit the following properties and characteristics:

1) It seems to send a shock through any character who touches it. The character suffers no damage, but all magic items carried by that character must save vs. magical fire or be destroyed.

2) If it is held out and aimed at another character within 30', the gem will shoot out a ray of blackness. The victim is automatically hit for 4-16 HP of damage (save vs. wands for half damage). This power may be used once per round by anyone who holds the stone.

3) A *detect alignment* or *detect evil* spell will reveal that the gem is evil.

4) Any character who touches it will know immediately that it is the Ebon Stone, and that it must be immediately returned to Mekkari.

5) Examination reveals that the Ebon Stone is worth about 20,000 gp.

Spell lists for tournament characters

Illusionists

First level: *change self, color spray, detect illusion, detect in visibility, light, wall of fog.*

Second level: *blindness, blur, detect magic, invisibility.*

Third level: *dispel illusion, paralyzation.*

Magic-users

First level: *burning hands, charm person, comprehend languages, detect magic, feather fall, hold portal, light, magic missile, read magic, sleep.*

Second level: *continual light, detect evil/good, detect invisibility, invisibility knock, levitate, web, wizard lock.*

Third level: *clairvoyance, dispel magic, fireball, haste, slow, water breathing.*

Fourth level: *charm monster, dimension door, fear, remove curse.*

Clerics

First level: *bless, cure light wounds, detect evil/good, detect magic, light, protection from evil, remove fear, sanctuary.*

Second level: *chant, find traps, hold person, know alignment, resist fire, silence 15' radius, slow poison, spiritual hammer.*

Third level: *continual light, create food and water, dispel magic, locate object, remove curse.*

Fourth level: *cure serious wounds, lower water, neutralize poison, protection from evil 15' radius.*

8

The RPGA™ Network Judge Ranking System

The details of this system for scoring AD&D® game tournaments first appeared in ***issue #11 of the POLYHEDRON™ Newszine.***

At the end of a session, each player gives the judge a score of 1 to 10 in each of seven categories. Each score is multiplied by a modifier for that category, and the modified scores are added together to get the judge's overall rating.

The categories

A. Game knowledge: Did the referee know the game rules? Could he or she find specific information quickly? (x10)

B. Decisiveness: Was the referee firm in his decisions without being offensive or abusive? (x9)

C. Descriptions: Was the referee clear and understandable in his descriptions of rooms, encounters, and so forth? (x8)

D. Control: Did the referee allow a player or players to perform any illegal actions (such as using the same spell twice)? Did he allow players to browbeat their way through the adventure? (x7)

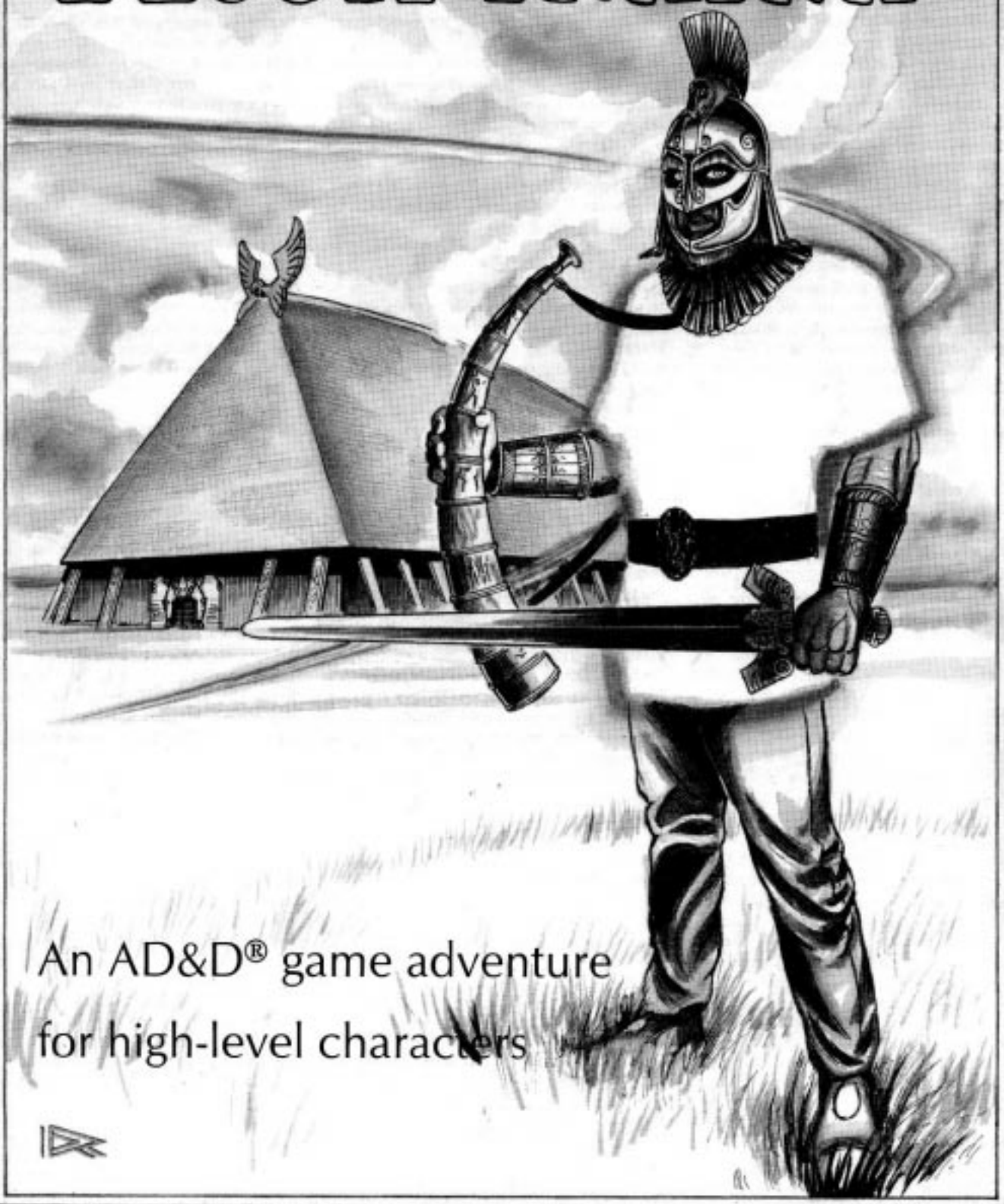
E. Time management: Did the referee waste time by giving excess information, straying from the subject, etc.? (x6)

F. Fun: Was the referee fun to play with? Did he help you to have an enjoyable time? Would you play with this referee again if given the opportunity? (x6)

G. Role playing: Did the referee play the monsters and NPCs well? Did he allow you to play your character's role? (x4)

The Player Ranking System designed to be used in conjunction with these ratings was published in DRAGON® issue #84.

Aesirhamar



An AD&D® game adventure
for high-level characters

Aesirhamar

Designed by Roger E. Moore

Running a high-level AD&D® game campaign involving deities and demigods is a very tricky business. In low-level and medium-level campaigns, deities are best kept out of sight. They would rarely have any interest in "average" adventurers, and the campaign has lots of other things to keep characters busy. At levels of play from 9th on up, it is more likely that player characters may legitimately meet and deal with deities and demigods, carrying out their missions and winning favors from them.

Who or what will high-level characters fight when they go on such missions? Having characters duke it out with the gods themselves is not a solution. If the gods are properly and carefully played, and if the DM hasn't been handing out artifacts and levels to characters left and right, then fighting a god is just an easy way to die. However, there are beings around who can give even gods headaches. What if the gods want their higher-level followers to deal with such beings for a while, to give the gods a rest?

It goes without saying that running a high-level adventure that involves both the Outer Planes and the deities upon them will be a lot of work. But it can, if properly done, provide hours of entertainment for everyone, and give powerful player characters a chance to match their skills against the best — and the most dangerous — of all opponents in the AD&D game system.

The following adventure includes most of the information that the referee will need, but in some places the DM will have to insert material of his own. These "openings" were left because of our space limitations, and also to give the DM a chance to take a larger hand in working out the adventure. Many DMs feel that prepared modules lead them by the hand too much; certainly a DM should be given the opportunity to flesh out an adventure as he likes.

The specific details about encounters in this adventure are also left up to the referee to develop, giving the DM a chance to inject his own conception of how the inhabitants of Gladsheim act. The basic framework for an adventure is given here; what the DM provides are the details and trimmings that personalize the adventure for his campaign.

Background for the DM

The story begins with a mountain giant named Hargnar Left-Hand, who carries a grudge and a streak of evil in his chaotic mind. Mighty even for a giant, Hargnar was feared by his fellows for his savagery and strength. He said little to anyone, but was fond of quoting an old giant proverb on revenge: "Two eyes for an eye, with a rock through the head as well."

Hargnar lived in a rocky cavern near the edge of Jotunheim's mountains. For years only his six brothers visited him; he would abide no other company but them and his assortment of troll servants and helpers. The less he saw of the outside world, the happier he was (and the happier the world was, too).

Because they caused a great deal of trouble in Asgard, Hargnar's six brothers were slain by Thor in a mighty battle a year ago. Hargnar heard the news from a passing frost giant and promptly killed the messenger, then went back into his cave to brood and beat his servants. For months no one heard or saw anything of Hargnar, and many giants came to think that he had died. Finally, after almost a year of thinking about how to get revenge on Thor, Hargnar came up with a good idea.

Hargnar searched the mountains until he found a magic-using dwarf, who was on a personal mission from Midgard. He carried the protesting and frightened dwarf, named Brokkir, back to his cave and made him an offer the dwarf could not refuse. The giant said that if Brokkir could make a weapon for him that was as powerful as Mjolnir, Thor's hammer, Hargnar would reward him with a shipload of gold and silver — and would give him Thor's mansion, Bilskirnir, for his own.

It didn't take the dwarf but a moment to figure out what Hargnar intended to do with the weapon; the reward — plus his fear of Hargnar's rage — helped him to overcome any reluctance he had about undertaking the project. With the bargain made, the dwarf hurried out of the cave, pleased to have survived the encounter. (He had not had time to get his spells ready before Hargnar caught him.)

Brokkir finished his business with another giant (whom he had come to see in the first place) and left Jotunheim, crossing the river Iving by ferry and setting off for Bifrost. He was allowed to pass by Heimdall, and descended the Rainbow Bridge into Midgard and his home caves. There he discussed Hargnar's offer with his brother Dwalin, and the two set about preparing the weapon that they named *Aesirhamar.*

It took both dwarves only a month to complete their work. Their forge ran night and day almost without a break, and their hammers rang against their anvils for hours. The brothers cast spell after spell into the metal, working it into shape and filling it with power. Brokkir wanted nothing more than to have a god's mansion for his own; he cared little for the ship's load of gold Hargnar also offered. Unfortunately, Dwalin felt the same way — he also wanted nothing more than to have Bilskirnir for himself, and silently drew up plans against his brother even while they were working together.

When the *Aesirhamar* was completed, Brokkir caused it to shrink (see the section on the hammer's powers near the end of this text), then wrapped it up in leather and furs. He left the hammer in the care of his brother and went to see some acquaintances. While Brokkir was gone, Dwalin uncovered the hammer and pronounced a curse over the weapon: Any non-dwarf who touched it would slay the first dwarf he saw thereafter, either using the hammer itself or another weapon — but the second dwarf the wielder saw would be greatly rewarded. Dwalin then made plans to follow his brother back to Jotunheim while *invisible,* so he would be present when the giant seized the hammer and smashed his brother. Then Hargnar would reward Dwalin when he abandoned his *invisibility* and appeared before the giant's eyes.

While Dwalin was away packing his bags, Brokkir returned and unwrapped the hammer himself while he thought about problems that could crop up. What if Hargnar had lied and really intended to keep Bilskirnir for himself? What if the giant was planning to dispose of the dwarf when he got his hands on *Aesirhamar?* And to make matters worse, Brokkir didn't completely trust Dwalin; ever since Brokkir had mentioned that the god's hall would be part of the reward, his brother had started acting quite cool toward him. Brokkir decided that Dwalin might be planning to follow him into Jotunheim while *invisible* or otherwise hidden from view, and bring about Brokkir's death so he could steal the reward for himself.

Well, that problem could be fixed easily enough. Brokkir cast a final enchantment over *Aesirhamar,* so that any non-dwarf who grasped it would greatly reward the first dwarf he saw, but would have an undying hatred for the second dwarf he saw and would kill that dwarf at once.

This done, Brokkir took the hammer (still in reduced size) and set off for the place where Bifrost regularly appeared on his

world. He waited only a short time before the Rainbow Bridge appeared, and he made his way to Gladsheim. Behind him, silent and unseen, crept Dwalin.

Everything would have gone as planned except that Heimdall, sensitive to the moods of those who passed by him, noticed that Brokkir was much more secretive than he should have been, a sign that he was up to something. Brokkir also seemed to be somewhat afraid of Heimdall for no particular reason, as if he'd committed a crime of some sort. Then, of course, there was the *invisible* dwarf following Brokkir that Heimdall noticed immediately.

Heimdall, curious but wishing to avoid angering the dwarf unnecessarily, sent one of his valkyries to investigate the dwarfs home cavern and see what he might be up to. If nothing else, it would be an amusing tale to tell the other Aesir later. The valkyrie returned the next day with bad news: The dwarfs cave was littered with materials used to build a major weapon, possibly equal to those of the gods. And, as Heimdall already knew, Brokkir was headed for Jotunheim.

Heimdall immediately took this news to the other Aesir gods. Thor was away fighting giants in a remote part of Jotunheim and could not be found, and Odin was on one of his long journeys through the Prime Material Plane in disguise. None of the other gods were able to locate the dwarf or his *invisible* companion with their divinatory powers; they deduced that the dwarves were probably using *mind blank* spells to hide themselves. Only Odin could have found the dwarves by using Hlidskialf, his All-Seeing Throne, and Odin wasn't available. So, the gods tried to reason out what was happening.

It was logical that if Brokkir was delivering a weapon to the giants, the weapon would most likely be used against the Aesir, probably Thor himself. The Aesir were not cowardly, but they were very cautious. Dwarves from Midgard could make incredibly powerful weapons; Mjolnir itself was constructed by dwarves, as was Odin's spear, Gungnir. Any weapon a dwarf would make for a giant would be equally powerful, and might be capable of slaying a god — an eventuality to be avoided at all costs.

Uller suggested a solution. Some powerful mortals would have to be summoned to Asgard and given a quest to recover the weapon that Brokkir possessed before it fell into the hands of the giants. If possible, Brokkir should be questioned, the dwarf following him should be found and questioned, and, if either was guilty of plotting against the Aesir, they should be returned to Asgard for punishment.

The other gods agreed. All that was left was the selection of adventurers to take up the quest. They made their decisions quickly.

Characters

The optimum number of player characters for this adventure would be 3 or 4; all of them should be of 9th level or higher. At least some of the characters who go on this mission should be worshipers of Norse gods. It is strongly recommended that at least one of the characters on the mission be a cleric of a good or neutral Norse deity so that the party may have the benefit of healing spells after engaging in combat on Gladsheim. None of the adventurers can be evil.

If no helpful clerics exist, the DM may use the character given below as an NPC to accompany the party. It would be assumed that the Norse gods commanded the cleric to go with the characters and support them with healing spells and advice. The DM could also let a player run the cleric as a character, if someone in the playing group has no character of sufficiently high level. If this is done, the character's name and sex may be altered as desired.

Spell selection for the cleric and further details of the character are left up to the DM or anyone running the character. Note that the power of some of the character's magic items will change when the character reaches Gladsheim (as per the accompanying article on that plane of existence).

Hreidmar the Hunter
12th-level cleric/7th-level fighter
HP: 68 MV: 12" in armor
Str: 15 Int: 14 Wis: 17
Dex: 15 Con: 12 Cha: 13
Alignment: Chaotic neutral
Deity: Uller
Race: Human
Sex: Male

Possessions: *+2 longbow, +3 chainmail, +4 sword (defender),* two scrolls with 4 spells each (DM's choice), *girdle of hill giant strength, a necklace of prayer beads* (none capable of *summoning),* and an assortment of non-magical equipment, as the DM chooses. Hreidmar has 30 gp and 20 sp on his person, and a pouch on a leather thong under his armor containing 35 assorted gems (roll values randomly).

While no upper limit is given for characters who can participate in this adventure, a good rule of thumb would be to disallow characters of higher than the 20th level of ability. In game terms, these characters are generally too powerful to deal with comfortably in almost any prepackaged scenario. The selection of magic items the characters bring along should not be so extensive as to overshadow the powers of the gods themselves. Of course, the spell and magical alterations of Gladsheim may take care of any possible problems in having an overpowered group, but the referee should also make sure the group isn't under-powered, either. This is a matter the DM will have to arbitrate personally, to make sure the adventure isn't beyond the group's capabilities.

Two interesting possibilities remain for getting characters together for this adventure. One of them is to have one of the players role-play a valkyrie, as detailed in the DEITIES & DEMIGODS™ Cyclopedia. This should only be done if the rest of the characters in a group are roughly equal in power to the valkyrie. The valkyrie should not be allowed to use any magical items or weapons, though she may ride her pegasus if the rest of the group has mounts — and it is highly recommended, if not imperative, that characters bring along light horses for the long journey from Heimdall's hall to the mountains of Jotunheim.

The second option is for the DM to allow player characters who worshiped a Norse god and were slain in a previous adventure to become Einheriar, and thus join the "living" adventurers for a brief period of time. This is a nice way of bringing back a favored character for one last mission. As an Einheriar, a character becomes immune to all *fear* spells or effects. Initially, he is given only leather armor, a shield, and a broadsword, as well as the usual items of clothing (boots, belts, etc.). All items the character previously owned as an adventurer are lost. Though the gods will not give the character anything more, other characters may help equip the Einheriar character with more powerful weapons and armor. If an Einheriar character is slain during the adventure anywhere in Gladsheim, his body will disappear in 1-4 turns (unless he is promptly *raised* or *resurrected),* and the warrior will be "reborn" 12 hours later in the hall of Valhalla.

These last two options are suggested for use only if the playing group lacks enough powerful player characters to take up this mission. "Live" player characters are preferred. Valkyrie and Einheriar characters gain no experience points for this adventure and must return to Valhalla to resume their normal duties when the adventure ends.

Starting the adventure

Player characters will be contacted by servants of the Norse deities in a variety of ways. Each will only be contacted once; if the character refuses to go on the adventure, then another character will be selected and contacted. Strong (but not totally exclusive) preference will be given to characters who worship good or neutral Norse gods.

The DM may have the characters receive dreams, telepathic messages, strange scrolls delivered by unknown couriers, or similar communications. In all cases, the messages will be alike. The character is asked (or commanded, if he is a worshiper of a Norse deity) to make his way to a certain location as quickly as possible. The message will imply that an adventure awaits, but will say nothing about what the mission concerns. The location given will be in a relatively secluded place outdoors.

Once all the involved characters reach a particular location, they will see a rainbow form in the sky and extend from a high, misty cloud down to a point on the ground nearby. The rainbow is Bifrost (see the geographic glossary in the accompanying article on Gladsheim). If necessary, it will switch from one location on the Prime Material Plane to another to pick up player characters from different places. Such a switch takes only a few turns. Bifrost's movements are commanded by the god Heimdall. Characters will be expected to

approach the rainbow and climb it (which can be done without ropes or other climbing gear) while leading their horses. The rainbow will not wait for longer than three turns once a character reaches the base of it before it begins to rise into the sky again.

Once all of those involved in a single "pickup" have climbed Bifrost and reached the misty cloud at the end of the Rainbow Bridge, the cloud will part before the characters to reveal a tall man standing on the bridge 60 feet away, a longsword in one hand and a curved horn at his side. The man appears to shine with a white light that makes it difficult to look directly at him, and he inspires extreme awe in all who see him (causing characters of 8th level and below to be stunned into immobility). This figure is the god Heimdall. He will sound his horn before he greets adventurers, then ask each his business. Heimdall is wise enough to detect any lies or alterations of the truth. Though he has a solemn demeanor, he will not be unfriendly. Once each adventurer states his business, he is escorted by Heimdall to his immense lodge, Himinbjorg, next to the Bridge's exit. All characters involved in the adventure will be gathered here within three hours from the time of the first pickup.

The adventurers will be well treated in the great hall and will be given food and drink if necessary. Heimdall will tell the adventurers what little the gods know of the dwarf Brokkir and his possible plans. The group is to track down Brokkir, who has already left Asgard for Jotunheim, and find what item it was that he made, what it is to be used for, and where it is to be delivered. If the adventurers find out that Brokkir was intending to give the item to a giant and that it is meant to be used against the gods, then the group must bring Brokkir and the item back to Heimdall's hall. The group is also instructed to contact and question the dwarf who is following Brokkir, and bring him back as well if he has any connection in the matter at hand. Finally, the adventurers must find out the identity of the giant for whom the item is intended (assuming the gods' suspicions are correct), locate the giant, and slay him if possible.

The adventurers will be sent on their quest within an hour after they all reach Himinbjorg. Valkyrie and Einheriar PCs (if any are used) will join the group during their stay in Heimdall's hall. No time limit is given to complete the mission, but speed is obviously of the essence. Heimdall and his servant valkyries will not offer the group any magic items or treasure to take along on the quest, though they will give over any non-magical items requested, within reason. The DM should make some notes about Heimdall's spell lists before this encounter occurs, and may assume that Heimdall has access to some psionic disciplines as well.

If the adventurers appear very reluctant to go on the quest, Heimdall will simply *geas* them and send them on their way. If the *geas* spells fail to take effect (Heimdall can tell if they did or not), and if the group appears especially afraid of going on the adventure, then he will angrily send them out of his hall and off down the Rainbow Bridge. None of the reluctant group members will be allowed into Asgard again thereafter, if Heimdall can help it. Any clerics in the group who worship Norse gods will lose all spell abilities over 2nd level for one month as punishment for their cowardice, and must go on a *quest* of the DM's choosing thereafter.

One thing that the group will not be given is complete information on the effects that the environment of Gladsheim has upon spells and magic items. Unless he is asked about this, Heimdall will not mention it at all, since he doesn't believe in giving mortals too much help. If he is asked, Heimdall will answer only briefly, telling the characters that no contact can be made with most other planes outside Gladsheim and that many spells which affect a "natural" environment will not work here.

Heimdall is not in the mood for joking or receiving abuse from adventurers; he is very concerned about the fate of the Aesir and may seem a little touchy. Though he is a god, Heimdall (and nearly all other Aesir and Vanir deities) are also very human in their personalities.

Heimdall will not harm the party as long as they do not try to harm him. Anyone who insults Heimdall in his hall will not be attacked, since it is bad manners for Heimdall to harm a guest. But Heimdall will ask the offending character to leave and will have nothing to do with the character thereafter unless he performs a great sacrifice or tribute (DM's option as to what). If Heimdall is insulted outside of his hall, the deity will *curse* the offending character to always be surprised in combat and to never be able to surprise anyone under any circumstances. Only divine intervention will remove this curse.

Any character who is slain during this adventure and whose body cannot be recovered will be *raised* in Valhalla one day after the death occurs. The character must be of 4th level or higher and must worship an Aesir or Vanir deity (excluding Loki and Hel). Such a *raised* character will have become an Einheriar and will generally not be available for further adventuring as a player character.

The route to Jotunheim

Players may be given a copy of the map on p. 55, which shows the general layout of Asgard and Jotunheim. Heimdall will direct the characters to the ferry on the river Iving as the best way to cross the channel, but can give them no help once they reach "Giant Land." He suggests that the characters search the mountains and try to question those they see as to the whereabouts of Brokkir and his invisible companion.

The encounter table given in the accompanying article on Gladsheim may be used to determine what sorts of beings may be met on the way to Jotunheim. Some specific examples of encounters might include

Einheriar on patrol, hunting for giants who might be coming toward Asgard; a small flight of valkyries on pegasi, who will question the party only if they appear suspicious (i.e., if there is a giant or someone who looks like a giant among them); and various sorts of deer, giant stags, goats, wild horses, and wolves (which will attack only 20% of the time). Specific encounters may be selected that enhance the tension and excitement of the adventure, to keep characters on their toes.

The river Iving

The characters will eventually reach the river Iving if they head toward Jotunheim. The Iving is a slow-running and shallow river that has a special magical property — it will never freeze. (See the companion article on adventuring in Asgard for details.) The river is some 250 yards wide and about 10 yards deep in the middle. The river has an assortment of fishes and other river life in it, but rarely has any true monsters lurking beneath its surface.

The characters will notice a collection of foot and hoof tracks leading along the bank parallel to the river. These tracks were made by giants, horses, and men following the river's edge to the place where the ferry is located. The ferry is an enormous log raft, 90 feet square, manned by two giants, Thaungalyr and Mumar. Thaungalyr is a frost giant (CN, AC 4, MV 12", HD 10+4, hp 63, #AT 1, D 4-24 or special) who carries a 6' long club on his belt and a 30' pole with which to move the raft. Mumar is a mountain giant (CN, AC 4, MV 12", HD 12, hp 77, #AT 1, D 4-40 or special) who carries only another 30' wooden pole. Both giants appear well-dressed, wearing close-fitting suits of leather and furs. When the group reaches the ferry site, the giants will be 49% likely to be on either the near or far shore, and 2% likely to be in the process of poling a giant, god, or group of humans across the river.

Both of the ferry operators are reserved and distant; they will say little to anyone aside from stating the fee for crossing (50 gp per person). They have transported hundreds of beings across the Iving, and they care nothing for their passengers' alignments, intentions, or races. When paid, the giants will pocket the money (each has a *bag of holding* of largest size) and proceed to ferry the customers across. The ferry takes five minutes to cross from one side to the other.

If they are attacked, the giants will wade out into the water to waist height (for them), standing some 20' from shore, and will attack with their poles. If hard pressed, the giants will use their spell powers; Thaungalyr is an 11th-level magic-user and Mumar is a 13th-level illusionist. (See the notes on giants in Jotunheim, in the encounters section of the Gladsheim article.) Both giants are fully aware of how spells work in Gladsheim, and will choose and cast their spells for maximum effect. (The DM should select spells for the two giants carefully, taking the special nature of the plane into consideration.) The giants will have all necessary material components for their spells.

If the river crossing is made, the giants will allow the passengers to leave and will not bother them. They will fail to answer any questions about a dwarf who took passage with them, answering only with shrugs and stares, unless each is paid a bribe worth at least 500 gp. Then they will point across the great desert of Jotunheim toward the mountains, one of them will utter the name "Smoke-top," and then they will turn away from the group. Nothing further may be learned from them.

The desert

Rangers and barbarians may attempt to use their tracking skills to follow the paths of the two dwarves; any characters with forester or hunter skills may also try to track the dwarves, with a base chance for success of 30%. If tracks are located, the two separate sets of dwarven footprints may be followed out to a point halfway across the desert. There the tracks cease, blown away by the wind and lost. They were heading in the direction of a group of mountain peaks, but the tracks do not point directly to any particular peak.

Divination spells will not be able to locate either of the dwarves, because both are using *mind blank* spells to prevent their detection by the Aesir. However, divination spells *can* be used to reveal the route the dwarves are taking.

Jotunheim's desert is a barren wasteland best crossed by horseback. It is not hot but is very dry, magically so. The desert air itself drains moisture from those who dare cross it. No life inhabits the desert, which stretches along the banks of the river Iving for as far as the eye can see. Though the mountains initially appear to be close, only perhaps an hour's walk away, this is a mirage. The mountain range is actually 100 miles away at the closest point to the river.

Exhaustion should be considered on any trip across the desert on foot. If water is not at hand, the travelers will start to experience great thirst and tiredness after six hours of walking (one hour of hiking while lightly encumbered will cover about 5 miles). For every turn thereafter, each affected character will lose one hit point from dehydration and exhaustion. Rest will forestall the loss of hit points, but not enable the character to regain them. The loss of hit points will resume immediately after the march begins again. Characters may carry other exhausted characters to let them rest.

Any *cure* spell will restore lost hit points, as will a *potion of healing* or similar magic. If a character drinks a quart of water every two hours (one waterskin holds one quart), the loss of hit points can be completely prevented during those two hours. Any hit points lost up to the time the character drinks will not be restored by drinking alone. Rest (after leaving the desert) or magical curative spells will help.

There is only a 5% chance per journey across the desert of an individual or group meeting any other travelers. No animals will dare cross the desert unless goaded into it. Any encounter (only one is possible) will either be with a single deity (who will be unaffected by the desert's moisture-draining power), a giant, or another adventuring group (mounted on light horses). Encountered beings might seek the party's water and food more than their treasure. Note that it is possible for some "men" encountered in Gladsheim to be wandering slaadi from Limbo or similar extra-planar monsters that are *polymorphed.*

The mountains

As characters approach the immense wall of mountains at the desert's edge, they will notice that one of the mountains appears to be a volcano. Steam and smoke drift away from the open summit, and occasionally rumbling sounds may be heard from deep within the mountain. The DM may play up these events, but there is no danger of the volcano erupting during the adventure. The characters may put two and two together and decide that the volcano is the place they should be heading for, especially if they got the information from the giants about "Smoke-top." If the adventurers did not bribe the giants and do not seem inclined to head toward the volcano on their own, the DM should make every effort to guide them in that direction, perhaps by planting an additional clue for them to discover (such as a map that Brokkir dropped or discarded en route).

The mountains of Jotunheim are ragged, mighty, and cold. Little vegetation can be found among the gray rocks and debris that line the bare slopes. It will become obvious to almost any adventurer that a pass must be found in order to safely enter the mountains. Fortunately, this is not difficult. The movement rate through the mountain trails near Smoke-top while lightly encumbered, whether on foot or mounted, is about 3 miles per hour, which translates into a movement rate of 9" (90 yards) per round. This rate should be reduced accordingly for characters or horses which are more than lightly encumbered.

Numerous giant footprints may be found along the base of the mountains, running parallel to the border with the desert in a huge footpath. At whatever point the characters reach the mountains, they will encounter the footpath and may follow it to one of the four passes in this region of the mountain range. A description of this area of Jotunheim follows, keyed to the map on p. 49.

The party will arrive at the Smoke-top giant community only two days after Brokkir and Dwalin got there. By this time, Brokkir has already given the *Aesirhamar* to Hargnar — and the "random curse" on the weapon has already taken effect. (See the description of *Aesirhamar* at the end of this text.) Hargnar immediately slew Brokkir with one blow of the hammer; Dwalin

dispelled his *invisibility* and came forward to lay claim to the promised reward of Thor's estate and the gold, but Hargnar attacked and wounded him as well. Terrified of the weapon's power in the hands of an apparently insane giant, Dwalin has gone into hiding, hoping to find a friendly party to help him escape from the giants (see the section on encounters below).

The four passes leading into the Smoke-top giant community are described briefly hereafter. The encounter areas are detailed enough to allow for easy running in an adventure, but specific details such as treasures, cave layouts, and so forth have been left to the individual DM to flesh out as desired.

A) The Pass of the Serpent — This pass is in the form of a giant staircase that winds up into the mountains. Each step is roughly 2 feet high, which will slow a party down enormously when adventurers attempt to climb the stairway. No guards appear to be about, though a huge snakelike rune is engraved on a cliff face by the bottom of the stairs.

One hundred feet up the staircase is a cavern of which the entrance is covered by a *permanent illusion* to make it appear to be part of the rocky cliff sides. Inside the relatively short tunnel system sleeps a large, snakelike dragon known as a fire wyrm (AC -1, MV 6", HD 10, hp 70, #AT 1, D 8-32, breath weapon 2x per day). Fire wyrms are not uncommon in Jotunheim and sometimes can be bribed or forced into serving as guardians. A fire wyrm looks very much like a huge, orange-red serpent up to 40' long, with a head similar to that of a red dragon. Fire wyrms are of average intelligence and use no spells, but are chaotic evil and vicious in nature. Twice per day a fire wyrm can breathe out a cone of fire with the same dimensions as a red dragon's breath weapon, doing as many hit points of damage as the fire wyrm has at full strength. If it doesn't use its breath weapon, a fire wyrm will bite for 8-32 points of damage.

The fire wyrm here will awaken at the approach of any metal-armored or noisy characters. Elves and halflings who wear no metal armor, and thieves who successfully move silently past the entrance (if the entrance was detected), will not awaken the wyrm. Otherwise the wyrm, who sleeps with its head very close to the entrance of the cave, will lift its head and see if those who pass by leave it an offering of treasure (at least 100 gp per character) to ensure their safe passage.

If the group walks past the entrance and disturbs the wyrm (whether or not the entrance was detected), the creature will become enraged and attack, breathing fire twice on the group and attacking all survivors with its bite. If the creature is slain, its cave may be searched for treasure (wyrms have treasure type H in their lairs).

B) The Pass of Trophies — A broad avenue that slopes up into one of the main giant communities in this area, the Pass of Trophies contains numerous gruesome mementos from past battles that the giants have fought with other residents of Jotunheim. Several dragon skulls, armored human skeletons, weapons and skulls of other giants, and items from other large monsters are carefully set to the sides of this passageway for all who come here to admire and take warning from.

The pass is guarded by four bored frost giants who wear normal armor and have an ample supply of large boulders for throwing (AC 4, MV 12", HD 10+2, hp 51, 56, 58, 66, #AT 1, D 4-24, immune to cold, throw rocks out to 20" for 2-20 damage). Though they are bored, there is only 1 chance in 12 of surprising these giants if an approach is made from the desert, and they will spot man-sized opponents at a range of 140-340 yards ((4d6 x 10) + 100) if not surprised. They will hail all who approach and will throw boulders at anyone who fails to stop and be questioned at 100 yards distance.

If they are approached in a non-threatening manner, the giants will demand to know why the enter the pass. Telling them the truth about *Aesirhamar* will immediately invite attack, since these giants would dearly love to see a giant take on Thor and defeat him. The DM may decide whether or not any other excuses the group offers seem reasonable. If the giants are asked if they have seen a dwarf enter the pass recently, they will nod and describe him, but they have no idea where Brokkir was heading. None of the giants are aware that Brokkir was being followed; they know him as a powerful spellcaster who is generally left alone.

C) The Pass of Trolls — This pass begins as an old, huge lava tunnel that climbs along the side of Smoke-top the volcano and eventually emerges deep in the mountains. The tunnel is 40' wide and 30' high at the entrance, and remains roughly at those dimensions for its entire length (having been enlarged by generations of giants passing through it).

The tunnel has become the lair of a band of giant trolls (see the FIEND FOLIO® Tome), 11 in number. They are not particularly friendly with other types of giants and trolls in the area, but will not usually attack anyone if left alone or paid a good bribe.

The giant trolls (AC 4, MV 12", HD 8, hp 28, 29, 31, 32, 39, 41, 44, 44, 47, 52, 54, #AT 1, D 2-16, *regenerate* 2 hp/round, 10 hp from fire must be inflicted on them to slay them) permit no one to use the tunnel except themselves, regardless of treasure paid to them or threats made against them. The tunnel is filthy and littered with debris, bones (both giant and human), and their treasure (type C), which is scattered throughout the trash. Recovering the treasure will be time-consuming, taking at least a full day of searching. The tunnel has no interior lighting, and the giant trolls will attack anything that brings light into their lair.

D) The Pass of the Blue Giants — This pass is a narrow, 20-foot-wide path with solid rock walls rising up 50-80 feet on either side. The pass extends for 100 yards into the mountains before rising into the open within the range. The path is free of debris and appears to be well maintained and well used.

Out of view, on the top of one of the rock walls, is the stone and timber hall of a family of cloud giants (AL NE, AC 2, MV 15", HD 12+5, hp 21, 33, 52, 56, 61, 90, #AT 1, D 6-36, throw rocks out to 24" for 2-24 damage, *levitate* twice per day, surprised on a 1 on a d6) who control the pass and make sure only giants use it. Three of the giants are females (the first, third, and fifth ones from the list of hit points above); two are young (the first two from the list of hit points) and attack as hill giants. The two adult females attack as fire giants.

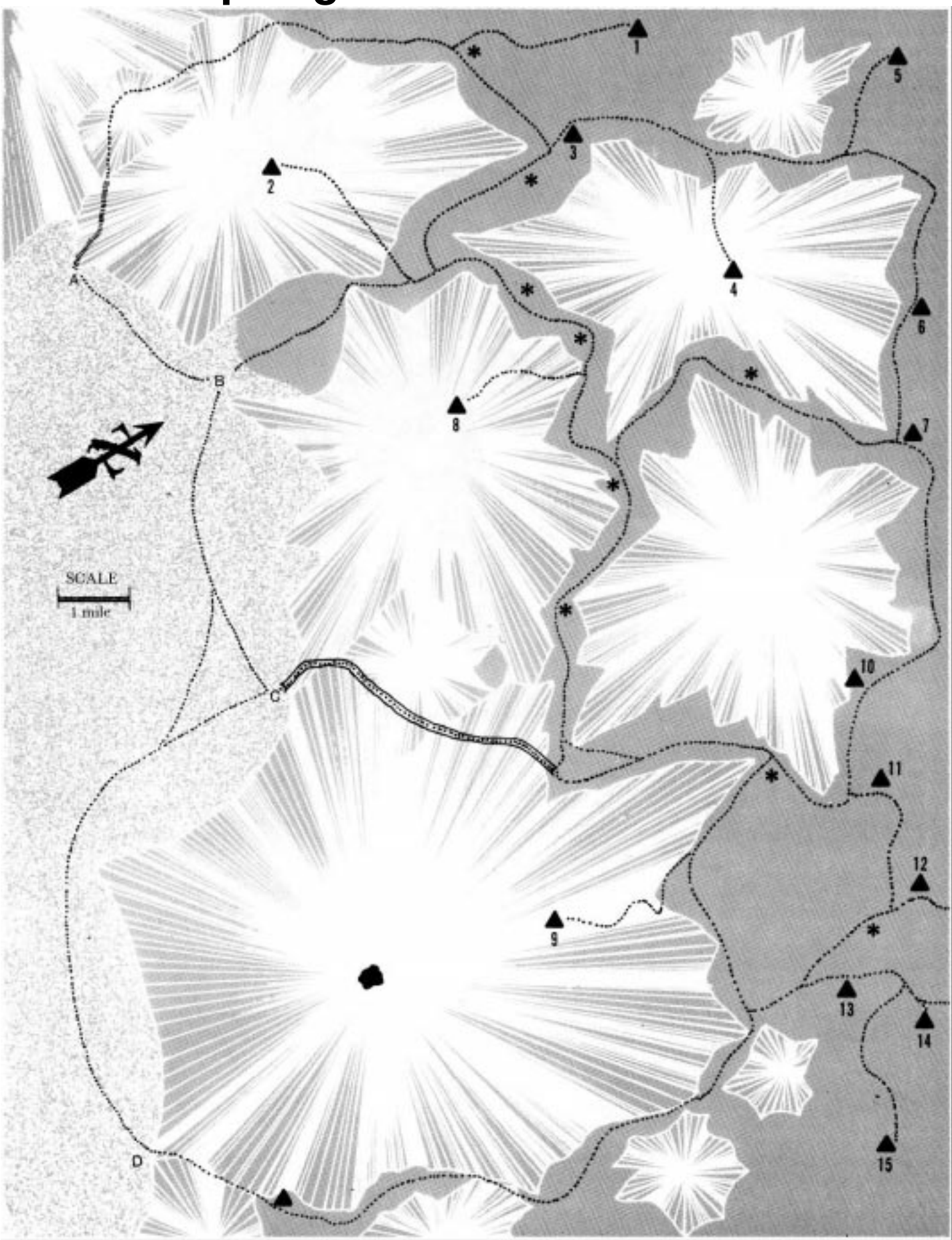
The cloud giant family is governed by Gariod the Destroyer, an ill-tempered giant who is all in favor of an immediate attack upon Asgard by all giants who can be gathered at a moment's notice. Patience and careful planning are not his strongest points, but his strength and size make up for his lack of foresight. Gariod is a medium-level spellcaster, having the abilities of a 7th-level illusionist.

Gariod usually defends his pass by sending one of the family members out to sit at the top of the pass with an *invisibility* spell upon him or her. If a non-giant is seen back and warn Gariod so that he can be ready to meet the intruder. The unwanted visitors are allowed to enter the pass and get as far as 30 yards inside the defile before Gariod, with the help of his family, hurls rocks and boulders down from above.

If the party makes a successfully surprise roll, they will hear noises from above as Gariod sends whispered orders to his family on how to attack the party. This allows only 1-4 rounds of warning before the attack begins, but this might be enough for the group to escape the trap in some manner. If the party is surprised, each of the six giants will hurl a rock before initiative is determined and the party can react. Escaping the pass will be difficult, because Gariod and his family will move along the sides and continue to hurl rocks down until the party flees out of reach of their missiles and back into the desert. However, Gariod will not bombard humans or similar small beings if they're in the company of one or more giants; he will assume (from his giant-superiority point of view) that the "little people" are captives or servants of the giant(s) they are accompanying.

Gariod's hall is exceptionally large, a one-story structure set in the center of a circular flat plain in the mountains. Numerous cattle are kept around the area to feed the giant clan, and Gariod often has to go hunting with his sons in order to kill more food in the mountains. Gariod is also quite rich and has treasure type A scattered throughout his hall.

Smoke-top region of Jotunheim



Encounters at Smoke-top

In the vicinity of Smoke-top are a number of inhabited caves, giant halls, and other lairs; the Smoke-top area is a huge, loosely structured community with no central government. The community came together because of the attraction of living next to a volcano. (Jotunheim giants enjoy the hot springs — frost giants less so than the others, however.)

Specific encounters within the Smoke-top area are given below; roll a d10 every 3 turns (30 minutes), with a 1 indicating that an encounter has taken place. Certain creatures will not be met again if slain; these are marked with an asterisk (*). If the same encounter is rolled after the creature in question has been slain, treat it as if no encounter occurred.

d20 roll	Encounter
1*	1 ettin (from area 1) taking two dire wolves for a walk.
2-5	1-6 frost giants on patrol, each with two boulders.
6-7	1-4 mountain giants taking a stroll.
8*	1 fire giant (from area 9) taking a finished weapon, suit of armor, or helmet to another giant.
9-12	2-5 frost giant children (50%) or 1-3 mountain giant children (50%) at play, with sticks (clubs) and rocks.
13-14	2-5 hill giants (60%) or 1-3 stone giants (40%) on some sort of errand.
15	1-2 frost giant females carrying supplies to other giants.
16*	Hargnar Left-Hand, searching for some dwarves to kill (see below).
17	2-7 ogres on a mission for their master.
18	1-4 trolls (50%) or 1 giant troll (50%), wandering through the area.
19	Wandering pets; 30% likely to be 1-4 dire wolves, 30% likely to be 1 giant lizard, 20% likely to be a brown bear, and 20% likely to be a lion.
20*	Dwalin the dwarf (see below).

Hargnar appears to be searching for something, and is drawing a few curious stares from local giants as he wanders around the community. In his left hand he holds the weapon *Aesirhamar* in its giant-size form; before Brokkir gave the weapon to him, the dwarf foolishly explained how to use it, and Hargnar knows all of its powers. Hargnar will not respond to any questions and will only react if attacked or if he sees a dwarf. If he is attacked, other giants will immediately come to Hargnar's aid. (They don't like him, but they hate giant-killers even more.)

Hargnar's statistics are as follows: AC 1, MV 12", HD 16, hp 113, #AT 1, D special (using *Aesirhamar).* He is exceptionally large for a mountain giant, reaching a height of 16 feet and having a strength of 24 (equal to that of a storm giant). His armor class and saving throws are +3 from *Aesirhamar's* powers. If somehow deprived of his weapon, he can hurl rocks as a mountain giant for 5-50 points damage.

Someone once tried to teach Hargnar how to cast spells, but was not very successful; he has an intelligence of 9 and was only able to become a 1st-level magic-user. He managed to learn the spells *read magic* and *magic missile,* and he carries *magic missile* as a stored spell (it's good against giant rats). He wears a suit of heavy furs and some giant-sized boots. Hargnar knows that a dwarf escaped him and is probably still around the Smoke-top area somewhere, and he wants to kill it before it escapes,

Aesirhamar has *absorbed* two 5th-level spells and one 7th-level spell from Dwalin, who tried to attack the giant when he himself was attacked. Hargnar plans to use the spell powers to attack anyone who attacks him, using the stored energy in the form of a single 17th-level *magic missile* spell. He will direct this attack at the first dwarf he sees, or at anyone else who attacks him with spells.

Dwalin is a neutral evil 7th-level fighter/17th-level magic-user, who originally had 53 hp but now has only 15 left. He wears *bracers of AC 4,* a *cloak of protection +3,* and carries a *shortsword +2, giant slayer;* all of his items are enchanted to retain their powers on any plane. He is AC -1 and moves at 6". Dwalin has cast a second *invisibility* spell upon himself, his last one, and desperately wants to flee. Unfortunately, he doesn't dare start out across the desert without his *decanter of endless water,* which was broken when Hargnar attacked him. He is wearing *boots of speed* (as did Brokkir), which enabled him to make the long trip to Smoke-top on foot.

Dwalin's remaining spells are: *read magic (x3), comprehend languages (x2), web, wizard lock, detect invisibility, slow (x2), protection from normal missiles, suggestion (x2), minor globe of invulnerability, confu-*

sion (x2), wall of fire (x2), transmute rock to mud, and *power word stun*. He used some of his upper-level spells against Hargnar before he realized that the giant was *absorbing* them into *Aesirhamar*. He still has his *mind blank* spell in effect, and continually renews it for his own protection; the spell book he carries with him has only this spell within it.

If he sees a group of humans or other adventurers, Dwalin will get their attention without becoming visible and will ask that they help him escape. He will promise each character a total of 10,000 gp in gems and jewels if they will help him get safely back to Bifrost (but he won't keep his promise). He does not want the *Aesirhamar* near him and wishes for it to be left in Jotunheim forever. He will not admit that he knows anything at all about the *Aesirhamar* or its powers unless he can be successfully ESP'ed or *charmed,* in which case he will tell all (giving most of the details of the referee's background), but will blame everything on his brother Brokkir. He will claim to be a friend of the Aesir, but this is a lie; he would sell his own mother for gold, and, in fact, he once did just that.

The halls of Smoke-top

The major halls and lairs of the Smoke-top community are briefly described below. There are a number of smaller lairs and homes inhabited by minor giants (hill and stone), trolls, or ogres; these are marked on the map with asterisks (*) and may be detailed by referees as desired.

Because of space limitations, the halls and caves will be described in general detail only. The major inhabitants, treasure types, and other special features of the lairs are given; any special information that might be gained from questioning the inhabitants is also listed.

Note that magic items used by the giants were made on Gladsheim and will function normally there (losing their powers if brought to the other planes). However, some weakly magical or non-magical items in their treasure hoards might prove *very* magical on the Prime Material Plane, having been taken from adventurers from that locale.

Note that if a lot of noise is generated in the encounter with the giant Hargnar and his *Aesirhamar,* other giants will more than likely come to his aid with all of their weapons and resources, spreading the word throughout the giant community about the assault on one of their number.

1) Two-Heads Hall — Three ettins (hp 45, 53, 65) share a huge but poorly kept hall with eight dire wolf pets. The ettins know no magic, but one of them owns a *mattock of the titans* and hires himself out as a ditch-digger for the community. One of the ettins is a female (hp 53); the smallest one is her son. The ettins have treasure types C and Y buried beneath the floor of their hall. They hate humans, dwarves, and elves, and will answer no questions except from other giant-types. They are not aware of Hargnar's strange behavior.

2) Winterland — An extended family of 14 frost giants inhabits a massive cave and hall complex. Five of the giants are young (hp 10, 13, 14, 17, 25), and the rest are adult females (hp 32, 33, 33, 38, 45) and adult males (40, 42, 47, 55). These giants are chaotic neutral or chaotic evil in alignment, but not necessarily unfriendly toward humans (if bribed). The giants have managed to get a brown bear (hp 32) "for the kids to play with." The mountaintop complex is chilly but tolerable to humans and other giants. The complex has treasure types B and C scattered within it and guarded by traps. The giants here have noticed that Hargnar the mountain giant has been acting very strangely since he got a new hammer, but no one knows what his problem is or what the hammer can do.

3) Great Stone Caverns — The former home of Hargnar's six mountain giant brothers, this cave complex is now used as a storage site by some of the other giants in the area. It has a number of crates and barrels of food, skins, and the like scattered throughout it, each marked with a rune to identify who owns it. A pair of frost giants (hp 54 and 60) guard the entrance and live here while they work. The larger of the two giants has noticed that Hargnar has a new weapon and that he mumbles to himself about "that dwarf." He thinks Hargnar has lost his mind from the loss of his brothers last year. Both giants dislike humans, but do not mind talking to dwarves. Each giant has treasure type Kx10, Lx10, and Mx10 on his person, but no other treasure.

4) Thunderpeak Hall — A family of seven mountain giants, all adults, live here. Three are females (hp 46, 49, 63) and the others are males (hp 44, 45, 59, 60). Though aware that Hargnar has been acting strangely, they assume he's practicing for a battle with Thor. (This was an informed guess on their part, based upon Hargnar's hatred of that deity and the sudden appearance of the hammer, which they assume was made to fight that god.) The giants will speak with no one but other giants and will attack humans and dwarves. They have treasure type E in their immense hall and have a huge brewing facility as well that makes superb (by giant standards only) beer.

5) Dragonskull Manor — Four mountain giants (hp 64, 67, 76, 81) live here and are regarded as heroes of the Smoke-top community. Three years ago a red dragon dropped down from the sky and tried to take over part of the region, intending to drive the giants away from the volcano. The four giants took up their weapons and fought the dragon until they killed it; the dragon's whitened skull sits on a block of stone at the cave's entrance.

The giants own several large magic weapons, including a *+1 giant club, +4 vs. reptiles, a maul of the titans,* a *+2 giant shield,* and a *returning boulder.* The magic club applies the "to hit" modifiers to damage as well; mountain giants will do normal (4-40) points damage with it, plus magical bonuses. The shield lowers the armor class of the giant using it to AC 1. The *returning boulder* can be thrown once per round and will return after hitting a target to the thrower, who can catch it automatically. The boulder does 2-20 points damage and can only be used by beings at least 10′ tall and having a strength of 20 or greater.

The four giants do not mind talking to humans or anyone else, but will give out little useful information unless they are bribed. They have heard that Hargnar is hunting for something, but assume he lost some coins. The giants have treasure type A in their well-kept manor cave.

6) Hargnar Left-Hand's Cave — The first thing someone will notice as he approaches this rather isolated cave is the body of a dwarf (Brokkir), sprawled out on the rocks in front of the entrance. The killing blow seems to have come from a large blunt weapon. Nothing useful will be found on the dwarfs body, which also seems to have been searched after being struck. There is evidence of another mighty blow having landed on some nearby rocks. A few smashed items, one shaped like a shattered vase or decanter, lie nearby.

The entrance to the cave is open. Within it, resting in the shadows, are 9 trolls, Hargnar's servants (hp 29, 34, 40, 42, 45, 47, 49, 52, 53). Hargnar is not home and has been roaming the Smoke-top community for a day now, searching for Dwalin. The trolls know nothing of what is happening, except that Hargnar is not home, which means that they can goof off. The trolls hate all other life except for Hargnar, and will attack and chase anyone out of the cave, even other giants. Treasure type C (no magic) is within the cave, as is Hargnar's simple spell book.

7) Smashfist Mountain Hall — The only inhabitant of Smashfist Mountain Hall is a frost giant sorcerer (hp 43). Though he appears smaller and weaker than other frost giants, Hergir the Mage is an accomplished spellcaster having the abilities of a 14th-level magic-user and a 12th-level illusionist. His hall is littered with sorcerous materials and experiments, though he has few magic items as such (DM's choice). His hall contains treasure type G.

Hergir is evil, but supports the giant community and makes magic items for some of the richer and more powerful giants. He will act in a friendly manner toward humans, but will attempt to capture them for his experiments. Dwarves he will not harm, because he feels they might make magic items for him in the future. Hergir has guessed that Hargnar's hammer is cursed, and is deciding whether to try to "uncurse" it or not.

8) Frost-Mist Cave — A family of five frost giants (hp 13, 20, 35, 49, 68) lives here with a pet white dragon (small young adult, hp 20). They have treasure type C, being rather poor for giants.

None of these giants knows anything about Hargnar's recent behavior, and all of them hate humans, dwarves, and all other smaller races (including ogres and trolls).

9) Smoke-top Hall — The only two fire giants in the vicinity live here in a lava cave in the side of the volcano. The giants (hp 66, 84) make a living creating giant-sized armor and weapons for customers, and are famed throughout this area of Jotunheim for the quality of their workmanship. The sorcerer giant at area 7, Hergir, is able to enchant some of their better pieces. The fire giants have treasure type E in their cavern hall.

The fire giants are lawful evil, an anomaly in the community (most of the locals regard the fire giants as "too darn strict, all work and no fun"). They are treated with respect, however. Both giants wear suits of *+2 giant chainmail* (AC 1) and use *+2 giant swords* (5-30 +2 hp damage). They will talk with humans, but they hate dwarves. The fire giants know that Hargnar has a new hammer, but are only concerned with figuring out where he got it, and do not care about his current behavior.

10) Jotunhalla ("Giant's Hall") — This immense aboveground hall is large enough to hold the entire giant community, making it a truly enormous structure. Currently it is unoccupied and unguarded. A huge bath built over a hot mineral spring is inside.

11) Temple of Thrym the Frost God — This temple hall is a large aboveground building dedicated to the frost giant god Thrym. The temple is occupied by a 7th-level frost giant shaman (hp 65) and his two 4th-level assistants (hp 44 and 49). The temple has numerous hides, furs, and items of jewelry scattered about it, and is well cared for. Treasure types H and Qx20 are within it.

In the temple's courtyard are two huge white dragons, one ancient (hp 56) and one old (hp 42); both use spells. The dragons will attack anyone who is not a frost giant and will obey the 7th-level shaman completely. The frost giants and dragons are unhelpful to the party; they are not concerned with Hargnar's behavior and they hate all who are not frost giants.

12) Leviathan Lands — A mixed group of giants inhabits this rambling old hall, making a living by herding cattle and selling them as food to other giants. The giants include two mountain giants (hp 67, 88), three frost giants (hp 45, 46, 48), a hill giant (hp 39) and twelve ogres (various hp). Between them, these giants have only treasure types O and P, with no magic or gems, and they are considered the "lower class" of the community.

The giants here know many rumors and generally do not mind sharing them with strangers, even humans and dwarves. However, nearly everything they know is wrong or so exaggerated as to be worthless. Hargnar is a popular topic of conversation at the moment.

13) Cloudy Ridge Hall — Two frost giants, a father and daughter (hp 61, 40), live here. The father is a run-of-the-mill giant, but his daughter is startlingly beautiful, even by human standards. Anyone seeing her will lose one round of action if viewing her within 120', being surprised and awed by her appearance. The daughter is chaotic neutral and bored with life in the community, and dreams that some handsome giant will come along and take her away to a nice, colder place.

The father has managed to save a treasure hoard of type D for his daughter's dowry, and he hopes that his daughter will find a rich young giant so that he can retire and live it up. Neither giant minds talking to humans or dwarves, but for some reason neither of them can stand elves. They are both aware that Hargnar is acting oddly, but then again, they feel he has always acted oddly and this is nothing new.

14) Gilli the Short's Cave — Gilli the Short is an unusually small storm giant who is only 15' tall, squat-looking and broadly built. However, he has normal storm giant strength and all the other normal powers of that race. Gilli is pleasant and friendly, but will not stand to see anyone attack another giant, and will summon all his might to stop such an occurrence. Gilli is handsome despite his height, and has pale violet skin. He will be reasonably helpful to anyone asking his help; he knows that Hargnar has a grudge against Thor and that he has also been acting strangely lately. Gilli has also seen an *invisible* being in the vicinity, about the size of a human or dwarf, and wonders if that person was responsible for Hargnar's behavior. He noticed the being because of his high intelligence and hit dice (as per the DMG, p. 60). He has treasure type E.

15) Abandoned Cave — This cave has partially collapsed and is not used by any giants. Seven giant spiders have made their lair within the cave, feeding upon some of the giant rats that roam the area. No treasure is present.

Aesirhamar

The superweapon made by Brokkir and Dwalin has an assortment of special powers that make it exceptionally dangerous to opponents. *Aesirhamar* is a huge mithril-steel warhammer, with a head four feet across and a handle six feet long. The entire hammer is elaborately carved with scenes of broken skulls among flowering ivy, and the handle is wrapped in the leathery hide of a type II demon, trimmed with mastodon fur. The massive weapon weighs 5000 gp.

Aesirhamar has a +4 magical bonus to hit opponents, but can only be wielded by beings having a strength of at least 23 and a height of at least 12'. It can be used in melee combat or it can be hurled; if thrown, it will return to the thrower in the same round it was cast. However, because the hammer is somewhat unwieldy, it can only be swung at an opponent once per round, and it also requires one round to "wind up" for a throw.

Aesirhamar's damage and range as a thrown weapon depend upon the strength of the being using it. Those with a strength of 23 will do 12-36 (8d4 +4) points of damage with this weapon and can hurl it up to 180 yards. A +5 strength bonus "to hit" applies if such a user throws the hammer. Beings with a strength of 24 will do 14-44 (10d4 +4) points of damage and can cast the weapon up to 210 yards (with a +6 bonus "to hit"). For every point of strength over 24 that the hurler possesses (titans have a strength of 25, and certain gods can achieve greater strengths through magical powers), add another 2d4 to the hammer's damage, another +1 "to hit" when hurled, and another 30 yards to the range.

Aesirhamar has several other powers that add to its destructive abilities. It acts as a *rod of absorption,* able to contain up to 50 levels' worth of spells. It will absorb spells even when it is being used to attack; the user does not have to concentrate to activate the absorption power. However, the hammer cannot absorb spells while any of its stored-up magical power is being used.

Upon the utterance of a command word ("Vengeance!"), the hammer will glow with power for 3 rounds; if it strikes a target during this time, the victim suffers the effects of a *symbol of stunning.* Beings who normally have more than 160 hit points but who are currently at this total or below are subject to this effect. This *stunning* power may be used three times per day.

Aesirhamar also bestows a +3 bonus to the saving throws and armor class of the wielder, as per a *ring of protection, +3.* This bonus is cumulative with other magical protections.

Brokkir the dwarf added a special enchantment to the hammer so that it could be made to shrink down to the size of a regular warhammer (for ease of carrying). In this reduced size, the hammer still has its +4 "to hit" bonus, which will also apply to damage, but none of its other powers. A special command word ("Brokkir"), spoken while the hammer is touched, causes the shrinking power to function. The *Aesirhamar* returns to giant size when the word "Hargnar" is spoken while holding it. All of the hammer's powers are multiplanar in nature and will work anywhere.

Because of the conflicting enchantments put upon the weapon by Brokkir and his brother, any non-dwarf who touches the weapon will automatically become *cursed* (no saving throw) with a strange form of insanity. There is a 50% chance every time that a dwarf is encountered that the user of *Aesirhamar* will want to kill him; the user

will become *enraged,* gaining an additional +2 bonus "to hit" and on damage done. The attacks do not have to be made with *Aesirhamar* if it cannot be used by the affected figure. If the user doesn't attack the dwarf, he will immediately give the dwarf everything he owns except the hammer, and will become his best friend and protector.

Note that either state (hatred or friendliness) will only last for 10 rounds in the presence of any one dwarf before the user's opinion of the dwarf changes completely. In other words, if someone has been friendly with a dwarf for 10 rounds, he will attack the dwarf for the next 10 rounds; if the dwarf survives, then the user of *Aesirhamar* will become that dwarfs best friend again, and so forth. This insanity will persist even after the character ceases to use *Aesirhamar.* Only a *wish* will remove this curse from a character.

Completing the adventure

If the group manages to bring *Aesirhamar* back to Heimdall's hall or to another Aesir or Vanir deity, it will immediately be given any lodging, food, and medical attention it requires. Valkyries will assist if needed in serving the characters' needs. Other gods will shortly arrive, summoned by messengers, and they will hold a conference to decide what to do with the weapon.

Though *Aesirhamar* is not quite as powerful a weapon as Mjolnir (Thor's hammer); the gods will be quite pleased to have it out of the way. They will decide that the hammer is to be kept (untouched by the gods) until Thor returns, when he can crush the weapon with a few well-placed blows from Mjolnir.

If the party returns with *Aesirhamar,* the gods will grant one *wish* to each player character in the group. If Dwalin is brought back alive for further questioning, that act is worth another *wish* for each player character. (Dwalin will never be heard from again if he falls into the hands of the gods.) If Dwalin is returned dead (whether he was slain by the party or by someone else), the reward will be devalued to a *limited wish;* the same applies if *Aesirhamar* is destroyed instead of being brought back to Asgard. Any of these rewards can be taken by any player character at any time, immediately or in the future. Of course; the DM should moderate all requests for fulfillment of *wishes* or *limited wishes,* making sure that each request is reasonable and will not disrupt the balance of the campaign. All reasonable requests will be honored by the gods to the best of their abilities; unreasonable ones will be simply refused, and the character will be asked to make another request. If any character makes three requests that cannot be granted, the gods will withdraw that character's reward.

If Dwalin is allowed to escape, or if *Aesirhamar* is left in the hands of the giants, the Aesir will become enraged and will immediately order the characters to return to Jotunheim and finish the mission without further delay. Refusal or inability to do so will result in the characters' expulsion from Gladsheim, and they will not be favorably regarded by the Aesir for the rest of their lives.

Any character who tried to take *Aesirhamar* for himself or tried to betray or harm his fellow adventurers with bad intentions will be turned out of Asgard and sent back to his home plane immediately, perhaps after being forced to pay a price demanded by the rest of the adventuring group for his treachery. The gods will enforce this penalty, but will not necessarily take action against the characters themselves, preferring to let them resolve most of their own difficulties.

If the characters wish to continue exploring Asgard and surrounding countries (and if the DM doesn't mind), then the Aesir will not object. Heimdall will allow any characters who want to go back to the Prime Material Plane to do so, and will escort them to Bifrost after holding a feast in their honor.

The DM may elect to have aftershocks from this adventure come down in later adventures. The gods of the giants will probably hear about the adventurers' strike into Jotunheim and may plot revenge against them for it. The Aesir might ask their worshipers who did well on the quest to go on other quests. The characters might decide to visit Midgard and see what this alternate world looks like. The campaign can expand in many ways using this adventure as a foundation.

Other adventures in Gladsheim

Many other adventures may be arranged that involve the gods of Asgard or require exploring the dangerous lands of Jotunheim. A careful reading of Norse mythology reveals that intrigue, rivalry, adventure, treachery, and danger were all too common among the gods and goddesses of Asgard and Vanaheim. Mortals could find themselves caught up in the quests for power, safety, riches, revenge, and knowledge that the deities were involved in. Even the most powerful gods are not all-powerful, and some things are better handled by third parties (as in the adventure above).

Some possible adventuring ideas that the DM might want to consider adding to his high-level campaign are described here.

An army of giants could be gathered upon a world in the Prime Material Plane, led by one or more giants from Jotunheim who possess special magical powers. The giants would be heavily armed and equipped, and their goal would be to conquer all local kingdoms and enslave or destroy all humans, demi-humans, and humanoids they encounter. This situation is very much like that given in the G-series modules written by E. Gary Gygax (collected in the TSR® module pack *Against the Giants),* only on an even larger scale. The ultimate goal of the adventurers would be to destroy the giant armies, capture or destroy the leaders, and track down those on Jotunheim who were "behind the scenes," so to speak. Because Surtur, Thrym, and other giant gods are fated to live until Ragnarok, the DM should avoid having them be slain by high-level characters. Their underlings, however, are not so "protected."

The Aesir and Vanir gods often became enamored of beautiful female or handsome male humans, elves, or even giants, and were known to send messengers to these persons asking them to come to Gladsheim for a visit (perhaps to stay). It wouldn't be too surprising for a high-level cleric, lighter, or other worshiper to be sent off on a quest to win the heart of a mortal for a deity—and it wouldn't be unusual to find that the mortal has no intention of meeting that particular deity, or has many powerful allies who would not like to see such a meeting take place. The Aesir and Vanir, though they knew they would have to fight the giants in the end, still conducted business with giants and even intermarried with them at times.

A very complicated adventure could be created around Yggdrasil, the World Ash that stretches through the Astral Plane. A relatively minor demigod or powerful monster in astral space might be damaging the World Ash, and player characters might be ordered to stop the monster from causing serious and permanent damage.

In such an adventure, the characters would discover some of the unusual wildlife of astral space (see DRAGON® Magazines #67 and #89 for information on possible encounters there) and some of the strange wildlife that inhabits Yggdrasil itself. Among other things, four deer-like creatures raced among the branches of Yggdrasil, a giant eagle roosted within it, and an intelligent squirrel named Ratatosk scrambled up and down its length, carrying insults to the giant eagle from an evil dragon in Hades who chewed on the root there.

Finally, to add other religions to the fray, followers of another deity on the plane of Gladsheim might discover that some major relic of their god has been stolen. Evidence might indicate that one of the Norse gods was the thief (probably Loki, who stole it for himself, on a bet, or just to cause trouble). The other god might send high-level adventurers after the item, with additional instructions to destroy anyone or anything that gets in the way of the mission. Hopefully, then, Loki won't be so tempted to pick up things that don't belong to him, and the Aesir gods will put more restraint upon him to avoid starting a war between, pantheons.

If the wonders of Asgard and Vanaheim, the beauty of Alfheim, and the dangers of Jotunheim start to pale (not likely if they are handled carefully, but still possible), then the DM may expand Gladsheim and allow adventurers to visit the desert temple complex of Bast, the misty valleys and beautiful pagodas of Hachiman and Oh-Kuni-Nushi, and the immense Indian palaces and gardens of Karttikeya.

Gladsheim is the home of many gods and is filled with many sights. There is adventure enough there for many episodes of high-level campaigning.

Gladsheim

(From page 42)

Legend lore — Only the vaguest information will be given about beings, places, or things native to Gladsheim.

Leomund's secret chest — (P); contact with Ethereal Plane required.

Levitate — See cleric spell *wind walk.*

Limited wish — No *wish* -type spell will ever affect a deity or demigod on its home plane. If a *wish* would upset the balance of the game or directly affect a deity or demigod, the spell will fail, and the spellcaster will be attacked within 1-4 rounds by numerous supernatural servants of the gods (for example, 4-24 valkyries, heavily armed and armored). A *limited wish* will allow a being to leave Gladsheim for another plane, but will not summon any creature from another plane. Deities cannot be contacted by this spell, and servants such as valkyries are immune to this spell in Gladsheim.

Locate object — See cleric spell.

Magic jar — (C); a spellcaster's body has a 10% chance per turn of being taken over by the spirit of an Einheriar, if this spell is cast in Asgard or related environs. See cleric spell *raise dead* for details on Einheriar.

Magic mouth — One cannot simply command this spell to function if a "god" comes near. A deity must be described specifically.

Mass charm — (C)

Mass invisibility — (I); *see invisibility*

Massmorph — (I)

Maze — This spell will cause the victim to be affected as if he were seeing Gladsheim through a *true sight* spell.

Mirror image — (I)

Monster summoning (all) — If this spell is cast in Asgard or associated environs, the only "monsters" summoned will be Einheriar, their numbers and level determined by the type of spell:

Monster summoning I, II, or III: 1-4 warriors of 4th level.
IV: 1-3 warriors of 5th level.
V: 1-2 warriors of 6th level.
VI: 1-2 warriors of 7th level.
VII: 1-2 warriors of 9th level.

All Einheriar will be fighters with AC 7 (leather and shield), armed with broadswords. Einheriar, as noted under the notes for the cleric spell *raise dead,* are immune to all *fear* spells and effects. The warriors summoned will obey the spellcaster's commands as per the spell only 25% of the time. If attacked at any time, they will fight back as a group against their attacker (even if it is the spellcaster).

Note that these warriors will never attack any native of Asgard or allied regions and will certainly never attack a Norse deity of any sort, even Loki or Hel. This spell will produce very different results if cast in other areas of Gladsheim.

Mordenkainen's sword — This *sword* will only attack astral beings if cast from the first layer of Gladsheim, and cannot reach into the Ethereal Plane or hit out-of-phase opponents.

Otto's irresistible dance — (C)

Phantasmal force — (I)

Plant growth — (E)

Polymorph any object — There is a 40% chance that a random shape will be assumed, due to the innate chaos of the plane. See the note for the illusionist spell *major creation.*

Polymorph other — *See polymorph any object.*

Polymorph self — This spell cannot be used to assume the appearance of a specific deity, as per the spell *shape change* in the Players Handbook. Anyone attempting to pass himself off as a deity risks a horrible death if found out, and all residents of Gladsheim can see through disguises when they involve imitating gods. *See polymorph any object,* noting that a random shape might be assumed every time a new shape is taken on.

Power word (all) — Note that most deities and demigods will not be affected by these spells.

Prismatic sphere — The *plane shifting* power can send people to other planes, even those not directly connected with Gladsheim.


Jotunheim
Utgard
Well of Mimir
River Iving
Smoke-top
Bilskirnir
THRUDHEIM
Ydalir
Well of Urd
Vidi
Glitner
Valhalla
Valasrialf
ASGARD
Fensalir
Breidoblik
Himinbjorg
(Bifrost)
PLAIN of VIGRID
Gladsheim
Lake Amsvartnir
(Lyngvi Island)
Noatun
Vanaheim
Sessrumnir
(Folkvang)
1 inch equals 200 miles
Alfheim

Project image — (I); if the image of the spellcaster is recognized as a false image, a being capable of casting *dispel magic* at the *projected image* (or otherwise negating it) will do so.

Protection from evil/good (all) — See cleric spell.

Protection from normal missiles — This is effective against hurled weapons from deities, such as Thor's hammer, though such weapons will still cause enormous damage.

Ray of enfeeblement — (C)

Reincarnation — See druid spell *reincarnate.*

Remove/bestow curse — See cleric spell *exorcise.*

Rope trick — There is a 25% chance that the extradimensional space reached will be located elsewhere on the plane of Gladsheim.

Scare — (C)

Shape change — The power of this spell allows it to be better controlled than the *polymorph self* spell, but there is still a 5% chance per shape assumed that it will be a random shape.

Simulacrum — (I)

Sleep — No effect upon any deity, demigod, or supernatural servant.

Slow — This will affect a deity for only one round before its effects are negated.

Spiritwrack — Ineffective against good and neutral beings from Gladsheim.

Suggestion — (C)

Symbol — Most deities and demigods will be immune to *symbols of death, insanity sleep,* and *stunning* because of their high hit points. All Norse gods are considered to be immune to *fear* and *hopelessness* (as are valkyries) because of their innate natures.

Teleport — This spell cannot be used to cross planes.

Time stop — Though they may be caught in a *time stop* spell, all deities and demigods will still be able to use their innate magical talents (such as *teleport)* to escape death, and will be aware of all that transpires (their minds work *very* quickly).

Trap the soul — No effect against gods or demigods.

Unseen servant — This spell will summon a 4th-level Einheriar fighter (see *monster summoning* and cleric spell *raise dead)* if cast in Asgard. The warrior will only remain for half the normal spell duration and will be controllable by the spellcaster only 25% of the time.

Vanish — (P); contact with Ethereal Plane required.

Ventriloquism — (I)

Wish — See *limited wish.* A *wish* differs in effect from a *limited wish* in that it will allow entry or exit from Gladsheim, it can duplicate any spell effect (presumably at the 18th level of power, except for druid spells), and servants such as valkyries can be affected by it. Deities and demigods on their home plane *cannot* be affected by *wishes* in any respect, and actually have the power to negate cast *wishes* at will if they so desire. Deities can be contacted by this spell, as per the usual spells of this type *(contact other plane, commune, gate,* etc.).

Illusionist spells

First-level magic-user spells may be referenced under the magic-user section. In general, illusion/phantasm spells are not well regarded by most Aesir deities, particularly by Thor, since some giants use these spells against the gods. However, the mere act of using an illusion will not brand a character as an enemy (though he will be carefully watched). Loki is regarded as the "patron" of such spells, though other gods may use or grant them.

An enchantment/charm or illusion/phantasm spell that would not affect a deity or demigod if cast by a mortal (i.e., player character) may work against the same deity or demigod if the spell is cast by another godlike, being. A god who is immune to such spells because of his intelligence, wisdom, or other personal characteristics will not be so affected, however. The DM may decide, for example, to have Loki suggest something to Thor in a scenario, and have Thor act on the *suggestion.* Player characters should not be able to perform such actions, since that would threaten game balance and fantasy "realism." The DM may arbitrate such events as he sees fit.

Alter reality — See m-u spell *limited wish.*

Astral spell — See cleric spell.

Audible glamer — (I)

Blindness — (I)

Blur — (I)

Change self — ***(I)***

Chaos — (C); fighters and illusionists get *no* saving throw vs. this spell, because its power is amplified by the chaotic nature of the plane.

Confusion — (C); see druid spell.

Conjure animals — (E); see cleric spell.

Dancing lights — See m-u spell.

Deafness — (I)

Demi-shadow magic — (I);, victims who fail their saving throws take only one-half normal damage.

Demi-shadow monsters — (I); see *shadow monsters.*

Detect illusion — This spell (happily) is effective even against illusions cast by deities.

Detect invisibility — See m-u spell.

Detect magic — See cleric spell.

Dispel exhaustion — (I)

Dispel illusion — Carefully note the level of the being whose illusion is being dispelled, as per the Players Handbook spell description.

Emotion — (C)

Fear — (C), (I)

Hallucinatory terrain — (I)

Hypnotic pattern — (I); no effect against any deity, demigod, or supernatural servant.

Hypnotism — (C)

Illusionary script — (I); ineffective against any deity or demigod.

Improved invisibility — (I); see m-u spell *invisibility,* and note DMG comment on the spell (p. 47).

Improved phantasmal force — (I)

Invisibility (all) — (I); see m-u spell.

Magic mouth — See m-u spell.

Major creation — There is a 40% chance that any creation will be of a random, chaotic sort, from the same family as the desired creation but not what was wanted. If rope was asked for, thread might be received, for example. Permanent residents of Gladsheim, including giants, deities, and demigods, know how to avoid having this bad effect occur; visitors from other planes do not.

Mass suggestion — (C)

Massmorph — (I)

Maze — See m-u spell.

Minor creation — See *major creation.*

Mirror image — (I)

Misdirection — (I)

Non-detection — This will not prevent detection by deities or demigods.

Paralyzation — (I); this does *not* prevent the use of spell-like powers and talents of deities and demigods (or supernatural servants) that may be used at will.

Permanent illusion — (I)

Phantasmal force — (I)

Phantasmal killer — (I); ineffective against gods and demigods.

Prismatic spray — See m-u spell *prismatic sphere.*

Prismatic wall — See m-u spell *prismatic sphere.*

Programmed illusion — (I)

Projected image — (I)

Rope trick — See m-u spell.

Shades — (I); see *shadow monsters.*

Shadow door — (I); this spell will not fool any deity or demigod of average or better intelligence.

Shadow magic — (I); see *demi-shadow magic.*

Shadow monsters — (I); all monsters have one-half the given hit points and inflict half the given damage against victims who make their saving throws, due to the remote position of Gladsheim with respect to the Plane of Shadow.

Spectral force — (I)

Suggestion — (C)

Summon shadow — (P); no link to Negative Material Plane.

True sight — See cleric spell *true seeing.*

Veil — (I)

Ventriloquism — (I)

Vision — No contact can be made with powers or deities on the

Elemental, Ethereal, or Positive or Negative Material Planes. The DM should carefully consider the probable reaction of any specific deity or being called upon.

Magic item alterations

Any power of a magic item that duplicates a spell or spell-like effect described in the above section on spell alterations will be altered in the same way if used in Gladsheim. Notes on specific magic items with unusual effects are given below.

Scrolls: Most *protection* scrolls function normally. Artifacts and highly powerful weapons owned and used by deities will not be drained of energy by the field of a *protection from magic* scroll. If someone using an *astral spell* contacts or is caught within the area of effect of a *protection from magic* scroll, the person (including the scroll-reader, if he is also using an *astral spell)* is immediately cast back to his home plane and the protection is cancelled.

Potions: Neither a *potion of etherealness* or one of *treasure finding* will work in Gladsheim. Anyone who tries to use a *potion of levitation, flying, or gaseous form* will have the same problems described in the notes for the cleric spell *wind walk.* A *potion of animal control* is useless on the local wildlife. Giants in Jotunheim get a +2 to their saving throws vs. *potions of giant control.* A *potion of growth,* used at the wrong time, can have the user mistaken for a giant and dealt with appropriately by onlookers. A *philter of persuasiveness* has no effect on deities or demigods.

Rings: Neither a *ring of djinni summoning* nor one of *elemental command* will work, since a connection to the appropriate Elemental Plane cannot be opened. A resonating field between two *rings of spell turning* will drain both devices rather than drop the users into the Positive Material Plane. *Protection* rings are altered as noted below for magic armors.

Wands/Staves/Rods: Neither a *rod of beguiling* nor one of *rulership* will affect beings who have exceptional wisdom scores; consult the DEITIES & DEMIGODS Book, p. 7, for more information. In addition, these devices have no effect on natives of Gladsheim, and neither will a *staff of command.* A *staff of withering* has no effect on gods, demigods, or their servants. A *wand of metal and mineral detection* will not function in Gladsheim. All weapon-like effects of devices such as a *rod of lordly might* and a *staff of striking* are reduced as outlined under the following section on weapons and other devices.

Weapons, armor, and protective devices: All magic weapons and magic armor (including *rings of protection)* constructed on the Prime Material Plane will have their "plusses" lowered by 2 when they are brought to Gladsheim, making many items effectively non-magical. Items such as a ***+1*** *sword, +3 vs. regenerating creatures* will retain some of their powers if not made totally non-magical; in the given case, the sword would be ordinarily non-magical, but *+1* vs. *regenerating creatures.*

The same stipulation applies to cursed weapons and armor, in the opposite direction: a *sword -2, cursed* will be non-magical. If a cursed item becomes non-magical, its curse will be lifted unless it is returned to the Prime Material Plane.

This loss of magical power or potency does not apply to artifacts or other items which have a multiplanar existence, and thus lose none of their "plusses" when they are taken from one plane to another. Any devices or weapons used by gods can be assumed to have such a multiplanar existence.

Note that *bracers of defense* are not affected and still bestow the same armor class benefit that they would on the Prime Material Plane.

Miscellaneous devices: Any device that summons creatures from the Elemental, Positive or Negative Material, or Ethereal Planes will not be able to use such powers. Artifacts, however, function normally in all respects.

An *amulet of the planes* can connect with only those planes that border on the plane the user is occupying. A *book of infinite spells* won't work if left on another plane. A *cubic gate* or *well of many worlds* may open a path to *any* plane from any other plane. Devices requiring contact with or assistance from deities *(candle of invoca-*

tion, incense of meditation, necklace of prayer beads) will not function unless the user's deity normally resides on Gladsheim.

An *iron flask* will not capture natives of Gladsheim, but will capture beings not native to these planes (like player characters). A *talisman of ultimate evil* will not work on Gladsheim. *Spheres of annihilation* do not and cannot exist on these planes.

A *horn of Valhalla* will produce twice the normal number of warriors when sounded, and all warriors will obey the user (unless ordered to attack a neutral or good Norse deity, at which time they will attack the user). A *horn of blasting* will not weaken or destroy any structure within Gladsheim. A *portable hole* will function normally, except that 20% of the time, a *gate* will be opened into another part of the plane of Gladsheim that the user happens to be on.

Psionic alterations

The use of psionic talents on Gladsheim is very risky, since many deities are psionic and will undoubtedly be attracted to any sources of psionic "radiation" they detect. Psionic combat is conducted normally.

Several psionic talents will have no effect against deities, demigods, or other creatures with Class VI psionics, as explained in the DEITIES & DEMIGODS Book on p. 6. These talents are labeled below with a **(P6)** symbol. Beings with Class VI psionics are also immune to all psionic attacks, including *psionic blast.*

Animal telepathy — (P6); treat all natives of Gladsheim as "monsters."

Astral projection — See cleric spell *astral spell.* Note that *dispel magic* will not affect this talent.

Aura alteration — Use of this ability to remove a *quest, curse,* or *geas* from a character may be considered a very risky business at best, if such a spell was cast by a deity or demigod.

Cell adjustment — This will not affect the wounds of deities, demigods, or other supernatural beings.

Detection of good or evil — See cleric spell *detect evil/good.*

Detection of magic — See cleric spell *detect magic.*

Dimension door — This spell will function on the first plane of Gladsheim, but not on the other two lower layers (which do not connect with the Astral Plane).

Dimension walk — Though the user will not be able to cross planes with this talent, he might end up in some dangerous places if the power "malfunctions" (e.g., ending up in Jotunheim from Asgard).

Domination — (P6), (C)

Empathy — (P6)

ESP — (P6); see m-u spell.

Etherealness — (P); no contact can be made with the Ethereal Plane.

Expansion — This talent might cause the user to be mistaken for a giant using a magical/illusionary disguise, possibly leading to the character's abrupt demise if certain Aesir gods like Thor see him.

Hypnosis — (P6); note the intelligence ranges involved. No deities, demigods, or supernatural servants can be affected by this power.

Invisibility — (P6); this is *not* treated as an illusion/phantasm spell, and the table in the DMG on p. 60 does *not* apply to this power, since it is a mind-control talent.

Mass domination — (P6), (C)

Molecular agitation — The magical weapons and tools of gods and demigods cannot be affected by this talent.

Molecular manipulation — See *molecular agitation.*

Molecular rearrangement — See *molecular agitation.*

Object reading — If this is used in Gladsheim, the user will experience visions of past events from the mythos of the dominant pantheon of the area. Thus, scenes from Norse mythology will be seen in Asgard, etc.

Probability travel — See cleric spell *plane shift.*

Sensitivity to psychic impressions — If this is used anywhere on the planes of Gladsheim, the user must save vs. will-force spells or be overcome by the innate nature of the plane for 3-18 turns. He temporarily gains a +4 save vs. all *fear* spells and powers, and will attack all beings encountered in that time who appear to be hostile in the slightest degree. The character will not obey any orders and will tend to act in a contrary fashion, doing whatever pleases him most at the time. These actions will not cause an alignment change, though certain classes (paladins and clerics in particular) might need to do penitence.

Shape alteration — See m-u spell *polymorph self.*

Telempathic projection — (P6), (C)

Telepathy — (P6)

Telepathic projection — (P6); see notes for *domination.*

Teleportation — See m-u spell *teleport.*

Character ability alterations

Combat: Note that magical weapons that lose power when brought to Gladsheim might not be usable against the beings that live there. For example, a +5 weapon would be needed to hit Odin, since it would turn into a +3 weapon in Asgard when brought there from the Prime Material Plane.

Sensory powers: The five normal senses (hearing, vision, touch, taste, and smell) function as usual on the planes of Gladsheim. Unusual senses such as infravision and ultravision function normally as well; ultravision range is considered to be that received under a normal nighttime sky.

Character classes: Deities and demigods with average or better intelligence will immediately be able to tell what class a given character is, even if the character is disguised (unless certain illusionary or shape-altering spells or powers are used). Some specific changes that occur in class abilities are listed below.

Assassins cannot successfully disguise themselves as any deity, demigod, or supernatural servant such as a valkyrie, when confronting another such being; to do so is to virtually beg for destruction. See also the notes below concerning thieves.

Barbarians will have trouble *hiding in natural terrain;* see notes below for the thief class. The environment of Gladsheim is always considered to be unfamiliar to barbarians, and their skills at *hiding in terrain* are always equal to that of a thief of equal level. Their

ability to attack monsters affected only by magical weapons is not affected by going to this plane. *Animal handling* skill will not work against the native wildlife of Gladsheim, and survival and *outdoor craft* skills may be modified as the DM sees fit. Barbarians will immediately sense that their surroundings are completely magical, and their *detect magic* ability will thus become worthless when used against a specific item. Charisma bonuses for level are never applied when meeting gods, demigods, or supernatural servants.

Bards should check the relevant notes for thieves and fighters. Bards are favored in Asgard and Vanaheim, and higher-level bards may be invited to stay with one or more gods (particularly those who have some amount of bard ability themselves). Such visits will be brief, but can prove worthwhile. Gods have been known to reward minstrels with gifts (at the DM's discretion). Bards, like druids, cannot regain spells of more than the 2nd level of power while on Gladsheim, unless their gods live on those planes. The *charm* and *suggestion* powers of bards have no effect on gods, demigods, and their servants. Their *legend lore* capability is not considered magical in nature, and will not be affected as the magic-user spell of the same name. Special bardic instruments may have altered spell abilities, as detailed per each spell applicable.

Cavaliers are *not* immune to the divine awe or *horror* powers of deities (see the DEITIES & DEMIGODS Book, p. 7). Cavalier-paladins should see the notes concerning paladins.

Clerics have increased power against undead on Gladsheim; treat clerics as one level higher than they actually are for purposes of turning undead. Also refer to the section detailing spell alterations above.

Druids will find many of their spells are useless in Gladsheim. The powers they receive at 3rd and 7th level (see the Players Handbook) are not affected. Deities having druid abilities will understand the druids' secret tongue.

Fighters are the least affected of all character classes by the environment of Gladsheim (except that their magical weapons and armor may be altered in power). Note the loss of a saving throw vs. the illusionist spell *chaos.*

Illusionists are little affected by Gladsheim, except for their spell abilities (see above). Note the warning concerning the casting of illusion/phantasm spells in Asgard.

Magic-users will find many of their spells have altered effects in Gladsheim. Otherwise, they function as usual.

Monks will have certain of their functions altered, as per thieves. The chaotic nature of Gladsheim is distracting to monks; for the first 2-8 days they are on these planes, monks will suffer a -1 "to hit" penalty on all attacks, and a -1 on all saving throws. Their *speak with animal* and *speak with plant* powers will not function, as per the spells of the same name. Their *quivering palm* attacks will never work against a deity, demigod, or supernatural servant, or any other creature only affected by magic weapons.

Paladins are not affected by Gladsheim's chaos as monks are, but still find the plane distracting and uncomfortable. Their *laying on hands* power to cure wounds will not affect deities or supernatural creatures from Gladsheim. Cleric spells are affected as per the notes on normal clerics, and undead-turning abilities are improved so that paladins function as clerics only one level below their own. If a paladin worships a Norse deity and calls for his warhorse in Asgard, he will receive a pegasus of maximum hit points.

Rangers will receive their full damage bonuses when attacking giants in Jotunheim or elsewhere on Gladsheim. A ranger's druid spells of 1st or 2nd level and all of a ranger's magic-user spells may be relearned while on these planes.

Thieves will find hiding from deities and demigods is impossible, since such beings have a wide variety of skills and sensory abilities. They may try hiding from valkyries and other servant creatures, but the notes concerning detection of invisible characters in the DMG (p. 60) must be taken into account. The penalty for theft from a deity or demigod, of course, is death, such sentence to be carried out as soon as the god can manage and in the most effective possible manner. Because nearly all residences in Asgard are owned by deities or other supernatural beings, breaking into any of them is very dangerous. The DM may impose penalties on various thieving functions such as opening locks or removing traps to take into account a deity's skill at creating such (particularly if the deity had some degree of thieving skill himself). Thieves are not disliked in Asgard, for they can perform some useful functions that help the Aesir or Vanir gods.

Character races

Humans should have no particular problems wherever they go in Gladsheim — except, of course, in Jotunheim, where the giants will sometimes attack intruders for sport or treasure.

Dwarves and ***gnomes*** are not welcome in Alfheim, though they are regarded neutrally by Frey and the other Vanir. The elven spirits that live there will do everything possible to make dwarves and gnomes feel as uncomfortable and unwelcome as possible. Dwarves and gnomes are hated by some giants in Jotunheim because Mjolnir (Thor's hammer) was invented by Norse dwarves.

High elves are welcome within Alfheim and are neutrally regarded elsewhere. The elven spirits will want good and neutral elves to remain with them for as long as possible, dancing, singing, playing, etc., in the vales and glens of the land.

Halflings, like humans, should have no particular problems while adventuring in Gladsheim. Because they are rare, many beings might not immediately recognize halflings as a non-human race, and might consider them to be human children (even a few deities might do this by accident).

Half-orcs will not be well regarded in Asgard, since they are generally seen as allies of giantkind and competitors of humanity. It has happened that half-orcs have worshiped Norse gods, however; in such cases they are accorded the respect that any other worshiper receives. They are hated in Alfheim and Vanaheim, and are neutrally regarded in Jotunheim.

Other races will receive varying treatment from the inhabitants of Asgard, depending upon their general alignment and interaction with humanity and giantkind. Half-ogres (see DRAGON® Magazine #73) will be disliked strongly, since ogres are generally allied with giants; they are liked in Jotunheim.

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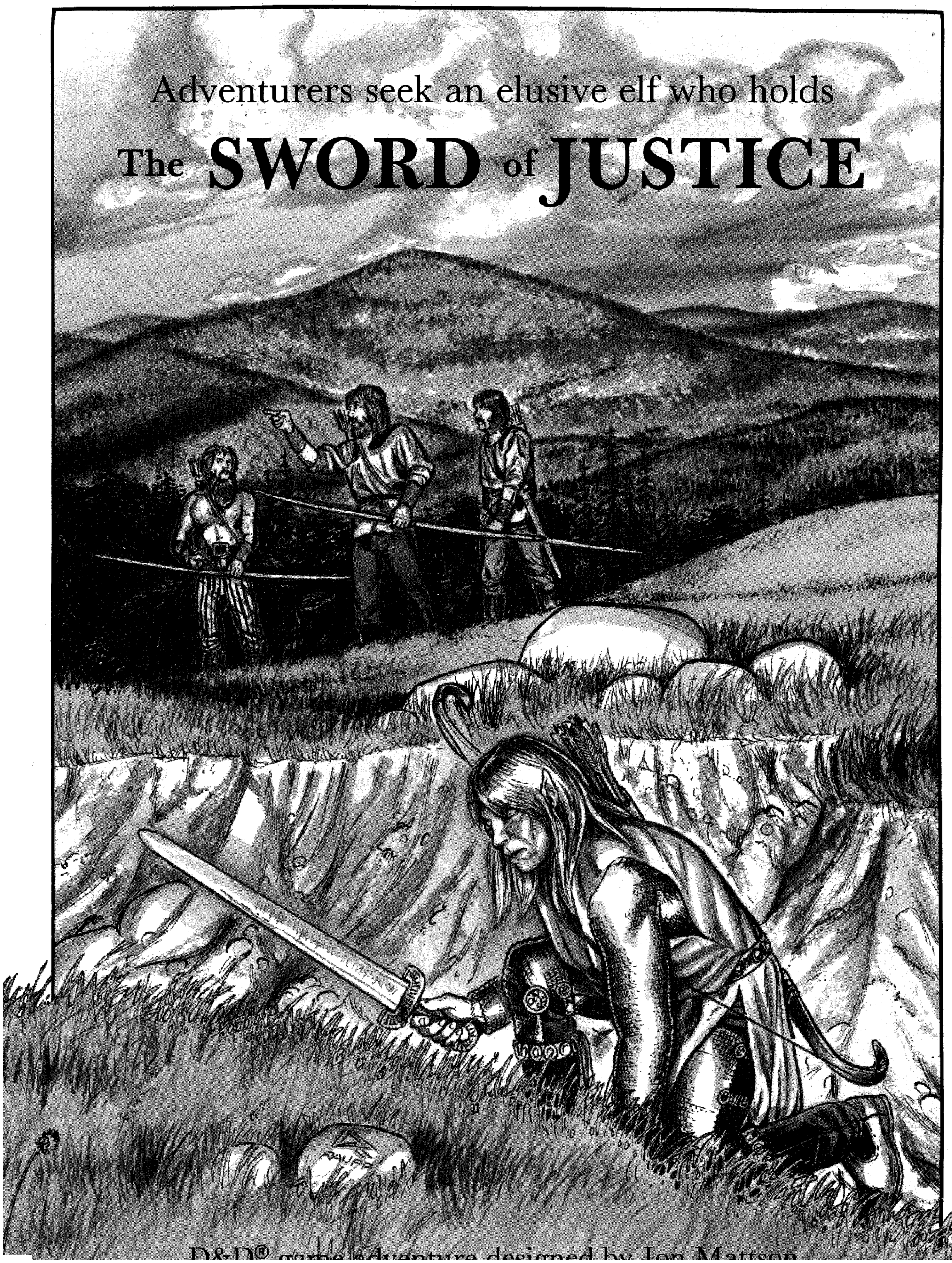
Adventurers seek an elusive elf who holds

The SWORD of JUSTICE



D&D® game adventure designed by Jon Mattson

Adventurers seek an elusive elf who holds

The SWORD of JUSTICE

D&D® game adventure designed by Jon Mattson

The Sword of Justice is an adventure module for use with the DUNGEONS & DRAGONS®game. Although it specifies the names of certain towns, areas, and people, the DM can easily modify these to suit a particular campaign. The Basic and Expert rulebooks for the D&D® game will be required for the adventure.

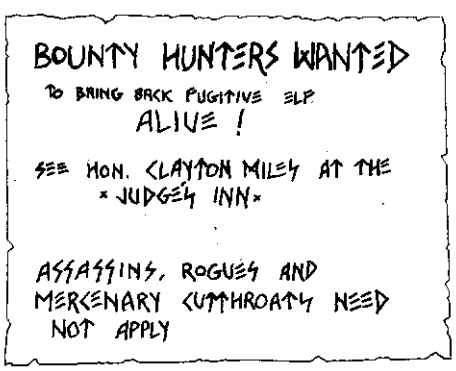
This adventure has ideally been designed for a balanced party of 4-6 characters, each of 1st or 2nd level. The fewer the characters available, the higher their levels should be. Although these characters need not be of any particular classes, it is suggested that the party be lawful in alignment (for reasons which will become obvious in the adventure background). Having at least one dwarf or elf in the group could also prove very helpful.

The Dungeon Master is advised to read the entire module thoroughly before attempting to run the adventure, as the events have been laid out in the approximate order that they would naturally occur. It is essential that the referee have a good grasp of the story line so that the adventure will flow smoothly and logically.

INTRODUCTION FOR PLAYERS

Rather than simply reading the following information aloud to the players, the Dungeon Master is advised to play out the situation, taking the parts of the mayor and other non-player characters as they are encountered. In this way, he can also add, delete, or modify any information he deems necessary, based on his own campaign and the characters' actions.

Our brave adventurers have been seeking employment and missions worthy of their growing reputations for some time now. Their travels have brought them little for several weeks. Finally, upon entering the thriving village of Farstead, they see a curious poster plastered over several of the walls of the local shops and inns:



The Judge's Inn is owned and operated by the mayor and judge of Farstead, Clayton Miles. He is a large, burly, middle-aged man, bald except for tufts of gray hair over his ears. His heavy drawl reveals his peasant upbringing, but he has a keen mind in matters related to justice, and his wisdom in such matters is well known throughout the area.

Judge Clayton is a 4th-level fighter, AC 9, HP 23, STR 11; INT 16, WIS 18, DEX 10, CON 12, CHA 16. He carries a dagger out of habit, and rarely uses any other weapon. He is lawful, as are most of the inhabitants of Farstead.

Once the characters explain why they are here and Clayton is satisfied with their credentials, he will tell them the following story. Three weeks ago, the village magician, Eorl Flan, was found dead in his home, obviously a victim of foul play. The only suspect was Falrik Moondance, a reclusive, eccentric elf who lived at the edge of town and who had a running rivalry with Eorl. Falrik was quickly arrested and brought to trial to determine his innocence or guilt.

Mere hours into the trial, it became apparent that no decision could be quickly reached, based on the meager evidence against the elf. While Falrik might have committed the crime (he was a fair swordsman and Eorl was slain by a sword or similar weapon), this possibility clashed with Falrik's known personality and tendencies. Judge Miles wanted to find out the truth of the matter. He decided that the situation warranted the use of the village's most prized treasure: *Annacon*, the legendary Sword of Justice — a magical weapon said to be able to "determine the truth of any man's words." If a lie was told in the sword's presence, it would shine with a blue glow.

The judge had instituted the use of *Annacon* some years ago; before then, the weapon had been kept locked in the village treasury (magical weaponry was scarce in this area). *Annacon* ensured that justice prevailed, and often just the knowledge that it would be used was enough to bring out a criminal's immediate confession.

Judge Miles thought that Falrik would be pleased with this decision; he believed in the elf's innocence and thought the sword would prove it. Surprisingly, this decision had quite the opposite effect. Falrik became nervous and panicky at the idea, and many people assumed that this reaction proved his guilt.

Clayton Miles refused to jump to conclusions, however, and insisted that the test be performed in his courtroom the next day as decreed. His decision did not sit well with many of the villagers; though they did not care much for Eorl Flan personally, they respected him for his power and for the protection that his presence gave the village. The atmosphere in the village grew increasingly tense and angry throughout the rest of the day and the night that followed.

When court was called into session the next day, Falrik seemed to be composed and took his seat without resistance or outward nervousness. Spectators began muttering among themselves that perhaps the elf was innocent after all, and everyone seemed to relax a bit now that the threat of Falrik becoming violent was not in evidence. Then the judge appeared from within his private rooms, holding the sword (in its scabbard) before him. After a short ceremony, he handed the sword over to the bailiff, who began to move closer to Falrik. Suddenly, the elf jumped from his seat with the look of a cornered animal, spoke the words of an arcane spell, and vanished into thin air. A moment later, as the courtroom was exploding in shouts and screams, the Sword of Justice leaped from its sheath as if of its own accord and flew toward the courtroom exit, shining with a bright blue light. In the ensuing confusion, the invisible Falrik escaped with the sword and fled from the mob of enraged villagers.

Posses were formed within the hour to hunt down the fugitive elf. The furious townspeople now believed that Falrik had not only stolen their most prized possession, but had also certainly killed Eorl, perhaps just so that he might get a chance to get his hands on the sword. The whole episode became a devious plot which grew no less diabolical in the re-telling. Nevertheless, for all their furor, the villagers were unable to find the elf. Only one party of hired bounty hunters spotted him and shot arrows uselessly after him before he escaped them.

Clayton Miles suspected that there was more to the elf's actions than the townspeople had guessed. The most incongruous fact was that Falrik had been able to hold and carry the sword: many legends about *Annacon* said that it could only be held by those who were pure of heart. If Falrik was indeed guilty of murder, the sword wasn't living up to its legends. Yet if he was innocent, why had he run away when the sword could have proven this beyond a shadow of a doubt?

These and other questions weighed heavily on the judge's mind. He began to question villagers and collect evidence to solve the case on his own (such procedures having gone out of fashion with the advent of *Annacon's* use). Eventually he discovered that Falrik had not killed Eorl. The culprit was found to be the brawny local watch captain, who confessed to the crime when he was confronted with Clayton's suspicions. Apparently, Eorl had cheated the captain by purposefully making him a faulty love potion with which the captain had hoped to attract the affections of a local beauty. The woman was repelled by the captain, and it was the magician (who had also had his eye on the young girl) and not the captain who became the target of her admiration. The watchman stormed over to Eorl's house in a fit of rage; in the ensuing brawl, he drew his sword and killed the crooked conjurer.

While this explained one mystery and absolved Falrik of blame, it did not explain Falrik's theft of *Annacon* and his disappearance. A peddler friend of Judge Miles told of seeing an elf matching Falrik's description in the vicinity of an old mansion a day's journey from town. Judge Miles has sworn the peddler to silence on the matter, and no one else has heard the rumor.

Judge Miles wishes the characters to go to the mansion, find Falrik, and bring him back alive if possible, since his innocence is now certain. Equally important, they must bring back the sword *Annacon.* He is also curious as to why Falrik ran off with the sword and would like this information if possible. He warns that bringing Falrik back unharmed might prove to be very difficult, since the elf has already been shot at once by bounty hunters. Should the characters find Falrik, they are to present him with an official pardon signed by Judge Miles, absolving the elf of guilt in the wizard's murder.

Clayton has dug into the village treasury and come up with a reward of 200 gp if Falrik is brought back alive and basically unharmed, plus 300 gp more if the sword is brought with him. Information as to Falrik's exact whereabouts or why he ran off is worth 25 to 50 gp (depending on the quality of the information) if the party of adventurers can do nothing to bring the elf or the sword back to town.

If the characters agree to this, Clayton will describe the location of the mansion, noting that Falrik has probably had time to fortify the place to some extent. He will be hesitant to say much more, not wanting to deter characters from the quest. If pressed, he will mention that the mansion once belonged to a mysterious magic-user named Kanos and that people now avoid the place because it is rumored to be haunted. With that, he will send the characters off and wish them good luck.

FALRIK AND *ANNACON*

Falrik Moondance is a rather eccentric elf. While he is quite bright and good-natured, he is also rather impulsive. His appearance is youthful, but he gives the impression that he is much older and wiser than he seems at first glance. He is fairly suspicious, almost paranoid, and he panics easily. Often he does things which seem quite clever (in a twisted sort of way) but are bound to be misinterpreted by others at the moment he acts. His impulsiveness and short-sightedness do not make his deeds logical in a conventional (that is, lawful) sense, but he is very cunning and has an intuitive grasp of the "smartest thing to do" in most situations.

Falrik does not like being a fugitive, but he likes the idea of being executed even less. He has certain knowledge about *Annacon* which might help to save him (see below), but he doesn't think that the villagers will believe him. He is stubborn as well as cautious and suspicious, so it will prove quite difficult to get him to believe that his pardon is not some sort of trap.

Basically a peaceable sort, Falrik will avoid combat as much as possible. He will not attempt to physically harm anyone who is not attacking him, preferring to harass, confuse, and frustrate them into leaving him alone. The DM should carefully consider what spells he and the sword have available when deciding on Falrik's tactics inside the mansion. *Charming* characters with the sword, for instance, is one possibility, as is going *invisible* and hiding if in danger of being found out.

Falrik Moondance is a lawful 3rd-level elf (9,642 xp) with silvery hair and gold-colored eyes. He stands 5' 4" tall and weighs 104 lbs.; he is 263 years old. His statistics are: STR 15, INT 17, WIS 7, DEX 17, CON 15, CHA 14, HP 18. He has AC 2 from armor, dexterity, and magical bonuses, has a +1 to hit and damage in combat, and has a +2 bonus with missiles.

Falrik speaks common, the lawful tongue, elf, orc, hobgoblin, gnoll, halfling, and pixie. He carries three spells at all times: *hold portal, ventriloquism,* and *invisibility*

His current possessions include: *Annacon* (see below); a *bow +1;* a chainmail suit; a *ring of protection +1;* a quiver with 20 arrows (4 of them with silver arrowheads); a pack with his rations, water, spellbook, and tinderbox; and his prize, a *wand of illusion* with 12 charges.

Annacon is a *longsword* +2 with *charm person* ability. It has an intelligence of 8 and an ego of 6 (total Will Power: 14), and possesses two primary powers: it will *detect lies* spoken within 10′ of the person holding it, and (unknown to the villagers) it will *detect elves* within a 10′ radius.

Unfortunately, both abilities cause the sword blade to glow with the same blue color as brightly as a *light* spell, and therein lies the problem: Falrik, knowing from tales told among the elves in this region about the latter ability of the weapon, realized that the sword would glow in his presence because he is an elf. He feared that the villagers, not knowing this, would probably assume that he was lying or that the sword was indicating that he was the killer.

The duration of the blue glow of the sword varies from a mere 3 seconds (in the case of the *detect lies* power) to potentially infinite (for as long as an elf remains in detection range). The villagers are not aware of the latter fact, since *Annacon* has never been used as a "lie-detector" against an elf.

Annacon is lawful in alignment and so will damage non-lawful wielders. Falrik, in his intuitive way, hoped that his ability to carry the sword unharmed would prove his innocence, or at least plant a seed of suspicion about his guilt.

The elven legends about *Annacon* say it was forged by a dwarven weaponsmith and a human wizard ally about three centuries ago. At that time, the elves and dwarves of this region were fighting a war against each other over the damage that dwarven surface mines were doing to local forests and wildlife. The battles were settled long ago, though some slight hostility between the two races still exists.

Any player character elf or dwarf who hails from this area of the campaign lands will have a 5% chance per point of intelligence of knowing about *Annacon's* elf-detecting powers from old legends, and he may make the same deductions that Falrik did. After all, the sword can "determine the truth of any *man's* words," including dwarves and the like, but the elf-detecting power makes it useless for telling if an elf is lying or not.

THE MANSION OF KANOS

Forty years ago, a powerful magic-user known as Kanos the Wizard built a large mansion several miles from Farstead. While he was friendly enough in his own way, he was a suspicious man with an odd sense of humor, and he planted several unusual tricks and traps his home for uninvited intruders like thieves and curio-seekers.

In time, the rich and unusual home became well known throughout the surrounding countryside — perhaps too well known, for it eventually attracted visitors of a most unfriendly sort. A band of brigands broke into the mansion one night, trying to make Kanos part with some of his wealth. They met instead his wrath. No one knows exactly what happened in the ensuing battle; only a single bandit escaped, crying to his captors that Kanos had used mighty magic that consumed himself as well as the brigands. Neither the wizard nor his uninvited guests were ever seen or heard from again, and no human dared enter the house for fear of its traps.

Since that time, several malicious creatures have taken up residence in and around the abandoned structure and occasionally raid the scattered farms in the area for food and petty amounts of loot. The mansion is slowly falling into ruin from lack of upkeep; all of the windows are broken out, though the walls and floor are still sturdy.

Popular belief also has it that the place is haunted. The local people fear it, and the

mansion is just far enough from town to be comfortably avoided by the local watch patrols and militia (who don't wish to become involved in a siege of a "haunted" building).

Falrik, not believing the "haunted house" stories, decided to use this information to his advantage. Using various devices, skills, and powers of his own, he slipped into the mansion and past its denizens to find his own little niche there. In the days after he arrived, he set up several traps and "spy posts" to protect himself.

The monsters who live in the mansion have grudgingly accepted Falrik's presence, primarily because he leaves everyone alone and because none of the intelligent monsters feel confident enough to try to kick him out; the few that did met with *Annacon's* wrath or Falrik's sorcery. Falrik's *wand of illusion* has been particularly useful in scaring off monsters and would-be explorers. Though the *wand's* charges have steadily decreased with no way to replace them, the elf feels relatively secure in his stronghold.

The mansion is a brisk one-day march from Farstead (20 miles), through terrain ranging from cultivated fields to light forest. The area within a half-mile radius around the mansion is covered with dense forest, and the vegetation has begun to encroach on the seldom-used road and property. Small groups of goblins; kobolds, and minor monsters have been spotted by hunters several times in the area, particularly during the night hours.

If characters explore the terrain around the mansion, they have a chance of encountering some of the local "wildlife" and residents of the area. Roll a d6 three times per game day, at mid-morning, sundown, and midnight; a roll of 5 or 6 on the die indicates an encounter has occurred, and the specific encounter is referenced on the following chart by a d8 roll:

Die roll	*encounter*
1	1-3 kobolds (associated with Thulin's band in the mansion (see area 26 below)
2	1-2 wolves
3	1-2 wild boars
4	Animal herd (deer)
5	1-2 goblins (not associated with any other band)
6	Insect swarm
7	1-2 stirges
8	2-5 human hunters from Farstead (fighters of levels 1-4, heavily armed, wearing leather armor and riding light horses)

The kobolds and goblins will usually attack any parties they meet unless seriously outnumbered; even then, they may attempt an ambush or try to pick off stragglers. The hunters will be relatively friendly but cautious, sharing some general information on the region with adventurers but revealing little about themselves or any wealth they may carry. None of them will join an expedition into the mansion, as they care little for adventuring (hunting, they'll say, is safer).

The mansion stands atop a small hill surrounded by trees growing wild from lack of care. Just to the east, a small river bordered by trees and deep banks flows swiftly by toward the south. The house itself has a barren look about it, and it looms like a dark sentinel before the characters as they approach its ruined gate.

Note that there should be no chance of the player characters discovering the secondary entrances (areas 26 and 30). Both are well hidden and difficult to reach.

A description of the mansion follows, keyed to the maps on pp. 49, 51, and 52.

1. Well

This ancient well is unexceptional, but a "trick" magical spell (similar to the AD&D® game's *magic mouth)* has been placed on it. When anyone comes within 10' of the well, a voice will be heard from inside it shouting, "Help me! Help! I'm drowning!" The voice will repeat this phrase every time someone comes near the well again. The well drops thirty feet down to an eight-foot deep pool of very cold water; anyone dunked in it for more than a minute will lose 1 strength point and 1-3 dexterity points per turn for 1-3 normal turns; strength and dexterity scores will not drop below 3 in any event. Swimming and drowning rules are on p. 27 of the D&D® Expert rulebook. At the bottom of the well lie 14 sp, but nothing else is of interest here.

2. Cloakroom and entrance hall

This area is basically uninteresting (see room 15, adjacent to it, however). Racks for hanging cloaks line the walls on either side, but they are all empty. One hook is tilted to one side and revolves freely, but it will do nothing if manipulated (it isn't a trap or a secret-door spring).

Falrik will begin his surveillance of the party at this point, using the peepholes from area 15. Due to the small size of the holes, only a 1% chance exists of any character noticing one, and this may only be rolled for if the character is actively searching the area for traps or secret doors.

3. Servants' room

This area is actually two rooms, divided by partial walls and a moldering curtain.

A. Cook's room: This room contains a battered bed, a dresser with three drawers, a small table, and two chairs. On the north wall hangs a painting of a country fair with a large gray castle in the background. The picture is worth about 50 gp, but is quite heavy to carry around (300 cn). A crab spider lurks on the east wall above the curtain. It will not usually attack unless it can gain surprise (on a 1-4 due to its chameleon-like powers if the group enters through the west door, or on a 1-5 if they enter through the curtain). The dresser contains some old clothing and odds and ends. The bottom drawer has a purse which contains 12 sp and 3 gp. A careful search of the room will reveal a small pile of goblin bones (a victim of the spider) in the southeast corner; hidden among them are 6 sp and 1 gp.

Crab spider: AC 7; HD 2; HP 8; THAC0 18; DAM 1-8 plus poison (save at +2 or die in 1d4 turns); MOR 7; EXP 25.

B. Butler's room: This room is similar to "A,' (above); it contains a sunken bed, a small dresser, a table, a small desk, and two chairs. It is unexceptional except for one locked drawer of the desk, which contains some yellowed papers (records, inventories, etc.) and a small box with 8 sp and 4 gp.

4. First guest room

This is the largest guest room, the chamber of Kanos's most favored visitors. Not surprisingly, it has now lost much of its finery; the bed is sunken and slashed, and the remainder of the furniture — a small table, a three-drawered dresser, a cabinet, and two chairs — is in little better shape. Searching the room will reveal nothing except smashed ornaments, dust, cobwebs, and similar rubbish. The drawers of the dresser have long ago been looted of anything they might have held.

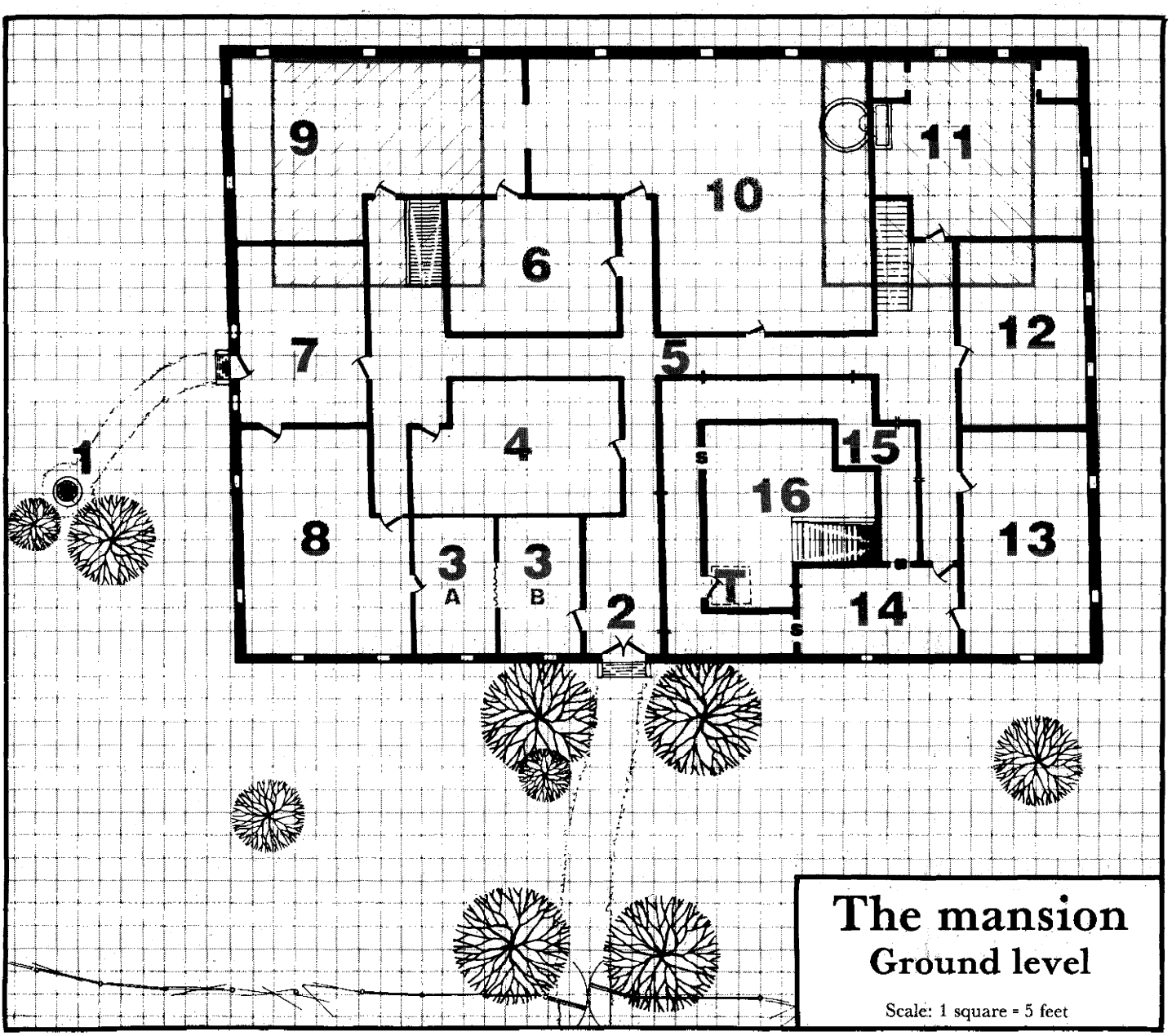
One turn after the room is entered, an eerie wailing sound will be heard emanating from the cabinet. The sound is part of a magical trap Kanos set in the cabinet to discourage intruders when he had no current guests. Should anyone open the cabinet (before or after the wailing starts), a brilliant flash of light will burst from it; anyone viewing it must save versus spells (the opener saving at -2) or be blinded for 2-8 turns. This will work any number of times that the cabinet is opened.

5. Statue

In the center of the hallway intersection stands a statue of a gargoyle facing area 2. While the statue is not unusual in most ways, its eyes are of note: due to their craftsmanship, they will appear to follow any viewer as he moves in front of the statue. In addition, if Falrik is watching the characters from area 15 the first time they encounter the statue (see below), he will use his *wand of illusion* to make the statue appear to animate and attack the group. Attacks on the illusion do not, of course, affect the statue, and it will "reappear" undamaged when the illusion is dispelled. The DM should decrease the charges left in Falrik's *wand* if this tactic is used.

6. Second guest room

This guest room is occupied by four hobgoblins, who are sitting around, gnawing on the remains of a stirge and loudly discussing plans to travel on to the west within a day or so. Increase the party's chances of listening and surprise by +1. Each hobgoblin has 2-8 gp and 31-50 sp, shoved in shoulder pouches with tribal symbols on them (withered trees engulfed by flames). The largest hobgoblin also has a gold ring (550 gp value) with the same symbol engraved on it. The room is similar



to the first guest room (area 4 above): it contains a ruined bed, a smashed dresser, a table, and two comfortable, if rather old, chairs, as well as a lot of rubbish (bones, webs, sticks, dust, etc.).

Hobgoblins: AC 6; HD 1+1; HP 9, 6, 7, 6; THAC0 18; DAM 1-8 with longswords; MOR 9 (8 if the leader dies); EXP 15 each.

7. Kitchen

This room does not appear at all unusual at first glance. It contain tables, counters, and cupboards. A meat cleaver is lying on one table, and two chipped plates sit on another. The cupboards are mostly open and have been thoroughly looted — all that remains are a few scraps of very inedible food and some broken cooking utensils (including a large iron pot on the floor in the northwest corner). The one thing of note is in the center of the room where a large stone table sits with a seemingly wet surface. The moisture is, in fact, a grey ooze, as anyone who gets too close will quickly realize. All other inhabitants of the mansion strictly avoid this room.

Grey ooze: AC 8; HD 3; HP 22; THAC0 17; DAM 2-16; MOR 12; Hit only by weapons and lightning; EXP 50.

8. Dining room

This large hall contains a very long table, surrounded by eight chairs and an especially large thronelike seat at the head of the table. All are in very good condition, although somewhat dusty. Closer inspection will reveal that the place at the head of the table is set with a gold plate (100 gp), eating utensils (80 gp total), as well as a crystal goblet (200 gp), also covered with dust.

The reason no looters have had the nerve to take these will quickly become apparent. After half a minute, a spectral man dressed in formal clothing will come in through the north door and walk over to stand beside the head of the table. The sight of the man *causes fear* (as per the cleric spell) in all viewers. No amount of talking or yelling will get the man's attention, and anyone who attempts to touch or attack him will find that he is insubstantial and cannot be harmed. He is a minor phantom and cannot be dispelled in any way, even by a cleric. Should the party take the plate and utensils, the phantom will simply smile and vanish, his obligation to wait for his master's dinner no longer-binding.

9. Library and study

This room obviously once housed a magnificent collection of tomes, scrolls, journals, and similar written works, as attested by the many bookracks present, particularly in the western half of the room. However, virtually all of these treasures have been stolen, ripped to shreds and cast about, burned, or otherwise mutilated. The bookcases in the northwest corner show signs of extensive burning. A careful search of the, debris scattered there will reveal a thin bone scroll tube, somewhat charred, which contains an intact scroll of *sleep*, *continual light*, and *dispel magic* spells. The furniture in the eastern half of the room has fared somewhat better. A small table is here, as

well as a desk and three chairs (toppled over, but in good shape). The desk has two drawers; one has been smashed open, but the other is not locked and opens freely. Within it is another scroll tube with a large "F" on it. This is another trap left by Falrik; inside the tube is a cursed scroll that Falrik bought from a wizard long ago. Examining the scroll will paralyze the reader for 2-12 hours (or until a *dispel magic* is used on the individual), with no saving throw.

10. Living room

This room is unexceptional in most respects, except for its occupants — five stirges, which have a nest concealed in the shadowy southeast corner of the room. The stirges roost here during the day, flying out of one of the broken windows to go hunting at night.

The room contains some ruined furniture (a sofa, chairs, and a small table), several chipped and broken statuettes (a lion, a maiden riding a unicorn, a wolf, and lots of unrecognizable rubble, all worthless), and a dried-up fountain with only a couple of inches of scummy water pooled at the bottom. The fountain is the landing spot of anyone who falls through the pit trap in room 17 (east); it contains the remains of a previous human victim, complete with rusty chainmail and longsword. A pouch hangs on the skeleton's belt and contains 12 gp, 26 sp, and 3 pp.

The stirges' nest in the southeast corner contains the remains of previous victims (mostly rats, kobolds, and the like), including a human skeleton in leather armor. This one has a belt pouch which holds 16 gp and a small ruby (80 gp value), and has a quiver full of arrows. Most arrows are warped with moisture and age (including two silver-tipped ones), but four of them are in perfect condition (each is an *arrow +1*). The skeleton's bow is nowhere to be found.

Stirges: AC 7; HD 1; HP 7, 6, 5, 5, 3; THAC0 19 (17 on first roll); DAM 1-3 plus automatic 1-3/round thereafter; MOR 9; EXP 13 each.

11. Lavatory

This room acts as the lavatory for the mansion and contains several toilets and wash basins; a large water-tank and a huge-bathtub stand in one corner. The tank is nearly dry, holding only a few inches of stagnant water with a greenish slime floating on it. The slime is harmless.

12. Third guest room

Like the other guestrooms, this one contains a ruined bed, a broken table, a dresser, and two torn and battered chairs. A skeleton is propped up against the east wall, attached to the door by a long string. Opening the door will cause the skeleton to move forward and shake menacingly, although it is not, of course, truly animated — another trick of Falrik's.

Unfortunately, the prank is a double-edged one. Hiding in the room is a large pack of 13 giant rats. They will attack intruders who enter the room to examine the eastern skeleton, gaining +2 to surprise if no precautions have been taken. The dresser, being unusually sturdy and heavy, is still intact and locked. It contains the former occupant's possessions, including a belt pouch with 12 sp, 7 gp, and a tiger eye gem (worth about 40 gp).

Giant rats: AC 7; HD 1/2; HP 2 each; THAC0 19; DAM 1-3; MOR 6; EXP 6 each. Note the 5% chance of catching a disease from a bite if the victim's save versus poison isn't made.

13. Trophy room

This large room contains a number of souvenirs from Kanos's days as an adventurer, all in good, if somewhat dusty, condition. The reason for this room's orderliness will soon become apparent to would-be looters: a minute or so after the room is entered, a silver dagger enchanted long ago by Kanos will detach itself from one wall and begin attacking intruders of its own volition! Any hit scored upon the dagger will cause it to drop to the ground and stay there for two full minutes; if the intruders are still present at' the end of this time (or if they try to pick up the dagger at any time), the blade will rise and take up the attack again. Only leaving the room will cause it to cease attacking and return to its wall position; a *dispel magic* will cause it to fall to the ground for one minute for each level of the caster.

The other souvenirs include a black dragon's head, a pair of gargoyle wings, a well-crafted (and non-magical) staff, a huge ogre's club, the skull of a cave bear, the skeletons of a kobold, a goblin, an orc, a hobgoblin, and a gnoll lined up side-by-side, a small black box on a pedestal, and the battleaxe, chainmail, and *shield +1* of a powerful evil fighter whom Kanos defeated.

The "small black box" is of particular interest. Kanos kept it as a curio, having recovered it from an old tomb; apparently it was enchanted with random spell effects for some unknown reason by an ancient wizard. It is made of a glassy, micalike substance, but cannot be chipped or removed from the pedestal, although it does not seem to be part of the pedestal or connected to it in any way. Anyone who touches it will experience some unusual effect. Roll a d6 and check the following table:

1-2: The person feels a strong chill and suddenly keels over, paralyzed for 1-4 minutes. However, for each minute spent paralyzed, the character will be healed of 2 hit points of damage.

3-4: The character feels a warm sensation flow through his or her body and gets a little dizzy. The character must save versus spells or fall asleep for 1-3 minutes.

5: The character loses the use of one sense (roll 1d6: 1-2 is sight; 3 is hearing; 5 is smell; and 6 is touch). This effect lasts for 3-30 minutes.

6: No effect.

Multiple attempts to touch the box are possible; however, add 1 to the die roll for each additional attempt by the same person after the first try, and always consider a modified score of 6 or more as 6.

Dagger: AC 4; HD n/a; HP n/a; THAC0 14; DAM 1-4; MOR n/a; EXP 0.

14. Store room

This room contains a large number of crates, casks, barrels, and so on (in which are stored various rotted, decayed, or dried-out foodstuffs), as well as a few pieces of old furniture, some broken and some almost as good as new, but very little in between. One barrel has contents which have not spoiled but are very well aged: a very potent, magical wine, which will reduce the drinker's wisdom score to 3 for 21-40 rounds thereafter (no saving throw). The drinker will behave in the most foolish and irresponsible manner possible during this time, discharging any of his magic spells and casting treasure away at a whim. All advice will be disregarded.

Falrik will be watching any characters here from his peephole in room 16 on a 75% chance — otherwise, assume that he is already in the cellar (see below). If he is present in room 16, he will use his spells, the *charm* power of *Annacon*, and his *wand of illusion* as appropriate in an attempt to ward off intruders. If this is unsuccessful and the party attempts to enter any of the secret doors in the room, he will flee into the cellar. Mark off any charges used from Falrik's *wand*.

15. Secret corridor

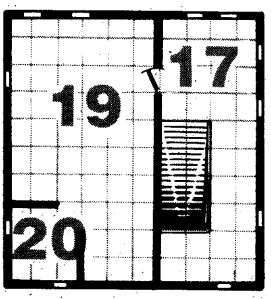
It is uncertain why Kanos had this corridor built, but it is entirely likely that he used it for the same thing that Falrik is now doing; that is, spying on guests or intruders. The walls of this area are lined with tiny peepholes to allow sight into areas 2 and 5, as well as the corridor outside rooms 10, 11, 12, and 13. Area 15 is thickly carpeted, so Falrik's movements within here will be completely silent.

Falrik will be waiting in this room near area 2 when the adventurers arrive; he has been anticipating pursuit since his escape from the village. Any noises in the areas surrounding room 15 will draw his attention. He will keep the group in sight for as long as possible, attempting to hinder their progress with his *hold portal* or *ventriloquism* spells or, more often, his *wand of illusion*. He has a special trick for area 5 (see number 5 above), but in most other cases he will create an illusion of a monster to attack the party; the monster type is up to the referee, and need not be a "logical" one (i.e., a small dragon or chimera may be created). Of course, illusions of very large or unlikely creatures may allow the victim a bonus of +1 to +3 when saving against them. Should anyone enter area 15, Falrik will flee into the cellar if he has not already done so (see below).

16. Secret stairwell

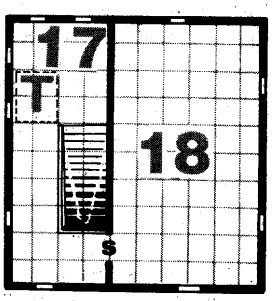
This room is essentially empty: Falrik

will likely have fled into the cellar by the time the party reaches it, and no monsters or treasure are here. The stairs lead down to the cellar (areas 21 to 29). A pit trap 10′ deep is also present, doing 1d6 points of damage to anyone falling through it. Falrik is aware of the trap. The only other object present is an old chair in the southeast corner beside the peephole.



The towers

Scale: 1 square = 5 feet



THE TOWERS

Areas 17 through 20 comprise the eastern and western towers of the mansion and can only be reached via the appropriate staircases, as indicated on the map.

17. Observatory stairwells

These two rooms contain stairways leading from the ground floor up to their respective towers, as well as several large broken windows which give an excellent, if now somewhat dismal, view of the estate. The rooms are otherwise empty. The room in the eastern tower has a pit trap covered by a rug, which Kanos set long ago (see map for location). The trap empties into the fountain in room 10. At one time, the water would have cushioned some of the fall; however, the fountain has now dried up, so the damage sustained is the usual 1d6.

18. Laboratory

This room is in fairly good shape, though it is obvious that some explorers have entered the room in the past. The only signs of current occupation are a few abandoned stirge nests and droppings: the northernmost window has been smashed open, allowing the entrance of these tenants periodically. The room contains furniture and equipment typical of a lab, including two large tables (one with a large green stain on it), three chairs, a desk for writing (with parchment, a quill, and a dried-up inkwell), racks of glassware (test tubes, beakers, and flasks), a small ovenlike contraption, numerous candles and stubs, two cabinets filled with various jars of ingredients (blood, bone powder, wood chips, metal filings, chemicals, etc.), and a large empty cage.

One of the cabinets is locked and appears to be made of glass; however, it cannot be smashed open even by sword or mace blows. The lock is so complicated that two successful lockpicking rolls must be made in succession by a thief in order to open it. The cabinet contains four vials of colored liquid containing two doses each: holy water (clear), acid (pale green), a *potion of healing* (pale blue), and poison (bright red). The acid will do 1d6 damage per round to exposed flesh, or 3d6 damage if swallowed; the drinker must also save vs. poison or die). The poison is rather weak, so saving throws made against it (if it is swallowed) are at a +2 bonus, failure indicating death in ld6 rounds.

19. Blasted chamber

This room was originally Kanos's living chamber and study. It was also his last battlefield, as the appearance of the chamber will testify. It is almost totally empty and devoid of detail now, save for a number of charred bones and two blackened stumps of wood (perhaps the broken remains of a staff). All of the northwestern corner, in particular, is taken up by a dark "blast crater." Kanos's final magic obviously took not only himself and the brigands with it, but much of the rest of the area as well. Any commotion here has a 30% chance per round of attracting the occupant of the adjacent bedroom (area 20).

20. Kanos's bedroom

Most creatures in the mansion avoid this area, since room 19 (above) gives them an eerie feeling; however, one creature, too stupid to be bothered by it, has proven to be the exception and has gone so far as to make this room its lair. A giant lizard, similar to a giant gecko but slightly larger (six feet long), stays here and will attack anything that dares to intrude into this room (or the adjacent living chamber, as noted above).

The room itself is a typical bedchamber, although somewhat richer than the guestrooms found downstairs: it contains a large bed (in fairly good condition), a small nightstand, a dresser, and a footlocker. The dresser contains only old clothing and was rifled through some years ago; the locker has been broken open and has suffered a similar fate — it contains only a few more pieces of old clothing, an empty purse, and a small brass key.

The looters were not especially thorough in their search, however, and missed the trap door which the key opens on the floor in the northwest corner of the room. Characters will notice the small keyhole in the floor on a 1 in 6 chance, 2 in 6 for elves (+1 to chance if actively searching). The trap door opens into a long, thin compartment; however, opening the compartment will release a cloud of gas in a five-foot radius. All within the cloud must save versus poison or fall asleep for 2-8 normal turns.

Inside the compartment is a locked box containing 150 gp; a gold brooch (worth about 700 gp, because of its excellent craftsmanship); and a *staff of striking* with 10 charges remaining.

The only other objects in the room are the scattered remains of some of the lizard's previous victims (mostly giant rats and adventurers).

Giant lizard: AC 5; HD 4; HP 26; THAC0 16; DAM 1-8; MOR 9; EXP 75.

THE CELLARS

Areas 21 through 29 comprise the cellars beneath the mansion and can only be reached via the staircase in room 16 or the hidden tunnel at area 30.

21. Central chamber

This large room is unexceptional in most respects, being more of a connecting hallway for the surrounding corridors than anything else. It contains only rubble and some old human, goblin, and animal bones — the latter accumulate more noticeably the further west one gazes. Just as the characters enter the room, they will see an elf (Falrik) flee through the west corridor over the rubble.

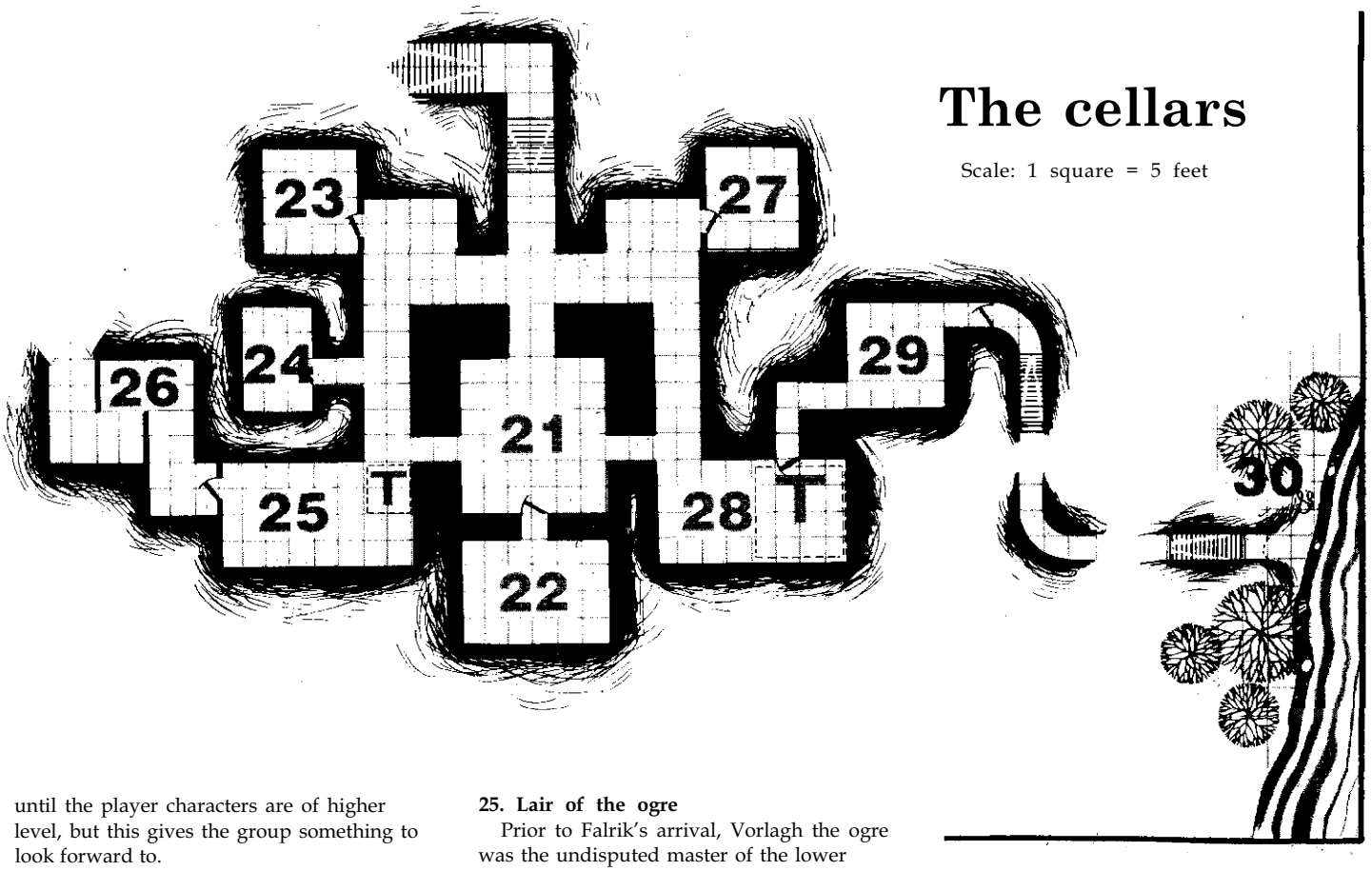
This is, in fact, an illusion, and it is saved against at a -2 penalty due to its logical appearance (unless the situation does not allow this). A save against the illusion means the characters in question notice that "Falrik" makes no noise at all when crossing the rough debris, and his footing is abnormally sure and steady — as if what the character was seeing was somehow unreal.

The referee should make the saving throws for the characters to avoid arousing suspicion. The real Falrik will be hiding in the east exit (assuming he hasn't been caught and is still being pursued) and will flee to area 29 if the group enters the chamber for any reason.

22. Unfinished crypt

Kanos originally planned for this chamber to be a burial crypt, but it was not finished before Kanos's death. No coffins are present, though two large biers have been constructed and an assortment of stone-cutting and finishing tools lie about on the dusty floor. The door to this chamber is partially open, and twelve giant rats have made their nest here.

One of the biers contains a secret compartment, which may be detected by someone checking for traps or secret doors. The compartment contains a thin volume of legends and tales; some of the passages have been marked by Kanos as possibly indicating the presence of sizable treasure hoards. The Dungeon Master may develop several adventures based upon the legends in this book if characters show an inclination to explore this matter further. The legends may involve lost dragon lairs, bandit hideouts, shipwrecks, and so forth. Some adventures developing from this may have to wait



until the player characters are of higher level, but this gives the group something to look forward to.

Giant rats: AC 7; HD 1/2; HP 2 each; THAC0 19; DAM 1-3; MOR 6; EXP 6 each. Note the 5% chance of catching a disease from a bite if the victim's save versus poison isn't made.

23. Food storage room

This room once contained Kanos's more extravagant stores: valuable wines, rich meats and delicacies, rare intoxicants, aged spices, and other delectable items. Very little now remains, most having been spoiled or looted long ago by men and monsters. The room's only furnishings are broken barrels and crates, many with enticing labels on them. Four giant rats are sniffing about here at the moment. Unless the player characters' reaction is particularly hostile, the rats will not attack unless provoked or cornered.

Giant rats: AC 7; HD 1/2; HP 3 each; THAC0 19; DAM 1-3; MOR 6; EXP 6 each. Note the 5% chance of catching a disease from a bite if the victim's save versus poison isn't made.

24. Tool room

This room contains several pieces of equipment and a large number of tools, mostly for mining, excavation, and construction (picks, shovels, hammers, etc.). These are mostly intact and in good condition, but are covered with a thick layer of dust. Any particular item that the adventurers might look for is 80% likely to be present, if reasonable. (Hammers are reasonable, but lances are not, and no magical items are present.)

25. Lair of the ogre

Prior to Falrik's arrival, Vorlagh the ogre was the undisputed master of the lower chambers. Now the two have an uneasy truce, neither wishing to test the other's strength in mortal combat. Vorlagh is not at all pleased with the arrangement, and he will be unfavorably disposed toward other intruding "up-worlders" — i.e., -2 on reaction checks. Should he be questioned somehow, he knows that "the stinkin' elf" lives to the east. He has also gained some knowledge of the mansion's contents and environment, since he has lived here for many years, but might not offer such information willingly.

The room has furnishings befitting its occupant: a crude pallet-bed of straw, an old footlocker, some scraps of unidentifiable ogre-food, and a lot of rubbish and old bones. The footlocker is locked and has a poison needle trap on it. A 50% chance exists of hitting it if a small catch isn't released when the lock is opened (save versus poison or die in 1 round). It contains 800 sp, 200 gp, and two pieces of jewelry, a silver ring (350 gp) and a platinum bracelet (800 gp), wrapped in a dirty *cloak of the elvenkind*.

Vorlagh prefers to enter and leave his chamber using the tunnel to area 26; he is aware of the exit at area 30 and has debated about trying to set a trap for Falrik there, but hasn't gotten around to it yet. He will only divulge this information if *charmed*.

A pit trap that Vorlagh easily avoids sits in the entryway to the room, and characters have the normal chances to detect it as any other trap. The 10' deep pit (1d6 damage) contains a few minor pieces of rusted armor, some small broken weapons, and a lot of dirt and debris. A pouch may be found under some of the dirt which contains 35 gp, a sapphire (500 gp), and a *ring of protection +1*.

Vorlagh: AC 6; HD 4+1; HP 26; THAC0 15; DAM 1-10; MOR 10; EXP 125.

26. Ogre's escape tunnel

Kanos had several escape tunnels from his mansion planned, but only two were fully excavated by hired miners prior to his death. This tunnel extends for 1200 feet to the northwest of the mansion, exiting in a densely forested region. No chance exists of the adventuring party finding the tunnel exit without first having gone through the tunnel itself. The tunnel is littered with trash and debris, and is at most 10' wide and 12' high.

A small chamber at the end of the tunnel forms the lair of a small group of bandits who work for Vorlagh: a large goblin and live kobolds. Thulin the goblin is large and exceptionally cunning; under his direction, the little group of raiders has prospered, looting and pillaging nearby homesteads and passersby. Vorlagh lets the bandits stay here unmolested and backs them up on bigger raids, and they give him a few choice items of the booty. The bandits are 25% likely to be away on a raid if anyone checks the end of the tunnel. If present, two of the kobolds will always be on guard while the others rest. The small chamber contains some straw pallets, two chairs, a small table, and a locked chest containing the group treasure of 176 sp, 33 ep, and 1 gp.

In addition, each kobold has 7-10 cp, and Thulin has 5 sp and 1 gp.

Thulin will use some of his loot to bargain for his life if it comes to that, but he will always try to save some and gain the upper hand.

Thulin: AC 6; HD 1-1; HP 7; THAC0 19; DAM 1-6 with shortsword; MOR 9; EXP 10.

Kobolds: AC 7; HD 1/2; HP 4,2,4,3,3; THAC0 19; DAM 1-4 with daggers; MOR 7 (or 9 while Thulin leads); EXP 5 each.

27. Storage room

Kanos deposited much of his unwanted furniture and the less spectacular of his accumulated souvenirs in this room. Because the door is particularly thick and is locked in three places, this area has withstood even the ogre's heavy tamperings. The DM may draw up a long list of large items that fill this room, making some of them mundane (an overstuffed sofa that needs mending) and some bizarre (a lamp made from a stuffed constrictor snake) and some both magical and bizarre (a wyvern's skull that quotes elven poetry, or a cursed sword that causes the user to see illusions constantly after a certain period of time). Keep in mind that Kanos, as noted above, had an odd sense of humor and liked collecting strange and unusual artifacts.

28. The cage room

This room is Falrik's last line of defense before fleeing to his "lair." It is basically empty, containing only a bit of rubble and a chain connected to the north wall with a loop on it, rather like a leash. It is possible that Kanos may have used it to keep vicious animals as guards, pets, or specimens. When characters enter the room, they will see Falrik standing on the eastern side with *Annacon* in hand, ready to defend himself. This is another of Falrik's illusions. The elf is peeking through a peephole from area 29 into area 28. The DM may roll the characters' saving throws versus the illusion to avoid arousing suspicion.

Unbeknownst to the player characters, a huge cage hangs over the area to the east (as indicated on the map), which Falrik will drop on them if the characters advance toward the illusion or into the correct area. The cage will allow a 3′ wide space around it when it falls, so anyone not caught in it may move around it toward area 29. A character near the edges of the cage when it falls is allowed a saving throw versus wands to avoid being struck by the cage; failure to save indicates the character takes 2-12 points of damage. Each character who must save also has a 50% chance of ending up trapped inside the cage itself. The group has a collective 1 in 6 chance of noticing the cage in its hiding spot on the roof before it is dropped.

If the group is caught, Falrik will then walk out from his hiding place in area 29, apologize to the characters ("I'm truly sorry, but I will not face the executioner just to save a motley group of bounty hunters"), and then go back to his room in the north and prepare to leave the mansion for good. Should some of the characters manage to get past the trap, he will flee into area 29 casting *hold portal* on the door behind him if he still has the spell memorized. Should the characters be trapped, they will begin to starve one day after their rations run out, losing 1 hit point per day until dead, unless the DM brings in someone or something to rescue them. Falrik will have fled the area by then, and the mission will be a write-off.

The characters may attempt to lift the cage or bend its bars enough to get out. The chance of success, rolled on 1d6, is equal to the combined strength scores of all characters making the attempt divided by 18 (round fractions off to the lowest whole number) — i.e. a combined strength total of 65 would allow a 3 in 6 chance of success.

29. Falrik's haven

This room has been Falrik's home for the past few weeks and contains a rough straw bed, a small table, a chair, and a small sack with clothing, rations, and water. A purse may be found under the bed with 3 pp and 5 gp. When the group enters the room, Falrik will have heard them coming and will have cast *invisibility* (if available) on himself. He will then flee out the eastern door. The door leads to a tunnel which travels south and a little east to area 30 (below). If the group has some means to catch him quickly, they may do so here, but Falrik will not listen to reason or promises of freedom. Otherwise, the party will have to follow him to area 30.

30. The hidden tunnel

The tunnel from room 29 eventually comes up and out of a huge, hollowed-out boulder surrounded by dense forestation (as noted on the map); the rock rests 10′ over the river below. The exit is covered by a permanent illusion placed there by Kanos.

If not being chased, Falrik will be careful to remove his chainmail suit and all heavy items and lower them to the riverbank from the rock with his rope before he himself dives into the water. He will then automatically be able to escape the mansion, a process which should take only 20 minutes.

If hard pressed and desperate, Falrik will overlook the fact that he is wearing chainmail when he jumps into the river. Because of his armor and his general panic, he will quickly begin to flail about in the water, trying to stay afloat while he is carried downstream to the south.

Falrik will then be washed ashore about a hundred feet downstream and will survive the ordeal, though he will be exhausted and unable to escape further until he has rested for 1-4 hours. If the party catches him at this time, he will finally be subdued (rather like a drowned rat) and will go with them back to Farstead, resigned to his fate. The pardon will not lift his spirits; he will still be suspicious and suspect that he is being led to his doom.

Epilogue

Should the characters get Falrik and *Annacon* back to Farstead safely, the mayor will officially apologize to the elf and absolve him of all blame in Eorl Flan's murder. Falrik will finally accept the truth of his pardon, and he will haltingly explain his reasons for taking *Annacon*, demonstrating the sword's elf-detection and lie-detection powers to everyone's satisfaction. Though it will be a while before the local people fully trust him, he will grudgingly be taken back into the community.

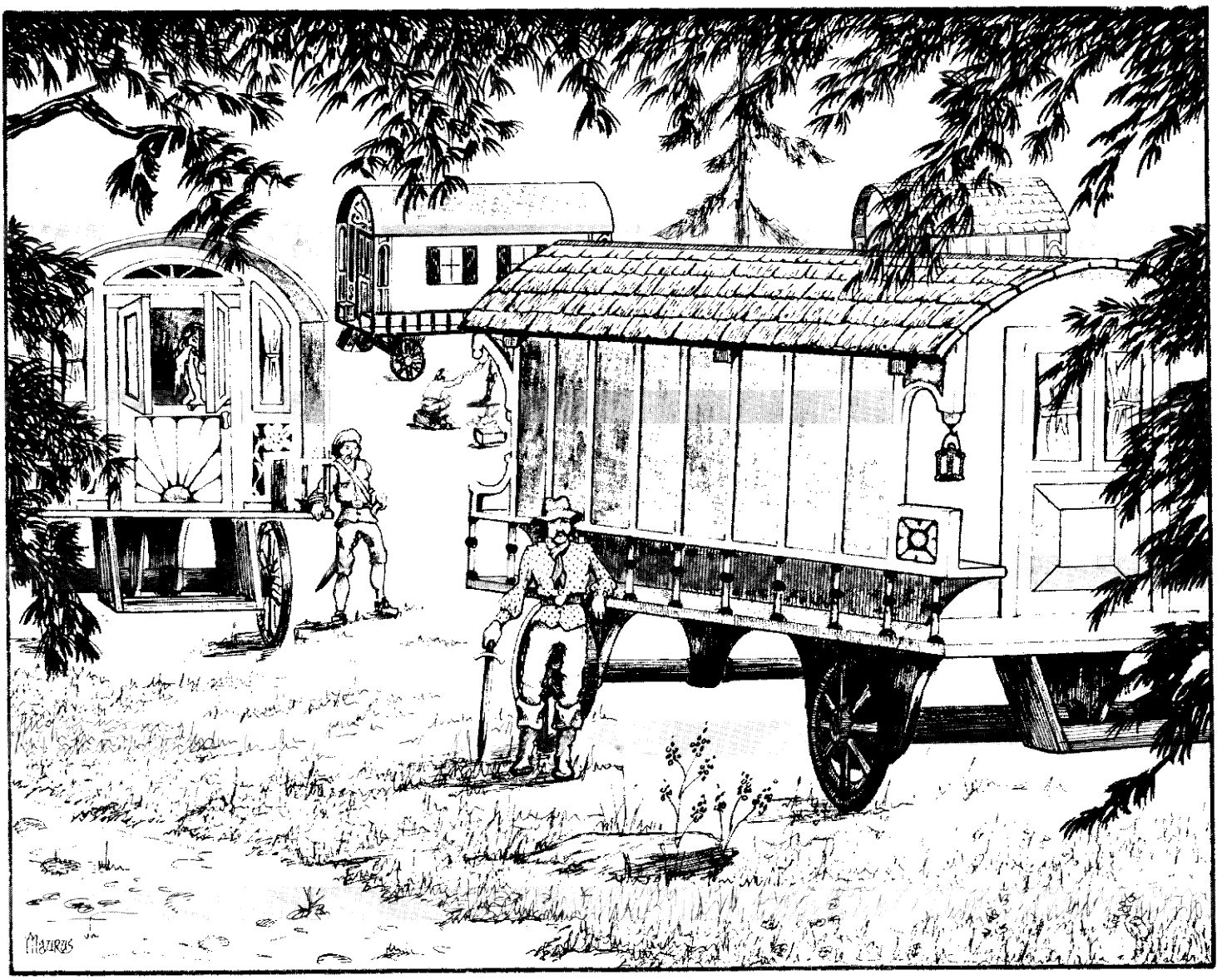
Finally, of course, the player characters will receive their rewards. A bonus of 500 gp will be given to the party if they managed to slay the ogre and his bandits at the mansion and offer proof of this; the reward will be devalued accordingly if some bandits or the ogre still live. Additional offers for the characters to remain in town, join the local militia or watch, or even for a strong fighter-type to replace the watch captain (now safely jailed in another city). Other rewards or offers may be made as the Dungeon Master desires.

All characters should get normal experience for this adventure, plus experience for the reward money, if applicable. In addition, each surviving player character should receive the following bonuses:

Entering cellar area: +50 xp.

Returning Falrik alive: +150 xp.

Returning *Annacon* to villagers: +100 xp.



The Gypsy Train

A moving scenario for AD&D® game play

Designed by Richard Fichera

Artwork by Bob Maurus

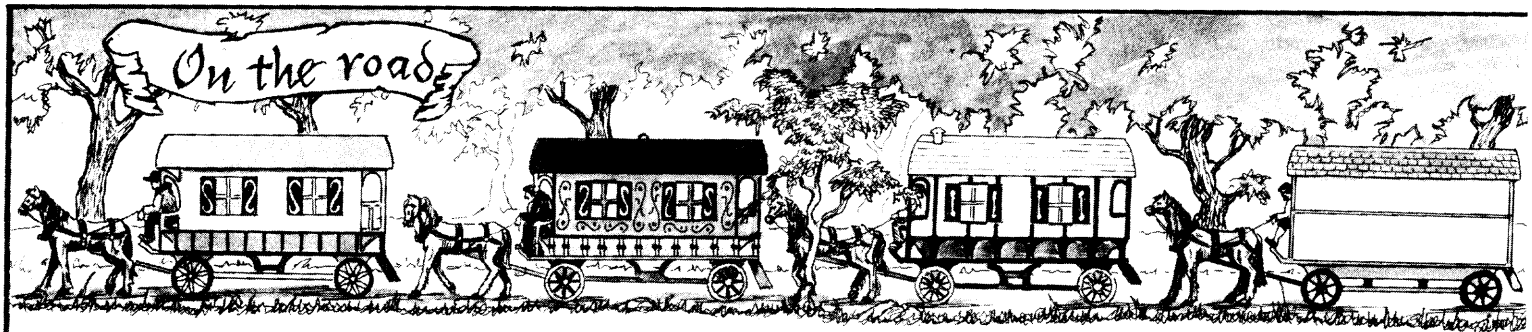
As you round a bend in the road, you spot a circle of brightly painted wagons from which floats a strange, hypnotic, almost sensual music produced by an unseen stringed instrument. The aroma of oddly, spiced meats drifts through your group, reminding all that it has been weeks since you've had anything but rations. When you enter the encampment, you notice a large family, or so they seem, dressed in exotic, brightly colored clothing, sitting about a roaring campfire, laughing and drinking.

Then, abruptly, all activity stops as you and your party are noticed. A large, burly man approaches, followed by what must be his son, judging by the resemblance between them. Behind them is another man, shorter and smaller, yet no less daunting.

"What do you want?" the leader grumbles, his accent revealing that he is not native to the country you're in. From all that you have seen and heard, these must be gypsies.

The Gypsy Train, written for the AD&D® game, is a "moving town" adventure that player characters may encounter almost anywhere, usually on a road between two towns or cities. Among the various wagons. two distinct types will be found: the household wagon and the merchant wagon. Each type is pulled by two or four draft horses.

The household wagon is like a predecessor of today's modern motor home. It is occupied by one or two families and contains beds and storage space for household items and family possessions. A normal-sized door is located in the back, which is the main entrance, led to by a single step, while another smaller entrance can be found in front behind the bench that the drivers occupy when the wagon is moving. Each



side of the wagon has a pair of shuttered windows.

The merchant wagon is only slightly different from the household wagon. It has just one entrance, the rear door, and no windows, with a larger step on the back end to seat one or two guards. It is used to carry merchandise that will be sold or traded by the gypsies to help support themselves. The carrying capacity of a merchant wagon is 12,000 gold pieces of weight.

Even though the gypsies may be between towns, not all towns are close together. If the band is traveling through hostile or wilderness areas, guards will be following their wagons on horseback instead of sitting on the rear seats of the merchant wagons. Balkrin, the leader of the group and ordinarily the driver of the first wagon, will be riding a horse at the front of the caravan. Balkrin's wife, Zanthira, will be driving the family wagon at these times.

If adventurers come upon the caravan between sunset and early morning, they will find the gypsy wagons positioned as shown in the accompanying illustration of an encampment. Guards will be posted as specified below. During daylight hours the caravan will be moving in the order described in the "On the road" illustration.

Night watch assignments

First watch (sunset to midnight)

Post	Guard
1	Kordaal Vanagas
2	Survillo Gudas
3	Dinmiel Prusas
4	Dravyn Gudas
5	Bronkar Prusas
6	Balkrin Vanagas

Second watch (midnight to dawn)

Post	Guard
1	Javyd Gudas
2	Albar Pakmydis
3	Rymvid Galinys
4	Alfonzo Pakmydis
5	Scordraal Pakmydis
6	Ambrosis Pakmydis

High prices, light fingers

The Vanagas family is a band of gypsies who make their living traveling between cities and towns, trading for whatever merchandise is available in each town they visit. They have been in this business for two generations and have their seasonal paths well charted, knowing which markets prosper in which cities at what time of year. Their merchandise will usually reflect the town that they have visited most recently. They will sell or trade merchandise in dealings with non-gypsies on the road, but their prices in such a case will normally be marked up 50% to 100% over normal retail prices (the extra cost of convenience).

Exorbitant pricing is not the only thing that will annoy adventurers who try to deal with gypsies. The gypsies of legend were known for their light fingers and artful trading. Wise customers will keep a close watch on their belongings to avoid having to buy them back.

And gypsies seem to have an affinity for turning a character's ill fortune to their best advantage. If food or drink is "accidentally" spilled on a character's clothing, the gypsies may offer to clean the garment. That seems fair enough — but as she moves. vorite jersey comes back missing the fancy embroidery that was attached to the collar, don't bother to ask what happened; it would be improper to insult your hosts.

While their treatment of strangers is chaotic at best, gypsies react very differently toward one another. They would never steal from another gypsy or betray the gypsies' common trust in any other way. They have a strict code of honor that they do not usually apply to the rest of the world.

A: household wagon

Balkrin Vanagas (driver) — Balkrin, the leader of this band, is a husky, quick-tempered type in his mid-40s. He has been the leader of the group since his father died five years ago. He is normally suspicious of all *gorgios* (non-gypsies) — especially any who mention his wife, whom he keeps locked up in their wagon most of the time because of his extreme jealousy.

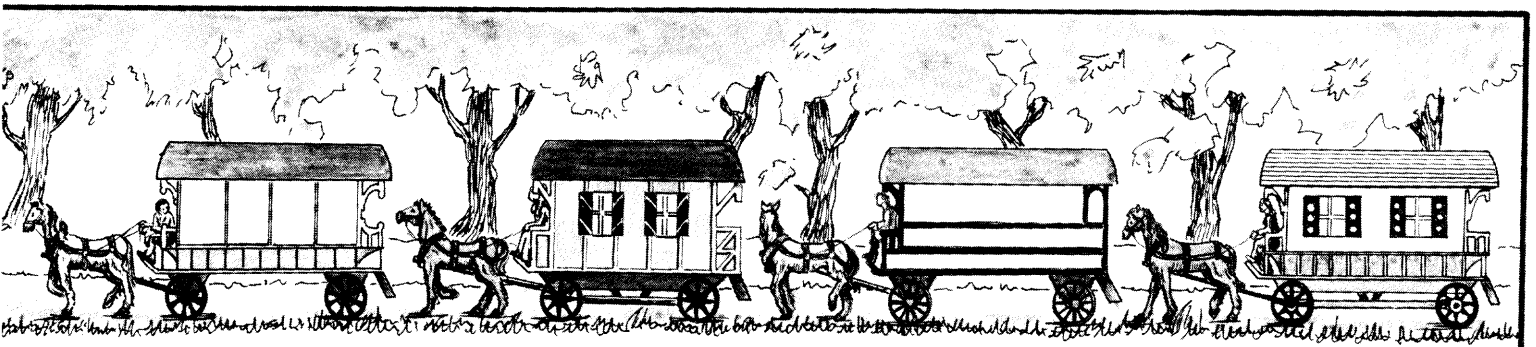
Balkrin is a 5th-level human fighter, chaotic neutral, with Str 18 (91), Int 9, Wis 12, Dex 17, Con 16, Cha 15, AC 3, and 43 hp. He wears leather armor and carries a long sword, a *+2 dagger* and a *ring of protection +2*.

Balkrin prefers to use his dagger, which he keeps hidden in his boot, because of its magic (which gives him total bonuses of +4 to hit and +7 to damage). He likes to settle differences by wrestling with troublemakers. This he will do fairly and honestly, handing over all his weapons into the care of his eldest son Kordaal — but if treachery is discovered. Balkrin will immediately signal for his son to toss him the magic dagger, and he won't hesitate to use it either to protect himself or to teach the cheater a lesson.

Balkrin's wrestling matches are quite an event in the caravan, and all the gypsies will gather around to watch when one takes place. They will never interfere unless someone from the other side does first, for Balkrin would see this as a slight on his ability.

Zanthira Vanagas (Balkrin's wife) — Zanthira is a delicate-looking woman in her late 30s who is usually kept locked away in the Vanagas family wagon. The only visible evidence of her existence is seen when she occasionally peeks through the shutters of the windows on her wagon, or on those rare occasions when Balkrin has her drive the wagon. Someone in a party of visitors is likely to notice her at the window, because she will be very curious about the strangers. But if she realizes that she has been seen, she will move away from the shutters, disappearing from sight.

Zanthira is a 2nd-level human thief,



E: merchant wagon (food and soft goods)

F: household wagon
Javyd Gudas & family

G: merchant wagon (specialty items and tools)

H: household wagon
Bronkar Prusas & family
Rymvid Galinys & family

(Extra ponies and horses follow behind)

chaotic neutral, with Str 7, Int 7, Wis 14, Dex 16, Con 15, Cha 17, AC 8, and 7 hp. She wears no armor and possesses a dagger, a short bow (hidden under her bed), 20 normal arrows, and 5 *+1 arrows*.

Zanthira will only use her bow if the caravan is attacked. She will use her dagger against any non-gypsy who enters her wagon without permission — and such permission is *very* seldom granted.

Ismek Vanagas (Balkrin's second son) — Ismek is a very quiet 10-year-old lad with dark hair and eyes. He is so quiet. especially for a gypsy, that few people in the caravan other than his immediate family trust him (and for good reason).

Ismek is a 0-level human, chaotic neutral, with Str 8, Int 6, Wis 7, Dex 15, Con 14, Cha 11, AC 9, and 3 hp. He wears no armor and carries a dagger. Although Ismek is not yet mature enough to be a 1st-level thief, he does have the following abilities: pick pockets 15%. open locks 12%, find/remove traps 10%. move silently 15%, hide in shadows 10%, hear noise 5%, and climb walls 70%.

Ismek always seems to be sneaking about whenever the caravan is stopped; it is 20% likely that a visiting character will see him prowling around the camp at night. Being the leader's son. Ismek does not suffer the consequences that other children would for peeking into other gypsies' wagons or lifting small items that have been left lying about. Ismek adores his father and is completely loyal to him.

Selynis Vanagas (Balkrin's daughter) — Selynis, Balkrin's youngest child, is allowed to leave the wagon only because she is too young (7 years of age) to be considered eligible. Balkrin is very protective of the women in his family. When Selynis reaches marrying age (16 to 19 years old for females), her father will consider what price to charge for her hand. And when this time comes, Selynis will spend most of her waking hours with her mother inside the wagon until Balkrin finds a suitor who is able and willing to "buy" the right to marry his daughter.

Selynis is a 0-level human, chaotic good, with AC 10 and 2 hp. She has no armor or weapons.

B: household wagon

Kordaal Vanagas (driver, Balkrin's oldest son) — This young man looks much like his father, only smaller built and (obviously) younger, and has just recently celebrated his coming of age (20 years old). He stands by his father in all matters and can usually be found beside him whenever the caravan is not moving. His attitudes are also much the same as his father's. Kordaal's job is to drive his grandmother's wagon. When his father dies. Kordaal will become the leader of the caravan.

Kordaal is a 2nd-level human fighter, chaotic neutral, with Str 17, Int 7, Wis 10, Dex 16, Con 16, Cha 13, AC 6, and 20 hp. He wears leather armor and uses a short sword and a dagger.

Kordaal normally keeps his father's weapons when Balkrin is wrestling so that if trouble starts, Kordaal can toss Balkrin's *+2 dagger* to him. If the odds seem stacked against his father, Kordaal will be the first to step in, wielding his short sword.

Hyrina "Mama" Vanagas (Balkrin's mother) — Hyrina is a rather heavy) woman in her early 60s who wields a great deal of authority in the caravan. Although she is very careful not to oppose her son openly (and therefore weaken his status), she often speaks to him in private and attempts to steer him onto what she thinks is the best course for the gypsies. Although Balkrin always has the final word, he also has a great deal of respect for his mother and carefully considers her advice. Mama's magical abilities are looked upon with great reverence by the rest of the gypsies.

Mama Vanagas is a 6th-level human magic-user, chaotic neutral, with Str 7. Int 15. Wis 15, Dex 13, Con 14, Cha 13, AC 10, and 18 hp. She wears no armor, carries a *+l dagger;* and also possesses a *medallion of ESP* with a 30′ range and a *staff of command* with 11 charges remaining. When first encountered, she will be carrying the following spells: *monster summoning I*, *clairvoyance*, *invisibility*, *locate object*, *read magic*, *detect magic*, *unseen servant*, and *sleep*.

Mama finds it very amusing to act mysterious around strangers. She will usually cast an *unseen servant* before introducing herself and use it in any way that will get a reaction from those watching her. Such tricks would include picking up items from the ground without reaching for them, or opening her wagon door without touching it.

She may approach one or more of the characters in the group, offering to read the cards for them. She performs card readings in her wagon late at night by candlelight. using her *medallion of ESP* to every advantage; the subject of a reading will be told whatever he wants to hear about the future. true or not. If her *medallion* fails to function, Mama will make appropriate and convincing excuses for why the reading did not work, and will either begin a reading anew or dismiss the subject on the pretense that "the cards are not right tonight."

Mama's wagon is arcanely decorated and contains many objects typically possessed by magic-users. Hidden in a locked chest beneath her bed is Mama's spell book. In addition to the spells she presently carries, it also contains information on the casting of *affect normal fires*, *friends*, *ventriloquism*, *detect invisibility*, *fools gold*, *forget*, *magic mouth*, *clairaudience*, and *fly*. By using several of her spells in combination or in succession, it is possible for Mama to stage a very convincing (although fake) seance.

C: household wagon

Scordraal Pakmydis (driver, Balkrin's friend) — Scordraal, a man in his late 20s.

is a sly, sneaky type whom few people trust. His slender, wiry body enables him to get into many places where he is not wanted. Because of this, he is Balkrin's main informant and cohort. It is known among the gypsies that Balkrin trusts Scordraal so much that Balkrin has designated him to lead the caravan (until Ismek comes of age) if anything should happen to both Balkrin and Kordaal.

Scordraal is a 4th-level human thief, chaotic neutral, with Str 13, Int 10, Wis 11, Dex 17, Con 15, Cha 8, AC 1, and 18 hp. He wears no armor, but has acquired a pair of *bracers of defense* (AC 4) that account for his very good armor class. He carries a *+1 short sword* and a dagger.

At one time, Balkrin rescued Scordraal from a wealthy baron's dungeon when Scordraal was scheduled for execution. It was this act of great stealth and bravery that caused Scordraal to dedicate himself to Balkrin. Scordraal is the type of person to make a "secret" deal with the player characters and then tell Balkrin all about it.

Cannelia Pakmydis (Scordraal's wife) — Cannelia is a friendly, naive woman in her early 20s who can't seem to understand why no one but Balkrin trusts her husband. She is best friends with Zanthira Vanagas (wagon A) and often travels in Zanthira's wagon to keep her company.

Cannelia is a 0-level human, chaotic good, with AC 10 and 3 hp. She has no armor and no weapons.

Premirina Pakmydis (Scordraal's daughter) — Premirina is a quiet six-year-old girl who spends most of her time with Selynis Vanagas (wagon A), her best friend.

Premirina is a 0-level human, chaotic good, with AC 10 and 2 hp. She has no armor and no weapons

D: merchant wagon

Ambrosis Pakmydis (driver, Scordraal's brother) — Ambrosis, age 40, is the father of twin sons (see below). His wife died four years ago during an attack on the caravan, and he still mourns her loss.

Ambrosis is a 3rd-level human fighter, chaotic neutral, with Str 15, Int 9, Wis 13, Dex 13, Con 13, Cha 10, AC 5, and 18 hp. He wears chain mail and carries a short sword, a short bow with 12 arrows, and a dagger.

Aldor and Albar Pakmydis (guards, twin sons of Ambrosis) — Aldor and Albar are both 17 years old. Both boys are rather grim because of their past hardships. When they fight, they do so with a determination that is almost morbid.

Both boys are 1st-level human fighters, chaotic neutral, wearing chain mail and carrying a short sword, a short bow with 12 arrows, and a dagger. Aldor has Str 12, Int 7, Wis 9, Dex 12, Con 11, Cha 9, AC 5, and 9 hp. Albar has Str 11, Int 8, Wis 9, Dex 12, Con 12, Cha 8, AC 5, and 10 hp.

E: merchant wagon

Javyd Gudas (driver, Balkrin's friend) — At one time, Javyd and his family were looked upon as rather strange by most of the other gypsies because Javyd married out of the group — and to make matters worse, his wife is an elf. Since his marriage, Javyd has handled more than his fair share of the work and has done everything else he could to make the rest of the group like him. For his efforts, thus, he has gained a sort of acceptance among many of the gypsies — including Balkrin, who trusts him and considers Javyd one of his friends. Javyd is in his early 40s.

Javyd is a 3rd-level human fighter, chaotic good, with Str 13, Int 9, Wis 15, Dex 11, Con 11, Cha 8, AC 5, and 13 hp. He wears chain mail and carries a short sword, a short bow with 12 arrows, and a dagger.

Survillo Gudas (guard, Javyd's brother) — Survillo is 15 years younger than Javyd and is still unwed. He says he just hasn't found a girl who's right for him.

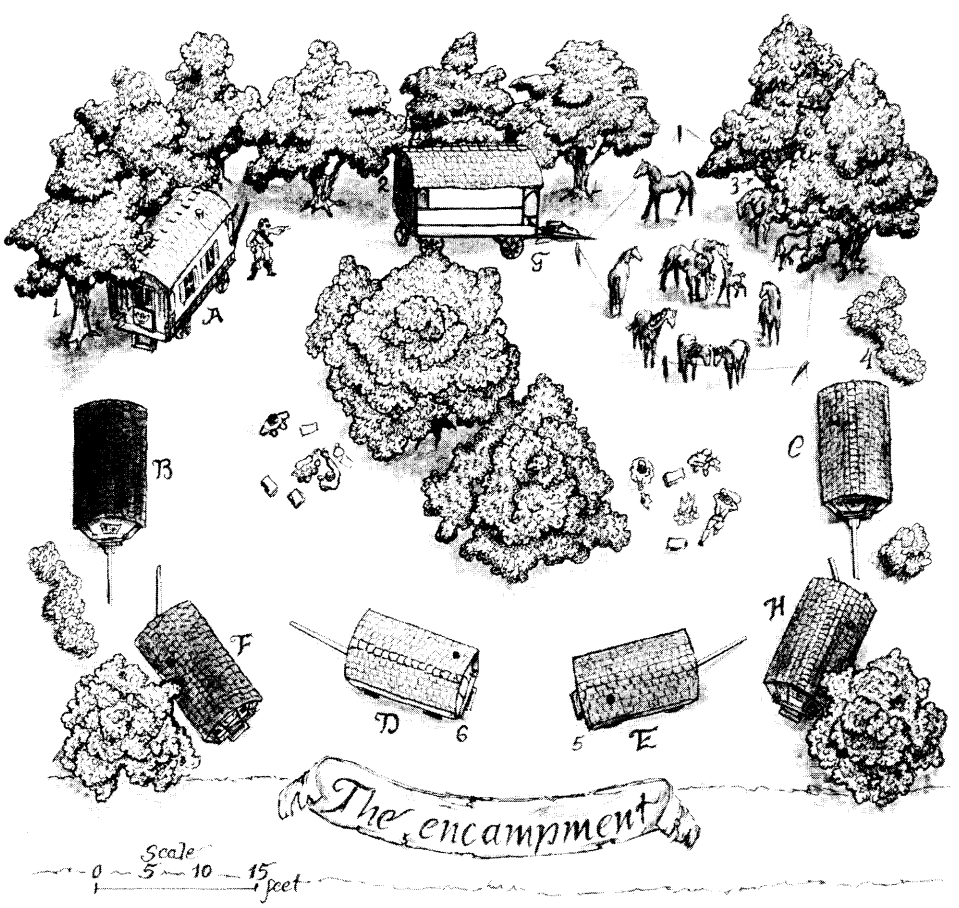
Survillo is a 2nd-level human fighter, chaotic good, with Str 12, Int 8, Wis 10, Dex 12, Con 13, Cha 10, AC 6, and 10 hp. He wears scale mail and is armed with a short sword, two spears, and a dagger.

Dravyn Gudas (guard, Javyd's son) — Dravyn, 19 years of age, is the oldest of the three half-elf children in the Gudas family. He is close to Kordaal Vanagas both in age and spirit; the two young men spend much time together, sometimes accompanied by Survillo. Dravyn looks as if he has very little elven blood in him, more closely resembling his father.

Dravyn is a 1st-level half-elf fighter, chaotic good, with Str 10, Int 8, Wis 7, Dex 11, Con 12, Cha 8, AC 6, and 6 hp. He wears scale mail and is armed with a short sword, two spears, and a dagger.

F: household wagon

Tierza Gudas (driver, Javyd's wife) — Tierza is a stranger in this group of gypsies; being an elf has made it hard for her to be accepted. But she is such a kind and friendly person that even the gypsies finally took her in (with some reservations, of course). Most non-gypsies will find her easy



to make friends with, especially in comparison to the others in the group.

Tierza is a wood elf, multiclassed as a 3rd-level thief and 2nd-level magic-user, chaotic good, with Str 6, Int 16, Wis 15, Dex 14, Con 10, Cha 17, AC 8, and 8 hp. She wears no armor and is armed with a short bow with 12 arrows, a dagger, and a *+2 ring of protection.* When first encountered, she carries *sleep* and *shield* as her spells.

Tierza keeps her spell book hidden under her bed among a few nondescript volumes including a book of elven bedtime stories, a personal journal, and a book of family history. The spell book is labeled "Recipes" and contains information on the spells *charm person, identify, light, mending, read magic, shield,* and *sleep.*

It is rare for Tierza to be quiet or somber, but when she is it is usually because she is considering her future with the gypsies. Tierza is 161 years old; in her culture, she came of age only a few years ago. As time goes on, she will continue to be youthful while her husband becomes elderly. While she would not consider leaving her husband, she does worry about whether she will retain acceptance among the gypsies when she is a widow. Her spell-casting ability gives her some "bargaining power," but complicating the matter is the fact that her daughter (see below) is developing the same talents.

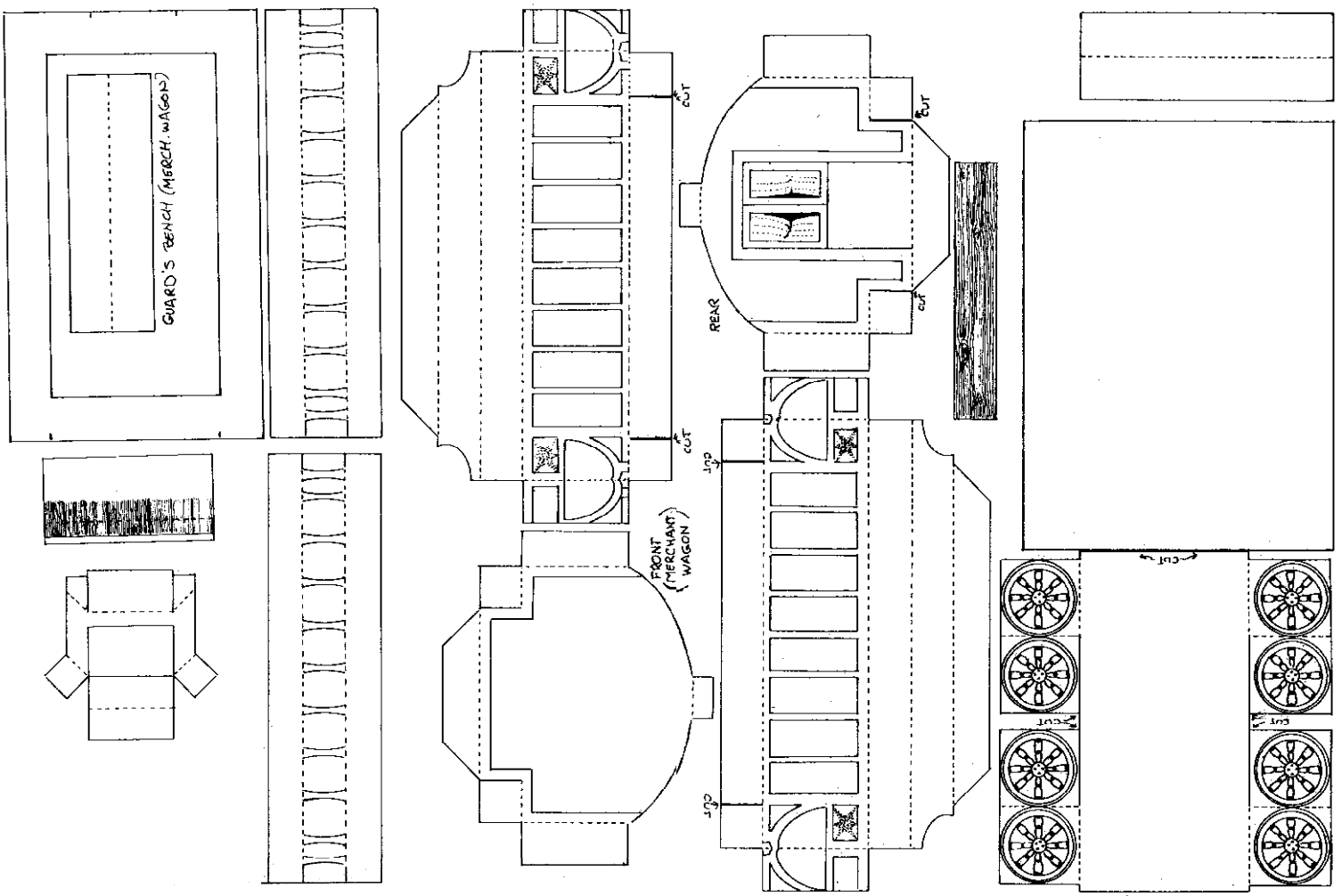
Ryndana Gudas (Javyd's daughter) – Ryndana is an attractive young lady who is training as a magic-user under her mother's guidance. It is known around the camp that Kordaal Vanagas (wagon B), the next leader of the caravan; has been eyeing her lately with possible thoughts for the future.

Ryndana is a 1st-level half-elf magic-user, chaotic good, with Str 5, Int 14, Wis 9, Dex 13, Con 8, Cha 16, AC 10, and 3 hp. She wears no armor and carries a dagger. When first encountered, she will have the spell *charm person* in her memory.

Ryndana has begun her spell book, which she keeps under her pillow. She has recorded three spells: *charm person, light,* and *read magic.*

Because of Kordaal's apparent intentions, the situation between the Vanagas and Gudas families becomes very complex. It is assumed among the gypsies that Mama Hyrina won't be with them for too many more years. With this in mind, the next leader of the band needs to have another magic-user closely related to him in order to keep the full respect of the gypsies. This also allows him to have magical powers wielded on his behalf. Since Ryndana is a half-elf and thus has a much longer lifespan than the humans in the group, her marriage into the Vanagas family would ensure the presence of a magic-user close to the caravan's leader for many more generations than would be possible with a human magic-user. Kordaal realizes this fact, having had it pointed out by his father (at the suggestion of Mama).

Because Kordaal is the next leader of the caravan and as such is exempt from having to "buy" his bride, Javyd Gudas cannot, charge the young man for his daughter's hand and therefore cannot make the money that he might have looked forward to. So far, Javyd does not regret this, and instead feels that Ryndana's marriage to Kordaal might help to increase the gypsies' respect for his hybrid family.



Build your own wagons

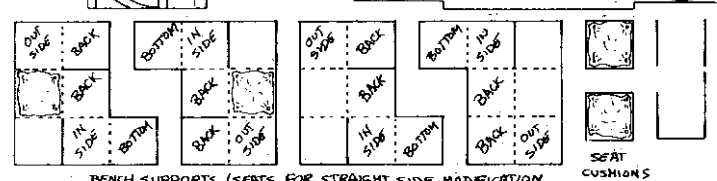
These two pages contain enough parts to construct three gypsy wagons, in 25mm scale, for use in game play or as elements of a diorama. By making multiple photocopies of this sheet, you can create the entire gypsy train described in the accompanying article.

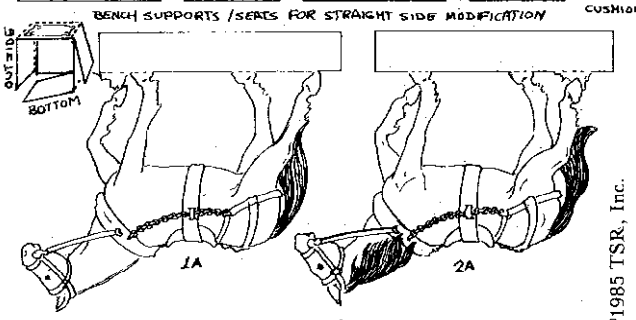
The instructions printed on or next to the wagon parts will tell you how to cut and fold each piece. For added durability, it's necessary to reinforce the floorboard with an extra thickness of cardboard. The wheels, walls, and roof of a wagon can be constructed out of single-thickness sheets, but the wagons will last longer if you back the entire parts sheet with another piece of paper. Use spray adhesive or rubber cement to join the two sheets together.

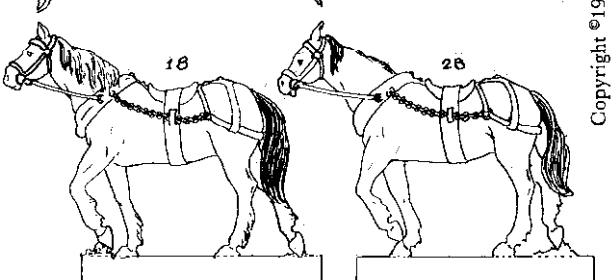
The parts can be mixed and matched to create wagons of several different styles. You can (and should) color or paint the pieces before assembling them, adding other details if desired with a fine-point pen.

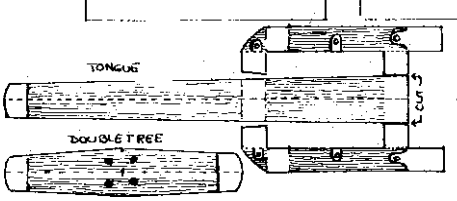
The suggested order of assembly goes something like this: (1) Put the four walls together to make an open-ended box. (2) Assemble the wheel piece. (3) Cut out the floorboard template and glue it to a piece of cardboard, then trim out the double-thick piece. (4) Glue the assembled wheel piece to one side of the floorboard, locating it inside the small rectangle printed on the template piece. (5) Assemble the driver's foot rest and attach it to the underside of the floor, locating it between the pair of wide marks on the front edge of the template piece. (6) Glue the assembled walls to the top side of the floorboard, making sure that the front (doorless) side of the wagon is on the same side as the foot rest. (7) Attach the roof to the top flaps of the wall assembly. The roof is a little oversized (to prevent it from being too small); the excess can be brought out over the side walls, or the roof edges can be trimmed to fit snugly against the side walls. (8) Attach side rail pieces, if desired, and put on the driver's bench and the guard's bench (if it's a merchant wagon). (9) To enable the wagon to stand up and to give it some stability, cut two 1-inch lengths of round toothpick to serve as axles. Mark the center of the front axle; then assemble the tongue and doubletree and attach the completed piece to the center of the front axle. Glue the axles between the wheels, positioning the front axle so that the tongue projects out and up at a slight angle. (10) Finally, assemble the rear step and attach it to the bottom of the floorboard so that it sits between the narrowly spaced pair of marks on the rear underside of the floor template.

You can add other features and equipment to the wagons — experiment with "extras" and create a one-of-a-kind gypsy train all your own!

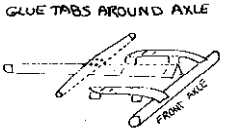


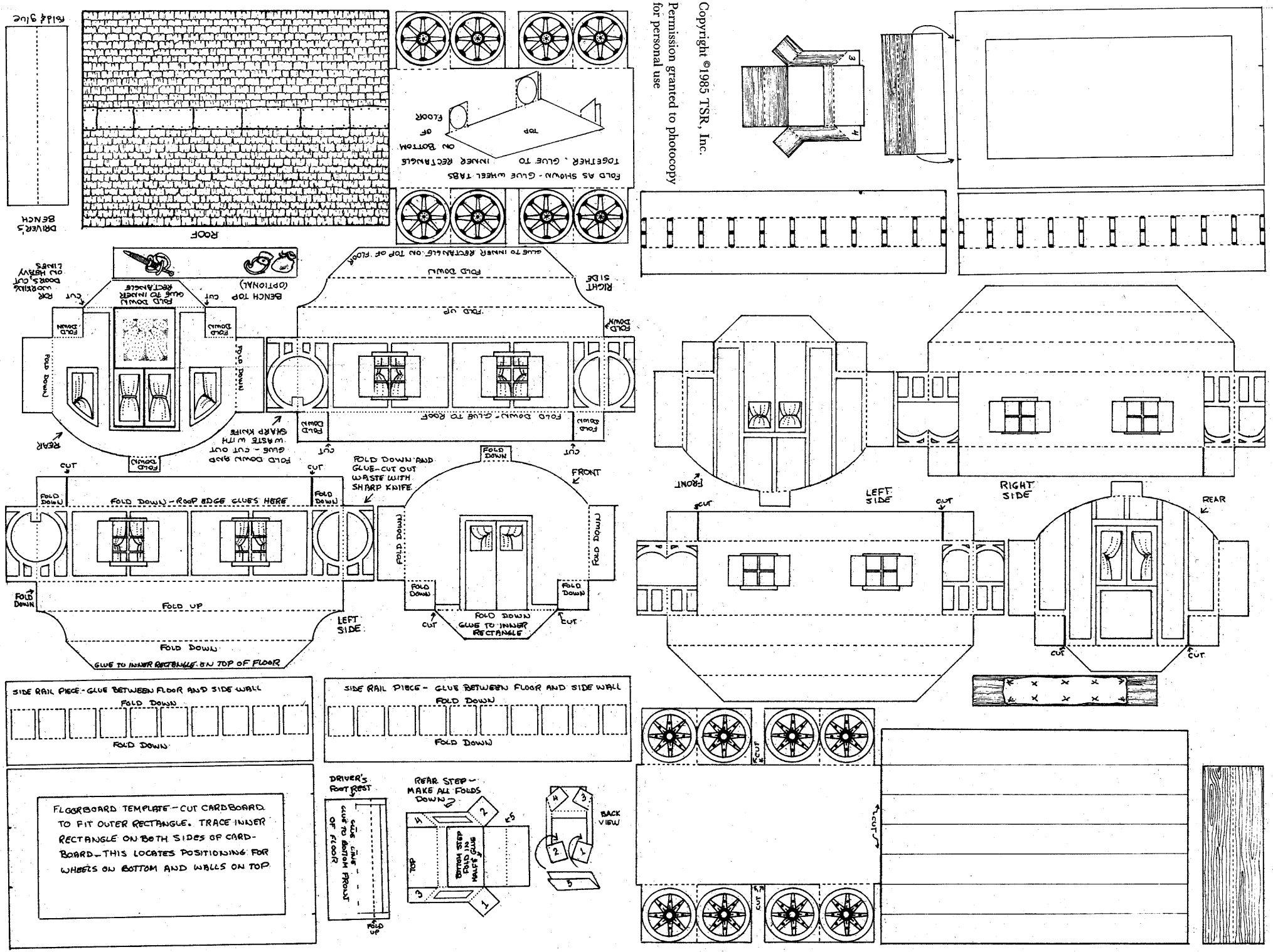






ASSEMBLE TONGUE AS SHOWN BELOW. CENTER ON FRONT AXLE AND GLUE TABS AROUND AXLE





Mazyna Gudas (Javyd's daughter) — Mazyna is a cute little seven-year-old who spends most of her time playing with Selynis Vanagas (wagon A) and Premirina Pakmydis (wagon C).

Mazyna is a 0-level half-elf, chaotic good, with AC 10 and 2 hp. She has no armor and no weapons.

G: merchant wagon

Bronkar Prusas (driver, Balkrin's friend) — Bronkar and his family are a bit younger than the rest of the families; Bronkar himself is only 33 years old. This explains why they share a household wagon with another family, and in a position toward the back of the train. Despite this status, Bronkar is grateful to the rest of the group because before he joined, he had no means of support. He gained acceptance into the group one day when he wandered into camp and challenged Balkrin to a wrestling match. He was beaten terribly that day, but he won Balkrin's respect for his guts (or foolishness) and his fighting ability (Bronkar is good, but Balkrin is *very* good).

Bronkar is a 2nd-level human lighter, neutral good, with Str 16, Int 8, Wis 11, Dex 16, Con 14, Cha 10, AC 6, and 9 hp. He wears leather armor and uses a long sword, a halberd, and a dagger.

Dinmiel Prusas (guard, Bronkar's son) — Dinmiel is really too young for the job of guard, being only age 10, but the group needed someone to fill the position for this wagon, and since his father is the driver, he was picked for the task. This has given him a slight ego problem, which most of the gypsies try to ignore.

Dinmiel is a 1st-level human fighter, chaotic neutral, with Str 9, Int 9, Wis 7, Dex 11, Con 11, Cha 7, AC 8, and 7 hp. He wears leather armor and uses a short sword, a footman's pick, and a dagger.

Rymvid Galinys (guard, Balkrin's cousin) — Rymvid, age 26, is in a rather awkward position. Although he is a member of Balkrin's family, he is treated almost as poorly as a stranger. As noted above? the plan is that if anything should happen to both Balkrin and his son Kordaal, then Scordraal Pakmydis (wagon C) is to act as leader of the group. This arrangement makes Rymvid furious, because he secretly desires to run the caravan himself and feels that if he could take command for a while, he could possibly hold the title through treachery.

Openly, he claims that he should fill this position since he is related. Balkrin knows better; Rymvid and his wife are the youngest, least experienced, and least liked couple in the caravan. Most of the animosity is due to Rymvid's constant chattering about how he would run the caravan, and how well he could do if he had a little more respect from the group. He has never done anything to deserve any respect, but Rymvid sees this as a minor detail. Because of this attitude, he is given the least significant duties and is forced to share his household wagon with another family. He would probably rebel against this, but the Prusas family is the only group that will have very much to do with him.

Rymvid is a 1st-level human fighter, neutral evil, with Str 10, Int 7, Wis 6, Dex 11, Con 12, Cha 6, AC 8, and 10 hp. He wears leather armor and is armed with a short sword, two spears, and a dagger.

H: household wagon

Trynkara Prusas (driver, Bronkar's wife) — Trynkara is a patient woman in her late 20s who is very happy that her husband has found a job he can hold. She is friendly and can get along with most anyone (as evidenced by the fact that she shares a wagon with Ezerjna).

Trynkara is a 1st-level human thief, neutral good, with Str 6, Int 9, Wis 13, Dex 15, Con 14, Cha 13, AC 7, and 6 hp. She wears leather armor and uses a sling with 20 bullets and a dagger.

Ezerina Galinys (Rymvid's wife) — Ezerina is a nagging, noisy wife of 21 who seems a suitable mate for someone like Rymvid. Her only responsibility is to keep an eye on the horses and ponies tethered behind their wagon.

Ezerina is a 0-level human, chaotic neutral, with AC 10 and 4 hp. She has no armor and carries a dagger.

Suggested encounters

1. Balkrin (wagon A) feels himself to be insulted and challenges a visiting character to a wrestling match. If the character accepts, Balkrin will be that person's friend regardless of the outcome of the match.

2. Mama Hyrina (wagon B) offers to "read the cards" for one of the visiting characters, free of charge. She will only do this twice in a single night. After that, there is a 50% chance that she agree to will do another reading — for a charge of 25 gold pieces. For those who have access to that issue, a very good method for determining

the outcome of gypsy card readings can be found on page 20 of DRAGON® Magazine issue #59.

3. The merchant wagons (D, E, and G) hold a wide variety of supplies, but the gypsies charge roughly twice the normal price for anything they sell when camped between towns. Their stock is limited to 1d4 of any given item except for small items (flasks of oil, torches, iron spikes), which are found in quantities of 2d8 each. The DM may also want to include any items that he feel will be desirable or necessary for the party to acquire. Mama Vanagas has cast *magic mouth* spells on the doors of each of the wagons, which will alert the gypsies if any non-gypsy tries to break in.

4. The adventurers make camp with the gypsies and are attacked late at night by creatures from the surrounding terrain.

5. Rymvid Galinys (wagon G) has decided to usurp control of the caravan and asks the adventurers for their help.

6. Ismek Vanagas (wagon A) attempts to pick the pockets of random characters once per hour during the party's stay in the gypsy camp.

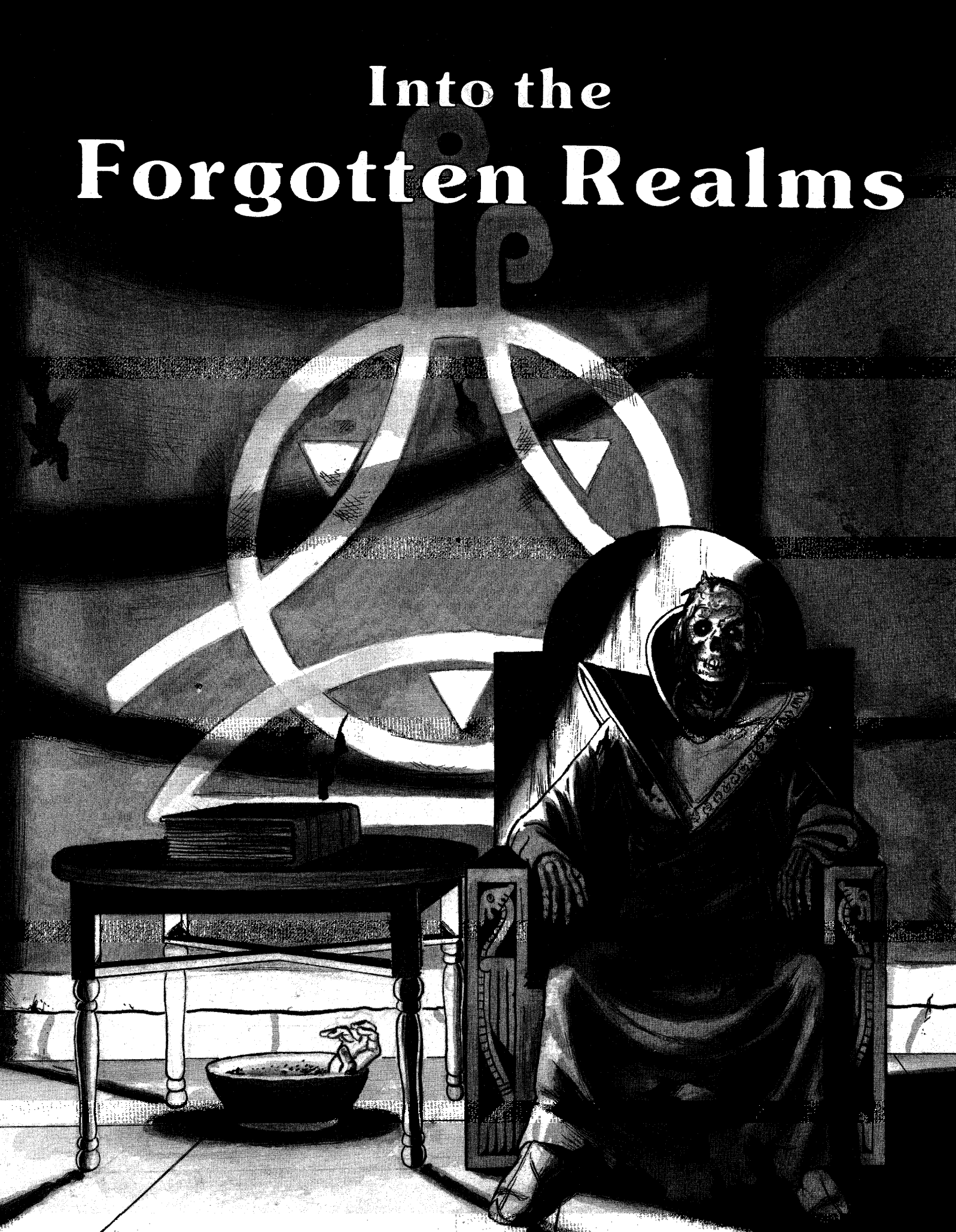
7. Kordaal Vanagas (wagon B) feels that someone is paying too much attention to Ryndana Gudas and stirs things up by officially announcing his romantic attentions and then challenging his "rival" to a wrestling match for the sake of his honor.

8. Survillo Gudas (wagon E) thinks that he has finally found the "right girl" — one of the female adventurers.

How to use this material

The suggested encounters described above represent eight ways in which the members of the gypsy group could interact with player characters. Drawing upon the details given about the gypsies throughout the accompanying text, the DM could easily come up with several more possible encounters. To get the most out of *The Gypsy Train,* it is strongly recommended that the DM not simply look upon the gypsies as adversaries of the player characters. Even though Balkrin and his band are not the most scrupulous people an adventurer would ever want to meet, neither are they particularly dangerous, especially in an encounter with player characters of around 3rd or 4th level (or higher).

Into the Forgotten Realms



Into the Forgotten Realms

A tournament adventure for the AD&D® game

Designed by Ed Greenwood

Editor's introduction

Into the Forgotten Realms is a tournament module for the AD&D® game which was used at the GEN CON® XVII Game Convention in August 1984, designed to be played through by ten player characters. A time limit of four hours (real time) is placed on completing the adventure for scoring purposes.

The accent in this module is on role-playing and creative problem-solving. The players and the Dungeon Master are encouraged to think of it as a campaign playing session rather than as a competitive obstacle course. Players should try to imbue the characters provided with life, role-playing them as they think the characters would act, given their situation. Only one special tournament rule exists for characters in this dungeon: *Don't split up.*

It will become apparent to most referees that the characters could be easily destroyed by the single most powerful monster in this dungeon. The monster is, however, limited in its responses to the party, and part of the test of the characters is the quality of their response to the presence of the monster. The characters may evade the monster, play along with it, or even find some way of successfully destroying it (though this would be *very* dangerous).

Characters are initially provided with spell lists, but as the adventure progresses (assuming the characters stay in the dungeon for more than a day's time), new spells may be selected.

The scoring system is a modified RPGA™ Network system. The Dungeon Master and players will provide weighted votes for best, second-best, and third-best role players (players can vote for themselves), and the DM will award additional points for instances of excellent role-playing and excellent performance in dungeon situations. The setting is the Dalelands of the Forgotten Realms, a fantasy world often featured in DRAGON® Magazine in many articles written by our tireless contributing editor, Ed Greenwood.

Players' information

The following text should either be read to the players or distributed to them on paper before the start of the tournament.

The Dalelands of the Forgotten Realms have been your homes, as well as your adventuring grounds, for many years. The following events are common knowledge among you and have weighed heavily upon your thoughts for months.

Lord Lashan, recently made ruler of the tiny coastal land of Scardale (so named because it lies within a long river gorge, or "scar"), raised armies to conquer the surrounding Dales, and he nearly succeeded. It has been a long, bloody year of battles up and down the Dales, and most of them — Harrowdale, Battledale, Deepingdale, Tasseldale, and Featherdale — have felt Lashan's rule during it, while the remainder have had to fight off warriors in their very streets.

In the end, Lashan's military power was broken by the combined might of the kingdoms of Sembia to the south and Cormyr to the west (both of whom preferred a cluster of peaceful, independent Dales as neighbors to a tyrant's warrior kingdom), by the remaining Dales and the magical powers they could muster, and by Lashan's heavy reliance on mercenary troops. The tide turned at the battle of Mistledale, where the Lord of Shadowdale, Doust Sulwood, and his companions held off Lashan's forces until the other armies attacked his holdings in the south, and thereby prevented all the Dales from being swept by Lashan's troops. Relentlessly have Lashan's foes pressed him these last two months, and the empire he carved has melted away to nothing. Lashan himself has not been captured.

In all the hurly-burly of war, the elves, who for centuries barred men from entering their vast woods, suddenly vanished. The Elven Court formerly adjoined the Dales on the north and east. Rumor has it that all of the elves have traveled west overseas to Evermeet, the island kingdom of the elves, to be shut of men forever. Their disappearance leaves the Elven Court open to exploration — and deep within it lies the lost, fabled city of Myth Drannor, once a center of magical knowledge where men and elves worked together. It is thought to still contain much mighty magic in the surviving, underground halls of the School of Wizardry there. Lashan was known to have sent two expeditions (their fate unknown) into the woods during the past year to reach it. The Dalesfolk fear he is hurrying to Myth Drannor now with the last of his warriors, seeking magic to defeat his foes and conquer the Dales once again.

You are a diverse band of adventurers hastily assembled from taverns, temples, and gaming houses of Shadowdale and Mistledale. Shadowdale lies nearest to the lost city, and its lord, Mourngrym (for Doust Sulwood and his friends have left Shadowdale to seek adventure), has gathered you to get to Myth Drannor before Lashan does, and destroy, bear away, or bury forever any magic there, to keep it from the conqueror. You will be well rewarded by all the Dales, Mourngrym promises (and you know him for a man of his word, a cavalier of courtly manners and true honor) — but he warns you not to covet much magic for yourselves, for some of it is fey and dangerous. He would hate to have to battle you, instead of Lashan, come spring.

You set out hurriedly and travel through that vast wood for two days without meeting or seeing a living creature. Frost is in the air; winter is almost come — a winter in which Lashan, if successful, will try to build his power again. An ancient map supplied to you by the sage Elminster leads you through the ruined, overgrown city of Myth Drannor to an empty, high-ceilinged hall whose doors are fallen and whose spired towers are no more. Within lies a stair leading down to the School of Wizardry. Time is running out, and you need to gather all of the magic you can and destroy the rest, to prevent Lashan's return to power. The adventure has begun.

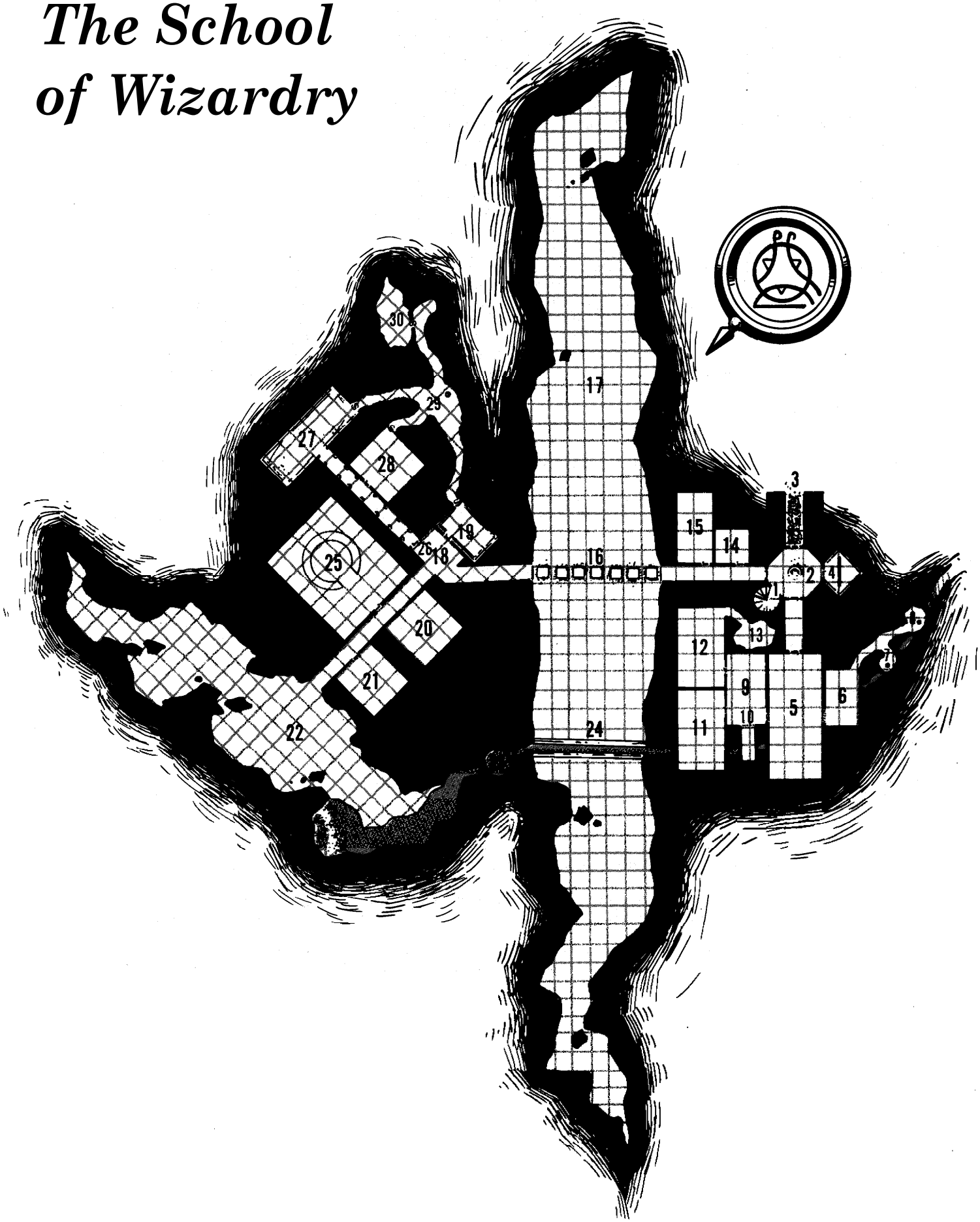
Dungeon Master's information

Unknown to the party, Lashan has already beaten them to Myth Drannor's School of Wizardry — and he has paid a high price for it, too. Lashan and a picked group of bodyguards entered the underground school and discovered that it was inhabited by the former head of the School of Wizardry until it was abandoned three hundred years ago when the city above it was taken in a war. The archmage was left in the school at his own request, to pursue his own increasingly evil experiments and summonings.

At long last the archmage, named Azimer, became a lich. He has also become gradually more and more insane, and even now as a lich he has but a tenuous grasp on reality. Azimer believes he is still a living human being and has continuous hallucinations and delusions that the school is active, that he is its leader, and that the world is his to command. He also believes there are unseen "enemies" constantly trying to get into the school, though he has done little to fortify the school over the years.

When Lashan discovered Azimer, the lich at first believed that the warrior was one of his sorcerous pupils and asked Lashan to

The School of Wizardry



Scale: 1 square = 10 feet

perform some errands. Though Lashan's terrified bodyguards fled, attempting to escape the dreadful apparition of the lich, the hot-tempered and foolhardy Lashan elected to attack, and he easily-wounded Azimer with his magic sword: Azimer became instantly convinced that Lashan was one of the "enemies" who wanted to slay him, and he quickly destroyed the ex-tyrant and all of his followers.

Azimer has calmed down since then and will, if carefully treated, prove relatively harmless to an adventuring party unless provoked. He will not automatically attack anyone unless he is attacked first. See the description of area 28 for more details on his current personality.

The School of Wizardry

1. In the center of the high-ceilinged, dusty hall is a spiral stairway with no rail, the stone steps corkscrewing down into darkness. The stairs are littered with dust, cobwebs, tiny skeletons of rats that crunch underfoot, and fragments of stone fallen from the ceiling far above. The stairs are dry, cold, and smooth, sculpted of single blocks of stone. They descend for 60 feet.

As the characters descend the stairs, the first character carrying a light source will notice that someone else has come down these steps within the last few days, probably a group of several men judging by the, number of boot prints visible on the dusty stone steps.

Unless otherwise stated, all doors in this dungeon complex require a normal door-opening roll. (Azimer routinely bypasses all doors with his *dimension door, knock,* and *wizard lock* spells.)

2. The stairs end in an octagonal room, apparently carved out of solid rock. Four closed, featureless stone doors with brass pull-rings are visible, one in each of the diagonal walls of the room. In the center of the room is a circular, moated pool that looks as if it was once a fountain, now dry and choked with stony rubble. All is dark, silent, and still. Against the wall between the doors leading to areas 3 and 16 stands a g-foot-tall stone humanoid statue, facing the center of the room. The statue is motionless, its eyes closed and its hands at its sides.

In the rubble in the fountain is a brass key (which fits no lock in this complex) and a tarnished, green silver piece. The "statue" is a stone guardian (AC 2, MV 10", 4 + 4 HD, 36 hp, 2 attacks for 2-9/2-9, size M). It can *detect invisibility;* it is immune to poison, cold, *charms, holds,* normal missiles, and fear; it takes one-quarter damage from edged weapons, half damage from cold, fire, and electricity. The guardian can be slain instantly by *dig, stone to flesh, transmute rock to mud,* or *stone shape.* The stone guardian will attack anyone forcing open the door to area 16. (All doors open outward, into this room.)

If the door to area 16 is touched, a *magic mouth* will appear on it and say, "You dare disturb the one who rules Myth Drannor? Give his name, or you shall not pass." The answer is "Azimer" (see area 28). Anyone calling out this word will find the door easily opened; it will be locked (non-magically). Forcing the door open (requiring a bend bars roll, as the lock cannot be picked) will wake the stone guardian. If the door to area 16 is not molested, the guardian will remain still unless attacked.

Lashan and several soldiers from his fallen army entered the Myth Drannor complex less than a day ago. Having heard that the last known ruler of the mages' school was an archmage named Azimer, Lashan gave the correct response and was allowed to pass through, unaware that Azimer was still around (see area 28). Lashan stationed two guards here (see area 5). Anyone can tell from looking at the floor that a number of men recently walked through this area, some going to area 16 and some to area 5.

3. This door opens to reveal a solid wall of stone rubble, which will spill into the room with a roar and a cloud of dust. The more rubble that is dug away by the party, the more rubble that will fall into the space cleared. This formerly led to the living quarters of the mages and apprentices. (This area may be cleared and expanded for non-tournament campaign play if the Dungeon Master desires.)

4. This door opens into a smaller room with garments hanging on the walls. Stone benches are placed in the center of the room and run all around the walls of the room beneath the clothing. Small cracks are visible in the walls, and something small may be seen moving under a bench in the far corner.

The moving being is a harmless gray lizard (AC 6, MV 12", 1 hp). If disturbed, it will blunder straight out at the party and then run for the safety of a wide crack in the wall. The room is a former wardrobe; the benches are rotten, with rotten boots beneath them, and hanging from wooden pegs are rotting cloaks and hats. A small brass ring (not magical) will be found sewn into the hem of one cloak.

5. The door from area 2 is already open, leading into a featureless 30-foot-long stone passage which leads to another open stone door. This last door opens into a 30' x 70' room with a 50' ceiling that was once a feasting hall. Rotting, long, wooden tables march in two lines down the room, with fifteen wooden chairs on either side and a high-backed seat at the far end. Archways open in the middle of the walls on the right and left, blocked by cobweb-shrouded curtains.

At the far end of the room hangs a rusty iron bar high up on wall brackets; from the bar hang long tatters of mildewed, black fabric — once some sort of vast tapestry covering most of the wall. Not enough is left to tell what it depicted.

Two bodies (slain within the last few days) will be discovered in this room. Both of the bodies are human males, wearing chainmail armor and carrying broadswords. Their military dress identifies them as followers of Lashan, from Scardale. One has a +2 *dagger* on his belt in a plain sheath; the other has no other equipment. Each of them was apparently struck by something on the face, arms, and chest that produced frostbite and killed them; they bear scars that resemble bony hand marks. They were apparently trying to flee from something coming from area 2 (see areas 2 and 15).

What struck each of these formerly 2nd-level fighters was, of course, Azimer, who was enraged by Lashan's successful attack upon him and in a killing frenzy (see area 28). If *speak with dead* is used on either of the two men, he will shriek in terror, crying out about "The cold! The cold!" If asked who slew him, the man will answer, "The bones! The walking, cold bones!" The DM should play this up for the maximum horrific effect on the party.

6. The archway on the left opens into a smaller (20' x 30') room, with a single long table and five chairs drawn up around it. This was once an exclusive dining area for the teaching wizards, the Masters. A passage leads off to the south.

If the furniture is examined carefully, a 1-foot-long, tapering wand of wood (stained to match the table) might be found slipped into ring-like holders on the underside of the table. It is a *wand of wonder,* with its command word ("Zamper") engraved on the butt. The *wand* will only be noticed by a *detect magic* or *detect invisibility* spell, or if anyone specifically searching the table rolls a 1 on a d6.

7. Garderobe (toilet). This room contains only a wooden seat with a hole in it, a torch bracket above and a shelf beside it, and a peg in the wall for coats. The hole leads down into a stream far below; if one lifts the seat from its ledges, one can get down into the stream using a rope. Trying to climb down the narrow tunnel to the stream without a rope leaves a 40% chance for anyone (except a thief) to slip and fall, doing 2-12 hp damage to himself.

If any characters drop into the stream below, which flows to the south, see area 24 for further information.

8. Garderobe, identical to area 7 except that anyone trying to climb down into the stream below will become stuck. A thief has a chance equal to his *climb walls* roll (one attempt only allowed) to get free and continue on down the shaft.

9. This was a kitchen, with a chopping-block table and a beam ceiling with iron hooks overhead. All utensils are gone. A large, sooty stone hearth and chimney are also present. In the end wall on the characters' left is a low, arched opening that begins 2 feet up the wall. Two heavy wooden

Into the Forgotten Realms player character sheets

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THELVAR — 7th-level cleric — Hit Points: 32

AC: 3 (front)/5 (rear)
Armor: Chain mail and shield
Alignment: Chaotic good
Deity: Tyche (goddess of luck)
Move: 9″
Languages: Common, chaotic good, elven

STR:	16	+1 to damage, 1-3 open doors, 10% bend bars
INT:	14	
WIS:	18	+4 to save vs. will-force spells, bonus spells
DEX:	15	-1 def. adj.
CON:	14	88% system shock survival
CHA:	17	

Weapons: flail (2-7/2-8) in hand, mace (2-7/1-6) on belt.

Description: 32-year-old human male, 5′ 11″ tall, 154 lbs., right-handed.

Thelvar is a cleric of Tyche, the goddess of luck. He is a devout and energetic worshiper of The Lady (Luck) — which means that he prays to her often, and puts enthusiastically into practice her doctrine of "Go for it!" He acts on impulse, is not afraid to gamble, and trusts in chance to run in his favor. He is never cautious or conventional, and always seems optimistic of his own (and all other followers of Tyche's) chances at performing dangerous, reckless deeds. He tries to never show fear or fatigue, appearing to his fellow adventurers as a boundless and vocal source of pep-rallying, all the while urging his comrades on and trying to boost their morale.

Possessions: Holy symbol, belt, small helm, boots, backpack (holds 250 gp wt), 2 small sacks (hold 50 gp wt each), tinder box, small pouch with 24 gp and 51 sp, iron rations for 3 days, 4 torches (each burns for 3 turns, 40′ radius light).

Spells: *command, cure light wounds* (x2), *detect magic, remove fear, augury* (x2), *chant, find traps, speak with animals, locate object* (x2), *speak with dead, neutralize poison, tongues.*

ILMURKAH — 7th-level thief — Hit Points: 33

AC: 4 (front)/8 (rear)
Armor: Leather
Alignment: Chaotic neutral
Deity: Mask (god of thieves)
Move: 12″
Languages: Common, chaotic neutral

STR:	14	1-2 open doors, 07% bend bars
INT:	16	
WIS:	9	
DEX:	18	-4 def. adj., +3 react/attack
CON:	15	91% system shock survival
CHA:	13	

Weapons: club (1-6/1-3) in hand, longsword (1-8/1-12) on belt, dagger (1-4/1-3) strapped to thigh.

Description: 23-year-old human female, 5′ 5″ tall, 121 lbs., ambidextrous.

Ilmurkah is an acrobatic, flamboyant thief, with a sadistic sense of humor and a love for stupid pranks. She will often be found clowning around in the depths of a dungeon, or wisecracking in the faces of potential enemies. She likes to insult people whom she regards as "stuck up" (which includes clerics of all sorts, loud-mouthed braggarts, and people who act like snobs or are richly, gaudily dressed). She is greedy, and not above picking the pockets of friends — and she loves to hide treasure before others get to it, so that they never know what they've missed. Ilmurkah is (secretly) very sacred of magic, and won't argue with or insult magic-users, for fear of being turned into a toad — or worse.

Possessions: 3 large sacks (each holds 150 gp wt), boots, belt, thieves' tools, money purse containing 22 gp (kept inside armor), bloodstone gem (50 gp value) in right boot, vial of holy water (hidden in one large sack), no food or drink, 2 torches (burn for 1 hour each, 40′ radius light).

Thieving skills: 70% pick pockets, 67% open locks, 55% find/remove traps, 65% move silently, 53% hide in shadows, 25% hear noise, 94% climb walls, 35% read languages.

RAVVAS — 5th-level cleric — Hit Points: 45

AC: 2 (front)/3 (rear)
Armor: Plate mail and shield
Alignment: Chaotic neutral
Deity: Tempus (god of war)
Move: 6″
Languages: Common, chaotic neutral

STR: 17 +1 to hit and damage, 1-3 open doors, 13% bend bars
INT: 13
WIS: 17 +3 to save vs. will-force spells, bonus spells
DEX: 13
CON: 18 99% system shock survival
CHA: 14

Weapons:
flail (2-7/2-8) in hand
hammer (2-5/1-4) on belt

Description: 24-year-old human male, 6′ tall, 148 lbs., right-handed.

Ravvas is a cleric of Tempus, the god of war. He prides himself in, and enjoys, being a skillful fighter and an accomplished thinking-on-his-feet battlefield tactician, or "general." He makes a hobby of collecting unusual weapons, and he tries to retain the arms of defeated enemies as trophies for his temple. At the same time, Ravvas is compulsively honest, finding it difficult to be dishonest or even diplomatic. He is always blunt, open, and truthful, even when it hurts himself or his friends. He expects unquestioning obedience from all worshipers of Tempus (except clerics of a higher rank than himself), and will be enraged if he does not receive it.

Possessions: Holy symbol, belt, large helmet, boots, backpack (holds 250 gp wt), 2 large sacks (each holds 150 gp wt), iron rations for 1 day, 2 water skins, rock with *continual light* cast upon it (60′ radius) kept in pocket.

Spells: *cure light wounds* (x5), *find traps* (x2), *hold person, know alignment, silence 15′ radius, dispel magic, remove curse.*

KORTUL — 6th-level fighter — Hit Points: 50

AC: 2 (front)/4 (rear)
Armor: Splint mail and shield
Alignment: Chaotic neutral
Deity: Tempus (god of war)
Move: 6″
Languages: Common, chaotic neutral

STR: 18/02 +1 to hit, +3 to damage, 1-3 open doors, 20% bend bars
INT: 14
WIS: 12
DEX: 15 -1 def. adj.
CON: 16 95% system shock survival
CHA: 11

Weapons:
spear (1-6/1-8) in hand
broadsword (2-8/2-7) on belt
dagger (1-4/1-3) on belt

Description: 26-year-old human male, 5′ 9″ tall, 162 lbs., right-handed.

Kortul is a berserker — no, not in the Monster Manual sense; instead, when he fights, he screams, yells, spits, claws at people, slashes at targets wildly, smashes furniture and surroundings without care for their value or who owns them, and indeed, doesn't care very much *who* he hits! He is not mad or out of his mind when fighting, though, and will avoid attacks and dangerous situations with a high regard for his own safety. He is a braggart, and openly contemptuous of those who use spells when swords will do . . . but he believes that magic-users should be fought with magic, and undead should be fought by clerics. He is shy around women.

Possessions: belt with pouch (1 gp, 6 sp, 3 cp), boots, horned helm, long cape, backpack (holds 250 gp wt), mallet and 6 iron spikes, tinder box, whetstone, 3 torches (burn for 1 hour each), no food or drink.

AUTAMMA — 7th-level fighter — Hit Points: 60

AC: 2 (front)/5 (rear)
Armor: Chain mail and shield
Alignment: Neutral good
Deity: Tempus (god of war)
Move: 9″
Languages: Common, neutral good, elven

STR: 16 +1 to damage, 1-3 open doors, 10% bend bars
INT: 11
WIS: 13
DEX: 16 -2 def. adj., +1 react/attack
CON: 17 97% system shock survival
CHA: 16

Weapons:
mace (2-7/1-6) in hand
longsword (1-8/1-12) on back
dagger (1-4/1-3) on belt

Description: 21-year-old human female, 5′ 11″ tall, 145 lbs., right-handed.

Autamma is a fighter, and a good one — she has had plenty of practice defending herself from various would-be suitors since she left home and took up arms. She is out to make herself a fortune, serve Tempus by acquitting herself nobly in a few great battles, and win herself a warrior-husband of wealth, stature, and noble courtesy. She's not expecting to find one on this expedition, but is here out of a sense of duty to the Dales and the hope that she will fight valiantly in the defeat of Lashan (and thereby attract the attention of both the Dale lords and the priests of Tempus). She respects her companions, especially the obviously capable fighting men, but holds herself somewhat distant from them all. Perhaps one will prove an enjoyable companion. . . .

Possessions: belt, cloak, boots, small helm, backpack (hold 250 gp wt), 1 large sack (holds 150 gp wt), 1 small sack (holds 50 gp wt), small oil lamp (cannot be carried while lit, burns for 4 hours per oil flask), 3 flasks of oil (flammable), fresh rations for 2 days (will spoil after 48 hours), leather waterskin, whetstone, pair of soft leather shoes and gloves.

ELMAER — 6th-level magic-user — Hit Points: 31

AC: 7 (front)/10 (rear)
Armor: None
Alignment: Neutral good
Deity: Mystra (god of magic)
Move: 12″
Languages: Common, neutral good

STR: 10 — 1-2 open doors, 02% bend bars
INT 17
WIS: 17 — +3 to save vs. will-force spells
DEX: 17 — -3 def. adj., +2 react/attack
CON: 16 — 95% system shock survival
CHA: 12

Weapons:
2 daggers (1-4/1-3) on belt

Description: 48-year-old human male, 5′ 8″ tall, 158 lbs., left-handed.

Elmaer is a magic-user of some accomplishments. He is daring, an enthusiastic experimenter with and seeker after magic, and goes on adventures to gain more — primarily to win for himself all the magic items and written spells (books and scrolls) he can find, and secondarily to gain enough wealth to support his experiments and explorations. He loves using magic, too — exulting in blasting some poor victim with an offensive spell. He enjoys being "dark and mysterious," and will make cryptic remarks if asked about his powers or his past.

Possessions: Warm "street" clothing, belt with pouches for spell components and 13 cp, boots, backpack (holds 250 gp wt), spell book (50 gp wt, in backpack) with all spells given below (plus *read magic, write, burning hands),* portable oil lantern (burns for 3 hours on one oil flask, 30′ radius light), 2 flasks of oil (flammable), needle and thread (30-yard ball).

Spells carried: *magic missile* (x4), *ESP, invisibility, fireball* (x2).

BRAVIN — 7th-level fighter — Hit Points: 62

AC: 3 (front)/5 (rear)
Armor: Chain mail and shield
Alignment: Lawful neutral
Deity: Tempus (god of war)
Move: 9″
Languages: Common, lawful neutral

STR: 17 — +1 to hit and damage, 1-3 open doors, 13% bend bars
INT 9
WIS: 13
DEX: 15 — -1 def. adj.
CON: 17 — 97% system shock survival
CHA: 13

Weapons:
longsword (1-8/1-12) in hand
hand axe (1-6/1-4) on belt
2 daggers (1-4/1-3) on belt and in left boot

Description: 33-year-old human male, 5′ 10″ tall, 177 lbs., left-handed.

Bravin is a grim, grudge-holding warrior. He swaggers a bit, and always speaks as though doom is at hand, and all present must go down fighting — with dignity, mind you. He despises cowards and any who would avoid fights ("scarperers," he calls them). Although he sees the prudence of not attracting an enemy's attention when one is weak, and of retreating before superior foes, he is disgusted by, and will not stand for much of, sneaking around avoiding battles or stealing from a person without fighting him. He mistrusts magic and magic-users, and is terrified of undead creatures to the point of trembling and stuttering (-1 to hit on such occasions, but no effect on his willingness to fight).

Possessions: belt, boots, small helm, backpack (holds 250 gp wt), 2 large sacks (each holds 150 gp wt), 1 vial of oil (flammable), 2 candles (each burns for 3 turns), tinder box, fresh rations for 1 day (will spoil in 48 hours), leather wineskin.

SHARDIN — 5th-level fighter — Hit Points: 38

AC: 4 (front)/4 (rear)
Armor: Banded mail
Alignment: Lawful neutral
Deity: Tempus (god of war)
Move: 9″
Languages: Common, lawful neutral

STR: 18/77 — +2 to hit, +4 to damage, 1-4 open doors, 30% bend bars
INT: 13
WIS: 14
DEX: 14
CON: 12 — 80% system shock survival
CHA: 13

Weapons:
battle axe (1-8/1-8) in hand
hand axe (1-6/1-4) on belt
dagger (1-4/1-3) in right boot

Description: 35-year-old human male, 5′ 6″ tall, 196 lbs., left-handed.

Shardin is a veteran fighter, a grizzled adventurer. Surly and cynical, he is quick to notice treachery, unfairness, and cowardice in his companions — but is fearless in battle, calm amidst danger, and shrewd in his timing when dealing with traitors and cowards. Cheat him of his share of treasure or try to rob him and he will attack immediately, striking to kill — but he will break off such hostilities if rewarded sufficiently. Shardin values money, good food, and protective magic above all else. He likes a good fight and an occasional night in the tavern, and both admires and covets well-made weapons. Nothing else matters to him; he cares nothing for Lord Lashan or for rescuing the Dales, only for what reward he will realize from the adventure.

Possessions: belt, boots, large helm, backpack (holds 250 gp wt), 2 large sacks (each holds 150 gp wt), pewter drinking mug (20 gp value), 5 candles (burn 3 turns), 4 torches (burn 1 hour each), tinder box, whetstone, several small rags, mallet, 6 iron spikes, iron rations for 2 days, leather wineskin.

Into the Forgotten Realms player character sheets

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RINDAL — 8th-level thief — Hit Points: 42

AC: 5 (front)/8 (rear) — Armor: Leather
Alignment: Neutral — Deity: Mask (god of thieves)
Move: 12" — Languages: Common, neutral

STR: 15	1-2 open doors, 07% bend bars
INT 14	
WIS: 14	
DEX: 17	-3 def. adj., +2 react/attack
CON: 16	95% system shock survival
CHA: 15	

Weapons: longsword (1-8/1-12) in hand, 2 darts (1-3/1-2) on belt, daggers (1-4/1-3) in each boot.

Description: 35-year-old human male, 5'8" tall, 129 lbs., ambidextrous.

Rindal is a slim, quiet, soft-voiced man, given to sampling wines and enjoying the company of women as often as his finances will allow. He dislikes dirt, hard labor, and fighting, but enjoys stealing — especially if he can filch something undetected from a person he meets casually in the street. He makes a point of *never* stealing from friends or companions, to avoid distasteful conflicts and ruined relationships (for he values his friends — among them Kortul, Elmaer, and Ravvas of the present party). Rindal intensely dislikes loud noises and arguments, and tends to drift away from them.

Possessions: soft leather gloves, boots, belt, 150' of fine cord (supports up to 4 men at once), grapnel hook (on cord), 2 large sacks (each holds 150 gp wt), thieves' tools, 8 metal spikes, cloth-wrapped stone (serves as a mallet), fine chain necklace with pouch containing 16 gp (kept under armor), iron rations for 4 days, 2 water skins.

Thieving skills: 70% pick pockets, 67% open locks, 55% find/remove traps, 67% move silently, 54% hide in shadows, 25% hear noise, 96% climb walls, 40% read languages.

MYRUNE — 7th-level magic-user — Hit Points: 28

AC: 8 (front)/10 (rear) — Armor: None
Alignment: Chaotic neutral — Deity: Mystra (god of magic)
Move: 12" — Languages: Common, chaotic neutral

STR: 13	1-2 open doors, 04% bend bars
INT 18	
WIS: 14	
DEX: 16	-2 def. adj., +1 react/attack
CON: 15	91% system shock survival
CHA: 15	

Weapons: quarterstaff (1-6/1-6) in hand, dagger (1-4/1-3) on belt.

Description: 53-year-old human male, 6' tall, 130 lbs., right-handed.

Myrune is a diplomat, reconciler, compromiser, peacemaker. He hates to see conflict (between people he knows, at least), and wants everyone to be contented and carefree. He will always try to settle or end arguments between companions — if necessary, by distracting the combatants' attention, or by threatening them with his own magical might or punishment at the hands of other party members. He is confident of his own magical abilities and wants to increase them — and is irritated by the "pushy" nature of Elmaer, the other magic-user in the party. He is fascinated by gems and magic items, and will seek to win ownership or custody of any he finds.

Possessions: long robes, belt with 2 pouches (each holds 30 gp wt, currently full of material components), 22 sp in left pouch, boots, backpack (holds 250 gp wt), spellbook (in pouch, weighs 80 gp wt) with all spells given below (plus *read magic, write, identify, detect magic),* 4 quills, 1 vial ink, 20 pages of parchment, tinder box, gold coin with *continual light* cast upon it (in hand, 60' radius light).

Spells carried: *jump, protection from evil, shield, sleep, continual light, detect evil, web, dispel magic, haste, wall of fire.*

doors (with diagonal framing) face the characters on the wall ahead. If anyone inspects the chimney closely, a shrieking, purple, yellow-eyed bat will fly out of the chimney right at the characters. It's an ordinary bat (AC 8, MV 1"/24", ¼ HD, 2 hp, bites for 1 hp damage plus disease, as per cause disease, if a save vs. poison is not made). A character may climb up the chimney if he possesses any climbing ability; otherwise, a character has a 40% chance of successfully climbing the chimney passage. The chimney exits into the ruins of Myth Drannor overhead, serving as an emergency escape route (though it is a filthy one, too).

If the chopping-block table is closely inspected, it will be found to be covered with a peculiar, gummy ichor. A large meat cleaver is lying on the tabletop, its blade also covered with the ichor. This is the place where Azimer has been killing larvae brought to him by summoned demons and night hags, which helps him to maintain his lichhood (though he no longer sees himself as a lich at all).

10. This 10-foot-wide, 20-foot-deep root cellar has a low, arched stone-block ceiling and a fairly level solid stone floor. In it are bunches of old, mouldering onions, a spongy, pungent-smelling keg of beer (now spoiled), a large pile of straw, and a row of six empty earthenware jugs. A seventh jug has rolled into a corner and still has its stopper in place. It is heavy, and sloshing noises come from inside when it is moved.

The jug once contained potent root wine; however, it and the beer have both spoiled and are now poisonous (loss of 2 hp, plus wracking pains and nausea for 1 turn if any amount of these is consumed; no spellcasting, attacks, or defense possible during this time), though neither tastes bad.

Hiding under the straw in the cellar is a larva (AC 7, MV 6", 1 HD, 8 hp, bites for 2-5 hp damage). The larva escaped from Azimer a week ago when brought over to the kitchen (area 9), and Azimer, in his addled state, never thought to look for it again. If discovered, the larva will plead for mercy, spewing forth any number of lies and false promises to help the party. It only wishes to escape the dungeon. It will claim to be a paladin cursed by Azimer to look like a worm, but will not say anything more about Azimer except that the mage is crazy. The larva will make no reference to Azimer's lichhood.

11. The door to this room is latched but not locked. It creaks loudly when opened to reveal a long, bare room that smells faintly of herbs, apples, onions, and the like. The floor is strewn with damp, rotting rushes, among which comes a phosphorescent glow at the far end of the room. The glow is from a small (1 foot long), harmless glowworm. Nothing of value is here. This room was a pantry.

12. A room identical to 11 (another pantry), but without the glowworm. If the chamber is searched thoroughly, a narrow gap may be found in the walls at the back (leading to area 13). The gap will be found by a character on a roll of 1-3 on a d6 if the room is searched for at least 5 rounds.

13. A dark, rough-walled, natural stone passage, with uneven footing and slick with damp and harmless molds and lichens, leads to a natural cavern. The cavern smells of wine and some unidentifiable rotting substance.

The floor has a secret door in it (detected on a 1 on a d6 roll by any character searching for it; roll once per turn of searching). If the door is opened, a small pit will be discovered in which the mouldering remains of several larvae and some minor treasure are stored. A *potion of fire giant strength,* 120 gp, and a *wand of magic missiles* (with 3 charges) will be found here.

14. The door to this room is made of stone and locked (it must be picked or forced open with a bend bars roll to get in). Within is a 20′ x 20′ empty room, once used as a storeroom.

15. Another storeroom with a stone door, but this door's lock has been picked. Opening this door will still require a bend bars roll, since material has been shoved against the other side of the door to jam it shut.

Inside the room is the body of another of Lashan's men, an elf fighter/thief in leather armor who was probably the last of Lashan's men to die inside the mages' school. The elf escaped from Azimer as the lich chased and killed the rest of the men in the northern end of the dungeon across the chasm (area 16); having made it across the chasm, the elf discovered that Azimer had used *dimension door* to arrive in area 2 (judging from the screams of the guards there). The elf took refuge in area 15 after picking the lock, but Azimer found him anyway with another *dimension door.* Azimer, still enraged from Lashan's successful attack on him (see area 28), immediately slew the elf with his freezing touch. Frostbitten scars in the shape of skeletal hands appear over the elf's face, arms, and chest.

If searched, the elf will be found to have a set of thieves' tools, a pouch inside his armor with two gems (both worth 100 gp), a pass identifying the bearer as an agent of Lashan's army, and a *ring of water breathing* (as per the druid spell, with indefinite duration). A *speak with dead* spell will reveal the elf's spirit to be rational, but very calculating and angry that he has been slain. He knows it was a lich that killed him, but will not tell this to the party out of sheer maliciousness (he was a neutral evil elf). If he thinks he can mislead the party, he will try to do so.

16. The corridor ends on the lip of a vast, dark chasm: a natural underground rift lit here and there by glowing patches of yellow fungi. Some 70 feet away, on the other side of the cavern and slightly lower, the corridor opens out again. The rough, stalactite-studded ceiling of the cavern is visible overhead; the bottom is shrouded in darkness. (A pebble or other item dropped down will take 2 seconds to hit, indicating a depth of about 60 feet.)

The chasm is crossed by a row of seven glowing, pearly-white squares, apparently made up only of light, each 7′ x 7′ and separated from the next square by a 3-foot gap (or 1 ½ feet from the tunnel floors on either side). All is silent. Far to the left (90 feet away), some sort of arched bridge or viaduct can be seen, paralleling the squares of light (see area 24); the sound of rushing water comes from the bridge.

The chasm is 60 feet deep, measuring from the level of the squares; any character falling into it takes 6d6 damage and must make a system shock roll in order to escape becoming lame (move at 3" speed permanently). Roll percentile dice whenever a character moves from one square to the next, with a result of 00 indicating that the character has slipped on a square's slightly slick surface and fallen. Do not roll when a character crosses from a tunnel to a square, or from a square to a tunnel mouth. A running character has a 10% chance of slipping off when jumping from square to square. A character will normally cross the chasm in 3 rounds, taking half a-round (5 segments) to cross from one square to another; crossing from a tunnel to a square or vice versa is considered to be automatic. Running across the chasm successfully takes only half a round.

If struck solidly by a monster (see below) while on one of the squares, a character has a 5% chance of falling off per hit point of damage inflicted on him. The light squares will solidly support characters without dipping or moving, regardless of how much weight is put on them. A *dispel magic* cast on a square will cause it to wink out of existence instantly, dropping whatever is on it to the chasm floor.

When the foremost member of the party reaches the center square over the chasm, a doombat (kept as a guardian by Azimer; AC 4, MV 18", 6 + 3 HD, 33 hp, bites for 1-6 hp and lashes for 1-4 hp, shriek ruins all spellcasting attempts and causes all "to hit" attempts to have a -1 penalty; *light* spells will keep it from attacking) will attack by swooping past the party, biting and tail-lashing as it shrieks for 5 rounds. The doombat, after it finishes the 5-round shrieking attack, will then start attacking characters by snatching at them with its feet (roll to hit as a 6 HD monster to grab victim) and dropping them into the chasm. Once someone has fallen into the chasm, the doombat will fly down and attack the character there continuously until the victim is slain.

The doombat cannot enter the tunnels leading out of the chasm. It is famished from lack of food and will never retreat once its attacks have started. Anyone hearing the doombat's cries has a 5% greater chance of falling when moving from square to square.

When the foremost member of the party reaches the square closest to the northern tunnel entrance, a piercer (AC 3, MV 1") 4 HD, 20 hp, 4-24 hp damage from drop, 95% likely to surprise) will fall on him or her (normal "to hit" roll required).

17. The chasm is dark, with a rocky floor strewn with sand (there was once an underground lake here), bones from the doom-bat's and piercer's victims, and some minor treasure. Glowing molds and fungi can be found here, and harmless crickets and cave snakes nest in the shadows. The shell of a long-dead giant scorpion rises ship-like at the eastern end of the chasm floor, and the remains of several humans litter the ground under the light squares. (All fell from the walkway above.) Only the most recently dead human may be contacted using a *speak with dead* spell; he will prove cooperative, but only if his body is given a proper burial (his religion requires his body to be immolated). He knows about Azimer's lichhood, having been in area 28 when Lashan attacked the former archmage, but he ran from the scene before he knew of Lashan's fate.

One skeleton wears rotten leather armor, with a *shortsword +1, +2 vs. magic-using and enchanted creatures,* and two normal silvered daggers (one at belt, one in left boot). It wears a gold ring (worth 10 gp) and has 60 feet of waxed cable looped around its waist as a belt. Beside this one is a skeleton in rusty but usable chainmail, with a crumpled metal shield under it, a longsword belted to it, and a handaxe fallen nearby. It has a tinder box, two large empty sacks, and a broken lantern.

A skeleton in tattered robes is close by, wearing a brass ring (a *+3 ring of protection)* and clutching a broken staff. In its backpack are a stoppered stainless steel vial (a *potion of healing,* restores 2d4 + 2 hp), 3 broken candles, 2 quills, a bottle of ink, and a spellbook with 16 pages in it. The last three are blank; the others are *burning hands, enlarge, identify, jump, read magic, shield, spider climb, write, continual light, invisibility, knock, locate object,* and *dispel magic.* Material components packaged in cloth bags, for the castings of all of these spells, can be found in the pockets of the robes.

Near the northern end of the chasm is a skeleton in red robes, with studded leather armor underneath and an iron helm. A shattered wooden pendant (probably once a holy symbol) hangs from its neck, and a smashed lantern is gripped in one hand. Two shattered glass flasks are in a pack on its back, and a hammer hangs from its left wrist by a looped strap. A *+1 mace* is in a wrapped sheath at its belt; this glows (equal to a crimson *faerie fire)* when grasped.

A freshly dead human in plate mail, with intact metal shield, helm, and armored boots, lies on top of the cleric's remains. A dagger is at its feet, a broadsword in its hand, and a (broken) javelin slung across its back. The human's shield has the insignia of Lashan's army upon it (see above for more information). His belt purse contains 15 gp, 2 ep, and 5 cp.

18. Two featureless stone doors (to areas 19 and 27) and a corridor open out from this chamber, which contains an empty torch bracket set into the wall in one corner and a sigil in red mosaic tiles inlaid in the center of the pale gray floor. The mosaic pattern is that of the wizard's school that once flourished here. Anyone who searches this area for 1 turn will successfully detect the trap on the sigil if that character makes a roll of 1 on a d6 after that time has elapsed.

The two doors are *wizard locked* (19th level). If the sigil is stepped on or disturbed in any way, a hole will silently open in the ceiling above it and an iron cobra (AC 0, MV 12", 1 HD, 8 hp, bites for 1-3 plus poison (sleep for 1-2 hours), saves as 12th-level magic-user, immune to all will-force spells and *webs,* takes half damage from normal weapons, 49% chance to hide in shadows, moves silently) will strike down out of it at anyone and everyone in area 18. The actual lair of the iron cobra is a 5′ square alcove above area 18.

19. This 20′ x 30′ room is lined with deep, floor-to-ceiling shelves covering all four walls (except for the door). In the center of the room is a sturdy trestle table and two high stools. The shelves are crammed with stored material components for spells and equipment, including 16 brass braziers, a pot of pitch, 8 intact turtle shells, and a wide assortment of jars containing the following: coal, charcoal, salt, soot, glow-worms in fluid, powdered iron, powdered brass, powdered silver, owl feathers, duck down, sticks and blocks of incense, dried basil, dried savory, catnip, 500 copper pieces, 100 pearls (each 100 gp value), fleece, wool, 600 crystal prisms, sand, rose petals in water, glass rods, crystal beads, human eyeballs in fluid, giant octopus ink, giant squid sepia, wax blocks, string, snakes' tongues, straws, gloves, nutshells, twigs, pebbles, bark chips, caterpillar cocoons, black dragon's blood, quartz crystals, powdered bone, 400 tiny crystal cones, sesame seeds, 50 tiny silver whistles (each worth 2 gp), 50 silver horns (each worth 120 gp each), powdered diamond (400 gp worth), varicolored thread, wood sticks, mercury, 300 parchment cones, bat fur, candles, dried insects, 66 citrine gems (50 gp each), iron pyrite lumps, leather thongs, loadstones, honeycomb in fluid, parchment strips, human finger bones (from undead skeletons), mica chips, ox hairs, skunk cabbage leaves in fluid, spiderwebs, flints, oil (flammable), wing feathers (eagle), clay in fluid, brass rods, fine dust, and human eyelashes.

If the shelves are examined closely, a doorway-wide section in the south-east corner will be found to have joints in it (breaks or seams in all the shelves). If pulled, this section will swing out to reveal a dark passageway behind it.

20. This 30′ x 30′ room has an unlocked, open stone door; it contains only a wooden armchair and circular table, with a ring of eight stools around it. All are rotting and somewhat rickety.

21. This area is similar to area 20, except that the door is closed and *wizard locked* (19th level). The walls of this room are covered in illegible scrawl, written with a charcoal stick. Azimer, in his madness, believes he is creating a new potion formula that will give him immortality and godlike powers; in truth, as any magic-user of 8th level or higher will be able to tell, it is meaningless.

22. This large (60′ high x 170′ long x 40′ wide at its widest) irregular, natural cavern has a sandy floor, and a clear-watered, cold, swift-flowing stream at its west end. The water falls down the rock face from clefts high up, collects in a tiny pool, and flows swiftly to the southwest where the cavern narrows. It is large enough for characters to swim across. The room is lit by a faint *faerie fire* radiance cast on the ceiling above the stream.

Two of Lashan's men escaped as far as this cavern when Azimer became enraged, but their bodies lie in the northeast end of the cavern, slain by *magic missiles.* Each man is dressed in chainmail and carries a broadsword; neither possesses any equipment of consequence. If contacted by a *speak with dead* spell, either man will prove talkative, but neither of them knows of Lashan's fate.

23. The stream rushes rapidly along a natural passage, a rough-walled chute with 4-6 inches of dank airspace between the stone ceiling and the water. Characters swimming the icy stream will become numb almost immediately; they will find it hard to hold things, their coordination becoming slow, imprecise, and weak (reduce dexterity by half, dropping fractions). This effect will last for 5-10 rounds after a character leaves the stream.

Between the cavern (area 22) and the viaduct (area 24), the swimmers will be swept into a skeleton lodged against an old iron grating (which is twisted to one side, allowing easy passage past). Examination of the skeleton, which is that of a magic-user, will reveal a brass *ring of feather falling* and a silvered dagger in a belt sheath. The skeleton has a single pearl on a chain about its neck, a *pearl of power* which recalls a 3rd-level spell if worn by a magic-user.

24. The stream is carried across the chasm here by a 4-foot-high walled viaduct, before it plunges once more into a rocky tunnel. If the stream is followed further, the party will find it passes underneath two shafts or holes — the garderobes of areas 7 and 8 — before sweeping on for miles under the earth to join the River Ashaba just north of Mistledale. The cold water will quickly paralyze any unprotected character who is even

partially immersed in it, with this effect beginning as soon as a character passes the shaft leading up to area 8. Any paralyzed character who does not have some means of breathing underwater will drown; those who survive will be swept along in the stream until they are deposited in the river after some 5 hours of travel. It is possible for a character to walk against the current, but only if some sort of protection from cold is employed (such as a *cube of frost resistance,* a *ring of warmth,* or a *resist cold* spell).

25. The door to this room is made of stone and is *wizard locked* (19th level). Within lies a 50′ x 65′ chamber carved from solid rock, containing a huge crescent-shaped table fashioned of black wood, with thirty-three straight-backed chairs of the same material drawn up around it. Three globes of glowing, immaterial light hang in midair on the far (east) side of the room, and each has an item hanging suspended in it: a staff, a large egg-shaped spheroid, and a crown. Three freshly slain human bodies lie on the floor around the table, each badly mauled and partially eaten. Overhead floats a huge brainlike monster with a parrot-like beak and ten tentacles, each as long as a man is tall. Four gemlike stones circle about its head, out of reach of the characters. It floats toward the characters, writhing its tentacles.

The monster is a grell (AC 4, MV 12″, HD 5, 35 hp, 10 tentacle attacks for 1-4 (plus save vs. paralyzation at +4) and bite for 1-6, flies by *levitation,* immune to lightning) that will attack anyone entering the room. It did not kill the three humans who lie about, having been fed them instead by Azimer (who keeps the monster as a "pet"). The condition of the bodies indicates that they were slain only within the last few days, in the same manner as the dead in areas 5 and 15. They were former warriors of Lashan.

Treasure is scattered about the room, and consists of a shortsword, 3 daggers, 4 iron spikes, a wooden mallet, a 60′ rope, a bullseye lantern, a *wand of enemy detection* (4 charges left), a purse with 6 gp, a +2 *broadsword,* a hammer, a spear, 3 sets of chain mail, 2 blankets, 2 darts, a scroll of two *magic missile* spells (at 6th level of ability), and 5 flasks of flammable oil. Azimer had no use for such items (or so he believed).

Floating just above the grell are four *ioun stones.* The first is a pale green prism (adds 1 level of experience), the second a pearly white spindle (regenerates 1 hp of damage per turn), the third a pale lavender ellipsoid (absorbs spells of up to 4th level, burns out to dull gray after absorbing 10 spell levels), and finally a dull gray ellipsoid (burned out). The second and third stones function normally when whirling around the grell.

The three floating items in the globes of light are trophies. (This was an audience chamber and meeting room.) The glowing globes of air are merely permanent stasis fields; they hold any object placed in them motionless, *levitated,* and protected from decay. Characters reaching into the globes of light will not be harmed. The items are a *staff of curing* (4 charges left), a red dragon's egg (fertile and hatchable within 2 weeks, value 1500 gp), and a crown of silver (worth 550 gp) set with six black sapphires (value 5000 gp each) and a 5000 gp-value clear red ruby, set in a spire in the center front of the crown. This ruby is actually a *gem of seeing.*

26. This hallway is lined on both sides with a total of fifteen life-sized stone statues, standing on l-foot-tall blocks of stone. They are all extremely lifelike and all radiate a faint dweomer, but are merely well-sculpted statues of famous magic-users, nothing more.

(Dungeon Masters using this module in a regular campaign may consider having a few, or even all, of these statues be petrified magic-users, powerful mages who taught at the school and elected to wait in this way for apprentices to "wake" them in times of need.)

Two closed, *wizard locked* (19th level) stone doors are set in the walls of this hallway, one at the east end, and one at the south wall (leading to areas 27 and 28, respectively).

27. This 20′ x 60′ room was once the library of the School of Wizardry; now it is a fire-scarred ruin. Ashes and crumbling, charred shelves line the walls and litter the floor in the center of the room, where remnants show that three tables, with four chairs at each, stood here. Dust lies thick on the ashes; the fire was not a recent thing, and surprisingly few ashes are on the shelves.

Close examination will reveal that the books and scrolls of the library were almost all gone or removed before the fire occurred. Walls, floor, and ceiling are all blackened by smoke, and if these are looked at, the outlines of a narrow door can be seen on the south wall, in the corner where it meets the west wall. If this area is pushed, it will slide noiselessly away to reveal a dark, silent passage.

28. This room is 30′ x 30′, and furnished with a massive carved wooden arm-chair, an oval side-table with a large book on it, and a purple tapestry on the south wall adorned with a golden sigil identical to the one on the floor of the central hallway (area 18). The room is illuminated by a brightly glowing ball of green fungus that sits in a bowl full of what looks like water and old, black blood. A skeletal hand, still blotched with scraps of rotting flesh, is visible, projecting half out of the bowl; the fungus is growing on the carrion. The bowl is under the table.

Sitting in the chair is a skeleton with shriveled skin still adhering to it; it is wearing rotting robes, and its eyes are two cold, twinkling white points of light. It gestures at the characters to approach.

This is Azimer (AC 0, MV 6″, HD 19, 76 hp, attacks for 1-10 (plus save vs. paralyzation), causes *fear* in all creatures below 5th level or 5 HD, struck only by magical weapons or attacks, immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity* (see below), or *death spells/symbols).* Though as a lich he is immune to further attacks causing insanity, Azimer's mental illness predated his conversion to a lich, and his insanity cannot now be cured by any means.

Azimer is still well equipped with spells, and his condition still allows him to cast them (though he has a 1% chance per level of a spell attempted of blowing the spell so that it does not "go off'). His current spells are as follows: *magic missile* (x3), *read magic, shield, continual light, ESP, levitate, magic mouth, wizard lock, dispel magic, gust of wind, hold person* (x2), *suggestion, dimension door* (x2), *fire trap, wall of fire, wall of ice, cloudkill, feeblemind, hold monster* (x2), *wall of force, anti-magic shell, death spell, repulsion, cacodemon, power word stun, reverse gravity, Otto's irresistible dance, power word blind* (x2), *and imprisonment.*

Note that Azimer's *magic missile* spells (each firing ten missiles that do 2-5 hp damage apiece) may be directed at separate targets if the lich so wishes. Azimer will employ these first, interspersing them with any defensive spells he deems necessary (e.g., *feeblemind* on spellcasters, *hold person* or *hold monster* on charging attackers, or *reverse gravity* on a group of attackers, *anti-magic shell* if he faces many spellcasters, and so forth). Azimer will use *dimension door* to get into area 29 if seriously threatened.

All of Azimer's spells are written in the book on the table. (This is his final spellbook, which he no longer needs but which he keeps for sentimental reasons.) The book has a *fire trap* cast on it (5′ radius explosion doing 19 + 1d4 damage when opened, unless the proper saving throw is made).

Azimer will at first greet the characters in a brusque manner, demanding (in a ghastly whisper) to know where the characters have been, why they haven't been studying their spellbooks, and scolding them for not seeming to care about how important their work at the school is. He will then get up and become more friendly and patronizing, continuing to treat the characters as favored pupils in his "magic school" and calling them by the names of magic-users long dead who lived at the school. He will avoid touching the characters unless one of them appears to be belligerent or talks back to him; then he might gently rap the character once (doing normal damage from his cold touch) and continue with his business.

Azimer believes he is a living human being, and cannot be convinced that he is really a lich. He will treat any comments to the contrary as some sort of joke or insult, depending on how such comments are framed. If attacked, he will defend himself as described above. Though he continues

to summon night hags and demons to collect larvae, enabling him to maintain his lichhood, he believes this will help him to achieve godhood (which will never occur).

No sign of Lashan will be seen in the room, and there are no signs of a scuffle. If Lashan's description is given to the lich (he was 6' tall, dark haired with a heavy beard, very muscular, and had green eyes), or if he is named, Azimer will become agitated and curse Lashan as a traitor, backstabber, thief, liar, and cheat. The lich will heap abuse upon Lashan, eventually stopping to give out a horrifying giggle and admit that Lashan now "sleeps at the center of the world." After *stunning* (with a *power word stun)* and *paralyzing* Lashan with his touch, Azimer used an *ESP* on the unfortunate tyrant, learned about his life, and then cast an *imprisonment* spell on him.

The Dungeon Master may have Azimer perform any number of bizarre behaviors and say nonsensical and "crazy" things when interacting with the party. Azimer has no desire to leave his underground home, and if left alone he will eventually waste away and his spirit will perish within a few hundred more years. Though he is evil and may certainly be dangerous, he is for the most part harmless — unless aroused.

29. Here all the secret passages meet. A 1-inch-diameter hole is in the ceiling of this chamber, and within it is a slightly smaller keyhole. A 2-inch-diameter round hole is in the floor, extending down 3 feet. At the bottom of the hole in the floor can be seen a long, gold key, if a light is directed into the hole.

If the party figures out a way to get the key up out of the hole (various spells will work, or some sticky substance — pitch from a burning torch, for example — can be applied to the end of a staff, a stick of wood, or a rope) and inserts it into the keyhole in the ceiling, the door leading into area 30 will open. The lich will flee here if pressed, using a *reverse gravity* spell to get at the key, which is the only unfixed object in this chamber.

30. The passage here is guarded by a piercer (1 HD, 7 hp, does 1-6 hp damage) that hangs directly over the secret door entrance.

This last irregular, natural passage apparently leads to a dead end; but shortly before its end, on the east wall, is a secret door (see area 29) leading into a natural rock cavern, once the quarters of the Master of the School. This cavern room is lined with books; most are light reading in rather archaic common and elven tongues, but spellbooks (one book per spell level) may be found, containing all known magic-user spells except for those named spells (like the *Bigby's hand* spells) that are peculiar to the WORLD OF GREYHAWK™ Fantasy Setting.

Also present are two wooden armchairs, a wide cot with cotton sheets and a wool blanket, a rug, a table, a chamber pot, two (empty) wooden kegs, two pewter tankards, an oil lamp and sixteen flasks of oil (on a bottom bookshelf to one side), two crystal decanters of sherry, a pack of (normal) playing cards, a silver *horn of Valhalla,* an *alchemy jug,* a *wand of negation* (6 charges left, command word "Arbraer" engraved on the butt), a *helm of comprehending languages and reading magic,* 4 *potions of healing* (each restores 2d4 + 2 hp), and a *necklace of adaptation.* None of these items is labeled or in any way identified, and all are usable by any character class.

Here endeth the description of the School of Wizardry. The characters who have the sense to run like blazes or to play along when they encounter the lich may come out quite well endowed with what they find. The place is rather heavy on magic for campaign use, unless one adds a few more monsters and makes getting out again a little harder (perhaps blocking the front entrance and forcing use of the chasm-crawl or the stream). The spellbooks listing all magical spells may be removed if such would unbalance a campaign. ⋈

Into the Forgotten Realms scoring system

When this adventure was run at the 1984 GEN CON® Convention, players were scored on a point system that somewhat resembles the RPGA™ Network scoring system. All participants in each session, players and DM alike, voted for best, second best, and third best role-players among the playing group. In addition, players received points for having their characters accomplish particular actions related to success in the adventure.

If you're using this adventure as part of a campaign, it may not be appropriate to use the scoring system at all. Or, if you modify certain parts of the environment, or certain conditions for success in the adventure, you may find it necessary to modify the point values given below, or change or add to the ways in which points can be scored.

The player judged to be the best role-player in the group by the DM earns 25 points, with 15 points going to the DM's choice for second best role-player and 10 points to the DM's choice for third best role-player.

Each player also votes for best role-player, earning 10 points for the player named as best, 5 points for second best, and 3 points for third best. Players may vote for themselves.

In addition, points are awarded to players (and the characters they ran in the adventure) for accomplishing the following things:

10 points for attacking the stone guardian in area 2 before it is activated.
10 points for searching the furniture in area 6, whether the wand is found or not.
10 points for discovering that either garderobe (areas 7 and 8) leads to the stream.
10 points for successfully climbing the chimney in area 9.
10 points for volunteering to go first across the squares in area 16.
10 points for being the first to reach into one of the "air globes" in area 20 and take an object from it.
10 points for deducing what happened to Lashan.
10 points for figuring out a way to get the key out of the hole (area 29).
15 points for deducing the existence of a lich in the dungeon before crossing over the chasm into the northern end of the dungeon, or before talking to the dead man in area 16.
20 points for devising a method of dealing with the lich without causing it to attack the group, and having that method adopted and used successfully by the party.

Nogard

No price

No DM needed
No danger
No point whatsoever

No adventure has ever been like this!

Nogard

The high-level adventure to end all adventures

Welcome to *Nogard,* a solitaire scenario for the AD&D® game designed specially for player characters of ultra-high level and world-shaking power. The adventure takes place in an environment unlike any that your character has ever experienced, and you and your character will both face challenges that you never thought were possible in an AD&D game adventure. And all of this is achieved without once placing your favorite incredibly powerful character in jeopardy. Your player character can't help but survive a journey through *Nogard* — but his life will never be the same again.

Instructions

You will serve as both the player and the Dungeon Master, so to speak, in this solitaire adventure. Except for your character's record sheet and a pencil (which you'll need only briefly; don't bother to get up for it now), no materials are needed to run this adventure other than the rules you are reading. Begin by setting the scene with the background, then start with Section I of the adventure itself. After you play through the events of a section, turn to the section you're directed to at the end of that passage. At times, you or your character will be called upon to make decisions — but you always get as much time as you need to make up your mind. There are no tricks, traps, or unfair surprises in this scenario.

Nogard is actually four adventures in one — certain passages in the text are read differently for cleric, fighter, magic-user, and thief characters. Depending on what kind of character you're running, insert the appropriate passages where indicated. To revive the adventure after several playthroughs, try mixing passages for different classes for a completely different adventure every time.

Background

In your career as a player character, you have not simply reached the pinnacle of achievement — you have defined it. But for years now, ever since you became

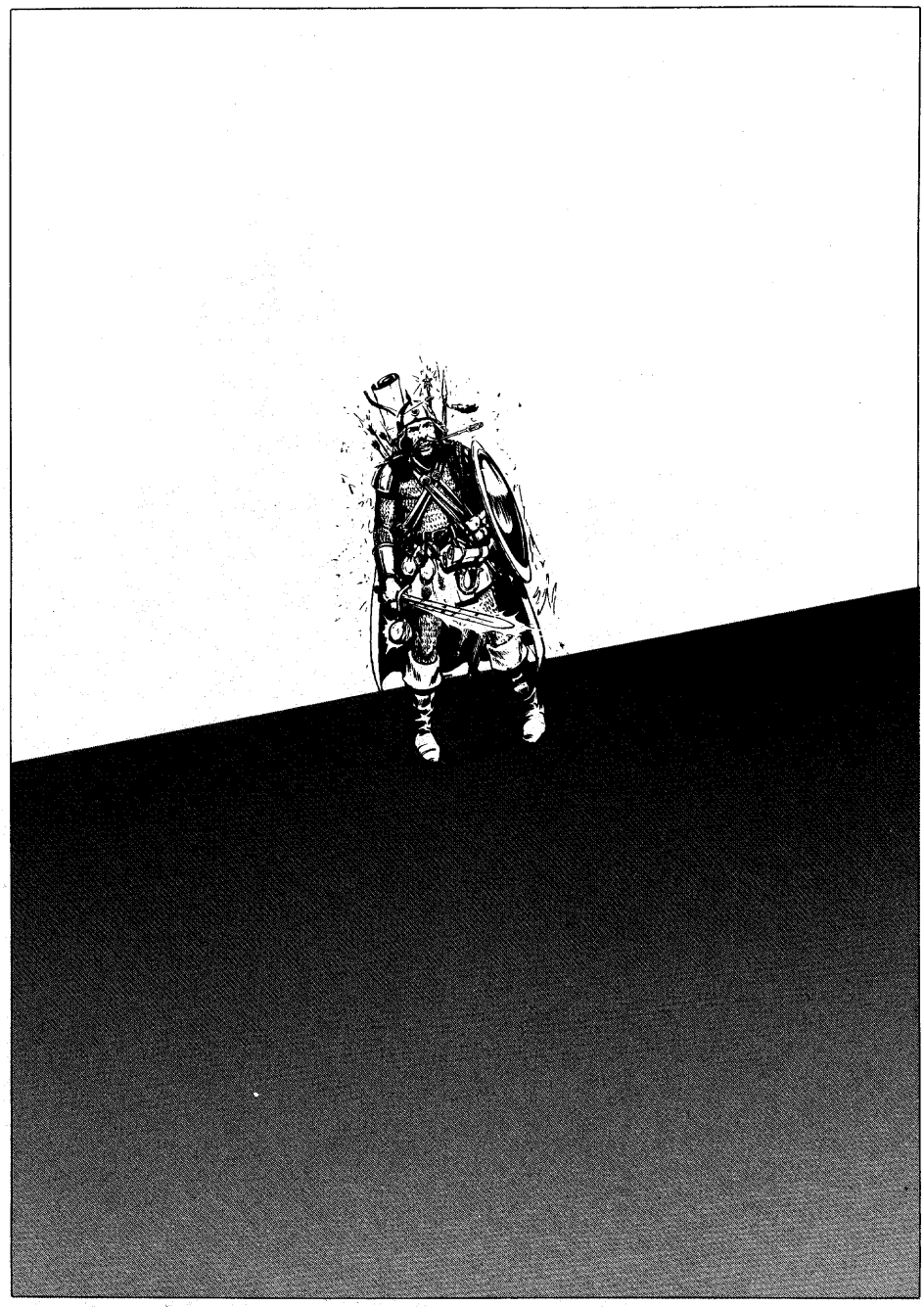
C: Protector of the Universe,
F: Warrior Without Peer,
M: Supreme Spellcaster,
T: Sultan of Stealth,

life hasn't had as much zest as it did before. Your accomplishments are unparalleled, your talents beyond compare and your riches beyond counting — but all of it is coming to mean less and less. Lately, you've found yourself wondering whether you can ever feel challenged or motivated again.

Being a person of tremendous intelligence and wisdom, you decide that there must still be challenges unrealized for you, because it doesn't make sense that someone as powerful as you should be forced to be this miserable. Then, one day, it happens. Just as you concentrate mightily, trying to figure out where this place of challenge is and how to get there, a sharp noise resounds (like the sound of a book being closed) and you are whisked away.

THE ADVENTURE

I: After a journey that takes only two eyeblinks longer than teleporting, you find yourself in the middle of a large expanse of



gray space. Amazingly, you have arrived in a state of full readiness — equipped for any adventuring challenge you meet. At your feet are some of your most prized possessions, including

C: Thor's hammer, plus a complete operating room inside a *satchel of holding.*
F: Your collection of +5 laser blasters and a 20-gallon jug of *potion that does anything I want.*
M: A 32-volume set of spell books and an *amulet of protection from rules.*
T: A key that opens any door and defuses any trap, plus a cloak that always stays invisible (funny, I thought I saw it a minute ago . . .).

You don't see much going on, but that doesn't lull an experienced stalwart like you into a false sense of security. You know this is an adventure, and sooner or later something is bound to happen to you if you simply:

Stand there and wait — go to Section II.
Sit down and wait — go to Section III.

II. After a while, you start to get bored with just standing there, so you sit down. Go to Section III.

III. Sitting doesn't seem to help. Neither does pretending you're asleep. You decide that nothing is going to sneak up on you, so you start to move toward the gray area in the distance. It doesn't take long to notice that *everything* is a gray area in the distance. You become even more watchful, thinking that attack from an unseen enemy could come at any moment. The suspense is building — surely this will be a tale to regale even the most jaded of your friends back home! Go to Section IV.

IV. Nothing at all happens to you for what seems like ages. You get more edgy as time goes on, moving gradually from a feeling of anticipation to one of anger: Why isn't anything *happening?* As time goes on and on (which, for game purposes, is twice as long as just "on"), your mood becomes one of panic: Why isn't *anything* happening??

If you want to stick it out a while longer, go to Section VI.
If you want to end the adventure now, go to Section VII.

V. There is no Section V.

VI. You aren't sure how much longer you can stand this horrible combination of suspense and boredom. Once in a while you search furiously for some way out of the gray, but that never takes long because there's nothing to look at. You've even considered doing away with yourself as a way of escaping, but

C: Because of the enchantment placed upon you years ago by a deity who's a buddy of yours, your wounds always heal instantly.
F: Your armor class is so low that not even you can hit you.
M: A spell you once researched turned your body into a magic item, and whenever you cast a spell on yourself, all you do is recharge.
T: You can't very well stab yourself in the back, and who ever died from picking his own pockets?

The pressure is getting unbearable. You're not sure if you can stand even another minute of this existence. . . .

. . . and you've just decided it isn't worth it. Go to Section VII.

. . . but you're determined to get your money's worth out of this adventure. Go to Section VI.

VII. Being an adventurer of ridiculously high intelligence and wisdom, you must have figured this out by now. But just in case, a voice booms out this brief message: "This extended vacation in Nogard comes to you through the combined efforts of the Gods of Game Balance. You do not need the assistance of your player for the remainder of this adventure. Proceed to Section I, and be on your guard — something could happen at any minute."

Epilogue: For players' eyes only

While your character goes back to Section I, you should read and follow the instructions in Section VIII.

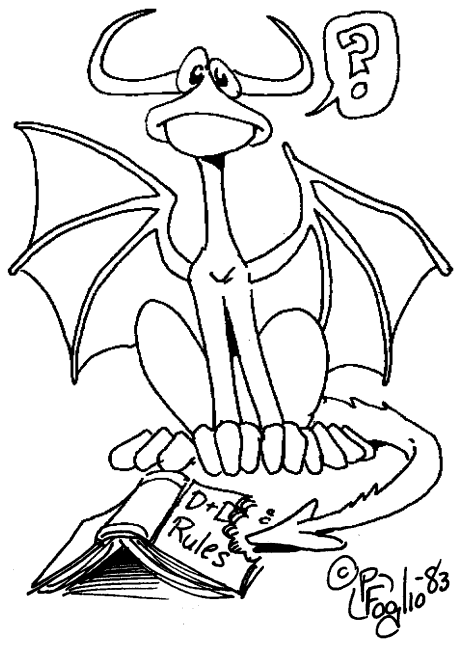
VIII. Go get the pencil we said you'd need. Across the top of your character sheet, write the word "Retired." Get out your next most incredibly powerful and awesome character and start the adventure over again. At least this time you won't have to get up in the middle to find a pencil.

There can never be too many dragons, right?

The "What's New?" Dragon
(Draco Phoglius Ridiculus)

by Matt Legare

FREQUENCY: *Very rare*
NO. APPEARING: *1 (unique)*
ARMOR CLASS: *4*
MOVE: *12"/26"*
HIT DICE: *3*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Breath weapon*
SPECIAL DEFENSES: *DM's grace*
MAGIC RESISTANCE: *See below)*
INTELLIGENCE: *Animal (charitably speaking)*
ALIGNMENT: *Neutral*
SIZE: *S (3½' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



The "What's New?" Dragon (also known as the Mauve Dragon, or the Big Pain in the Expletive Deleted) is a rare creature indeed in the AD&D® game world. Because of its characteristics and general behavior, however, it is not much missed. It stands roughly waist high and resembles a short, light purple, fire-breathing dragon, with the head of a cow wearing a puzzled expression.

According to legend, the "What's New?" Dragon was created when a drunken archmage attempted to crossbreed a red dragon, a blue dragon, a cow, and a small terrier dog he had handy, "Just to show 'em!" The resulting animal (using the term loosely) promptly torched the wizard's lab and flew away. The archmage later gave up magic and drinking, as well as a few other vices he was indulging in at the time, and became a hermit monk.

The "What's New?" Dragon, named for

(Turn to page 53)

(From page 46)
Ha, ha!!! Little does he know that he just rolled on the Wandering Damage System matrix!!! Repeat the roll as often as desired.

The Wandering Damage System Matrix

Roll	Result
1	Your character has fallen down a flight of stairs; roll his dexterity or less on percentile dice, or else consult Limb Loss Subtable.
2	The monster your character just killed gets up and attacks him, doing 8-80 points of damage.
3	Your character smells smoke; his right arm is on fire. Take 14 points of damage and save vs. gangrene.
4	Your character cuts himself while shaving; consult Limb Loss Subtable.
5	Your character's nose hairs catch fire and he dies of smoke inhalation.
6	Your character stumbles backward into a yawning chasm and disappears from view.
7	The next time your character says something, he eats his words, chokes on them, and dies.
8	Something cuts your character's nose off, doing 2-12 points damage and really messing up his charisma.
9	Your character steps on a piece of glass; consult Limb Loss Subtable.
10	Your character suddenly catches a severe case of brain death.
11	Something invisible chews on your character, doing 6-36 points damage.
12	Your character develops an incredibly severe case of arthritis and can grasp nothing with his hands; he drops anything he's holding — and if that happened to be a sword or an axe, consult the Limb Loss Subtable.
13-20	Consult the Random Damage Subtable for no reason whatsoever.

Limb Loss Subtable (roll d6)

1 — Left leg gone
2 — Right leg gone
3 — Left arm gone
4 — Right arm gone
5 — Head gone
6 — Torso cut in half

Random Damage Subtable

Dice roll	Result
01-05	Take 10 hit points damage.
06-10	Take 15 hit points damage.
11-20	Take 30 hit points damage.
21-25	Take 10 hit points damage and consult Limb Loss Subtable, modifying die roll by +5.
26-30	Take 10 hit points damage and roll again on Wandering Damage System Matrix.
31-35	Take 15 hit points damage and then take 30 more.
36-40	Roll every die you own for damage.
41-45	Take 17 hit points damage.
46-50	Take 42 hit points damage.
51-55	Multiply your character's age by 5. Take three times that much damage.
56-60	Take 24 hit points damage and then take 31 more.
61-65	Take 1,000 hit points damage and roll again.
66-70	Roll every die within 30 feet for damage.
71-73	Add up the total hit points of everyone in the party. Take that much damage.
74-75	Take 3 hit points damage and consider yourself very lucky — for the time being.
76-00	What? You didn't get hurt? That's impossible — this system is foolproof. Roll again.

SLEEP-INDUCING DUNGEON MASTER
(Dungeus Masterus Aerheadium Monotonus)

FREQUENCY: *Here and there*
NO. APPEARING: *1*
ARMOR CLASS: *Not applicable, cannot be attacked*
MOVE: *Immobile*
HIT DICE: *Just enough to be considered alive*
% IN LAIR: *100% (detailed below)*
TREASURE TYPE: *Players' dice*
NO. OF ATTACKS ON CHARACTERS: *Nil*
DAMAGE/ATTACK ON CHARACTERS: *Nil*
SPECIAL ATTACKS ON PLAYERS: *Boredom*
SPECIAL DEFENSES FROM PLAYERS: *Boredom*
MAGIC RESISTANCE: *Immune to* sleep *spells and powers of all kinds*
INTELLIGENCE: *High (for a rodent)*
ALIGNMENT: *Neutral tedious*
SIZE: *M*
PSIONIC ABILITY: *"Psionics? Well, I worked out a system, only 340 pages long, based on the 13th-century German philosopher Noodleheinz, who said form does not precede reality but rather is derived from the innateness of the mental image. Here, I'll get it and show it to you. . . ."*

The Sleep-Inducing Dungeon Master is always found seated at a table (75% likely to be laden with food), behind a homemade screen devoid of writing. The table is well-organized though extremely crowded, and the adjacent areas are meticulously clean. Soft Barbra Streisand music can be heard from a concealed sound source, and the room temperature will be ten degrees over the comfortable limit.

The Sleep-Inducing Dungeon Master lives only to steal the dice of unsuspecting role-playing gamers, by luring them into his lair and then boring them to sleep (or, in some cases, to death). Standard techniques used by these Dungeon Masters include excruciatingly dull dungeons, pointless mazes, no monsters or treasure to be found, and constant searches through the rulebooks for scraps of information ("The combat tables are in here somewhere, I saw them yesterday.") In some cases, a low-level Sleep-Inducing Dungeon Master will have an accomplice, who will be disguised as one of the players. This person will ask questions like, "What does a glaive-guisarme look like?" and will not be able to decide on a name for his mule.

The Sleep-Inducing Dungeon Master gains power by accumulating dice, at the rate of one Dungeon Master level per 1000 dice stolen from players. As the following table shows, the Sleep-Inducing Dungeon Master is also proficient at making players lose interest in gaming if he can't make them fall asleep.

Sleep-Inducing Dungeon Master Table

S-I DM level	Distract	Sleep	Comatose	Dead
1	50%	10%	—	—
2	55	20	—	—
3	60	30	05%	—
4	65	40	08	—
5	70	50	10	05%
6	75	60	15	10
7	80	70	18	15
8	85	80	20	18
9	90	90	25	20

Distract: Power causes player to wander away from game, either to a nearby checkers set or to the refrigerator.

Sleep: Player falls asleep, either at table or on any nearby sofa. Duration 10-60 minutes.

Comatose: Player will regain consciousness and come to his senses in 4-6 weeks.

Dead: The unfortunate player has been bored to death, with no saving throw.

The City Beyond the Gate

The City Beyond the Gate

An adventure for high-level AD&D® characters

Designed by Robert Schroeck

INTRODUCTION

As Roger Moore noted in his adventure *The Dancing Hut* (DRAGON® issue #83), high-level adventures are much in demand, and often the most powerful magic items are the sources of many adventures. So it is with this particular adventure. However, unlike in *The Dancing Hut*, characters who visit *The City Beyond the Gate* will not find powerful enemies to challenge them in combat, nor magic in great amounts. Instead, they will find themselves in an alien world where they must use wit, wile, and stealth to achieve their goal. They will find themselves in a modern, technological city.

Obviously, an entire city cannot be presented in the excruciating detail required to give players a complete sense of their locale and its atmosphere and populace. Therefore, this adventure is for the most part given in a very general form, with guidelines and suggestions to aid the DM in clearly and accurately conveying a sense of this new milieu. Please note that, to this end, many of the locations described in the following text are not critical to the completion of the adventure. They are described here in the interest of giving a reasonably complete picture of the city in which the adventure takes place.

The City Beyond the Gate is designed for characters of 9th level and up. However, with some modification of the Gate Island section and the goal of the expedition, this adventure could conceivably accommodate characters of as low as 4th or 5th level.

THE GOAL

The fabled *Mace of St. Cuthbert* has been lost from the sight of both human and demi-human for many centuries. Some claim it lies at the heart of an active volcano, guarded by salamanders and flowing lava; others swear it lies buried deep inside the earth, warded by powerful magics raised by those who would see its power denied to the forces of Law and Good. A few assert that it has never left the possession of the Saint, and even now he holds it in his strong right hand. But a few claim that none of these are so — that long before the Sainted Cuthbert rose to his exalted station, his mace was hidden away from those who would steal it before he returned for it, hidden away outside the bounds of normal time and space, in a place so outlandish that the Mace's power and destiny would be unknown and unknowable, and thus safe. These same seers claim that the time is coming for the *&face* to reappear in the world and lend its strength to the forces of right before returning to its owner.

The *Mace of Cuthbert* was hidden in a universe other than that in which the "natural laws" of magic and miracle hold sway. In fact, it has been secreted in a technological universe. To be more specific, it is on our Earth, in London, England, in a museum.

The job of quantifying the milieu of a technological world such as this one is difficult but vitally important. The best treatment of the subject is found in issue #57 of DRAGON Magazine, in the article "Modern monsters: The perils of 20th-century adventuring," by Ed Greenwood. However, if a copy of this article is unavailable, do not panic — all vital information is to be found below. "Modern monsters" is a useful and entertaining background work for those DMs who plan to run this adventure. Players with some idea of what they will be getting into might also wish to examine the article, for it contains a section on tactics that just might keep their characters alive.

GENERAL GUIDELINES

Magic works in "our world," though with some limitations. Magic-users without spell books will, of course, be unable to regain cast spells. Clerics will be completely out of touch with their deities and their servants, and subsequently will not be able to regain spells above second level. There may be problems obtaining material components for spells, and substitutions may result in interesting alterations of spell effects at the DM's option. Some spells are affected by the location; see below for more information on spell alterations.

Modern humans will generally be 0 level, with 1-3 hit points. Police and security officers will generally be the equivalent of 2nd- to 4th-level fighters. SWAT teams, military forces, professional mercenaries, and the like will range from 5th to 8th level in the fighter class. Thieves of all levels up to 14th will be found. The higher the thief's level, the rarer and more specialized he will be; for example, thieves of 10th level and up in the modern world will often be sophisticated cat burglars or jewelry thieves *a la* "The Saint." Thieves from the modern world will not have the ability to read foreign languages.

There are no native spellcasters on Earth. Note that the Anglican and Catholic churchmen of the vicinity are not likely to look with kindness upon "pagan" priests (i.e., player-character clerics) who perform so-called "miracles." Also note that while the use of the more spectacular spells may panic the populace, minor magics are likely to go unnoticed, except perhaps by psychic researchers and tabloid newspaper reporters, either of whom will cause no end of trouble for a party.

Encountered natives with training in karate, kung fu, or other martial arts should be treated as 1st- to 5th-level monks. Of the total, 75% will be 1st level, 10% 2nd level, 8% 3rd level, 5% 4th level, and 2% 5th level equivalents. They will possess none of the special, semi-magical abilities of regular monks, having only combat abilities, saving throw bonuses, and thief abilities as seem reasonable.

Street thugs and such ilk will range from 0 level to 2nd level in either fighter or thief classes, with fighters predominating. For examples of extraodrinary 0-level types, see the AD&D *Rogues Gallery,* pp. 28-29.

The most common weapons to be encountered in the modern world are knives, billy clubs and handguns. Treat knives as daggers, adjusting damage to fit blade size. The standard switchblade knife given in the table below has an eight-inch blade; the blades of folding (pocket) knives range from three to seven inches, and combat and survival knives range from six to eighteen. Treat billy clubs as identical to clubs, except doing 1-4 points vs. size S or M and 1-2 vs. size L opponents. Handguns and other weapons likely to be encountered are presented on the "Firearms and other weapons" table given herein (based on the original in "Modern monsters").

London "bobbies" (or "woolies," as they are sometimes known by runaways and the like) will be equipped with billy clubs and .357 revolvers. Lower-class thieves will possess anything short of a submachine gun. Terrorists, while unlikely to be encountered, can be assumed to possess all of the above weapons (excluding the drover's whip), plus hand grenades (doing 4-10/4-10 to all within 30′ (save vs. petrification for half damage) plus stunning (for 1-4 rounds) and deafening (for 1-4 turns) effects; victims 30′-60′ from the explosion suffer 1 round of stunning and 1-4 rounds of deafness; save does not apply to these effects. Terrorists may also possess simple bombs (producing 8-48 points damage, plus a system shock roll for survival for all within 60′) and stunning and deafening effects as above; save vs. petrification for half damage and no system shock). SWAT teams are equipped as regular police officers, also

having rifles, shotguns, tear gas (treat as a stinking cloud), and body armor that improves their AC to 5.

The drover's whip is included in the table because of the numbers of horse-drawn beer wagons traversing the streets of London during the average day. The driver of any wagon with more than two horses will possess such a whip, but he rarely uses it on his team in such a way as to cause damage.

ENCOUNTERS

The following tables are basically self-explanatory. Please bear in mind that these are strictly "extraordinary" encounters — that is, encounters other than the usual traffic to be found on the streets or in the park areas. There will always be traffic during the day and through most of the night, with a minimum of twenty cars, trucks and taxis per one-block area at any given time. During the day, there will always be 5-20 humans of both sexes and assorted ages within 40' of any PC(s), unless action is taken by the PCs to avoid people. Only late at night will the streets and parks be virtually empty.

Street encounters
(1 in 4, check every turn)

Dice	Daytime encounters
01-08	1-2 street urchins
09-11	Truant officer
12-18	1-4 police officers on foot
19-27	Crowd of 10-20 shoppers (50-100 near peddlers, 10% chance for a pickpocket to be with them)
28-34	Pushcart peddler (DM's option as to wares)
35-41	Pickpocket (treat as 10th-level thief)
42-55	Horse-drawn hackney cab
56-65	Bus (35% double-decker)
66-70	Beer wagon
71-81	Group of 2-12 tourists
82-89	Group of 2-6 children
90-93	1-6 punks
94-98	Reporter
99-00	Special (see subtable)

Street encounters, continued
(1 in 4, check every turn)

Dice	Nighttime encounters
01-10	1-4 street urchins
11-25	1-4 police on foot
26-37	1-3 police on horseback
38-45	1-2 police in patrol car
46-52	Bum/wino (15% chance is also pickpocket, equal to 6th-level thief)
53-61	Street gang (25% punks)
62-67	1-4 muggers (treat as 2nd-level fighters with clubs or knives)
68-77	Bus (35% double-decker)
78-88	Horse-drawn hackney cab
89-96	1-3 prostitutes
97-00	Special (see subtable)

Park encounters
(1 in 6, check every 5 rounds)

Dice	Daytime encounters
01-15	1-3 police officers (40% on horseback)
16-20	1-3 street urchins
21-25	Truant officer
26-32	2-16 children
33-38	Lovers
39-46	Band in bandstand
47-52	1-3 persons riding horseback
53-62	Nanny with pram (baby carriage)
63-74	2-12 people playing soccer
75-85	Picnicking family
86-98	Horse-drawn hackney cab
99-00	Special (see subtable)

Dice	Nighttime encounters
01-25	1-3 police officers (50% on horseback)
26-35	Lovers
36-50	Street gang (35% punks)
51-60	1-4 muggers
61-65	Bum/wino (15% may be pickpocket, as above)
66-75	Horse-drawn hackney cab
76-95	1-3 prostitutes
96-00	Special (see subtable)

Special encounters subtable

Dice	Encounter
01-23	Major fire/fire engines on their way to a fire
24-31	Traffic helicopter or other low-flying aircraft
32-44	Major traffic accident
45-54	Mugging/robbery in progress
55-64	Street gang warfare (night only)
65-79	Police van (25% chance police will stop PCs and try to arrest them)
80-88	A tall, blue box with a bright light on top is found. A tall, curly-haired man with a floppy hat and a long scarf enters the box, followed by a girl saying, "But Doctor, where are we going now?" The light starts to blink, and the box makes hideous screeching noises and slowly vanishes. This encounter can only occur once.
89-95	Terrorist attack (bombing, sniper, or the like)
96-00	1-8 terrorists (incognito, not on an attack)

Notes on encounter tables

Street urchins are "wild" children who live in the streets of London and are often accomplished thieves (1st-4th level). Sometimes orphans, more often than not they are rebellious kids escaping school or bad family situations and trying to survive on their own. To best portray the majority of these children, think of Fagin's crew in Oliver Twist. Urchins are not easily identified as such; they may have slightly grubbier clothing than the children found on the Park-Day matrix, but that may be the only outward distinction between them.

Truant officers are the bane of street urchins, seeking to take them off the street and see that they are taken care of. A truant officer is not necessarily a bad person, but he may be overworked and as a result a little bad-tempered. Most (75%) truant officers work in plain clothing, while the remainder wear uniforms similar to those of the police. They are unarmed.

FIREARMS AND. OTHER WEAPONS

Weapon	Damage (S-M / L)	Fire rate	Supply	Reload time	Range S	Range M	Range L	Range modifier S	Range modifier M	Range modifier L
9mm/.45 pistol	1-8 / 1-6	4	7 or 8	¼	6	12	18	+3	+1	0
.357/.38 revolver	1-8 / 1-6	4	6	1	6	12	18	+3	+1	0
Rifle	2-12 / 2-10	2	2	½	11	19	35	+3	+2	0
Shotgun	1-8 / 1-6	1(2)	1(2)	2	4	8	13	+2	0	-3
Sawed-off shotgun	1-10 / 1-4	1(2)	1(2)	2	2	6	9	+5	0	-2
Submachine gun	2-8 / 2-8	20	20-50	¼	7	15	20	+5	+1	-1*
Slingshot	1 /0-1	3	-	-	1½	2½	5	+1	0	-3
Switchblade	1-3 / 1-2	-	-	-	0	-	-	-	-	-
Garrot	1-4 / 1-2	-	-	-	0	-	-	-	-	**
Drover's whip	1-8 / 1-6	-	-	-	½	1½	2½	-	-	-
Blackjack	1-4 / 1-2	-	-	-	½	-	-	-	-	-

*— Increase range modifiers to + 8 (S), + 4 (M), and 0 (L) if fire is traversed across target.

** — If garrot attack is made successfully and a hold can be maintained for three rounds, the target of the attack will be reduced to zero hit points by suffocation (this assumes a breathing target with a vulnerable neck area).

Police encounters should be treated with common sense. Bobbies who are armed ***will*** shoot persons attempting to escape arrest if they're considered dangerous and can't be run down on foot. English cops may have a reputation for being peaceful and helpful, but they are police officers just the same. Play them like they were polite N.Y.C. or L.A. cops.

Punks are outrageously dressed persons of either sex, usually in leather or other non-standard garb. Their hair will be in various shades not normally found in nature or completely shorn off, and their behavior will be calculated to shock or disgust. Think of a belligerent Boy George.

Street gangs will sometimes be composed of punks, but generally will conform to the American stereotype of the gang. They will number from 2-16 youths, armed with knives (10% chance for 1-4 9mm pistols). All but the leader will be 0-level humans; the leader will be a 1st-level fighter. A gang will usually (75%) be composed of males ranging from fourteen to twenty years in age. The remainder will be either all females of the same age (60%) or mixed.

Beer wagons are huge, wheeled vehicles, averaging 20′ -30′ long and carrying a dozen or more barrels of English beer, delivered daily to the local pubs. They are drawn by teams of six to ten large horses (Clydesdales or Percherons), guided by a driver who sits 10′ off the ground. Consider the horses to be equal to heavy warhorses, but with only one hoof (smash) attack for 1-6 points each. By law, beer wagons always have the right-of-way on London streets; if one is encountered, it is likely that the party noticed the ruckus made by traffic getting (or being made to get) out of the wagon's way.

Reporters are likely to notice anything out of the ordinary about a party, like full armor and drawn weapons, and they will investigate. Even if PCs are disguised, a reporter is still 40% likely to notice something odd and check out his hunch. To this end, he or she will tail the PCs, attempting not to be noticed, and will take notes on their actions when applicable. A reporter may also consult police, street urchins and other sources of information on PCs, and may possibly alert police and other "hostiles" to the party's location. 40% of all reporters are female. 10% work for radio or wire services and 25% for television. The remainder are employed by the many London newspapers. Television reporters are 40% likely to have a camera crew ready nearby. More experienced newspaper and wire-service reporters may be the equals of 1st- to 3rd-level fighters or thieves, depending on the beat they work and the type of newspaper that employs them.

Terrorists are not likely to be nice. They will always be politically motivated, and fanaticism is not uncommon. Should a terrorist group get an idea of what a party is capable of, it will attempt to gain control of the PCs by using hostages or other means. There is the possibility that if the terrorists see the party being persecuted, they might offer shelter and aid, at the DM's option. Terrorist groups will be composed of 1-6 each of fighters, thieves, and assassins, with levels from 3 to 6 (d4 + 2).

VEHICLES

As Ed Greenwood pointed out in "Modern Monsters," vehicles in the modern world will be of countless forms, and almost all will be strange and unfamiliar to PCs. However, all non-motorized vehicles will be easily mastered, once their purpose and workings are determined; even a bicycle can be figured out in (at most) a day or two by the determined adventurer.

Motorized vehicles are another matter entirely. The accompanying table (adapted from Greenwood's original) gives the vital statistics on a good selection of vehicles likely to be found in the areas of London covered by this adventure. Note that Greenwood scaled down movement rates, sometimes by as much as a factor of ten; if you anticipate the possibility of a high-speed car chase through the streets of London, don't forget to restore full movement rates — otherwise it will be rather slow-moving. For off-road travel, keep movement rates given for all situations. Acceleration to full speed takes two rounds for most everything; large trucks require three rounds, while cars smaller than standard-sized, along with motorcycles and mopeds, need only one round to reach full speed. However, note that full speed is substantially greater than the maximum speed limit (which is somewhere around a 48"-50" rate, and slower in some areas).

It is possible for characters to learn to drive simple cars and trucks. This requires instruction (from someone who knows how to drive) given for a period of time equal in hours to twenty minus the intelligence score of the PC who is trying to learn. Once this period of instruction is over, the PC will have sufficient knowledge of how to operate a vehicle if necessary. The instruction does not provide driving skills, which must be attained with more practice than the PCs will have time for, nor does it provide more than a cursory treatment of the rules of the road. As a result of these two factors, PC drivers will have a 25% chance per turn (non-cumulative) of causing an accident or attracting the attention of a police officer. Of course, such things as intoxication and magical effects will alter this percentage upward (DM's discretion as to the exact modification).

For purposes of atmosphere and accuracy, DMs should remember that traffic in England follows a flow pattern that is the reverse of that in America — vehicles drive on the left side of the road, not on the right. Consequently,. the driver's seat is positioned differently, and the entire traffic system runs a little strangely (to those used to American driving). Do not remind players of this, though — let their characters discover it on their own. (One fighter from the original presentation of this adventure leaped in the left door of a police van to wrest the wheel from its driver, only to find an empty seat and the driver on the other side pulling a gun on him. . . .)

OTHER TECHNOLOGY

During the course of this adventure, characters will inevitably encounter items of modern technology ranging from butane lighters and flashlights to household appliances to high-powered weapons. In the absence of someone to instruct them in their use, PCs may attempt to puzzle out modern artifacts on their own. To do so, they roll on one of the Investigation Charts given herein. Put a marker on the start position, and have the player roll a dl0 for each

VEHICLES TABLE

Vehicle	Maximum move per round	Weight (pounds)	Impact damage *	Notes
Car, subcompact	55″	up to 2500	1-2	4 passengers (2 in comfort), poor protection in collision
Car, compact	66″	3000	1-4	5 passengers (4 in comfort)
Car, standard**	70″	3500	1-4	6 passengers (5 in comfort)
Car, large (limousine)	78″	5000	1-6	6 passengers, heavy passenger protection
Small truck (including panel trucks and police vans)	70″ (empty)	5500 (empty)	1-6	6 passengers (2 in comfort; police vans hold 8 prisoners), can carry 2 tons of cargo
Large truck (tractor trailers)	70″	200,000	1-8	3 passengers (up to 20 in trailer), can carry 60,000 lbs. of cargo.
Motorcycle	60″	500	1-2	2 passengers (1 in comfort)
Moped	30″	150	0-1	1 passenger

* — Damage per 10 mph of velocity. Impact damage applies both to persons struck by and persons inside the vehicle, should it crash.

** — Includes police cruisers.

round his character spends puzzling out the item. The following modifiers apply to each roll (all modifiers are cumulative):

Intelligence less than 10 . . . . . +1
Intelligence greater than 14. . . . . -1
Similar object seen in use . . . . . -1
Object has been explained by someone familiar with it . . . . . -2
Operated similar object previously. . . . . -2

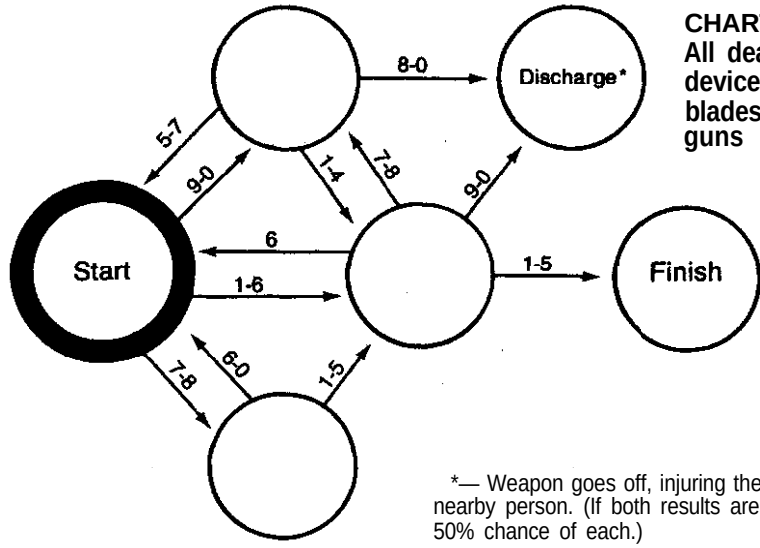


CHART I: WEAPONS
All death-dealing devices, from switch-blades to submachine guns

*— Weapon goes off, injuring the user or some nearby person. (If both results are possible, then 50% chance of each.)

CHART II: SIMPLE NON-DEADLY ITEMS
Bicycles
Mopeds
TVs and radios
Flashlights
Cigarette lighters, etc.

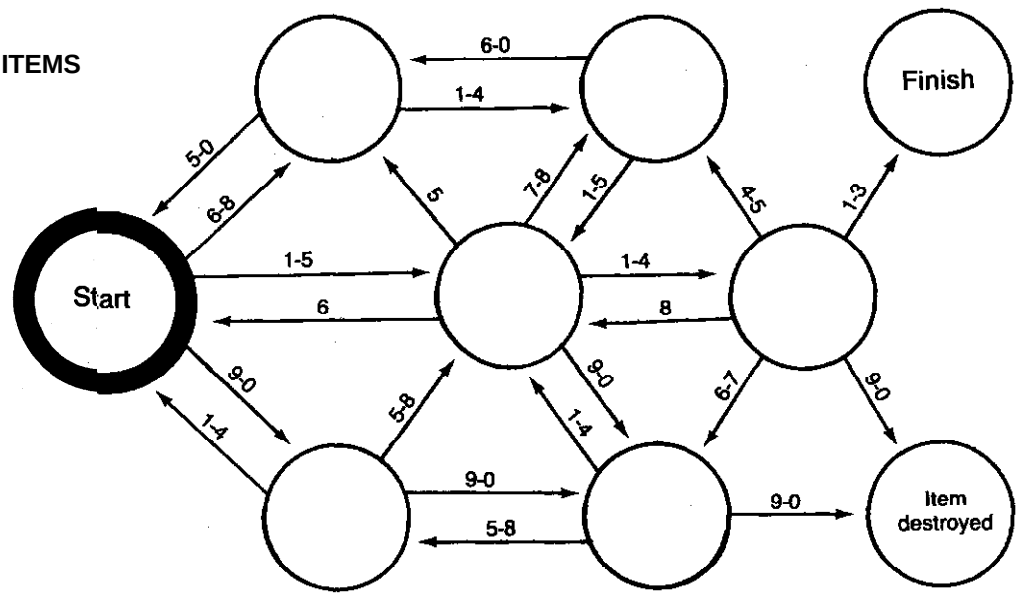
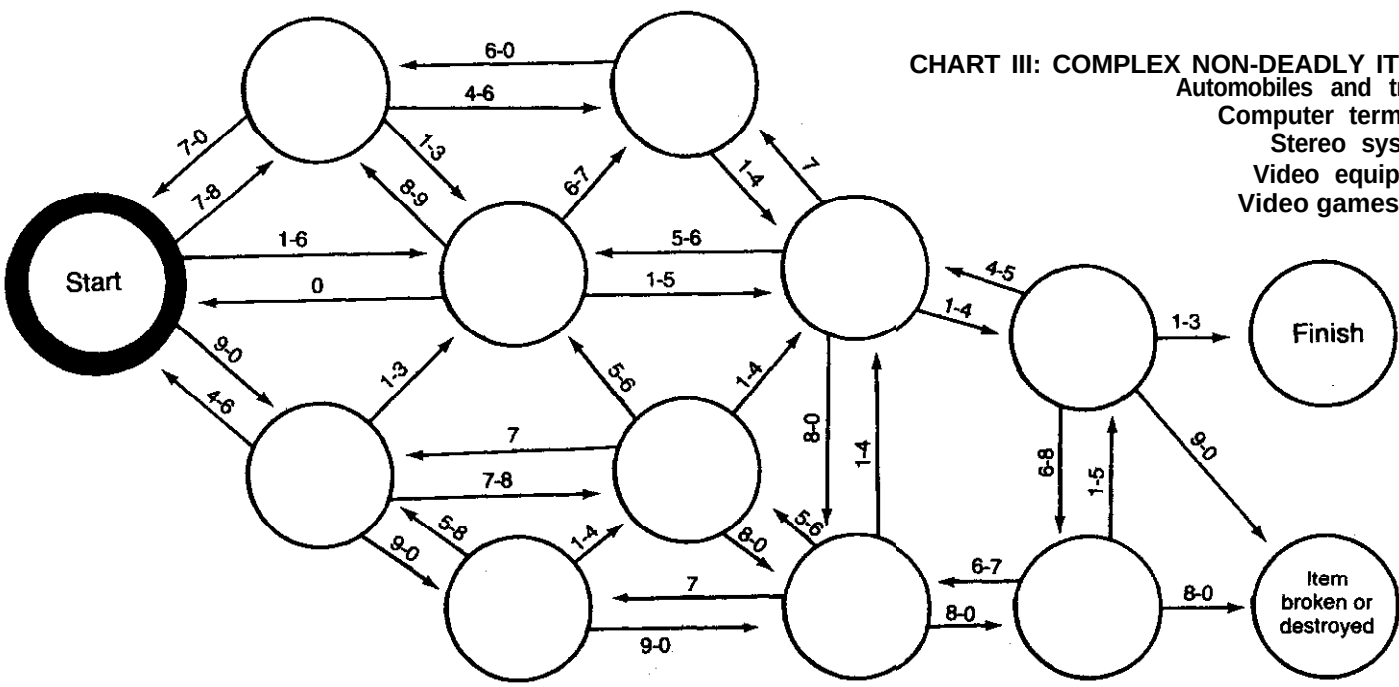


CHART III: COMPLEX NON-DEADLY ITEMS
Automobiles and trucks
Computer terminals
Stereo systems
Video equipment
Video games, etc.



PEOPLE AND REACTIONS

The natives of London will generally not react favorably to a party that remains in full battle array as it wanders about the city. Until such time as PCs manage to blend in with the crowd, either by magic or by buying or stealing ordinary-looking clothing, their unusual appearance will draw attention to them.

The presence of non-humans in the adventuring group will affect the reactions of London citizens. Elves and half-elves will prove to be an asset, for their exotic appearance and often unearthly beauty will entrance onlookers, sometimes to the point that the rest of the party will be ignored. The presence of a half-orc will automatically result in the opposite response; if the half-orc's charisma or comeliness is 8 or less, a disguise will be required in public, lest some good people run screaming from the horror in their midst. Halflings will often go unnoticed, as they look very much like human children in general appearance — even more so when clothed to blend in with the crowd. Dwarves and gnomes will attract attention, but only because of their size, and then only for a short time.

Any party spending time in public in full "fantasy" regalia will attract the attention of police. Inquiries will be made as to the film company that the PCs are with, and if this proves fruitless, the bobbie(s) will attempt to convince the party that they are not wearing appropriate clothing. There is a good chance (DM's decision on exact odds) that the entire party will be considered of questionable sanity, and reinforcements will be sent for to take them to the Royal Hospital for examination. While London police are generally calm and friendly, and can be counted on to endure strange people and events with little reaction, they do have their limits.

One of those limits is weapons. Weapons openly displayed (even if sheathed) will immediately bring police trouble. The bobbie will call for backup and will attempt to bring the party to the local station-house under arrest for possession of dangerous weapons. A concealment charge is likely if the weapons were sheathed, or worn, as is the case with many thieves and magic-users, up sleeves or in boots and belts. Resisting arrest and escaping police will put the party on a "wanted" list, with warnings that they are armed and considered mentally unsound. If PCs go out *en masse* after being placed on such a list, they may quickly be identified by police anywhere in the city (100% if they are still in their original garb, 65% even if they have changed to local clothes). Shortly thereafter, they will be surrounded by a large (2-4 times the party's size) armed force. For individuals going out alone or in small groups, there is only a 5% chance per person (cumulative) of being identified.

Except where otherwise indicated in the building keys, the following applies to the remainder of London as long as the party members remain in their original garb: as long as no violence or magic use occurs, public reaction will be neutral, tending towards negative (-25% on reaction rolls for encountered individuals). There will be a general assumption that the party is either a publicity stunt, part of a movie being filmed, or simply a more outrageous than usual punk gang. The closer the PCs get to parks and other areas of London where unusual dress is the norm, the less negative the average reaction will be (-10% on reaction rolls within 3 blocks of parks and plazas, no adjustment when in the parks and plazas themselves).

Combat or fatal violence of any sort will cause panic in onlookers and bring police and reporters, as will major displays of magic *(fireballs*, *lightning bolts*, or anything with lots of "special effects"). Once such a panic is caused, the undisguised party or individual PC will not be able to travel anywhere in the city afterward without a similar panic and its attendant attentions starting. Given time to get to know PCs, citizens may eventually come to overlook their exotic abilities and origins. However, most will not want to take the time.

As to special subgroups in the population, well, punks will embrace PCs for what they will see as the ultimate rebellion against modern society. Major criminals and terrorists who have a chance to calmly evaluate the party's capabilities will find advantages for themselves, and plot accordingly. Muggers and the like will hesitate to assault a fully outfitted party, although PCs in disguise are just as likely as anybody else to be victims of an attempted robbery.

One final topic: language. Unless the DM assumes that the common tongue is virtually identical to modern English, the PCs will not be able to communicate with any local citizens. The use of spells, magical items, and the like will help overcome this handicap, but the DM should always keep the language barrier in mind. (How do you ask for a restroom, for instance?)

If the language barrier is deemed too great a hurdle, the DM may declare that passage through the *gate* alters a character's memory of language. The common tongue is instantly translated into English when the character reaches London; the reverse transformation of English into common occurs when the character passes back through the *gate* into the AD&D game world.

MAGIC MODIFICATIONS

The alternate universe in which London can be found exists on the Prime Material Plane of the AD&D multiverse, one of the many such alternates (others include Midgard, from the module *Aesirhamar*, DRAGON® issue #92, and the worlds connected to the Demonweb in AD&D Module Q1, *Queen of the Demonweb Pits)*. However, there is something odd about it. Nearly everywhere in the multiverse, save for a few other "freak" planes, the laws of magic rule. The plane that London is on is something of an ignored backwater universe, for it is solidly connected to the rest of the Prime Material, Astral, and Ethereal Planes at only a few points, and is at best tenuously connected with the rest of the Inner Planes, and almost not at all with the Outer Planes. (This was one of the main reasons that the *Mace* was hidden there.)

Because it is so weakly connected to the rest of the magical multiverse, Earth has no magic. There is no leakage of the extra-planar energies that cause the evolution of magical and semi-magical creatures and that produce the oddities which stimulate human research into magic. Because of its isolation, Earth is magically null. As a result of this, some spells will function differently or not at all in London. The following sections cover all the spells found in the AD&D *Players Handbook*, as well as those published in DRAGON Magazine during the last few years. (Some of these also appear in *Unearthed Arcana)*. If a spell is not listed below, assume that it works normally unless the nature of the spell dictates otherwise.

One special note: Remember that the people inhabiting London generally have no experience with illusions. Therefore, they initially receive no saving throws to disbelieve them. Repeated exposure to illusionary displays may allow for saving throws, and some citizens may believe they are viewing an advanced form of laser hologram or are hallucinating instead of seeing "real" magic.

Cleric spells

Astral spell is severely limited. The spell will function as long as travel by it is only through the Astral Plane and around London's plane; any attempts to reach other planes (including the party's home) will fail.

Ceremony (consecrate item) will not work because it implies the attention of the god or the deity's servants for the investiture of the holy aura. *Holy symbol* will not function for the same reason.

Commune, *divination*, and *spiritual hammer* will not function because the cleric is beyond the reach of his god for the time he is in London. The cleric will realize this before casting the spell.

Dust devil will fail 50% of the time, because the connections between London's plane and the Elemental Planes are so tenuous that only the smallest and weakest elemental beings can find a path large enough to allow them passage. For this reason, all greater summonings (such as *aerial servant)* will fail.

Gate and *Negative Plane protection* will not function because of the separation of Earth from other planes.

Magical vestment will not work unless the cleric casting it has established in London an appropriately consecrated area of his own religion at least the size of a chapel.

Word of recall will not return a cleric to a sanctuary on a plane different from that of Earth; it is possible, though, for a sanctuary to be designated in the modern universe and thus allow the spell to be used there.

Druid spells

Call woodland beings is useless. There are no such beings to call in the vicinity of London.

Chariot of Sustarre, *conjure fire elemental*, and *conjure earth elemental* will not function because of their Elemental Plane connections, as explained in the section on the cleric spell *dust devil*. *Fire storm* is likewise partially elemental in source, and will fail 25% of the time.

Reflecting pool will not be able to scry beyond the universe in which London lies.

Reincarnate will not result in the reincarnation of a character in a magical or semi-magical form, such as a faun, centaur, etc., that is not native to Earth.

Magic-user spells

All cantrips function normally.

Astral spell: See the cleric spell of the same name.

Cacodemon will not function, as the Abyss cannot be contacted from Earth.

Conjure elemental will not work, as described for the cleric spell *dust devil*. For obvious reasons, *distance distortion* is also useless.

Con tact *other plane* will not work. See the cleric spell *commune*.

Demand: See sending.

Drawmij's instant summons will not work for items on other planes.

Energy dram will not function because it requires a stronger connection to the Negative Material Plane than the modern world possesses.

Ensnarement will create a planar opening elsewhere on London's plane, and a random human, animal, or alien will step through it rather than the targeted creature. The spell will continue to function as though the desired being had been *ensnared*, though.

Find familiar will locate no special familiars, and the only normal familiars available in the vicinity of London will be black cats, crows, and toads. Treat all other results as "no familiar available."

Gate will not function (see cleric spell).

Invisible stalker will not function; see cleric spell *dust devil*.

Leomund's secret chest, if sent from the home universe, cannot be retrieved in London. If one is placed in the Ethereal Plane from the modern world, it will be lost if the caster does not retrieve it before going home.

Magic mirror has limited effect. See druid spell *reflecting pool*.

Maze will fail 25% of the time, but when successfully cast, it will have double duration because the isolation of London's universe allows a larger extradimensional maze to form.

Monster summonings (all levels) will not work because there are no monsters in or near London.

Protection from normal missiles will provide an impenetrable barrier against bullets and grenade fragments — the best bulletproof vest one could want. In similar fashion, *shield* will still act to improve the recipient's armor class, and is thus also handy to have when the lead starts to fly.

Reincarnation: See the druid spell *reincarnate*.

Sending acts as though London is six planes removed from any other Prime Material alternate due to its isolation; *sendings* beyond the Prime Material Plane also operate with this six-plane initial handicap — i.e., if one sends a message to an Elemental Plane, there is a base 35% (5% x 6 plane removal handicap, plus 5% for an actual planar displacement) of an unsuccessful *sending*.

Wall of stone will meld into concrete slabs and bricks, as well as clay bricks, cinder blocks, and asphalt.

Illusionist spells

Purely illusionary spells *(phantasmal force*, *create illusion*, and the like) work automatically on all natives of London, no saving throw allowed, as noted above.

Astral *spell: See* the cleric spell of the same name.

Demi-shadow magic and *shadow magic* victims who fail their saving throws take only one-half normal damage.

Magic mirror: See the druid spell *reflecting pool*.

Maze: See the magic-user spell of the same name.

Shadow monsters, *demi-shadow monsters*, and *shades* will produce monsters that have one-half the given hit points and inflict half the given damage against victims who make their saving throws, due to the remote position of London with respect to the Plane of Shadow.

Shadow walk will function correctly only 50% of, the time; 25% of the time it will fail outright, and the other 25% of the time it will leave the illusionist (and his companions, if any) stranded on the borders of the Plane of Shadow.

Summon shadow will not function because of the remote connections between London and other planes.

Vision will not function (see cleric spell *commune).*

CLOSING INFORMATION

Characters will probably travel on foot for the majority of this adventure; assume for this purpose that PCs travel at a constant rate of 4 mph for large-scale tracking. Otherwise, use standard movement rates for dungeon scale. Of course, chases, running and hiding, and the like will alter these movement rates.

Characters will eventually encounter British economics while in London, if the DM is doing his job correctly. The British pound sterling (£) is made up of ten shillings, each of which is in turn composed of ten pennies (pence). Most prices in the modern milieu should equal the *Players Handbook* gold piece price in pounds, except where such prices would be ridiculously high or low. Peddlers and costers will sometimes sell their goods at substantial discounts. Let common sense be your guide here, and remember that for most consumer goods, British prices are close to American ones. At the time that this module takes place (June 1985), £1 is roughly equal to $1.33. If the DM wishes to have more contemporary values, he should check with local banks on the current exchange rates.

Adventurers will probably be unfamiliar with the concept of paper money, travelers checks, and bank accounts, but coins from an AD&D universe are not going to be valid currency in London. PCs must exchange their coins for pounds if they intend to spend their money in the city. The following exchange rates will be in effect for the duration of the party's stay in London. Roll variations in exchange rate every few days or so in order to simulate various current economic pressures and shifts.

AD&D coin	*Value in British pounds*
Copper	1-5 shillings per 10 cp
Silver	£6 + 1d4 per sp
Electrum	See below
Gold	£150+1d10 per gp
Platinum	£320 + 1d20 per pp

Electrum is a gold-silver alloy that is rarely seen or used. Assume that most banks will be unfamiliar with it and will not be willing or able to trade pounds for electrum coins. If a jeweler or metalsmith is contacted, electrum may be sold for varying amounts (£10-100 per ep). Fantastic metals like mithral or adamantite will bring varying prices, depending upon the DM's whims.

American Express and other similar institutions, located throughout London, will give 100% of cash value; jewelers and others will offer 60%. Either way, even the poorest character will be well off here, thanks to the gold-rich and inflationary economies of most fantasy-campaign worlds.

Thieves are going to have trouble with modern cylinder locks, since they are beyond medieval state of the art. To simulate the impact this new technology will have on thief PCs, do the following. For the purposes of picking modern locks, all thieves are regarded as being 1st level. For each modern lock they successfully pick, they regain one level of experience in lock picking until they return to their original level of expertise. Combination locks will stymie thieves with an intelligence of less than 15, but those with an intelligence of 15 or better will progress as with normal locks, except that they cannot progress farther than two levels below their actual level for picking combination locks.

The location and disarming of traps is another matter entirely. Until informed by anyone familiar with what technological burglar detection/prevention devices look like, thieves will have no chance whatsoever to detect them, let alone remove them. However, once a thief is given a sufficiently detailed and accurate description, the detection of technological traps such as photosen-

sors and motion detectors is handled in the same manner as lock-picking. When instructed by one who is knowledgeable in how to disarm such a unit, the thief will still have only a 10% chance to deactivate it (dexterity and racial bonuses do not apply here). Failure on this roll indicates that the device is immediately set off.

On a larger scale of problems, there are the following: First, there is a time differential between the two sides of the ***gate.*** The ratio is roughly one day (London) to one month (AD&D universe). Thus, if PCs spend any significant length of time in London, they may be thought dead and the usual procedures (reading of wills, selling of property, whatever else is done depending on the milieu) will be performed. The PCs will NOT find any information that suggests that this time differential exists before they step through the ***gate;*** let them find out on their own.

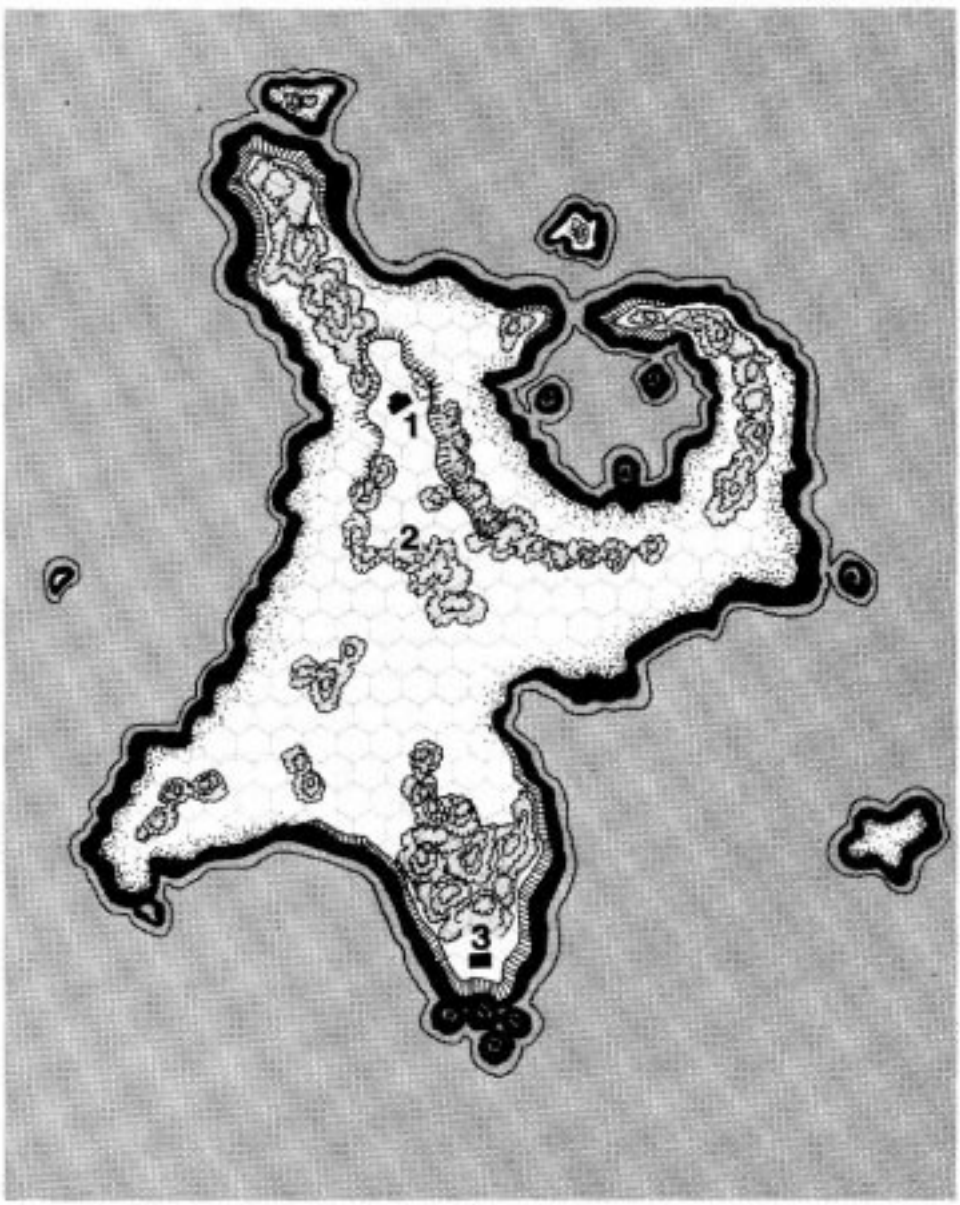
This is unlikely to occur, though, because of the second problem. Because of this universe's isolation from the magical energies of the multiverse, those influences which allow AD&D game characters to be more powerful than modern men will be lacking. Like a vitamin deficiency weakening a person's body, the lack of these vital environmental factors will eventually cause a loss of energy (experience) levels in PCs who remain in London too long. After the first month (should the party stay so long), all characters will begin to lose one level per week until they return to their home universe. Excursions to the Astral or Ethereal Planes will, on a one-time basis, delay this weakening for one month, but will not prevent it. Once home, characters will immediately start to regain levels at the same rate at which they were lost.

One further point before the adventure begins. The map provided covers but a small portion of the city of London, although many major sites of interest are included. Characters may express an interest in wandering beyond the edges of these maps. It is not recommended that they be allowed to do so — even if you, the DM; have the resources and inclination to let them gallivant all over the British Isles. They have a mission to complete, and they will start to feel weak after a while, too, so short-circuit the PCs any time they try to move outside the module's area of focus. The sudden appearance of blue police vans in front of the party is a most effective, if unsubtle, means of accomplishing this; even encounters that might have otherwise been mere casual run-ins can become important enough to distract the players. After all, London is a modern city, full of the hustle and bustle of the crowd and the Crown. There will always be something happening somewhere, something to interest the party. Keep them interested in London — don't give them a chance to wonder about areas not on the map.

Good luck. And now . . .

The gate island

Scale: 1 hex is 100 feet wide



The City Beyond the Gate

THE SCENARIO

There are a number of possible opening scenarios, but they are almost all variants of two basic situations, given below.

1) Over the course of several adventures, the adventuring party accumulates a number of scraps of information regarding the ***Mace.*** Most are legend and hearsay, but two or three seem to suggest the location of the ***Mace's*** hiding place, and one hints of an extra-planar location. Research on the little solid information available yields the location of a small island relevant to the quest, in a nearby sea or ocean.

2) In exchange for a needed resurrection, ***regeneration,*** or similar favor, the party undertakes the recovery of the ***Mace*** for a high-level cleric or deity's servant. The adventurers are given an enigmatic map which displays an island and gives its approximate location. Optionally, the party may be *geased* by the cleric to perform the mission.

In either case above, it is up to the party to obtain a ship or other passage to the island, as well as appropriate equipment to conduct the search for the ***Mace.***

THE GATE ISLAND

At the location given in their sources, the characters do find an island. Approximately half a mile long north to south, it has a lagoon guarded by two high cliffs to the northeast, promontories at both the north and south ends, and a high plateau in the center. Some forested areas exist, especially around the base of the plateau, but the isle is predominantly grass-covered or white sand beach. Upon the plateau can be seen a simple white house, while on the south cliff, a small temple-like building stands in partial ruin.

The lagoon is the best place to anchor a ship, as it is sheltered and calm, its clear

waters revealing white sand (and no dangers) below. Upon the party's anchoring here (or at any other spot off the island, for that matter), two young women will be seen on the shore, hailing the ship. Both are red-haired and beautiful, and will introduce themselves as Selvana and Lilith (not their real names); they request that all seekers for that which is of Law accompany them to their humble home. They are modest and kind, and are actually Type V demons polymorphed into human shape: AC -5 (torso)/-7 (tail), MV 12", HD 7 + 7, hp 40 and 43, ATT: 6 weapons/1 constrict, DAM: by weapon/2d4, MR: 80%) hit only by + 1 or better weapons, psionic (see below); numerous special spell powers (see *Monster Manual* for details). If a cleric attempts to banish these demons (by rolling the score for "special" on the "Turning Undead" table), he will receive a + 1 bonus to the roll due to the residual aura of Good which still permeates this place.

Each of these two demons has the following psionic powers: *clairvoyance*, *detection of magic*, and *aura alteration*. The latter power will be used at all times when the party is nearby, as the demons will be concealing their alignment (causing their auras to radiate as lawful good). Anyone with psionic powers will sense the use of psionics from the two demon-ladies, but will not be able to tell what powers are being employed by them. If asked, the demons will say that they are protecting themselves — their isle is sought after by many evil creatures, and one cannot be too careful.

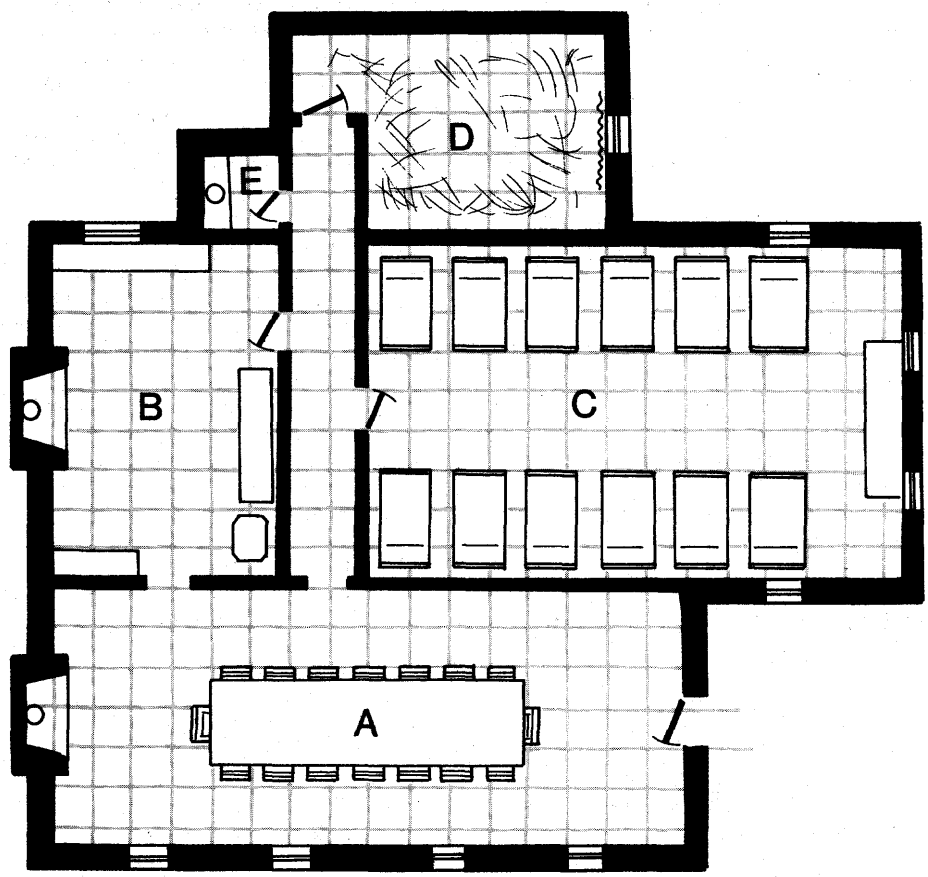
The demons were sent *to* the isle fifty years ago by an unnamed demon prince (or, optionally, the leading chaotic evil deity in the current campaign). After destroying the garrison by surprise, they established themselves to kill off any other adventurers who happened to come upon the isle. Unless attacked, the demon-ladies will quietly lead the party to their home, the small white house glimpsed from the ship. If possible, they will attempt to *charm* the adventurers secretly, one by one, and will *detect invisible* objects to make sure no one is creeping up on them (though they will not act as if they see anything unusual if they do see a hiding thief or *invisible* magic-user).

1. The white stone house was built of local fieldstone and whitewashed. This simple structure has the look of a farmhouse that has withstood many decades, maybe even centuries of sea air and weather. There are four rooms to this building.

A: Sitting/dining room. The centerpiece of this room is a massive table surrounded by a dozen chairs. It is well-worn as if many a feast had been presented here before. The room is lit by oil lamps suspended from brackets on the stucco walls, which are decorated with a great many weapons: polearms, swords, and daggers of varying ages and manufacture. Twelve weapons have no dust on them: six each of battleaxes and bastard swords. These are the demons' weapons, Should they be attacked anywhere else on the island, the demons will *teleport* here and assume their demonic forms to wield their weapons. If a major party is fighting against them, the demons will take the time to *summon* 1-3 extra demons each (only of types I-IV) to assist in the attack on the party.

Island house

Scale: 1 square = 5 feet



B: Kitchen. This room is furnished as a fine kitchen, slightly better than such a simple structure would suggest, with enough cooking utensils and food storage to feed a small garrison. A coldbox is set into the floor in one corner, refrigerated by a small spring that wells up nearby and provides water for the whole house. The coldbox is large enough to hold four human-sized creatures. On a high shelf in the opposite corner of the room, hidden from direct view by several canisters of spices, are five unlabeled potion bottles that contain the first part of a two-stage poison. This bottled substance is harmless by itself, but becomes deadly when combined with the second part (see below). Note that a spell or power that detects poison will fail to register this substance (or the second part of the poison) as dangerous.

C: Sleeping quarters for the party. Again, this room looks to have served *a* small troop of people at one time or another, for the room has a dozen beds. It is lit by candles in sconces on the walls. These candles are impregnated with the second part of the two-stage poison found in area B. As before, this part of the poison is harmless unless mixed with the first part above. The demons will light the candles in this room before the party retires for bed that night.

D: The demons' quarters. This room appears to be a very plain room with simple, hard beds and a small shrine, but this is a *permanent illusion*. The room actually contains two large nests in which the demons rest while in their natural forms. Entering the room will not dispel the illusion, which possesses tactile and olfactory components; it requires a deliberate effort to disbelieve the room's contents to gain a saving throw. Scattered and mixed in with the rubbish of the nests are the following items, all belonging to the demons' previous victims: 20,000 gp, 14 gems, a gold armlet worth 2500 gp, a platinum necklace inset with emeralds worth 10,000 gp, a *chime of opening* with 20 charges left, three jars of *Keoghtom's ointment*, and a scroll of seven magic-user spells: *mass charm*, *crystalbrittle*, *symbol*, *contact other plane*, *time stop*, ice *storm*, and *Mordenkainen's magnificent mansion*.

The demons will invite the party to stay with them and prepare themselves for their search for the *Mace*, and will cook them a sumptuous meal, liberally laced with the first part of the two-stage poison. The second part (as mentioned before) is in the candles in the party's quarters, and anyone breathing the air therein within ten hours of ingesting the first component of the poison will suffer the following effects. First, fatigue will set in within 1-2 hours, causing characters to save vs. death magic or fall

asleep for 5-10 hours. Those who save will be groggy and will fight at -2 "to hit," and will lose all dexterity bonuses to armor class. The characters will also be severely weakened, their strength scores falling by 3-6 points for 2-5 hours before they fully recover. Characters who fall asleep cannot be awakened for the first 2-5 hours of sleep, except by a *neutralize poison* or *wish*. The demons will attack as soon as all party members are so drugged. If no one eats of the demons' food, the demons will act offended but will say they understand (and they will attack the party at the best possible opportunity afterwards).

If the demons are destroyed or dispelled, a spirit will appear (treat as similar to a haunt from *Monster Manual II*, except that it cannot possess characters and is able to communicate with living beings). The spirit will take the form of an old but robust man in the garb of a cleric. Identifying himself as Girard, a priest of St. Cuthbert, he will explain that he is the original guardian of the *gate*, and headed a garrison of troops housed in the white house to protect the way to the *Mace* from those who would destroy it. He and his troops were murdered by the demons, who took his place to ensure that no force of Good would reach the *Mace*. While his troops were taken to their reward above, Girard was charged to remain until the demons were vanquished. To show his power, he will *resurrect* any two good-aligned party members slain in the battle with the demons. He will then lead the party to the "mace detector" and the *gate*.

2. A small cave hidden by brush is the first place to which the spirit of Girard leads the party. It is a tiny opening in the side of the plateau, curtained by the scrub and bushes that surround the base. Unless led there by Girard, only rangers, elves, and half-elves have a chance to notice this cave (2% chance per level for rangers, normal chance of noticing concealed doors for elves and half-elves). The demons never found this cave, being more interested in protecting the isle than in exploring it.

The cave is small and cramped, with room enough for only two people and Girard. (A third can be fitted, but that would mean someone would have to stand in the same place as the spirit — an unnerving but harmless experience.) The cave's stone floor has a thaumaturgic triangle, inlaid with gold (12 gp worth), inscribed thereon. At the center of the triangle is a short wooden post surmounted by what appears to be a 6-inch elliptical disk of white quartz, with the emblem of a mace engraved on the end of one long axis.

This disk, Girard will tell the party, is the device that will lead them to the *Mace of Cuthbert* on the other side of the *gate*. It will flash a blue-white light at a rate dependent upon the nearness of the *Mace* — 10 flashes per minute for a mile or more distance, 20 per minute down to 1/2 mile, 40 per minute down to 1/4 mile, 80 per minute between 1/4 and 1/8 mile, and 120 flashes per minute when between 1/8 mile and 200'. At closer than 200', the mace detector gives off a continuous glow. The brightness of the light emitted is relative to the facing of the crystal's engraved mace end toward the *Mace*. That is, the glow is brightest when it is facing in the direction of the *Mace*, and it is darkest when it faces ninety degrees or more away.

3. The *gate* building is the ruined temple that could be seen from the ship when rounding the south end of the island. When the adventurers near the structure, they will see that it is actually built in the form of an open, Parthenon-like structure with randomly laid stone blocks about it that make the building appear from a distance to be crumbling. The two demons have explored this building before, but having no means to open or control the *gate*, they have left it alone.

The interior of this structure is quite empty and clean, as if it were swept regularly. It is bare of all furnishings and ornamentation, save for a massive stone arch in the exact center of the floor. This 12' tall, 10' wide arch is the magical, interplanar *gate* leading to London. Girard tells the party that the *gate* opens from either side by holding the detector disk toward it and commanding, "Open!" After wishing the party luck and performing a benediction, the spirit will go to his well-deserved rest.

Unless otherwise garrisoned by the player characters and their servants, the island will probably be uninhabited by any intelligent creatures while the party is adventuring through the *gate*. See, however, the section at the end of this module on closing the adventure.

BEYOND THE *GATE*

Once through the *gate*, the party members will find themselves on a wooded isle in a small lake with lightly wooded shores. Beyond the young trees on the lakeshore can be seen open fields in which there seems to be scattered public recreational activity.

The characters have *gated* in on the major island in the Boating Lake of Battersea Park, London, south of the Thames River and one of the many parks in the city. The party will exit the *gate* through an arch exactly like the one on Gate Island, except that this one has a small plaque on one side that reads: "Sculpture donated by Hon. Edward Cuthbert — 1932." If perchance some PCs search for records pertaining to Edward Cuthbert, they will find that no such records exist. Given the time differential between the universes, the *gate* between London and the current campaign world has been established for over 640 years (reckoning by the fantasy world's years).

The weather will initially be clear, bright, and sunny. The London time is 9 a.m., June 1, 1985 (or the current time when this scenario is played out). If desired, the DM may have the weather patterns follow that currently experienced in either London or in the nearest major city, so long as such conditions would logically occur in London (no monsoons, tornadoes, etc.). No other people will be on the island when the PCs first appear, though future scenarios may not allow the party to be so lucky.

1. Battersea Park is slightly larger than the average London park in size, lightly wooded around the edges and around the lakes, with the central east-west lane lined with trees. The remainder of the park is open grassy meadow. Its many paths make it a popular locale for horseback riding. The area called "The Festival Pleasure Gardens" is a collection of buildings including a bandstand, a small amphitheatre, stables, refreshment stands, and the like.

Once the party gets off the island, they will encounter a police officer (end-level fighter, AC 9, hp 12, armed with billy club) grappling with a blonde girl about twelve years old. The police officer will be swearing at her as she kicks his shins and yells for help, insisting "I ain't done nothing!" The girl is named Charlotte; she is a street urchin and a 3rd-level thief (see the description of Charlotte at the end of this module). She is armed with a slingshot and 20 stones (treat as sling stone for range, doing 1-2/1 points of damage).

If the party does not interfere, the police officer will eventually wrestle Charlotte into submission and cart her off into the city. The bobbie will be so intent on this that he is only 15% likely to notice the party. If the PCs decide to get involved, the officer will be so astounded by their appearance that he will let go of Charlotte (who will immediately hide behind the nearest PC and put on a very innocent-looking expression) and will be dazed for one round. Once he recovers, he will attempt to get the girl back, politely at first, then becoming progressively more threatening. If his threats are answered or topped, he will retreat and report the party to the nearest station house (thus making them subject to arrest if identified). He does not want the girl desperately enough to try fighting it out with the PCs who confront him.

If the group thus successfully defends Charlotte, she will thank them, tell them that they've gotten themselves in trouble with the "woolies," and offer them a place to hide. Should the party not accept the offer, she will repeat it, more urgently, and if the PCs still decline, she will reluctantly leave them. There is a 15% chance that any subsequent street urchin encounter will include Charlotte, who will repeat her offer; also, should the PCs find themselves in a

(Text continues on page 59)

How to read the map key

The large map on pages 56-57 is keyed with two sets of numbers. The numbers 1 through 7 printed inside squares refer to locations described in the "Beyond the *Gate*" text section, and the numbers 1 through 9 printed inside circles refer to locations described in the "Large-Scale Map" section that begins on page 59.

serious situation, there is a 20% chance that Charlotte will appear to offer help.

If the party accepts her offer, she will remain with the party (unless convinced or forced to do otherwise) for the duration of their stay in London. All urchins encountered by PCs while she accompanies them will be automatically well disposed to them because of her influence.

2. Abandoned house. This is a large, three-story building with fading grey and black paint on Battersea High Street. Near the top are painted the letters "Bunham Patent Locks, Ltd." It has apparently been empty for years, but it is now home for Charlotte and two of her friends: Nicky, a tousle-haired lad of twelve years, and Rocco, a black youth of about eleven (see the descriptions given at the end of this adventure). While most of the house is in acceptable condition, the children inhabit the basement because it is easier to keep light from leaking out of its small windows at night. Charlotte will lead the party here, where it is comfortable and there's enough room for everyone on its floor. There will be some argument between Charlotte and her roommates over food and room, but she will win out in the end.

The house is entered through a broken cellar door in the rear of the building. In a closet on the third floor of this house can be found Charlotte's secret cache of books: *La Morte d'Arthur, Ivanhoe, Robin Hood,* and a number of modern swords-and-sorcery novels and novel trilogies.

If communication can be established with the children, they will ask the party hundreds of questions concerning their business in London, their homes, their equipment, and anything else the DM can imagine. If the party reveals any information on their true mission and origins (and can demonstrate a little magic), the children will do everything they can to help the adventurers without risking their lives directly. The children will be tempted to steal a few minor items from the group, but if well treated, they will return the items after a short inspection.

3. Doctor's office. In this building is the office of Dr. Andrew Bainbridge. He is in his sixties, and treats the street children free of charge out of concern for their well-being, and because he once lived in the streets as a boy. The children in return respect him and consider him a friend. They trust him implicitly and he has never betrayed them or their trust. However, he is a law-abiding man, and if PCs are brought to him and they are wanted by the police, he will feel obligated to turn them in should he recognize them.

Dr. Andrew Bainbridge is treated as a sage (AC 10, hp 24, no attacks) with the special categories of human biology and human psychology, plus a minor field of chemistry. He possesses 1st-level thief skills (left over from his days as an urchin). He can immediately restore 1-6 lost hit points through wound treatment, with a 50% chance for an additional 1-4 points next day, followed by normal healing rate. He can cure most acute diseases of no greater than moderate severity in 1-8 days with his prescriptions and treatments. When he does charge for treatments, his bill is on the order of £8- 11.

4. Churches. A number of churches are found on the map; unless otherwise noted, 90% are Anglican churches and the remainder are Catholic.

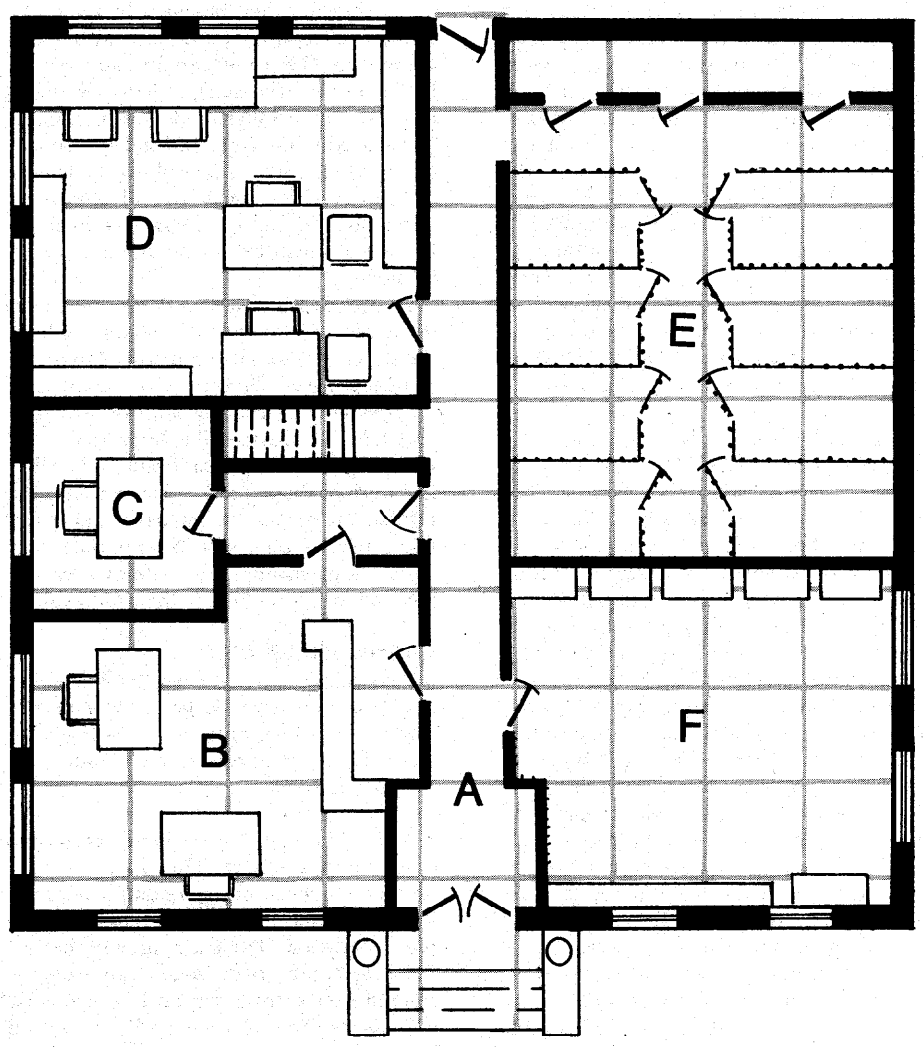
5. Libraries. These are public libraries, holding 5,000-30,000 volumes each. While they have circulating collections, it will be unlikely that the PCs will qualify for cards. There is a 3% chance per library that there are 1-2 books on magic that could actually aid magical research.

6. Battersea police station. This is the primary police station for the Battersea area, from the Thames to the park, and south to Battersea Park Road. It is detailed below, and a plan of the building is provided. If the DM is doing his job right, a PC will sooner or later end up here.

A: Entry hall. This narrow corridor is filled with traffic at all hours; there will usually be 1-4 police officers passing through every round, and 25% of the time they will be escorting prisoners. For a little excitement, allow a 5% chance per prisoner being moved that he will get free, grab a gun, and try to shoot his way out.

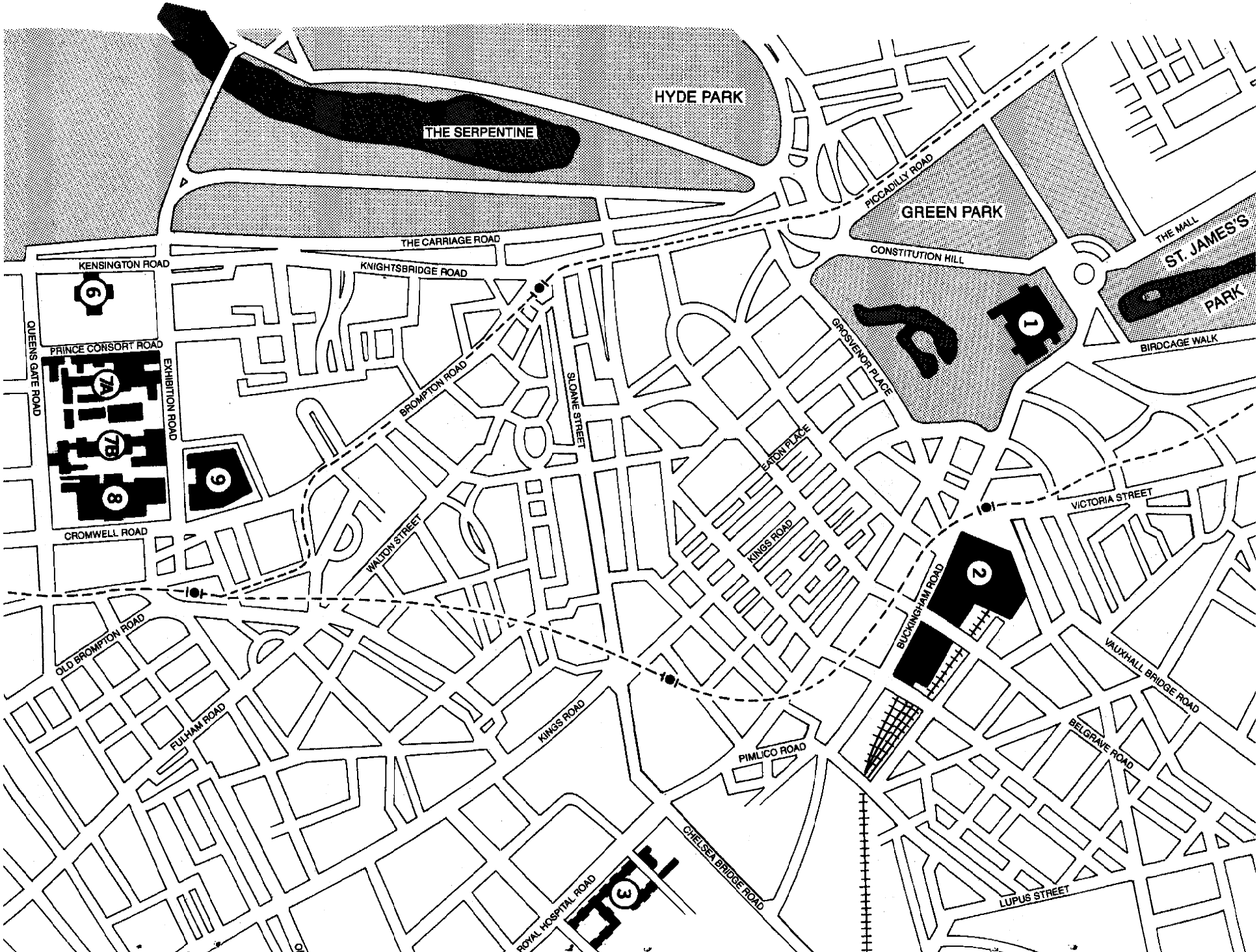
B: Office. This is where citizens walking in off the street will go to talk to a police representative. The room is divided by a long counter, behind which are two desks covered with paper. There are three officers in this room, unarmed. They are generally very polite and helpful.

C: Chief's office. The local captain has his office here. It is immaculate, perfectly clean and neat. The captain is something of a fanatic on cleanliness, and there is some dislike of him among the ranks because of this. PCs arrested because they were recognized as "wanted" will be brought immediately to Captain Byrne; otherwise, they will be put in the holding area (E) right after being booked (Captain Byrne: 4th-level



Battersea police station

Scale: 1 square = 10 feet


HYDE PARK
THE SERPENTINE
GREEN PARK
PICCADILLY ROAD
THE CARRIAGE ROAD
KENSINGTON ROAD
KNIGHTSBRIDGE ROAD
CONSTITUTION HILL
THE MALL
ST. JAMES'S PARK
BIRDCAGE WALK
QUEENS GATE ROAD
PRINCE CONSORT ROAD
EXHIBITION ROAD
BROMPTON ROAD
SLOANE STREET
GROSVENOR PLACE
EATON PLACE
CROMWELL ROAD
WALDON STREET
KINGS ROAD
VICTORIA STREET
BUCKINGHAM ROAD
OLD BROMPTON ROAD
FULHAM ROAD
KINGS ROAD
PIMLICO ROAD
VAUXHALL BRIDGE ROAD
BELGRAVE ROAD
CHELSEA BRIDGE ROAD
ROYAL HOSPITAL ROAD
LUPUS STREET
1
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7A
7B
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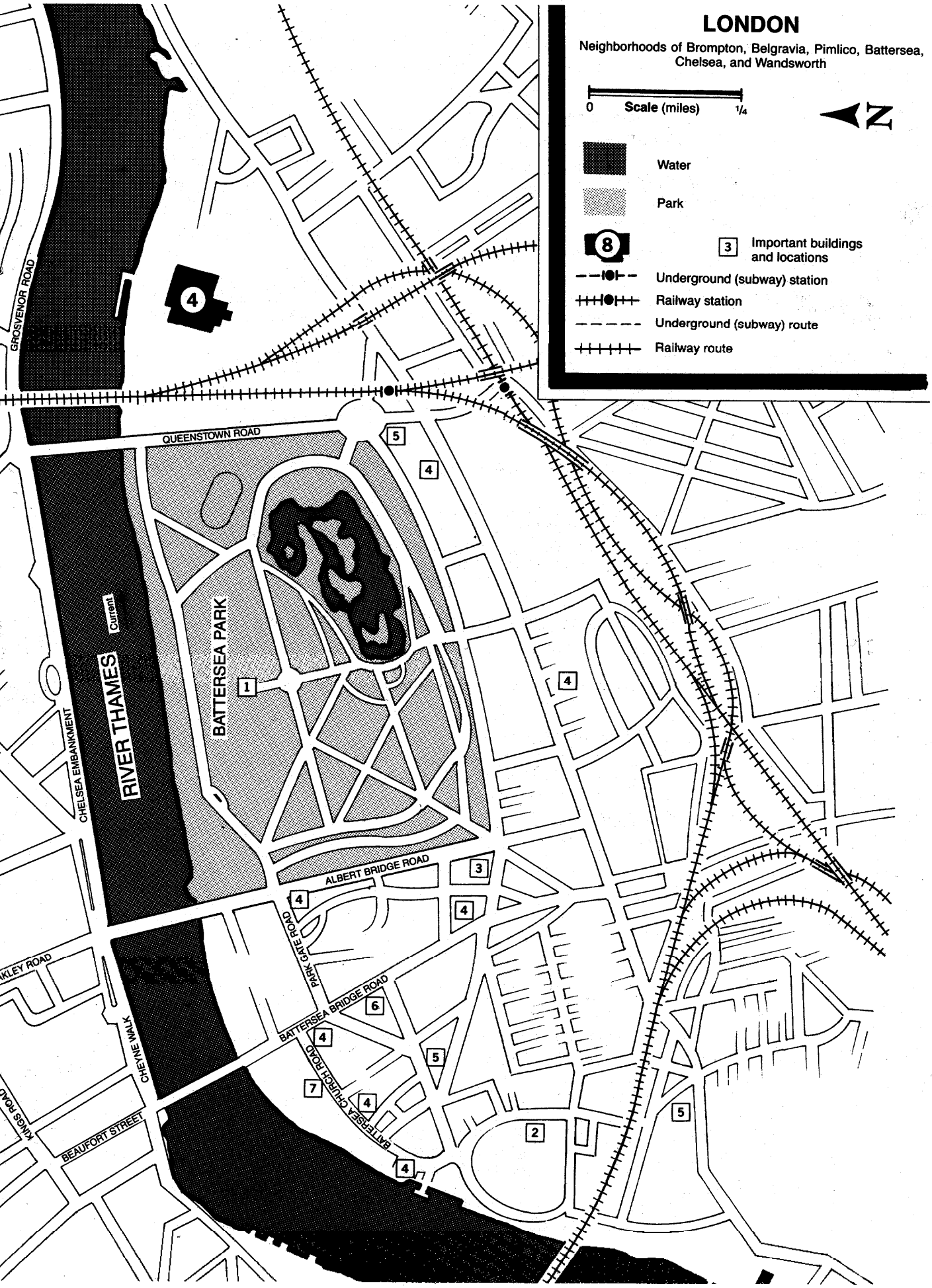

LONDON
Neighborhoods of Brompton, Belgravia, Pimlico, Battersea, Chelsea, and Wandsworth
0 Scale (miles) 1/4
N
Water
Park
8
3 Important buildings and locations
Underground (subway) station
Railway station
Underground (subway) route
Railway route
GROSVENOR ROAD
QUEENSTOWN ROAD
RIVER THAMES
Current
BATTERSEA PARK
CHELSEA EMBANKMENT
ALBERT BRIDGE ROAD
PARK GATE ROAD
BATTERSEA BRIDGE ROAD
BATTERSEA CHURCH ROAD
CHEYNE WALK
BEAUFORT STREET
KINGS ROAD
KLEY ROAD

fighter, AC 9 (7 in riot gear), hp 35, LN, armed with .38 revolver). At any given time, Byrne is 60% likely to be in his office.

D: Communication and records. Two of the walls of this room are lined with filing cabinets. On the third is a switchboard and radio setup, with two officers manning it at all times. Another two officers handle the records, which includes booking all incoming prisoners and notifying London central police headquarters of their arrest. The basic booking procedure takes fifteen minutes per prisoner and includes fingerprints, photographs, and basic form-filling.

E: Holding area. This bank of cells is a temporary holding area, housing prisoners until they can be transported to the main complex elsewhere in the city (one day is the average wait). The cells are of simple iron bar construction. All prisoners will be frisked and all personal belongings are removed, tagged, and stored in the closet on the west end of the room. The cells are segregated by gender, and at any given time, they will be filled with 2-16 drunks and suspects of assorted crimes ranging from prostitution and petty theft to murder.

F: Squad Room. The area where off-duty officers rest, eat, drink coffee and tea, read newspapers, and talk. There are always 3-12 officers in this room at any time. Against the west wall is a bank of vending machines, dispensing sandwiches and drinks. Along the south wall is a row of coat hooks. Under the third coat from the left is a belt holster holding an unloaded .38 revolver. A box containing 30 bullets can be found in the right pocket of the coat. Along the east wall of the room is a weapons rack holding 3 shotguns, 4 rifles, 10 .45 caliber handguns, and 20 rounds of ammunition for each. The rack is locked with a combination lock and is constructed of steel bars and wire screening.

In a locked cabinet next to the rack hang three bulletproof vests. Made of a special plastic mesh, they will stop bullets or other projectiles (arrows, sling bullets, etc.) from any range; no real damage will be sustained, but a character wearing a vest must roll his dexterity or under on a d20 when shot to keep from being bowled over by the impact. A vest is similar to padded armor and has an encumbrance of 50 gp; it provides protection against all blunt weapons such as maces, reducing all damage from them to 1 point. However, if struck by an edged weapon, it must save as cloth vs. crushing blow at + 3, or it will be pierced and the wearer will sustain damage.

50% of the officers in the station are 1st-level fighters with AC 9 and 6 hp, 35% are 2nd level with 16 hp, and 15% are 3rd level with 35 hp; all are armed with billyclubs and .38 revolvers. In the basement of the station is a generator to provide emergency power and two 50-gallon drums of gasoline to run it. Outside the building proper is a garage holding two squad cars and one van, and an adjoining stable housing three horses (treat as light warhorses, but having no effective attacks).

7. Battersea Church Road. This is not a description of a particular building, but rather a rundown of the more important or noticeable features of a street. The road is a major marketplace — one could even call it a social center — for the Battersea neighborhood. Every day the street is jammed with crowds and costers (salesmen with pushcarts) from 6 a.m. to 7 p.m. It is in these crowds that Charlotte and her friends obtain their food and what little money they possess. In regard to this, there is a 5% chance per urchin (should they accompany PCs to the market) that he or she will be caught swiping something, with predictable results.

From where the Church Road starts on the Battersea Bridge Road down to where it ends at Westbridge Road, there can be found a coster or van every few feet. The most common item sold is food: there are many greengrocers with barrows holding fruits, fresh fish, large crabs, donuts, pretzels, and other foodstuffs. Ironmongery, hardware, and the like are also common. In addition to the costers, there are stalls set up along the length of the street, and the holders of these stalls often sell goods right out of the vans that they park by them. An eclectic collection of products is available; assume an 85% chance to find any particular item (within reason), at a 0-19% (d20-1) discount, after 6-60 rounds of searching.

Aside from the carts and stalls, food can be found in regular shops along the length of Church Road. All shops and taverns serve dark English beer, but they do also provide stronger beverages and foreign brands.

A junkyard is located a block down from the Bridge Road along the Thames side of the street. Beyond it is a British Army surplus store which sells knives, compasses, fatigues, and everything short of firearms and vehicles. Devices like flares and battery-powered torches (flashlights) will not work in the AD&D universe unless the DM so allows it, but compasses and other non-powered items will. Next to the surplus store is a pawnshop, where items may be pawned for up to 20% of their total value.

LARGE-SCALE MAP

Expanding outward from the Battersea area, we come to the larger-scale map of London, reaching north as far as Hyde Park. There are several places of interest within this area:

1. Buckingham Palace. Don't even think of letting PCs in here. This site is included on the map for atmosphere and is not in any way connected to the fulfillment of the party's mission, The entire area of the Palace grounds, as defined by the streets around it, is surrounded by a 12' stone wall with iron spikework on top. The only visible gates are in the front, facing out on the Mall, the street/park that proceeds roughly northeast parallel to St. James Park. These are the gates guarded by the famous, expressionless Coldstream Guards. There are two guards for each of the three gates (3rd-level fighters, AC 8, hp 20, armed with rifles). The palace is closed to tours during the party's stay for various reasons.

The palace is regarded with an almost religious respect by street urchins as the place "where the Queen lives." Should the party members consider storming Buckingham Palace, any urchins with them at the time will attempt to dissuade them; should they fail in this attempt, they will quietly sneak away, not to return, while PCs ready themselves. Then, if the PCs continue with their plan, the DM should immediately throw in as many SWAT teams as it takes to convince them of the foolishness of their actions. The palace, being the home of the Royal Family, is extraordinarily well protected. For game purposes, assume an unlimited number of troops will arrive,, all totally loyal to the Crown and not checking morale. Thieves trying to climb over the wall will be noted immediately by patroling guards and arrested, if not shot; those trying to escape arrest will be fired upon.

2. Victoria Station. This is the major train station for this area of London, connecting with the subways and many lines out of the city, all more or less underground, starting at Victoria Station Square. It is a huge building, although only about half of it is concourses and other areas where the public is welcome. However, that half will be heavily populated at all times except between the hours of 11 p.m. and 5 a.m.; it will be most heavily conjested between 7 a.m. and 9 a.m. and between 4 p.m. and 6 p.m., when the London rush hours fill the building's public areas to overflowing. Off the main concourses, PCs will be noted by security guards immediately and will be escorted back to the public section unless they can give a plausible reason for their presence there.

Most trains leaving Victoria Station do not stop again in the city. Unless you plan to take on the immense job of running a campaign in England at large, do not let characters find out how to get tickets or even what the station is; tell them that the crowds are too confusing and their jostling, scurrying movement makes it impossible to get one's bearings for more than a few moments at a time. If visited at night, all facilities in the station except for a few ticket windows will be dark, and the clerks at those windows will not take favorably to customers who haven't the faintest idea where they want to go or by what trains or lines.

3. The Royal Hospital. Perhaps the largest hospital in metropolitan London, the Royal Hospital, overlooking its spacious gardens and the Thames beyond them to the south, is a massive building of grey stone nearly a quarter of a mile long, with several smaller buildings on either side of it. One of these smaller buildings serves as the hospital's psychiatric ward.

Should PCs end up in the psychiatric

ward, they will first be seen by a consulting psychiatrist, who will administer the standard ink-blot, word-association, and other tests, after which PCs will be dressed in standard hospital gowns and placed either in a ward with 5-20 other patients or in isolation if they resisted capture. What happens after this is largely up to the DM. Great potential for humor can be found here (exactly how does the psychiatrist explain an elf?), as well as suspense (how will the PCs escape?). If the PCs are wanted by the police, then they and their gear will be turned over to the authorities once it is concluded that they are no longer any real danger.

The Royal Hospital is open continuously. Because of England's socialized medicine, nearly any citizen can obtain treatment at a minimal cost. PCs, on the other hand, may have some problems with the bureaucrats who manage the hospital's paperwork. If the PC in question needs aid badly enough, he will be an "emergency room" case, with no attention paid to the paperwork until after the initial treatment. Otherwise, characters attempting to get treatment will have to fill out long forms that have questions about their places of residence, medical plan, and other information which will not be believed if answered truthfully; these forms take three turns to fill out, with a 25% chance of an error being made which requires the completion of a new set of forms. Non-emergency medical treatment will not be provided until the forms are filled. This assumes, of course, that the PCs can read and write English.

Assume that most medical treatment costs the same number of English pounds as the equivalent spell would cost in gold pieces "back home." However, the hospital's methods are not as time-effective as spells. Roll 1d4 per level of the curative spell equivalent to the treatment being performed; this gives the number of weeks the patient must stay in the hospital (except for the equivalents *of cure light wounds*, which can be administered without an extended stay and which take effect immediately). Multiply the die roll by one-eighth of the basic cost of the treatment for the cost of the stay itself. Note that modern medical technology can duplicate the effects of spells only up to *regeneration*, and that only for the reattachment of a severed limb. *Raise dead* and *resurrection* are beyond the modern doctor, except for those techniques used in surgery for reviving patients on the table.

4. Battersea Power Station. This is a typical electricity-generating plant. It is a large, grey and beige, stonish-looking building with tall smokestacks, surrounded by an 8′ chain-link fence. Around the plant itself are several smaller buildings, including a depot for several sidings that extend from the main rail lines passing close to the station. There are always 8-15 (1d8 + 7) guards on duty at the gate and along the perimeter (guards: 4th-level fighters, hp 23, AC 9, armed with .357 revolvers). Perimeter guards are accompanied by 2 guard dogs each (2HD, hp 12, AC 8, ATT 1 for 2-8).

Should the party members manage to enter the station proper, they will find massive furnaces burning coal and undefined mechanical devices that extend from them, humming and occasionally giving off steam. An unprotected character who comes within 10′ of the furnaces will suffer 2-8 points of heat damage per round of closeness. Examining the mechanical devices (the generators, turbines, and steam conduits) will result in the following: heat/electrical damage of 2-16 points (75%), or the examining character will be dragged in by the machinery and crushed to death (25%; save vs. petrification for merely 4-48 points of damage). Poking around with metal or part-metal implements will result in an electric shock doing 10d6 of damage (no save).

Every turn there is a 50% chance that the party will be seen by a technician who will summon a security force of five men (5th-level fighters, hp 35, otherwise same as the guards) to escort the party to one of the smaller buildings while they call the police. Both the police and the security force will assume that the PCs are a group of terrorists and take no chances with them.

5. The Underground. The London Underground is one of the more famous subway systems in the world, and to a limited extent PCs may use it to shorten traveling times north of the Thames. At the cost of two shillings per person, the Underground will transport characters from station to station in one-tenth the time it would take for them to walk the distance. As long as characters remain on the system, it does not matter if they leave the boundaries of the map; if they stay on the train long enough, they will return to where they started. If PCs get off at a stop beyond the map edges, simply tell them that they are lost. All passersby will be able to tell them where the Underground station is if the characters lose sight of it. Stations are marked with large signs having the following design: a red circle with a bar through it horizontally. On the bar is written in white, "Underground." All street urchins will have perfect knowledge of the Underground in their neighborhoods, and are 75% certain of areas outside their own.

In case characters somehow get pushed onto an Underground track, there are four rails, two of which carry 660 volts DC. Persons shorting out the live rails will be frozen to them by the current, and will take 1d20 points of damage per *segment* until freed. Using conducting materials to free them is not a good idea, since the person doing so will be frozen by the current just like the person he is trying to rescue. To make matters worse, a new train appears every two turns; its impact damage will be 5-50 points per person at any point between stations, and 2-20 at a station. Characters not stuck to rails by the current flow receive a save vs. petrification to avoid the oncoming train by rolling out of the way.

6. The Royal Albert Hall. A huge circular domed building of reddish stone, the Royal Albert Hall is a concert hall of great size. Small signs outside the hall read, "David Bowie Live in Concert! One Night Only! Tickets available now: £5.5, £8.5, £10." On the doors to the Hall, though, are signs reading, "Closed for repair and maintenance," and inquiries at the box office will reveal that the Hall will be closed for another two weeks. The southern doors to the Hall are open, though, and a small pickup truck is parked by them. The truck has a sign on it which reads, "R. Starkney, Contractor, 4000 Wholsen Road, Blackburn, Lancastershire," and in the truck's bed are assorted tools, tiles, paint pots, and lumber. If PCs enter the Hall, they will find Mr. Starkney hard at work repairing a number of small holes in the floor of the building. Internally, the Hall resembles any large auditorium.

7. Imperial College of Science and Technology (7A) and The Royal College of Science (7B). These two colleges are bustling with students (it being the end of the spring semester and near exam time). If PCs wander around here, there is a 75% chance for every five rounds of wandering that a student will ask them if they are looking for someone or something, or will ask if he can help them. If characters happen to observe lectures or classes, they will be able to understand the basics of nearly everything they hear being discussed, except for elementary courses in geology, physics and mathematics.

In the Archaeology department of the Royal College of Science can be found an expert on old weapons who has examined the *Mace of Cuthbert* in the Victoria and Albert Museum across the street, and plans to write a paper on its unique metallurgical properties as compared to other weapons from the same period. Professor Byron Marlowe, Ph.D. (0 level, AC 10, hp 8, STR 16, INT 17, CON 17), is a robust and hearty 65-year-old, and he knows how to use the deceptively decorative weapons that hang on his walls: a morning star, a broadsword, a halberd, and a crossbow. However, he is not a violent, or even unlikeable, man; he is quite personable and will take the time to talk about his work with anyone who expresses interest, and will go into ecstasies if he meets someone whose knowledge of medieval weapons meets or exceeds his own. He is quick-witted and strong of arm, and will not hesitate to grab one of his weapons (the morning star is his favorite; he has not worked with the broadsword enough to manage it yet) if he is threatened or attacked.

8. The Natural History Museum. This museum is filled predominantly with galleries of dinosaur bones, rocks, meteors, displays on cultural groups, English history, and the like. One gallery has as its centerpiece a massive, 30′ -diameter globe of the Earth, showing the planet in great detail,

rotating on its axis. For more details, just picture the typical museum, and describe things in terms that will be moderately puzzling to characters. Remember that it is a small museum, and as such, it need not be extensive.

This museum is provided mainly as a diversion; errors in triangulation or whatever other method is used to zero in on the *Mace* can possibly indicate that this building holds the *Mace* instead of the Victoria and Albert Museum; and it does contain a display of ancient weapons, including a couple of maces. This display just happens to be located parallel to the location of the *Mace* across the street in the other museum. That is, if the mace detector is pointed at this display, it will register positively for the actual *Mace*, which is about 150' beyond it. Characters paying close attention to the mace detector will note that its brightest light is about five degrees off the line pointing directly at the maces here, although the continuous glow implies that the actual *Mace* is nearby.

9. Victoria and Albert Museum. One of London's many fine museums, the Victoria and Albert specializes in the fine and applied arts. Spread throughout its two floors and many galleries can be found everything from 20th-century watercolors to medieval illuminated manuscripts to arms and armor from many of Earth's cultures. It is in this building that the *Mace of Cuthbert* lies.

The following is a short summary of pertinent details necessary to the presentation of the museum in game play. The museum is located north of the Thames, approximately a mile and a half from Battersea Park and the urchins' home. It is open every day, and admission is free.

Free tours depart from room 25 on the first floor every hour starting at 10 a.m., providing an excellent opportunity to scout the museum and assess its defenses. These tours stop in almost every gallery for a few minutes, and the tour guides provide a running commentary on the major items on display, as well as answering (or, at least, trying to answer) any and all questions.

Security appears nonexistent during the day, but in any given room at any time there is a 50% chance that a plainclothes officer will be present. Plainclothesmen are armed with .38 revolvers and should be considered the equivalent of 4th-level fighters, with 27 hp and AC 8 due to training and clothing. Any disturbance in the presence of a plainclothesman will be immediately responded to by the officer, and all disturbances (whether or not an officer is present) will be answered by 1-4 other plainclothes officers in one round.

All items on display, unless specifically described otherwise, are found in glass cases. Breaking the glass or moving a case more than one inch (real scale) will trigger an alarm, bringing 2-12 security personnel in one round during the day, and 6-15 after closing. All will be armed with .38 revolvers. At night, all major galleries also have electric-eye beams surrounding the more valuable exhibits; these may be noted during the day, since they are not hidden. In addition, all display areas have ultrasonic motion detectors scanning them. Due to their superior hearing, gnomes have a 70% chance of actually hearing the ultrasonic pulses sent out twice a second by these devices. Breaking a beam or moving too quickly in the area of a motion detector will have the same result as tampering with a display case.

Note that motion detectors can be defeated by moving slowly enough; they operate by scanning the echo pattern reflected from the area they cover and comparing it to the pattern stored from the last scan. If the two patterns vary by more than a certain percentage, the alarm is triggered. By moving slowly enough, the increments of change in position can be reduced below the detector's alarm threshold. Exactly what is slowly enough is up to the individual DM and how difficult he wishes to make this portion of the adventure.

At night, all alarms will also sound in a nearby police station, resulting in the appearance of 2-5 police cars with two officers in each (identical in stats to security plainclothesmen) in 5-8 rounds.

The museum security force consists of 40 men during the day (25 being 3rd-level fighter equivalents with 19 hit points each, and the remaining 15 conforming to the general statistics given above). At night, the museum contingent numbers 50 (35 3rd-level and 15 4th-level equivalents). Several two-man teams constantly patrol the museum after closing, armed with .38 revolvers and billy clubs and carrying a walkie-talkie, with which they communicate with the security center; every fifteen minutes, such a patrol will enter each room/area, examine it for 1 round, and then depart unless their suspicion is aroused or they are attacked. The museum is constructed generally with smooth walls and floors, so that the sounds of a scuffle or combat may carry and have a 50% chance of attracting the attention of another patrol. These will report in to the security center, then investigate. If they do not check back three rounds later, 5-10 more security guards, all of them armed, will be dispatched to the guards' last reported location.

At all times during open hours, there will be from 3-30 people present in each room or gallery, taking tours or just walking about the museum on their own. All are O-level characters with 1-3 hit points. There is a 10% chance that a professional thief (13th-level equivalent) will be present in the museum, and will notice PCs as being "out of place." He will surreptitiously follow them and attempt to find out what they are planning or doing.

Note that during open hours and for some time afterward, the museum is brightly lit. Commencing two hours after closing, lighting will be reduced to roughly the level of torchlight. Even so, there is no limitation on radius of vision, since all lighting comes from conveniently spaced fixtures overhead or on the walls. There are few shadows inside the museum that are suitable for thieves' hiding abilities.

The following are standard descriptions for several common room types found in the museum.

Elevators (marked E on the maps): Each of these is a chamber roughly 7' square, with a sliding metal door. On the outside, next to the door, is found a small plate with two buttons of a horn-like material; one is marked with an arrow pointing up, the other with an arrow pointing down. Pressing the button causes it to glow. After 1-2 rounds, the glow ceases and the door slides open. The interior is wood-paneled, and to one side of the door is another plate similar to the one outside, except that the buttons are marked "1" and "2." The elevator doors will close 3 segments after they open, but unless a floor button is pressed, they will not move for several rounds, at which time they will go to the other floor to pick up 1-8 museum visitors.

Closets (marked C on the maps): These are irregular in shape and size, but all will contain 1-4 each of the following items: brooms, pails, mops, and buckets/bottles of cleaning supplies. There is a 50% chance that one of the following may also be found there: large cartons holding paper towels and toilet paper, a wheeled trash bin large enough to hold two human-sized creatures, or 1-6 partially full trash bags.

Offices (marked O on the maps): These rooms each have 1-4 desks (depending on floor space available), occasionally covered with papers. For every desk, there will be one computer terminal available. During the day, an office will have double its number of desks in people (all 0 level with 1 hp) bustling about. If a PC enters an office, the people therein will demand to know his business with them. If the PC does not answer, or answers incorrectly, he will be shown the door and told the department that he does want to see. At night, offices will have no inhabitants and will be unlit.

Departmental offices: Six offices are identified in the key as "departmental offices." Each one has from 6-10 desks, double the number of desks in people working there, and at least four computer terminals. They will usually be decorated in a manner appropriate to their department. Department people tend to be busier than others, but they will try to help if the PCs have a problem related to their field.

Some doors on the maps are marked X. These doors bear signs reading "Authorized Personnel Only." Museum visitors will not open these doors, although security and other staff members regularly pass through them. Anyone who is not a museum employee and is found past these doors is told by the nearest employee that they are in a closed section and are kindly asked to leave. If the PCs refuse, security guards will be called and will appear in one round to escort them to a public room.

Computer terminals will be found in almost every office. They are the standard video type, that is, having a keyboard attached by a cable to a TV-like monitor, the whole attached by another cable to a box mounted on a nearby wall. If a PC is successful in rolling on the modern artifact table to understand the terminal, he may then access any information desired. All references to the *Mace of Cuthbert* refer to it as a 12th-century mace with extraordinary resistance to rust and corrosion — and link it with two nearby swords that possess the same properties.

Note that most room descriptions following are very vague. This is because there are so many items in each room that describing them would prove prohibitively long. Outstanding items will be noted, but it is suggested that the DM either research appropriate furnishings or improvise as needed. Unless otherwise noted, though, room contents will generally have no apparent value to the characters, other than their intrinsic beauty or appeal. In any case, most items will be too distinctive to be disposed of in London.

First floor

Note that many first floor galleries extend upward to the roof and the skylights there. Many of the second-floor areas are balconies and walkways over these rooms. The glass in the skylights is old and fragile, and will shatter with any impact.

1. Entry Hall. This area, like the rest of the museum, is floored with marble slabs. A dome soars 50′ overhead. Statues of Buddha are seated in the corners of the hall, and the finely sculpted staircases to the east and west lead upward to the next floor and down to the men's and ladies' rooms. A uniformed security guard sits in the center of a circular desk just inside the main entrance to the museum.

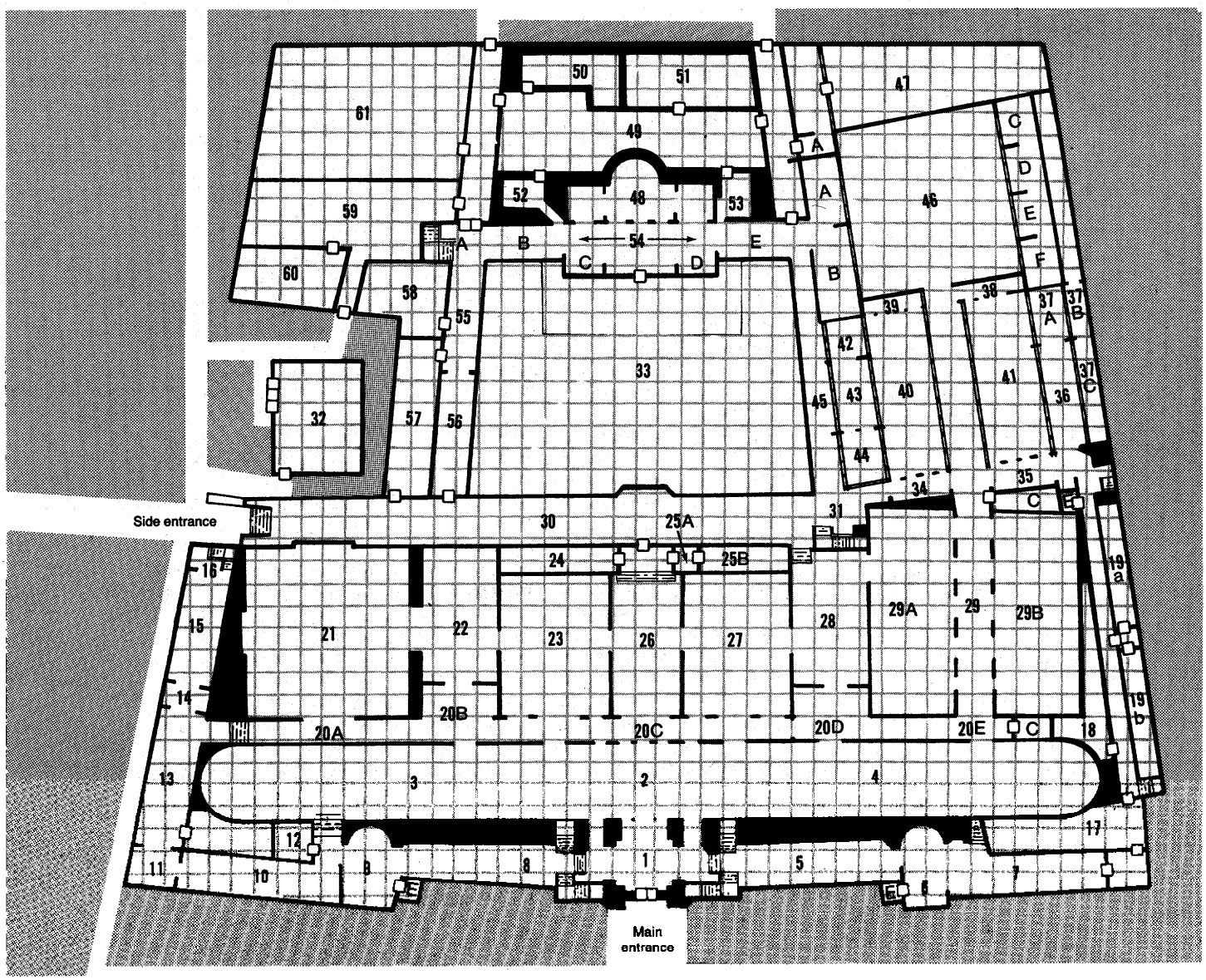
2. Central Hall. This is the center of a long hall extending both east and west. It arches up like a cathedral to form the roof 30′ up; skylights punctuate this roof. Two walkways cross this room immediately overhead, and mezzanines can be seen to either side. Here are found more Buddhist figures.

3. West Hall. This long section is filled with an eclectic collection of items, including ornately sculpted fireplace fronts, doll houses, architectural woodwork like columns and balustrades, all finely done, and the entire front of a house (dated 1500) which looks like the latest in architecture "back home."

4. East Hall. This gallery is filled with examples of Italian and French architecture, including a whole Italian chapel from the fifteenth century. Its altarpiece has a painting of a knight (St. George) slaying a green dragon. Also, a number of sculpted busts are found here. A walkway crosses overhead 50′ from the eastern end of the hall.

Museum, first floor

Scale: 1 square = 10 feet



5. Florentine sculpture, including "Christ in the Sepulchre," "Christ Giving the Keys of Heaven to St. Peter," and other large pieces.

6. In the north end of this area is a Cupid by Michelangelo, surrounded by his wax models for other sculptures. A number of paintings line the walls, along with an ornately painted shield having a very complex heraldic device indicating ten or more generations of knighthood in the family. A number of Italian medals are also displayed in this area.

7. Ivories and crystal carvings. There are 20 of each on display, and each one is worth from 200-2000 gp each, except for a finely worked ivory casket worth 3000 gp.

8 to 16. A series of galleries displaying English furniture and woodwork from A.D. 1300 to 1790. Entire rooms have been reconstructed in painstaking detail throughout this entire area, to better display the furniture pieces in their original settings.

17. Departmental office of architecture and sculpture. This office is decorated with wooden cornices and columns, and it has a number of small bas-reliefs of English and Italian origin embedded in its walls. Much of the south wall is a bookcase. Five turns of searching this bookcase will uncover a book on construction methods unknown but usable in the AD&D game world, methods so new and innovative that the book will be worth 5,000 gp to the right buyer. However, unless the character who finds this book has some knowledge of the subject matter, it is only 5% likely that he will recognize its value.

18. Storage. This room is locked with a modern cylinder lock. Inside will be found several empty boxes, two crates holding a porcelain set wrapped in straw (worth 5,000 gp if the entire set can be transported back to the campaign world), and a small chest holding what appear to be many carved wands made of ebony. While worth perhaps 300 gp, these are not wands — this is actually a set of pickup sticks crafted for an Italian duke's daughter.

19. High-security storage. The central room of this area always has two armed security guards on duty, and the doors are equipped with photo-electric beams. Room 19A is currently empty, but in 19B is a set of gold dinnerware destined for display in a month. Each piece in the set is worth from 20 to 100 gp, and the entire set of 120 pieces is worth 10,000 gp complete.

20. Corridor displays: A. Chinese and Japanese lacquerwork and furniture; B. Ivories and leatherwork; C. Chimney pieces; D. Musical instruments; E. Plaster casts (sculptures).

21. The Loan Court. Also known as the Octagon Court. There are many varied items on display in this room. The most interesting are: a collection of ancient Far Eastern pottery and bronzes; examples of English silversmiths' work (45 pieces of wrought silver jewelry — determine value as in the *DMG,* but none over 1,200 gp); a collection of clocks, watches, sundials, and astrolabes from the 16th and 17th centuries (the watches and astrolabes will prove interesting to sages and magic-users, but not of great value); Greek embroideries; and a Chinese tapestry worth 4,000 gp.

22. West Court. Rugs and carpets from Europe, Japanese and Chinese furniture, including the gold throne of the Emperor Ch'ien Lung (worth 200,000 gp, but impossible to move).

23. West Central Court. Chinese sculpture, Japanese bronzes (including a 12' sitting Buddha); early Mideast carpets — the Ardabil carpet, from Persia (c. 1540, worth 1,200 gp), plus Persian silks and velvets (value as indicated in the *DMG*, p. 27, for valuable commodities).

24. Souvenir and print shop. Guidebooks to the museum are available here for only 4sh 3p, along with other printed material on the various displays and collections, plus the usual things you find in souvenir shops. The shop is staffed by a young girl just out of the English equivalent of high school, who could easily fall for a handsome fighter-type (Diane MacKie, 0 level, AC 10, hp 2, charisma and comeliness 16 each).

25. Tours. 25A is the office of the guided tour service; every hour on the hour, a tour leaves from here. The single desk in this glass-fronted room is manned by a bored young fellow who would welcome a little excitement in his job. As it stands, he plays "Adventure" on his computer most of the time. If he sees the party involved in a fistfight or other altercation, he is 80% likely to join in just for some excitement on a random side if it appears that the party is not strictly breaking any laws, otherwise he will join the side of the security guards. Bored young man (Mark O'Dowd): 0 level, AC 10, hp 6, STR 17. 25B is the lounge for resting and off-duty tour guides. At any time, 1-4 guides may be found here.

26. Central Court. Tapestry-maps of England and other tapestries and carpets are on display here.

27. East Central Court. Several Rodin sculptures are found on the floor, while tapestries line the walls: a Flemish "Siege of Troy," a three-paneled "Triumphs of Petrarch," and a depiction of the Fates.

28. A large tapestry hangs here, but the main items of interest are a collection of musical instruments: lutes, dulcimers, lyres, recorders, flutes, panpipes and more, dating from about 1200 to 1750. One small lyre is of particular quality and will catch the eye of any bard who happens to glance through this room. While not magical, it is of exquisite craftsmanship and despite its age is in excellent condition. Because of its quality, it will add 5% to charm attempts by any bard who plays it.

29. Square Court. Running the length of the room overhead is a walkway which seems to have pottery stationed along its length. The room itself contains many plaster casts. Some are obviously miniatures of other works in the museum (some are studies for the sculptures in 27), but most are works in and of themselves, depicting a number of different subjects, including many Greek gods and goddesses.

30. Ironwork gallery. Much decorative wrought-iron work is found along this hallway, including fireplace implements, hinges and bolts, cast iron firebacks and firedogs, and locksmiths' work. Any thief carefully studying the progress of locksmithing in this hallway (which extends from a period contemporary with AD&D lock technology to about 1890) will start picking all locks, modern or medieval, at two levels above his old skill level, permanently. For this to occur, one week of careful study of this exhibit is required.

31. Casts of wrought-iron work are found in the hollow of this stairwell, while books are displayed on the landing. There is nothing of any interest here.

32. The museum garage. This building houses four compact automobiles and two trucks belonging to the museum, as well as the equipment needed to maintain them. During the day, there will be one mechanic (0 level, hp 5) on duty, and there is a 50% chance per vehicle that it will be in use (i.e., gone). At night, the garage is locked and dark, and is checked by the security patrols. It is also hooked into the alarm system by several motion detectors.

33. The Quadrangle. This is the open courtyard in the center of the Museum. It is set up to be a small garden, with paths winding through the exotic foliage. There are many plants not native to England, and all are labeled with small signs at their bases or on their trunks. Should the characters search long enough (10% per round cumulative), they will discover a young yew here, suitable for making several bows. At the north end of the quadrangle, there is a patio with about twenty tables, each surrounded by chairs. This is the outdoor dining area for the restaurant at area 48.

34. Leadwork and several church bells are placed here under the mezzanine. None have any value for the PCs. Besides, the bells are heavy — the lightest weighs something close to 250 pounds, and the heaviest is in excess of one ton. To prevent damage to the floor, the bells are on stone blocks about 1 1/2' high.

35. Monumental brasses are found in this area, brassworks on a scale comparable to the church bells in area 34. On display here are brass cannon barrels and early brass handguns. Other pieces include a cast-brass battering ram head that was never used, dated c. 1280, and massive brass candlesticks over 8' tall and weighing well over a hundred pounds each.

36. A display of Sheffield plate, that is, silver work, is found here under the mezzanine. There are seventy pieces on display, all of significant quality, but none worth over 5 gp each.

37. These areas hold what appear to be hundreds of many different kinds of gold and silver coins and ingots on display. While there appears to be 7,500 gp worth of precious metals here, these are all electroplate copies of the actual coins (as anyone

bothering to read the identifying signs will discover). All of these false coins, if returned to the party's native world, can be immediately detected by any coin dealer, dwarf, or gnome who has the chance to hold one.

38. In special recessed displays, built so that only a small pane of glass is vulnerable to breakage, a number of valuable pieces of jewelry are visible. There are twelve pieces or groups of pieces on display, totaling 17,000 gp. The glass covering them is shatter-resistant, and a blunt weapon wielded with a strength of 18(45) or better is needed to break it. Note also that the displays have vibration sensors, and motion detectors scan this room continuously.

39. English silver is on display here, real silver this time: ingots and wrought structures, 55 pieces worth 1-50 sp each.

40 and 41. South Court, west and east halves. A walkway crosses this gallery, supported by pillars which effectively divide the room in half. Both halves contain essentially the same types of exhibits, namely the works of various types of metalsmiths: candlesticks, censers, incense boats, altar-crosses, cups, bowls, spoons, watches, rings and seals, all of various precious metals. In area 40 there is a book made of thin metal sheets, enameled and illuminated, which could be worth up to 15,000 gp to the right buyer. In area 41, there is also a collection of gems, 120 in all. However, only 15% have a base value of 50 gp or more, and in any case none are worth over 200 gp.

42. Chinese and Japanese enamelwork is on display in this alcove. Sample pieces include enameled metal plaques, vase and bowls, plus other utensils.

43. Some thirty pieces of pewterwork are on display here, all household items like plates and pitchers. Each piece is worth no more than 1 sp.

44. Similarly, leadwork is displayed in this area. The majority of the items on display are hand-crafted toy soldiers. About a dozen figures are of a type similar to gaming miniatures.

45. Pieces of Near East and Far East metalwork line this hallway, including a bronze mosque-lamp (an "Aladdin" -style lamp) from Cairo, tinned copper, iron and steel work including a ceremonial dagger with a bone handle, more Buddha figures, tall statues of mandarins and other Chinese authority figures, and several 5′ incense burners, green with age.

46. The armor room. On display in this room are examples of armor from all over England and Europe. The central room, which rises to a skylight 30′ above, is ringed with balconies and holds ten figures of knights on horseback (positions indicated on the map). The knights are in chain mail and plate mail. All examples of barding on display are plate mail. The center display is of a knight in a full suit of plate on a rearing horse, brandishing a lance. Note that all this armor is about six inches too small for most human characters (since medieval Earth humans averaged that much smaller than PCs), although elves could wear it if they didn't mind a little bagginess. The alcoves on the perimeter of this room are as follows: A. Later, very ornate suits of English plate and chain. B. Spanish armor. C. Portuguese armor. D. French armor. E. Swiss armor.

47. The Computer Center. The floor in this room is not the usual marble; instead, it is made up of slightly springy white tiles about 1 1/2′ on a side. The floor slopes up at point A until it rises about 1′, then opens to the rest of the room. A glass wall with a door in its center divides the room into two parts: to the west are a number of low tables with computer terminals on them, twelve in all, and mounds of long, wide paper with green stripes and strangely formed lettering. There will be from 4-16 people in this area at any given time during open hours and for two hours after closing. On the east side of the glass wall are a number of blue and grey metal boxes. Most are strangely constructed wheels and disks that spin behind glass or under cover; one spits out reams of the green and white paper found outside. One box has several small lights on its top, but otherwise seems to do nothing. This is the computer itself.

If a PC ventures past the glass wall, he will be thrown out as quickly as possible. However, if the PC manages to do more than look at any of these boxes, he has a percentage chance of crashing the computer equal to 100 minus his intelligence score. Crashing the computer will greatly anger the 2-8 technicians here and will result in the arrival of 2-8 security guards one round later.

48. J. B. Wineberry's — a restaurant. This area is decorated with reproductions of the more famous paintings in the museum's collection, and is dimly lit, to about the brightness of torchlight. A waiter will appear as soon as the area is entered, to escort patrons to one of the twelve tables (each seats four) inside. Or, as he will remind the PCs, one may dine outdoors in the Quadrangle on fair days. Prices are reasonable, about £5, and the menu has a selection of seven entrees. DMs are urged to take advantage of all the possibilities for humor, should PCs decide to dine here. (Culture shock is a wonderful thing.)

49. Kitchen. Long preparation tables, large ovens and stoves with boiling and bubbling pots, stainless steel shelving, gleaming utensils, pots hanging from overhead racks, and a constant murmur of activity as five waiters, two cooks and about a dozen scullery kids rush around fill this room so completely that PCs will find it difficult to get in, let alone search it, during the day. At night, it will be completely empty.

50. The restaurant's refrigerator. Frozen foods of all descriptions. Characters staying in here for more than one round will begin to take 1-6 points of cold damage per round until they leave — if they *can* leave; the refrigerator door does not open from the inside, and there is a 5% chance (20% if the door is slammed) that the outside latch will fall into place by itself.

51. Dry goods. Flour, fresh vegetables, bottles and cans of sauces, syrups, and soups, and the like all will be found here in abundance.

52. Men's restroom.

53. Women's restroom.

54. Oriental metalwork is on display along this hall. By section there are: A. Cast iron, bronze, brass and copper pieces. B. Japanese weapons. Two katanas (longswords) and a wakizashi (short sword) of extraordinary quality are found in this case. C. Sword-furniture (that is, accessory pieces) and other fine metalwork. D and E. Japanese and Chinese armor (Samurai armor in particular — there are three suits on display).

55. English weaponry. On display here are three longswords, a broadsword and a two-handed sword, several assorted polearms, a pair of battleaxes, two maces, and three morning stars. Crossbows and longbows hang from the walls, and a series of prints beneath the bows show the process of making arrows. A long, low table displays many styles of daggers and other short bladed weapons, along with two "trick" swords — one with a spring-loaded dagger in its hilt, the other with a well for poison.

Most of the weapons in this room are old and fragile, except for those described below. Should an attempt be made to use a weapon found in this room, roll d100 vs. the wielder's strength the first time it hits its target; 1 point of strength = 1 percentage point, exceptional strength getting 1% for every 10 points, rounding up, and 5% for every point at 19 and greater. Should the DM roll this number or lower, the weapon shatters; if the roll is high, the weapon remains intact and no further check is required for the life of the weapon.

Two of the swords are of obvious, though archaic, elven manufacture, and one of the maces shows little wear and no marks indicating that rust or corrosion were removed (as do most of the other weapons). This mace is the *Mace of Cuthbert*. Note that this area is but 50′ from Museum Security's headquarters. If the glass case holding the *Mace* is smashed or moved enough to trigger the alarm, it will take less than one round for security personnel to arrive.

56. Steelwork other than weaponry. A set of dioramas depicts the process of medieval steel-making, and the many tools needed are found in the glass cases of this room. Also, ornate iron caskets, iron and steel tools, torch sconces and lamps and lanterns may be found here.

57. Metalwork departmental office. The office is decorated with several more swords (mounted on the north wall, surrounding a shield in good condition), and a number of decorative but functionally decrepit halberds. Otherwise this area is similar in contents and description to area 17.

58. Woodwork departmental office. This office is furnished with pseudo-antique desks and chairs, and has decorative wood

carvings in the corners and hanging on the walls. It is otherwise similar to the previous departmental offices.

59. Security headquarters. A cluttered, almost homey-looking room, Security Central has half a dozen desks, each with a computer terminal, a pile of papers, and a harrassed officer. Along one wall is a bank of tell-tales and other indicators from the assorted alarm triggers throughout the Museum. A basic staff of ten will always be found in this room, and the remainder come and go as required by their duties. The Chief of Security, whose desk is found in the southeast corner of the room, is a rangy man of about forty (6th-level fighter, AC 9/7 with bulletproof vest, hp 49, carries two .38 revolvers). He is on duty from an hour before opening to three hours after closing.

60. Very high security storage. This safe (because that's essentially what it is) has 3' -thick stone and concrete walls, and its door has a complex combination lock that subtracts 80% from a thief's chance to crack it (assuming he has any idea how), since it is like nothing a thief will have ever encountered before. The door is always locked, and only the Chief of Security and his assistant who takes the night shift (4th-level fighter, AC 9, hp 25, armed with .38 revolver) know the combination. It is currently empty.

61. Main office of the museum. Another bustling and homey place, this room is constantly in motion during the day, as its 25-person staff carries on the daily business of running a museum. At the time the party is around, an ancient switchboard system is being removed, and a more modern intercom/phone system is being installed, so this area will be even more hectic than usual as 2-5 workers rush in and out per round, carrying mysterious equipment and tools. Each of the ten desks here has a computer terminal. While harried, the museum staff will try to be courteous and helpful to persons seeking help and information, and will try to direct those with questions that they can't answer (65% of all inquiries) to people who can.

Second floor

(Again note that much of this level is mezzanine or balcony. Wherever such is the case, there will be a 3 1/2' railing of carved marble.)

1. East Central Staircase. Pottery from many different cultures is found on the stairs and at their top. Generally Middle Eastern in origin, the pottery is colorful and distinctive in form.

2 through 10. Textiles and clothing. Along this long set of galleries, one may find the following: Near Eastern (Persian/Arabic) ecclesiastical garments (this and all such following will be recognized as clerical robes and gowns, but of unknown type); Continental religious garb dating from A.D. 1100-1420; Turkish silks and velvets, which are worth 1 1/2 times the rate given in the *DMG* due to age and quality; English ecclesiastical vestments; European and Oriental silks, brocades, and velvets, also worth one and a half times the going rate; stuffs from Egyptian burying grounds: embroidered hangings and other cloths, all very beautiful but worth little; European embroideries, including a Spanish rug common enough in workmanship to be worthless "back home," though very striking; Greek embroideries; embroideries from Algeria, Morocco, Palestine, Persia, Turkestan and many other cultures. While worth little if anything to the party, the wide variety of styles and culture names on the exhibits in this area should prove very intriguing.

11. The Salting Collection. A miniature museum in itself, this room contains everything from Italian Renaissance bronzes of sphinxes and an equestrian figure, to worked leather caskets, to enamelwork, to all forms of metalsmithing, including gold, silver, and steel.

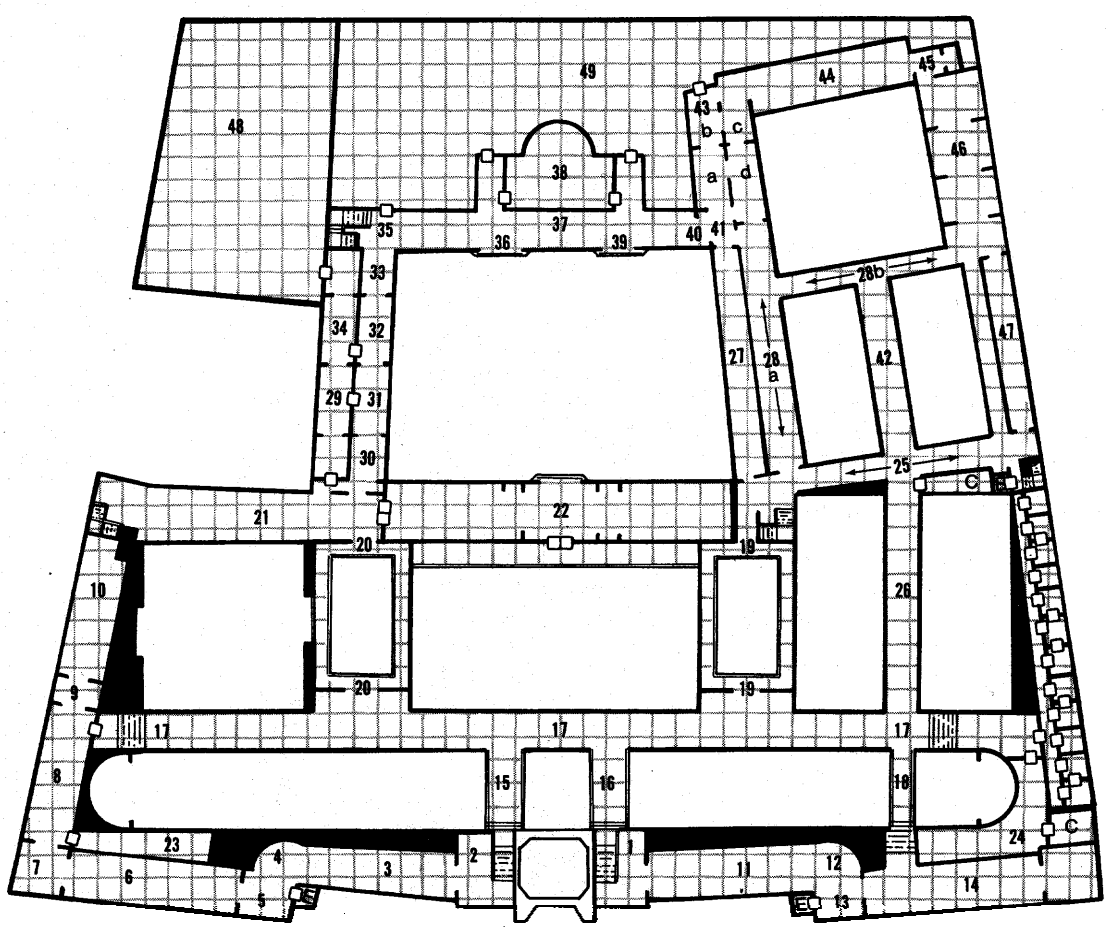
12. French Renaissance furniture. Delicate, almost spindly pieces are on exhibit here; all items of furniture are on open daises, but are protected by motion detectors.

13. Miniatures (works 3" x 3" in size and smaller). While curiosities, the paintings and etchings by Durer, Lucas Van Leyden and Rembrandt are seemingly too small to be worth anything.

14. Glass vessels from all cultures, especially Europe and Arabia. A set of chemical glassware worth 10,000 gp to a sage, magic-

Museum, second floor

Scale: 1 square = 10 feet



user or alchemist is found here.

15 and 16. Fine laces: Venetian point, Flemish, English and French point. Worth perhaps 15 gp per yard, the 40 + yards of material here are too old and delicate to survive any but the most delicate handling.

17. Costumes and clothing from the Elizabethan age to the Victorian. Gloves, shoes, lace, needlepoint, whole outfits are displayed on a rotating schedule in the glass cases found along the entire length of the mezzanine in this area.

18. An exhibit of fans, valueless to PCs.

19. The balcony of the East Court. A reproduction of the Bayeux Tapestry (worth no more than 400 gp), and linen damasks *(see DMG*, p. 27, for value).

20. Balcony of the West Court. A technical exhibit illustrating the printing and bookbinding process. If the campaign world does not have manufactured books, this exhibit will prove incomprehensible except to those characters with a 16 or higher intelligence.

21. Illuminated manuscripts. The St. Denis and Lesnes Missals, an Italian manuscript of Pliny's *Natural History* (worth 5,000 gp for its scientific value alone), volumes illustrating printing, decoration and illustration of books, and miniature and liturgical books.

22. The library. 160,000 volumes (noncirculating) on fine and applied art. Assuming a desired subject comes under these headings, there is a 10% per turn (cumulative) chance of locating 1-6 relevant volumes, should one be searching. Entrance to the library is by application at the museum's main office; whimsical or irrelevant requests will be turned down.

23. Textiles departmental office. Glass cases on all walls hold examples of clothwork from civilizations ranging from ancient Egypt to modern Europe.

24. Stained glass and ceramics departmental office. Decorating this office are stained-glass panels hanging upon the walls and illuminated from behind. The passage east of area 17, down the stairs, is a short entry hall with glass-encased examples of pottery and terracotta work through the ages.

25. This gallery contains a collection of military medals, all of which are very eye-catching and splendid, but are worth very little, as opposed to the mother-of-pearl carvings which share the space: twenty pieces with values of 2-40 gp each due to their workmanship.

26. Gallery across the Square Court. Exhibited here are examples of modern English and Continental pottery work.

27. Manuscripts, including originals from Dickens, are in sealed display cases here, along with a number of very old books. Among the works here are three notebooks of Leonardo da Vinci, which would be priceless (well, worth at least 50,000 gp) to any number of sages in the campaign world. The notebooks are written in Leonardo's characteristic backwards script, in medieval Italian and Latin, and are incomprehensible short of the use of a spell. Thieves who try to read these books will get very bad headaches and nothing else.

28. Two galleries of the graphic arts. These areas contain paintings, drawings, and etchings in abundance; Rembrandt etchings, oils by 19th century French masters, 20th century watercolors, oils by modern artists, even a fresco. A veritable bonanza of color and light.

29. Engraving, illustration, design, and painting departmental office. Prints of famous works, engravings, and a few actual works in oils hang on the walls here.

30 through 32. Dutch and Flemish glass paintings are on display in these connected rooms, glass paintings being works executed with great delicacy and color on mirrors, glass implements, and even simple plate glass.

33. Art of the Theatre. Drawings and designs of many of the great English theatres since the Elizabethan period. Also prints, sketches, and engravings of scenes from performances.

34. Students' room. This room is open during regular hours, and is for the viewing of items from the Engraving and Illustrations department which are not on display (indeed, most of the collection is stored due to lack of exhibit space). Access is through the departmental office, and is not difficult to obtain.

35. Candelabra in the form of nymphs and fauns, clocks, and snuff-boxes from 17th and 18th century France.

36. China: Sevres, Chelsea and Meissen porcelain in sealed glass cases overlooking the quadrangle. The individual pieces are so fine they that they are worth 1 gp each.

37. A French armoire from the 17th Century stands here.

38. Lecture hall. A raised dais in the semicircular north end of this room holds a podium facing about a hundred seats. A microphone on a gooseneck support tops the podium. Switches found underneath the podium raise/lower a movie screen behind the speaker and turn the public address system on and off. Two knobs brighten/dim the lights in the room and raise/lower the loudspeaker volume.

39. A finely decorated washstand (commode), along with a dressing table (labeled a "secretaire-toilette") originally belonging to Marie Antoinette.

40. Another selection of oil paintings and miniatures.

41. Three theatre models stand in glass cases at this spot. The models are of Shakespeare's Globe and two more modern theatres. All three are of cutaway construction, showing the various levels and rooms in the structures.

42. Stained glass from France, Germany, Italy and other countries.

43. These galleries hold the museum's collection of 18th and 19th century watercolors. Of particular interest are the works of Turner, including his scenes of the burning of the houses of Parliament, done on the spot as the buildings were gutted. Ash and smoke from the conflagration are embedded in the works.

44. This gallery is guarded by a standard security guard at either end. It contains a set of preparatory drawings by Raphael of designs for tapestries now in the Vatican. Unless one of the player characters has an eye for art, these fading sketches will prove uninteresting.

45. Two or three more sketches by Raphael, plus a number of watercolor works occupy this small room.

46. Gallery of oils. This is the major collection of oil paintings in the museum, including works by Gainsborough, Turner, Constable, and the Old Masters, as well as preliminary sketches and studies for some.

47. Carved and sculpted wood and wooden furniture are exhibited in this area.

48. Library of illustrations and etchings. The majority of the collection of these works is kept in storage here, due to space limits on the display floor. A librarian (0 level, AC 10, hp 1) is always on duty during open hours, assisted by 1-3 college art students on work study grants (also 0 level, AC 10, hp 1). The librarian is patient to the point of fault, helping to the best of his ability even someone who just wants to browse.

49. Roof. All doors to the roof are locked from the outside, although they open easily from the inside to allow fire escape routes. However, opening these doors sets off fire alarms in their general vicinity, attracting attention to whoever tries to go through them. The roof itself is flat and uninteresting, with only three ventilation ducts emerging from it. The ducts are too small to allow even a halfling or gnome to crawl down them.

CLOSING

Once the *Mace* has been retrieved, what then? Obviously, it must be returned to the clerics of the Saint, and to do that, the party must go through the *gate* once again. This return will happen sooner or later for every party, due to either the party's sense of obligation or the weakening effect described at the beginning of this module.

The decision may be an easy one to make. But how easily will it be for that decision to be carried out? That's up to you, the DM. If the party has behaved itself and generally kept out of sight, then there should be no trouble as they head back to Battersea Park — that is, unless they happen to meet up with the bobbie whom they kept from carting off Charlotte. If the party has been a little rowdy, then the entire police force might be looking for them.

It is my recommendation that the DM not allow the party to leave without a fight. No matter how the party has conducted itself in London, at one time or another it must have done something to annoy some*one* — it's inevitable. Have some great final battle between PCs and their various opponents occur in Battersea Park as the characters fight their way back to the *gate*. Use this as the opportunity to bring to a head all

the conflicts that have established themselves during the course of this adventure. Exactly what conflicts there are will vary wildly from campaign to campaign, and there is no way to account for all the possibilities a sufficient number of imaginative players can develop over the course of playing this module, so this must needs be but a brief outline of them.

However it happens, the opposition must be strong enough to keep PCs from merely brushing it aside and continuing on. If, for example, they encounter the police officer who had been arresting Charlotte, this time he will radio for backup aid and will fire on the party to keep them from escaping. Before he can be stomped by one of the fighters, five or so police cars roar in, and the battle is begun. Perhaps a street gang whose leader was trashed by the party when he was with only a few of his men has been spying on them, waiting for the right opportunity to attack with full force in the park. Maybe a terrorist group is looking to gain the party's mysterious power. It may even be an attack of conscience on the part of a paladin, for helping in the theft of an object (the *Mace)* from its rightful owners (the museum), and he's decided to return it until it can be obtained lawfully.

Whatever conflict arises, the single most important guideline to remember is that it is there to climax the adventure, not to keep it from successfully ending. If the PCs have managed to get the *Mace* from the museum, they have every right to take it back home with them. Don't make the last battle in London a deathtrap, but make it challenging nonetheless. Whatever it is, it must prove to be difficult, but not impossible, to overcome.

Returning to Gate Island may also prove a problem. It is possible that buccaneers, pirates, sahuagin, or other unfriendlies have taken over any ships the characters left behind. Other demons could have arrived, or the ship's crew could have given up waiting and sailed away.

Additional adventures may be set up using the *gate* to London, though the Dungeon Master may wish to close the *gate* down at a future date to prevent excessive transplanar contamination of his campaign (unless this comtamination can somehow be controlled).

NON-PLAYER CHARACTERS

The following are descriptions of the three most important non-player characters that the party will meet in London: the street urchins.

Charlotte
Human child; 3rd-level thief
Height: 4′ Weight: 70 lbs.
Hair: blonde Eyes: green
A C 6 15 hp
Alignment: Chaotic good
Weapons: Slingshot, 20 stones
Strength: 6 (-1 "to hit")
Intelligence: 16
Wisdom: 10
Dexterity: 18 (+ 3 with missiles)
Constitution: 15
Charisma: 16

Charlotte is a twelve-year-old girl who has been living in the streets for most of her life. She is loud, abrasive, and often insulting, but she is loyal to friends and those who do her a good turn. She moves quickly and thinks even faster, and seems to possess an unnerving cunning. She is sometimes careless, though, when she thinks that no one is around. Her one fear is rats — she was once bitten by a rat and was in mortal fear of her life until the wound healed.

Despite her guttersnipe appearance, Charlotte is a voracious reader, often stealing books from merchants along the Battersea marketplace. Hidden in a closet on an upper floor of the house she shares with Nicky and Rocco is her library: a rotting cardboard carton holding dozens of books, many of which are modern fantasy novels (from which she gets some idea of who and what the party is).

Nicky
Human child; 4th-level thief
Height: 4′ 1″ Weight: 80 lbs.
Hair: brown Eyes: blue
AC 7 18 hp
Alignment: Neutral good
Weapons: Slingshot, 12 stones, pocketknife
Strength: 9
Intelligence: 14
Wisdom: 11
Dexterity: 17 (+ 2 with missiles)
Constitution: 11
Charisma: 14

Twelve-year-old Nicky is the undeclared leader of these three. His quiet manner and tendency towards silence belie the influence he has over his friends, but he by no means controls them; most of the time he makes suggestions that they may follow if they like

He does not venture often into the marketplace, only as he and the others need to for food and other goods. He is good with his hands and is the one who made the Bunham building habitable, tapping into power lines for heat and light.

On the palms of both of Nicky's hands there may be seen terrible burn scars. He will refuse to discuss these if asked about them, and may become violent if the matter is pressed. Charlotte and Rocco know a little about them, but will not talk, either.

Nicky has a cache of maps and other papers which he occasionally peruses.

Rocco
Human child; 3rd-level thief
Height: 4′ 4″ Weight: 75 lbs.
Hair: black Eyes: dark brown
A C 8 12 hp
Alignment: Chaotic neutral
Weapons: Slingshot, 20 stones
Strength: 8
Intelligence: 12
Wisdom: 9
Dexterity: 16 (+ 1 with missiles)
Constitution: 11
Charisma: 12

Rocco is a black child of about eleven, and Nicky's best friend. They have lived in the streets as a team for about two years and together found the building in which the three live. Rocco is very active and can almost never be found in the house, except when he is bringing back the fruits of his latest excursion into the marketplace.

Rocco talks softly but constantly, and has a lisp which is worsened by his protruding front teeth. He is excitable and active, and often takes risks to see what he can get away with, although he will never knowingly put his life in direct danger. He and Charlotte occasionally team up to steal food from barrows with a distraction/attack technique that they have developed.

THE *MACE OF CUTHBERT*

The *Mace of Saint Cuthbert*, like all of the artifacts and relics in the AD&D game system, is a customizable magic item with powers and side effects chosen by the individual DM. In the course of running the original incarnation of this adventure, I found that the following version of the *Mace* best fit the milieus of both the game world and the modern world that held it hidden for so long.

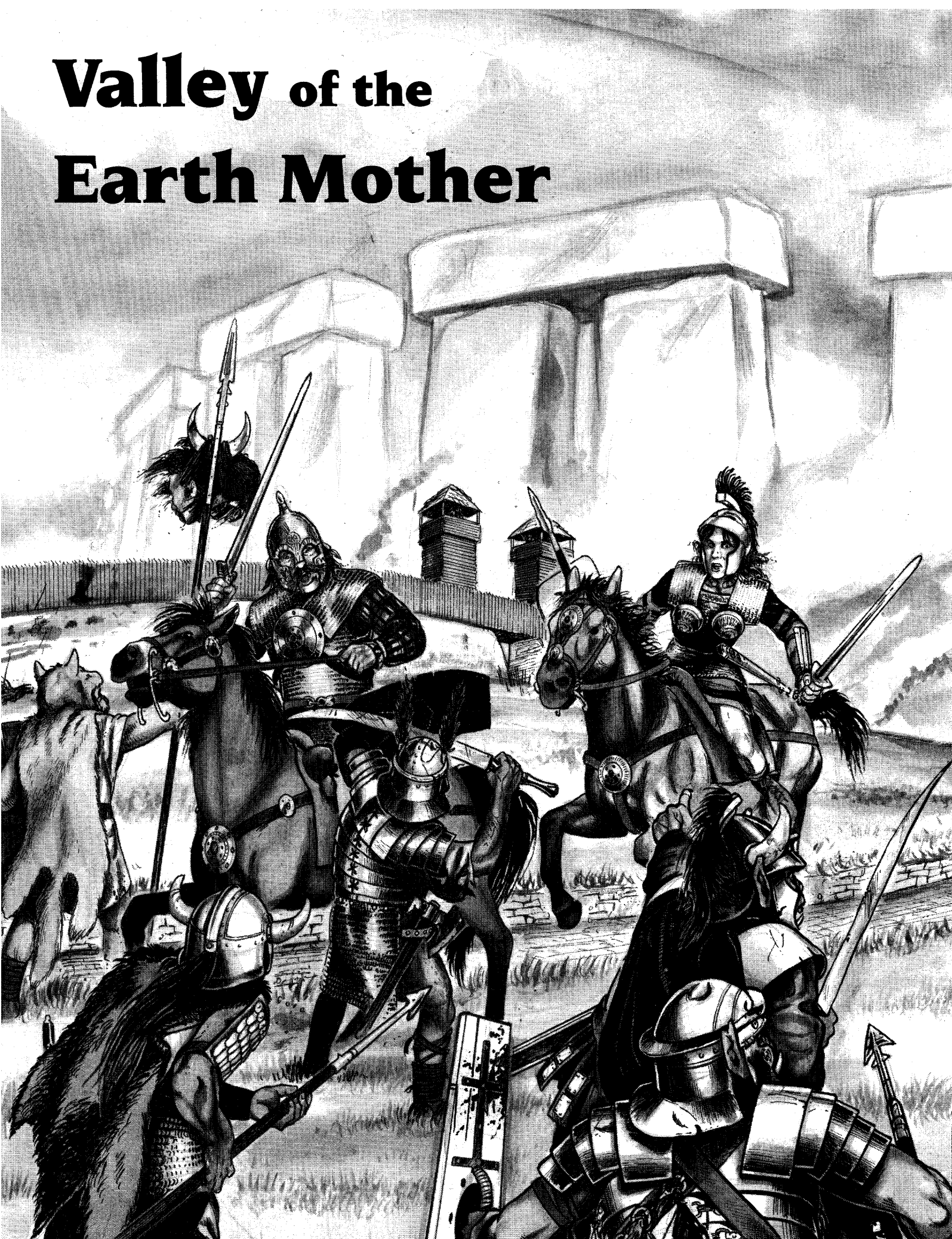
The *Mace of Cuthbert* is a lawful good relic, being a mace that is + 5 to hit and damage, with the *disruption* effects of a *mace of disruption*. Only a lawful good cleric with a strength of 18 can use the additional powers inherent in the Mace.

The *Mace* has three minor benevolent powers. It *detects* evil continuously when held, casts *light*, as the cleric spell, seven times a week, and renders the possessor of the *Mace* immune to all forms of magical *fear* when kept on one's person. The Mace has two major benevolent powers, allowing the user to *heal*, once per day, by touching the *Mace* to the injured person, and the possessor can cause *fear* with his gaze, at will. However, if the user is not lawful good in alignment, he will immediately change alignment to lawful good upon touching the *Mace*. This change cannot be reversed by any means. Few people have handled the *Mace* over the years in the London museum, but those who did later recalled that they changed to some degree in personality afterwards. This effect has never been recorded, of course, as it was not really considered "scientific," and no one connected their life change with touching the *Mace*.

ACKNOWLEDGMENTS

I'd like to thank the following people for their help in creating and playtesting this adventure: the members of the Simulation Games Union at Princeton University and others from my campaign, namely Iain Bason, Adam Frankl, Sean Fitts, Randy Peters, Chris Cohen, Marian Pugh, Roger Hain, and all the folks I can remember clearly but whose names I've forgotten; and, John Carr, John Gold, and Lyn Tumlin, who role-played slightly different versions of Rocco, Nicky, and Charlotte as a favor to me.

Valley of the Earth Mother



Valley of the Earth Mother

An AD&D® game adventure for PCs of 4th-6th level

Designed by Lise Breakey

Valley of the Earth Mother is an AD&D® game adventure for good or neutral-aligned characters of 4th to 6th level. The party should include a magic-user, cleric, and druid for optimum success. In many ways, this module is ideal for parties with strong Celtic ties, particularly druids and rangers, though such are not required for play. Use is made of an article from DRAGON® issue #65, "Tuatha De Danaan," which described a revised Celtic pantheon. The Earth Mother in this module is the goddess Danaan, whose statistics are given at the end of the module. Any worshiper of a neutral Celtic deity will certainly pay homage to Danaan as well.

DM's overview

The player characters are asked to help a village that will shortly be attacked by a major orc tribe. To insure victory in the coming battle, the PCs must go to a former stronghold of the local druids, the Valley of the Earth Mother, and recover a minor relic which will hopefully drive away the orcs. The Valley, now called the Tor, has been taken over by a rival cult, supporting the death god Arawn.

A new, evil NPC class, the huntsman, appears in this module. It is described in detail at the end of the text. The Torc of the Gods that the characters are seeking is also detailed at the module's end.

This area is ideal for developing as part of a druid-oriented campaign. The referee will need to create the village of Dungaelen and the surrounding territory, but it should be relatively easy to fit it into any campaign setting. If used as part of an ongoing campaign, the introductory section may be modified as desired to fit the campaign circumstances.

Players' introduction

The wanderings of your party in search of adventure have brought you to the small fortified village of Dungaelen, a town very much in need of heroes. Dungaelen is south of a large mountain range on the Daan River, on the outskirts of human habitation. Lately, it has been unceasingly raided and harassed by hordes of orcs from the mountains, At first the raids were infrequent and the raiders few in number, but the orcs are beginning to realize how much they outnumber the fighting population of Dungaelen. Soon the fort will be under an all-out attack. Brave though their warriors are, the people of Dungaelen do not believe they can long defend their log ramparts against the enemy.

Now the war leader of the village, Lord Vortimax, has asked your party to come to his home and confer with him about the situation. Over horns of strong mead, he tersely explains the problem and suggests a solution. At his side is Avanthus, the aged leader of the much-reduced druidic community in the region. Lord Vortimax is a 9th-level fighter (hp 44); Avanthus is an 8th-level druid (hp 28).

"To the north, two days' travel up the Daan River," says the warrior, "is a religious stronghold which once was called the Valley of the Earth Mother. It was built under a hill, out of which flowed a sacred spring possessing great powers of healing. The spring was blessed by the goddess of life herself. The druids of the valley followed the old ways of the Earth Mother, holding all life sacred and striving to preserve it.

"That was many years ago. The stronghold was taken by force a decade ago by priests of the lord of death, whose name I shall not utter. The druids were slaughtered, and evil rules there now. The stronghold is now called the Tor.

"You may wonder what all this has to do with us. The druids of the Valley possessed a magical relic of great power: a *Torc of the Gods*. It is said that in addition to the usual powers of such a sacred object, this torc also possesses magical powers which could be of great assistance in driving off the orcish hordes."

"It is as m'lord says!" whispers the aged druid by Vortimax's side. "Were I to wear the torc, no foul thing that harms the forest could stand against me — including the orcs!"

"The problem is," continues Lord Vortimax, "the evil priests now have the torc. Though they cannot use it, I am sure they have not thrown it away. Perhaps they have even made an alliance with the orcs.

"We must ask you to help us by retrieving the torc. We can send none of our own men; few of them are seasoned, and even now we can barely hold our own against the orcs. We need every warrior. Will you aid us?"

You look at each other, quickly reaching a consensus. The people of Dungaelen have been very hospitable to you, and you feel you cannot desert them in their hour of need. Besides, evil religious strongholds usually have plenty of treasure. . . .

The approach

As directed by Lord Vortimax, the party must travel north up the river for two days. The terrain consists of forested rolling hills which gradually become mountains. The river winds its snaky way through the terrain. There is no road, and the river is much too strong and fast to take boats upstream, so the party must either walk or purchase horses at Dungaelen. The foliage is too thick to allow horses to move at better than a 12" movement rate. The villagers will supply the party with as much food as they ask for, within reason. They have little to offer, because the orcs have razed their crops. Except for two predestined encounters, the trip will be uneventful.

1. Sirine

At some point on the first day, the party will encounter a sirine if they are traveling by the river. (Sirine: HD 7, hp 40, AC 3, MV 12"//24", #AT 1, DAM short sword, NG, other information may be found in *Monster Manual II).* The sirine will smile at the party and approach as close as she can without leaving the water. If convinced that the party intends to drive out the evil priests at the Tor, the sirine will give them the information that "blood runs where water ran," and that dead men are said to wander about the Tor. If the party attacks or threatens the sirine, she will scream in mock alarm and dive for the deepest part of the river. The party will suddenly find itself surrounded by thick greenish fog, resembling that created by a *cloudkill* spell. All the fog does is obscure vision for 11 rounds, as per *fog* cloud. The sirine has no lair or treasure.

2. Orc scouts

As the player characters come within a five-mile radius of the Tor, they will see that the trees in this area have been systematically cut down, trampled, burned, and left to rot. If the party is on horseback, mounted movement returns to normal. The river banks quickly enlarge into a canyon. At the canyon's entrance, the party will encounter a group of eight orcs (each HD 1, hp 5-8, AC 6, MV 9", #AT 1, DAM scimitars, LE) who are on a scouting mission to Dungaelen. If the orcs find it at all possible to avoid a fight, they will, but they will not

surrender. If any are captured and questioned, they must make a morale check or tell everything they know to avoid execution. Their tribe is preparing the attack on Dungaelen, and their forces consist of over 300 orcs. An alliance between the orcs and the Tor is being considered, but nothing more is certain. The orcs know nothing about the inside of the Tor, although they know where it is. They have 2-12 sp each. If freed, the orcs will immediately split up and try to warn their tribe and the Tor of the PCs' coming.

3. The valley

The party will soon arrive at the point where the canyon widens into a valley raze of all large animal and plant life by men and orcs. In its center is a broad, foreboding hill of stark stone, obviously the Tor, crowned with a circle of huge stone monoliths. A dark opening lies 60′ up the southern slope of the hill with steps leading up to it. A stream of thick, red liquid flows out the opening through a special channel cut down the middle of the steps, through the valley, and eventually into the river. No further details can be made out from this point.

4. Monoliths

If the party wishes to investigate the monoliths, they will find the going a steep climb. At the top of the hill is an 80′ circle of stones, which was used by the druids to predict eclipses and maintain their seasonal calendar. (The monolith arrangement strongly resembles that at Stonehenge.) The monoliths are 6′ x 8′ at the base and rise 18′. Some of them have smaller horizontal monoliths on top of them. The entire structure is obviously very old. In the center of the circle is a 10′ x 10′ pit lined with stone which drops 150′ into room 25. Before the pit stands a bloodstained slab of stone 4′ x 4′ x 8′. Four 2nd-level huntsmen are on guard here (hp 12-18, AC 7, MV 12", #AT 1, DAM by weapon type, LE, surprise as rangers). They are armed with swords and spears, and have 4-16 gp each.

5. Entrance

Sixty steps lead up to a platform and the entrance. A stream of blood flows out the center of three openings and down the steps in a channel cut in the rock. It is 10′ wide and 5′ deep, and enchanted so that it will not coagulate quickly. The Blood River was created by the evil priests to replace the pure spring water that used to flow here. Four 2nd-level huntsmen in wolf-head hoods, each armed with a sword and two javelins, are on guard at the top of the steps (hp 12-18, AC 7, MV 12", #AT 1, DAM by weapon type, LE, surprise as rangers). Unless attacked at long range from the bottom of the steps, they cannot be surprised where they are. If they are attacked, they will throw javelins and retreat to area 6 to make a stand. They dare not interrupt the ceremony going on in room 7. They have 4-16 gp each. The entrance itself is a post-and-lintel structure ornamented with human skulls set into niches about it.

The Tor

All floors, walls and ceilings, unless stated otherwise, are made of stone. Doors are of wood and usually open easily. Ceiling height (CH) and illumination (IL) are given for each area described below.

The DM should be aware that the evil high priest of the Tor, Gershus Koch, has disappeared within the last three days (see areas 16 and 45). Most of the activities of the priesthood are centered around locating him. Most priests will immediately believe that the party had something to do with his disappearance, and they will do all in their power to capture the party and force the characters to reveal the high priest's location. Random encounters take place on a roll of a 1 on a d6, rolled every 2 turns.

Random encounters:

1 — Three orcs (HD 1, AC 6, MV 9", #AT 1, DAM 1-8, LE) looking for their fellows in room 11.

2 — Two 3rd-level huntsmen (hp 18 and 16, AC 5, MV 12", #AT 1, DAM 1-8, LE, surprise rangers) returning from a patrol.

3 — One scarecrow (HD 5, AC 6, MV 6", #AT 1, DAM 1-6, LE, touch and glance cause *charm)*, a guardian of the Tor which will attack all intruders. It is only encountered once unless destroyed.

4 — Five 4th-level clerics (AC 10, MV 12", #AT 1, DAM clubs, LE, use spells) on their way to room 7.

5 — One kobold (HD ½, hp 3, AC 7, MV 6", unarmed, LE), who will instantly flee and raise an alarm upon seeing the party.

6 — Two skeletons (HD 1, AC 7, MV 12", #AT 1, DAM 1-6, N), that wandered away from the barrows (see "The Barrows" below).

6. Entrance hall

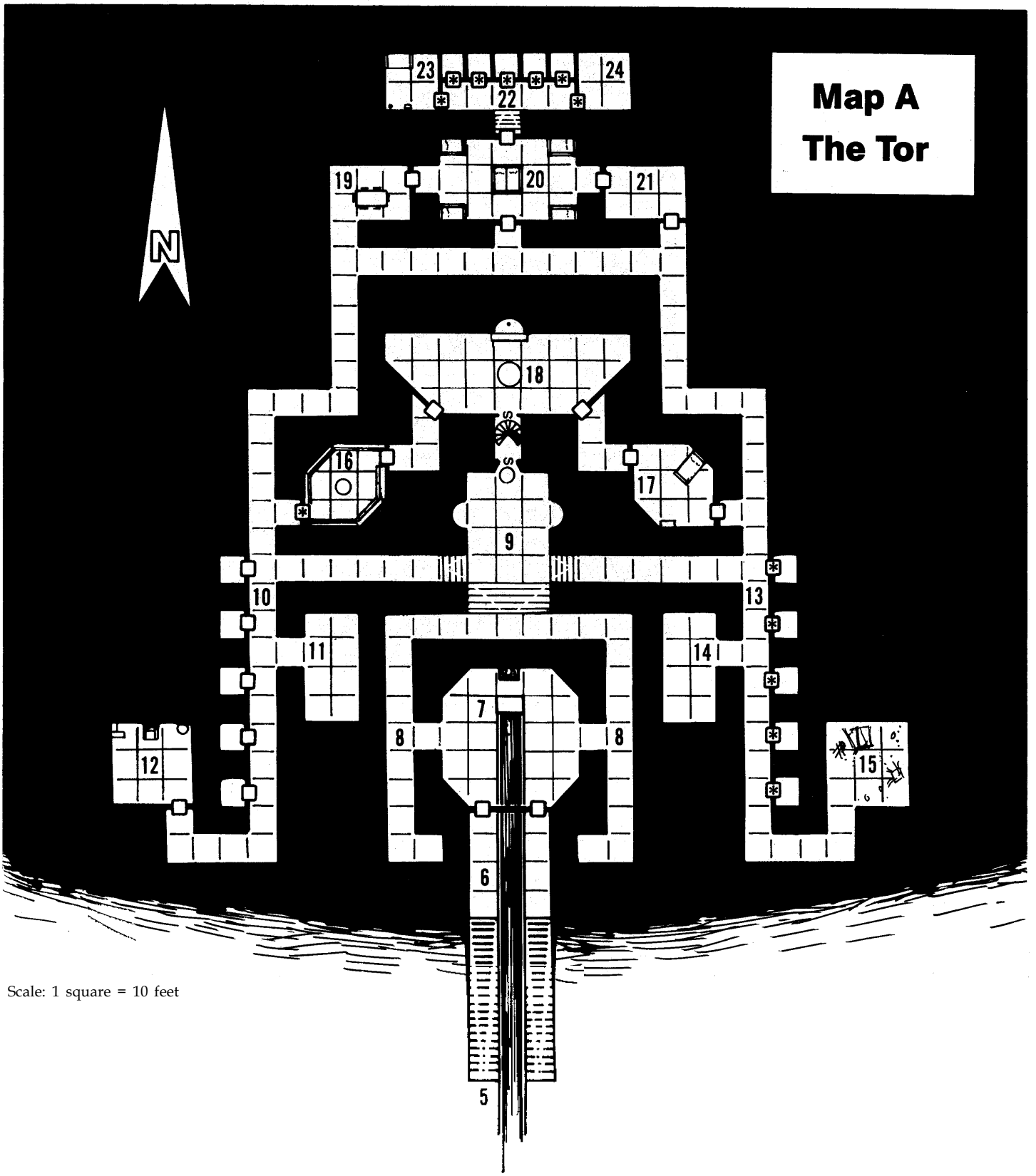
(CH: 10′, IL: daylight, if any)

The Blood River flows through the center of this room from under the north wall. Directly above it, between the two doors, is a recently made bronze plaque, which reads in Common: "Ye who come to reverence the Deathlord may speak and enter." The two doors each have a *glyph of warding* on them. The first person to touch either door without first saying the name of the *glyph* ("peh") must save vs. spell or be *paralyzed*. It is possible to swim upstream under the wall into room 7. However, good characters would consider this distasteful at best, and the party would attract attention afterward because of their bloody footprints and foul smell. Characters listening at either door will hear a low, guttural chanting.

7. Main shrine

(CH: 20′) IL: four braziers)

This room is occupied by live 4th-level clerics in black robes who are chanting in a



Scale: 1 square = 10 feet

strange tongue, in front of a bronze statue of a tall, grim-faced man in an iron crown. This is the god Arawn. The Blood River flows through this room from under a large altar before the statue. The Blood River appears to originate here, but actually it is being teleported to a cistern under the altar from room 43. (Priests: hp 12-20, AC 10, MV 12", #AT 1, DAM clubs, LE, use spells.) Today, their spells are *command*, *cause light wounds*, *sanctuary*, *augury*, and *spiritual hammer*.

On seeing the party, two of the priests will attack with clubs, and two will cast offensive spells such as *command* ("sleep!") or *spiritual hammer*. The last one will cast *sanctuary* on himself and attempt to retreat to room 9 and warn the huntsmen there. The priests have been attempting by prayer to find out what happened to their high priest. This vigil is maintained around the clock. If the PCs re-enter this room after an hour, there is a 30% chance it will be again occupied by five more priests. The priests have no treasure, but there is a set of 13 gem-inlaid sticks worth 50 gp each lying in a strange pattern on the altar.

8. Vestry

(CH: 10′, IL: none)

Hanging on pegs along this corridor are ten black robes on each side. There is nothing unusual about them.

9. Commemoration hall

(CH: 10′, IL: two braziers)

At the top of the steps are four 2nd-level huntsmen in bear hoods on guard duty (each hp 12-18, AC 7, MV 12″, #AT 1, DAM long sword, LE, surprise as rangers). They will attack the party on sight. They have 4-16 gp each.

The room contains four tapestries. Two of them depict a grey star on a black background. The other two show scenes of black-robed priests plunging corpses into a huge undead cauldron, after which the corpses walk away. In the center alcove is a bronze statue of Arawn in an iron crown. Player characters inspecting the statue will notice that the crown is removable. The secret door behind the statue opens onto a stairway which leads down to room 34. The door can be opened by twisting the crown. On a spike driven into the east wall next to the arched exit, an intricately worked horn of silver inlaid with jet dangles from a leather thong. This horn is the alarm system for the Tor. Blowing it will alert the whole level and bring the huntsmen in room 19 and 20 running. It has had a *Nystul's magic aura* placed on it and is worth 200 gp.

10. Priest chambers

(CH: 10′, IL: none)

Each of these rooms contains two reed mat beds, two chests and two 4th-level clerics (each hp 12-20, AC 10, MV 12″, #AT 1, DAM clubs, LE). They are either sleeping (50%) or meditating (50%). In either case, surprise is automatic. The priests have only bless and *chant* spells. The chests contain personal items of no interest. From the hallway, loud noises-can be heard from room 11. It sounds like an argument in an extremely guttural language.

11. Converted storeroom

(CH: 10′, IL: one torch)

This room is a storeroom, but it is being used to house nine large orcs in black chain mail and rounded black helmets. They are with Strengul in area 12. As is typical of orcs with nothing to do while in a strange place, two of them have started a fight. The PCs will hear one call the other a "brown-nosed kobold punk." They have drawn swords, and, with the other seven orcs looking on and yelling encouragement, are about to have at it. On seeing the party, all the orcs will forget about the fight and attack the party instead. (Orcs: each HD 1, hp 5-8, AC 5, MV 9″, #AT 1, DAM long swords, LE.) The room contains several crates full of torches and braziers, an empty cabinet, and two large cagelike wicker baskets, used for holding sacrificial victims for burning. The orcs have 2-12 sp each, as well as backpacks full of jerky and uncured wolfskin bedrolls.

12. Meeting hall

(CH: 10′, IL: two braziers)

A large, impressive-looking stone chair against the north wall is occupied by a figure shadowed in a dark cloak. Before him, seated on a fur-padded stool, is an extremely ugly half-orc in black leather armor and spiked *bracers of AC 4*. The shadowed figure is Cathbad, a 6th-level illusionist and the current leader of the Tor (hp 24, AC 7, MV 12″, #AT 1, DAM dagger, LE). His spells are *color spray, darkness*, *detect invisibility light*, *blur*, *mirror image*, and *suggestion*. Cathbad possesses a *ring of human influence* with 3 charges left. The half-orc is Strengul, a 5th-level fighter/5th-level assassin, leader of the orcs in room 11 and of the tribe preparing to attack Dungaelen. He is here to discuss the possibility of an alliance between his tribe and the Tor. (Strengul: hp 32, AC 4, MV 12″, #AT 1, DAM long sword, NE, sword poisoned.)

Cathbad's first reaction after seeing the party will be to restrain Strengul from attacking while he uses his *ring of human influence* to *charm* the party. He will attempt to keep the party enthralled while Strengul tries to assassinate the most powerful-looking member; if this attempt takes place, allow another saving throw-for the *charmed* characters. Strengul's sword is poisoned, causing the first victim struck with it to save vs. poison or take 5-20 hp damage more.

The room contains two chests full of clothing, four pieces of jewelry worth 50 gp each, and four stoneware urns (with *permanent illusions* cast on them to make them appear empty) that each contain 150 gp. Cathbad purchased the urns in a nearby city. Strengul has 20 gp and a 100 gp gem on his person.

13. Priests' chambers

(CH: 10′, IL: none)

These rooms are identical to the ones in area 10, except the doors are locked and the rooms are unoccupied.

14. Storeroom

(CH: 10′, IL: none)

This room contains a stack of crates holding torches and braziers. It also has a cabinet which contains ten gold-plated scythe-like daggers worth 15 gp each, and ten amber bowls worth 25 gp each. There are also two large cagelike wicker baskets. They are used for holding and sometimes torturing man-sized prisoners.

15. Boggle's room

(CH: 10′, IL: none)

This room bears all the telltale signs of having once been a bedroom, but its furnishings have been smashed and burned into uselessness. A boggle (HD 4 + 3, hp 28, AC 5, MV 9″, #AT 3, DAM 1-4/1-4/1-4, CN, naturally resists fire, *spider climb* and *dimension door* through any complete frame at will) lurks in this room. If surprised, it will be kicking back on the remains of a bed, cleaning its toenails. If not surprised, it is on the ceiling just above the archway, waiting to drop on the first character who enters. In either case, it will to to steal some small, valuable item from a PC. After attempting the theft, it will *dimension door* beyond the party down the hall and run for the exit. It crept into the Tor looking for treasure. It will fight only if cornered. It has no treasure yet.

16. Library

(CH: 10′, IL: none)

Shelves line the walls, books stacked neatly on them. Charts of various astrological configurations are tacked to the fine oak-paneled walls. Luxurious black furs cover the floor, and two unlit braziers hang from the ceiling. In the center of the room stands a small round table with a clean, burnished human skull resting on it. A large raven, actually a *polymorphed* imp, perches on the skull. (Imp: HD 2 + 2, hp 14, AC 2, MV 6″/18″, #AT 1, DAM 1-4, LE; 25% magic resistance; poisoned tail; can *detect good*, *detect magic*, *polymorph self* into raven or giant spider, and become *invisible* at will; can use *suggestion* once per day.)

A former familiar, this imp was driven permanently insane when its master (the high priest Gershus Koch) attempted to turn himself into a lich and failed (see area 45). It now thinks it is a talking raven and will not attempt to leave the room. It will not attack unless attacked first. If left alone, it will use *detect good* on the PCs and verbally abuse those that it detects as good. It will respond to all questions with absurd phrases such as "Nevermore!" or "Won't you come home, Bill Bailey?"

Most of the books here are local histories, religious treatises, and philosophical novels on subjects that would interest any evil high priest. However, there are two books that the party might find fascinating. One, entitled "Politics of the Eighth Hell," has a scroll with a *wizard eye* spell tucked within it. The other is an unnamed volume bound in black leather that details the process of achieving lichdom in exacting detail. Player characters reading it will notice that certain key paragraphs have been underlined, and the name Gershus Koch is written in the front of the book. The book is *almost* completely accurate and usable; a magic-user with intelligence of 17 or better will note that the work fails to tell the reader that any magic-user wishing to become a lich must be at least 18th level. The work implies that a magic-user of *any* level may become a lich, which is not true. The results of attempting to achieve lichdom without being of sufficient level vary widely, but they are invariably bad (see area 45). The party has a 10% cumulative chance per turn of searching to find either book.

17. High priest's chamber

(CH: 10′, IL: none)

This was the high priest's bedroom before he disappeared. The name Gershus Koch is painted on the door in gold leaf. Furs cover

the floor and two unlit braziers hang from the ceiling. The large fur-filled bedstead has a screaming devilkin (HD 3, hp 12, AC 2, MV 12", #AT 1, DAM 1-6, LE, screams) hiding under it, acting as guard. It will attack the party when encountered, 'and its screams will automatically attract a wandering encounter in 1-4 rounds. The room also has a chest containing black robes, a gold torc worth 50 gp, and a leather pouch with 6 pp. Two tapestries of a gray star on a black background cover the walls; each is worth 75 gp.

18. Wizard's lab

(CH: 10', IL: none)

The first thing the party notices about this room is the knotted, writhing pile of nine, sickly yellow larvae (each HD 1, hp 5-8, AC 7, MV 6", #AT 1, DAM 2-5, NE) which disentangle themselves and move to attack in a mindless frenzy. This room contains a clutter of things typical of a sorcerer's laboratory.

A cauldron set in the burned-out fireplace is steaming slightly, and contains the fermenting ingredients for a *sleep* potion. After the PCs have been here one turn with the doors closed, they must save vs. poison or suffer extreme grogginess from the fumes. They will receive a -3 on "to hit" and armor class. Magic-users and illusionists will find it very difficult to concentrate, and each spell they cast will have a 50% chance of failure. Magical counters such as *neutralize poison* will work. The effect lasts 2-8 turns.

A work bench sits against the north wall with several vials and a small locked box. The vials are clearly labeled with what they contain: "Arsenic," "Belladonna," "Phase Spider Venom," "Wyvern Venom," "Vampire Blood," and "Giant Moth Glands."_ The box contains a large, luminous gem that will drain the soul of the first person who touches it into itself, unless he or she saves vs. spell at -3. The body of the person will fall to the floor, apparently lifeless. The gem's effect is similar to a *magic jar* spell, except that the character cannot possess anyone or return to his own body. *Dispel magic*, successfully cast vs. 10th-level magic, will restore the soul to its body; so will bathing either the body or the gem in the Waters of Life in room 43. The gem only works once. It is worth 1,200 gp. In the center of the room is a stone platform, 10' in diameter and 2' high. This is one end of a two-way teleport once connected to room 43; it has been deactivated.

On a stand against the south wall is the high priest's magic-user spellbook, marked with his name and chained to its stand. A *glyph of warding* has been placed on the cover which will *blind* the first person touching it, unless he saves vs. spell. The book contains the spells *find familiar*, *Nystul's magic aura*, *read magic*, *write*, *darkness*, *ESP ray of enfeeblement*, *shatter*, *fireball*, *monster summoning I*, *slow*, *polymorph other*, *polymorph self*, *cloudkill*, and *magic jar*. The page with the *cloudkill* spell on it also has notes in the margin regarding the process of becoming a lich (duplicating some of the material from the black book in area 16).

In one corner of the room is a large wicker cage with several holes 'chewed in it. This is where the larvae were confined before they escaped. Shelves and cabinets against the north wall hold an uninteresting clutter of vials, tripods, bowls, rods, tongs, and other equipment. The secret door opens easily onto a staircase which leads down to room 34.

19. Guardroom

(CH: 10', IL: two torches)

Five huntsmen in cougar hoods are seated around a table. If surprised, two of them are occupied playing chess while the others look on. They are drinking mead, occasionally calling for refills from the kobold sulking in the corner. They are not yet intoxicated and will attack the party on sight. Two huntsmen are 4th level (hp 22 and 27), two are 3rd level (hp 16 and 17), and one is a 7th-level warrior (hp 49). (Huntsmen: AC 8, MV 12", #AT 1, DAM long swords, LE, surprise as rangers). The huntsmen in room 20 will come in at once if they hear the sounds of combat in this room (and vice versa; see area 20).

The kobold (HD ½, hp 2, AC 7, MV 6", unarmed, LE) will not attack the party. It will just sit on top of its cask of mead muttering angrily about how it has been mistreated and what it would do if it was bigger. In any case, it knows nothing of interest. The huntsmen have 4-16 gp each. The chessmen are made of bronze and are worth only 1 sp each.

20. Barracks

(CH: 10', IL: six torches)

Nine huntsmen in boar hoods are lounging around on their bunks, telling stories of past battles. They will attack the party at once, astonished that intruders have gotten this far into the Tor. One huntsman is 8th level (hp 50) and wears *bracers of AC 2;* he carries a *battleaxe* + 2. Another is 6th level, wears *leather armor* + 2, carries a shield, and uses a *longsword* + 1. The other men are 2nd level, and wear leather armor and use long swords. (Huntsmen: AC 8, MV 12", #AT 1, DAM long swords, LE, surprise as rangers.) The room contains 16 bunk beds and 32 chests. All the chests contain extra animal-head hoods, grooming brushes, and personal items. The locked door to area 22 has a small barred window in it, through which the loud complaints of the prisoner in room 24 can be heard.

Note that any sounds of battle here will attract attention from those huntsmen in room 19.

21. Warlord's chamber

(CH: 10', IL: none)

The first thing the DM needs to know about this room is that there is a night hag in it (HD 8, hp 46, AC 9, MV 9", #AT 1, DAM 2-12, NE, see *Monster Manual* for powers). She recently arrived from the Ethereal Plane to look for the huntsman warlord, in order to strangle him and take his soul back to Hades. This is the third time she's missed him, and she is in a foul mood. If the PCs don't attack her within two rounds of seeing her, she will leave for home, planning to try again a few days later. If threatened, she will attack, but if reduced to less than a quarter of her hit points, it will occur to her that she is wasting her time and she will leave through the Ethereal Plane.

The room contains a bed, a chest, and a desk and chair. Two non-magical swords and a shield are hanging on the wall. The chest contains animal-head hoods and a pair of *boots of striding and springing*. On the desk is a wire cage that holds a live stirge, furiously rattling its proboscis against the bars (HD 1 + 1, hp 7, AC 8, MV 3"/18", #AT 1, DAM 1-3, N, drains blood). It is voraciously hungry.

There is nothing to indicate where the warlord went beyond a few scribbled pages in Common on the desk, speculating on where the high priest might have gone. The warlord was obviously trying to locate him.

22. Cell block

(CH: 10' IL: none)

All the doors to this area are locked. The small rooms are unoccupied cells used for holding sacrificial victims until the time for their sacrifices. They are small, dirty, full of wet straw and infested with vermin. Characters searching through the straw have a 30% chance of contracting a mild parasitic infestation of the skin (no saving throw). Characters captured in the Tor will be confined here for 1-4 days, then taken to room 27 and dropped into the barrows without weapons, armor, or equipment. Loud complaints from the prisoner in room 24 can be heard through the tiny barred window.

23. Special cell

(CH: 10', IL: none)

Although the door to this room looks exactly like the others in room 22, the room itself is spacious and clean. It is furnished with a bed, a chair and a washbasin. It is used for special sacrificial victims, such as a paladin or druid. Grafitti has been scrawled all over the walls by previous captives, The DM should invent a number of suitable scrawlings, none of which are helpful to the party, in case someone wants to read them.

***24.* Ogre's cell**

(CH: 10', IL: none)

A ranting and raving ogre is locked up in this room. He is swearing in a mixture of common and ogrish. This burly creature is destined to be the next sacrifice. On seeing the party through the tiny barred window; he will demand his freedom, using the logic that if the party does not let him out, he will smash them. The door's lock must be picked and the bar across it removed to open it; otherwise, the "bend bars" roll must be used (one chance only). If the ogre

is released, he will immediately look for huntsmen to kill. He will not attack the party unless they either attack him, enter his cell without releasing him, or encounter him again in the complex. (Ogre: HD 4 + 1, hp 24, AC 7, MV 9", #AT 1, DAM 1-10, CE.)

Chambers of Preparation

The floors, walls and ceilings are of stone, just as in the previous section. Also, doors are wooden and open easily unless locked or otherwise impeded.

The activity of the priesthood on this level is involved in the creation of an undead army under the priests' control, for the purpose of conquering unbelievers, expanding the priests' sphere of influence, and all other goals typical of evil priesthoods. Normally, undead are created by the priests by putting the corpse of a sacrificial victim into the undead cauldron in area 44. The undead cauldron is a magic item that turns ordinary bodies into undead corpses; it was enchanted to be easily portable as well. However, the cauldron disappeared at the same time as the high priest. The priests are now simply dropping live victims into room 37 from room 27, in the hope that they will be slain by the undead and thus become undead themselves.

Random encouters take place here on a roll of 1 on a d6, checked for every two turns.

Random encounters:

1 — Two 2nd-level huntsmen (AC 7, MV 12", #AT 1, DAM long swords, LE, surprise as rangers) dragging a male human peasant (0 level, AC 10, MV 12", unarmed, LN) to room 27.

2 — One scarecrow (HD 5, AC 6, MV 6", #AT 1, DAM 1-6, LE, touch and glance causes charm). If the party has already destroyed the scarecrow, disregard this roll.

3 — Five 4th-level clerics (AC 10, MV 12", #AT 1, DAM clubs, LE, use spells) on their way from room 27 to area 13.

4 — One kobold (HD 1/2, hp 4, AC 7, MV 6", unarmed, LE) who will instantly flee and raise an alarm upon seeing the party.

5 — Four zombies (HD 2, AC 8, MV 6", #AT 1, DAM 1-8, N) that wandered away from the barrows (see below).

6 — Two ghouls (HD 2, AC 6, MV 9", #AT 3, DAM 1-3/1-3/1-6, CE, cause *paralysis)* that escaped from the barrows (see below).

25. Pit

(CH: 20') IL: daylight, if any)

The light in here is very dim, as it is coming from 150′ up through a 20′ x 10′ shaft in the center of the ceiling (leading up to area 4). The floor is coated with dried blood. In the center of each wall, 10′ up from the floor, is an alcove. Each alcove has a bronze statue of Arawn in it, with a club and an iron crown. The southern statue's crown may be twisted to open the secret door behind the statue.

26. Morgue

(CH: 10′, IL: none)

This room is filled with crude wooden coffins. Most of them are unoccupied, although five have ordinary human corpses in them (victims of a recent rockslide that killed several huntsmen). The entire room reeks of carrion. In the northwest corner, four ghasts are leaning over a coffin, ripping the occupant into bite-sized chunks. They will attack the party with deranged enthusiasm (HD 4, hp 19, AC 4, MV 15", #AT 3, DAM 1-4/1-4/1-8, CE, stench, cause *paralysis).*

27. Shrine

(CH: 10′, IL: four braziers)

Five black-robed priests are conducting a ceremony in this room. An unconscious figure is stretched out prone on a stone altar with two priests holding his wrists and ankles. The other three priests stand before the altar, holding gold-plated, curved daggers and chanting in a strange language. Behind the altar is a small, bronze statue of Arawn. In the center of the room gapes a dark 10′ x 10′ pit. It drops 40′ into room 37. If left uninterrupted, the priests will finish the ceremony by dropping the figure into the pit. The (4th-level) priests will defend themselves with spells and clubs if attacked. (Priests: hp 12-20, AC 10, MV 12", #AT 1, DAM clubs, LE.) Their spells are *curse*, *detect good*, *protection from good*, *augury*, and *hold person.*

If given the chance, the priests will retreat to room 34 and up the steps to warn the Tor's inhabitants of intruders, killing the victim with their daggers before they leave. (Note: Arawn is assumed to approve of the use of sharp-edged weapons for sacrificing victims or slaying captives in this manner, though he would not approve of the regular use of daggers or the like by his priests.) The party will have to act quickly in order to rescue the victim. If the PCs succeed, they will learn that he is Ferdian, a 4th-level half-elven thief who was caught sneaking around looking for treasure. (Ferdian: hp 20 (now 4), AC 10, MV 12", unarmed, N, 17 dexterity.) Having been severely beaten in the process of being captured, his only goal is to escape the Tor alive. Toward this end, he will offer the party some information he overheard in exchange for a weapon he can use. He heard that a large treasure is hidden at the southern end of this level. He can draw a crude map of how to get to room 34, but that is the extent of his knowledge. If he acquires a weapon, he will thank the party and head for the nearest exit.

28. The forgotten room

(CH: 10′, IL: none)

Both doors to this room are locked, and the room's contents are covered with dust. There are two fireplaces in the east wall, filled with ash and soot. Two bronze cauldrons, once used for heating water, lie on the earthen floor. Cloth and clothing are scattered all over the floor. Against the western wall, between the two dark openings of the staircases, is a patch of disturbed earth marking a shallow grave. Beside it kneels the shadowy figure of a woman with elfin features, dressed in a pale robe. The woman seems to be digging at the dirt with her hands, but is unable to affect the earth. The faint sounds of weeping may be heard.

When the party enters, the woman will look up at them with a pleading gaze. It will become immediately apparent that she is undead, and is 90% likely to be mistaken for a groaning spirit. In truth, she is the haunt (see *Monster Manual II)* of a half-elven druid who was slain when the forces of Arawn took over the temple. She was trying to hide the magical torc when she was caught and killed by a huntsman. Now, she continually digs at the earth where her body is buried. She will arise and attempt to possess the body of a player character, preferably a female, in order to find the stolen torc and give it to a druid. If this act has already been accomplished, the haunt will need to see proof of this before "giving up the ghost."

29. Room of healing

(CH: 10', IL: none)

Dust covers the room. A table stands in the center of it. Shelves line the walls, filled with boxes and jars containing first-aid equipment, torn-up bandage strips, and most of the herbs listed in the *Dungeon Masters Guide*, Appendix J (75% chance that any particular one is present). If the party searches the room for one turn, a jar with six applications of *Keoghtom's ointment* will be found.

30. Linens

(CH: 10′, IL: none)

Although dusty, this room is reasonably neat. White and blue robes hang from pegs on the walls. Linens of various sorts are folded and stacked on the floor. There is nothing of value here, and the room hasn't been entered since the druids were present.

31. Kitchen

(CH: 10′, IL: five torches)

This is obviously a kitchen. The contents of two cauldrons bubble and steam over their fires. Cabinets and shelves of utensils stand against the walls. A kobold is standing in front of a low counter slicing up meat. A second kobold scampers hither and yon, fetching various items to pop in the soup. Both are frantically hurrying through their tasks at the direction of a large, bulbous female bugbear (HD 3 + 1, hp 22, AC 5, MV 9", #AT 1, DAM 2-8, CE), who is sitting comfortably beside a table between the two dark openings in the floor. Between bouts of shouting at the hapless kobolds, she is sharpening her claws with a file. Upon seeing the party, she will seize a huge meat cleaver from the table and charge.

The first kobold will attack with his knife (HD 1/2, hp 4, AC 7, MV 6", #AT 1, DAM

dagger, LE). The other kobold will stand back and throw pots and pans at the party. These cause no damage, but a character struck by one will suffer a -2 on all "to hit" rolls made in the same round because of the distraction. (Second kobold: HD 1/2, hp 3, AC 7, MV 6", #AT 1, DAM special.) There is no treasure here.

32. Wine cellar

(CH: 10', IL: none)

Wine bottles and mead barrels line the walls. Wine bottles also line the floor, mostly empty. An unmade bed stands in one corner; it reeks of drunken bugbear. Next to the bed is a locked chest containing 60 sp, 15 gp, and two pieces of jewelry worth 10 gp each.

33. Pantry

(CH: 10', IL: none)

This room is filled with boxes and crates stacked from floor to ceiling. Hidden up among the crates lurks an executioner's hood, a large one (HD 4 + 4, hp 36, AC 6, MV 6", #AT 1, DAM 1-4, N) that has been well fed on a steady diet of kobold. It will drop on some unlucky party member when he investigates the crates. The crates contain dried and fresh food, most of which is lit for human consumption. The hood will not attack its master, the bugbear.

34. Nexus point

(CH: 10', IL: none)

This room is empty except for the steps leading up to room 9 (or room 18) and for the unusually ornate door in the south wall. It is completely carved with strange runes. It radiates both magic and evil. Human and demi-human skulls are set into the thirty-four niches in the stone wall about it.

The door to the south has a *glyph of warding* cast upon it, such that anyone who does not pronounce the *glyph* ("coo") will be struck with *confusion* for 3-12 rounds.

35. Guardian shrine

(CH: 20') IL: four torches)

The floor, walls and ceiling of this room are faced with black marble. There are three alcoves in the south wall. The center one has a bronze statue of Arawn wearing a gold torc that is actually a *polymorphed* poisonous snake, created by a special ceremony once performed by the high priest (snake: HD 2 + 1, hp 12, AC 6, MV 15", #AT 1, DAM 1, N, creature bitten must save vs. poison or take 3-12 points of damage). A touch will dispel the *polymorph*. The alcove has a semi-circle of niches over it, each one containing a skull. An altar rests before the alcove with two handles sticking out of the top. Anyone except a halfling, gnome, or dwarf must kneel to grasp them comfortably. The four torches on the walls cannot be put out or removed from their sockets by ordinary means. They radiate magic.

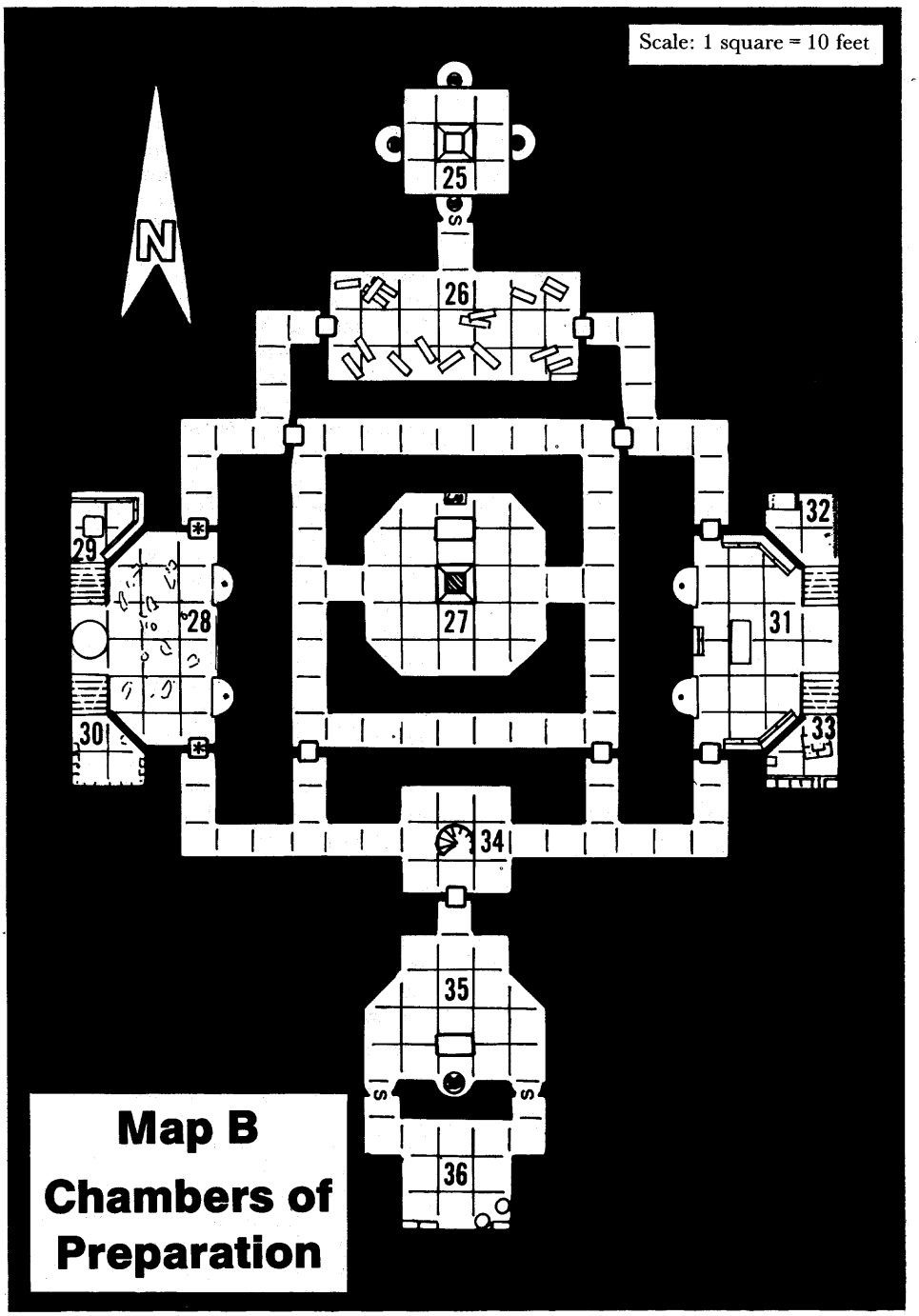
If a character grasps the handles of the altar, a *magic mouth* spell on the topmost skull will activate and say "If ye come to reverence our god, then speak his name." The DM should then glance discreetly at his watch. If the character does not say "Arawn" within 15 seconds, the four torches will shoot out flames which will combine in a single *flame strike* on that spot. Unless the PC has stated, within the 15-second delay, that he is moving away, he must save vs. spell or take 6-48 hp damage. Remember, the party may not have heard of Arawn; try not to give the name away unless they have been in a situation in which they might have heard it.

If the character does say "Arawn" in the time given, he will notice that the handles will now move. Each one controls the opening and closing of the secret door adjacent to it. The handles will now work for anyone, but after one turn the doors will automatically close and the trap will reset itself. Operating the handles is the only way to open the doors.

36. Treasure room

(CH: 10', IL: none)

This room is where all the treasure taken from sacrificial victims is kept. Neatly stacked in locked chests and sealed pottery jars are 2,000 cp, 1,200 sp, 800 gp, and 100 pp. A box contains 20 gems worth 50 gp each. Other boxes contain eight pieces of jewelry worth a total of 400 gp. Hanging on the walls are four swords, a morning star, six daggers, ten javelins, eight shields, and a silvered mace. There are also three sets of scale mail, two sets of chain mail, a suit of *studded leather + 2* (to be given to the huntsman who kills the old druid in Dungaelen), and a rack containing seven vials of colored water and one *potion of frost giant*



strength for use in emergencies. Lying in a corner is a small ivory box containing a cursed *ring of weakness*. This will cause its wearer to slowly lose strength at a rate of 1 strength point per day, a rate not immediately noticeable. The ring also grants *protection* + 3. If the ring is not removed before the wearer's strength reaches zero, the wearer will die. The ring cannot be removed except by casting both a *remove curse* and a *dispel magic* upon it, after which the ring may be removed and the character will regain his strength at the same rate. It will take the party at least two turns to search through all this stuff. Note that the doors will close in one turn.

The Barrows

Much of this level is inhabited by undead. These vile creatures were created by the priests using the undead cauldron (see room 44) and dropped into room 37 until they are needed. They wander about the barrows preying on hapless living creatures that fall into their clutches. Clerics will suffer a -3 on attempts to turn them until the Water of Life is restored (see room 43).

Only doors with magical protections on them still exist on this level. The undead have torn the rest into splinters. Random encounters take place on a roll of a 1 on a d6, rolled every turn.

Random encounters:

1 — Four skeletons (HD 1, AC 7, MV 12", #AT 1, DAM 1-6, N).

2 — Three zombies (HD 2, AC 8, MV 6", #AT 1, DAM 1-8, N).

3 — Two ghouls (HD 2, AC 6, MV 9", #AT 3, DAM 1-3/1-3/1-6, CE, cause *paralysis).*

4 — Ten giant rats (HD 1-4 hp, AC 7, MV 12", #AT 1, DAM 1-3, N).

5 — One coffer corpse (HD 2, AC 8, MV 6", #AT 1, DAM 1-6, CE, causes ***fear).***

6 — Two ghasts (HD 4, AC 4, MV 15", #AT 3, DAM 1-4/1-4/1-8, CE, cause *paralysis*, stench).

37. Landing

(CH: 10', IL: none)

This room is 3' deep in wet straw. Those falling into it from room 27, 40' above, will only take 1-6 hp damage instead of the normal 4-24 hp damage. If Ferdian was dropped here from room 27, he will be found crumpled in the straw; the fall killed him. A scrawled charcoal message is on the wall next to the archway, saying "point of no return" in Common. The room is otherwise empty.

38. Preparation chamber

(CH: 10', IL: none)

A 3' x 3' x 8' slab of stone lies in the center of this room. An empty fireplace is in the north wall. Broken glass, pieces of rotten wood, ash, and straw litter the floor. The walls and ceiling are blackened with soot. The door to room 40 is *wizard locked* (11th level) and covered with claw marks. Light can be seen shining around the edges of it.

39. Alchemist's bedroom

(CH: 10', IL: none)

Six ravenous ghouls (HD 2, hp 9, AC 6, MV 9", #AT 3, DAM 1-3/1-3/1-6, CE, cause paralysis) are in this room searching the trash on the floor (for the umpteenth time) for something edible. The room contains more pieces of wood, straw, cloth, and feathers. There are also several highly polished human bones, all that's left of the alchemist who was killed when the temple fell. Under all this trash is a gem worth 100 gp.

40. Alchemist's lab

(CH: 10', IL: *continual light* in ceiling)

This room looks like a small laboratory. It smells of formaldehyde. The room is dusty, but neat and orderly. There is a chest in the room with a small black cat lounging on top of it; it is a guardian familiar (HD 1 (9), AC 8, MV 12", #AT 3, DAM 1-6/1-4/1-4, NG, 40% magic resistance). It is guarding the treasure of its master, who was an alchemist as well as an 8th-level magic-user. It will talk to those characters able to *speak with animals*, but it will not believe its master is dead, nor will it allow the characters to touch the chest. If the chest is left alone, the familiar will be fairly friendly. The chest contains a book of alchemy worth 2,000 gp to any alchemist or magic-user of 11th level or higher. The room also contains a rack of bowls, tripods, rods, tongs, and other equipment. A locked cabinet stands against the east wall; it contains racks of vials, all empty except for three. One contains a liquid that smells strongly of formaldehyde and is poisonous (save vs. poison or take 4 - 16 hp damage). The other two are *potions of undead control*, one for ghasts and one for zombies. The guardian familiar will not object if the party takes these.

41. Barrows

(CH: 10', IL: none)

All these rooms are round and have round stone slabs 10' in diameter and 2' thick in the center of them. These stones are seals for pit graves; only the top 6 inches of each stone can be seen. Each was emplaced by magic *(wall of stone*, *stone* shape), and they are not movable by normal (non-magical) means, due to their weight and the fact that they are partially merged with the surrounding stone. The stones are marred with claw marks — obviously the undead have tried to pry them up. Under each one is a shaft 10'-20' deep, divided into 2' sections by tough wicker partitions. Each section contains the remains of either a warrior or a druid. They have been buried with their weapons, armor, and holy symbols. None of these are magical, and they have been buried too long to be of any use.

41a. A coffer corpse lies flat on its back in this room (HD 2, hp 13, AC 8, MV 6", #AT 1, DAM 1-6, CE, cause *fear).* It will attack.

41b. This room has a group of four ghouls (HD 2, hp 8-11, AC 6, MV 9", #AT 3, DAM 1-3/1-3/1-6, CE, cause *paralysis)* and three ghasts (HD 4, hp 15-20, AC 4, MV 15", #AT 3, DAM 1-4/1-4/1-8, CE, cause *paralysis*, stench) who are trying to pry up the sealing stone in this room. They will attack.

41c. This room is empty.

41d. Five zombies stand around in this room (HD 2, hp 6-13, AC 8, MV 6", #AT 1, DAM 1-8, N). They will attack any intruders.

41e. One monster zombie (an ogre) lurks in here (HD 6, hp 30, AC 6, MV 9", #AT 1, DAM 4-16, N). It will attack intruders.

41f. An unusually powerful wight (HD 6, hp 40, AC 3, MV 12", #AT 1, DAM 4-1 1 or 1-4 plus life drain, LE) staggers around the room here. It was once the huntsman warlord, who entered the barrows looking for the missing high priest and wound up as an undead; the wight that killed him was slain in the fight, so the warlord is now free-willed. The warlord is still wearing his *chain mail + 2* and is armed with a *sword + 3*. He will attack anyone he sees, maddened at his condition. He is crying the name of the high priest (Gershus Koch) in hopes that the priest will help him.

41g. This room is empty.

41h. Four wights lurk here (HD 4, hp 15-20, AC 5, MV 12", #AT 1, DAM 1-4, LE, life drain). They will attack,

41i. This room has two wights in it (HD 4, hp 19 and 22, AC 5, MV 12", #AT 1, DAM 1-4, LE, life drain). They will attack.

42. Entrance shrine

(CH: 20') IL: *continual light* in ceiling)

The light keeps the undead away from this room. It appears to be a ruined shrine. In the center of the room is an altar marred with claw marks. Seated comfortably on top of it is what appears to be a small, immature kobold. It is actually a boggart (HD 6, hp 32, AC -6, MV 18", #AT 1, DAM 2-12, CE, causes *confusion).* If it is surprised, it will attack with its electrical charges. If not, it will turn, grin at the party, and begin its *confusion* attack. The three alcoves in this room each have a toppled, broken-up statue in them. Characters inspecting the rubble notice that the statues were of beautiful, robed women carved in white stone. The double doors behind the altar are *wizard locked* at the 11th level.

43. Hall of Life

(CH: 20') IL: 38 braziers)

This room is menacingly evil in appearance. The white marble walls were recently painted black, as were the two double rows of columns. The columns now resemble twisted, withered, and blackened trees.

Each one has a brazier hanging from it that burns with blood-red flame. At the southern end of the room is a 10′ -diameter black marble platform, 1′ high. This was the other end of the two-way teleporter that once connected with room 18. At the northern end of the vast hall is a semicircular pool filled with blood; it is 30′ in diameter and 3′ deep. Four more treelike columns line it, equipped with flaming braziers.

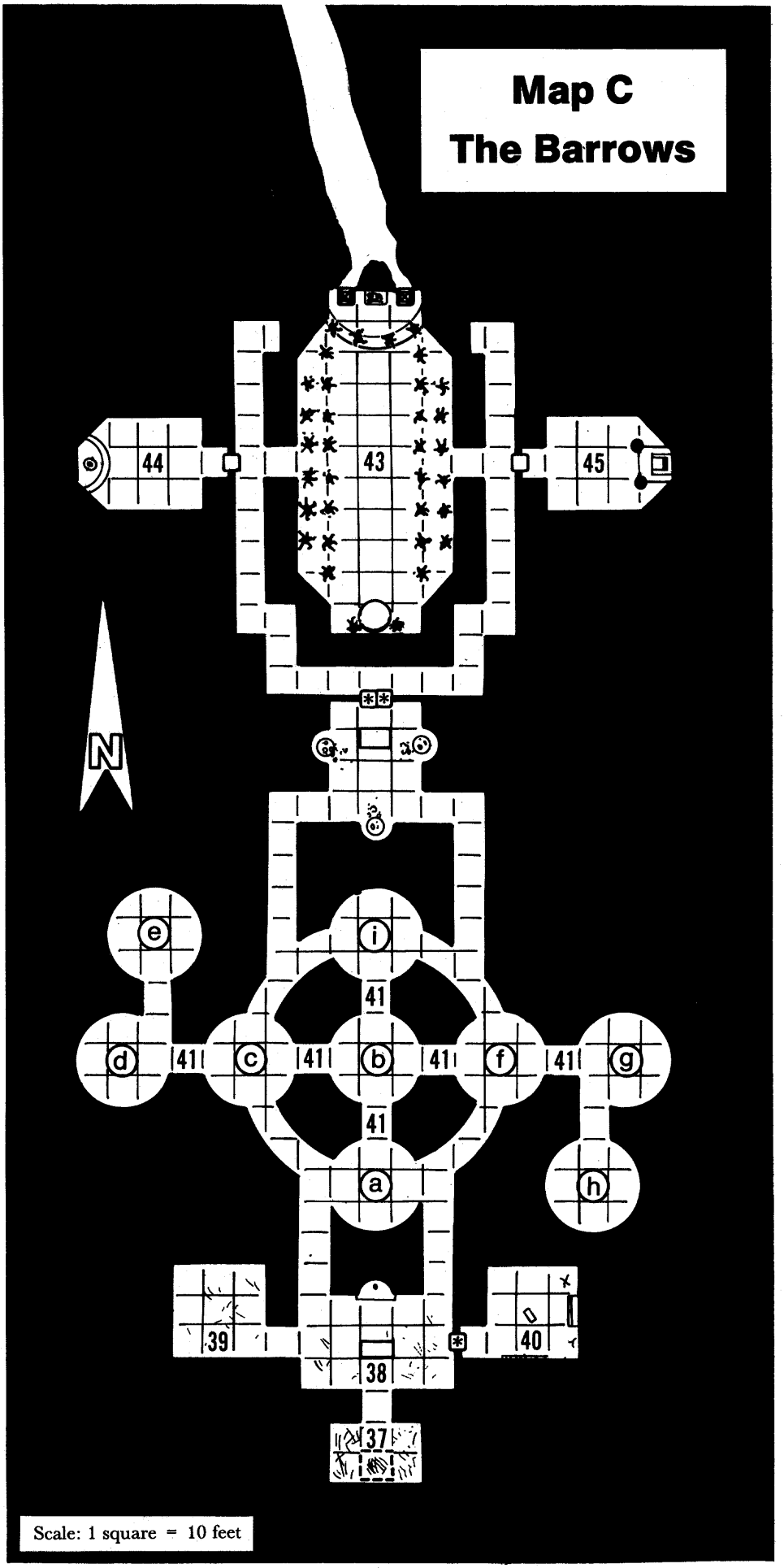
In the center of the blood pool, against the wall and up on a pedestal out of the pool, is a black stone statue of Arawn, grim-faced, wearing an iron crown and holding a club. The statue radiates magic and is fixed in place. Two stone obelisks, one on each side of the statue, stand against the wall; each one is 1′ x 3′ x 6′ in size. They are blocking the flow of the Water of Life, the sacred spring water that used to flow in place of the Blood River. This pool is the source of the Blood River. Volumes of liquid are constantly being teleported from this pool to room 7, using a special spell devised by the druids who once lived here. Any large volume of liquid spilled into the pool will be *teleported* to the area by the altar in room 7, where it will then flow out of the temple.

A slight leakage of water may be detected around both obelisks. If they are removed (requiring a "bend bars" roll for each, one attempt per hour per person), the spring water will gush forth, washing away sufficient blood for the PCs to see a small decanter lying at the bottom of the pool. Fresh blood is pouring out of the decanter at a rate of five gallons per round.

This item has the basic characteristics of a *decanter of endless* water, with the obvious difference described above. The decanter can be stoppered; fortunately, it has its stopper lying next to it.

Once the *decanter of blood* has been stoppered and the blood has been washed away (taking 6 turns), the Water of Life will act as a *restoration* spell and heal 2-20 points of damage for anyone who drinks it or bathes in it. This will work one time per character only. The *Torc of the Gods* is hidden on the statue of Arawn. If the characters pour the Water on the statue, an amazing transformation takes place. The black stone first becomes gray and then white. Its form writhes and warps. It becomes softer, slender, curved and graceful — the form of a beautiful woman carved in white stone. Ringed around her neck is the *Torc of the Gods*, which can easily and safely be removed by a neutral character. It will not budge for an evil or good one.

As the statue changes form, the appearance of the rest of the room changes as well. The black walls become white, and the columns become real wood and put out leaves — they are actual living trees. The flames go out and soft pearly light in the room radiates from the statue itself. In addition, the *teleport* platform is now returned to its original purpose. Anyone stepping on it will be teleported to room 18, and vice versa.



44. The undead cauldron
(CH: 10′, IL: none)

The door to this room is unlocked and there are no traps (except for the cauldron). The north and south walls are draped with two large tapestries of a grey star on a black background. On a platform at the western end of the room is the undead cauldron. It is an ordinary-looking iron cauldron, 3′ in diameter and rather battered and stained with blood. It strongly radiates both magic and evil. All living creatures who go within 5′ of it feel an icy chill go through them. Good beings who touch it take 2-8 points of damage, no save, from frostbite. Special enchantments have reduced the cauldron's weight to only 50 gp, though it is bulky to carry.

The corpse of a mortal creature placed in the cauldron will emerge as a random undead monster, under the control of the cauldron's current owner. The undead type will be one with a corporeal, physical form, and less than 7 HD. A living creature who enters the cauldron must save vs. death magic at -4, or its soul or life force will be devoured and forever gone. Those who make the save will take 2-8 points of damage and lose two life levels. The cauldron has a magical link with the Negative Material Plane. Those who try to possess it will quickly turn evil, if they were not already. Eventually, the possessor of it will, by a DM-arranged "accident" or his own cauldron-influenced desire, become undead himself. The cauldron can only be destroyed by washing it in the Waters of Life.

The cauldron was brought here by the high priest, who planned to use it to create his personal undead army. When his plans to turn into a lich failed, the cauldron simply remained here and collected dust.

This room was once a place of worship for the druids.

45. Barrow of the high priest
(CH: 10′, IL: none)

On a platform against the east wall is a large, thronelike stone chair. Seated in it is a rotted, robed skeleton, slumped as if in death. Its jaws gape open in a hideous grin, and its eye sockets are pits of blackness. One taloned bone hand weakly clutches the handle of a large mace. This is all that remains of the high priest, who tried and failed to turn himself into a lich. He was an 12th-level cleric/11th-level magic-user. His soul has gone on to its punishment, but his undead body remains, possessing all the physical characteristics of a lich, but none of the mental ones. Scattered about the room is the high priest's treasure, consisting of 7,600 cp, 5,000 sp, 2,200 gp, 345 pp, 10 gems worth 100 gp each, a *potion of animal control*, a *wand of polymorphing* with 6 charges left, a *staff of striking* with 8 charges left, and a *sword + 2*. If the corpse or its treasure is disturbed, the corpse will animate and attack. (Semi-lich: HD 10, hp 60, AC 0, MV 6", #AT 1, DAM 1-10, + 1 or better weapon to hit, immune to *charm*, *sleep*, *enfeeblement*, cold, insanity, and death magic, turned by clerics as a ghost.) Being mindless, the corpse is immune to all illusion/phantasm and enchantment/charm spells. Once animated, the corpse will fight until destroyed.

Scattered papers on the floor, written by the high priest before he died, describe his plans to become a lich and rule an army and nation of undead. The high priest was not insane; he was a very calculating, determined man who made only one mistake.

Conclusion

With the release of the Water of Life, the power of the Tor is broken. Most of the priesthood and all the huntsmen will panic and flee upon beholding the returning water. The priests who are caught will be imprisoned and sacrificed by NPC druids in a major cleansing ceremony designed to restore the Tor to its old state. Any huntsmen and orcs captured will also be executed; the NPC druids will point out religious justification for such actions. The Water of Life, flowing in its original channel, will soon make the land green again. The surviving druids from Dungaelen will return to the Valley of the Earth Mother.

The power of the torc will liberate Dungaelen. The old druid there is of sufficient power to wield it, and he will cause the assault to fail miserably by using his

entangling powers and other spells. If the PCs assist him, the whole battle may be played out by the DM and players using the BATTLESYSTEM™ Supplement rules. About 470 orcs will be involved in the assault on the town, which is defended by 260 humans with only moderate arms and armor. The DM should detail the rest of the orcish and Dungaelen forces as desired.

Huntsman

The huntsman NPC class may be used for devising opponents for the player characters involved in a long-term campaign in this area. Because the class is evil-aligned and offers little variation from the standard ranger class, it is not recommended for use as a PC class.

FREQUENCY: *Rare*
NO. APPEARING: *2-12*
ARMOR CLASS: *By armor type*
MOVE: *12"*
HIT DICE: *2 and up*
% IN LAIR: *Variable*
TREASURE TYPE: *M, Q*
NO. OF ATTACKS: *1, 3/2, or 2 (as per weapon and level)*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Surprises on 1-3*
SPECIAL DEFENSES: *Surprised on 1*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to genius*
ALIGNMENT: *Lawful evil*
SIZE: *M*
PSIONIC ABILITY: *Possible in special individuals*
Attack/Defense Modes: *Possible in special individuals*

Huntsmen are humans of an anti-ranger class. They have the tracking skills of a ranger of equivalent level, and the surprise and magic-user spell-casting abilities of one as well. No druidic spells may be cast, and no special followers of any sort are gained. Huntsmen may employ scrying devices at 10th level as rangers do. Their attacks per round, experience-point and hit-dice tables, saving throws, and so forth are otherwise the same as rangers, though they have no level titles. A huntsman gains a + 1 bonus "to hit" against all human, demi-human, and humanoid opponents for every three levels of ability the huntsman possesses.

Hunstmen oppose all that rangers stand for: they hunt for sport, destroy things of nature, lay waste to good communities, and support evil humanoids. They especially hate rangers, druids, elves, and elf-like beings, and will attack them in preference over other opponents.

Huntsmen are often found in the service of evil clerics, particularly those who worship death gods. They act as guards and as hunters for the stronghold's food supply. They enjoy fighting as much as hunting and seldom need check morale.

The huntsmen in the Tor are dark-haired human males, clad in brown or black leather armor. All of them worship Arawn. They frequently wear hoods made of the heads of predatory animals, wolves and wildcats being favorites. No limit exists on the number of huntsmen who may gather in any one spot, though their rarity ensures that such gatherings are few.

Danaan, the Earth Mother

The following information on the Earth Mother has been slightly modified from the original article in which it appeared ("Tuatha De Danaan," DRAGON issue #65). Under no circumstances will this deity (or any other) appear in this adventure. The statistics may be useful for campaign play, however.

ARMOR CLASS: *-4*
MOVE: *12"*
HIT POINTS: *400*
NO. OF ATTACKS: *Nil*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACKS: *Spells and devices*
SPECIAL DEFENSES: *Spells and devices*
MAGIC RESISTANCE: *80%*
SIZE: *M (6' tall)*
ALIGNMENT: *Neutral*
WORSHIPER'S ALIGN: *Neutral*
SYMBOL: *Wreath of mistletoe*
PLANE: *Concordant Opposition*
CLASS ABILITIES: *23rd-level druid, 30th-level magic-user, 15th-level bard*
PSIONIC ABILITY II
S: 19 I: 25 *W: 25*
D: 20 *C: 25* CH: 24 CO: 26

Danaan is the queen and ruler of all the Celtic deities, though her worship is not widely practiced. She appears as a mature, beautiful woman with auburn hair and leaf-green eyes, cloaked in white robes and garlanded with mistletoe and oak leaves.

Danaan's motherly aspect makes her sympathetic to all living things, especially young beings like saplings, baby animals, and children. In her dual role as the Goddess of Magic, she can animate trees, stones, and sods of earth to fight for her by turning them into armed soldiers. From 10-100 such soldiers will be created each round within a 10" radius around her, each man wearing leather armor, using a shield (AC 7), and being 6th level. These men are variously armed with spears, short swords, and hand axes, and will fight until Danaan says otherwise.

Danaan can summon the Wild Hunt once per day, which will appear in the evening of that particular day. She often carries a magical staff that has the spell-casting powers of a 12th-level druid and 12th-level magic-user. Around her neck, she wears a *Torc of the Gods (see* the *Legends & Lore* book, page 30).

Both men and women may become priests of Danaan, but only women may achieve 12th level or higher in her cult. Priests wear white robes and leave their heads uncovered; leather armor may be worn in battle, but it should be dyed white. The day of the new moon is Danaan's monthly holy day, and sacrifices of animals are made to her in a grove consecrated to her.

The *Torc of the Gods*

The *Legends & Lore* volume describes a typical torc as a ornamental neck ring. Certain torcs are given magical protective powers, such *protection* + 1, and are often encrusted with jewels and made from precious metals. A *Torc of the Gods* is a special torc imparted with the power to allow its wearer to *shapechange* without limit and to cast a *polymorph others* spell once per round when the wearer chooses, except when in *shapechanged* form. This kind of torc is always made of precious, rare metals and has a large gem of any type mounted on the front. The gem must be worth at least 5,000 gp.

The *Torc of the Gods* at the Tor has several additional powers. It allows the wearer to function as a 10th-level druid if he is below that level, adding the capability to cast the extra spells after the torc is worn for a full month. In addition, the torc will cause all vegetation within a 240-yard radius of the wearer to attack any targets the wearer designates as per the *entangle* spell. This power may be used once per day.

However, the torc's spell-increasing and *entangling* powers will only function if the wearer dedicates himself to the restoration and preservation of the druid's temple at the Tor. The wearer must give up all adventuring so long as he possesses the torc, or else he must give the torc to another druid who will carry on the task. Taking the torc with the intent to use it on adventuring, or hiding the torc without giving it to another druid, is cause for divine punishment; the DM may cause the offending druid to lose all spell-casting powers until such time as he makes amends. Note that a PC druid who keeps the torc may do so with the willing permission of the NPC druids in the area, regardless of the level of the possessor — so long as he agrees to stay and protect the druid's temple.

The torc at the Tor grants its wearer *protection + 2*. It has a gold piece value of 50,000 gp, but confers no experience point value since it is considered to be a relic.

Further reading

The editors recommend the following books for those who are interested in developing a Celtic campaign derived from this adventure.

Stonehenge Decoded, Gerald S. Hawkins, Dell Publishing Co., New York, 1968. If you've wondered how a bunch of stone blocks could serve as an advanced astronomical observatory, read this.

The Druids, Stuart Piggot, Penguin Books, London, 1968. An excellent resource text for those wondering what druids really did.

BETRAYED!

An AD&D® game adventure for characters of levels 3-5

BETRAYED!

Intrigue and adventure for 4-8 player characters

Designed by Jim Bengtson

This AD&D® adventure is designed for a group of 4-8 characters of levels 3-5. Parties having lower-level members should have more adventurers than upper-level parties. The group should include a ranger and at least one cleric or druid.

Players' background

You are in the city of Gurdikar, at the southern tip of the Palim Mountains. Situated on the trade road between the dwarven city of Galantor and the gnome kingdom of Oparan, the free city of Gurdikar is governed by the powerful Council of Merchants.

After a week of enjoying the city's pleasures (and emptying your money pouches), your party is approached by a man who introduces himself as Eskan Colnet. He tells you that he needs the aid of a group of brave and honest adventurers, and you agree to hear his story.

"First, I must caution you to tell no one what I tell you now," he says. "There are those in Gurdikar who would kill to stop you from aiding me. I am brother to Kallan Colnet, master of the House of Colnet. We are a relatively small merchant house, engaged in the spice trade, but thanks to some good business deals we are becoming quite successful.

"Recently, though, our shipments of spice have been stolen with alarming regularity. Our caravans are found, burned and shattered, with the guards slain and the spice gone. This brings me to my current problem, which concerns my nephew, Brannod Colnet.

"Three weeks ago, Brannod went on a camping trip up into the mountains to celebrate a reunion, of sorts, with his friend Vasil Volenta, of the House of Volenta. The House of Colnet and the House of Volenta have had good relations for many years, though things have cooled between us for business reasons. Brannod and Vasil have been friends since childhood, though they, too, have not been very close lately. When Vasil contacted Brannod and asked him to spend a few days in his company, as in the old days, Brannod was pleased to accept.

"But Vasil Volenta returned alone a few days later, bruised and battered. He told us that a rockslide had buried Brannod and his escort, killing them all. He alone escaped, because he had been riding out ahead of the group. He led us to the spot and showed us the remains of the escort, buried under tons of rock. Looters had stripped the area of any useful or valuable items. Wild animals had apparently been at the remains; the bodies that could be identified were all escorts from the camping group, but Brannod's body was not found.

"We resigned ourselves to our loss and began mourning when, a week later, we received a note, by courier, from a member of Brannod's escort — still alive! He was at a small village to the north. He claimed that the group had been ambushed by orcs, and that Vasil was responsible. The orcs seemed to know which among the group was Brannod, and captured him after a brief fight. This man escaped by feigning death when he was injured-and then crawling into some nearby bushes. After the surviving guardsmen were herded away, boulders were hurled down upon the caravan to make it appear that the group was hit by a landslide. The guardsman said he saw a man standing at the top of the hill from which the boulders were thrown, but the man was not a giant. Perhaps he had the strength of a giant.

"The orcs led their captives east through the valley. The guardsman's wounds were not serious, as it turned out; a broken ankle was the worst of his problems. He was able to find a pack horse that escaped the landslide, and he made his way southwest to the nearest village, where he received help.

"My brother and I are convinced of this man's -honesty, but we need more than the word of a simple mercenary before accusing the House of Volenta of being connected with the raid on Brannod's party. I want you to go into the mountains and find evidence of Vasil's treachery, and to see if Brannod yet lives. If you are successful, my brother and I will richly reward you."

Specifically, Eskan offers the party a *mace of disruption,* a *rope of climbing,* and a *ring of warmth* as rewards. However, these items *cannot* be received before the mission is completed, under any circumstances. Brannod must be returned (or his remains brought back) along with his killers — alive, if at all possible — before the party can claim the rewards. (If the PCs bring back extra prisoners, they may be entitled to an additional reward.)

If the PCs accept Eskan's offer, he gives them a map of the Palim Mountains (the Players' Map; see page 53) marking the location of valleys, villages, and forts, and showing where the ambush occurred. They also receive a pouch containing 100 gp for outfitting expenses.

Notes to the DM

Brannod Colnet is still alive, the captive of a firbolg giant in the pay of the House of Volenta. This giant is also responsible for the stolen spice shipments that have plagued the House of Colnet. The giant often maintains his diminutive form to further the impression that he is a normal human with abnormal strength. Though he is quite powerful, a determined and clever party of low-level characters should be able to take on him and his allies and win — though the going will certainly be rough.

This adventure takes place in the Palim Mountains, which may be located on the DM's campaign maps (and renamed) if used as part of an ongoing campaign. These mountains are thickly forested with mixed deciduous and coniferous trees. Because of the very rough terrain, characters are only able to move 1½ miles (3 hexes on the large-scale map) per hour through the mountains. This roughly corresponds to the figures listed for "very rugged terrain" on the outdoor movement tables in the *DMG,* p. 58. Occasionally, characters may find a path zigzagging across the face of a mountainside (such as near encounter area 1l), but travel on such a path does not make movement easier: The only way to move faster than 3 hexes per hour is to stay in the valleys (see below). The party has 8 hours of daylight by which to travel, plus an hour of partial darkness at dawn and another hour at dusk.

Both random and set encounters appear in this part of the Palim Mountains. Some of the encounters are dangerous, while some may be very helpful to the party. Some, such as the werewolf (encounter area 11) and the giant (encounter area 1), require careful handling.

Valley encounters

Travel through the valleys is at the rate of 2 miles (4 hexes) per hour. Encounters in the valleys differ from those in the mountains around them. Check for valley encounters using the table below, rolling for morning, night, and pre-dawn times.

Dice	Encounter
01-30	No encounter
31-40	5-10 wolves (HD 2 + 2, AC 7, MV 18", #AT 1, DAM 2-5)
41-60*	2-5 hunters from the nearest village; 1st-level fighters, AC 10, MV 12", armed with spears and short bows

61-74* Patrol from the nearest fort; ten 1st-level fighters, AC 7 (leather and shield), MV 12", armed with long swords and spears; and, one 3rd-level fighter as leader, AC 7 (leather and shield), MV 9", armed with long sword and 2 daggers
75-90 1-2 poisonous snakes (HD 2 + 1, AC 6, MV 15", #AT 1, DAM 1 plus poison for 3-12)
91-00 2-5 giant ticks (HD 3, AC 3, MV 3", #AT 1, DAM 1-4 plus blood drain of 1-6 hp/round)

* — For night encounters, a die roll of 41-74 indicates 3-6 orcs from Gador's Hall (see encounter area 1, room 16).

Mountain encounters

If the player characters leave the valleys, the encounters they have will change, though most are non-aggressive. Check the following table for mountain encounters at morning, night, and pre-dawn times.

Dice	Encounter
01-10	1-2 eagles, flying over adjacent hex (60%) or same hex (40%) (HD 1+3, AC 6, MV 1"/30", #ATT 3, DAM 1-2/1-2/1-2)
11-25	1-4 giant ants (workers), foraging 5-20" away from party (HD 2, AC 3, MV 18", #ATT 1, DAM 1-6)
26-35	1-2 falcons, flying over adjacent hex (60%) or same hex (40%) (HD l-l, AC 5, MV 1"/36", #ATT 3, DAM 1/1/1)
36-45	1 ram, 4-16" away (HD 2, AC 6, MV 15", #ATT 1, DAM 1-2 plus charge damage, if any)
46-60	2-8 huge ravens, flying over adjacent hex (60%) or same hex (40%) (HD 1-1, AC 6, MV 1"/27", #ATT 1, DAM 1-2 plus eye attack)
61-65	1 skunk, 2-8" away (HD ¼, AC 8, MV 12", #ATT 1, DAM 1 plus musk squirt)
66-00	No encounter

If a ranger searches for tracks, he will find only signs of small game unless within 2 hexes (1 mile) of a set encounter, in which case he may find signs of that encounter. If a *speak with animals* spell is used on local wildlife, the party will receive only very vague information on nearby encounters. No animal knows of the basilisk (those that did are now stone statues), and most animals know of a "nice man" (the hermit) who lives around here. All animals dislike the brutal orcs.

Villages and forts

The villages located around the perimeter of the Palim Mountains are small, usually consisting of no more than 10-30 peasant families each. The residents know next to nothing of the mountains, other than that it is dangerous to go wandering about there.

The surviving guardsman is at the village marked on the Players' Map. If the player characters seek him out, he will repeat what he told Eskan in the note, with the following additional details.

"The man who buried the escort with boulders had a long black beard and carried a two-handed sword. He dressed in brown clothing. Vasil Volenta seemed very friendly with him, calling him something that sounded like 'Bator.' "

If questioned further, the guardsman will admit that he did not see the man actually throw the boulders. The man walked into view moments after the last boulder crashed down upon the remains of the escort. Vasil and the man then shouted to each other and parted, the orcs and their captives leaving with the strong man.

The guardsman's broken ankle prevents him from accompanying the party. Besides, he wishes to return to Gurdikar after a few more days of rest and recuperation.

The forts are the bases for patrols of provincial troops, which go out regularly into the Palim Mountains. Log palisades around the forts provide protection from wild animals, but they would quickly fall before siege equipment. The population of each keep consists of a 40-man garrison of O-level fighters, who are commanded by a 5th-level fighter assisted by two 3rd-level fighters.

Both keeps have trading posts, where PCs can stock up on most common items found in the *Players Handbook* (at a 10% higher price). Each fort also has a small chapel, where a 5th-level cleric cares for the spiritual and physical well-being of the soldiers and nearby villagers.

None of the soldiers will agree to join the party if approached, and the 0-level fighters will not give information to strangers. However, if the commander or one of his assistants is bribed, he will tell the party some or all of the following facts: The Palim Mountains are home to a basilisk and groups of rock reptiles, bowlers, and cave fishers, but no one is sure where their lairs are located. The mountains also contain bands of orcs, of varying numbers, liable to pop up anywhere, and somewhere among the peaks is the home of a wealthy hermit who occasionally comes to the fort to buy supplies.

Encounter area 1: Gador's Hall

Rangers and elves have a 2-in-6 chance of spotting Gador's Hall from the valley floor, 4-in-6 if they are actively looking for it. They will see a faint path on one side of the valley leading up the mountainside. The path ends at a house built into the mountainside, with attached stables. Smoke drifts from the chimney. A pair of very large double doors are on the south end of the building, with a large brass knocker on each door.

The double doors are made of solid oak (a successful *bend bars/lift gates* roll is required to force them open). They are 10′ tall and are locked. If characters attempt to force the doors open, there is a 20% cumulative chance per round that the noise will be noticed, and Gador will meet the characters in his human form (see scenario 2 below). Hidden above the doorframe (easily spotted if characters climb up to look) is a key that will open the door. Gador keeps it there as a spare. If the door is opened quietly (by using a *silence* spell, a *knock* spell, or the key), then use scenario 1 below.

The floors of Gador's Hall are cut from stone. The ceiling in rooms 1-5 is 20′ high and only 14′ high elsewhere. All double doors are 12′ tall, but single doors are of normal height (7′).

Room 1: Main Hall

Scenario 1: This large room is lit by oil lanterns hanging from the ceiling. A large table dominates the room. It is surrounded by 15 chairs, the one at the head very much larger than the others. A haunch of meat is roasting over the coals in a fireplace off to one side. Paintings of mountain scenery hang on the walls. The doors are locked and untrapped. Twelve paintings, worth 10-40 gp each, hang on the walls.

Check on the following random encounter table once per turn that the PCs remain in this room.

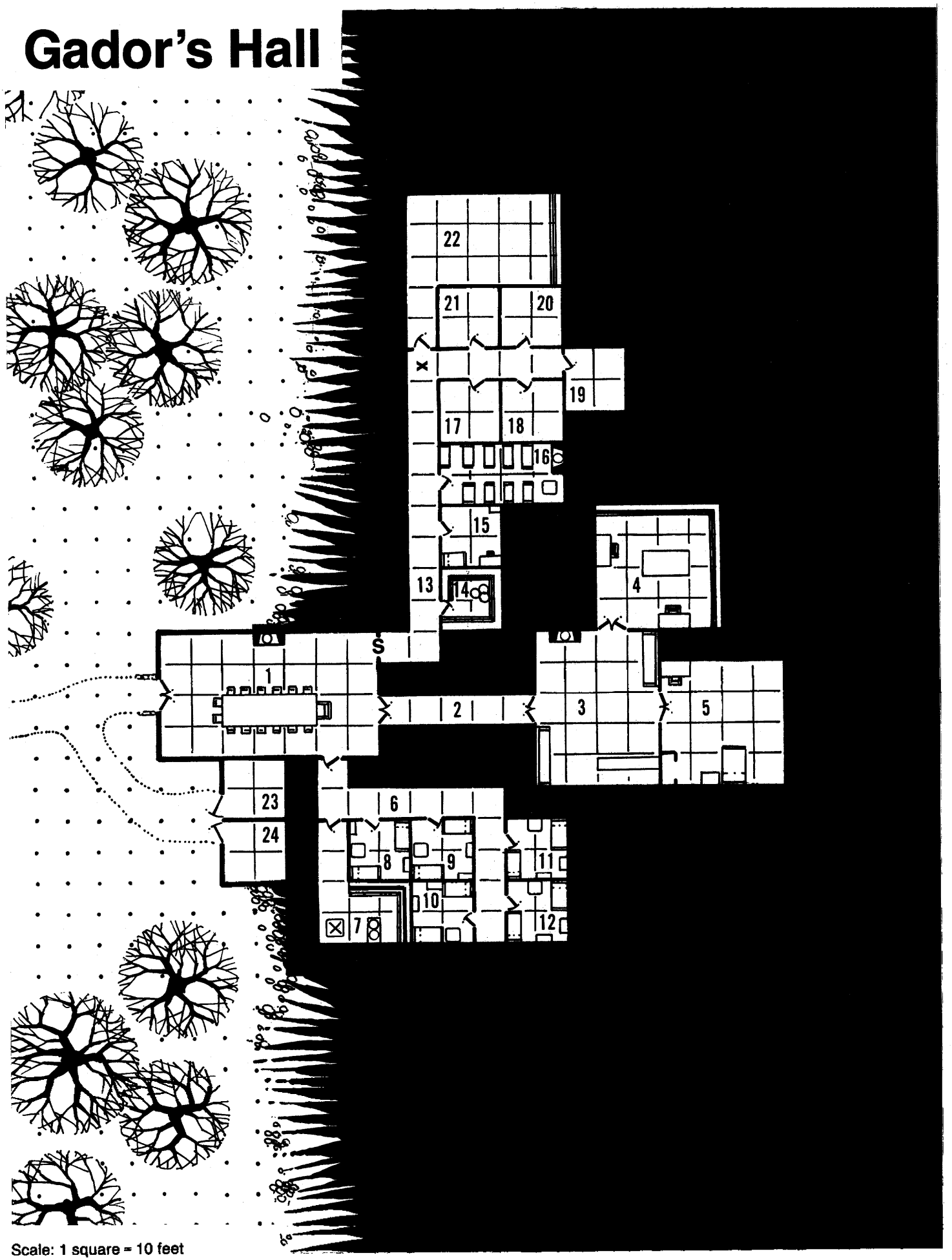
Die roll	Encounter
1	Gador, in giant form, from corridor 2
2-3	Brunnel, from corridor 13 (through secret door)
4-6	1-4 orcs, from corridor 13 (through secret door)
7-11	No encounter
12	Double encounter — roll twice, using d6 die

Scenario 2: The door is opened by a man dressed in servant's robes, a sheathed longsword at his side. Behind him, beside a large table, stands a big bearded man dressed in leather, his hands on a sheathed two-handed sword. The man at the door is Brunnel (see room 15 for statistics), while Gador, in human form, waits by the table (see room 3 for statistics). Orcs are watching through a peephole in the secret door, and they will rush to defend Gador if the party attacks.

If the characters have spoken with the injured guardsman at the village, they will notice that Gador (because of his beard and clothing) resembles the man whom the guard saw appear after the landslide. Gador will try to use trickery to fool and capture the party, hoping to make them think he is a friendly but eccentric hermit. If the party members are not hostile, Gador will greet them in a friendly manner and, after finding out the party's task, will offer to help out. He claims to know where a band of orcs may be hiding, and he promises to lead them there the following morning. In the meantime, he invites them to stay in his home as his guests.

If the characters accept Gador's hospitality, they will be served food and drink con-

Gador's Hall



Scale: 1 square = 10 feet

taining delayed-action sleep poison. When the PCs go to sleep for the night in the guest rooms (8, 9, and 10), they will drop into total unconsciousness. While they are in this condition, Gador will strip the PCs of all their possessions except the clothes they are wearing and toss them into cells (rooms 17, 18, and 20), where they will awaken in 2-5 hours. (If possible, split the party up into cells in such a way that the "treasures" hidden in each cell can be put to the best use by the characters.) Gador will put the PCs' magical possessions (if any) in a chest in room 5 and their normal possessions in room 22.

Room 2: Corridor

The corridor is dark, but a light can be seen under the doors at the far end. The ceiling is 20' high.

Room 3: Gador's living room

This room is lit by oil lamps suspended from the ceiling. Several bearskin rugs cover the floor, and couches line the walls. A small fire burns in a fireplace, and paintings of mountain scenery hang on the walls. There is a bar in one corner of the room.

Gador, the renegade firbolg giant, will be encountered here (if not met elsewhere already) when the party enters this room. His statistics are as follows: HD 13 + 7, hp 55, AC 2, MV 15", #ATT 1, DAM by weapon type (+10). Gador has the following spell-like powers, which he can use one per round when not in melee combat: ***detect magic, diminution*** (as the potion, with double effect and double maximum duration), ***fool's gold, forget,*** and *alter self.* He can also bat away projectiles (such as arrows) with a free hand, twice per round, on a roll of 6 or better on a d20.

Gador is chaotic neutral and greatly dislikes humans. He enjoys the idea of raiding caravans, even if he doesn't use the treasures he gets from them. Gador uses his two-handed sword with both hands when in human form, but he needs to hold it with only one hand when in giant form. Gador only possesses his +10 bonus to damage in his giant form (10½' tall).

Gador also has a *figurine of wondrous power*, a ***golden lion.*** If forced to fight, he first invokes the ***lion*** and has it attack any magic-users while he takes on the fighters. If Gador is slain, the lion reverts to its statuette form. In animal form, the lion has HD 5 + 2, AC 5/6, MV 12", #ATT 3, DAM 1-4/1-4/1-10 plus rake for 2-7/2-7 if forepaws hit, surprised only on a 1.

If encountered at night, Gador is 60% likely to be very drunk. In such a case, he attacks at -5 "to hit" and has 58 hit points, due to his greatly intoxicated state. If Gador is encountered while drunk, there is a 10% chance that he will have passed out, but if any damage is inflicted upon him, he will awaken and begin to fight drunkenly.

Eight kegs of ale are stacked behind the bar. Hidden in a secret compartment in the bar are 30 bottles of a very good wine. In the room may also be found six paintings valued at 10-40 gp each and five bearskin rugs worth 50 gp each. The bottles of wine would bring a price of 20 gp apiece from a connoisseur. In his pocket Gador keeps a set of keys that open all the doors and chests throughout the Hall.

Room 4: Gador's library

This room is obviously a library, with bookshelves lining two walls and maps and paintings covering the other two walls. A pair of large desks and a large table stand in the center of the carpeted floor. The room is illuminated by two oil lamps hanging from the ceiling. The doors are unlocked and not trapped.

Gador is very interested in maps and books on distant lands. Most of the 125 books in the library deal with geography and history. Of the five maps hanging on the walls, only one is familiar to the characters; it is essentially identical to the Players' Map. Reading the books may give the characters some hints about legends that may be expanded into later adventures.

The maps and books are worth 5-20 gp apiece to a collector, but the bulk and quantity of these books will probably not make the effort of transporting them or shipping them worth the while.

Room 5: Gador's bedroom

This bedroom obviously belongs to a very large person, judging by the size of the bed. It is 12' long and 8' wide, and it is covered with furs. In one corner of the room is a closet, while a desk and large chest are along another wall. A very large painting of mountain scenery hangs over the bed. The room is lit by a hanging oil lamp, and another oil lamp sits on the desk.

The doors are locked but untrapped. The closet contains spare cloaks, boots, and clothing for someone of about 11' in height. In a locked drawer of the desk is a contract signed by Vasil Volenta, agreeing to pay Gador 750 gp for holding Brannod Colnet captive (so that he can be used for a surprise ransom demand later on). Another contract agrees to pay Gador 500 gp per mission for hijacking shipments bearing the mark of the House of Colnet. This is all the proof the party needs of Volenta's involvement in the crimes. Also in the desk is a paper showing the expected routes and dates of shipments for the House of Colnet, which Kellan and Eskan can use to identify the spy in their merchant house.

In the chest (which is locked) will be any magic items and money previously taken from the party, as well as the following: a pouch containing five 100 gp gems; a small, finely crafted wooden box (50 gp) containing a silver stick-pin with a diamond head (1000 gp) and a gold necklace (1100 gp); a green *potion of fire resistance;* a green *potion of flying,* a yellow *potion of healing,* 4,840 electrum pieces; and 6,510 gold pieces. There are 15 furs on the bed, worth 5 gp each, and the painting is worth 75 gp to a collector.

Room 6: Corridor

The corridor is lit by torches in holders spaced 10 feet apart.

Room 7: Kitchen

This room, obviously a kitchen, has a large oven, several counters, and cupboards over the counters. A blood-stained chopping block in one corner has a large meat cleaver stuck into its top surface, and a solid oak trap door is set into the floor in another corner of the room.

This room is lit by two oil lamps bolted to the walls. This is where Brunnel (see room 15 for statistics) prepares meals; he is here 25% of the time. The cupboards hold the usual dried herbs and preparations. The trap door leads down into a freezer (large blocks of ice line the walls) that holds the carcasses of three deer and one human (one of Brannod's bodyguards, which Brunnel was planning to prepare as a reward for the orcs). The ice is maintained by a small ice toad (HD 5, AC 4, MV 9", #ATT 1, DAM 3-1 2 plus cold damage), which is fed on dinner scraps and "useless" prisoners. The toad has been trained by Gador not to attack him or orcs, and they can enter and leave the freezer at will. Other creatures are not so favored — even Brunnel dares not enter the freezer. Nothing else is of value here.

Room 8: Guest room

This bedroom contains two large beds, a table, and two chests. The floor is carpeted, and an unlit oil lamp hangs from the ceiling. The door is unlocked, and the chests are unlocked and empty. Nothing of value is here.

Rooms 9-12: Guest rooms

Use the description for room 8, adding a few minor items here and there from the Dungeon Dressing Tables in the *DMG,* pp. 217-219.

Room 13: Corridor

There is a peephole in the secret door. The orc guard at point "x" is drowsy and bored, but will certainly notice anyone walking down the corridor from either direction, in which case he will yell an alarm to the orcs in room 16 and attack.

If the party is imprisoned in rooms 17, 18, and 20, the guard will notice any attempt to kick the doors down, but he will not hear any whispered conversations or see a door being opened quietly. It is possible for a thief to sneak up on him from the cells, if a successful ***move silently*** roll is made. The orc (HD 1, AC 6, MV 9", #ATT 1, D battle axe) has the keys to rooms 17-22.

Room 14: Storage Closet

Shelves line the walls of this room, filled with various miscellaneous items such as blankets, tablecloths, and other household equipment. There are also three large barrels of oil. The room is dark, and nothing of particular value is here.

Room 15: Brunnel's room

This room contains one bed, a desk, and a chest. The floor is carpeted, and a pair of crossed longswords are hung above the bed. The room is lit by an oil lamp bolted to one wall.

If Brunnel has not been encountered elsewhere, it is 70% likely that he'll be here. He is a half-orc, though he easily passes for human. A dwarf character has a 10% chance per turn, cumulative, of realizing that Brunnel is a half-orc. He is Gador's butler and cook, and he wears robes over his *splint mail +1* to keep up appearances. He carries a *longsword* +2 beneath his robes. In the chest (to which Brunnel has the key) are 430 silver pieces. He also wears a silver ring worth 100 gp.

Brunnel is a 3rd-level fighter (25 hp, AC 3, MV 9", lawful evil, STR 18(89), INT 13, WIS 13, DEX 14, CON 16, CHA 10). His combat adjustments are +3 to hit and +5 to damage from strength, or +5 to hit and +7 to damage with his sword's bonuses. If the party was captured and had any magical armor or weapons better than his longsword, Brunnel will be employing them.

Room 16: Barracks

The walls of this room are lined with bunk beds, and a chest is at the head of each set of bunks. At the far end of the room is a fireplace and a table.

There are 20 beds, and the area by the fireplace is used as a kitchen. This is where the orcs relax when not on guard duty or out causing havoc. The orcs will hear and respond to any alarm raised by the guard (see room 13), but they don't like Brunnel and will ignore any noise coming from his room. Because the door opens outward into the corridor, it is possible to block the door shut, trapping the orcs inside room 16. The chests are not locked and contain only spare clothing and miscellaneous items for the orcs (each HD 1, AC 6, MV 9", #ATT 1, D battle axe), plus a total of 63 copper pieces and 24 silver pieces.

Room 17: Cell

The stone floor here is covered with filthy straw, and the stench in the room is incredible. The door is solid oak, with a 1' square window of iron bars set into it about 5' off the ground. The room is lit only by the light shining from the hall through the bars in the door. A successful *bend bars/lift gates* roll is required to kick the door open.

A fist-sized rock has fallen loose from the wall here and is lying under the straw in one corner. If thrown, its maximum range is 3", and it does 1-3 hp damage plus a chance of stunning its target equal to the thrower's *bend bars/lift gates* figure.

Room 18: Cell

Use the general description for room 17. A half-dressed human skeleton lies in one corner; hidden in the heel of one of its boots is a set of lockpicks which will allow a thief the chance to pick the locks on the doors.

Room 19: Cell

Use the general description for room 17. There are seven humans in this room. One matches the description given of Brannod Colnet. All are bruised, filthy, and half-starved, possessing nothing but the clothing on their backs.

Brannod Colnet is a 1st-level thief with 5 hp, AC 10 (8 with DEX bonuses), MV 12", neutral alignment, STR 11, INT 15, WIS 13, DEX 16, CON 13, CHA 15. His chances of success at thieving skills are: PP 30%, OL 30%, F/RT 20%, MS 15%, H/S 10%, HN 10%, CW 85%. (In a city as full of intrigue and backstabbing as Gurdikar, it is only natural for members of the merchant families to pick up thieving skills.)

The other six men in the cell are 0-level fighters (each 2-7 hp, AC 10, MV 12", neutral). They are loyal to Brannod alone.

Room 20: Cell

Use the general description for room 17. Under the straw in one corner of the room, carefully wedged into a crack in the stone floor, is a dagger of orcish manufacture. It may be found after two turns of searching the cell.

Room 21: Cell

Use the general description for room 17. The body of a dwarf lies in one corner, a worn metal belt buckle in one hand. On the wall beside it, scratched into the stone, is the following message in Common: "Overheard guards — armor, weapons in next room — avenge me."

This dwarf was captured a few days ago while wandering in the mountains. Brannod Colnet saw him being tossed into this cell, and he has seen orcs sneak into the cell every so often to beat the dwarf up. Yesterday he saw several drunken orcs enter the room and heard them kicking and beating the prisoner. After an hour, the orcs left, and no one has entered the room since.

Room 22: Storeroom

This unlit room is filled with crates and boxes. In one corner is a pile of armor, and on the wall above are racks holding assorted weapons. If the party was captured by Gador, their non-magical armor and weapons will be found here, except for any exceptional items which may have been claimed by Brunnel or an orc. The other weapons and armor were taken from Brannod Colnet, his group of escorts, and from other wanderers in the mountains. The major contents of the room include:

8	longswords
5	spears
23	daggers
3	suits of plate mail (man-sized)
8	suits of chain mail (man-sized)
3	suits of banded mail (man-sized)
1	suit of chain mail (dwarf-sized)
18	helmets (various sizes)
12	shields (various sizes)

The 12 boxes and 23 crates display the mark of the House of Colnet and contain the missing spice shipments. The party will also find 5 barrels of ale, apparently stolen from an earlier shipment.

Rooms 23-24: Stables

Room 23 holds Gador's heavy war horse, while room 24 holds Brunnel's light war horse. Gador can ride his horse only in his human-sized form. The horses will not attack unless attacked first. Chain barding, saddles, tack, and other gear are stored just inside the doors, while hay and oats are stored in the loft. (Heavy war horse: HD 3 + 3, AC 7, MV 15", #ATT 3, DAM 1-8/1-8/1-3; light war horse: HD 2, AC 7, MV 24", #ATT 2, DAM 1-4/1-4).

The rest of these encounters lie scattered across the mountains, waiting for adventurers to discover them.

Encounter area 2: Rock reptiles

Two rock reptiles (HD 5 + 5, AC 3, MV 6", #ATT 1, DAM 1-4 + (5-12), chameleon powers, surprises on 1-3) have their lair here. They are very active at night but are dormant in daylight. Neither has any treasure yet.

Encounter area 3: Rock reptiles

A solitary rock reptile of the largest size (HD 5 + 12, 12' long, bites for 13-16 hp damage) lairs here. This rock reptile managed to catch a couple of orcs a few weeks ago, so it has acquired a little treasure (28 cp, 44 sp, *dagger +1)* that it keeps in its lair under an overhanging rock.

Encounter area 4: Galeb duhr

This location is noteworthy because the moderately steep slope here is covered with loose rock, unlike any of the area around it, and looks like a good place to climb if PCs are so inclined. At the top of the slope may be seen several large boulders. Anyone who tries to climb the 30-foot slope up to the large boulders must make a roll of dexterity or less on d20 to avoid slipping and causing a small rockslide. A character who fails this roll will slide back down the face of the slope, suffering 2-12 points of damage from falling debris.

One of the boulders at the top of the slope is actually a galeb duhr (HD 8, AC -2, MV 6", #ATT 2, DAM 2-16, various magic spells for attack and defense, various resistances vs. attacks). The galeb duhr knows Gador is a giant and the hermit is a spellcaster. If it likes the party (reaction roll, *DMG*, p. 63), or if the party gives it a gift, it will give them limited information or advice. It will not engage in combat unless the PCs are foolish enough to attack it first.

Encounter area 5: Cyclopskin

This remote valley is the home of a family of cyclopskin. It is 65% likely that the three largest cyclopskin (from room 4) will be out hunting and will return in 1-6 hours. If so, the party has a 20% non-cumulative chance per hex (while within 2 hexes of the path) of meeting them. Rangers and elves have a 2-in-6 chance of spotting the cave,

4-in-6 if they are actively searching for noteworthy features. The cyclopskin are implacably hostile toward all humans.

Room 1: Entrance tunnel
The tunnel ends at a large wooden door, which is unlocked.

Room 2: Main room
A small fire burns in the middle of this cavern; a small iron kettle is suspended over it. A giant, one-eyed woman (7′ tall) sits nearby, stirring the contents of the kettle. A giant child (5′ tall) sits against the far wall, playing with some bones. (Female cyclopskin: HD 5, AC 3, MV 12″, #ATT 1, D club, +2 on damage. Young cyclopskin: HD 2 + 2, AC 4, MV 12″, #ATT 1, D fists for 1-4.)

Room 3: Women's cave
Rough hides hang on the walls here. A torch burns on the far wall, providing some light. In a pile of furs in one corner lies a female cyclopskin, who awakens if PCs do not enter silently. (Female cyclopskin: HD 5, AC 3, MV 12″, #ATT 1, D club, +2 on damage. The hides are worth about 5 cp apiece.

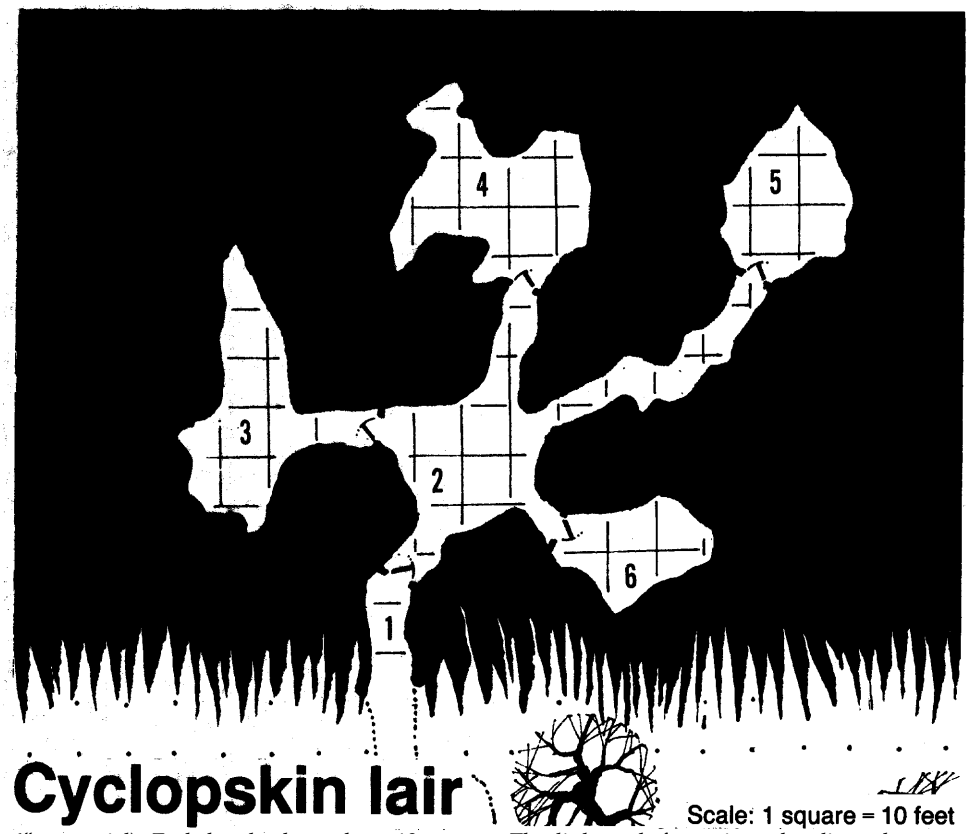
Room 4: Men's cave
A large pile of smelly furs lies in the middle of the cavern. If the male cyclopskin are not out hunting, they will be in here. Each has HD 5, AC 3, MV 12″, #ATT 1, D clublike morning star, +2 on damage. Under the furs are 6 gems worth 100 gp each.

Room 5: Children's cave
A pile of ragged furs are piled in one corner of the cave. Sitting on the furs are two young cyclopskin. Each has HD 2 + 2, AC 4, MV 12″, #ATT 1, D fists for 1-4.

Room 6: Storeroom
Crude shelves have been cut out of the stone walls here. Dried leaves and grasses line the shelves, along with roots and other food. Behind a pile of dried leaves is a glass vial containing a yellow *potion of extra-healing,* the cyclopskin know of its powers and will use it in an emergency.

Encounter area 6: Cave fisher
Anything moving in this valley attracts the attention of a cave fisher, which lairs 20′ above a cliff, and has normal chances to surprise. It has HD 3, AC 4, MV @1″, #ATT 2, DAM 2-8/2-8 plus 60′ adhesive filament. The cave fisher has no treasure as such, though the bones of many animals (and a few orcs) may be found within one-half mile of it.

Encounter area 7: Bowlers
This part of the slope is grassy, with few trees. At the top of the slope can be seen a number of boulders. If any characters head up the slope, three of the boulders begin rolling down the slope toward them. These are bowlers (each HD 1, hp 2-5, AC 4, MV 6″ + special). Each bowler has a base 10 gp gem in its center.



Encounter area 8: Bowlers
This encounter area is similar to area 7, except that 5 bowlers inhabit this area.

Encounter area 9: Bowlers
This encounter area is similar to area 7, except that 4 bowlers live here. The remains of two orcs may also be found here; one of them clutches a pouch with 22 gp inside.

Encounter area 10: Basilisk
If the PCs enter of the hexes at the edges of this area, each member of the party has a 25% chance of discovering a crude wooden sign in the bushes nearby. The sign is lettered in Common and reads: DANGER! DO NOT ENTER! DANGEROUS MONSTER! Patrols from the forts try to keep these signs posted in plain sight, but occasionally the orcs from Gador's Hall (see encounter area 1) will ride by and tear them down. If the PCs continue to travel through this area (whether or not they see the sign) they will notice that the valley is unnaturally quiet. Rock formations bearing uncanny resemblances to living creatures — a rabbit, a deer, a bear — will appear in the foliage.

This area is the lair and surrounding territory of a basilisk (HD 6 + 1, AC 4, MV 6″, #ATT 1, DAM 1-10 plus petrification). There is a 60% chance that the basilisk is out sunning itself on the hot rocks, and characters will have a 30% chance per hex (cumulative) of encountering it. Its cave, in the center of the valley, is behind some rocks and vines, but can be easily spotted.

The tunnel leading to the basilisk's lair is about 80′ long and opens into a chamber of roughly oval shape, 12′ wide and 30′ long. The little rock formations that litter the tunnel entrance are petrified animals (foxes, rabbits, etc.).

At various places on the chamber floor are stone formations resembling men, orcs, and dwarves — many of them chipped or broken. These are the petrified remains of intruders who were surprised by the basilisk while investigating its lair. Most of the statues have clothing or gear nearby; if all of the statues are searched thoroughly, the total treasure to be found in non-petrified pouches and backpacks includes 4,460 gp, 170 pp, a green *potion of invisibility,* a white *potion of heroism,* and a blue *potion of healing.* A *cloak of protection* +3 is wrapped around one statue's shoulders. In the hand of another statue is a bone tube holding a cleric spell scroll containing *dispel magic* and *protection from evil, 10′ radius.*

Encounter area 11: Werewolf
At the end of a winding path leading up this mountainside is a small, crudely built log cabin. The cabin is 10′ × 15′, with a dirt floor. The furniture consists of a table, a cot, and a locked chest containing 5 pelts (worth 3-6 gp each) and a pouch containing 12 ep and 35 cp.

This is the home of Diren Belora, a hunter. He was recently infected with lycanthropy, and came here so he wouldn't harm anyone when the blood urge overpowered him; now he's chaotic evil and dangerous. He will be friendly toward the party and will try to get them to stay with him at his cabin until nightfall, when he can attack under darkness. He will not reveal his affliction to the party beforehand.

If the party is within 4 hexes of the cabin when night falls, the werewolf will track them down and attack. It has HD 4 + 3, AC

5, MV 15", #ATT 1, DAM 2-8, +1 or better weapon needed to hit it (or silver weapon), surprises on 1-3.

There is a 70% chance in the daytime that the werewolf (in human form) will be out hunting; if so, characters have a 20% non-cumulative chance per hex (while within 4 hexes of the cabin) of encountering him. Rangers and elves have a 2-in-6 chance of spotting the cabin from the valley floor, 4-in-6 if they are actively searching the mountainside for something noteworthy.

Encounter area 12: Pedipalps

This area is inhabited by a variety of huge pedipalps, three in number (each HD 2 + 2, AC 4, MV 9", #ATT 3, DAM 1-6/1-6/1-8 plus gripping attack with automatic damage). The pedipalps, if surprised, will be seen waiting silently for animal prey to come by.

Encounter area 13: Pedipalps

See area 12. One huge pedipalp lurks here. An orc's dagger is stuck in one of its pincers, rendering the extremity useless (2 attacks only, for 1-6/1-8).

Encounter area 14: Pedipalps

See area 12. Four huge pedipalps roam here.

Encounter area 15: Pedipalps

See area 12. Two huge pedipalps hunt for prey in this area. In the recent past, one of them killed an cyclopskin which now lies in a gully where the two monsters lurk. The cyclopskin was carrying a sack containing three human-sized helmets, a 250 gp gemstone on a silver necklace, and a bone scroll case with a sheaf of illegible papers inside.

Encounter area 16: Hermit

These are several points at which the party may encounter the hermit who lives in these mountains. As the PCs travel into each area marked 16, each character in the group has a 5% chance of seeing a one-armed old man sitting among the trees to one side of the path, watching the group pass. The hermit will do nothing unless the party reacts violently, in which case he will use an entangle spell to slow the party down and then vanish among the trees by using a tree spell. If the party is friendly and respectful, he will say "The caterpillar is in truth a butterfly. Everything may not be as it seems." Then he will walk into the forest and vanish among the trees. See encounter area 18 for more information on the hermit, who is a retired druid.

If he has already been encountered and has delivered his warning, the hermit will remain hidden among the trees during further encounters. If the characters are having difficulty finding Gador's Hall, the DM may have the hermit direct them to the galeb duhr by remarking that "the rocks have ears, too," and giving them directions to the galeb duhr's location.

Encounter area 17: Rock pile

The valley ahead is almost blocked by a large pile of boulders. Beneath some of the boulders can be seen pieces of bone, ripped cloth, and crushed armor. Orc and animal tracks are all around. This is where Gador's force ambushed Brannod Colnet and his escort. The boulders are too large and too heavy to move without a lot of effort.

Encounter area 18: Hermit's grove

The crowded forest here opens up into a well-kept grove. There is a 75% chance that, unless he has been encountered elsewhere, the lone inhabitant of the grove is home. He is a one-armed old man who wanders among the trees, singing softly to himself in the tongue of the druids. The old man is Edmar Kantorna, a retired druid. He lost his left arm while adventuring in his youth. Unable to continue adventuring, he retired to the mountains to be close to nature. Practice has enabled him to cast spells with only one hand. Edmar Kantorna is a 5th-level druid (20 hp, AC 8, MV 12", uses a *staff of the serpent (python)* for attacks). He wears a *ring of protection + 2*. The loss of his arm does not affect Edmar's ability to cast spells; when encountered be will be carrying the spells *detect magic* (x2), *detect snares & pits* (x2), *entangle, speak with animals, barkskin, charm person or mammal, cure light wounds* (x2), *obscurement,* and *tree* (x2). Edmar has a friend who is a large brown bear (HD 5 + 5, AC 6, MV 12", #ATT 3, DAM 1-6/1-6/1-8 plus hug). The bear will appear in 1 round whenever Edmar calls for it, and he will do so immediately if he is threatened or attacked.

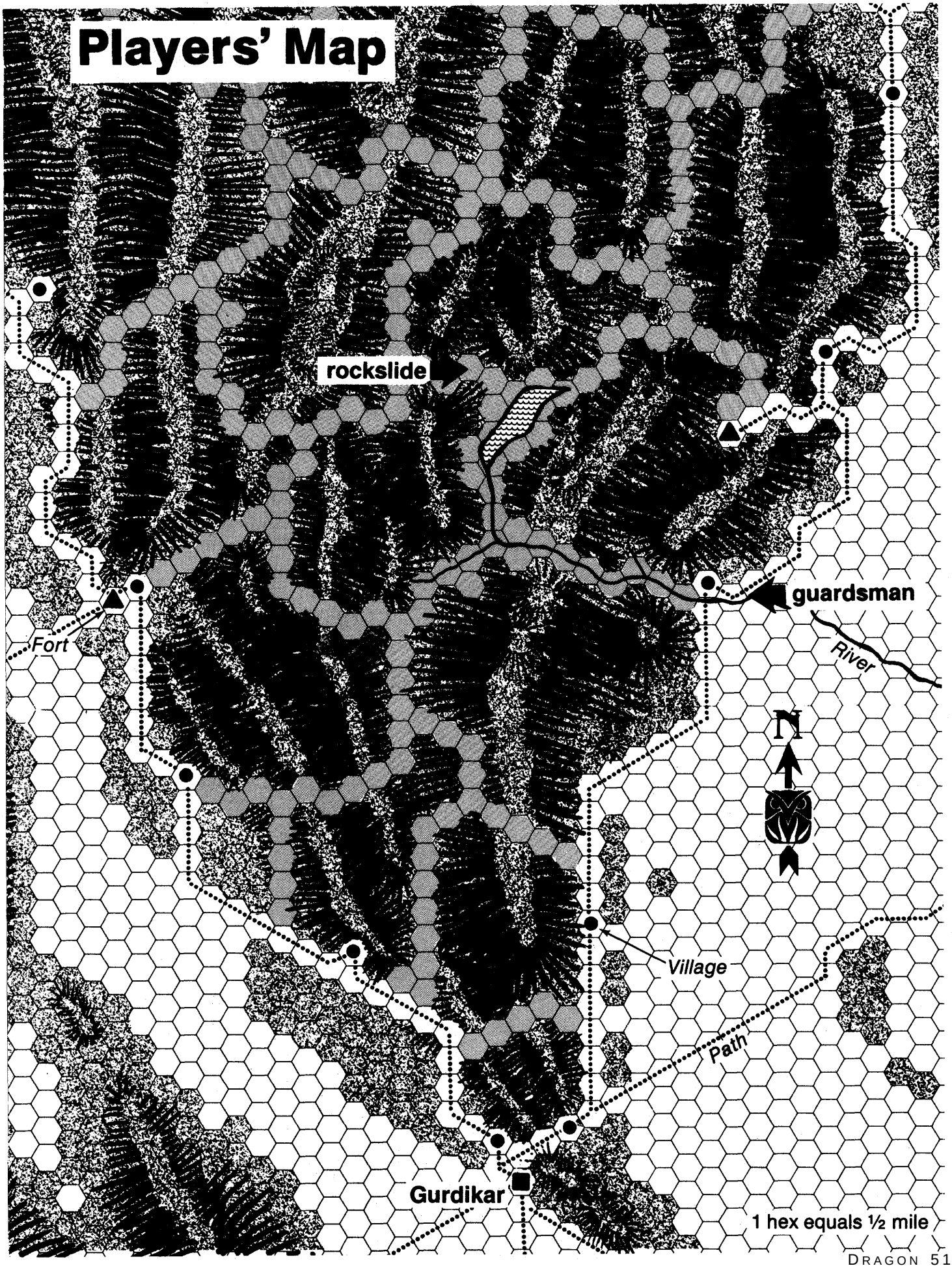
Edmar has complete and detailed knowledge of the entire region, including the locations of all the set encounters. He knows about Gador and his activities. If the party has been respectful of nature and treats him with respect, Edmar will share his knowledge with the party. He may, however, withhold some information to keep things interesting.

Edmar lives comfortably in a cave, the entrance to which is hidden by a *plant growth* spell. The party will not be able to locate the cave without Edmar's assistance or magical spells. Edmar keeps a small hoard of 573 gp, 423 sp, and 32 cp buried in the dirt floor of his cave. He would love to share the company of a fellow druid, and likes elves, half-elves, and rangers as well.

Ending the adventure

If the PCs rescue Brannod Colnet, the House of Colnet will give them the promised rewards. If the characters bring proof that the House of Volenta was behind the thefts, they will get an additional 2000 gp (total). If they bring back the stolen shipments, they will receive a finder's fee of 1 sp per 1 gp value of the shipment (this works out to 5000 sp, or 250 gp).

The city of Gurdikar will also award the PCs a bounty of 1 gp for each orc head they bring in and 50 gp for the giant's head (500 gp if he is brought in alive).


Players' Map
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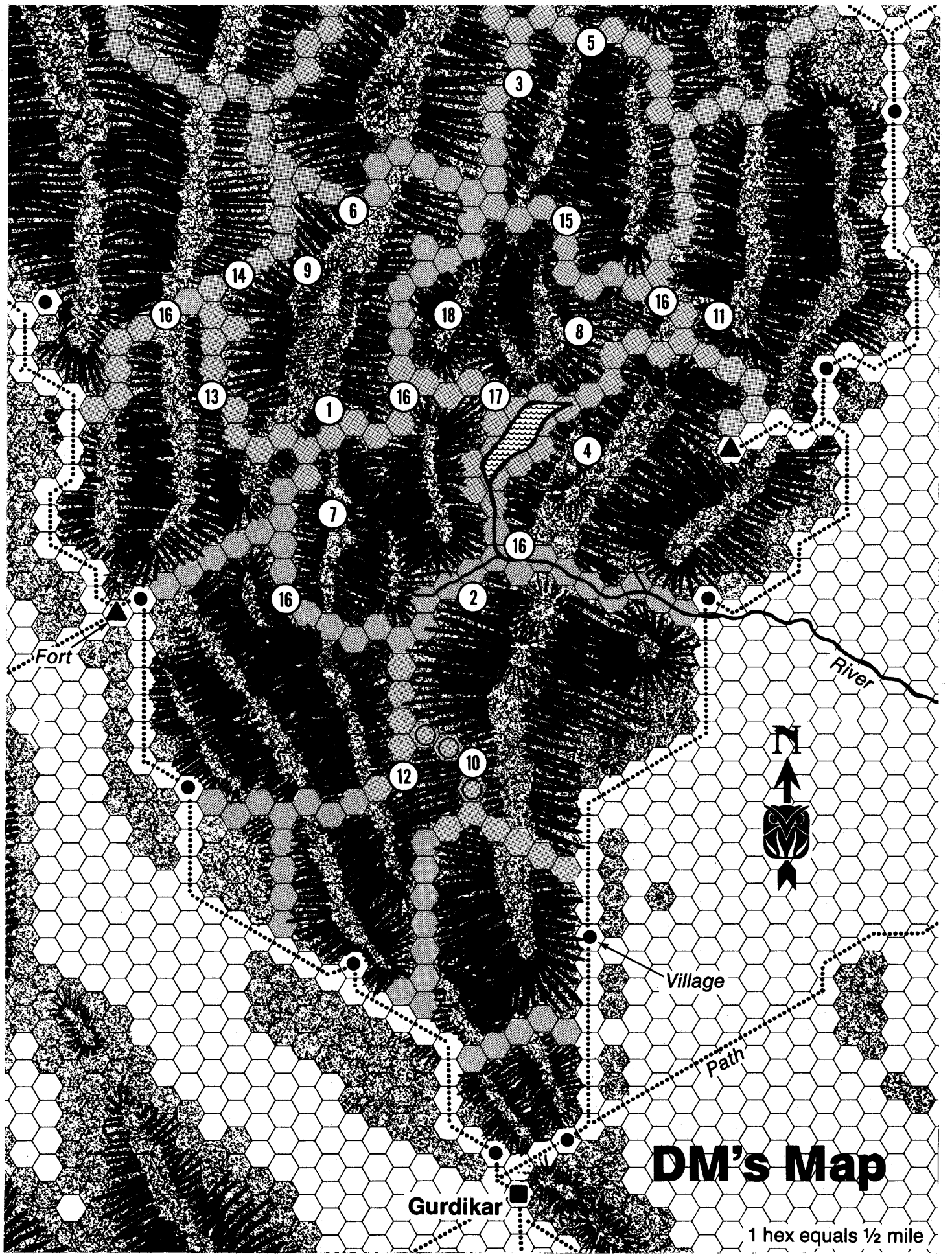
1 hex equals ½ mile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Gurdikar
DM's Map
1 hex equals ½ mile

THE HOUSE IN THE FROZEN LANDS

The House in the Frozen Lands

A mid-level adventure for the AD&D® game

by James Adams

The House in the Frozen Lands is an AD&D® game module for 6-10 characters, each of 4th to 8th level. It is recommended that the party include a balance of each character class, but specifically at least one ranger character and, if desired, one psionic character, but no evil characters. The Dungeon Master should read the entire module carefully before running this adventure, due to the use of complex NPCs and situations.

Players' introduction

The House in the Frozen Lands, located in the arctic, is the main teaching house and one of the three central shrines of Ptah, Maker of the Universes, known here as The Sustainer of Order (see reference on Ptah in *Legends & Lore,* page 48). This House of Teaching, known as the Scholia, trains not only devotees of the Sustainer of Order who wish to serve in the various temples of Ptah, but also paying students of nobility or leading members of the merchant class. Of course, only students of lawful neutral alignment may pass into the full program of study. The Scholia has gained an excellent reputation for impartiality and scholarship, primarily due to the management of its High Priest, Mondaleth of Silverthorne.

The Baron of Lesser Nhollia (whose youngest daughter Dhol is presently studying at the Scholia) has just been selected to succeed Talvernesse II, Lord of the Crystal Throne, who has died childless. In ascending to the Crystal Throne, the Baron wishes to gather a group of wise councilors around him and desires Mondaleth to be one of them. Hoping that this position would be of sufficient interest to Mondaleth, the Baron has hired a group of adventurers to travel the perilous journey through the vast frozen waste to the Scholia, in order to inform the High Priest of the Scholia of the offer and escort him back in the event he accepts.

"Please inform the Saintly Mondaleth," intones the Baron, "that we desire to have his fathomless wisdom at our side, so that we might tread new paths of enlightened statesmanship. If he so desires, he can play a major role in the Select Council that will guide the helm of our great land. It goes without saying that his assistance would be of great worth to us. Such appreciation will be shown most generously to both him and the noble rite of which he is a follower. Our gratitude will also extend to those who succeed in delivering his services to us."

After the player characters accept the Baron's fee (1000 gp each, though this amount may be altered by the DM as desired), they are provided with supplies and equipment (including snowshoes) and given directions to lead them on their journey through the Frozen Lands to the Scholia. The Baron also passes some general information to the PCs about the Scholia, which will be revealed later in the adventure.

The arctic wilderness

The party proceeds almost due north from the Baron's stronghold and enters the Frozen Lands. The terrain of the arctic wilderness varies from extremely flat or slightly rolling plains to deeply cut hilly areas and jagged mountains, which can reach 7000' in elevation. Currently, the weather is quite cold (about 10°F), but the sky remains clear throughout the duration of this adventure. The glare from the sun on the snow cuts visibility to half a mile at times. Local vegetation includes lichens, mosses, sedges, grasses, and rare dwarf willow and birch trees.

Movement rates will be slowed when traveling through snow-covered areas". A character with a normal burden may travel only five miles per day on foot, but twice that with snowshoes. Dog sleds (15" movement) may be used to carry extra equipment.

While the PCs are in hilly areas or mountains, there is a 1 in 20 chance each day for an avalanche to inundate the entire party for 4-48 hp damage each (save vs. petrification for half damage). A 60% chance exists for each character to become buried. Use three times each character's chance to bend bars/lift gates to see if he can dig himself out. There is a 5% cumulative chance of finding someone per round of searching. A character must roll his constitution or less on a d20 to have enough air to survive until uncovered.

Encounter table

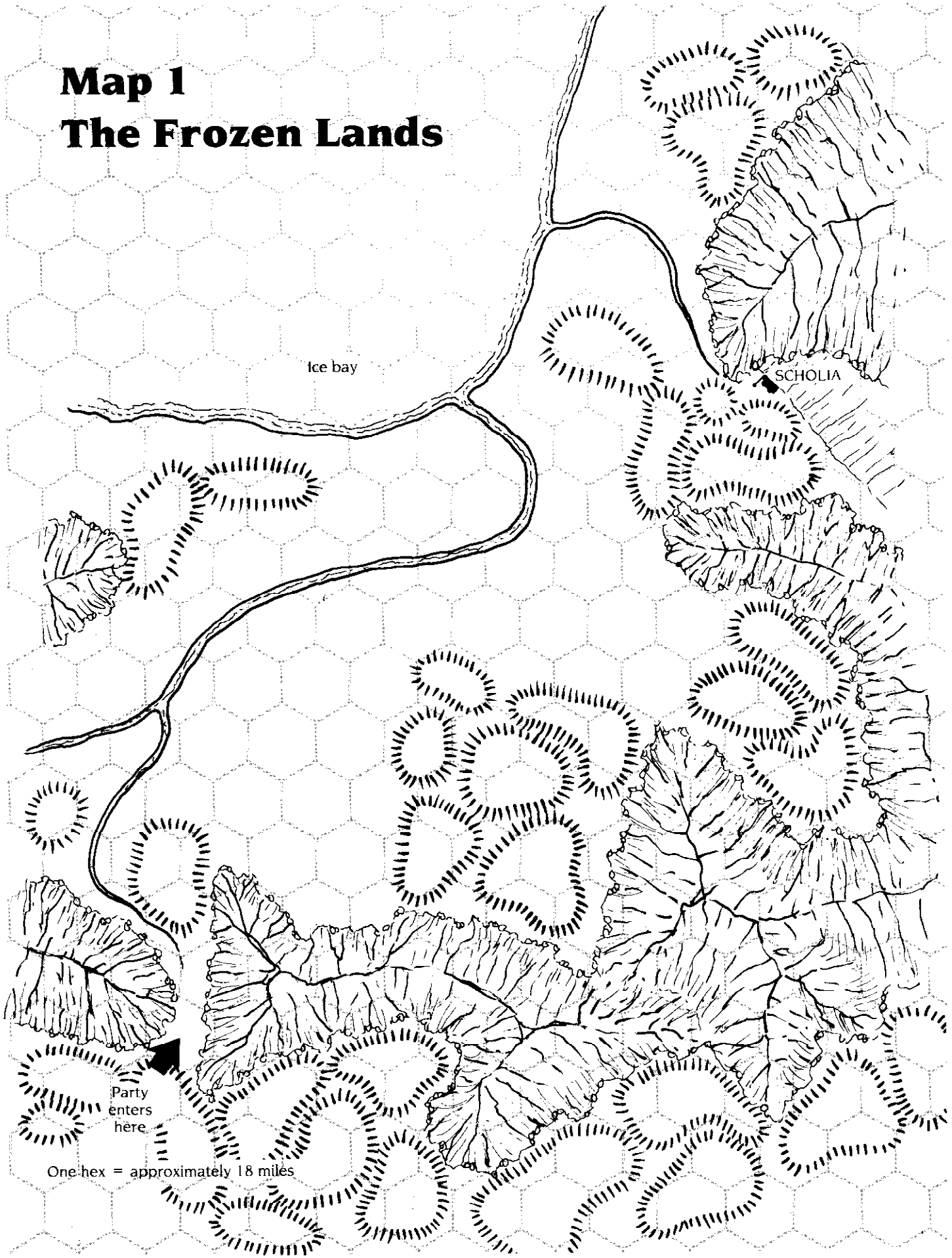
The following encounter table may be used as the characters travel through the arctic wilderness. The base chance for an encounter is 1 in 12. Check for an encounter three times daily, or six times daily in the mountains.

Creature	Plains	Rough/ Hills	Mountains	Coast
Bear, northern	01-05	01-06	01-04	01-15
Bowler	-	07	05	-
Devil dog	06-07	08-09	06-11	-
Dragon, white*	08-09	10-11	12-17	-
Frost men	10	12	18-20	-
Galeb duhr	-	13	21-23	-
Giant, frost	11-13	14-16	24-28	-
Herd animal	14-49	17-50	29-58	-
Hoar fox	50-52	51-52	59-60	-
Ice lizard*	53	53	61-62	-
Men	54-62	54-60	63-67	16-33
Owl, ordinary*	63-66	61-66	68-74	-
Pudding, white	67-70	67-70	75-76	-
Raven, huge*	71-73	71-76	77-82	-
Remorhaz	74-75	77-78	83-84	-
Sable or mink	76-77	79-80	85-86	-
Sea lion	-	-	-	34-40
Seal	-	-	-	41-70
Selkie	-	-	-	71-75
Snake, giant white-furred constrictor**	78-82	81-84	87-89	-
Taer	-	-	90	-
Toad, ice	83-85	85-86	91-92	-
Walrus	-	-	-	76-00
Wolf	86-94	87-95	93-97	-
Wolf, winter	95-97	96-97	98-99	-
Yeth hound	98-99	98-99	-	-
Yeti	00	00	00	-

* — 75% likely to be encountered while airborne.
** — As per DMG, page 183.

Frost giants encountered will be a raiding party of six adult males and three adult females. Their stronghold is located to the east of the area described on Map 1. They are searching for a pair of young frost giants who have been captured by someone called the Mage of the Ice Tower. They are extremely aggravated and will automatically assume that any human party they encounter is at fault. Give them a +4 to their save vs. *charm monster.*

Herd animals encountered will either be musk oxen or caribou


Map 1
The Frozen Lands
Ice bay
SCHOLIA
Party enters here
One hex = approximately 18 miles

(equal chance of either). Treat musk oxen as the wild ox or bull in the *Monster Manual,* page 12. Musk oxen are dark brown to black in color and give off a musky odor. Both sexes have very sharp, low curved horns, the bases of which meet across the forehead. Treat caribou encounters as the Irish deer in the *Monster Manual,* page 55, but with a movement rate of 24"//12". Caribou or reindeer are brownish in color, lighter on the back, darker on the head and legs. They have a throat mane of whitish hair. Both sexes have antlers. They can trot for long periods of time, even outrunning wolves, and can swim fairly well. A single caribou used as a pack animal can carry 90 lbs. of equipment, or pull a sled loaded with 450 lbs. or two men forty miles per day.

Men encountered inland will either be l0-60 tribesmen (70% chance) or 30-80 merchants (30% chance). However, none of the merchants will be mounted (nor armed with lances or pole arms). The party will have either l0-30 caribou as pack animals (80%) or be using 2-8 sleighs pulled by caribou (20%). Their merchandise will consist of furs, gems, and walrus ivory.

Men encountered on the coast will be 50-100 merchants. However, none of them will be mounted. They will be armored as buccaneers, and will have 1-4 dog sleds and a boat anchored offshore. Their merchandise will consist of seal carcasses, whale blubber, and walrus ivory. The pay chest will be hidden aboard the ship. There is a 60% chance that they are harvesting seal fur, and a 40% chance they are taking walrus tusks and blubber; in either case, the appropriate animal will also be present.

Sable or mink encounters are treated as the weasel in *Monster Manual II.*

Seal encounters will be with 40-100 northern fur seals (AC 7, MV 6"//36", HD 3, #AT 2, DAM 1-6 plus tail swat for 1-4). Seals are air breathers, but can remain submerged for as long as 15 minutes. They are gregarious and can congregate in large groups on the ice, playing in and out of the water. This species is dark chocolate in color, with some grayish hair around the shoulders; it can reach 6' in length and weigh 600 lbs. The cow is grayish and somewhat smaller than the bull.

Walrus encounters will be with 20-60 animals (AC 6, MV 6"// 24", HD 11, #AT 2, DAM 2-12 plus tail swat for 2-12). Walrus can reach 11' long and weigh 3000 lbs. Their skin is rough and weathered with coarse, sparse hair and a thick layer of blubber as insulation. Both sexes have tusks which sometimes reach a length of 40 inches and a weight of 9 lbs. They are used both for digging for clams and in self-defense. Cow tusks are more slender than the ones on the bulls. Even polar bears do not attack walruses.

Pre-set encounters

Two nights after the party ventures into the arctic lands, it will discover a frozen body half-buried in the snow. It is that of a man wearing black robes belted with a silver cord, a helm of black metal, and a loose black hood (the raiment of a cleric of Ptah, as the party was informed by the Baron). The man was stabbed in the back, but the injury was not severe enough to justify his death from that wound alone. (This may suggest poison to an inquisitive PC.) At his waist is a leather pouch which has been slashed open. Tracks lead up to the man; then head back in the direction from which both they and the tracks of the slain man came. After a few hundred yards, the tracks are eliminated by blowing snow.

A ranger PC, if he successfully follows the trail to its end, may judge that the slain man was in a hurry, but probably stopped for a brief rest when he was killed by surprise. The one who presumably followed and killed him was in no hurry on the way back to his place of origin. Little else can be told.

One day later in their travels, the player characters will hear the confusing sounds of a battle: howls, yips, snarls, grunts, and so forth. When they make their way to the source of the sounds (several hundred yards distant), the PCs will see a pack of wolves attacking a lone human female figure. Several scattered wolf bodies attest to the fact that she has been standing her own so far. There are still eight wolves attacking the fighter (wolves: AC 7, MV 18", HD 2 + 2; hp 18, 15, 15, 15, 10, 8, 8, 7; #AT 1, DAM 2-5).

After the battle has ended, the fighter, Loorha, will claim to be the sole survivor of an ill-fated venture into a place called the Crystal Caverns, which claimed nine companions. She will then become upset and refuse to speak any further about that. She is in reality Loorha-ged-Thylorh, a member of an evil religious cult known as the Sept of Infamy (described below). If any ranger (and only a ranger) asks if Loorha's boots produce prints like those of the one who slew the robed man, the answer is an unqualified yes.

Loorha is a 6th-level assassin (CE, AC 2, MV 12", hp 29 [25 when encountered]) wearing *leather armor +2* and a *ring of protection +2,* and using a long *sword +1* and a *dagger +2.* She has two poisoned daggers hidden on her person and wears two gold earrings (worth 6 and 8 gp). The dagger poison takes 3-4 rounds to take effect and delivers 5-30 hit points of damage at the rate of 5 hp per round (or none, if a save vs. poison is made at + 1). She also has one potion each of *flying* and *climbing,* and four vials of the same poison that is on her daggers. Her thieving abilities are: 45% pick pockets, 37% open locks, 35% detect traps, 33% move silently, 25% hide in shadows, 15% hear noise, 88% climb walls, and 20% read languages. She also has a psionic ability of 146, attack/defense modes ABE/FH, and the disciplines of *body weaponry* (6th level of mastery), *invisibility* (4th level), and *aura alteration* (2nd level). She is an impious liar and prankster, appearing friendly but quite ruthless in nature, with extremely hedonistic tastes.

Loorha will try to ingratiate herself with the party, using seduction and her power of *aura alteration* to deceive PCs as to her true nature, always trying to influence them not to head in the direction of the Scholia. Eventually, she will try to slip away from the party and return to the Scholia ahead of the adventurers. If she succeeds in this, Oolay'ah (the leader of the Sept) will be prepared for the adventurers who arrive there. In this case, the randomly encountered parties will be on the lookout for the characters (+2 on their rolls to surprise). If Loorha's disguise as a thief is penetrated (2% cumulative chance per day), she will attempt an immediate escape and will try to kill anyone who hinders her.

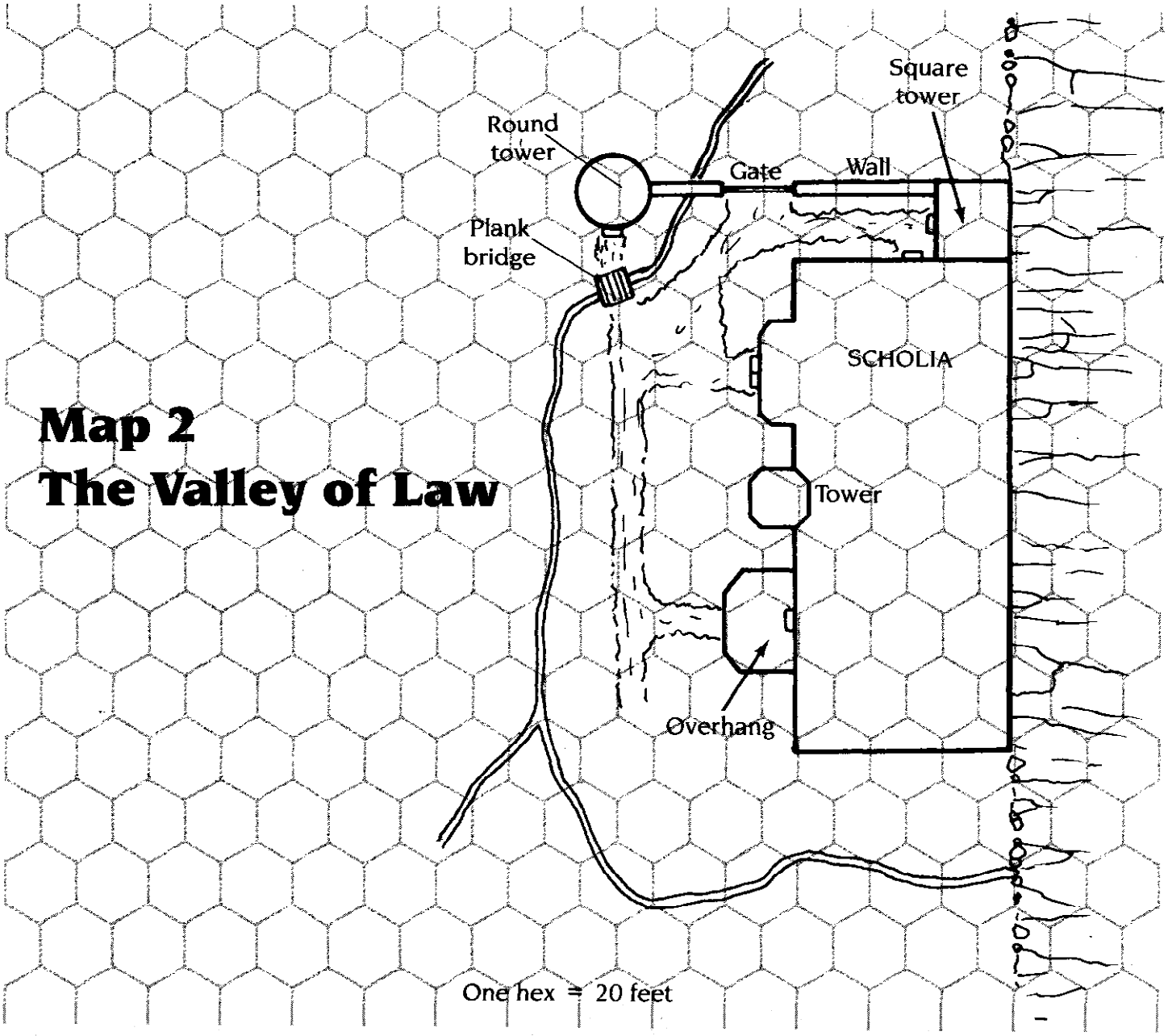
DM's introduction

An uncertain reception at journey's end awaits the PCs, because all is not well at the Scholia. Several weeks ago, as a storm was raging fiercely, two weather-beaten travelers, a man and a woman, stumbled up to the gate of the Scholia. The High Priest's offer of refuge to the travelers was eagerly accepted, but this generous gesture was repaid with terror. After recovering from the ravages of the winds and snow, aided by the tender care of the residents, the travelers, Karlekh and Manorlah (see room 49), managed to elude the security guards and defenses of the Scholia, and opened the gate to allow invaders to take over the building entirely. Several of the guards were captured by a *mirror of life trapping* that had been substituted for a normal mirror. Several of the leading figures of the Scholia were then banished to the depths of the *mirror.* Others, including the paying students, have since been killed or enslaved.

The invaders were then revealed to be members of a locally feared matriarchal society known as the Sept of Infamy. This particular group is led by Oolay'ah-ben-Ethrah-mah-Lanoorha-Tis (from now on referred to as simply Oolay'ah, or the Lanoorha-Tis). Her name shows that she can claim both male descent from the Ethrah clan and female descent from the Lanoorha clan. She is also the "Tis," or clan leader, of all those who claim descent from the legendary Sept founder Lanoorha.

After Oolay'ah took over, she captured a band of fur trappers who innocently came to the Scholia for help. This group of sturdy dwarves was then put to work expanding a cavern system behind the Scholia into a labyrinth, smoothing out passages and making them more easily traveled. The Sept then set up a shrine to the lawful evil deity Loviatar, known as the Maiden of Pain or the Pain-Giver. Most recently, one of the Scholia's clerics managed to escape, but he was tracked down by Loorha before he could reach help. Loorha is an outcast of the Thylorh clan because of her lowborn heritage, now loosely associated with the Lanoorha-Tis.

A *legend lore* spell or similar power will produce the following information. The Sept of Infamy was founded by a group of nine who banded together against a presumed affront from another evil clan, though this is often disputed by scholars. The nine swore a blood oath of loyalty to Loviatar and successfully avenged their



Map 2
The Valley of Law

insult. Their victory over supposed oppression and other similar bloody feats have attracted strong adversity over the years, but the Sept has managed to hold its own and even thrive, often despite violent disagreement with itself. As an example, the Lanoorha and Thylorh clans have enjoyed a long-standing blood feud, the wound of which heals over from time to time only to explode again into barbaric violence. In this respect, it must be mentioned that Sept members will fight to the death with wild cries of "unlech Tis!" and the appropriate clan name. Both male and female members of the Sept have a strong attraction to jewelry and gems of all kinds. It is also noteworthy that the Ethrah clan has a strong elvish strain to this day, which surfaces in the affinity its members have for magic.

The DM may wish to use members of the Sept in further adventures. Any surviving members of the Lanoorha clan will certainly not take the capture of its Regalia (see area 52) at all lightly. It is also possible that a rival family, such as the Thylorh clan, would also be interested in acquiring these items in order to embarrass the Lanoorha-Tis.

This adventure includes several other possibilities for expansion into the DM's own campaign, including passing references to the Crystal Caverns and the Mage of the Ice Tower. These can be tailored into clues to other adventures appropriate to each campaign. There may also prove to be interesting complications caused by the release of all of the victims of the *mirror of life trapping*. The PCs may even wish to aid Mylo'omha (see area 28) to return to his distant and possibly extinct home.

The Scholia of Law

The Scholia is nestled in a valley in the mountains, away from the civilized lands, where (according to its founders) those seeking the higher paths of law may do so in relative peace. The entrance to the valley is quite narrow (l00'), but the valley then widens out to a width of several hundred feet for most of its 20-mile length. The mountains on the west side slope up very gradually — first a line of low hills and then progressively higher slopes. Several streams of freezing water gush down between the hills and join in a brook which runs through the length of the valley. The east side of the valley, however, consists of a long line of almost vertical cliffs that stand 100' high. Mountains begin directly behind these cliffs; thus, the only easy approach to the Scholia is through the valley opening.

The opening to the valley, between a large hillock and the beginning of the cliff, is blocked by a 20' high wall. The wall is 5' wide and extends 60' from a round tower to a square tower that abuts on the cliff. There is a large gate in the wall. To the left is a cord that will ring a bell located in the guards' common room. On the far side of the gate, a path guides guests around to the main entrance to the guest quarters. A small path leads on further to the private entrance into the clerical portion of the building. To the left as one enters, the

ground slopes down to an entrance to the Dog Stables. To the right, the round tower has a door opening into a spiral stairway up to the battlement along the top of the wall. At the far end of the battlement, a door opens into the armory.

The Scholia itself is constructed of cut stone blocks, and consists of two above-ground stories plus a cellar. A small octagonal tower projects over one part of the building. Interior walls and ceiling surfaces are finished with plaster. Floors are mostly bare stone. The ceiling height of the ground floor is 12', that of the upper floor only 10'. The cellar rooms all have arched ceilings of 6-10'. The location of the Scholia was selected because of the hot springs that issue into a natural cavern within the cliff face. The residents of the Scholia have long since widened the orifice leading to the hot springs, for their own use as hot baths and a natural source of hot water.

If the PCs approach the Scholia openly, Phel'akh, the guard captain on duty (see area 17), will answer the bell and question them at length through a small grating in the door as to their purpose in coming, who they are, where they hail from, etc. If he is attacked and defeated, it will only be 20 minutes before the remainder of the guards call for reinforcements to search for him. If he is not attacked, he will tell the PCs that no guests may be received at present because it is High Feast Week. If they insist, he will re-enter the Scholia; after 20 minutes, Karlekh (see area 49) will return, with all of the guards on duty, and reluctantly admit the party to the guest rooms. Karlekh will inform the PCs that it may be some time before the High Priest has time to properly receive them. During the night, the Lanoorha-Tis will order a group of her guards (labyrinth random encounter group #1) to take the PCs captive.

If, on the other hand, the PCs decide to attempt a clandestine entry, they must either scale the wall in some manner or force the gate (three characters of strength 17 or better must roll their bend bars/lift gates scores at the same time; one try per character per round). The gate will take 16 points of battering damage (from blunt weapons only) before breaking, but if this tactic is used there is a 90% chance for the guards to be alerted. If the PCs have not previously approached the Scholia openly, there is only a 15% chance for one of the guards to observe a silent attempt; if the PCs are noisy, there is an 80% chance for them to be observed. After the PCs have passed the wall, they may then reconnoiter the yard area and decide which of the three doors they wish to attempt to enter.

Scholia random encounter table

Check for a random encounter only when the room description indicates the possibility for one. Roll a d8 to select an encounter. None of the encounters may be repeated.

Note that all students of the Scholia are young adults, ranging in age from 15-18. Those students who have a character class are the minimum ages for those classes (see ***DMG,*** page 12).

Roll Result

1 Two of the Sept members are on an errand. One is a female 3rd-level cleric (LE, AC 4, MV 6", hp 19) wearing splint mail and using a ***flail*** +1. Her spells are ***bless, command, remove fear, sanctuary chant, slow poison,*** and ***spiritual hammer.*** She has a leather belt with six obsidians (95 gp) and a small ivory box holding fragrant petals (185 gp). The other is a female 2nd/2nd-level half-elf lighter/magic-user (CE, AC 4, MV 12", hp 16 [CON 17]), wearing ***chain mail*** +1 and using a scimitar. Her spells are ***hold portal*** and ***burning hands.*** She has a brooch of a silver snake entwined around a citrine egg (80 gp) and an earring of silver (1 gp).

2 Two escaped prisoners, clerics of the Scholia, will attempt to flee at their first glimpse of the PCs. They will only be surprised on a 1 in 6. One is a 1st-level male cleric (LN, AC 10, MV 12", hp 5) trained with a flail. His spells are ***protection from evil, cure light wounds,*** and ***bless.*** The other is a 2nd-level female cleric (LN, AC 10, MV 12", hp 12) trained in mace and flail. Her spells are all those indicated above, plus ***sanctuary.*** They have no useful information- about their captors.

Roll Result

3 Two frightened students on an errand for the Sept. They are both O-level male humans (LN and NG, AC 10, MV 12"; hp 5, 4), both trained with daggers. They have the following information concerning the situation in the Scholia: The Scholia staff has mysteriously vanished; devotees of an evil deity have taken over, led by a powerful woman who has some demonic-looking familiar; the usurpers have a shrine in some caves beyond the hot springs; and, there are still many captives alive, but the number is rapidly dwindling, and they are being taken away somewhere.

4 One of the Scholia clerics, on an errand. He is ***dominated*** by Manorlah and will attempt to flee to warn the guards on the upper level. He is a 1st-level cleric (LN, AC 10, MV 12", hp 6) trained in mace. His spells are ***bless*** and ***light.***

5 One of the Sept on a personal errand. He is a 7th-level fighter (CE, AC 2, MV 9", hp 54 [CON 16], #AT 3/2) wearing ***plate mail*** +1 and using a ***bastard sword +1, +3 vs. lycanthropes and shape-changers*** (Oolay'ah doesn't know about the sword's special powers). The sword has an intelligence of 12, an ego of 5, CE, and can detect sloping passages in a 1" radius. It communicates by semi-empathy. Any character whose alignment is not chaotic evil will suffer 5 hp damage each time he touches any portion of the sword, unless it is in the grasp of a chaotic evil character. He also has a ***ring of spell storing*** with four magic-user spells ***(stinking cloud, charm monster, minor globe of invulnerability,*** and ***feeblemind),*** a gold buckle (30 gp), a bracelet consisting of a single platinum band (250 gp), and a silver clasp set with a chrysoberyl (90 gp) on his cloak.

6 Three Sept members delivering more treasure to the strongroom (the secret chamber next to room 27). The first is a female 3rd-level fighter (NE, AC 3, MV 6", hp 24) wearing plate mail and using a long sword. She wears an armband of filigree silver (65 gp). The second is a male 2nd-level cleric (LE, AC 5, MV 9", hp 11) wearing chain mail and using a mace. His spells are ***bless, cure light wounds,*** and ***protection from good.*** He has an earring of silver (1 gp). The third is a female 2nd-level magic-user (LE, AC 6, MV 12", hp 6) wearing ***bracers of defense AC*** 6 and using a staff. Her spells are ***sleep*** and ***Tenser's floating disc*** — currently in use to transport 900 sp, 500 ep, 300 gp, 200 pp, and a small coffer of 30 gems worth a total of 8500 gp. She wears an earring of silver set with a moonstone (60 gp). The treasure was found elsewhere in the Scholia.

7 Three of the Scholia clerics on an errand. They are ***charmed*** by the Sept and will attempt to warn the Sept members in the Labyrinth. They are 1st-level clerics, two female and one male (LN, AC 10, MV 12"; hp 9, 7, 6), trained in mace and flail. Their spells are ***cure light wounds*** and ***resist cold; bless, command*** and ***remove fear;*** and ***cure light wounds*** and ***sanctuary.*** They know only that a group of women with "powerful eyes" (a reference to psionics) have taken over the Scholia.

8 Leph, a student serving the Sept out of fear, will run to the party, assuming they are members of the Sept, in order to tattle on some of the other students who are planning to jump the next Sept member to enter their room. He is a 0-level male (CN, AC 10, MV 12", hp 3) trained in dagger. He has been snooping on the Sept and has the following information, but will be reluctant to reveal it until he is assured the party will defeat Oolay'ah: The Scholia staff have been put "in storage"; the invaders are led by a magic-user named Oolay'ah; Oolay'ah and her party (forty strong!) are devoted to the Pain-Giver; Oolay'ah has an affinity for cats; her consort is a very powerful cleric named Karlekh; and, there are a pair of twin female fighters who are both deadly and beautiful.

Ground level

1. Entry Hall: This room contains six statues of famous clerics devoted to The Sustainer of Order. From left of the door clockwise they are: A) a cleric in a hooded robe offering a flask; B) a cleric in a heavy fur robe holding a child; C) a female cleric in traveling dress brandishing a scroll; D) a seated cleric with head lowered, as if in defeat; E) a group of two clerics supporting a third figure, their arms raised as if to ward off evil; and F) a female cleric meditating. The door to the outside is locked (-10% to chance to pick lock, due to its complexity). There is a 5% chance each 10-minute turn of a random encounter.

2. Hallway: There is a 5% chance each turn of a random encounter.

3. The Saffron Salon: The walls of this room are decorated with attractive murals. One shows several scenes from the saga of a cleric who healed a chieftain of the Winged Folk (see Best of DRAGON® Magazine Volume III, page 71). The chieftain later returns the favor by assisting him when under attack by several perytons, on his quest for an alpine blossom necessary for healing. Another depicts the fabled cleric Mendelberah in his struggle to rescue one of his henchmen from the Ghoul Marshal at the cost of his own life.

The furniture consists of two oval tables, each surrounded by six armchairs, and a divan. There are also two large carpets on the floor. All of the chairs and the divan are upholstered in saffron-colored velvet. There is a sideboard along the north wall. A crystal decanter and eight glasses on a silver tray are placed on it. The four cabinet doors in the sideboard contain 12 other glasses, several bottles of liquors (one is an herbal distillate which can heal 1-2 hp damage once per day, but will slightly intoxicate each indulger; another is a ***sleep*** potion which will put any taster to sleep for 2-8 turns if a save vs. spells fails), a silver dinner service for 10 (150 gp), and candles and linen cloths.

4. **Guest Room:** This room is furnished with two large beds with plain but sturdy wooden frames covered with sleeping furs, two wooden chests, and a wardrobe. There are also three wooden chairs with cushions, a small wooden cabinet with a ceramic bowl and a pitcher of tepid water on top, and a divan which can be used for overflow visitors. The room is rather dusty, as it has not been cleaned or used since Oolay'ah's arrival. There are rough woolen hangings with symbolic patterns. There are also wall sconces with candles in them, shielded from drafts by covers made from seal hide. A fireplace in one corner has a pile of coals and tinder ready for use beside it. Each of the chests has a brass lock. They are unlocked, and the key is inside in a removable wooden shelf (Karlekh has an extra copy of each key). The wardrobe has several black robes with hoods of a rough, nubby homespun cloth and a black cord for guests to wear at the worship ceremonies. A secret drawer in the bed frame (5% cumulative chance per round of searching to find it) contains a clerical scroll of *remove curse.*

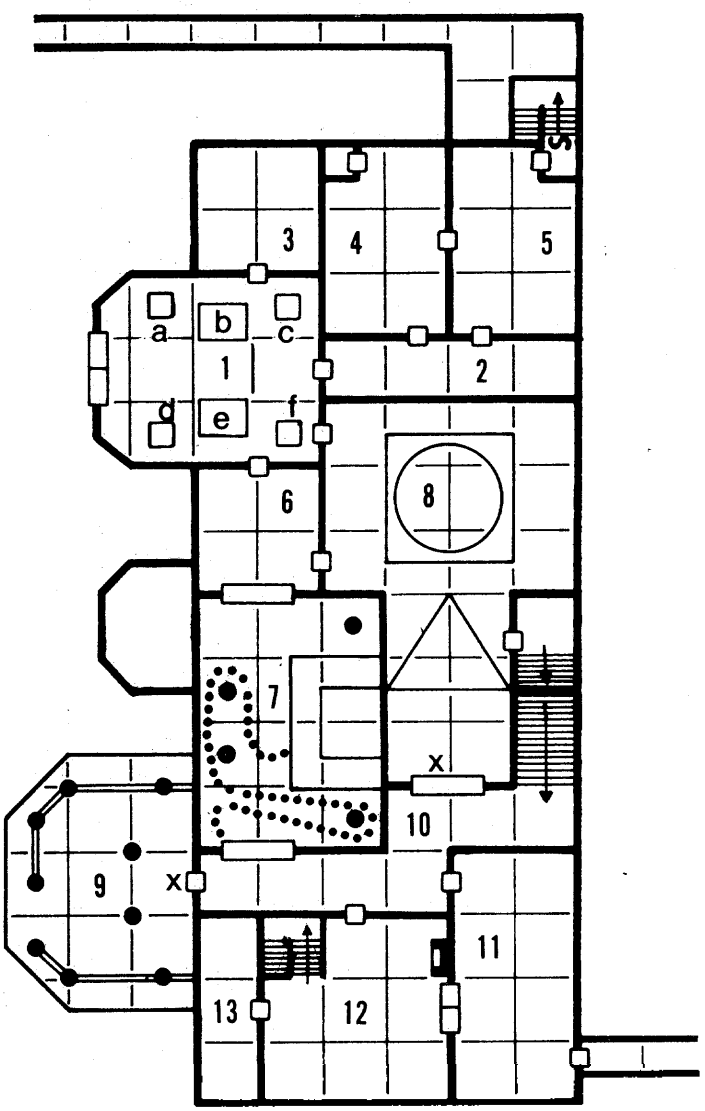
Oolay'ah has replaced the sleeping furs on one bed with enchanted furs from an arctic constrictor snake, which act as a *rope of entanglement.* The furs can constrict three man-sized victims in three segments: one for the trigger (darkness), one to strike, and one to entwine. They will deliver 1-3 hp damage per round to each victim. The furs are AC 3 and take 16 hp damage from edged weapons before being destroyed.

5. **Guest Room:** This room is similar in most respects to the other guest room. A secret door is located in the back wall of the wardrobe, behind removable shelves. If a hidden lever is not pressed (check against find/remove traps), a pale green gas will billow out of a small hole in the ceiling of the passage beyond the door. The gas will cause 2-4 characters to suffer spasms of weakness, resulting in the loss of 2-5 points of strength for 1-6 turns (save vs. poison for no effect). There is a 5% chance each turn of a random encounter.

6. Waiting Room: This room is furnished with two low, round tables, each surrounded by four chairs upholstered in white velvet

Map 3
Ground level

One square = 10 feet



with silver piping. A *dagger +1, cursed* is hidden underneath one table. The dagger acts as a dagger +1, but will force its owner to attack until an enemy is dead. The owner can never use another weapon until exorcised. The ceiling of this room is only 8′ high, both to emphasize the grandeur of the chapel and audience chamber beyond, and to allow for the lavabo above. Murals on the walls are enchanted to soothe and ease the occupants of the room (save vs. spells or receive the effects of a *remove fear* spell; save can be negated at PC's will). There is a 5% chance for a random encounter.

7. Audience Chamber: This room features a dais with a simple stone throne and four chairs on it. Carvings along the front edge of the dais read: "He Who Follows The Lawful Way Shall Pass." There are four pillars shaped like female figures supporting an elaborate ceiling of symbols appropriate to The Sustainer of Order. The walls are also covered with intricate designs of squares, circles, triangles, and interlocking diamonds worked in silver. The floor is of tile, mostly off-white but with single gold tiles seemingly scattered at

random. The gold tiles outline a vague path leading out to the east doors. There is only a 5% chance per point of intelligence for each character to spot the path. If anyone attempts to exit through these doors without following the path, two of the pillars (M and N on the map) will animate as caryatid columns. Anyone who has entered through the east doors will be permitted to exit through them without attack. (The columns are AC 5, MV 6", HD 5, hp 22 each, #AT 1, DAM 2-8, special defense.) If the party members retreat from the door, the columns will revert to stone.

The stone throne will radiate lawful neutral magic. Any good or evil character who sits in it will receive 6 hp damage; any chaotic character who sits in it will receive 12 hp damage. These shocks are cumulative in effect, but will affect each character only once. The chair is enchanted and will bestow the following powers upon a lawful neutral occupant: *protection from good or evil, 10' radius* continuously, *detect lie* and *fear* at will, *hold person* three times a day, *domination* once per day, and *commune* once per week.

8. Chapel: The room has bare stone walls, but these are obscured by six inches of ice covering every surface. There are elaborate, almost gothic traceries of ice creating magnificent arches and lacy curtains. *Continual light* spells have been cast in many locations with the most artistic purposes in mind, creating intricate patterns on the floor. Clever use of a *wish* has served to protect the ice sculpting for centuries to come. A large round altar of yellow marble stands on a raised square dais. Another raised area, triangular in shape, has a marble front. Oolay'ah has commanded *two charmed* gargoyles to stay here, appealing to their greed (AC 5, MV 9"/15", HD 4+4, hp 27 and 21, #AT 4, DAM l-3/1-3/1-6/1-4, +1 or better weapon to hit). The south door is protected by a *glyph of warding* on the floor that will deliver 18 hp cold damage to anyone who triggers it.

9. Portico: This area is raised above ground level. An inscription over the door reads: "He Who Sees The Balance May Enter." There are nine pillars that support the extension of the floor above. Ornamental screens close off most of the spaces between the pillars. The doors are kept locked (-20% to chance to pick lock) and are guarded by a *glyph of warding* that will blind anyone who triggers it.

10. Hallway: There is a 10% cumulative chance per turn of a random encounter here.

11. Refectory: The room holds two large plain wooden tables surrounded by chairs. One of the chairs (marked T on the map) is really a lesser mimic (AC 7, MV 3", HD 7, #AT 1, DAM 3-12, glue). The mimic will attack until offered food. If properly bribed, it will describe what it knows: A party of at least twenty has successfully invaded the Scholia; there are caves "across the springs;" and, it has smelled large cats. The mimic crept into the Scholia during the confusion of the attack.

12. Kitchen: The room has the usual cabinets, counters, cupboards, drawers of utensils, spices, pots, and pans. There are brick ovens on both sides of a large fireplace, with several spits and hooks on which to hang kettles. There is a dumbwaiter to deliver food to the private dining room upstairs. One cabinet contains ceramic dishes and an inexpensive brass table service. Another cabinet (locked) holds silver dishes and a table service for twenty (250 gp). There are two bedrolls on the floor with packs beside them. The packs contain standard adventuring equipment, and traveling illusionist spell books with the following spells: *color spray,* dancing *lights, detect illusion, wall of fog, blindness, detect magic,* and *misdirection.* There is a 20% cumulative chance per turn of a random encounter here.

13. Pantry: The walls of this room are covered with cabinets and storage bins of every size. Small amounts of every food available are kept here. At present, the stores are rather stale. There is only a 1% cumulative chance per turn of a random encounter here.

Upper level

14. Hallway: There is a 20% chance per turn of a random encounter. Any resulting battle gives a chance for the guards in rooms 15 and 17 (65% chance) or the Sept members in room 24 (35% chance) to hear and investigate.

15. Common Room: There are a large table and a small round table here with a total of eight chairs. A small cabinet with a surface for preparing food stands near the fireplace. A normal mirror is hidden behind the cabinet, and a blank space on the wall reveals where it once was hung. Scattered on the small table are two decks of cards and several dice. There is a member of the Sept in the room, a male 3rd-level fighter (NE, AC 4, MV 9", hp 17) wearing chain mail and shield, and using a long sword. A short bow with eight arrows is on the table near him. He wears a golden armband engraved and highlighted with silver (180 gp). There is a normal chance to surprise him. If the characters enter from the hallway, he will call for help before attacking. The guards in the next room will arrive during the next round. There is also a 15% chance for the party in room 24 to hear the sounds of any battle and come to assist.

16. The Guard Captain's Quarters: This room is furnished for the Master of Combat's use, with a sturdy wooden bed piled high with sleeping furs, a large locked wooden chest (-20% to chance to pick lock; takes 8 hp battering damage before breaking), a padded armchair near a table with a brass lamp on it, and an oval rug on the floor. A secret compartment in the bed frame holds 23 sp, 17 gp, 4 pp, three 50 gp gems, a small ivory statue of a white dragon (200 gp), and two potions: *heroism* and *invulnerability* Nythel, the Master of Combat, has a small collection of oil landscapes on the wall. The six paintings, works of Ness-uther, show scenes varying from the infamous Black Fortress Zethyra-nezra, and the wondrous lake Lassorah-lathra ("Star-mirror"), to a view of the Great Forest (200-500 gp each). There is a pack of standard adventuring equipment thrown on the bed. The chest holds a small box of inlaid wood, containing a gold seal set with three small topazes (900 gp); this is the seal of the Lanoorha Clan. The room is unoccupied at present, but now serves as quarters for Karlekh when he is not with Oolay'ah.

17. Guard Dormitory: There are three bunk beds with two locked chests at the foot of each bed. The chests have all been forced open, but still have ordinary clothing and other personal belongings of the Scholia's guards in them. The area around one of the bunk beds is separated from the rest of the room by woolen hangings. The room also has a small table with four chairs.

There are four members of the Sept lounging around in the room, but they are in armor, weapons at hand — Oolay'ah's wrath is to be feared as much as are enemies. There is a 3 in 6 chance of surprising them. The other guard in the common room will arrive in two rounds after battle erupts. There is only a 5% chance for the three Sept members in Room 24 to hear any disturbance and come to assist. The first villain is Phel'akh-ged-Lanoorha, a male 5th-level fighter (CE, AC 2, MV 9", hp 31) wearing *plate mail* +1, using a long *sword* +1 and a hand axe. He has +1 to hit and +3 on damage, due to his strength. He has a *ring of water walking,* wears a gold earring with a topaz (515 gp), and has an ivory box with a leather pouch of six pearls in it (800 gp). Phel'akh is inquisitive, opinionated, sometimes rude, but always very energetic.

The second is a female 3rd-level cleric (LE, AC 4, MV 12", hp 15) wearing *chain mail +1* and using a mace. She has +1 on damage. Her spells are *bless, cure light wounds, cause light wounds, sanctuary, chant, hold person,* and *silence 15' radius.* She wears a gold ring with an amethyst set in a serpent's head (95 gp), and a chain of ornate silver (60 gp).

The third is a male half-elf 4th/4th-level fighter/magic-user (LE, AC 5, MV 12", hp 18) wearing elfin chainmail, using a long sword and a *dagger* +1. His spells are *hold portal, magic missile, sleep, mirror image,* and *ray of enfeeblement.* He has a medallion jade on a silver chain (800 gp), an earring of silver with a moonstone (60 gp), and a pair of ivory dice in a small leather pouch (15 gp).

The fourth guard is a female 2nd-level fighter (CE, AC 4, MV 9", hp 13) wearing chain mail with a shield, and using a short sword. She wears a belt with a silver buckle (20 gp) and a gold earring with a carnelian (55 gp).

18. **Armory:** This room has several racks of weapons. There are 10 spears, two light crossbows with 30 bolts, four short swords, one long sword, two short bows with 20 arrows (10 are +l), a mace, two hand axes, and a bastard sword (which belongs to Nythel, the Master of Combat). It is a *vorpal weapon +3* with an intelligence of 13, an ego of 6, LN, and the abilities to *detect traps* of large size in a 1" radius and to *heal* once a day. It can speak common, the lawful neutral tongue, shedu, and centaur. A locked door (-15% to chance to pick lock) leads to the wall rampart and on to the watch tower. The door itself will take 18 hp of battering damage before bursting. A spiral staircase descends to the Dog Stables. Another stair leads up to the roof. There is a 20% cumulative chance per round for the guards next door to hear any noise and investigate, if the guards were not previously encountered. If a fight with them results, it will take the guard in the Common Room only four rounds to arrive to assist.

19. The High Priest's Private Chamber: The door to Mondaleth's room is guarded by a *glyph of warding* that will deliver a lightning bolt of 18 hp damage to anyone who triggers it. Curtains divide the room into a living area, a sleeping area, and a study. The living area has a sofa and three chairs grouped around a low oval table. A narrow rectangular rug leads favored guests to the study area. This area has a large carpet with an elaborate floral design (700 gp) with four armchairs upholstered in cream velvet arranged on it. A small altar of white marble veined with gold and a large writing desk with chair complete the study. The sleeping area has a large comfortable bed with sleeping furs, a wardrobe, two locked wooden chests, and a circular rug. The wardrobe contains ordinary clothing in addition to robes appropriate to Mondaleth's rank: black robes, silver belt, black helm, and a silver hood.

Papers and records kept in the drawers of the writing desk deal with the day-to-day routine of the Scholia. Closer examination will reveal that two weeks before the records cease (several weeks ago), two travelers (a man and woman) were found ill and alone near the Scholia. They were brought in and nursed back to health before their real names were learned to be "Norlah" and "Karl." They were unable to explain their presence in so remote a location. The records cease abruptly at that point.

20. Meditation Room: This is the private meditation room of Mondaleth. It is furnished with two curved cushions made of cream velvet with delicate saffron designs. Between the couches is a low square table of a fragrant wood, upon which are a small brass lamp and a small box holding eight pieces of *incense of meditation.* The floor is covered with soft white rugs, the walls with hangings of a nubby cloth patterned in saffron, silver, white, and beige. Oolay'ah has released a giant white-furred constrictor snake in the room (AC 5, MV 9") HD 6 + 1, hp 29, #AT 2, DAM l-4/2-8, plus constriction, surprise 3 in 6).

21. Lavabo: This room contains a wooden bench, pegs on the walls for clothing, a set of shelves with towels, and a large sunken ceramic bathing pool with steps leading down into it. The curative powers of the water have been disrupted by the presence of a water weird (summoned by Oolay'ah) which will form in two rounds (AC 4, MV 12", HD 3 + 3, hp 18, #AT 1, special attack and defense).

22. Clerics' Room: This room normally houses six clerics. It is divided by woolen hangings into three sleeping areas and a common area. The common area holds a small table with four chairs, a small cabinet, and a kneeling bench. Each of the sleeping areas has a set of bunk beds and two chests. Oolay'ah has stationed some of her people in this room, but at the moment the room is unoccupied. Their packs and personal articles are scattered throughout the room. After ten minutes of searching, the PCs will find the following items: several daggers, rations, a copper armband (1 gp), two potions (climbing and *fire resistance),* a battle axe, and a spell book with the following spells: *affect normal fires, burning hands, erase, hold portal* and *read magic.* Other useless itmes will also be found. There is a 5% chance each turn for a random encounter.

23. Clerics' Room: This room is similar in most respects to the other cleric's room; however, the door is locked (-15% to chance to pick locks). It is being used to house the remaining ten of the Scholia clerics. They have been severely mishandled, starved, and beaten, and their morale is quite low. Present are seven male and three female clerics (LN, AC 10, MV 9"; hp 7, 5, 5, 4, 3, 3, 3, 2, 2, 2). Only one of the 1st-level clerics, Telora (a female with 7 hp) will fight. She will insist on going with the party to assist in whatever way she can to return the Scholia to its lawful masters. She is trained with the flail and has the spells: *protection from evil, cure light wounds,* and *sanctuary.* The other clerics are too exhausted and will refuse to go against Oolay'ah.

24. The Masters' Room: The door to this room is trapped with a ***Leomund's trap.*** The room itself is divided by woolen hangings into a living and study area, and three individual sleeping areas. The living area has two sofas, a soft upholstered chair, and a small table. The study area has a writing desk, a chair, and a bookshelf. A lamp, an inkwell, and several scrolls are scattered in disarray on the desk. The books in the shelf are also in disorder, some having been thrown on the floor. The scrolls deal with the progress of the students. One is a letter to the Baron of Lesser Nhollia concerning his daughter Dhol's exceptional progress. Each of the three sleeping areas has a comfortable bed and a chest. The chests all have locks, but each has been forced open and the contents scattered.

The first area, from left, belongs to Be'ezhom, Master of Magic. It has a secret door that opens on the stairway down to the cellar and up to the laboratory. A Sept member's pack is on the bed. Among other standard equipment, it holds a potion of *heroism.* There is a secret vault in the wall next to the door that hides Be'ezhom's spell books. Each volume is trapped by a randomly placed page inscribed with *explosive runes* (5% cumulative chance for each page examined, but if not encountered before, the last page will be so inscribed). The books contain the following spells: *burning hands, charm person, detect magic, hold portal, light, magic missile, continual light, forget, knock, levitate, web, wizard lock, blink, explosive runes* (the spell), *fire ball, hold person, slow, cone of cold,* and *passwall.*

The middle sleeping area belongs to Ni'osyl, the Apprentice Master. A pack on the bed holds personal items, thieves tools, several daggers, a flask of poison, and three *potions of healing.*

Three members of the Sept are engaged in meditation in the third sleeping area belonging to Gildah, the Master of Healing. They will surprise the PCs on a 1-4 on a d6. The first is a female 5th-level magic-user (NE, AC 5, MV 12") hp 12) wearing *bracers of defense* AC 6 (+1 for dexterity), and using a staff. Her spells are *burning hands, magic missile, shocking grasp, sleep, ray of enfeeblement, scare,* and *monster summoning I.* She wears an earring of gold with a pearl (105 gp). Her pack contains her spell books, with the following spells in addition to the ones she has memorized: *dancing lights, read magic, forget* and *slow.* The second is a male 4th-level assassin (CE, AC 4, MV 12") hp 14) wearing *leather armor* +2 and using a long sword and three daggers; two daggers are poisoned. The poison takes 1-4 rounds to take effect, and delivers 5-30 hp damage at the rate of 5 hp per round (save vs. poison for no damage). He wears an ivory medallion on a silver chain (180 gp) and an earring of silver (2 gp). The third of the villains is a male 3rd-level lighter (LE, AC 4, MV 9") hp 17) wearing splint mail and using a bastard sword. He wears a ring of gold with a carnelian (80 gp). There is a 20% chance for the guards in Rooms 15 and 17 to hear the sounds of any battle and investigate.

25. Lecture Hall: This room has all the typical furnishings of a lecture room. There is a small lectern, a table with a chair next to it, two map boards, and thirty stools. Tacked on one of the map boards are a map of the general area and a detailed map of the valley and the Scholia (game maps #1 and #2). On the other map board is a

crude list of about 50 names, each with a line drawn through or under it, or a checkmark beside it. Only the name Gildah is without any mark. The list begins as follows:

Mondaleth	Nythel	Be'ezhom	Gildah
Telranuth	Lesethere	Besh-roh	Kaftikel
Telora	Kilphor	Selevona	Leo-nath
Dhol	Leph	Benn	Gedenna
Ni'osyl		etc.	

Oolay'ah composed this list of persons living at the Scholia (and the dwarves who came later and were caught) from studying the Scholia's records and questioning captives. (She is nothing if not methodical.) Names with check marks are live captives; those with lines drawn under them are prisoners of the ***mirror,*** and those crossed out are dead, killed in combat or as sacrifices. Benn, for example, was one of the students slain by the caterwaul (see area 44); Lyrha is the halfling encountered on the labyrinth random encounters table, being taken to area 49 for sacrifice.

A drawer in the lectern holds the following papers, in order from top to bottom:

lecture notes on arctic flowering plants
lecture notes on the dangers of exposure and frostbite
lecture notes on the ecology of white dragons
diagrams of rock strata showing glacial erosion
lecture notes on basic principles of magic
lecture notes on the history of the worship of Ptah
lecture notes on various armor types
a detailed floor plan of the Scholia (game maps #3-6, without secret doors, as far as the hot springs)
lecture notes on gems and jewelry
lecture notes on a recent battle

The lecture notes on gems seem to have been much handled, as have the detailed floor plans of the Scholia.

There is a 10% chance each turn of a random encounter.

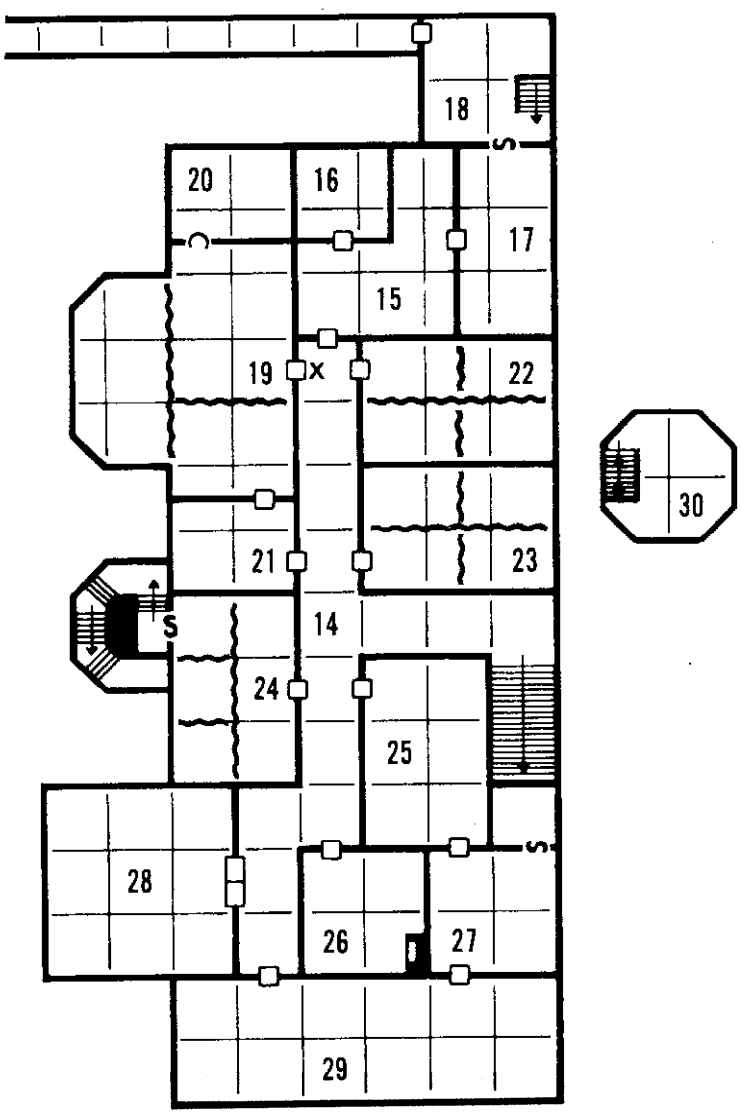
26. Private Dining Room: This room is paneled in wood. The furnishings consist of a polished, dark wood table surrounded by eight chairs. The floor is finished with tile, mostly black but with single randomly placed saffron and silver tiles. A dumbwaiter in the wall connects with the kitchen. There are lighter areas on the walls which correspond to missing tapestries. Nothing of particular interest for the PCs is to be found in this room. There is a 5% chance per turn of a random encounter.

27. Examination Room: The furnishings of this room consist solely of four work tables, each covered with a variety of odd items designed to test the abilities of students and other individuals. The north table has a multitude of rocks, metal spheres, ceramic cubes, wooden rods, etc. Certain of these have been treated with ***Nystul's magic aura*** (a test for the use of ***detect magic)*** or with ***fool's gold.*** There are also illusory objects, a glass sphere in a leather pouch with ***continual light*** cast on it, a dish that has been ***shattered*** and ***mended*** several times, mysterious writings on parchment scraps, invisible objects, a box which when opened still has a vestige of an ***audible glamer*** left in it, etc. The west table has locks to be opened, traps to be set, removed or detected, including several ***Leomund's traps,*** etc. The east table has objects to check for evil or magic, water to purify, flasks to fill with water, things to locate in the middle on the table, etc. The south table has glass balls to lift, things to crush or stretch, a ***dagger*** -1 with which to test dexterity, a helm that covers the eyes to test hearing (for sneaky footsteps and the like), and a nonmagical glove.

The small secret chamber next door is used by the Scholia to store medications, bandages, and salves. It now holds four chests almost hidden beneath fur clothing, rugs, and tapestries. Two of the chests hold coins: 900 sp, 5000 gp, 4000 ep, and 2000 pp; the third holds seven jeweled daggers (10-70 gp each) and other assorted jewelry, including an ivory scroll case (10 gp), a silver beltbuckle shaped like a symbol of Ptah (8 gp), a gold bell (50 gp), a silver ring set with five onyx stones arranged in a pattern (140 gp), an oval moonstone pendant engraved in a likeness of Ptah (95 gp), a small statue of Ptah made of electrum (300 gp), an inlaid wood coffer (10 gp), and a necklace made of electrum (30 gp). The fourth and smallest chest holds 40 gems worth a total of 12,000 gp. There are also several tapestries and paintings taken from the clerics' private rooms, the private dining room and the waiting room. There is a 5% chance each turn for a random encounter here.

Map 4
Upper level

One square = 10 feet



28. Council Chamber: This room has wood-paneled walls and an elaborate ceiling with large wooden beams. There are two chande-

liers of cut crystal (700 gp each). A large polished wood table stands in the middle of the room with fifteen padded armchairs around it. There are two padded chairs, one to each side of the head chair, each with a small writing table near it. Each place around the table is equipped with an inkwell and pen. There is also a small drawer at each place containing paper or vellum. The drawer at the chair marked Z on the map also contains a scroll of *protection from magic.* There are three paintings on the west wall, works of Nessuther. One is an excellent rendering of the Scholia in spring, with tiny alpine blossoms on the ground. The other two are arctic winter landscapes. The south wall has a mirror on it. It is a *mirror of life trapping,* measuring 36 by 16 inches, framed in a dark wood. Seven of the Scholia's lawful inhabitants are trapped in the mirror along with five previous victims. The prisoners from the Scholia are described below.

Mondaleth, the High Priest of the Scholia, is a male 9th-level cleric (LN, AC 0, MV 9") hp 52) wearing *splint mail +4* under his robes, and using a *mace +3.* He wears black robes belted with a silver cord, a black helm, silver hood, sandals, a silver holy symbol (an equilateral triangle within a circle), a ring of keys to the Scholia, a *ring of fire resistance,* and a jade necklace (1600 gp). He also has a scroll with a *heal* spell on it, another scroll containing *sticks to snakes* and *snake charm,* and potions of *extra healing* and *levitation.* His spells are *bless, command, cure light wounds (x 2), protection from evil, sanctuary, chant, hold person (x 2), resist fire, silence 15' radius, spiritual hammer, animate dead, dispel magic, prayer, cure serious wounds, neutralize poison,* and *flame strike.* He is the perfect diplomat: optimistic, pious, and perceptive, yet cautious and always devoted to the service of Ptah.

Nythel, the Master of Combat, is a male 6th-level ranger (NG, AC 0, MV 12") wearing *chain mail +5,* and trained in bastard sword, scimitar, and short bow. His *vorpal bastard sword +3* is in the armory,-but he has a short bow with 10 *arrows +1* with him. He wears a *ring of free action.* Nythel is quite fearless, very well spoken, and cheerful.

Be'ezhom, the Master of Magic, is a male elf 5th-level magic-user (LN, AC 4, MV 12", hp 24) wearing *bracers of defense AC 4* and using a *staff +1.* He carries scrolls of *hold person, slow,* and *mirror image* and traveling spell books with the following spells: *burning hands, charm person, detect magic, hold portal, light, magic missile, continual light, forget, knock, levitate, web, wizard lock, blink, explosive runes, fireball, hold person,* and *slow.* His memorized spells are *charm person, burning hands, hold portal, magic missile, knock,* and *fireball.* Be'ezhom is the supreme intellectual, always aloof and only concerned with the aesthetic.

Ni'osyl, the Apprentice Master, is a female 4th-level cleric (LN, AC 3, MV 6", hp 25) wearing plate mail and using a *mace +1.* Her spells are *cure light wounds (x2), detect evil, detect magic, sanctuary, chant, detect charm, hold person,* and *spiritual hammer.* She has a psionic ability of 106, attack/defense modes CD/FGHI, and the disciplines of *hypnosis* (2nd level of mastery) and *empathy* (4th level). She is retiring and studious.

Selevona, one of the Scholia's surviving guards, is a female elf 2nd/3rd-level fighter/magic-user (N, AC 5, MV 12", hp 14) wearing elfin chain mail and using a long sword. Her spells are *magic missile, sleep,* and *mirror image.* She is curious and moody.

Kilphor, the other guard trapped in the mirror, is a male dwarf 4th-level fighter (NG, AC 2, MV 9") hp 31) wearing *plate mail +1* and using a *battle axe +1.* He has strength of 18/58, giving him +2 to hit and +3 on damage. He is extremely loyal and very precise.

Besh-roh, the secretary of the Scholia, is a male 2nd-level cleric (LN, AC 4, MV 9") hp 16 [CON 18]), wearing splint mail under his robes and using a flail. His spells are *command, cure light wounds* (x 2) and *sanctuary* He is loyal, trustworthy, and very dedicated to Mondaleth.

The other prisoners of the *mirror* are not affiliated with the Scholia. Seelohnor Delohvra, a female elf 11th-level magic-user, CN, was a fellow apprentice of Oolay'ah's master before her betrayal by Oolay'ah. Geskhy'-ged-Ethrah, a male 5th-level fighter, LE, was a former consort of Oolay'ah, displaced by Karlekh. Mylo'omha, a male 4th-level cleric, NG, was already a prisoner of the *mirror* when Oolay'ah acquired it. He can be used by the DM as a connection with "ages past." Ghanorlah-ben-Thylorh-mah-Lanoorha, a female 6th-level cleric, CE (worships a death goddess, Tuonetar, from *Legends & Lore,* page 56)) is the true heir to the Lanoorha-Tis. She is Oolay'ah's only older half-sister. Her disappearance rekindled the long-standing feud with the Thylorh clan to its present bloody height. Selthor'ah-mah-Lanoorha, a female 5th-level illusionist, LE, is one of Oolay'ah's many younger half-sisters. She tried to assassinate Oolay'ah but was betrayed by Karlekh, then her lover, who later became Oolay'ah's consort. If any of them are released from the *mirror,* the DM may fill these NPCs out as desired.

There is a 2% chance per turn for a random encounter in this room.

29. Library: This large room holds many bound volumes and scrolls, all stored in rows of shelves. There are also two writing desks and several reading stands. For each turn the PCs spend searching the shelves of scrolls, there is a 20% chance to find scrolls of *purify water* and *cure serious* wounds. There is also a 2% cumulative chance per turn to find a *tome of understanding* and a additional 2% cumulative chance to find a volume dealing with the Sept of Infamy. A brief perusal of this volume is sufficient to explain who "the Tis" is. There is a 5% chance per turn for a random encounter here.

30. Laboratory: This octagonal chamber with a peaked roof is a tower which extends above the upper level. It holds three long work tables covered with equipment and several stools. There is a small bookcase along one wall. The equipment includes balances and bottles, vials and phials, jars and flasks, caldrons and crucibles, mortar and pestle, and any number of containers of herbs and other less natural items. Several scrolls are scattered about but none of them, nor any of the books, are magical. The binding of one book is labeled "Third Level Spells." It has been prepared for the inscription of spells but remains empty. If any of the concoctions on the tables are disturbed, there is a 45% chance for either creating a potion of *healing* or an explosion (8' radius) that will cause 3-12 hp damage (save vs. wands for half); equal possibility for either of these results, if one or the other is indicated. There is a 1% chance per turn of a random encounter.

Cellar level

31. Dog Stables: Sixteen large sled dogs are kept here. Treat them as war dogs (AC 6, MV 12", HD 2 + 2; hp 18, 18, 18, 17, 17, 16, 16, 15, 14, 12, 12, 12, 11, 11, 10, 8). They are not trained to fight but, due to their natural tendencies, they are extremely vicious and will attack anyone except their usual trainers if released from their individual kennels. At present, they have not been fed in a week, so they will cower and whine when anyone enters the room, but when released will immediately attack at +1 to hit. Anyone other than their trainers who attempts to harness them must beat them into submission. See the method for subduing dragons in the *Monster Manual,* page 30.

Two sleds are kept in storage room A. Each sleds can be loaded with up to 90 lbs. of equipment and pulled by six dogs at the rate of 15 miles per day. Room B holds crates of meat (dog food), twenty pairs of snowshoes, six pairs of skis and the harnesses for the sleds. An unlit lantern hangs from the middle of the ceiling. The secret door is trapped, causing the gates to the kennels to spring open. The door leads to a steep spiral stairway that connects with the Armory and also the ground floor. The outside door is always barred shut. It will take 12 hp battering damage before bursting. The noise has a 70% chance of alerting Phelakh' and the other guards on duty in the room above.

32. Hallway: There is a 5% chance per turn of a random encounter here.

33. Crypt: The doorway to this room is guarded by a *glyph of warding* that will deliver 18 hp fire damage to anyone who blunders in to it. The room itself has an arched ceiling of 4-7'. There is an

altar at the far end of the room which will deliver 12 hp cold damage to any chaotic character who touches it. A secret compartment in the altar holds altar cloths and a silver lamp (15 gp). A small flask holds oil for the lamp. There are four rows of eight niches on each side of the room. Many of them contain a skeleton wrapped in moldy and decayed cloths. One of the empty niches (third from the bottom at the location marked on the map) has a secret door at its end. It opens, if merely pushed, onto a passage that leads to Room 42. The secret passage is only 3′ high and 2′ wide.

The DM should play up the possibility that there are undead in this room (crypts *always* seem to have undead in them). Odd sounds (actually caused by the wind), strange smells (as one would expect in a crypt), and other odds and ends can serve the heighten the suspense here. Of course, no undead are here at all.

34. Junior Dormitory: The door to this room is locked. The room contains 12 bunk beds, 24 small chests under the beds, and several wooden benches. There are rough woolen hangings on the walls. The beds have a few sleeping furs. Each chest contains the few personal items allowed by the Scholia, any other items the student wishes to keep hidden, two changes of clothing, a chant book, and a saffron robe with a black cord.

There are 28 students cowering in the room: human, elf, half-elf and halfling, ages from 15-18 (all 0 level or 1 HD, hp 1-6, AC 10, MV 12"). The students have been terrorized by Oolay'ah, and most are too much in shock to even describe the Sept members. Only one, the Baron's daughter Dhol (5 hp), can provide any information: Something has happened to the clerics of the Scholia; she has only seen one recently, and he seemed to be in a trance; there are three women of some tiger cult, one called "Oolie the Tis"; Oolie has brought horrors from the caves beyond the baths into the Scholia; and, they keep taking people away who never return.

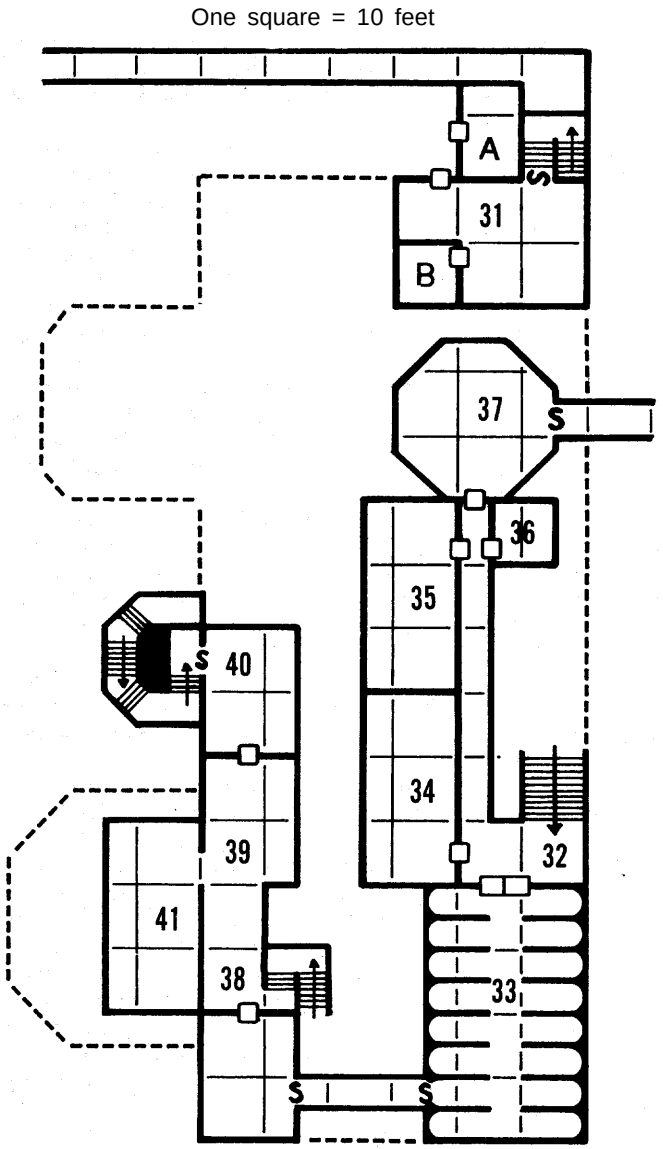
35. Senior Dormitory: This door also has a lock, but it has been opened. The beds have all been pushed together in one end of the room. The other end of the room now contains a makeshift torture chamber. Present are two students, Tal and Yannah (O-level humans), and a 1st-level cleric, Volneff, all suffering from severe torture. The teachings of Loviatar require her followers to administer pain as often as possible to other beings in a ritualistic fashion, and Oolay'ah is dedicated to her cult teachings.

Gildah, Master of Healing, has thus far managed to avoid capture. He slinks around trying to ease the pains of Oolay'ah's victims. He is a 6th-level cleric (LN, AC 7, MV 12", hp 32) wearing a black robe belted with a silver cord (he wears no armor in order to avoid noise during his stealthy missions of mercy), a *ring of protection +3,* and a *ring of invisibility.* He uses a staff. He carries scroll of *cure serious wounds* and *neutralize poison,* and three potions of *healing.* His spells are *cure light wounds (x3), purify food and drink, resist cold, hold person, slow poison, detect charm, know alignment, resist fire,* cure *blindness, cure disease,* and *remove curse.* He will first speak in dwarf to test the PCs' loyalties. He is precise, cautious, and an extreme pacifist; as a result, he is not interested in combating Oolay'ah, only in healing. He does know that the invaders have a lair beyond the hot springs.

36. The Square Classroom: This room normally serves as a meditation area for the students. Plain rugs cover the floor. There are no other furnishings. There are 20 giant centipedes loose in the room, brought here by the Sept (AC 9, MV 15", HD ¼, #AT 1, poison).

37. The Octagonal Classroom: This room is outfitted as a combat practice area. Along the walls are racks of weapons of various kinds including those not used by clerics — all the students are not necessarily destined for the cleric class. Most of the weapons are only for practice, thus they will have dull edges, rounded points, or will be made of wood instead of metal; however, there are a matched set of four scimitars, each with gems inset on the hilt: carnelian (6 x 50 gp), zircon (5 x 50 gp), rhodochrosite (12 x 10 gp), and tourmaline (3 x 100 gp). The set of scimitars (together valued at 1200 gp) is the property of Manorlah.

Map 5
Cellar Level



There are also a pair of tigers in the room, beloved pets of the Lanoorha-Tis (tigers: AC 6, MV 12") HD 5 + 5, hp 42, 36, #AT 3, DAM 2-5/2-5/1-10, special attack). Note that if one is killed, the other will attack at +2 to hit. There are several skeletons (the bodies of dead torture victims) scattered about the room.

The secret door is actually a revolving wall, covered with a huge rack of staves, clubs, and padded maces. One of the staves has a metallic tip, and is placed in the rack with the metal tip up. If removed from the rack and replaced, with the metal tip down and fitting into a special socket, the door is activated by magic and makes a 90-degree turn. Removing the staff entirely causes the door to rotate back into position. The secret door is wooden, and weighs about 800 lbs.

38, 39, 40, 41. Storage Rooms: The storage space in Room 38 is used for cloth, clothing, wood, torches, oil, etc. Any type of robe used by the Scholia can be found here. If these are used by the PCs for disguise, it will add two to their surprise rolls. Any disguise will

also keep any escaped prisoners the PCs may encounter from immediately fleeing.

The shelves in Room 39 contain staples such as salt, sugar, potatoes, beans, etc. Large casks in the middle of the room hold water, grain and flour. A huge spider lurks among the stores, brought here by the Tis (spider: AC 6, MV 18", HD 2 + 2, hp 13, #AT 1, DAM 1-6, poison).

Room 40 is the cold storage room. Large shelves on the walls hold cheeses, dried apples, etc. Large pieces of slated or smoked meats hang from hooks in the ceiling. There is a secret door to a stairway that leads up to Rooms 24 and 30.

Room 41 is the wine cellar. Liquors and wines are stored here in all sizes of containers from small liter kegs to huge casks. Roll 2d4 to determine the nature of any beverage tested. A result of 2 indicates a beverage that has become foul; there is only a 35% chance for the tester to detect this. If drunk, the tester will suffer stomach cramps for d4 + 2 turns if a save vs. poison fails. The indulger attacks at -2 and save at -1 during the course of the effects. A result of 3 or 4 indicates a highly intoxicating distilled beverage; a mere sip will be enough to inflict great intoxication within two rounds (see *DMG*, pages 82-83). A result of 5-7 indicates a normal ale, wine, or distilled liquor with no special effects. A result of 8 indicates an herbal distillate which can heal 1-2 hp of damage once per day, but which will slightly intoxicate each indulger. The same beverage is also found in smaller quantities in Room 3.

There is a 5% cumulative chance per turn the PCs spend in the storage rooms for a random encounter to occur.

42. Storage Room: The walls of this room are covered with shelves containing jars and sealed boxes of every imaginable kind of preserved food, from asparagus to zucchini. There are some cracks in one corner of the wall that have recently allowed a group of 12 stirges access to this room. They will begin entering the room one turn after the characters do. First six stirges will enter, then two each round thereafter (AC 8, MV 3"/18", HD 1 + 1; hp 9, 9, 9, 8, 8, 7, 7, 7, 6, 6, 4, 3; #AT 1, DAM 1-3, blood drain).

The labyrinth

The residents of the Scholia many years ago constructed two passages leading to the hot springs (from rooms 37 and 11). Both are smoothly carved, with a floor leveled by the passage of time and many feet. The remainder of the underground construction was recently finished by six dwarves with Oolay'ah's guidance and "encouragement." These passages are only 5' wide and typically follow fissures that lead from one natural cave to another through the limestone cliffs. In many places, only minor work was needed to make the passages passable.

As the PCs move through the labyrinth, there is a 30% chance each turn for them to encounter a natural obstacle. Roll a d10 to select an obstacle:

A result of 1-4 indicates ice covering a 20-50' length of passage. While in this area, each character must save vs. dexterity on a d20 each round or slip and fall, suffering 1-4 hp damage. There is also a 60% chance of the character sliding into the walls of the passage for 2-5 additional hp damage.

A result of 5 indicates a crevice, 1-5' wide and 10-40' deep. To successfully jump over a crevice, each character must save vs. dexterity on a d20, at -2 for each foot of width less than five.

A result of 6-7 indicates falling rocks that will bombard the PCs for 2-16 hp damage apiece, save vs. petrification for no damage.

A result of 8-10 indicates a concealed pit, 10' deep with a spiked bottom. The first two characters in line must save vs. the average of their intelligence and dexterity on a d20 or fall in. Those who fall in suffer falling damage of 1-6 hp, plus damage from the spikes of 2-8 hp; the spikes do half damage to any character who saves vs. dexterity and has an armor class of 5 or better.

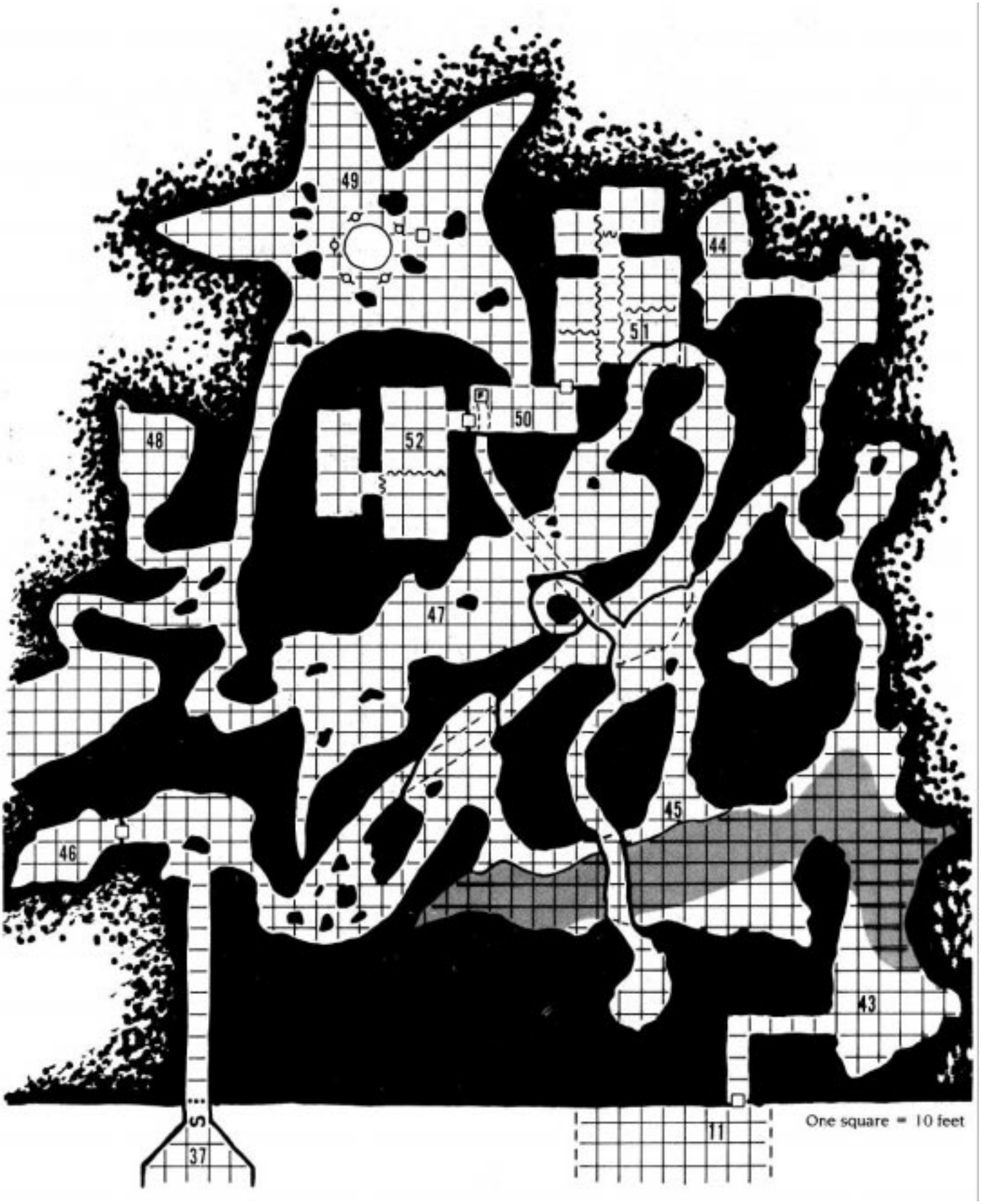
The rooms near the Shrine were also based on the shape of natural caverns, but were roughly finished to more regular, square shapes. Hence the ceilings of these rooms will be natural, but the walls and floors will be fairly squared off.

Labyrinth random encounter tables

There is a 15% chance for a random encounter each turn. To select an encounter, roll a d6. Only encounters 5 and 6 may be repeated.

Roll	Result
1	Five members of the Sept, finished with some business, are returning to the Scholia for guard duty. The first is a female 4th-level fighter (NE, AC 2, MV 9", hp 43 [CON 17]) wearing *splint mail +1* and shield, and using a *long sword +1*. Her strength of 17 gives her +1 to hit and damage. She wears a *ring of free action*, a *ring of warmth*, and a gold earring (20 gp). Next is a male 3rd-level fighter (CE, AC 5, MV 9", hp 21) wearing chain mail, and using a short bow with five *arrows +1* and a bastard sword. His strength of 18/62 gives him +2 to hit and +4 on damage. He wears an anklet of silver set with four obsidians (45 gp). The third is a female 4th-level cleric (LE, AC 5, MV 9", hp 27) wearing chain mail and using a mace. Her strength of 16 gives her +1 on damage. Her spells are *chant, hold person, silence 15' radius, spiritual hammer, bless, command, cure light wounds, light,* and *sanctuary* She has a *potion of speed* and wears a gold earring with two alexandrites (165 gp). Fourth is a female 3rd-level illusionist (CE, AC 4 [DEX 16], MV 12", hp 16 [CON 16]) wearing *bracers of defense AC 6* and using a *dagger +1*. Her spells are *color spray, wall of fog,* and *blindness.* She has a scroll of *hallucinatory* terrain and wears a silver pendant (11 gp). The last guard is a male 3rd-level assassin (CE, AC 3 [DEX 17], MV 12", hp 14) wearing leather armor and using a short sword and two daggers. He uses poison on the short sword which takes 1-6 rounds to take effect, delivering 5-20 hp of damage at the rate of 5 hp per round (save vs. poison at +2 for no damage). He has a tiny silver pillbox of exquisite workmanship (25 gp).
2	Three members of the Sept are bringing a prisoner from the Scholia to prepare for the next ritual. The first guard is a male 4th-level cleric (LE, AC 3, MV 9", hp 30) wearing splint mail, a *ring of protection +1,* and using a *mace +1*. His spells are *bless, cure light wounds, light, resist cold, sanctuary hold person, chant, resist fire,* and *spiritual hammer.* He has a scroll of *dispel magic* and wears an armband of hammered gold (22 gp) on his tunic. The second guard is a female 2nd-level cleric (LE, AC 5, MV 9", hp 13) wearing chain mail and using a flail. Her strength of 17 gives her +1 to hit and damage. Her spells are *bless, command, protection from good,* and *remove fear.* She has a silver earring with a single jasper (53 gp). The third guard is a male 3rd-level magic-user (CE, AC 5, MV 12", hp 9) wearing a *ring of protection +3* (DEX 16), and using a *staff +2.* His spells are *charm person, magic missile,* and *web.* He has a scroll of *gust of wind* and *protection from normal missiles,* and wears an anklet of three braided strands of silver (15 gp) and a brooch of jet in a gold setting (120 gp). The prisoner (O-level halfling, 2 hp) wears mere rags and has no spells. Her name is Lyrha (see area 25).
3	A homonculous lurks in the labyrinth (AC 6, MV 6"/18", HD 2, hp 11, #AT 1, DAM 1-3, bite causes sleep). If it is killed, Oolay'ah will suffer 2-20 hp of damage.
4	A caterwaul prowls the labyrinth (AC 3, MV 18" (24" in bursts), HD 4 + 2, hp 22, #AT 3 (twice each round), DAM 1-4/1-4/1-6, special attack, special defense). It is friendly only with Sept members.
5	Three to twelve piercers will be encountered in the next cavern entered (AC 3, MV 1") HD 1-4, #AT 1, DAM 1-6 per HD, 95% chance to surprise).
6	A colony of yellow mold is discovered growing on the walls and floor of a passage or cavern (AC 9, MV 0", #AT 1, DAM 1-8, special attack, special defense).

Map 6
The Labyrinth



43. The Hot Springs: The passage from the refectory opens into a large natural cavern. The ceiling height varies from around 6′ at the edges to 40′ in the center. The ground slopes gradually down into water from which steam rises. Natural hot springs issue into this cavern through small inlets off to the left. For this reason, the water becomes hotter as one moves in that direction. At the edge of the water, the characters will see a few rocky projections out in the water before the steam closes in to obstruct the view of the far side of the cavern. To cross the stepping stones successfully, each character must save against his dexterity on a d20 at +2. Anyone who falls into the water will only get a dousing (2% chance of 1-4 hp battering damage) as the water is merely warm at this point.

When the PCs reach the far side, they will see another shelflike area. Ahead, it narrows to another more roughly hewn passage. To the left, a narrow shelf continues until it disappears into the steam. At this point, there is another set of stepping stones. Anyone who falls off this set of stones will suffer 1-6 hp damage as the water here is quite hot. This set leads to another shelf area, but there are no exits here.

44. Caterwaul Lair: This rather small cave is the lair of the caterwaul from the labyrinth random encounters table. It is littered with rags, scraps of mosses, etc. The walls are covered with raking scratch marks where the caterwaul has honed its claws. If searched for a turn, the following items will be found: a *potion of strength,* 15 *arrows +1,* a necklace of gold (85 gp), and six gems. If searched longer, the following additional items will be located: a potion of *extra healing,* a *ring of feather falling,* a *wand of magic detection,* two earrings of silver (4 gp each), and six more gems. The bodies of three students are here; they had attempted to enter the caverns to fight the Sept (with much of the above equipment), but were slain in the process.

If the caterwaul was not encountered in the labyrinth, it will certainly be found here.

45. **The Ledge:** The passageway opens out into a large cavern with steam rising from the water. The surface of water can just be seen about 20′ below. At first, it may seem that this is a dead end, but an observant character will see that a ledge continues along to the right. The ledge is narrow enough that the PCs must negotiate it carefully in single file. It is so slippery with condensation from the steam that each character must save vs. his dexterity on a d20 at +1 to avoid falling off. If someone does slip off into the scalding water below, he will receive 2-8 hp damage per round of immersion in this, the hottest end of the hot springs. If a rope is lowered to rescue someone, they must save vs. the average of their strength and constitution on a d20 or be too weak to hold on until raised to safety.

If the characters are roped together, a single character who slips will be safe. If two slip, there is a 25% chance to pull another off the ledge. If three slip, there is a 55% chance to pull two further characters off. If more than half the party is pulled off, the remaining characters must all have strengths of 16 or better in order to keep the entire group from sliding into the boiling water.

46. Slave **Pen:** The entrance to this cave is hidden by a *phantasmal force* spell and appears to be a dead end. The door itself is also *wizard locked.* Inside the cave are the six fur trappers whom Oolay'ah deceived and captured. Oolay'ah has had them beaten several times; since she is a lycanthrope, she is particularly enraged with their occupation. Recently, the dwarves have been left in the room without food, so they are fairly weak by now. Water does trickle down one wall of the cave; otherwise, they would be unconscious. One of the dwarves is Kaftikel, a 4th-level fighter (N, AC 10, MV 3" [due to weakness], hp 22 [down to 9 now], trained in short sword, hand axe, and light crossbow. His armor and other belongings are in Area 48. The other dwarves are all semi-comatose (1 hp each). Kaftikel will offer to go with the party and lead them to where he presumes the Sept leaders will be. He and the other dwarves know the construction of the Labyrinth only too intimately, but do not know to what use the rooms they built have been put.

47. Cavern of Vortices: This cavern is extremely large, with an irregular ceiling varying from 15-40′ high. There are many stalactites and stalagmites, several of which connect to form huge pillars. As soon as the PCs enter this cavern, any torches they have will be blown out. Lanterns will flicker sharply, creating strong shadows which will interfere with the PCs' ability to fight (-1 to hit). There are four vortices in here. They will automatically surprise the party (vortices: AC 0, MV 15", HD 2 + 2; hp 14, 12, 11, 9; special attack).

The vortices were summoned by Oolay'ah in a special ceremony, and will not attack any Sept member.

48. Refuse Pile: This small cave has several piles of rubble and other refuse. If examined more closely (40% chance), equipment including armor, weapons, and clothing belonging to the party of dwarves can be seen. The items include fur coats, snow shoes, packs with rations, torches, and traps of various sizes. There is also a set of *chain mail +1* sized for a dwarf, a *hand axe +1,* other weapons (short swords, axes, and hammers), and a light crossbow with 10 bolts.

49. Shrine: The final 6′ of the passage leading to the shrine are covered by a *continual darkness* spell. The door to the shrine itself is *wizard locked.* There is an 80% chance to encounter Oolay'ah's homonculous here (unless found in the labyrinth; see labyrinth random encounters table). If not, it will be with Oolay'ah.

The shrine, the largest of the caverns, is shaped roughly like a five-pointed star, with several pillars of stone supporting the roof: The roof height varies from 6-20′. Two natural chimneys over the center of the cavern allow smoke from the numerous torches to escape. A crude, circular altar stands in the center, surrounded by! five braziers and dressed with ivory-colored cloths. A brass stand nearby supports a large bell. When the characters enter, Oolay'ah and her lieutenants are gathered around the altar, waiting for a new sacrifice to be brought down from the Scholia. There are five members of the Sept gathered in the room, six if Loorha has managed to separate herself from the PCs. Note that if either Loorha is present or if the homonculous has encountered the party, Oolay'ah and the other Sept members will not be surprised. In this case, there is a 25% chance that one of the random encounter groups not previously encountered will also be present as reinforcement (encounter group #1 would be best). Random encounter group #2, the one with the prisoner, may enter this area several melee rounds after the party arrives and begins combat with those present.

The first and most important of the Sept members present is Oolay'ah-ben-Ethrah-man-Lanoorha-Tis, a female 9th-level magic-user and weretiger (LE, AC 4 [3 in weretiger form], MV 12", wearing *bracers of defense AC 4* and using a *dagger +2.* She can be hit only by +1 or better weapons. She can change at will to weretiger form, in which case she has the following attacks: #AT 3, DAM 1-4/1-4/1-2 (rake with hind paws when both forepaws hit for DAM 2-5/2-5). Her spells are *charm person, hold portal, shocking grasp, spider climb, darkness 15′ radius, mirror image, strength, fireball, haste, protection from normal missiles, dimension door, fire shield,* and *animate dead.* She carries scrolls of *jump, sleep, web,* and fly She is extremely haughty, arrogant, and suspicious, and can be rather moody and quite vengeful. In battle, she is fearless and somewhat sadistic. Oolay'ah wears a simple fillet of two intertwined bands of platinum (800 gp), rings of gold on each finger (eight rings worth 30 gp each), also two thumb rings with pearls (115 gp each) and a nose ring of red and yellow gold (65 gp). She has a wildcat, Ootis, for a familiar (AC 5, MV 18", hp 4, #AT 3, DAM 1-2/1-2/1-2, rear claws DAM 1-2/1-2, surprise 1-4). His intelligence is 4, and he adds 4 hp to Oolay'ah when within 12". Loviatar allowed Oolay'ah to retain her lawful evil alignment when she gained lycanthropy, but Oolay'ah's spells can only be used in human form.

Karlekh-tel-Anathrah-Lanoorha-Dohl is Oolay'ah's current consort. He is a male 6th-level cleric (LE, AC 1, MV 6", hp 38) wearing splint mail, a *ring of protection +3,* and using a *mace +1.* His spells are *cause light wounds (x 2), cure light wounds (x 2), sanctuary, hold person, obscure alignment, silence 15′ radius, snake charm, spiritual hammer, continual darkness, animate dead,* and *prayer* He is fanatical and scheming, but capricious, abrasive, and

quite immoral. Karlekh wears a *brooch of shielding* and has a scroll of *feign death,* an earring of gold with a topaz (520 gp) and a silver necklace with an ivory pendant shaped like a hand holding a dagger (225 gp).

The third Sept member is Sahlay'rha-tel-Ethrah, a male 5th-level illusionist (CE, AC 4, MV 12", hp 14) wearing a *ring of protection +2,* a *ring of fire resistance,* and using a staff. His spells are color *spray, darkness, hypnotism, wall of fog, hypnotic pattern, mirror image,* and *spectral force.* Sahlay'rha is bored and looking for action.

Manorlah-mah-Lanoorha-Zel is Oolay'ah's heir-apparent, a female 8th-level fighter (LE, AC 3, MV 12", hp 69, #AT 3/2) wearing chain mail, *boots of striding and leaping,* a *ring of free action,* and using a *scimitar +1* and a *dagger +2.* She has a psionic ability of 258, attack/defense modes B/FH, and the disciplines of *domination* (8th level of mastery), *mind over body* (6th level), *teleportation* (4th level), and *aura alteration* (2nd level). She has two *ioun stones:* a pearly white spindle which allows her to regenerate 1 hp per turn, and a burned out dull grey sphere which adds 10 psionic ability points, giving her a total of 268. She wears a medallion of three small sapphires and gold (1700 gp) and a gold buckle with an eye of jade (190 gp).

Her twin is Neshay'loo-mah-Lanoorha, a female 5th-level fighter (NE, AC 3, MV 12", hp 52) wearing *chain mail +2,* and using a *bastard sword +2.* She has a standard *ring of regeneration,* and wears a silver necklace (38 gp) and a ring of gold with a chrysoberyl set in a platinum hawk's head (300 gp). The twins, Manorlah and Neshay'loo, are violent, cruel, and hot tempered. Both are extremely avaricious and lusty, but in battle are quite brave though careless.

The sixth Sept member is Koptekh-bel-Anathrah, a male 4th-level fighter (NE, AC 5, MV 9", hp 29) wearing chain mail, a *ring of protection +1,* and using a *battle axe +1.* He has +1 to hit and damage. He wears an anklet of gold (25 gp) and an earring of silver with a single citrine (65 gp). Koptekh is cold and brutal, with an aloof manner.

If the battle goes against the Sept, they will retreat into the robing room, attempt to bar the door with *hold portal,* escape by means of the secret tunnel, and return to the Scholia. Once there, they will regroup, gather reinforcements from the random parties not yet encountered, and prepare an ambush for the PCs near the refectory. The DM should carefully time the movement of both the Sept party and the PC party during this disengagement period. If the characters do manage to decimate the Sept in a further battle, Oolay'ah, Karlekh, and Manorlah, if alive, will cut their losses and run.

50. Robing Room: This small room contains a large wardrobe holding robes and other paraphenalia for the rites of Loviatar. Shelves to the left of the door hold several daggers, bowls, two candlesticks, a lamp, a tray, and several bells, all of gold. These items are worth 1200 gp, but *good* clerics will sense that these infamous tools of a vile belief should be melted down, and the proceeds from the sale of the gold (only 800 gp) given to a deserving temple. There are thirty robes of various styles in the wardrobe, ranging from two very elaborate ones, belonging to Karlekh and Oolay'ah, to more simple ones.

If the lamp on the shelf is examined and shaken, a rattling sound will indicate the presence of something inside. It is in fact only a small stone, though greedy PCs may be led to think it is a gem. Anyone who opens the lamp will trigger a *fire trap.* The resulting explosion delivers 9 + 1d4 hp damage to all within a 5' radius (save vs. spells for half).

In the floor of one corner of the room is a secret trap door which leads to a passage ending in a steep spiral. At the top of the spiral is a dead-end wall, painted like stone but made of thick paper, which can easily be broken through as an escape route.

51. Sept Dormitory: This large irregularly-shaped, rough-carved room is the living quarters for ten members of the Sept. It is divided by silk hangings into five sleeping areas and a small common area. The floor of the common area has an exotic rug (300 gp) with several large pillows scattered about. An oil lamp hangs from a chain attached to the ceiling. The first three sleeping chambers each have a set of bunk beds (stolen from the Scholia, as was nearly everything else in this area). The last two each have a double bed. Packs, clothing, and other personal articles are scattered about in all the areas. If the PCs search the room thoroughly (requiring 30 minutes), the following items of value will be found: 12 gems worth 950 gp, three jeweled ornamental daggers (30 gp each), a scroll of *protection from lycanthropes* (owned by someone who doesn't trust Oolay'ah), a *cursed scroll* (which will *polymorph* the reader into a monster of equal level that will attack any creatures nearby), and a potion of *longevity*

52. Secret Lair: This is Oolay'ah's secret hideaway. Eight of Oolay'ah's cats are scattered about the room. They will attack only if Oolay'ah personally directs them (cats: AC 6, MV 3", ½ HD, hp 1-4, #AT 2, DAM 1-2/1 (rear claws for DAM 1-2), surprise 1-3). The first and larger room is divided by a silk hanging into two sections. One is a comfortably appointed lounging area with three divans and a low round table, obviously taken out of the Scholia. A silver tray holds several small flasks of liqueurs and a small bowl of fungus reputed to have hallucinogenic power.

Beyond the silk hanging, which depicts arcane runes and other symbols, is Oolay'ah's study. There are several work tables covered with equipment for magical research, a writing desk, and a pentagram drawn on the floor. A secret drawer in the desk, holding Oolay'ah's spell books, is *wizard locked.* The cover of the second volume is trapped with *explosive runes.* An explosion in the desk will destroy all the books. The spell books contain all of the spells Oolay'ah has memorized, plus the following: *comprehend languages, dancing lights, Nystul's magic aura, message, mending, unseen servant, locate object, fool's gold, scare, blink, charm monster, clairaudience, dispel magic, slow, fire trap, hallucinatory terrain, wall of force,* and *passwall.*

Another silk hanging separates Oolay'ah's sleeping chamber from the first room. A large bed covered with silk bedding and sleeping furs fills most of the room. A small book is concealed in the bed; it is Oolay'ah's private diary, and contains the details of her plan to invade the Scholia and loot it of all its varied treasures (and perhaps turn the Scholia into the new home for the Sept, too). There are also lists of genealogical tables pertaining to the Lanoorha lineage, and detailed descriptions and appraisals of its Regalia (royal treasures). One final page has the following information:

1 Be'ezhom
2 Seelohnor Delohvra
3 Nythel
4 Besh-roh
5 Kilphor
6 - - -
7 Geskhy'-ged-Ethrah
8 ———
9 Selevona
10 Mylo'omha
11 Ni'osyl
12 Mondaleth
13 Ghanorlah-ben-Thylorh-mah-Lanoorha
14 Selthor'ah-mah-Lanoorha
15 ——

By the maleficent wrath of Lhachthuss, I, _____ command _____ the occupant of cell _____ to come forth!

Clever players will associate these writings with the *mirror of life trapping* in area 28.

Opposite the bed is a large wardrobe, containing Oolay'ah's personal clothing. A chest, trapped with a poison needle (save vs. poison or die), holds coins: 12,000 cp, 7000 sp, 4000 gp, 15,000 ep, and 900 pp. A secret compartment in the lid holds 25 gems worth a total of 14,250 gp. A scroll case in the corner behind the chest holds four scrolls: a magic-user scroll with *ice storm,* blink, and *flame arrow;* a magic-user scroll of *airy water;* a cleric scroll

of *true seeing* and *sticks to snakes;* and a druid scroll of *summon insects, entangle,* and *pass without trace.*

A secret compartment in the back of the wardrobe conceals some of the Regalia of the Lanoorha Clan. Over the years, each Lanoorha-Tis has added to the Regalia. With her gains from the assault on the Scholia, Oolay'ah seeks to top even the Orb of Lanoorha in extravagance. The Orb of Lanoorha is a gold sphere with platinum bands, encrusted with gems worth 18,000 gp. The Coronet of Lesh is made of silver with five gems (fire opal, oriental topaz, sapphire, diamond, and jacinth) worth 16,000 gp. The Rod of Lyreth is jade with electrum ends (2500 gp). The secret compartment also holds an ivory statue of the Pain-Giver worth 1400 gp.

Concluding the adventure

After the party has dealt with the Lanoorha-Tis, all may not be over. There may still be further members of the Sept lurking around (any of the remaining random encounter groups who did not become involved in the final battle). Once the PCs have discovered Oolay'ah's private diary, they are free to release Mondaleth, *et. al.,* from the depths of the *mirror of life trapping.*

Mondaleth will, of course, be grateful for the restoral of the Scholia, and will wish to reward the party well, both with any spells they might need *(healing, remove curse, exorcise,* and even *raise dead)* and with 5000 gp or the equivalent and 10,000 gp in gems from the Scholia treasury. He will also permit the adventurers to keep any booty they may have gained from the members of the Sept of Infamy. However, he will not allow the removal of any of the Scholia's furnishings or remaining treasure, nor the removal of the personal items of any of its residents (weapons, spell books, etc.). He will attempt to prevent this to the limit of his power and that of his staff.

Mondaleth puts the offer of the Baron of Lesser Nhollia under consideration, but must consult both with Ptah and his superiors before any response can be given. If the PCs are not overly greedy and don't attempt to pillage the Scholia, they will have gained a valuable ally in Mondaleth of Silverthorne and a welcome base for further adventures in the Frozen Lands.

Death of an Arch-Mage

Can the police solve the mystery in time?

Designed by Michael D. Selinker

Death of an Arch-Mage is a murder mystery in the form of an adventure for the AD&D® game: It is designed for players and Dungeon Masters who have an appreciation for such things. The game of murder weaves an intricate web that only the truly dedicated can untangle.

Successful use of a mystery adventure requires a good deal of atmosphere. The Dungeon Master must take pains to ensure that the adventure has the authenticity of a good murder-mystery novel. Special attention must be paid to two facets of the mystery: suspense and detail.

This adventure provides many opportunities for suspense, although actual combat is infrequent. The scenario has a prescribed time limit and an ongoing plot line that will constantly change the nature and the availability of the information the player characters need to gather. Certain key effects are designed to heighten the suspense, such as a crossbow bolt that comes flying out of nowhere. This bolt will not hit a PC, but it will come *extremely* close to produce maximum heart-stopping excitement. Careful attention by the DM to opportunities for suspense is essential.

What this text cannot provide is all of the requisite detail that makes a mystery novel entertaining. Therefore, it is incumbent upon the DM to be able to provide any detail the characters need. The DM should also be able to spontaneously generate useless information, and convey it in a way that does not make it seem useless. Certain "clues" in the module are worthless for purposes of solving the mystery, but the DM should do his best to ensure that as much attention is paid to them as to the actual clues.

At the same time, the DM must be exceedingly stingy with information, releasing a fact only when it is asked for and not giving away anything that the investigator does not deserve to find out. The characters should not be handed the solution to the mystery on a silver platter. These seemingly contradictory concepts of abundance vs. conservation of detail can be summarized in one sentence:

The Dungeon Master must have at his fingertips every detail the characters will never receive.

THE MODULE

Use of this module requires more than a casual reading. The DM must be thoroughly familiar with all sections of the scenario before play begins, because he will need to draw from all areas of the text constantly and simultaneously. In a murder mystery, hesitation on the part of the Dungeon Master is reprehensible; error is criminal.

Death of an Arch-Mage is designed for tournament play, although it can easily be adapted for campaign play (see below). In tournament play, players should be given the tournament characters provided herein, as well as copies of the mansion maps and the Kelburn law sheet, before play begins. *An-examination of the tournament player* characters will reveal that one of them (the commander of the group) is a spell-casting ranger, while the other three are humans with two classes. Each of these three has 2nd-level fighter ability and 8th-level ability in one of the other main classes (magic-user, cleric, thief).

Regardless of whether the adventure is played as a tournament or in a campaign setting, a strict time limit must be enforced. When the mystery begins to unfold, game time passes at the same rate as real time: The PCs — and the players — have *four hours* to solve the mystery before the adventure ends. Refer to the section entitled "The end" to find out what will happen when the time limit expires.

The most important feature of the adventure is the plot line. A continuous chain of events will occur as the PCs carry on their investigation, and these events will have dramatic effects on the evidence the characters gain. To maintain close control of the plot line, the DM should time the adventure with a stopwatch, referring to the plot line about every five minutes to discover the latest events that have occurred or are about to occur. It is recommended that the DM photocopy the maps provided with this module, giving one set (or more) to the players and keeping a set for himself to use as "location maps," employing miniature figures or other markers to indicate the whereabouts of the NPCs as well as the player characters. These location maps, of course, should only be viewed by the DM.

The suspects are detailed below, in a section of their own. Several of them are likely to be questioned by the PCs at different points during the adventure. Should this occur, the suspects' stories and their answers to key questions are given for the DM to refer to. Of course, none of the NPCs will just give out information at the drop of a hat; they will probably have to be convinced that the PCs are doing their best to find the killer(s) and will try to give out only information that will direct suspicion away from themselves.

Several documents have been reproduced in this package of information. When a document is discovered by the PCs, the DM should reveal the appropriate piece of paper. The documents may be photocopied, but if this is done the DM should make sure that the two double-sided documents are faithfully reproduced,

If this module is used as part of a campaign, players should be able to use their existing characters. A party of three to seven characters should be sufficient, with no player representing more than one PC. No character should be higher than 9th level, and the average experience level of the party should be no lower than 8th unless five or more characters are used, in which case an average level of 7th is acceptable.

In campaign play, characters should be forbidden from using certain spells and types of magic — specifically *raise dead, resurrection, speak with dead, contact other plane,* and *commune* spells, and any magic items that duplicate or simulate these functions. All other spells and magic items are fair game; however, some of the capabilities available to player characters may be illegal according to the laws of Kelburn. Nothing prevents the characters from breaking these laws, but if they do so they run the risk of having the results of their investigation nullified; as in our world, a criminal may be able to go free if the evidence against him was collected by illegal means.

In campaign play, the PCs must somehow be set up as Kelburn police officers; perhaps they have been hired for this special assignment, but are not normally attached to the department. In addition to forbidding them the use of the spells and magic items described above, the DM should try to avoid allowing campaign PCs the use of weapons, armor, or equipment that is not appropriate to the mission at hand or that is not permissible according to the laws of Kelburn. In general, the closer the PCs conform to the abilities and characteristics of the tournament characters, the more exciting and fulfilling the adventure will be.

THE LAWS OF KELBURN

The legal code of the city of Kelburn is severe. A person brought to trial and found guilty of committing or contributing to murder is usually sentenced to life imprisonment or sometimes death, depending on the nature of the crime. However, Kelburn's code regarding civil rights is equally strict, and police officers are bound by the guidelines enumerated below.

1. Police officers may not take sentient life except in self-defense, and then only if no other means are available to protect the safety and welfare of the officer.

2. Unnecessary violence in the apprehension of a suspected criminal is prohibited. Violence may be employed only if no other means are available.

3. Protection of any innocent persons takes precedence over the apprehension of a suspected or known criminal.

4. Police officers may not detain a person not officially charged with a crime for any length of time, and may not prohibit a person from undertaking normal activities unless the person is officially charged with a crime.

5. The interrogation of a person not officially charged with a crime is prohibited unless that person consents to being questioned.

6. Police officers do not have the power of search and seizure except as regards the property and persons of dead victims of crimes, or when an officer is searching for or confiscating evidence to be used in the prosecution of officially charged subjects.

7. Police officers may not employ psionic powers, detection magics, and other such forms of divination except on a person who has been officially charged with a crime.

8. It is illegal for an officer to officially charge a person with a crime without specific knowledge or possession of unimpeachable, substantial evidence or the voluntary confession of the person in question.

Any violations of the above laws will void a case in the eyes of the Kelburn courts and render any other evidence inadmissible. Should such a violation be determined to have occurred, any charged suspect is automatically absolved of any charges and the offending officer(s) may be dismissed from the force and/or punished to the full extent of Kelburn law.

THE BEGINNING

Alexonus Romdril, arch-mage and former mayor of Kelburn, has requested a security team from the city's police force to attend a gathering at his country mansion beginning on Oct. 19, 1353. Although he is out of office at the present time, Romdril's political pull is still quite strong. He intends to bring together dignitaries from Kelburn and its rival city Jonholm for a session of deliberation and negotiation in hopes of lessening or removing some of the sources of tension between the cities. Your special detective team has been given the architectural plans to Romdril's mansion and assigned to the case.

As you ride along the path through the miles of forest between Kelburn and the mansion, you think back on the years when Romdril was the mayor of the city. (Note to DM: In a campaign adventure, the following information will be received by PCs as part of their briefing before they leave the city.) Aided by his wife Liana and the magic-user guildmaster Sandar Fleatis, the arch-mage governed the city justly, never shirking his commitment to Kelburn. He reinforced Kelburn's civil-rights codes, allowing the citizens unprecedented amounts of freedom. He also restructured Kelburn's police force, integrating members of specialized classes into the ranks. This adventuring-party model led to a highly varied, extremely competent police battalion capable of handling most criminal and civil violations. Romdril's tactics damaged the strength of Kelburn's assassins' guild, temporarily halting the war between the guilds of Kelburn and those of its sister city, Jonholm. Romdril fostered good relations between the two cities, and his effort was

occasionally supported and assisted by Alkus Alambar, the chief alchemist of Jonholm. Romdril's sixteen years as mayor brought new prosperity and security to the city of Kelburn.

Romdril's life came crashing down around him in the Kelburn mayoral election campaign of 1352. His wife Liana died unexpectedly on December 14, a scant eleven days before the election. Her death devastated the mayor, leaving him vulnerable to a political attack from his challenger, Orian Flaloch. Running on an anti-magical platform, Flaloch seized upon the arch-mage's grief as proof that he had lost his alleged magical dominance over the good citizens of Kelburn. Romdril succumbed to his tragedy, stopped campaigning, and virtually withdrew from public view, ensuring Flaloch's victory. Romdril retired to his country mansion and has been seen in the city on only very few occasions since then.

Flaloch's attempts to dismantle Romdril's legacy during the last few months have not met with much popular support. He has threatened to remove what he calls "demonwork" from the police force by dismissing all members with magical powers or items, but has not yet succeeded in persuading a majority of the city council to back him up on this. However, the police force has felt the pressure and has sharply curtailed its use of magic to avoid drawing undue attention to the issue. The new mayor has issued two edicts that are within his power to declare and enforce: He has cut off relations with Jonholm and declared the magic-users' guild in Kelburn to be illegal, although no action has been taken against the guild's members.

The lessened influence of the police department and the magic-users' guild has led to an upsurge in the influence of the Kelburn assassins' guild, suspected to be under the leadership of one Andre LeMeurtrier. The combination of all these events has caused a new breakout of conflict between the assassins' guilds of Kelburn and Jonholm — something that Flaloch does not encourage but by the same token has not taken steps to prevent. It is in this climate of turmoil and increasing despair that the police department received Romdril's request for manpower.

You reach the mansion at 7:00 p.m. on October 19 and are promptly led inside by Raleigh, Romdril's longtime manservant. Romdril appears calm and collected as he receives you, projecting a regal appearance in his arch-mage's robes. Romdril's mute bodyguard, Mok, stands stoically next to his master. He carries a heavy crossbow secured in a shoulder strap, a quiver of red-fletched quarrels slung over his other shoulder, and a great mace dangling from a loop at his belt.

Romdril greets you serenely, giving the impression of being a man at peace with himself. No trace of the sorrow and tragedy that tainted the mayoral election can be seen in his eyes or perceived in his demeanor. The arch-mage effusively welcomes you as "members of the finest police force in the world" and courteously asks for a report on the status of his cherished city. You briefly fill him in on the general state of affairs and he frowns slightly as the bad news reaches his ears, but then he suggests that maybe something will happen during this gathering to change the situation. He then bids you to sit nearby in the inner foyer and oversee the proceedings as his guests begin to arrive.

The first guest to enter is Sandar Fleatis, who was Romdril's apprentice in days long gone by. Romdril greets his former student with a smile, which is quickly reciprocated. Fleatis introduces himself to you, but there is really no need for introductions; you know that he has become one of Kelburn's most successful businessmen since the election. This fact presents an interesting paradox, because he is also well known as one of Orian Flaloch's most vociferous critics. He has taken this stance in part because of his personal attachment to Romdril and partially because of his position as leader of the magic-users' guild, an organization that Flaloch would gladly see disbanded. Though Fleatis is twenty years younger than Romdril, the brown-cloaked man speaks with the same amount of wisdom that his former master is renowned for.

The door chimes ring again momentarily, and Alkus Alambar is admitted to the mansion. The chief alchemist of Jonholm shoves his dress coat into Raleigh's arms as well as his old bones will allow. Alambar, more than eighty years old, is known for his gruff manner and sometimes violent temper, both of which seem to be in fine form tonight. The alchemist barely acknowledges his host with a grunt and goes off muttering into the inner foyer. There he begins to cough and wheeze, but soon arrests the problem by swallowing a small white pill that he has taken from a bottle in his pocket. Romdril and Fleatis exchange sidelong glances, as if they are concerned about the old alchemist's health. They certainly needn't worry about his wealth, however; Alambar's black, sigil-laden robes are expensive-looking — clear evidence of the fact that the alchemist is as rich, and probably as powerful, as his fellow arch-mage Romdril.

Once more the door chimes sound, and Orian Flaloch strides regally into the mansion. As usual, the mayor of Kelburn is traveling without a guard; he is fond of demonstrating that his faith is all he needs to protect himself from the "machinations of demons," as he puts it. Flaloch deftly tosses his ornate black jacket on a coat rack and smiles thinly when Romdril dispassionately welcomes him. Flaloch hands Romdril a small metal box, identifying it as "the documents you asked me to bring," and the arch-mage gives the box to Raleigh, instructing him to put it in the master bedroom for safekeeping. Romdril appears to remain at ease as the two enemies exchange small talk for a couple of moments, but Flaloch has difficulty at first hiding his anxiety. Then the mayor regains his composure as he is introduced to your group, and he utters an off-hand remark about the motley composition of your team. Fleatis begins to issue a response just as Raleigh steps in to announce that dinner is ready. Everyone prepares to move toward the dining hall, and Raleigh takes the opportunity to announce that the meal and the service for his guests will be an out-of-the-ordinary treat; a special cook, named Mennek, and a highly recommended maid, Enni, have been contracted for the duration of their stay. The manservant adds that the servants are well regarded in their home city of Jonholm, where they have performed this sort of special service on several occasions. Abruptly, Raleigh is cut off in mid-sentence by a fourth chime of the doorbell.

From your position in the entranceway to the inner foyer, you can see Raleigh react visibly, and quite negatively, as he opens the door. Mok, his body planted firmly in the path between the front door and where his master stands, brings his crossbow to the ready with impossible speed as the alleged assassin Andre LeMeurtrier saunters into the foyer. Raleigh grabs the man's arm to stop his advance and states firmly that LeMeurtrier was not invited and is certainly not welcome here. Just then, Romdril claps Mok on the shoulder in reassurance, steps out from behind his bodyguard, and advances toward LeMeurtrier. He welcomes the new arrival in an emotionless voice, but with a thin smile on his face, and bids Raleigh to take the gaunt man's light jacket.

Another round of curt introductions ensues as Raleigh, grumbling to himself and shaking his head, goes off toward the dining hall to have another place set for dinner.

Moments later, you sit down for the meal. Romdril begins the feast with a short, cryptic toast: "To endings and new beginnings." Mennek brings in a sumptuous meal of roast turkey and all the trimmings, and everyone eats heartily with little conversation. The tension in the room becomes almost tangible as all four of the guests seem to be sizing up each other. The unease is broken as the maid, Enni, enters the dining hall and informs Romdril that a fourth guest bedroom has been prepared. Romdril thanks her, resumes eating, and begins to take a more active part in the conversation. Romdril says that there will be plenty of opportunity tomorrow morning to deal with more weighty subjects. Under his direction, the table talk turns to more mundane, less controversial matters. The occasion takes on a more enjoyable tone, and time passes quickly. After about three hours, the meal long since ended, Romdril says he is tired and bids the rest of the group a good night, asking them to reconvene in the morning for breakfast. The guests follow their host out of the dining hall, are shown to their rooms by Raleigh, and the house is quiet for the rest of the night.

Your squad awakens shortly before 8:00

the next morning. You rise quickly, enter the breakfast hall on the upper floor of the mansion, and find the room empty. A moment later, Alkus Alambar and Sandar Fleatis enter together, embroiled in an argument over the mechanics of the elemental planes. They take little notice of you as they sit down and continue their argument. Both men abandon their hostility toward each other when Orian Flaloch enters a minute later, preferring to direct their sarcasm and disgust toward the mayor instead. Flaloch ignores them, but then nearly explodes when Andre LeMeurtrier strolls into the room, smiling, and expresses his desire for a morning repast. Flaloch doesn't try to conceal his hatred for the man and insinuates that LeMeurtrier's kind is "always hungry for something."

LeMeurtrier's smile fades and he is about to respond when Raleigh staggers in from the kitchen stairway and falls to the floor, gasping, "He's dead."

(Note to the DM: Begin timing the adventure now.)

THE MYSTERY

It is 8:00 a.m. Alexonus Romdril is dead inside his magical library, and the library is on fire. Enni, the maid, is dead in her chambers. Mennek, the cook, is dead in the kitchen cupboard.

Raleigh is suffering from smoke inhalation. He will die from its effects in five rounds unless a member of the PC party applies a *cure serious wounds* spell (or, optionally, the party's single most powerful form of curative magic). In the absence of such magic, a player character may elect to try artificial respiration; if someone thinks of this and begins to employ it before five minutes have elapsed, there is a 100% chance that it will save Raleigh, modified downward by 10% for every minute that passes before the attempt is begun.

If Raleigh is saved, he will be semiconscious and will be able to give out a small amount of information within the next five minutes. He knows only that Romdril is dead in the magical library, that he himself inhaled a lot of smoke in an attempt to save his master, and that the library was on fire when he was forced to leave the room. He will verbalize these recollections, one at a time in the order given, in response to any pertinent question. After five minutes (whether or not he has given out all of his information) he will slip back into unconsciousness and will remain in this condition for the next four hours; no measures (including curative magic) will hasten his recovery.

Precisely at the moment when Raleigh falls unconscious (or dies), Mok will burst into the breakfast hall. The bodyguard's expression is angry and bewildered; it is obvious that he has just come from his own bedroom and is aware that Romdril is not in the master bedroom. He will demand to know what has happened to Romdril and Raleigh, and will get his desire across by forcible means if he is not filled in promptly. If he is told of Romdril's death, he will drop to his knees and bury his face in his hands for a few seconds; then, after somewhat regaining his composure, he will pick up Raleigh in his arms (if the servant is still alive) and take him off to Raleigh's bedroom. If Raleigh has died, Mok will simply rise to his feet, wearing a blank stare, and walk aimlessly back out of the breakfast hall without indicating where he is going or what he intends to do.

All the guests elect to stay in the background, watching and listening while the PCs tend to Raleigh and react to Mok, but when this episode ends they remain reticent no longer. Sandar Fleatis is frantic; he will want to know more about what has happened and will express his intent to do some investigating on his own. He will also demand that the PCs be speedy and free with any information they discover. Orian Flaloch is intolerant; he will blame this entire episode on the incompetence of the police force, and will inform the party that his coach is scheduled to arrive at noon and he is leaving at that time. Alkus Alambar is fuming and muttering; he seems distressed and a bit disoriented. He will snap out at everyone and everything and will offer no useful information. Andre LeMeurtrier is no longer in the room, having apparently slipped out unnoticed while the PCs were ministering to Raleigh. The other three guests will stay in the breakfast hall until 8:15 before setting off for their bedrooms, each expressing his expectation (or doubt, in Flaloch's case) that the police will get to the bottom of what has happened.

Orian Flaloch's carriage will indeed arrive at noon (the time by which the case must be solved), as will Alkus Alambar's. (Sandar Fleatis was simply planning to walk home, his house being less than a mile away. Andre LeMeurtrier will not leave the mansion at all.) The player characters should be aware that they have only four hours to solve the mystery; they need to officially charge the murderer(s) with the crime within that time, or at least to have begun an explanation of their solution in the presence of one or more of the NPCs by then.

THE PLOT LINE

The following list of times and events is a *relative* plot line of the NPCs' actions over the four hours of the scenario. It is relative because the player characters represent an unknown factor that will probably cause changes in the time schedule. For example, Orian Flaloch will not ransack Romdril's bedroom at 9:00 if any of the police are inside the room at that time. Accordingly, the Dungeon Master should view this plot line as a list of the order in which these events will occur, but not stick literally to the times given.

Another important factor for the DM to consider is dramatic effect; if a certain action would be more effective at a different time, the DM should feel free to move it forward or backward in time by a few minutes. For example, if the PCs decide at 10:55 to take a side trip to the upper gallery on their way to the conventional library, it would be much more effective to hold off on the 11:00 fireball until the PCs get downstairs. Another effect the PCs are goiing to have on the plot line is that, in all likelihood, they will split up. If they do, certain characters are likely to be in at least one of the right places at the right time.

8:00 Raleigh collapses in breakfast hall.
8:15 (approximately) Fleatis, Flaloch, and Alambar return to their own rooms.
8:30 High-pitched whinnying is heard from horses hitched up to PCs' carriage outside; horses bolt off down the road, carrying the carriage with them. (LeMeurtrier spooked horses to frustrate any suspects who might try to leave the premises — which, of course, also strands the PCs).
8:40 Fleatis enters observatory; Mok leaves Raleigh's room.
8:45 At least one PC encounters Mok; he runs away.
9:00 Flaloch ransacks Romdril's room (looking for incriminating evidence, but not finding any); Fleatis enters conventional library and begins to read Alambar's poison text.
9:10 Flaloch leaves Romdril's room; LeMeurtrier enters Mok's room invisibly and steals crossbow.
9:15 LeMeurtrier fires one shot at a PC and goes back to Mok's room to replace crossbow; Alambar enters observatory unless PCs are inside.
9:25 LeMeurtrier enters observatory; Alambar insults him and hurls a vial of acid in his direction. The acid hits one of the struts holding up the telescope, and LeMeurtrier escapes unharmed.
9:30 Telescope in observatory crashes to floor; after one strut was destroyed by acid, the others couldn't support the mechanism and all gave way. Immediately after this happens, Alambar teleports to own room.
9:35 Fleatis, Flaloch, and Alambar investigate observatory from different directions; they don't stay long.
9:40 Fleatis returns to conventional library; Alambar enters Romdril's bedroom.
9:43 Flaloch enters conventional library and begins to argue with Fleatis; Mok enters Romdril's room and surprises Alambar; Alambar casts *power word, blind* on Mok and then uses *dimension door* to return to his own room.
9:45 Mok, panic-stricken, thrashes around in hallways on upper level and falls down southern stairs to lower level; he is knocked out, reduced to 0 hit points, and blind.

9:50 Fleatis, Flaloch, and Alambar converge on northern stairway and descend to investigate lower part of southern stairway.

9:55 Fleatis returns to conventional library; Flaloch enters conservatory; Alambar enters main bath.

10:00 LeMeurtrier (invisible) rolls a gas grenade at one or more PCs.

10:10 Alambar enters library and argues with Fleatis.

10:20 Alambar leaves library, goes to lower gallery, and turns *invisible.*

10:25 Fleatis leaves library, heads for manservant's bedroom; LeMeurtrier (still invisible) follows him; Flaloch enters lower gallery.

10:30 Fleatis passes unconscious Raleigh on way to Romdril's room and uses mirror in Romdril's room to go to magical library; LeMeurtrier waits invisibly in master bedroom.

10:35 Flaloch returns to conventional library.

10:50 Fleatis returns to master bedroom via mirror, then goes back to own room; LeMeurtrier uses mirror to go to magical library; Flaloch goes to upper gallery.

10:55 LeMeurtrier returns to master bedroom and goes via Raleigh's room toward corridor west of lower gallery; Flaloch finds wall safe in upper gallery, uses acid to burn it open, and burns the ledger he finds inside.

11:00 Alambar *fireballs* LeMeurtrier in corridor, killing him and setting most of the doors in the corridor on fire; when PCs investigate, Alambar creates image of Fleatis fleeing via either north or south end of corridor; doors to conventional library, conservatory, and lower gallery on fire; conventional library begins burning; Alambar teleports to own room.

11:05 All NPCs (those still alive) are back in their own rooms,

12:00 Flaloch's and Alambar's carriages arrive; Raleigh (if alive) awakens, finds the PCs, and asks if they've solved the mystery.

THE MANSION

Romdril Mansion is midway between Kelburn and Jonholm, about twelve miles from each city. It sits in a clearing that extends approximately twenty feet from the mansion in all directions. Beyond the clearing is impassable forest, except for the narrow road that leads to the mansion's front door. This road is unpaved and quite rocky, and twists through the forest for three quarters of a mile before meeting up with the somewhat smoother thoroughfare that runs between Kelburn and Jonholm.

The maps in this adventure describe the layout of the mansion and other details. Other information about the individual rooms and areas is given below.

Upper level

Master bedroom: Romdril's room is sumptuously furnished. An immense canopy bed occupies much of the area south of the bathroom door. Next to the bed is a nightstand, and a coat rack is at the foot of the bed. In the southwest corner of the room is a dresser and a full-length mirror. The northeast corner contains a bookcase. Two large wicker chairs sit between the windows. The floor is carpeted from wall to wall. (If the characters enter this room after 9:00, the room will have been ransacked.)

The canopy bed is 15′ wide, 20′ long and 12′ in height (to the top of the canopy), and appears *not* to have been slept in during the preceding night. The coat rack supports Romdril's robe, a pocket of which contains a scroll with the spell *geas* inscribed thereon. On the nightstand are a quill, a half-full stoppered bottle of normal black ink, and a candlestick containing an unburned candle. If the candlestick is closely examined, it will be discovered that the white candle has flecks of black powder

sprinkled on it. Anyone ingesting this powder or breathing the fumes it gives off while being burned will suffer ill effects if the character has also tasted both the white powder in Mennek's pocket and either the red liquid in Mennek's pocket or the red wine in the kitchen. If this combination of substances is present in a character's system, he will suffer 2-12 points of damage (save for half damage) and be incapacitated for a number of minutes equal to 20 minus his constitution score. *Neutralize poison* will negate this latter effect.

On top of the dresser is a portrait of a young woman, perhaps twenty years old and very beautiful. The portrait bear the elegantly scripted words, "To my beloved Alex — Thank you. Liana." Below this inscription in a different handwriting are the words, "You shall be avenged." (This painting is of the same young lady as the one in the upper gallery. The portrait will be face down if the room has been ransacked.) The four dresser drawers contain Romdril's clothes, and his boots are on the floor partially under the dresser.

The mirror is ornately decorated in gold and platinum, but otherwise appears normal. It is, however, a teleportation device between here and the magical library. The command word, "vermillion," is engraved backward across the bottom of the frame, so that upon first reading it seems to be "noillimrev." Three other words are similarly engraved across the top and down both sides of the frame. If someone stands within one pace of the mirror and utters the command word, the mirror will act as a portal to the magical library for that person only, and the step "inside" the mirror must be taken within five seconds after the word is spoken. If one of the other words is spoken first, or if the time limit expires, the mirror cannot be entered for ten minutes afterward.

The light cedar bookcase contains 117 volumes of Romdril's diary, arranged in order, all similarly bound in brown leather with golf-leaf embellishment. All of them except the most recent (uncompleted) volume are triple- *wizard locked* at the 21st level of magic-use. The last one, Volume CXVII, is freely openable. The entries for the last three days (also reproduced in the document section) read as follows:

"Thursday, October 17: Alkus is still convinced that I have the formula for a potion of longevity! I have told him time and time again that I know of no such elixir, yet he persists. I fear his age is catching up with him. And yet, his judgment remains intact. The servants he recommended seem to know their trades well."

"Friday, October 18: Flaloch has asked to 'make amends.' Hah! How does he expect me to forgive him for what he did to me? Nonetheless, he shall attend tomorrow. I only hope her spirit will forgive me."

"Saturday, October 19: An unexpected guest — LeMeurtrier! I did not believe he had the courage to face me. Still, his arrival bodes ill. Something in the air is wrong; I fear this may be my last entry."

Romdril's bathroom is normal in all respects, containing a large porcelain bathtub and a toilet both connected by pipes to the water circulation system on the ground level. There is also a candlestand with a full candle on it, plus a grooming set consisting of a hairbrush, shaving razor and clipping scissors, all of which bear the monogram "A.R."

Bodyguard's bedroom: Mok's bedroom is very spartan. There is a bed built to his proportions in the northeast corner, a wooden chest in the northwest section of the room, and a weapons rack on the south wall (adjoining the bath). Mok's bed is 10′ wide and 15′ long. There are no sheets, blankets or pillows on the bed, just a thin mattress covering that is rumpled, indicating that the bed has been slept in recently. The chest has no lock on it and contains several loose shirts and pants in Mok's size. At the bottom of the chest under the clothes is a very expensive mandolin.

The weapon rack holds two heavy crossbows and has space for a third one. (If LeMeurtrier presently has one, then only one other will be in the rack.) Hung on the rack are four quivers, each one containing approximately twenty red-fletched crossbow bolts. There are also four large maces on the rack, with a pair of supports indicating where a fifth one could be stored.

Mok's bathroom is virtually bare, containing only a bathtub (recently used), a toilet, and a small table supporting a candlestand that has only a mass of melted wax on it.

Breakfast hall: A large ironwood table occupies the center of the room. There are twelve cedar chairs, five each on the north and south sides of the table and one each at the head and foot. The table is bare; no places have been set for a meal, even though the guests were expecting to be fed at around 8:00.

Sandar Fleatis's bedroom: A bed and nightstand are in the western part of the room, a dresser in the northeast section, a full-length mirror on the east wall north of the door, an empty coat rack along the wall on the other side of the doorway, and a table in the southernmost section. The canopied bed is 8′ wide and 12′ long; it has been slept in recently. On the nightstand is a partially burned candle. The dresser's four drawers are empty, and an empty backpack is lying open on top of the dresser.

On the table are three leather-bound tomes, Fleatis's traveling spell books. The first contains six low-level spells: *magic missile, spider climb, in visibility knock, dispel magic,* and *fireball.* The second contains four medium-level spells: *dimension door, wall of ice, extension II,* and *passwall.* The third book contains nothing but blank pages.

The bathroom is ordinary, containing a recently used bathtub, a toilet, a facial mirror, and a candlestand with most of a candle remaining in it.

Alkus Alambar's bedroom: There are a few shards of glass on the floor outside the door to Alambar's room.

The room contains a bed and nightstand in the southwest section, a dresser and full-length mirror in the southeast corner, a coat rack on the east wall south of the door, and a table in the northernmost area. The canopied bed is 8′ wide and 12′ long, and appears to have been slept in recently. (However, though the blanket and pillows are in disarray, the top sheet is still neatly tucked in beneath the pillows.) The candle on the nightstand is entirely melted down. The dresser drawers are empty; the mirror and the table are ordinary.

On the coat rack is the robe Alambar wore last evening. There are several shards of glass in the lower hem of this robe, and one of the pockets is ripped open. Under the robe on the rack is hung a tied leather backpack, with a medium-sized *bag of holding* inside. The *bag* contains five thousand gold pieces, but the entire pack weighs only fifteen pounds.

The bathroom is normal; the bathtub is dry. The room also contains a toilet, a facial mirror, and a candlestand with a candle that has not been burned.

Orian Flaloch's bedroom: The room contains a canopied bed and nightstand in the northwest section, a full-length mirror and a dresser in the northeast corner, a coat rack along the wall south of the door, and a table in the southern section. The bed is 8′ by 12′ and has been slept in recently. The candle on the candlestand has burned only a small amount. The mirror has a hairline crack, but is otherwise normal. The four dresser drawers are empty, as is the top of the table. In Flaloch's coat, which is hanging on the rack, are a key and a small piece of paper upon which is written in perfect script: "Mr. Flaloch, don't forget the Romdril affair to-night. J.R. 10-19." (This paper is reproduced in the document section.)

The bathroom is ordinary and contains a recently used bathtub, a toilet, a facial mirror, and a slightly used candle in a stand.

Andre LeMeurtrier's bedroom: The room contains a bed and nightstand in the southwest section, a dresser and full-length mirror in the southeast corner, a coat rack along the wall north of the door, and a table in the northern section.

The canopied bed, 8′ by 12′, has been slept in recently. On the south side of the bed's canopy is a strange play of lights, only visible to someone who moves around to the south side of the bed. This effect comes from the westernmost stained-glass window on the southern wall, a 4′ by 2′ section of which has been scored, taken out, and replaced. The pane was put back slightly askew, which causes light to leak in around the edges without passing through the glass

itself. (There are footprints visible on the roof below this window, and the tracks lead directly to the western edge of the roof. For more information about this, see the "outside" section of the mansion description.)

The dresser is empty and the table is bare. The nightstand's candle is half consumed. The coat rack is empty, and the mirror is ordinary. The bathroom contains an unused bathtub, a toilet, a facial mirror, and an unused candle on a stand.

Astrological observatory: This huge octagonal chamber is topped by a large glass observation dome 30 feet above the floor. Much of the center of the room is occupied by a mammoth swivel telescope pointed at the heavens. There is a chair attached to the telescope that swivels with the device. There are candlestands all around the room, as well as bookcases that flank the north, south, east, and west doors. (If the PCs enter after 9:30, the telescope will be in pieces on the floor, and one of the struts will show evidence of having been weakened by the application of acid.)

The gigantic swivel telescope is a masterwork of engineering. The main tube is 40′ long and the bore at the top of the tube is 5′ across. The telescope can rotate a full 360 degrees on the horizontal axis and can also be pivoted vertically so that it is anywhere from straight up (with the chair's back parallel to the floor) to fully horizontal (the telescope is parallel to the floor). If Alambar has not yet entered the observatory, the telescope will be pointing up (out the observation dome) and to the northeast. In the daytime, the sun completely obscures the view of any other heavenly bodies.

The chair is firmly attached to the telescope, but will be smashed when the crash occurs. On a desktop attached to the chair are a normal pen, a bottle of normal ink, and two books. The first book contains Romdril's charts of the various heavenly bodies. The charts seem to show a movement of a certain group of four bodies toward each other until they meet in what Romdril notes as a "full cupidory." The second book is a text on various formations of bodies, and is open to a page on cupidoria which describes a full cupidory as meaning "cessation." (This page and two pages of the chartbook are reproduced in the document section.) If the telescope has already crashed, these books will be partially visible under the device, but not trapped; they can be recovered and examined, and the second book will still be open to the indicated page.

The candlestands are all filled with unused candles. The bookcases that line the walls are well stocked with scholarly texts on astrology, which anyone without a strong background in astrology would find incomprehensible.

Upper gallery: The long walls of this rectangular room are lined with paintings, most of them by world-famous artists and one of them painted by Romdril himself. The Romdril painting and three of the others have the same subject: a beautiful young woman. One of the other paintings of this woman bears the word "Liana" engraved on its frame. On the frame of the Romdril painting is inscribed this notation: "B 3-15-21, D 12-14-52."

Behind the Romdril painting is a small wall safe. In the center of the square door is a dial marked with numbers from one through sixty and a spinner with an arrow engraved on it pointing to the dial. If the arrow is turned to point to the numbers twelve, fourteen, and fifty-two, in that order, the wall safe will pop open. If a thief attempts to pick this lock, he does so at a 30% penalty.

Inside the safe are a large sack, a smaller sack, a small portrait, a scroll, and a leather-bound ledger. The large sack is a *bag of holding* that contains ten thousand platinum pieces but only weighs sixty pounds. In the smaller sack is a treasure trove of gems, mostly jacinths, rubies, and sapphires. The small portrait is in a heavily inlaid platinum and gold frame, and depicts the same woman as the painting in the master bedroom and the ones noted along the gallery walls.

The seal on the scroll is engraved with the words, "Last Will and Testament of Alexonus Romdril." If the seal is broken, the will (reproduced in the document section) can be read:

"I, Alexonus Romdril, being of sound mind and body, declare this to be my last will and testament.

"It is my solemn wish that my estate be shared equally by my two loyal servants and friends, Mok and Raleigh. It is also my wish that they continue to occupy the mansion, jointly sharing the title of Lord of Romdril Mansion.

"All of my magical possessions not related to the maintenance of Romdril Mansion shall be given to my former apprentice, Sandar Fleatis. Should he desire to occupy Romdril Mansion, he is welcome to do so, although he shall not have the executive ownership of the mansion.

"This I do hereby set in writing in the memory of my beloved Liana, whom I shall meet again in the world beyond.

"Alexonus Romdril, April 10, 1353."

The leather-bound book is titled "Campaign Ledger, November-December 1352." One dog-eared page (reproduced in the document section) describes the misappropriation of ill-gained campaign funds for the date December 12, 1352. One entry has been circled; this reads, "Paid to Andre LeMeurtrier for services rendered, 35,000 gold pieces,"

Minor guest bedrooms: These rooms will be found the same way the player characters left them. Each contains a bed, a candlestand, a dresser, a half-length mirror, and a bathroom with a bathtub, toilet, and candlestand.

Ground level

Manservant's bedroom: Raleigh's bedroom is large but sparsely furnished. There is a nightstand next to the bed in the northeast section of the room. A suit rack sits in the southeast corner, and there is a dresser and a full-length mirror between the rack and the southern door.

The bed, 3′ by 6′, has no canopy. (If Raleigh survives his early-morning ordeal, his unconscious form will be occupying the bed from about 8:15, when Mok brings him here, until 12:00, when the PCs' time limit expires.) On the nightstand are a half-melted candle in a stand and a small piece of paper (see the document section) which reads, "List of Guests: Alkus Alambar, Sandar Fleatis, Orian Flaloch, officers from Kelburn." On the face-down side of this paper is written "12-14-52."

The suit rack contains six formal suits and four empty hangers. There is nothing in the pockets of any of the suits. In the dresser are Raleigh's other clothes and his boots. The mirror is ordinary.

In the bathroom are a recently used bathtub, a toilet, two candlestands with slightly used candles, a facial mirror, and a grooming set (hairbrush, razor, and clipping scissors, none of which is marked in any way).

Servants' quarters: All of these rooms are essentially the same. Each contains a neatly made bed (3′ by 6′), a nightstand with an empty candleholder, a half-length mirror, and a dresser. In the lower drawer of the dresser in the southwest room is a rotting rag doll; if it is torn open, three copper pieces will fall out.

The servants' bath is divided into two identical rooms, each containing a dry bathtub, a toilet, and an unused candle in a holder.

Enni's room: Stuck on the outside of the waist-high hinge on the door to this room is a swatch of black cloth containing a bit of embroidery that seems to be part of a decoration. It has obviously been ripped from a larger piece of the same cloth.

Enni, the maid, is propped up against the headboard of her bed, and is in her bedclothes — with a red-fletched crossbow bolt protruding from her chest. She is unquestionably dead. Under the pillow behind her lower back is a dagger with a wavy-edged blade.

The room has a dresser, a nightstand with a half-consumed candle in its holder, and a full-length mirror. In the dresser are two maid's outfits and a pair of shoes; on top are a maid's hat and a grooming set. The grooming set contains a small facial mirror, a stoppered pottery bottle labeled "Makeup," a hairbrush and comb, clipping scissors, and a small file. The pottery bottle is half-filled with a black powder. (This powder is the same as that which is sprinkled on the candle in the master bedroom; consult the text for that room for what will happen if this powder is tasted.)

Mennek's room: This room contains a bed, dresser, half-length mirror, and nightstand. The 3′-by-6′ bed has no canopy and has not been used recently. The middle drawer in the dresser holds a set of street clothes. An unused candle is in the holder on the nightstand; next to it is a cookbook with a circle drawn around the recipe for roast turkey.

Servants' entrance and foyer: A coat rack is the only object in the foyer. Hung on it are two coats, one slightly larger than the other. In the pocket of the smaller one is a map illustrating the route from Jonholm to Romdril Mansion. On the back side of the map are a few lines of handwriting that describe the procedure for using a special three-stage poison. (This piece of paper is reproduced in the document section.)

The bar is up on the door leading outside. Many different footprints, belonging to at least three different people, are visible in the soft ground outside the door. (For more information, refer to the "Outside" section of the mansion description, below.)

Kitchen: The kitchen has not been cleaned recently. Along the northern wall is a large table on which are the leftovers from last night's dinner, plus various cooking implements and spices. The fire pit contains nothing more than warm embers. North of the west door is a wash basin holding the (unwashed) pots used to cook the dinner.

On the floor in front of the table is a puddle of red wine roughly 2 feet in diameter. (The red wine masks a fresh blood stain on the floor. The stain can be noticed under careful examination, and certainly will be if someone reaches down to get some of the wine for a "taste test." If the wine is tasted, see the description of the master bedroom, above, for possible effects.)

The embers in the fire pit will burn unprotected skin, but are cool enough to be moved around by an implement or a heavily covered hand. If the contents of the fire pit are stirred, a small piece of metal will be discovered; it has the shape of a trigger from a crossbow or some similar device.

If the door to the kitchen cupboard is opened, Mennek's body will be seen sprawled on the floor of the small chamber. A red-fletched crossbow bolt has pierced his shoulder; he is still in his cook's uniform, and he is quite dead. One of the pockets of his jacket contains a half-filled vial of white powder. The other one contains a shattered bottle, and a red stain is visible on the pocket and the part of the garment adjacent to it. (If either or both of these substances are tasted, refer to the description of the master bedroom, above, for possible effects.)

Dining hall: The immense table in this room has not been completely cleared of the remains from last night's meal. There are twenty-two large chairs around the 40′-long table, ten on each side and one each at the head and foot.

Sitting room: This room contains sixteen plush chairs' arranged in a circle, with an unused candle in a holder next to each one. On the cushion of one of the chairs is a book of poetry; under the cushion of the chair to its immediate left is a quill.

Lounge: This room has a large couch on the south wall and a loveseat on either side of the southern doors, the eastern one with its back to the east wall. Four other cushioned chairs are scattered around the room, as are six small tables and a dozen candleholders.

Lower gallery: The walls in this area are covered with several large paintings; in addition, a pair of statues are displayed on pedestals in the middle of the north and south walls. None of the paintings are by famous artists, no two are of the same subject, and none of them depict the young woman whose visage adorns the upper gallery. The statue on the north wall is a bronze sculpture of a sailing ship, and the southern one is a marble representation of an enraged dragon of some sort. If the head of this latter statue is lifted, a hollow space is revealed that contains a silver key with a blue stripe across the top.

Conservatory: Musical instruments line the walls of this room. There are three wooden chairs arranged in a triangle close to the windows; in front of each of these chairs is a music stand. Twenty other small chairs are arranged to form an audience area in the southeast quadrant of the room.

On each of the music stands is the score for a composition that begins as a dirge and gradually turns into an allegro by the end (this can be perceived by anyone able to read music). The parts are for three instruments: flute, violin, and mandolin. Each copy of the score bears the signature of Alexonus Romdril and (also in his handwriting) yesterday's date.

Conventional library: Thousands of books fill the shelves in this room. In the center of the room is a table with four wooden chairs around it. On the table are a quill and two ink vials.

The books cover every conceivable subject; they are arranged alphabetically by the author's last name. Some of the noteworthy volumes include several books by Romdril himself on music, zoology, and general science; a small book by Sandar Fleatis on the elemental planes; and a text by Alkus Alambar on poisons. This last volume contains some general information on how to prepare and apply a multi-stage poison. If the library is investigated after 9:15, Alambar's text on poisons will be lying facedown on the table, open to the page containing the above information.

Gymnasium: This area contains various exercise equipment, including a great many weights, mats, ropes, bars, and rings. At the end of the crossbow target range is a bullseye target with three red-fletched crossbow bolts sticking out of the center.

Main bath and water circulation system: The bath contains a large bathtub, two toilets, a wash basin, and two spare robes that are completely ordinary.

The water circulation system is a hydraulic marvel. In the center of the room is a metal cylinder 10′ in diameter and 15′ high, on top of which is a large ceramic jug. (The jug is a *decanter of endless water.)* From the cylinder extend a dozen metal pipes that disappear into the ceiling and then (apparently) to the various bathrooms throughout the mansion.

Entrance foyer and inner foyer: The entrance foyer is completely empty. The inner foyer contains six plush chairs and a coat rack, which at present is bare.

Magical area

Outside the doors to the magical area is a *chime of opening* specially designed to open the *wizard-locked* double doors for ten minutes before the *lock* resumes. If the doors are opened and left open, they will stay this way after the ten minutes have passed, but will re- *lock* when they are again closed. The *wizard lock* is of a special, one-way construction; anyone inside the corridor can exit through these double doors as if they were not locked.

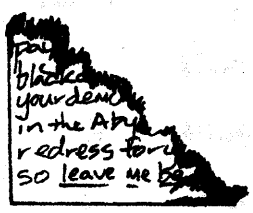
The doors are presently closed and *locked* (from the outside), and the *chime* has 5 charges remaining. If the *chime,* a *knock* spell, or a successful *dispel magic* (against a 21st-level wizard) is used and the doors are opened, the smoke that is trapped in the corridor will rush out. Everyone within 25 feet of the opened doors (or anyone who immediately ventures inside the corridor) must save vs. poison or be helpless with coughing fits for five rounds (four rounds if constitution is 15 or higher). This save must be made every round for as long as the doors are left open, up to a maximum of five rounds. A *cure light wounds* spell or the equivalent will negate this effect.

After some of the smoke has been let out, the characters will be able to make their way through the corridor by crawling. They will be able to ascertain that the source of the smoke is the magical library. (If the fire in the library has been extinguished, five rounds of ventilation — or a *gust of wind* spell — will clear the air.)

In front of the open door to the magical library lies Alexonus Romdril. He is dead from burns covering his entire body. A small, partially burned scrap of paper (reproduced in the document section) is clutched in Romdril's fist.

If it was earlier than 9:00 when the double doors were opened, the library will still be on fire, and the characters should realize that the blaze must be dealt with. (If the doors are not opened until 9:00 or later, the fire will have burned itself out because of lack of oxygen.)

(Text continues on page 57)



12-14-52

White powder : solid food, best in meat

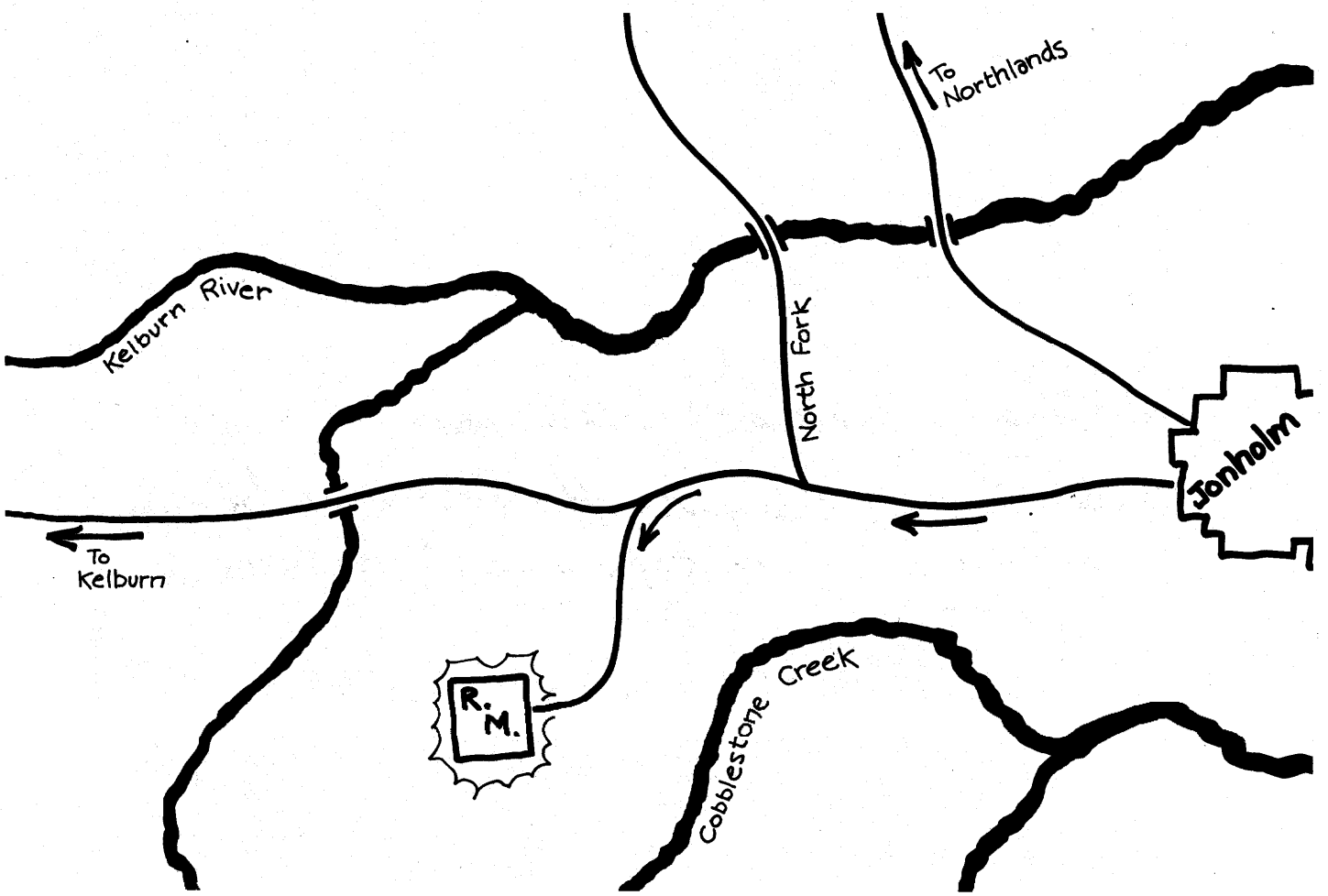
Red liquid : beverage, best in wine

Black powder : this gives off vapors when burned, so vapors must be inhaled

List of Guests:
Alkus Alambar
Sandar Fleatis
Orian Flaloch
Officers from Kelburn

CAMPAIGN LEDGER - December 14, 1352

	GAIN	LOSS	+/-	
Balance in gold pieces			+/-	104,710
Operations expenses		1,985	-	1,985
				102,725
Vote acquisition - District 10		5,000	-	5,000
				97,725
Vote acquisition - District 11		7,000	-	7,000
				90,725
Protection Income	12,000		+	12,000
				102,725
Contribution - Assassin's Guild	10,000		+	10,000
				112,725
Contribution - Fighter's Guild	5,000		+	5,000
				117,725
Contribution - Thieves' Guild	6,500		+	6,500
				124,225
Paid to Andre LeMeurtrier for Services Rendered		35,000	-	35,000
				89,225
Paid to Clayborn Thrum - Access to Magician's Guild		20,000	-	20,000
				69,225
Paid to Quaestor Thurson Kwill		500	-	500
				68,725
Gambling Income	8,000		+	8,000
				76,725
Prostitution Income	13,000		+	13,000
FINAL BALANCE, DECEMBER	14,135g			89,725



Tournament player characters

Lt. Mander Laine — **Command Division**
9th level ranger — Lawful good

Strength: 18/26
Intelligence: 17
Wisdom: 16
Dexterity: 13
Constitution: 14
Charisma: 17

Hit points: 59
Armor class: 5

Spells:
Detect magic (Dr)
Light (MU)

Special abilities:
Tracking
+ 9 vs. giant-class humanoids
3/2 attacks/round
Surprise on 1-3
Surprised on 1 only

Magic items:
Elfin chain mail
Longsword + 2
10 bolts +2
Ring of fire resistance

Other items:
Light crossbow
Uniform
Badge and identification
Dagger
Lesser mistletoe
Handcuffs and blindfold
10′ rope

Officer Colin Myrrh — **Theological Division**
2nd level fighter/8th level cleric — Lawful good

Strength: 16
Intelligence: 16
Wisdom: 18
Dexterity: 10
Constitution: 12
Charisma: 15

Hit points: 55
Armor class: 5

Spells:
Detect magic
Cure light wounds (x 3)
Create water
Hold person
Find traps
Silence 15′ radius
Resist fire
Know alignment
Cure blindness
Cure disease

Magic items:
Potion of clairvoyance
Shield + 2
Scroll of protection from magic

Other items:
Spell components
Holy symbol
Uniform
Badge and identification
Mace
Handcuffs and blindfold
10′ rope
Chain mail

Locate object (x 2)
Detect lie
Cure serious wounds
Neutralize poison

Officer Kai Randar — **Thaumaturgical Division**
2nd level fighter/8th level magic-user — Lawful good

Strength: 12
Intelligence: 18
Wisdom: 16
Dexterity: 15
Constitution: 15
Charisma: 14

Hit points: 29
Base armor class: 10

Spells:
Magic missile
Shield
Ventriloquism
Detect magic
Detect invisibility
Knock
Levitate
Phantasmal force
Protection from normal missiles
Dispel magic
Rary's mnemonic enhancer
Ice storm

Magic items:
Spell scroll (Message, Anti-magic shell, Pyrotechnics)
Helm of comprehending lang. & reading magic
Potion of healing
Short sword + 1

Other items:
Spell components
Uniform
Badge and identification
Dagger
Vial of acid
Handcuffs and blindfold
10′ rope

Officer Velton Sectal — **Espionage Division**
2nd level fighter/8th level thief — Lawful neutral (good tend.)

Strength: 12
Intelligence: 16
Wisdom: 15
Dexterity: 18
Constitution: 11
Charisma: 12

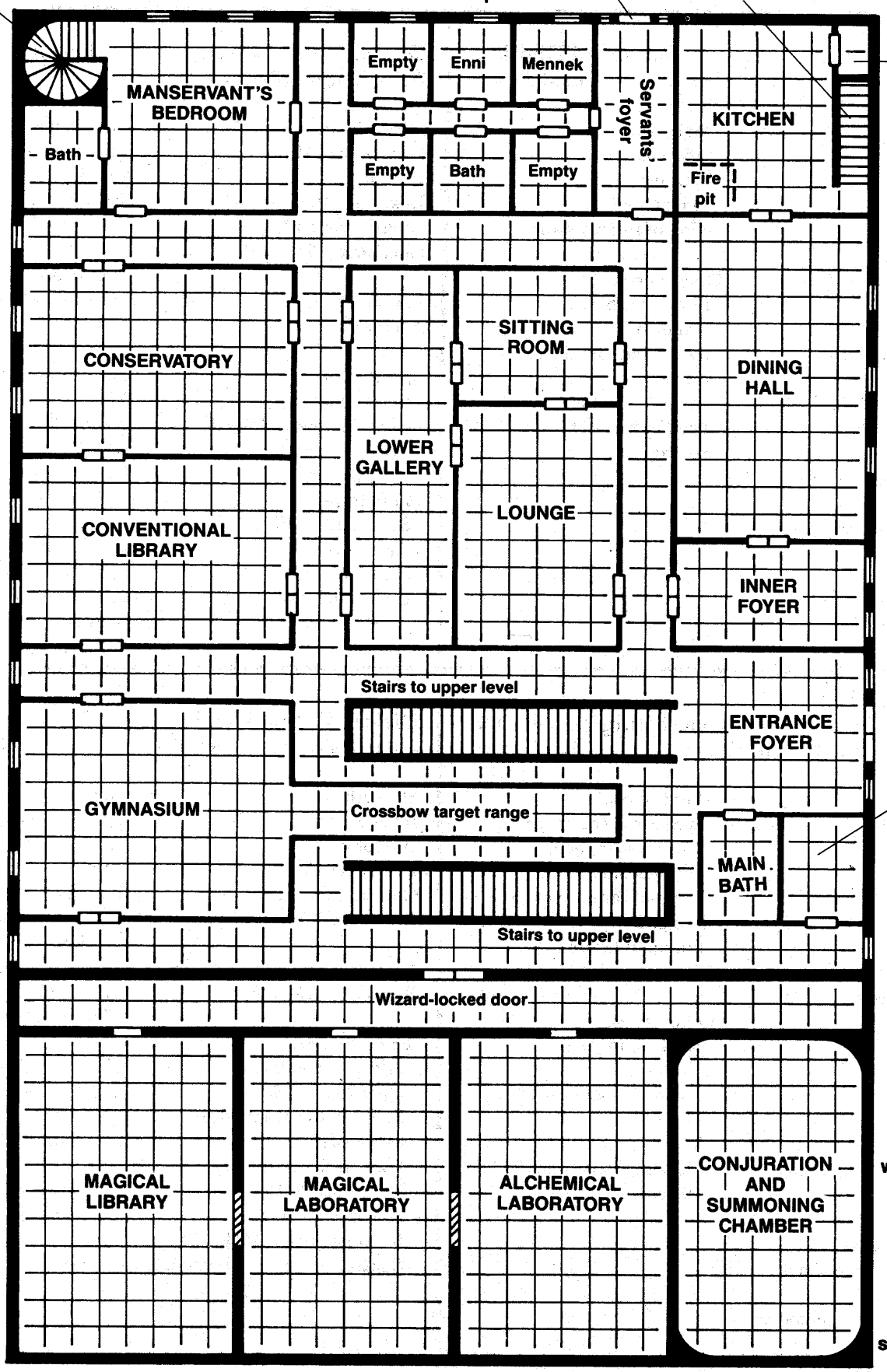
Hit points: 33
Base armor class: 8

Thief abilities:
Pick pockets 80%
Open locks 72%
Find/remove traps 60%
Move silently 82%
Hide in shadows 64%
Hear noise 25%
Climb walls 106%
Read languages 40%
Backstab at + 4 to hit and triple damage

Magic items:
Dust of appearance (4 pinches)
Short sword + 2
Potion of flying
Potion of invisibility (4 doses)

Other items:
Thieves' tools and picks
Dagger
Hooked grapnel and 20′ of line
Flask of oil
Flint and steel
Vial of acid
Handcuffs and blindfold
Leather armor

Romdril Mansion Ground Level

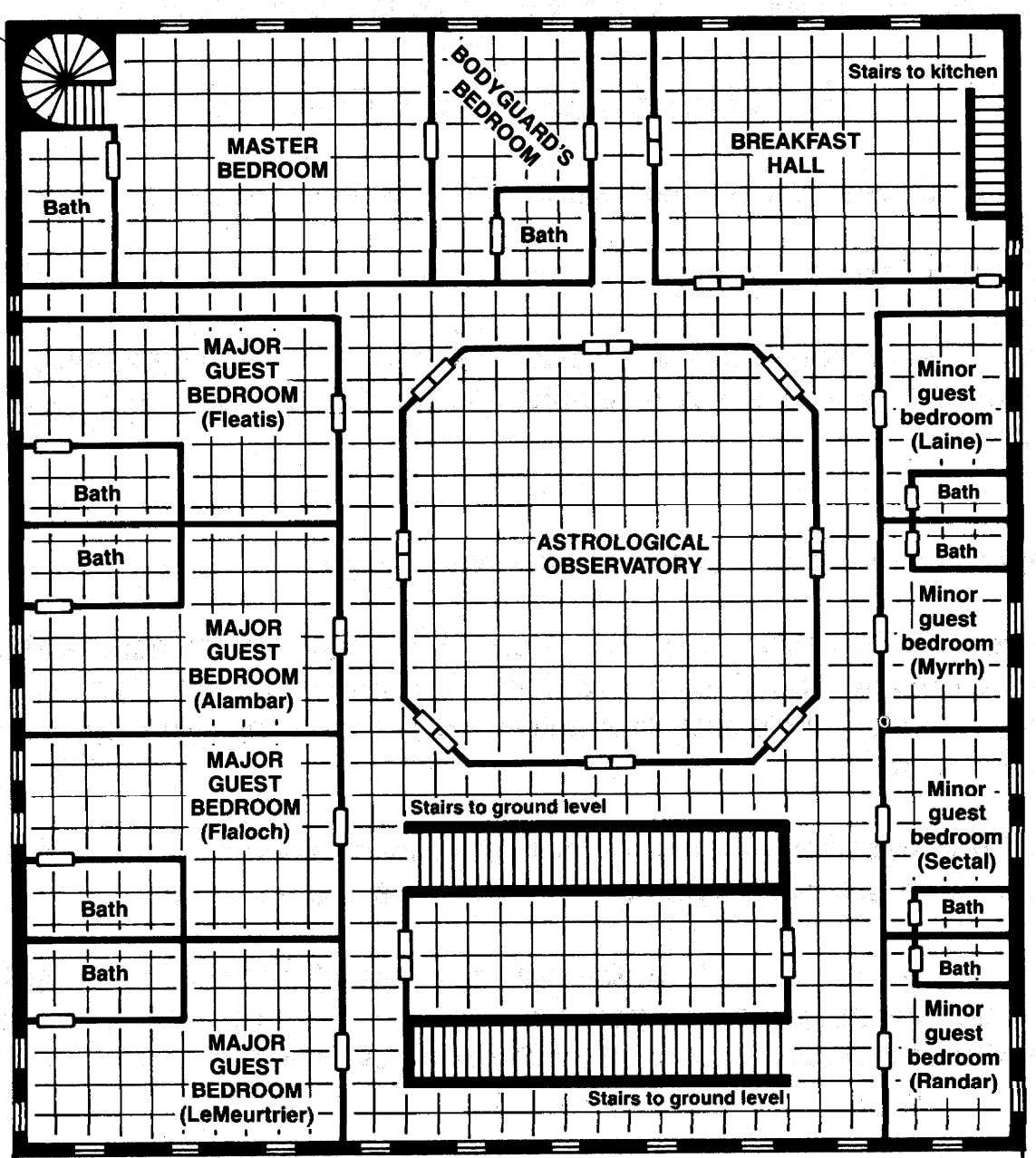


Romdril Mansion Upper Level

Windows made of stained glass; each is 8′ tall starting 4′ above floor level

Stairs to ıanservant's bedroom

All doors made of light oak



N

(Roof of magical area on ground level; top is three feet above upper level floor)

Ceiling height 15′ except observatory dome (30′)

1 square = 5 feet

Kelburn Civil Rights Code

Section C: Police Conduct

1. Police officers may not take sentient life except in self-defense, and then only if no other means are available to protect the safety and welfare of the officer.

2. Unnecessary violence in the apprehension of a suspected criminal is prohibited. Violence may be employed only if no other means are available.

3. Protection of any innocent person takes precedence over the apprehension of a suspected or known criminal.

4. Police officers may not detain a person not officially charged with a crime for any length of time, and may not prohibit a person from undertaking normal activities unless the person is officially charged with a crime.

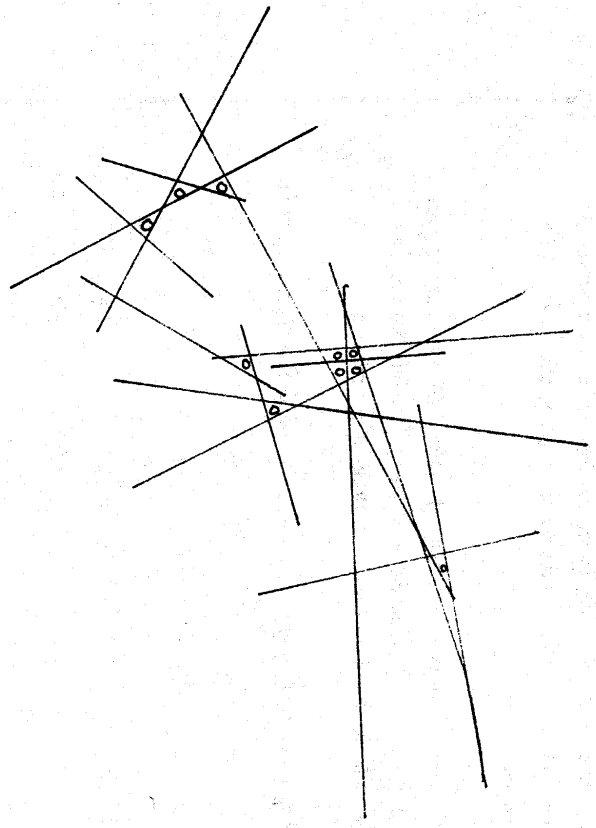
5. The interrogation of a person not officially charged with a crime is prohibited unless that person consents to being questioned.

6. Police officers do not have the power of search and seizure except as regards the property and persons of dead victims of crimes, or when an officer is searching for or confiscating evidence to be used in the prosecution of officially charged subjects.

7. Police officers may not employ psionic powers, detection magics, and other such forms of divination except on a person who has been officially charged with a crime.

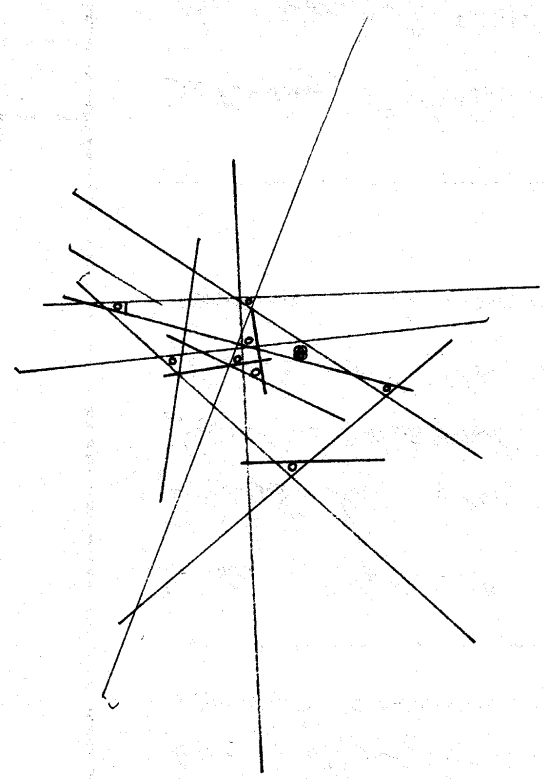
8. It is illegal for an officer to officially charge a person with a crime without specific knowledge or possession of unimpeachable, substantial evidence or the voluntary confession of the person in question.

Friday, October 18



Watch for possible cupidory quadriplanal cusp tomorrow

Saturday, October 19



Full cupidory

CUPIDORIA

- Partial cupidory
- Sequential cupidory
- Exponential cupidory
- Levellant cupidory
- Translevellant cupidory
- Negatory cupidory
- Internegatory cupidory
- Elementary imbrecating cupidory
- Primary imbrecating cupidory
- Imbrecating sequential cupidory
- Imbrecating exponential cupidory
- Translevellant imbrecatory cupidory
- Potential full cupidory
- Full cupidory-CESSATION

I, Alexonus Romdril, being of sound mind and body, declare this to be my last will and testament.

It is my solemn wish that my estate be shared equally by my two loyal servants and friends, Mok and Raleigh. It is also my wish that they continue to occupy the mansion, jointly sharing the title of Lord of Romdril Mansion.

All of my magical possessions not related to the maintenance of Romdril Mansion shall be given to my former apprentice, Sandar Fleatis. Should he desire to occupy Romdril Mansion, he is welcome to do so, although he shall not have the executive ownership of the mansion.

This I do hereby set in writing in the memory of my beloved Liana, whom I shall meet again in the world beyond.

Alexonus Romdril
April 10, 1353

MR. FLALOCH,
DON'T FORGET THE ROMDRIL AFFAIR TO-NIGHT,
J.R. 10-19

Thursday, October 17

Alkus is still convinced that I have the formula for a potion of longevity! I have told him time and time again that I know of no such elixir, yet he persists. I fear his age is catching up with him. And yet, his judgement remains intact. The servants he recommended seem to know their trades well.

Friday, October 18

Flaloch has asked to "make amends." Hah! How does he expect me to forgive him for what he did to me? Nonetheless, he shall attend tomorrow. I only hope her spirit will forgive me.

Saturday, October 19

An unexpected guest — le Meurtrier! I did not believe he had the courage to face me. Still, his arrival bodes ill. Something in the air is wrong; I fear this may be my last entry.

(Continued from page 48)

The other two doors in the magical area (leading to the magical laboratory and the alchemical laboratory) are not locked and will open freely. But if either one is opened before the corridor is cleared of smoke, the smoke will rush into the room in question and render the air inside unbreathable for at least five minutes.

Magical library: If the library is still on fire when the characters arrive, they will have to use whatever means are at their disposal to put out the blaze. Spells such as *create water, precipitation, cloudburst, ice storm,* or combinations of these are likely to be at least partially effective. A *decanter of endless water* (from the water circulation system) will also be helpful, as will the fire extinguisher in the alchemical laboratory (if it is discovered in time).

Regardless of how, or how soon, the blaze is extinguished, all of the texts in the magical library will have been reduced to ashes, as will the bookshelves, table, and chairs. Two objects will survive the fire. The first is the mirror on the east wall, just to the north of the section of wall composed of glassteel. This mirror is the other half of the teleportation device that allows travel back and forth from the magical library to the master bedroom; it is identical, and operated in identical fashion, to the mirror in the bedroom. (See the description of that room for details.) The second item will be discovered if the ashes in the vicinity of (what once was) the table are searched. It is a small iron chest, unlocked, containing more than fifty precious gems with a total value of more than 100,000 gold pieces.

Magical laboratory: This room has not been affected by the fire. There are counters on all the walls, on which are placed various books and experiments. There is also a large cylindrical device in the center of the room.

All of the experiments are in the preparatory stages; none of them have actually been begun. The four separate endeavors seem to involve, respectively, some kind of necklace; a heavy crossbow (which is present); something having to do with the elemental plane of fire; and a large, blue icosahedron. No other information is discernible, even with careful examination or the use of *read magic.*

The cylindrical device in the center of the room is 10′ in diameter and three feet high, and is giving off a low, humming sound. It has a lid, upon which is inscribed the word "Whirligig." The lid can be easily removed, but if someone takes it off without first speaking the word, the contents of the cylinder will fly out in all directions, covering the room and all its occupants with a green, sticky substance. This substance has no ill effect, and can be washed off with water.

Alchemical laboratory: This area is free of fire damage. Counters cover all the walls; books, beakers, and liquids abound.

A more than cursory look will reveal that this room has been slightly disturbed. Two potion bottles have been broken on the floor; one contained a white liquid and the other a yellow liquid. Where the two substances have flowed together on the floor, the resulting liquid is a dull crimson color. There is also a large spill of sparkling water on one of the south counters. One of the books has been opened and turned upside down, several of its pages being bent in the process. A small bottle of white pills is broken on the floor in the southeast corner. All of the alchemical products mentioned above will have no ill effects if they are ingested; however, the dull crimson mixture will cause severe hiccups for 1 - 10 rounds to anyone who tastes it. The small white pills can be used to treat a slight case of smoke inhalation or other respiratory damage. (One pill will not help Raleigh, and if more than one is put in his mouth, he will choke and spit the pills out. His condition will not improve.)

The experiments here are all in preparatory stages. Most of them are undecipherable, but read magic will reveal that four of the experiments are concerned with the following subjects: color; strength; green slime (not present); and the eyes of umber hulks (not present).

Also in the laboratory is a 1′ tall, spongy cylinder labeled "Fire." If this cylinder is brought into an area with a temperature of 120 degrees F. or higher (such as the magical library, if it is on fire) and then dropped or struck with a sharp blow, it will explode, spraying an area of up to 10,000 sq. ft. with a white foam that will smother any blaze. The foam will gradually evaporate over one turn after the object explodes.

Conjuration and summoning chamber: If this area is somehow reached, is will be found to be bereft of furniture, having only various signs and sigils on the floor. The edges of the walls are curved, so that there are no sharp-angled corners in the entire room.

Outside the mansion

The area around the main entrance is well-traveled. At the start of the adventure, only one carriage will be outside the mansion (the vehicle the characters arrived in). This carriage is 20 feet from the main entrance, with the horses loosely tethered to a tree.

The trail from Andre LeMeurtrier's window leads to the edge of the roof, then resumes on the ground immediately below the roof. It leads around the west side of the mansion and then around the north side to the servants' entrance. At the entrance, the trail is obscured by other footprints. In the dirt just outside the conventional library there are six blue fletchings, probably from arrows or crossbow bolts.

On the roof of the mansion, one can see into the astrological observatory through the dome. During the day, the observatory is always illuminated from above.

THE SUSPECTS

Sandar Fleatis

11th-level magic-user: STR 14, INT 17, WIS 16, DEX 13, CON 12, CHA 11, COM 11. Hit points 29, armor class 7, alignment neutral, age 30, height 5′ 11″) weight 165.

Spells: *magic missile, spider climb, detect magic, read magic, invisibility, detect invisibility, knock, levitate, dispel magic, fireball, clairvoyance, suggestion, wall of ice, dimension door, minor globe of invulnerability, passwall, extension II, wall of force.*

Possessions worn: brown *cloak of protection + 3, brooch of shielding* (40 charges) on gold chain, *ring of free action,* gray robe with gold embellishment, two gold rings, coral bracelet, belt pouch, high soft boots.

Possessions carried: *potion of polymorph, wand of negation* (38 charges), spell components, 25 pp.

Reactions to interrogation: Fleatis will be impatient with questions, and will answer curtly if at all. If the PCs detain him for too long, he will become disturbed and demand to know why the investigators don't get on with the case at hand.

Personal history: Sandar Fleatis runs the magic-users' guild in Kelburn, and is outspoken against the policies of Orian Flaloch. He used to be Alexonus Romdril's apprentice; he lived in the mansion and had access to all of its rooms and conveniences, until he and Romdril decided it would be better if Sandar left. Since his departure last April, Fleatis had not spoken at any length to Romdril until the previous night. Fleatis claims he has no political aspirations, but would like nothing better than to see his former tutor back in office. He says that he intended to use this invitation to the mansion as an occasion to persuade Romdril to re-enter the political arena, as well as to petition him for a *geas* spell.

Answers to key questions:

Did you kill Romdril? "Of course not."

Who killed Romdril? "I'm not yet certain, but I intend to find out."

What do you have against Orian Flaloch? "He is destroying everything Alex worked for."

What do you think of Alambar? "He's gone senile. What a shame."

What do you know about LeMeurtrier? "I've got nothing on that cutthroat."

Did you kill LeMeurtrier? "He's dead? It's about time. Someone should have taken care of him long ago."

Why did you and Romdril part company? "He no longer wanted to remain in Kelburn. I did."

How did Liana die? "I don't yet know."

Where have you been since 8:00? "In the library, reading about poisons."

Did you come back to your room from the library? "Straight from the library, yes."

Alkus Alambar

18th-level magic user: STR 4, INT 18, WIS 12, DEX 6, CON 7, CHA 7, COM 7. Hit points 20, armor class 4 (with *bracers),*

alignment chaotic neutral, age 85, height 5'3", weight 101.

Spells: *affect normal fires, light, erase, feather fall, detect invisibility, invisibility, darkness 15' radius, fireball, phantasmal force, hold person, dimension door (x 2), ice storm, cause fear, confusion, teleport (x2), cloudkill, extension II, disintegrate, repulsion, power word stun, power word blind, prismatic sphere.*

Possessions worn: black robe with gold sigils, *girdle of many pouches, dagger + 3, amulet of life protection, bracers of defense* (AC 4), low soft boots.

Possessions carried: potions of *fire resistance, speed,* and *extra healing, oil of acid resistance, scroll of protection from petrification,* spell components, gold ring, 20 pp.

Special characteristics: Alambar is protected by *mind blank* for the duration of this scenario. Because of his age, he suffers from many illnesses, including a very severe respiratory disorder. Any vigorous activity (combat, prolonged exertion, running more than a short distance) will cause this lung disease to incapacitate him.

Reactions to interrogation: Alambar will not stand for any type of extended interrogation. He is in a temperamental mood and will lash out (verbally) at anyone he feels deserves such treatment. He will respond to any question with sarcasm or an insult, but may incidentally provide some relevant information in the context of his tirade. He will demand to be addressed by his full rightful title, Chief Alchemist of Jonholm.

Personal history: The few scraps of information he may give out include only that he is Chief Alchemist of Jonholm, that he and Romdril were associates for many years, and that he came here only because he assumed Romdril had a good reason for inviting him.

Answers to key questions:

Did you kill Romdril? "That is sheer idiocy."

Who killed Romdril? "How in all demonfire would I know?"

Did you kill LeMeurtrier? "Use your brain. I have never met the man before."

Did you recommend the servants to Romdril? "Yes, and they had the gall to get themselves killed for it."

Did you kill the servants? "That would certainly cast doubts on my recommendations, wouldn't it?"

What was your relationship with Romdril? "He and I knew each other. I know many other important people, and I'm sure he did, too."

What do you think of Sandar Fleatis? "That kid could use some maturity."

How about Orian Flaloch? "If that idiot wants to cut off diplomatic relations with my city, it isn't my problem."

Orian Flaloch

0-level human; politician by trade: STR 14, INT 17, WIS 17, DEX 14, CON 16, CHA 18, COM 18. Hit points 6, armor class 10, alignment lawful evil, age 39, height 6'4", weight 180.

Spells: none.

Possessions worn: spotless brown suit and thin black jacket, amulet of proof against *detection and location,* high hard boots.

Possessions carried: small vial of acid, 20 pp.

Reactions to interrogation: Flaloch will be unhappy about any hesitation on the part of the PCs, condescendingly decrying the police force's incompetence and uselessness. He will demand to know of any information the PCs have uncovered pertaining to Romdril's murder, and will threaten them with dismissal from the force if they do not comply. If the PCs are properly deferential and quick in their questioning, and if Flaloch is convinced they are not using magic in the interrogation, he may respond eloquently and at length to questions.

Personal history: Orian Flaloch will steadfastly maintain that he gained Kelburn's highest office through his hard work and perseverance in a fair election. He harbored Romdril no ill will, regardless of his opponent's alliance with the demons of magic. Indeed, Flaloch believes that Romdril finally outlived his usefulness to the hordes of Hades, and was taken by demonkind to the horrors of the underworld. Flaloch grieves for the loss of so worthy an opponent. He hoped that he could steer the arch-mage away from his likely fate, and agreed to come to the mansion with the intent of trying to convince Romdril of the error of his ways and to improve relations with him.

Answers to key questions:

Did you kill Romdril? "Certainly not."

Who killed Romdril? "His own personal demons, and those who preyed on him. Truly a shame."

Why did you want to make amends with Romdril? "The bad blood between us could not continue if his soul was to be saved."

What do you know about Liana Romdril's death? "She was a lovely young lady; it was truly a tragedy that she died of natural causes at so young an age."

Did you kill LeMeurtrier? "Unfortunately, the laws of Kelburn forbid justifiable homicide."

Why did you hate LeMeurtrier? "His corruption and killing blighted the good works of my administration."

What do you have against magic? "It is demonwork used by the legions of the netherworld to corrput the minds of right-thinking persons."

What do you know about this ledger entry? "It . . . uh . . . must be a f-f-forgery. I've never seen it before."

Do you know that the amulet you're wearing is magical? "Ridiculous. It is the official Kelburn amulet of state. If you suspect that it is magical, then you could only suppose that after the use of magic yourself. You are not fit to remain in the employ of the good city of Kelburn, and when I return to my offices later today I will recommend that you be dismissed from the police force."

Andre LeMeurtrier

14th-level assassin: STR 17, INT 18, WIS 17, DEX 18, CON 14, CHA 15, COM 12. Hit points 47, armor class 6, alignment lawful evil, age 32, height 6'2", weight 160.

Spells: none.

Thieving abilities: PP 110, OL 92, FT 80, MS 104, HS 87, HN 35, CW 99.2, RL 60; + 4 to hit and quintuple base damage on backstab.

Possessions worn: Light brown jacket and traveling clothes, *boots of elvenkind, ring of feather falling, ring of in visibility, medallion of ESP.*

Possessions carried: *dagger of venom,* gas grenade (produces 1" diameter gas cloud when set off; all within cloud take 3-18 points of damage, save vs. poison for half), tiny flask of poison (save vs. poison or die if imbibed), thieves' tools, 10 gp in cotton-filled pouch.

Reactions to interrogation: None. The PCs will not be able to question LeMeurtrier before his death.

Raleigh

0-level human, manservant by trade: STR 10, INT 16, WIS 16, DEX 10, CON 9, CHA 10, COM 10. Hit points 4, armor class 10, alignment lawful neutral, age 52, height 6', weight 125.

Spells: none.

Possessions worn: suit and tie.

Possessions carried: 15 gp in belt pouch.

Reactions to interrogation: Raleigh will be unable to answer any questions except as outlined in the section above entitled "The mystery."

Mok

7th-level fighter: STR 18/95, INT 10, WIS 10, DEX 18, CON 18, CHA 6, COM 9. Hit points 50, armor class 6, alignment neutral, height 6' 11", weight 220.

Spells: none.

Possessions worn: loose shirt and pants, bandolier.

Possessions carried: *crossbow of speed,* 20 red-fletched bolts in quiver, large mace (2-12 damage).

Reactions to interrogation: Mok is mute and cannot read or write. He does not know a formal sign language, but does try to communicate with gestures and facial expressions. He knows of the existence of the magical area, and can enter that area by using the *chime* on the double doors, but does not know about the teleport device.

THE SOLUTION

The death of Liana Romdril was the turning point of the Kelburn mayoral election campaign of 1352. Her husband, Alexonus Romdril, sacrificed his bid for re-election and effectively forfeited the election to his challenger, Orian Flaloch, in his determination to discover the reason behind his wife's sudden death. Romdril knew there was no sensible explanation for the young Liana's heart attack — at least, no natural explanation.

For several months after the incident Romdril used all the means he could muster, legal and otherwise, to obtain information about Liana's death. For the better part of a year, his quest was fruitless. He channeled much of his resources into the search while his personal life deteriorated. Sandar Fleatis, who had been staying at Romdril Mansion, left in April after a bitter argument with the arch-mage. Fleatis was distressed that Romdril had become obsessed with finding Liana's killer, even though he had found no evidence that a killer existed. Fleatis pressed Romdril for an explanation of how this single-minded search was benefitting the people of Kelburn, who were suffering under the Flaloch administration. Romdril, who could not accept anything less than complete devotion to his investigation, refused to respond, and Fleatis left harboring much resentment. Romdril continued to pursue his goal.

Finally, on October 13, the arch-mage's efforts were rewarded. A bribe and a threat to one of Flaloch's lackeys gained Romdril the mayor's campaign ledger for November-December 1352. The entry for December 14 confirmed what some of his other information had hinted at: Orian Flaloch had paid the renowned Kelburn assassin Andre LeMeurtrier the princely sum of 35,000 gold pieces to murder someone — on the very day that Liana died.

Romdril sent a communique to Flaloch, revealing to the mayor that he possessed definite proof of Flaloch's corruption but not telling him exactly what he knew. The mayor panicked and sent back a request for what Romdril would demand in return for not exposing Flaloch. The arch-mage invited Flaloch to attend an overnight gathering at his mansion beginning on October 19, and suggested that the mayor bring what he considered an appropriate gift. Flaloch agreed enthusiastically, adding that he hoped to improve relations between the two men.

Flaloch did not guess that the only gift Romdril wanted was his enemy's dying breath. Accordingly, the mayor siphoned off as much of the taxpayers' money as possble and quickly purchased as many precious stones as the money could buy, adding whatever he could spare from his personal treasury. He packaged these gems — more than 100,000 gold pieces worth — in an iron box and enclosed a note reading: "Romdril, these priceless gems are yours as payment. I don't know what black arts you used, but I've seen you do worse wth your demonwork. I hope you rot in the Abyss for this. You've now got your redress for what happened, so leave me be!" Flaloch foolishly hoped the gems would appease Romdril; if not, he reasoned, then he would simply have to once more purchase the services of LeMeurtrier to rid himself of Romdril forever.

To disguise his true intentions, Romdril invited two other dignitaries to his mansion along with Flaloch. After the mayor was disposed of — any one of a number of spells would do the trick, and it would be simple to make it look like self-defense — Romdril hoped to gain the renewed allegiance of both Alkus Alambar and Sandar Fleatis and join with them in an effort to again bring about good relations between Kelburn and Jonholm.

Alambar accepted the invitation gladly, seeing it as an opportunity to further his own ends. He had spent many years trying to discover the secret to the much-coveted *potion of longevity.* Alambar could not succeed through his own efforts, and he became convinced that his former friend Romdril knew the secret but was withholding it from him. Alambar's time was growing short; at his age and in his present condition, he was unlikely to live much longer. In desperation, Alambar reasoned that if Romdril would not allow him to live a longer life, the former mayor would die before he did. After hiring two cutthroats from the Jonholm assassins' guild, Alambar armed them with a three-stage poison — the first two stages to be ingested with the food and drink of the evening meal and the last to be inhaled from the fumes of the candle in the arch-mage's bedchamber. Alambar recommended these two assassins as the perfect servants for the gathering that Romdril was hosting on the 19th, and Romdril agreed out of deference to the old man, hiring them as the cook and maid for the occasion.

Fleatis also accepted the invitation gladly, seeing it as an opportunity to make amends with Romdril and to pursue a couple of his personal goals. He intended to petition Romdril for knowledge about the *geas* spell, and also wanted to elicit his former master's support for the campaign Fleatis was planning in an effort to unseat Flaloch in the next election.

Alambar's hiring of the two assassins became known to LeMeurtrier, the head of the Kelburn assassins' guild, through spies that he had planted in the Jonholm guild. LeMeurtrier strongly suspected that the object of the assassination attempt would be Romdril himself, and he decided that a job of this magnitude would net the rival guild more money than he could countenance. The best solution, he reasoned, was to let the assassins do their work, then dispose of the killers and make off with the money they were to be paid — all of which would serve to further incite the conflict between the Kelburn and Jonholm assassins' guilds. LeMeurtrier showed up at Romdril Mansion on the night of the gathering. After hiding his crossbow and poisoned bolts in the underbrush outside the mansion, he made himself part of the gathering. Romdril, anxious not to give away his true purpose, greeted the assassin hospitably, and LeMeurtrier responded in kind, even though each man knew the other would kill him at the slightest opportunity.

Romdril was not terribly put off by LeMeurtrier's appearance, since he had taken the precaution of having a small group of police officers present. He expected that a death (Flaloch's) would occur at or before noon on the 20th, and he wanted the police on the premises as impartial witnesses to document what would happen. In the meantime, Romdril supposed, the presence of the officers would prevent the occurrence of any untoward events.

The dinner on the evening of the 19th was intended as a hospitable prelude to the following day, when the principals would all engage in conversation and negotiation. The meal was served, complete with poison. No one present detected the poison (nor attempted to), but Alambar already knew of its existence and LeMeurtrier suspected that such was the case. The assassin's expertise with poisons enabled him to deduce that it must be a multi-stage mixture, and that the final component would be administered in such a way that no one but the intended victim would be affected.

As it happened, the third stage was never activated. The maid was able to slip away during dinner and sprinkle the black powder on the candle in Romdril's bedroom, but the arch-mage did not use the candle. He entered his bedroom, picked up the box Flaloch had brought, and used the mirror to get to his magical library.

LeMeurtrier was correct in his suspicion that Romdril was meant to be the victim of the poison. He was incorrect, however, in his assumption that the deed would be done shortly after Romdril retired to his room at about 11:00. Before LeMeurtrier went to his own bedroom, he slipped into the servants' foyer and lifted the bar on the outside door. Then he proceeded upstairs, picked the lock on the door to Mok's bedroom, and "borrowed" two bolts that he knew would not be missed. At midnight he sliced a panel out of his bedroom window and exited the house. He stopped briefly outside to pull the blue fletchings out of the poisoned bolts he had brought along and replace them with the red fletchings from Mok's bolts. He then re-entered the house through the servants' entrance. Using invisibility and stealth, he killed the maid and the cook where he found them, being careful in each case to leave clear evidence that they carried poison. He then disposed of his own crossbow and the two extra bolts in the fire pit before going back to his room, but forgot about re-lowering the bar on the door to the servants' entrance. He repaired the window (although not perfectly) and got a few hours of sleep, secure in the knowledge that he had disposed of the Jonholm assassins and at the same time established Mok as the prime suspect.

Alkus Alambar's anxiety got the best of him at about 4:00 a.m. He left his room, went down the hall toward the master bedroom, and employed a *clairvoyance* spell to ascertain — much to his surprise and outrage — that Romdril was not lying dead inside his bedroom. He went to the servants' quarters and found the maid dead and the cook missing. He assumed that Romdril was somehow responsible for their

death and disappearance, which further strengthened his resolve to see the archmage dead. Through the use of an educated guess and another *clairvoyance* spell, he found Romdril in the magical library examining the contents of a small iron box. He cast a *knock* spell on the doors leading to the magical area and entered the alchemical laboratory after using *invisibility* on himself. Becoming more irrational by the second, he then decided to cast *delayed blast fireball* on the magical library, setting the "timer" on the blast to go off in two minutes. By means of a *potion of clairaudience* and a *ventriloquism* spell, he contacted Romdril and demanded to know everything about the *potion of longevity.* Romdril, startled by the intrusion on his concentration, closed the box of gems as he replied that he had no such knowledge. Alambar began to go on a rampage in the alchemical laboratory, haphazardly searching for the nonexistent potion. Romdril was in the process of trying to persuade Alambar to calm down when the *fireball* went off. Alambar had enough presence of mind to pull out the bottle of pills he used for his respiratory disorder and swallowed one to ward off the possible effects of smoke, but then he dropped the bottle, which shattered on the floor unbeknownst to him. He vacated the area shortly after the blast, exiting through the double doors and closing them before any appreciable amount of smoke could get through the opening.

Romdril managed to crawl to the door of the library and push it open before he died, still reflexively clutching the remains of Flaloch's note. Raleigh, on his early-morning rounds intending to tidy up the library, discovered the smoke and Romdril's body some three hours later. He panicked, and inhaled a lot of smoke while vainly trying to revive his master. Dazed and gasping, he bolted from the area, instinctively closed the doors behind him, and ran up the stairs to the breakfast hall at precisely 8:00.

THE EVIDENCE

The following is a list of all the relevant evidence to be found in the mansion.

Romdril's bedroom: scroll of *geas* supports Fleatis's story; flecks of powder on candle point to attempt to murder Romdril; portrait of Liana reveals that Romdril suspects his wife was murdered; diary entries show that Alambar wants *potion of longevity,* that Alambar arranged the presence of the servants/assassins, that Flaloch committed some crime against Romdril and Liana ("her spirit") which LeMeurtrier was involved in, and that Romdril anticipated an attempt on his life.

Mok's bedroom: Crossbow missing after 9:10 directs suspicion away from Mok.

Fleatis's bedroom: Blank spell book suggests that Fleatis is here to obtain a spell for the book.

Alambar's bedroom: Shards of glass outside room and in hem of robe point to Alambar's visit to alchemical lab; torn robe indicates he visited maid's room; unused bed suggests that Alambar was awake (and probably occupied) for most or all of the night; *bag of holding* containing platinum pieces points to his hiring of assassins.

LeMeurtrier's bedroom: Damaged window suggests that LeMeurtrier left the mansion secretly.

Upper gallery: Text of will removes motive from Fleatis; ledger points to Flaloch's and LeMeurtrier's involvement in Liana's death.

Raleigh's bedroom: List of guests confirms that LeMeurtrier was not invited; also gives combination to safe (which Romdril had ordered Raleigh to change the day before).

Maid's bedroom: Dagger indicates she is an assassin; powder suggests that she worked for Alambar (who provided it to her).

Servants' entrance: Poison "recipe" on back of map indicates that servants from Jonholm were assassins, and their connection with Jonholm suggests that they were hired by Alambar.

Kitchen: Powders and liquids point to Alambar's hiring of assassins; cook's shoulder wound points to LeMeurtrier's murder of cook (obviously a poisoned bolt, since the wound itself would not be fatal); crossbow part in embers points to LeMeurtrier's (not Mok's) attack on cook.

Magical corridor: Note in Romdril's hand points to Flaloch's involvement in Liana's death.

Magical library: Box of gems suggests Flaloch's involvement in Liana's death.

Alchemical laboratory: State of disrepair and broken bottle of pills point to Alambar's murder of Romdril.

Outside: Trail leading from LeMeurtrier's window indicates his murder of assassins, as do blue fletchings.

THE END

At noon the door chimes will sound, signaling the arrival of Flaloch's and Alambar's carriages. Raleigh will awaken and immediately seek out any PC(s) he can find to see if the police have solved the mystery. Flaloch and Alambar will go outside and prepare to leave with their carriage drivers. Fleatis (and Mok, if he is still alive) will join them outside and trade angry looks with them for a couple of minutes. Raleigh will suggest that the PCs go outside too (if they haven't already done so), but if no officer attempts to detain them, Alambar and Flaloch will leave no later than 12:10.

If, on the other hand, the PCs confront the NPCs, what happens thereafter will be solely dependent on the player characters' actions. Flaloch will say that he has pressing business back in Kelburn, but may be persuaded to stay a while longer if the characters strongly suggest that they have a solution to the mystery. (The mayor, after all, has not committed any crimes in the last few hours and presumably has no reason to suspect that the PCs may have implicated him in Liana's death.) But if it seems to Flaloch that the PCs are grasping at straws, he will make another of his comments about police incompetence, promising to instigate sweeping changes in the police department, and will attempt to leave.

Alambar is also in a hurry to leave, claiming that he must return to Jonholm to monitor some ongoing experiments, but he may succumb to pressure from Flaloch if it seems to the mayor that the characters are going to present a legitimate solution. (Alambar is worried that he may appear to be the guilty party if he insists on leaving while Flaloch is willing to stay and listen.)

Sandar Fleatis is not inclined to leave hastily; he wants to get to the bottom of this affair, and he will spout off angrily at anyone who attempts to leave before matters are resolved.

If the PCs directly accuse Alambar of Romdril's murder and present a case that is similar to what is outlined in "The solution," the alchemist will panic and begin coughing and gasping. He will instinctively reach for his bottle of pills, which of course are not on his person. He will then attempt to cast a spell, but his coughing fit will prevent him from completing it. Then, if he is not physically restrained, he will pull out and drink what he thinks is a *potion of extra healing,* but which is in fact his vial of *oil of acid resistance.* This action will only increase his respiratory problems and render him virtually helpless. In this state, Alambar should be able to be easily apprehended, perhaps with the aid of Fleatis (and Mok) and possibly also with the help of Flaloch, if the mayor has not been accused of any crime. If the PCs have thought to pick up the white pills from the laboratory, and if Alambar is offered one of them to alleviate his coughing, he will regain all of his capabilities and will do everything in his power to escape.

If the PCs directly accuse Flaloch of Romdril's murder, the mayor will demand to see their evidence and, if it is lacking in substance (as it surely will be) he will leave the mansion. If the PCs charge him with participation in the murder of Liana Romdril, and if they have the ledger to prove this accusation, Flaloch will lose his rough demeanor and begin stammering in a futile attempt to cover his tracks. If he is skillfully confronted and interrogated at this point, he will volunteer a full confession. If instead the mayor is physically threatened, he will attempt to resist this kind of treatment, but Sandar, Mok, and Alambar (if the latter has not been accused of any crime) will assist the police in restraining him.

If the PCs directly accuse Fleatis of any crime, he will go pale and quietly deny involvement in any wrongdoing in a manner that makes it almost seem as though he does not believe his own words. This feeling will pass within moments, however, and Fleatis will regain his composure and self-assurance. He will vocally and physically resist any attempt to arrest him. Flaloch and Alambar will support the PCs if they

persist in attempting to apprehend Fleatis, and then both will leave confidently.

If the PCs directly accuse Mok of any crime, his eyes will widen and he will look to Raleigh for help. The manservant and Fleatis will both come to his defense, assuring the PCs that they have made a mistake. If the PCs persist, Flaloch and Alambar will leave.

If the PCs directly accuse Raleigh of any crime, he will become visibly upset and begin to cough again. Fleatis and Mok will come to his aid, the former spewing insults at the PCs for their obvious error and assuring them that they will never hold a job in Kelburn again. Flaloch and Alambar will leave after "congratulating" the officers for their "obvious skill."

If the PCs are unable to legitimately charge anyone with a crime, Raleigh will again succumb to his respiratory damage and Mok, looking disappointed and hurt, will carry him inside. Fleatis will storm off into the woods muttering to himself, outraged that the police are letting Romdril's murderer go free. Flaloch will board his carriage and return to Kelburn, where he will serve out only part of the remainder of his term before suffering a mysterious fatal heart attack. Alambar will abruptly vanish from his carriage before it returns to Jonholm, having *teleported* far across the continent, never to be seen again.

Tournament scoring system

If the Dungeon Master desires, he can rate the players characters according to the following point scale (all points are cumulative):

+ 100 for chagring Alambar with Romdril's murder

+ 50 for charging Flaloch with ordering Liana's assassination

+ 50 for charging Alambar with LeMeurtrier's murder

+ 25 for attributing the servants' deaths to LeMeurtrier

0 for letting all the NPCs go free

- 25 for charging Alambar with the servants' deaths

- 25 for each major breach of Kelburn's laws

- 50 for charging Flaloch with the servants' deaths

- 60 for charging Flaloch with Romdril's murder

- 60 for charging Fleatis with LeMeurtrier's murder

- 75 for charging Fleatis with any murder except LeMeurtrier's

- 75 for attributing Romdril's murder to LeMeurtrier

- 80 for charging Mok with the servants' deaths

- 100 for charging Mok with Romdril's murder

- 100 for each murder attributed to Raleigh

Bonus points may be awarded for finesse (or deducted for lack of same). This category includes, but is not limited to, observing standard mystery conventions, such as being exceptionally quick to search in the kitchen cupboard, promptly considering the existence of a wall safe, and revealing the murderer(s) in a "mystery style," such as the way events are described in "The solution." In a multi-group tournament situation, the DM should not award more than 10 points for finesse, nor subtract more than that amount for lack of same.

THE CHASM BRIDGE

BY DESMOND P. VARADY

The toll may be higher than you can afford. . . .

Artwork by Roger Raupp
Cartography by Diesel

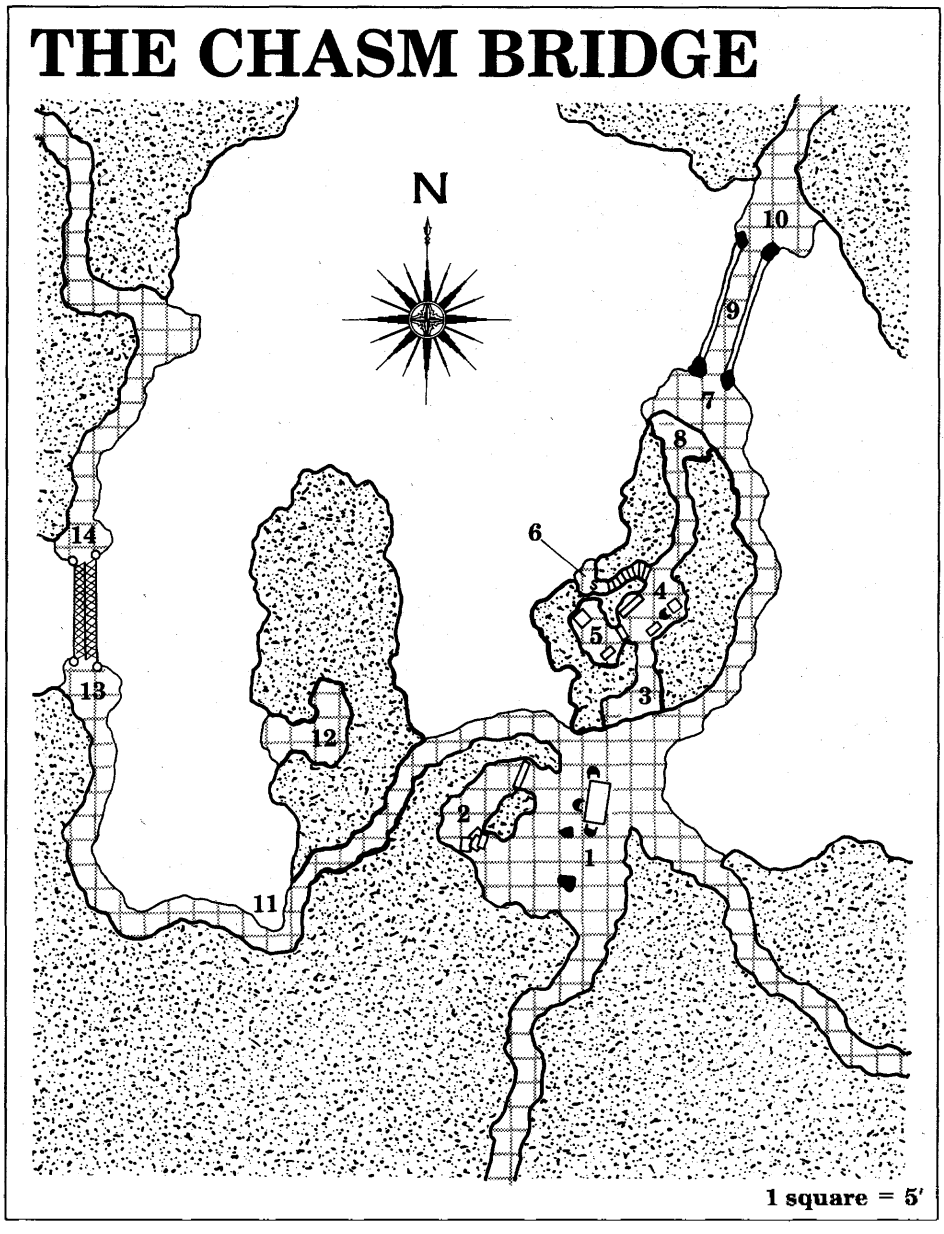
After graduating from the University of Pennsylvania, Desmond Varady became an officer in the U.S. Army Signal Corps and is currently stationed just outside of London. Although the army keeps him busy, he finds time to read fantasy and science fiction, and to write short stories and fantasy adventure modules. "The Chasm Bridge" is a small part of his underground campaign area — one in which the characters have yet to adventure on the legendary "surface world." This is his first appearance in DUNGEON Adventures.

This AD&D® game encounter for 3-6 characters of 4-6th level takes place in any part of an underground realm with natural caverns. The scenario can be dropped into a dungeon or used as part of an ongoing underground campaign. It should, however, be placed in an area that will be frequently traveled by the character party (see "Continuing the Adventure"). This area was originally designed to be used in the middle parts of the Deepearth, as presented in the *Dungeoneer's Survival Guide* (the *DSG*). A copy of that book, and of the *Unearthed Arcana* tome, will be useful in running this adventure.

Adventure Background

Over a year ago, an evil magic-user named Mistle and his adventuring companions arrived at the edge of a vast underground gorge. The party found that there was no way to cross the chasm at this point, so with the help of a few spells and a *wand of earth & stone,* Mistle created the stone bridge still present here. Once Mistle's party was across the chasm, an encounter with a slicer beetle crippled the magic-user — it bit off one of the mage's legs. The party's cleric did what she could, but regenerative spells were not available, and the party wanted to move onward. There were many edible lichens and molds in the area, plus a good source of water, so Mistle decided to stay near the newly made bridge until his associates could come back with magical aid. The adventurers never returned.

After Mistle realized he might be staying in the area for a while, he decided to make his surroundings a bit more comfortable and built a series of secret caves in a rock formation near the bridge, using his spells and wand. Two balconies allowed him to look out over the bridge area to view passersby without being vulnerable, and also



provided a defensible position for the crippled magic-user.

In the past year or so, events have changed both the nature of the area and Mistle's own life. About two months after Mistle had settled into his new home, a group of ogres and duergar happened upon the area. Wounded from a recent battle, they collapsed here, thinking it a safe place to rest. Mistle sprung upon them, hoping to kill them quickly and quietly. But the leader of the ogres, Graak by name, managed to talk his way out of certain death for both himself and his companions. Arrangements were made for the monsters to come into the employ of the evil magic-user as bridge guards and toll collectors. All agreed that it would be a most beneficial and rewarding relationship, especially after the group collaborated to destroy the only other nearby crossing of this chasm.

Just two months ago, a group of enterprising svirfneblin opened a tunnel nearby. These gnomes also built a rope-and-wire bridge just a few hundred feet away from the toll crossing, in the same spot once occupied by the bridge that Mistle and his allies destroyed. The svirfneblin offered this free route to all the underground denizens who didn't want to pay the toll (this underground area is well traveled by many underground races).

The gnomes' good intentions were ruined, however, when a group of margoyles, led by a particularly intelligent leader named Slissh-Ikil, moved into the area, seeing it as a good place to prey upon travelers. Slissh-Ikil had hoped to also take over the bridge controlled by Mistle, but after a fierce and devastating battle with the magic-user and his companions, the margoyle leader decided to be content with his single bridge.

As it stands now, Mistle and Slissh-Ikil have a shaky agreement of sorts. Those who refuse to pay the toll on Mistle's bridge are routinely offered the choice of traversing the margoyles' "free" pathway. The recent addition of a derro named Haltik Wrath to the magician's guards has increased intrigue and suspicion among the denizens of the chasm area. This chaotic dwarf is closely watched by both Mistle and his henchman Graak.

The challenge for PCs is simply to cross the chasm, a relatively straightforward task were it not for the presence of the various denizens and guardians of the area.

For the Dungeon Master

The PCs can approach this encounter from any direction, but ideally should come from one of the southern passages. A party that moves quietly or sends a scout ahead can hear noise from the ogres' guard post up to 120' away, the ogres being very boisterous and loud.

The chasm is roughly 200' deep, with a large river flowing along its bottom. PCs can negotiate all parts of the encounter area without any risk of falling into the chasm. When moving on the ledges, however, the party is assumed to be traveling in single file. Rules for checking for falls during combat on ledges and bridges can be found on page 30 of the *DSG*. Anyone falling into the chasm must roll his dexterity or less on 1d20 to land in the deepest part of the river and sustain only 2d6 hp damage. Failure indicates the character lands in the shallows and sustains 20d6 hp damage. A PC in the water will be carried 1-4 miles downstream (west) before being deposited on the shore. Check the swimming rules in the *DSG,* page 12-14.

All walls in the chasm area are considered rough, with ledges, and are slightly slippery. Exceptions to this rule are the walls for 20' surrounding all magically created features and caves in areas 3-6 and 8 (including the pathways, Mistle's secret rooms, the sides of the cliffs, and the jutting rock formation in which the secret rooms are found) and the areas within 20' of the stone bridge (area 9). These areas are very smooth and slightly slippery. For thief and nonthief climbing rates and adjustments for these wall conditions, see pages 14-16 of the *DSG*.

Drafts and gusts of wind are frequent in this area of the chasm. Flying characters have a penalty of 3" to air speed and fly at one maneuverability class lower. The margoyles and Mistle have much experience with the winds and therefore receive no penalty.

As travelers frequently come through this area, there is a 15% chance that some other party will be dealing with the toll collectors each time the PCs happen upon the bridge. Prior to playing this encounter, the Dungeon Master can determine whether other travelers are paying a toll and, if necessary, determine the exact composition of the encountered group.

Encounter Key

Monster statistics follow the numbered section in which their description or appearance is first noted. All monsters in these encounters speak some dialect of either "surface" Common or a sort of underworld trade tongue.

1. Guard Post.

> Light and sounds tell you that there is something or someone ahead. A cool, steady breeze laden with scents of spiced wine and burning coals brushes your face as you turn a bend in the natural passage. As you approach a cavern of some sort, the light is partially blocked by a huge figure. A rough, broken challenge comes from a grizzled voice: "Whose is its dat goes out dere?"

One ogre watches each southern passage, awaiting travelers. These ogres are not alert and can be surprised on a roll of 1-3 on 1d6, if the surprising character moves quietly and swiftly.

> The figure is an ogre, although a rather neat and well-dressed one. Pieces of plate and chain armor are mixed with leather jacks and leggings, both studded and plain. The ogre holds a huge, well-polished halberd. The overwhelming smell of sweat mixed with spiced wine surrounds him like a second coat of armor, and when the huge ogre grins, his smile shows teeth stained yellow and black.
>
> As the ogre steps away from the entrance, you can see fully into the cavern. Straight ahead is a large table, ogre-sized and roughly hewn, with several more of the great humanoids sitting around it, eating and joking. They occasionally dip their bowls into something cooking in a small black cauldron over a large, rusty brazier. To one side of the cavern is a small lighted alcove in which shadows betray the occupants' movements.
>
> Beyond the large table is a huge rock formation jutting out into and flanked by a huge chasm. Torches set in sconces reveal three more features of the rock formation: smooth walls leading up to some sort of natural balcony overlooking both the chasm and the ogre's cavern; two narrow paths running west and north alongside the rock; and, far beyond, a lighted stone bridge crossing the chasm.
>
> Two ogres approach from the rock formation, where they were leaning and sharing a smoke from a huge, gnarled pipe. One of them is a giant humanoid, almost 10' tall, in a shiny breastplate, leather and chain protection for his gigantic arms and legs, and a tremendous black leather belt clasped with a silver skull buckle. This monstrosity carries a 12' black-and-silver trident. His companion is an ordinary ogre similar to the one who initially greeted you.
>
> The huge ogre speaks. "Name's Graak. Youse p'pared to pays th' toll?"

These guardians are the toll collectors, the ogre band that Mistle encountered and eventually hired. After the initial challenge, Graak is the only one who deals with the PCs. Once any dealings have begun, all the ogres return to the table to drink wine, with the exception of the passage guards.

Graak is not very intelligent, but his cunning and sense of self-preservation are much better than others of his species. He rules the guards with an iron fist, but is respected by the other ogres who have come to expect this in a leader. Graak's constant dealings with travelers have made him somewhat courteous for an ogre, and have increased his ability to judge character. Graak thinks Mistle is a good employer, although the ogre occasionally protests the smallness of the cut that the guards receive from the toll money. Mistle has proven himself to be powerful and has saved the ogre band more than once with his magic, so Graak affords the magician much respect and even more distance. Graak's increased judgment of character has made him wary of the new derro guard, Haltik Wrath (see area 7), and the information he has received from the two ogres at that guard point only feeds his suspicions.

Graak is good at collecting tolls from passersby, and therefore has become rather cocky. He expects no less than 25 gp or its equivalent from each individual, but will not explicitly ask for that amount in hopes of getting more (it usually works with travelers new to the area). He tries to evaluate the gold piece value of items but usually defers to the duergar money collectors in the alcove (area 2) for an accurate appraisal.

Blocking one entrance to the alcove are several wooden boxes filled with rocks. The cauldron on the brazier contains hot wine. The table holds a variety of large utensils, carcasses, bowls of food, and pots with remnants of old meals in them.

If the PCs decide to pay the toll, Graak leads them to area 2 so the payment can be secured and safeguarded. He then orders (in ogrish) one of the other ogres to take the party to the beginning of the narrow ledge leading to area 7.

If the PCs refuse to pay, Graak tries to avoid combat and offers the following alternative:

> As he takes a hesitant step backward, Graak grips his trident and begins again in his halting speech. "Wait jus' a secon'. We guys don't likes the fightin' that much. I ain't gonna argue ov'r a few bits. Jus' take the utter way — bit longer, but I guess it's wort the bits. The Master

jus' won't likes it if you gone on his bridge without us collectin' the toll."

The humanoid turns and starts to walk across the cavern toward the western ledge. He turns his head and looks over his shoulder, waving to you to follow him, keeping an eye out for threatening moves.

If combat occurs, Graak runs toward Area 2 while the other ogres battle the PCs. One of the ogres throws the cauldron of hot wine to cover Graak's retreat. The cauldron is +4 to hit and covers a 6' diameter with a direct hit, causing 1-6 hp damage (save vs. breath weapon to avoid 2-8 rounds of blindness). When thrown by an ogre, the cauldron has a 30' range.

Then Graak or one of the money-collecting duergar in the alcove blows a horn that hangs from the wall in area 2. This warns Mistle and the guards at area 7. All arrive on the scene two melee rounds later.

If the PCs take the alternate route, they think they hear ogres laughing just before they stumble into area 11.

Graak: AC 3; MV 9"; HD 7; hp 33; #AT 1; Dmg by weapon type +3 (18/75 strength); AL CE; *trident +2.* Graak's silver skull belt buckle is an actual dwarf skull dipped in silver. The whole item is worth 350 gp. Graak also has 14 pp, 31 gp, and 14 gems (worth 10 gp each) in a pouch that hangs from his belt. Graak can tell if someone is lying to him with 70% accuracy, and can make a reasonable guess at someone's alignment after three rounds of conversation and visual examination with 80% accuracy.

Ogres (7): AC 5; MV 9"; HD 4 +1; hp 27, 26, 22 (x2), 20, 19 (x 2); #AT 1; Dmg by weapon type +2; AL CE; halberds. The ogres have treasure among them amounting to 53 pp, 160 gp, and two gold chains (600 gp and 350 gp).

2. The Alcove.

A small lighted alcove here is apparently used by the toll collectors to store their takings and make change. A 4'-high table nearly blocks one entrance to this cave, while the other entrance is blocked by wooden boxes filled with rocks, stacked 7' high.

On the table are an abacus, several sheets of parchment, a few quills, and an inkwell. Behind the table are a 3'-high bench and a large iron chest, closed and locked. Hanging on the wall above the chest is a brass horn flanked by two sconces holding lit torches.

Two duergar act as the money changers and collectors. Each is dressed in brass chain armor and wears a sheathed hand axe attached to his belt. When conducting toll business, one duergar stays on the bench to make deals while the other stands by the chest in order to secure the monies or make change. The duergar by the chest has a large key hidden beneath his armor, attached to a chain around his neck. The chest is trapped; if opened without the key, it emits poison gas that does 3-36 hp damage to anyone within the alcove (save vs. poison for no damage). The chest contains 5-50 each of copper, silver, electrum, and gold coins; 1-10 platinum coins; and 1-6 each of 10-gp gems and 50-gp gems. There is a 30% chance that 1-4 items of jewelry worth 50-200 (1d4 x 50) gp are also present. Mistle comes down to collect the money every day.

If a battle breaks out, one of the duergar immediately moves toward the horn and blows it if Graak has not come to the alcove. Both draw their hand axes and use psionic *invisibility* for as long as possible, but they will fight fiercely to defend their monies (Mistle might reward them if they survive).

Duergar (2): AC 5; MV 6"; HD 1 + 2; hp 9, 8; #AT 1; Dmg by weapon type; SA surprise on 3 in 6, psionics; SD save at +4 vs. magical attacks, special immunities (to paralysis, poison, and illusion/phantasm spells), surprised on 1 in 10; see *Monster Manual II,* page 61; AL LE; chain mail, hand axes.

3. The South Balcony. This natural and magic-made balcony is 15' above the floor of the ogres' cavern and commands a view of most of area 1 and about 50' north along the narrow ledge that runs toward the stone bridge. The stone of this rock formation is very smooth and slightly slippery, making it very difficult to climb (see "For the Dungeon Master"). The balcony itself has a 4'-high stone wall running along its outer edge.

It is at this location that the PCs might see the Master, Mistle the crippled magic-user. There is a 45% chance that Mistle is watching the ogres below as they demand a toll from the party. Any PC has an 85% chance to notice him there. If this occurs, read the following:

You notice a gaunt figure looking down from a balcony on the rock formation that juts out into the chasm. The figure is hooded, so it is hard to distinguish any facial details, but it does seem to be leaning on a crutch and wearing some sort of narrow quiver.

If combat with the ogres breaks out while Mistle is watching, or if the magician is called to the balcony by the horn or sounds of battle, he assists the ogres by first casting defensive spells like *transmute rock to mud* and *web.* If the battle is definitely going against the ogres, Mistle uses his *lightning bolt* and *magic missile* spells. He also uses his *wand of earth and stone* (found in the quiver he carries) to block passage along the ledge to his bridge, if the characters try to run that way. The balcony wall provides 75% cover for Mistle; so long as he fights from the balcony, his effective armor class against missile fire is 0.

If Mistle is badly injured (having lost half his hit points), he moves back into his abode, heals himself with his potions (see area 5), and uses his remaining magic to hide or escape. He then tries to annoy and injure the party, using magic and wile, in retribution for their ruining his profitable business.

Mistle: AC 7; MV 3" (missing one leg); MU9; hp 28; #AT 1; Dmg by spell or weapon type; S 13, I 16, W 9, D 16 (6 if moving or dodging), C 13, Ch 16; AL NE; *dagger +2, bracers of defense AC 6, wand of earth and stone* (36 charges), *wand of paralyzation* (9 charges). The *wand of earth and stone* is of the variety that has the "transmute" spells (see *Unearthed Arcana,* page 96). This particular wand has the spell *stone shape* in place of the *move earth* attribute. The charge cost of this new spell is the same as the one it replaced (two charges per use). The wand's command words are (in order of its powers): "shovel," "go," "up and there," "harden," and "muck." They can be found on a small silver charm (jewelry value 75 gp) that Mistle wears on a chain around his neck. The activating command for the *wand of paralyzation* is "Stop, thief!" This is not written

anywhere. Both wands are kept in a small quiver that Mistle wears at all times.

Mistle's dexterity for the purpose of combat is 6 because of his missing leg. His effective combat armor class with the *bracers* is therefore 7. His available spells are as follows: *feather fall, comprehend languages, jump, magic missile (x 2), detect invisibility, invisibility, web, lightning bolt, slow, tongues, charm monster, dimension door, transmute rock to mud.* His traveling spell books contain the following spells in addition to those listed above: *detect magic, identify, knock, wizard lock, dispel magic, fly protection from normal missiles, cone of cold.*

Though vengeful, embittered, and having an uncomfortable interest in gaining power over evil creatures, Mistle also has a strong wit and is an engaging conversationalist. He has many stories about the underworld lands, and possesses a remarkable speaking voice and aura of authority. He finds talkative, good-aligned characters to be bores but tolerates anyone who does not dispute his personal domain in this area.

4. Laboratory and Living Area.

The black-brown walls of this cave clearly show the telltale smoothness of magical digging. The darkness of the walls makes the place seem dim by absorbing much of the light coming from a small candelabrum and two torches.

The room is well-furnished, and all of the pieces show signs of modest elegance. Along the western wall is a 12'-long stone table covered with various stone implements: jars, beakers, bottles with stoppers, dishes, and a mortar and pestle. Underneath this long table is a shelf running its full length. On it are five larger stone jars, all topped with stone lids.

Along the eastern wall are a wooden table and chair, a stone shelf attached to the wall, and a smaller stone table about 3' across. On the wooden table are various pieces of dirty stone flatware, plates, and cups. The shelf holds two large stone bowls and a single stoppered stone jar. On the stone table are a book, a glass bottle filled with liquid, a good amount of parchment, and a quill and ink bottle. A small, unlit, black brazier sits just to the south of the stone table. A bit of color comes to the room from a large, tattered rug on the floor and a small tapestry hanging from two stone pegs on the southeast wall.

There are four exits from this room: a stairway leading down to the west, two narrow passages leading north and south, and a stone door leading southwest. The stone door has four doorknobs.

All of the stone items were made by Mistle with the *stone shape* power of his wand. The containers on the large stone table contain various ordinary and extraordinary items for use in casting magical spells: black bird feathers, cave insect hind legs, soot, salt, talc, powdered silver, gum arabic, spider webs, animal fur, bits of turtle shell, molasses, soft black clay, and water. (These are the material components for most of Mistle's available spells). Of the five larger jars under the table, two are empty, one contains water, and two contain blood (ogre and duergar).

The bowls on the shelf in the eastern wall contain lichen and small cave mushrooms. The large jar on that same shelf holds water. The glass bottle on the stone table is a potion of *sweet water* (five doses) that Mistle uses to ensure a good supply of drinkable water. The parchments have general writings and some notes on the behavior of duergar, ogres, and margoyles, but one sheet is a magic-user scroll inscribed with a *mending* spell. The book is an empty magic-user's traveling spell book. The tapestry and rug are worthless. The brazier is filled with soot and the remains of some burnt charcoal.

This room and the one to the southwest (area 5) give good indication of Mistle's taste for both austerity and comfort. The past year in his new home has not made Mistle unhappy. On the contrary, he has found his life underground lacking very little. Caravans and other underground merchants pass over the toll bridge often enough to keep the ogres' stomachs full of wine and all of Mistle's personal tastes well satisfied. The toll money is spent on items ranging from wooden furnishings (a luxury underground) to foodstuffs, spices, and coal.

The door to the southwest was built by the duergar and contains some traps of their own making. The four doorknobs are set vertically into the center of the 7'-high door. The top knob is false but has a 30% chance to accidentally trigger one of the other two traps. The second knob down is the real one, opening the door through a system of weights and a counterbalance. The third knob releases a trap that drops large rocks onto a 10' x 10' area in front of the door. Anyone in that area takes 4-16 hp damage (save vs. petrification for half damage). The bottom knob releases the pins that hold the door in place, causing it to fall forward (70% chance) or backward (30% chance). If it falls forward, all those within 6' of the door must save vs. petrification at +3 or be crushed for 5-50 hp damage. A combined score of 40 strength points is needed to lift the door off pinned PCs.

5. Bed Chamber.

Smaller than the outer cave, this room is more sparsely furnished, having only four pieces of stone furniture: a bed with a mattress of lichen in burlap sacks, a simple block of stone for a nightstand, a table with shelves, and a high-backed chair softened by three threadbare pillows. The table and shelves hold a collection of knick-knacks.

The 17 knick-knacks are various non-magical figurines of humans, elves, and animals, as well as some stone jars and vases (worth 4-40 sp each). In the bottom of one of the vases, under 2" of murky water, is a *ring of clumsiness* that appears to be a *ring of jumping.* The vase must be turned upside-down for this item to be noticed.

Underneath the bed is a loose stone set flush with the floor. A normal search of the room will reveal its presence. In a hole under the stone are Mistle's revenues from the tolls: 455 sp in a burlap bag, 230 gp and 55 pp in another bag, and a small unlocked coffer containing 11 gems (50 gp (x 4), 200 gp (x 3), and 500 gp).

The nightstand is another duergar work of genius. Inside is a secret compartment containing three potions of *healing* and a magic-user scroll of *fly, wall of iron,* and *invisible stalker.* The secret-compartment can be opened by sharply hitting the left side of the nightstand three times.

If Mistle has been injured in combat with the PCs, he retreats to this room and uses the potions of *healing* from his

nightstand. He hides here *invisibly,* waiting for the characters to get the full effects of his trapped door. The magic-user then sneaks out and uses the scroll spells to trap the PCs in his room with an invisible stalker. Finally, he flies away down the chasm, looking for better prospects, taking his spell books (from area 6) with him.

6. **Stairway, Ledge, and Secret Entrance.** This is Mistle's front door and porch. Though he rarely leaves, when he does he enters and exits his abode through the use of a *fly* spell. The PCs can approach this area either from area 4 or by flying or climbing to the ledge. The walls on this rock formation are slightly slippery and very smooth.

The ledge is roughly 6' wide and is supported by the surrounding rock. This outcropping can hold up to 500 lbs. of weight. The wall behind the ledge appears to be smooth and featureless. The secret door can be found by a dwarf 20% of the time, by an elf 15% of the time, and by any other character 5% of the time. The secret door is opened by pressing a small knob of rock underneath the northeasternmost edge of the ledge. The door slides straight down, a lip on the inside catching the door from falling further. To replace the door, the lip must be pulled up past a catch on the inner right side of the doorway.

Rapping hard on the second step from the top of the staircase reveals a secret compartment similar to that in the nightstand in area 5. Here can be found Mistle's traveling spell books containing all the spells mentioned in area 3. These books are not here if Mistle has already left the area.

7. Approach to the Bridge. The description below assumes the party is approaching from the south. See area 10 for the northern approach perspective.

> As you make your way along the narrow pathway leading to the bridge, you hear a mixture of strange voices and languages but cannot yet see anyone ahead. Rounding the final bend in the ledge pathway brings you face to face with quite a motley crew of humanoids: two large ogres, dressed similarly to those previously encountered but unarmed, four duergar in plate armor, wielding short spears and war hammers; and a crazed-looking, hairy, dwarflike personage in ragged studded leather armor who holds a huge crossbow of some type.

A roll for surprise should be made here, especially if the PCs gave Graak and his gang any trouble. The two ogres have no reservations about roughing up a few surprised humans or demi-humans, especially since they are far enough away from the influence of Graak. The malicious manners of the duergar and derro only support such bullying and "fun." The shorter-statured humanoids might encourage combat just to get some treasure, if the odds seem reasonable.

The derro, a recent addition to Mistle's guards, has been nothing but trouble for both Graak and the Master. Haltik Wrath has received the support of the duergar guards and, especially since finding out about the unfair cut the guards get from the toll revenues, he has been concentrating on subverting both leaders' power bases. Recently, the derro sneaked away to negotiate with Slissh-Ikil, who presented Haltik with a potion as a pledge of his support. Details of combat plans or other cooperation have not as yet been worked out, though. Any combat in this area, however, is sure to draw Slissh-Ikil's interest, if not the margoyles' presence.

A battle in this area might provide the opportunity that the derro and his supporters have been looking for. Haltik knows that one of the duergar has a magical spear, and he feels that the unknown potion he was given by Slissh-Ikil (a potion of *fire breath)* could turn the tide. The derro will not use the potion unless he feels it is the right time for rebellion.

Ogres (2): AC 5; MV 9"; HD 4 + 1; hp 24, 23; #AT 1; Dmg 1-10; AL CE.

Duergar (4): AC 2; MV 6"; HD 2 + 2; hp 16, 15,12,11; #AT 1; Dmg by weapon type; SA surprise on 3 in 6, psionics; SD save at +4 vs. magical attacks; special immunities (to paralysis, poison, and illusion/phantasm spells), surprise on 1 in 10; see *Monster Manual II;* AL LE; plate mail, shield, hammer, spear (16-hp duergar has a *spear +1).*

Haltik Wrath, derro: AC 3; MV 9"; HD 3; hp 21; #AT 1 or 2; Dmg by weapon type; D 18; SD 30% magic resistance; AL CE; studded leather armor, derro repeating light crossbow (Dmg 1-3) with poison on the quarrels (2-12 hp damage), short sword, potion of *fire breath.*

8. North Balcony. This balcony is very similar to area 3. It commands a view of the stone bridge and about 90% of the chasm area to the north, west and east. The chances of seeing Mistle here are much less, however, unless some sort of battle has begun. There is only a 15% chance that he will be here to see normal passing of the character party.

If, however, the alarm is sounded here, it takes Mistle two melee rounds to respond. His actions upon arriving are similar to those taken for a battle at area 1 — defensive spells first, switching to offensive spells if the battle gets heated, and using his wands only if his business or his life is in jeopardy.

9. The Bridge.

> The bridge, the main feature of this chasm area, is a unique magical formation. Apparently, two natural ledges were altered and extended from either side of the chasm to create this bridge from the living rock. The bridge is narrow, only about 7' wide throughout its length. Two rough stone columns flank the entrance at either end of the bridge. On each stone column, a lit brand smokily burns in a torch sconce. Running along the sides of the bridge are stone railings about 4' high. The stone of the bridge is relatively smooth, although the underside of the bridge appears to be very rough.

If the PCs approach from the north and refuse the verbal challenge of the guards on the south side (see area 10), a physical challenge is made to the characters on the bridge. The ogres, duergar, and derro have experience fighting on the bridge and have a specific plan of attack for such occasions.

First, a final offer is made (by the strongest duergar) to the PCs to pay the toll instead of fighting their way through. If the PCs refuse, the ogres charge across the bridge, attempting to push the adventurers back to the opposite side. Two duergar follow the ogres closely, while the other two run for help. The derro has found a way to safely climb along the rough underside of the bridge; he will try to get beneath the structure before the battle starts. He

has a 65% chance to do this without being noticed. He then attempts to surprise attackers either on the bridge or near its northern entrance. If his movements have been noticed, his chance to surprise is 1-3 on 1d6; otherwise, he surprises on 1-5. The derro can carry his weapons when he climbs under the bridge. Mistle and the ogres and duergar from area 1 arrive in two melee rounds if their help is summoned.

10. The Northern Ledge.

The natural corridor you have been traveling through suddenly opens onto a ledge that provides a panoramic view. To the immediate south and west, the ledge overlooks a deep chasm. In front of you, seemingly formed from the ledge itself, a bridge rises over the chasm and descends to meet a similar ledge on the opposite side. On that opposite ledge stand several guards, their features obscured by the dimness that pervades the chasm. Two larger figures are flanked by four or five smaller ones, and all seem to be holding weapons of some sort. Above the figures is some sort of balcony, carved from the stone of a great outcropping of rock. Rushing water can be heard, far below in the chasm.

One of the shorter guards moves forward and speaks: "This be the bridge of Mistle the Great. Stand where you are and prepare to pay the toll."

Characters who stand fast are met by the two ogres, who cross the bridge from area 7. These guards then escort the party to the narrow pathway leading from area 7 to area 1. The toll-collecting procedure described at area 1 proceeds normally once the party arrives. If the PCs make threatening actions or attempt to cross the bridge unescorted, the guards at area 7 start their combat procedure (see area 9).

11. The Margoyles' Alternative.

As you round a bend in the narrow ledge beside the chasm, a rush of air whips past your face. Suddenly, you are set upon by thrashing horns, fangs, and claws, all seemingly made of stone.

Slissh-Ikil hears the PCs moving along the ledge and dispatches two of his cohorts to attack the travelers. Slissh-Ikil himself flies out and stays nearby to see how the youngsters do. If the margoyles take more than one-third of their hit points in damage, they retreat to their lair at area 12 (they lose the ability to fly if below half hit points). Under no circumstances will Slissh-Ikil assist the other margoyles here. Margoyles so badly wounded as to be unable to fly manage to glide down to a ledge far below, just above the river, where they rest until able to fly again.

Slissh-Ikil: AC 2; MV 6"/12"; HD 6; hp 40; #AT 4; Dmg 1-6/1-6/2-8/2-8; SA 80% surprise near stone; SD +1 or better weapon to hit; AL CE.

Margoyles (2): AC 2; MV 6"/12"; HD 6; hp 32, 26; #AT 4; Dmg 1-6/1-6/2-8/2-8; SA 80% surprise near stone; SD +1 or better weapon to hit; AL CE.

12. The Margoyles' Lair. This large and smelly cave can be reached only by flying or climbing. It is 60' above the ledge where the area 11 encounter takes place. When the margoyles are not attacking local travelers or foraging for food, they are found here 95% of the time. The bare cave contains a large amount of grit, gravel, and sand piled into three mounds. Sifting through the stuff in all the piles reveals some treasure. The two mounds in the southern end of the cave together contain six gems (100 gp (x4), 500 gp, 1,000 gp), 46 gp, 36 sp, and 54 cp. These two piles also contain a good number of shiny but useless baubles. The pile of sand and gravel in the north end of the cave contains a large gold pendant in the shape of a snake (worth 1,200 gp), 78 sp, and a silver short sword with scabbard (worth 60 gp total), as well as an assortment of other worthless shiny items.

13. Billygoats' Gruff.

Ahead, at the end of the ledge, you can see a strange bridge. Two smooth stone pillars are sunk into stone ledges on each side of the chasm. Tangles of thick wire and rope are pulled through holes in the pillars and secured by wrapping and tying. Three twisted lines of wire and rope

are stretched across the chasm, each attached to the others by a series of small twists of rope and wire. It appears that the bridge is crossed by walking on the lower of the three ropes while using the other two for handholds. The sound of rushing water can be heard from far below.

Unfortunately, it looks like you have other things to worry about right now. A large, winged, stone creature descends from the darkness of the chasm's ceiling to settle on the nearer of the bridge's foundation ledges.

From this location, Slissh-Ikil makes himself known to the travelers who dare to traverse his pathway and bridge. He presents himself in a menacing manner, either prior to the characters' crossing the bridge from the north or when the party is approximately 20' from the bridge approaching from the south. He avoids combat by flying off the ledge just before the PCs reach him, and maneuvers around to harass characters as they try to cross the rope-and-wire bridge. If they are alive, the other two margoyles join in the fight, using Slissh-Ikil's tactics as described below.

Slissh-Ikil attacks only those PCs who cross the bridge, and only those with little or no armor protection (AC 6 or higher). The margoyle has learned several things from dealing with travelers on a frequent-basis — particularly that the best fighters usually wear large pieces of shiny metal on their bodies. Slissh-Ikil attacks characters when they are approximately halfway across the bridge. He swoops down, slashing with his claws (two attacks for 1-6/1-6 hp damage). A successful attack by the margoyle requires a PC to make two successive dexterity checks on 1d20 to avoid falling off the rope bridge. If only one check fails, the PC hangs onto the bridge by 1-3 of his limbs and can continue to hold on for 1-3 rounds per limb. Failure of both checks indicates that the PC has fallen into the chasm (see "For the Dungeon Master"). Slissh-Ikil concentrates his attacks on characters hanging from the rope bridge, if any.

The bridge, upon closer inspection, is a unique and fine piece of workmanship, completed by the svirfneblin only a few months ago. It is an elegantly simple three-rope suspension bridge.

14. The Western Passage.

The natural stone passage you have been traveling in suddenly turns east, and a cool, misty draft blows into your face. A few feet beyond the turn, you break out of the passage onto a ledge overlooking a vast and deep chasm. Through the dimness, you see the faint outline of a bridge about 50' south. The bridge spans the gap between the two ledges, and on the southernmost of these ledges you can see several shadowy figures.

Your choice of movement is fairly limited, however. The rough stone ledge you stand on narrows as it bends south, hugging the western cavern wall. The air is damp, drafty, and cold. The sound of rushing water can be heard in the distance.

As the PCs approach the bridge, they are challenged by Slissh-Ikil (see area 13) and the two younger margoyles. See area 11 for their statistics. There is a 50% chance that PCs entering the area from this point will walk out while one or more of the margoyles is clinging to the rocks nearby in a perfect position to attack the group from surprise.

Continuing the Adventure

This encounter can be used over and over again as the PCs pass through this area, perhaps on their way to and from the surface or an underground base of operations. The adventurers can easily become involved in the intrigue of the encounter area, taking whichever side they feel inclined to support. Any of the NPCs can become well known to the characters and can be a good source of rumors and information leading to other adventures. The PCs might even strike up a (dangerous) friendship with Mistle, as it has been a long time since the mage has spoken to other people from the surface. Though evil, he is still reasonably honest about his intentions and is fairly charismatic. He may offer the PCs lodging in his humble abode (which is safe, though uncomfortable), perhaps in trade for their tracking down some rare spell component or other required item. The mage might also express an interest in accompanying the party on an expedition to find the associates (or their remains!) who left him here a year ago. Anyone who manages to *regenerate* Mistle's missing leg has won his support for the rest of his life, though he will remain in this area.

The unfriendlier denizens of the area can be a source of further adventure as well. The margoyle, Slissh-Ikil, has contacts with other margoyles and many evil creatures up and down the length of the chasm. This evil monster also keeps many important personages in the underworld informed on the comings and goings of travelers through this area. The derro and duergar both have contacts with others of their ilk in the immediate area. The toll-collecting duergar could be skimming money off the top of the revenues, while Haltik Wrath's agreement with the margoyles could become a major problem for Mistle and the chasm bridge guards.

Finally, a coalition of underground merchants and citizens may become fed up with paying the toll and hire the PCs to do away with Mistle and his crew. If successful, the PCs will then have to contend with the margoyles in order to prevent the monsters from taking over the newly liberated bridge for their own purposes. Ω

CAMPAIGN JOURNAL:

SPELLJAMMER™

The Black Pegasus Trading Co.

by David Montgomery and Jim Milner

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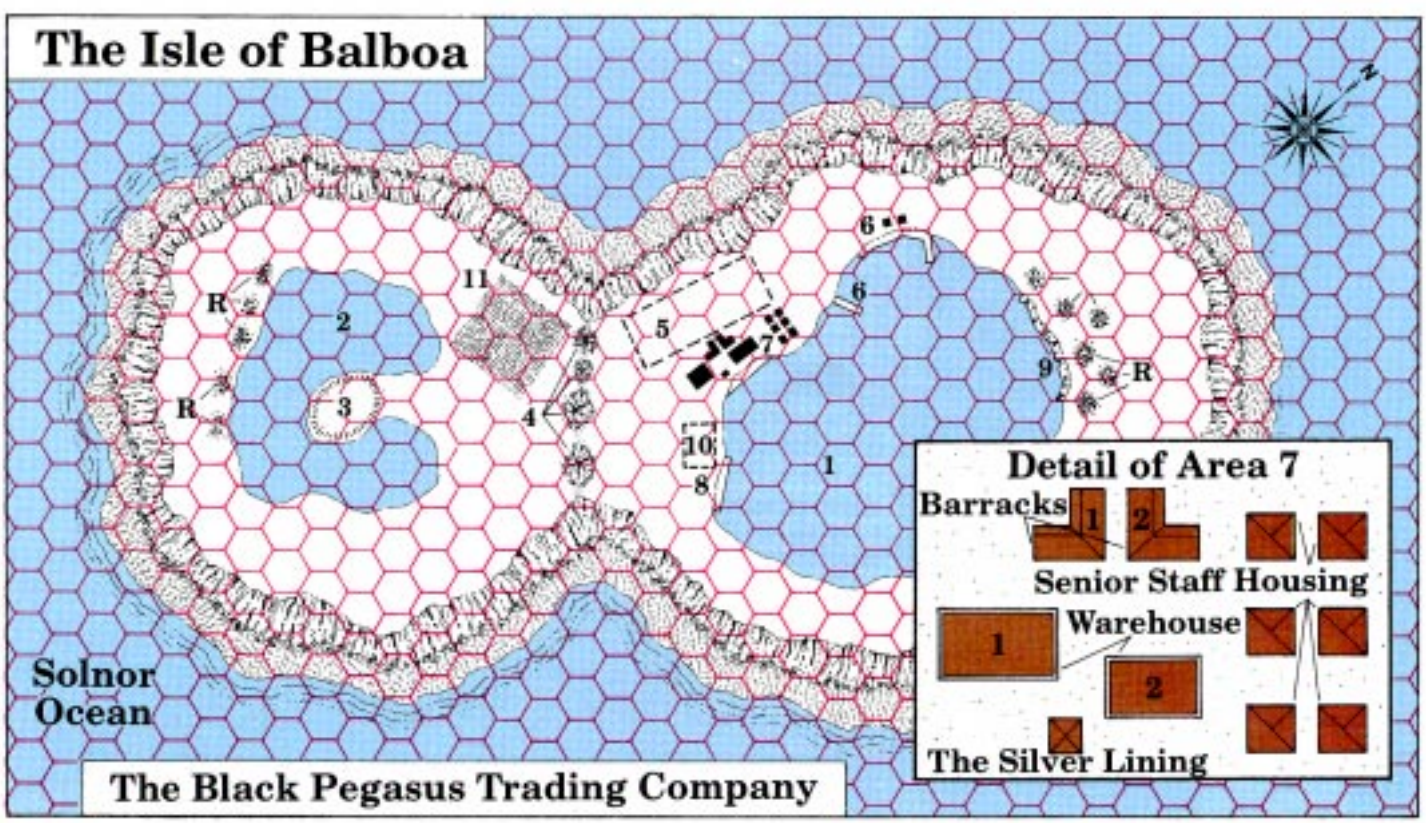

As DMs and players, we were tremendously excited about the SPELLJAMMER® campaign setting from the moment we discovered it. We bought all the books, compendiums, and accessories and loved it even more. The problem was that we did not want to give up our land-based adventures and start all over, and most methods of discovering Arcane Space made us choose one over the other. We needed integration. The Black Pegasus Trading Company is a secret society of spelljamming merchants living on an otherwise standard campaign world. Basically neutral in alignment, the characters of the company allow the DM the option to use them in any manner, as appropriate to circumstances and PC alignments. These characters serve equally well as nemeses, allies, or merely as catalysts for further adventures.

Note: Because we love the WORLD OF GREYHAWK® setting, we set our version of the company on that world, Oerth. However, in the event that a DM prefers a different campaign world, the names can be changed with ease. For those using the GREYHAWK world, we provide links to the latest events occurring there.

Overview

At a glance, the concept of spelljamming seem's quite foreign to the typical dungeon delver, and rightly so. But, it can expand the campaign and the characters to their outer limits. Adding the SPELLJAMMER campaign to your own world is a natural progression for high-level characters. The problem lies in integrating the two disparate settings into a manageable campaign for the DM. By gradually introducing spelljamming vessels masquerading as typical merchantmen galleons, the DM can control the flow of information to the player characters, allowing them to "discover" what is going on in their campaign on their own.

Setting

If a person traveled three degrees North of East from the mouth of the Trask River (in what was the Great Kingdom) for a distance of 630 miles, she would discover an island. This island is completely ringed by imposing cliffs. Rising nearly vertical, these cliffs range in height from 450′-1,375′ high. Seen from above, the shape of the island appears as two linked ovals of unequal size. This island was created by the merging of undersea volcanoes that underwent a period of extensive seismic activity ages ago. When seismic activity ended and the volcanoes collapsed, they left behind a ring of jagged peaks and two deep valleys. Time and weather served to fill the valleys with substantial quantities of rain, thereby creating two extremely deep lakes. Deep subterranean tunnels, left by the volcanoes, allowed water and sealife to enter the lakes, resulting in slightly brackish water.

Although favored by generally mild and overcast weather, the island is in a region of treacherous currents and sudden hurricanes. This, combined with the sheer walls and low cloud-cover, makes the island quite difficult to locate, much less explore.

This island on Oerth has been the home to occasional bands of spelljammers during the last few centuries. While it has no official name, its current denizens refer to the island as Balboa. The company forcibly took possession of the island four years ago by annihilating the Balboa Brothers Bazaar in a massive battle using aerial assaults, magical hurricanes, and treachery. They have held it ever since.

Characters

The Black Pegasus Trading Company is controlled by a close-knit group of four adventurers, known as "the board of directors." These four individuals have been friends and business associates for several years. They occasionally adventured together prior to deciding to go into business as partners. Erthoron, an elven mage/thief, and Re'lumph "Lumpy" Garlock, a hairfoot halfling thief founded this organization with just two spelljamming galleons, and were quite successful. Rounding out the board are the Peldebrocks, a married human couple. Belthalion is a powerful wizardess, while her husband, Valgulman, is a dual-classed fighter/mage. The Peldebrocks managed to commandeer a squidship, and became buccaneers and mercenaries. When Lumpy and Erthoron heard what their old companions, the Peldebrocks, were doing, they decided to investigate. Soon, they got together for a few mutually successful joint missions. One stormy night in Rel Mord they decided to join forces. Between Re'lumph's business sense and the military genius of the Peldebrocks, the company grew by leaps and boarding parties.

No member of the board or any member of the crew is evil; most are true neutral or a variation. The board's motivation stems from self-interest; they have a genuine desire to have it all. They are not simply greedy, but are driven to attain power and influence also. Not immoral, but simply amoral, they care for themselves, their crew, and little else. In a battle where sides must be chosen, they choose good; not because of altruism, but because good is more expedient and better for commerce in the long run. If taking sides can be avoided, they willingly serve all factions while never betraying any to the opposition. Honor is not unknown, but it is a code defined by each individual. In fact, the Peldebrocks honor to the death any commitment made by either of them. Lumpy and Erthoron are a little more flexible on that issue, but between them, they wring every copper piece from any deal, and ensure there are no loopholes, unless they are in the company's favor.

Seldom do any of the board appear in public undisguised. Only if the problem demands personal handling will they go in person, and never more than two members are together in an unsecured position. In the current suspicious environment in the Flanaess, such caution is not unwarranted.

Re'lumph "Lumpy" Garlock (halfling): AC -1; MV 9; T15; hp 75; THAC0 13; #AT 1; Dmg by weapon; S 14, I 16, W 12, D 18, C 17, Ch 18; ML 17; AL N; *leather armor +5, ring of elemental command-air; wand of secret door & trap location, 4 packets of dust of disappearance, dagger +2, Longtooth.* Re'lumph looks quite the dandy, dressed in silks and other finery. His long, auburn hair is always in the latest style, and often topped by a colorful, plumed hat. His eyes are dark brown, yet they twinkle with mischief and merriment. Only 3′ 1″ tall, he has the affectation of wearing heeled boots at formal occasions, lifting him to a lofty 3′ 4″.

Lumpy grew up as the rebellious second son of wealthy merchants, and even though he hated his family's business, he inherited the gift of good business sense. After achieving success as a thief, he went into Wildspace and wasted no time setting up a front operation as a merchant. Over the years, he and Erthoron pulled off a great number of heists and scams. He takes great pride in the inventory of rare and powerful magical items stored in the vault on the hammership.

Lumpy is a business genius, and a master of turning a profit, illicit or legitimate. He plays a crucial role in the planning of both heists and trading missions. There are more of the latter, as they return a slightly lower profit but at a *much* reduced risk of loss. Generally, Re'lumph serves as the voice of the company and the chief negotiator when dealing with powerful contacts or business associates. If there were an actual head of the company it would be Re'lumph, but he declines that title, since he desires the full cooperation he receives from his colleagues.

Erthoron Erskine (elf): AC 3; MV 12; M11/T12; hp 47; THAC0 15; #AT 1; Dmg by weapon; S 9, I 18, W 15, D 16, C 14, Ch 11; ML 17; AL N; Spells: 4/4/4/3/3; *robe of the archmagi (gray), ring of spell storing, wand of lightning, hat of disguise, dagger +3.* Erthoron is tall for an elf at 5′ 5″) with a very pale complexion, deep green eyes, and hair black as night. His taste in clothing runs to dark colors and the finest fabrics, and he always wears a voluminous black cloak. He was once mistaken for a vampire on a darkened street in the City of Greyhawk. Erthoron at one time held the rank of Ship's Wizard First Class in the Elven Armada. He soon became disillusioned, however. One day as he searched Lumpy's ship, he took a bribe and overlooked the contraband he found there. Shortly thereafter, he resigned and joined the halfling and his fledgling business. Rarely smiling or speaking, he is known for his refusal to drink alcohol and his keen intellect. Thanks to his military training, Erthoron has excellent piloting and combat skills with spelljamming vessels.

Thievery remains his passion, though.

Erthoron plays the most roles of any board member. He serves as chief astrogator and helmsman, and assists in the training of the company mages when necessary. Like Lumpy, he engineers many of the heists. Often the two perform both the planning and execution as a team.

Belthalion Peldebrock (human): AC 1; MV 12; M 14; hp 52; THAC0 16; #AT 1; Dmg 5-8; S 10; I 18, W 14, D 16, C 16, Ch 15; ML 17; AL LN; Spells: 6/6/6/5/5/3/2; *staff of the magi, cloak of protection +5, ring of wizardry* (doubles third-level spells), *dagger of throwing +4.* Belthalion is an Invoker specialist mage, and her bonus invocation/evocation spells are included in the list above. The extra spells she receives from *ring of wizardry* are not included.

A very attractive woman, Belthalion stands 5′ 10″ tall, with red hair and green eyes. However, she cares only for those close to her, and is indifferent to others. She has written a number of virulent variations to more common spells, and achieved fame by inventing new and interesting uses for spells. Specializing in all forms of fire-based spells, she especially enjoys ship-to-ship combat. One of her aliases is "Torch." She is logical and calculating.

Beltbalion's role in the company includes control of all magical resources. She coordinates all magical battle plans and is a rigid taskmaster in the training of all her combat mages. For the business efforts, she provides legal counsel, since she knows most laws and statutes of the Flanaess, and her magical skills assist her in obtaining the truth from contacts.

Valgulman Peldebrock(human): AC 0; MV 12; F7/M9; hp 85; THAC0 14; #AT 3/2; Dmg by weapon plus strength bonus; S 18/77 (+2/+4), I 17, W 11, D 16, C 17, Ch 16; ML 17; AL LN; Spells: 4/3/3/2/1; *bracers AC 2, +5 defender bastard sword, axe of hurling +3, ring of human influence, decanter of endless water, wand of polymorphing.* Valgulman is a great bear of a man standing 6′ 4″ tall with a huge mane of blond hair and a long beard, both worn in braids. He appears to be a typical barbarian, and commonly takes advantage of that stereotype, since few guess he is a mage. He is known for his meticulous attention to detail. Valgulman is the military genius of the group, both when airborne and on the surface (land or sea).

Valgulman makes complete battle plans for all scenarios the company undertakes. While he can't personally control every unit, he uses rigorous training to mold the units into an effective force. Valgulman also makes use of the company's many contacts around the Flanaess to gather information, military or mercantile, that the company can use to its advantage.

The remainder of the company, known simply as "the crew," is an assortment of humans, elves, and halflings. There are exceptions, such as a small company of giff warriors, a half-dozen advanced lizard men, and a spacesea giant serving as head construction engineer.

One of the lizard men is a thief named Rhumbonihaz. He is worthy of mention, since he regularly accompanies one of the trading parties, posing as a "normal" lizard man fighter named Drooler. Many mistake him for a simple bodyguard. This enables him to be a superb spy, since people underestimate him. "Drooler" behaves impolitely, grunts and slurs when speaking, and has an annoying habit of mindlessly gazing at people who are talking, while drops of spittle dribble off his chin.

Rhumbonihaz/Drooler (advanced lizard man): AC 5; MV 6; Sw 12; T6; hp 38; THAC0 18, #AT 3 or 1; Dmg 1-2/1-2/1-6 or by weapon (backstab × 3); S 17 (+1/ +1), I 13, W 10, D 17, C 16, Ch 06; ML 15; AL LN; PP 35%, OL 65%, FT 45%, MS 75%, HS 50%, DN 30%, CW 95%; *shadowcloak* (additional 25% to HS%), *long sword +2, helm of comprehending languages and reading magic.* Rhumbonihaz is one of Valgulman's henchmen and is unfailingly loyal to him. While not a leader yet, he is one of the most trusted individuals in the lower ranks of the company. Rhumbonihaz likely will achieve the rank of leader by the time he reaches 8th level. When assigned to especially important missions, Rhumbonihaz borrows powerful magical items from the company's inventory, tailored to his needs. On occasion he has had in his possession a *ring of elemental command-air,* and a *fates card* (from a *deck of many things).* He is one of Valgulman's most capable agents.

Another notable company member is Feldspar Meldmud, the spacesea giant responsible for the design and construction of the company's facilities on Balboa Island as well as general maintenance of the company's spelljamming fleet.

Feldspar Meldmud (spacesea giant): AC 0; MV 12; HD 14 + 1d4; hp 98; THAC0 7; #AT 1; Dmg by weapon (2-12 + 8); SA hurling rocks for 3-30, spells; SD spells; ML 17; AL N; MC 7; *ring of elemental command-earth, stone club* +3. As an elder giant with spell-casting ability, Feldspar has the following special abilities: *stone shape, stone tell* and *transmute rock to mud* all once per day at 5th level of ability, and has also spell-casting abilities of a 3rd-level wizard (2/1). His most common spell choices are *phantasmal force, shocking grasp,* and ***invisibility.***

The board-members' personal henchmen, a loyal and capable lot, provide leadership for the crew. The numbers and details of the crew are left to each DM to determine.

Isle of Balboa

The company aims to establish a secure headquarters facility on Balboa. At this time, the shipyards and repair docks are completed, as are two large warehouses and assorted housing. A large area has been cleared to act as a landing field to the west of what will become a company town. Presently, this town consists of laid-out roadways and building lots, except for those buildings already mentioned, and a public house, "The Silver Lining." The giant, Feldspar Meldmud, faces the task of creating an underground stronghold. This stronghold will be large enough to hold the living quarters of the board, the company vaults, some council chambers, and the control center where all company operations can be monitored. It is being designed to survive an attack similar to the one that turned the island over to the company. Only a minimal amount of construction has occurred on the stronghold thus far. Feldspar is out on a special mission, recruiting miners and stonemasons from various communities to aid in this project. The plans include the possibility of a special chamber, extending into the depths of the landing lake, roofed with transparent crystal. The agricultural fields cultivated by the previous denizens now produce small amounts of food and trade crops (such as pipeweed). The company also plans a smoke-powder factory here.

Among the minor holdings of the company, there exists various warehouses and trade offices in the free city of Greyhawk, Rel Mord in Nyrond, Bastro in the Hold of Stonefist, Zeif in the Sultanate of Zeif, Monmurg in the Hold of the Sea Princes, and in the free city of Rel Astra. The company also owns several smaller businesses of all types across the Flanaess. Each DM can add pre-existing enterprises from her own campaign to the company's empire.

Vessels

The company owns a small armada of spelljamming craft. Currently its fleet consists of one hammership (in orbit), two viperships (docked at Balboa), five galleons (two docked, three deployed), three blades (in orbit), and two wreckboats (one docked and one in orbit). Two more viperships and a wreckboat are under construction, but are not yet near completion. The galleons bear *minor helms*, while all other ships sport *major helms.* All galleons deployed by the company carry various sets of registration documents and trade agreements, allowing them to operate legally in most waters and ports on Oerth. Each ship is equipped with a *mirror of mental prowess* somewhere in the officers' quarters. These mirrors act as a means of transportation between ships, and the scrying function comes in handy too. The only ships without such a device will be those newly acquired or those considered disposable. In the event of a ship's loss, destruction (or removal) of these mirrors is part of the scuttling routine. There is also a mirror on Balboa.

The hammership serves as a mothership and a main battle platform. The company keeps it in stationary orbit above Balboa at an altitude of 15 miles. Viperships are the favored vessels in Wildspace and in com-

bat. The blades accompany the hammership, functioning as tugs or escorts. Finally, the wreckboats see use as small freighters or inland scouting vessels.

The company sails into foreign ports to trade in their converted galleons, flying away when out of sight. Currently, the three deployed galleons reside in harbor in the Sultanate of Zeif, Glot of the Ice Barbarians, and in the Hold of the Sea Princes. The team in Zeif is trading a load of rare wood from the Olman Islands for gems. In Glot, the company carries on routine trading for cured meats to sell to the starving masses of the central Flanaess. The other crew covertly spies on the Scarlet Brotherhood's organization in Monmurg, seeking a likely point of infiltration (more on the company's relationship with the Brotherhood later). Rhumbonihaz accompanies the group in Monmurg.

Operations

The company's primary objective is to maintain the company and see it grow. If necessary, however, they always choose to lose holdings before personnel, since they value trusted crew members far more than material possessions. Items can be replaced, but the loss of loyal and talented employees leaves gaps that are not so easily filled.

Whenever possible, the company maintains maximum profit margins through the use of spelljamming, their competitive edge. The only drawback to this operation is the necessity for absolute secrecy, both of the spelljamming capabilities and of the location of their base, since any knowledge revealed is an advantage lost. This need for secrecy is linked not only to their profits, but to their general principles of neutrality, and the belief that if spelljammer technology were to fall into the wrong hands, balance would be lost.

Taking advantage of the speed of spelljamming vessels, the company ships fly almost directly into the port, within no more than two days sailing distance, even less if weather conditions grant cover for their arrival. This allows them to get their goods to favorable markets well before their land-borne competition. By docking in Rel Mord and getting a steal on a common product, then five days later trading it for the finest silks in the Sultanate of Zeif, they profit heavily. During the recent wars in the Flanaess, the company responded to needs in Nyrond, Iuz, the Great Kingdom, and the Hold of the Sea Princes, all on the same day! In a few battles, members of the company actually provided supplies to *all* sides. The *mirrors of mental prowess* carried on each ship allow the company teams to relay critical information, such as pricing and demand. While the company avoided price gouging during the wars, they did make healthy profits, and the company earned a few favors from some of the most powerful leaders of the Flanaess.

Occasionally, the company attacks unescorted merchant ships of the Scarlet Brotherhood, since this group's tendency toward commercial espionage has impinged on the company's profits more than once in the past. This raiding increases the company's fleet while simultaneously reducing competition. This only occurs when there is virtually no chance of discovery. For more on this, see the "Scenarios" section below.

While almost any profitable venture interests the company, they specifically target certain enterprises that promise stable, long-term returns. So far, their only ongoing trade missions are supplying weaponry to Sunndi, and importing Ullish war horses to Nyrond. Before the fall of Onnwal, the company also supplied the army there. Now, however, Sunndi takes the majority of all weapons and armor that the company handles, providing fine gems and the purest platinum in return. While the Peldebrocks maintain a dwarven-run smithy in Irongate, the company deems the situation there too risky to attempt any imports. A caravan line in Ull transports war horses and assorted exotic items to the harbor at Zeif, where galleons wait to ship them to Nyrond (and, occasionally, the City of Greyhawk). As outra-

geous as the prices for the horses are, the company easily comes out ahead by dealing with nobles and adventurers desperate to purchase superior mounts before hostilities begin anew.

In addition to huge advantages when dealing with the planetary economy, there also are the off-planet and out-of-sphere markets where, for example, bat guano might command a king's ransom. The number one rule of mercantilism is "one man's garbage is another's gold." Asteroid strongholds in Greyspace provide great quantities of the high-quality weaponry and armor that is so scarce in the post-war central Flanaess. In the future, the company plans to funnel all weapons profits into smoke-powder production, which in turn will bring an excellent return from associates in Realmspace. Finally, for clients with extremely deep pockets, the company offers the services of off-world mercenaries. These troops could be an elite giff squad (although they would sorely miss their smoke powder), mind flayers with heavy weaponry, or even gnome cavalry mounted on carnivorous giant space hamsters.

Scenarios

This section provides one dozen scenarios that DMs may use to develop adventures involving the company. Feel free to add, change, or ignore these ideas as appropriate to each campaign.

1. Hijacked

The characters took passage on a merchant ship from Rel Astra, bound for Ratik (or other suitable locales). On the second day of the journey, a sudden squall hits the ship. Lightning bolts strike all the masts, yet no one is seriously injured. The captain commands that all hands abandon ship and row for the coastline. The storm and the lightning were actually magical attacks against the ship by members of the company. They need another ship, and intend to salvage this one. If the characters insist on trying to save the ship, they will come into conflict with the company recovery team. Also, if they delay heading for land while in the lifeboat, the party may spot two vipership and a wreckboat descending from the clouds.

2. Murder

The PCs witness a pair of thieves backstab a sailor and drag him into an alley to rob him. If the characters rush to his aid, they scare away the thieves, only to discover that the sailor is already dead and the thieves escaped with his purse. He was a crew member of the company. The party will find favor with the company if the PCs try to locate the slain sailor's ship. If the PCs do not pursue the thieves or don't attempt to find the sailor's ship, other witnesses will place them at the scene of the crime. The party must now deal with the local law, and the rest of the ship's crew, who could seek revenge.

3. Reconnaissance

The characters catch Rhumbonihaz escaping down a rope from the roof of a nobleman's house. He broke in to obtain some important trade papers for the company (including lists of prices, sources of "discount" merchandise, buyers of expensive specialty items, officials and guards that can be bought, and assorted blackmail information). Having found what he sought, he is returning to his ship. The characters may detain him, follow him, ignore him, or even attempt to slay him. If skillfully followed, Rhumbonihaz leads them to a company officer who may be willing to negotiate to maintain secrecy. If the party steals the papers, they either can use the information to further their own ends, or sell it to other merchants or to the company. The company will respond to their actions as appropriate.

4. Stowaways

The characters need to get out of town fast and stow away on a galleon operated by the company. It completed its mission and is returning to Balboa with a cargo of

foodstuffs. The crew discovers the stowaways while the galleon is airborne. Resolving this scenario depends on the PCs' actions and the players' role-playing skill. (Imagine walking the plank at 30,000 feet.)

5. Recruited

The company is on a recruiting drive. They are looking for a few hardy people to strengthen their caravans between Ull and Zeif, so PCs can sign up for mercenary duties. Company representatives require a few wizards and several fighter types. The company is developing a large market for Ullish war horses. Characters can expect to encounter harsh desert life and raids by nomadic bandits and rival trade organizations. Surviving members of a successful caravan troupe may have the opportunity to become full crew members. New members of the crew face intense scrutiny and testing before they learn the secrets of the company. Spellcasters go through even more examinations, but are in much higher demand, and can advance through the ranks quickly.

6. Phantom ship

Aboard ship on a clear midnight watch, one of the characters spots what appears to be a sailing ship silhouetted against the moon. None believe his tale. The next day, a heavily loaded galleon that the party's much faster caravel left behind days ago comes into view, stolidly plowing through the rough seas ahead. The galleon, of course, belongs to the company.

7. Discovery

While adventuring high in the mountains, the characters sight a galleon in a small alpine lake. Closer inspection reveals a group of merchants accompanied by a giant, trading with a settlement of dwarves. The company may not take kindly to being discovered where no sailor has gone before.

8. Infiltration

One Raliman Erleden approaches the party in a River Quarter inn in the City of Greyhawk and convinces them to infiltrate a rival merchant organization. He is actually Ulrik Nessarien, a prominent member of the Scarlet Brotherhood, and is trying to discover information about the company. Concerned because the company appears to be unduly successful, he intends to use any intelligence for the Brotherhood's gain. Raliman arranges for the party to serve as mercenaries on a company galleon, so they can spy on the crew and their trading missions. Unknown to all, however, the ship is sailing on a daring raid deep into the domain of Iuz. The company expects hostilities, so the galleon carries many warriors and spell-casters, but few trade goods, The objective of the expedition is to meet with a small group of company "specialists" involved in a major heist, in order to transport the goods to a safe harbor. In the early stages, the mission seems a routine run on the Nyr Dyv, but days later the PCs awaken on a disguised ship heading up the Ritensa river. In the middle of the night, at a spot in the river close to Molag, they rendezvous with a wreckboat and relieve it of its extremely bulky and heavy cargo. The characters are there as hired muscle, both as cargo handlers and as combatants, and will not be learn any company secrets unless the mission faces imminent danger of failure. However, if the situation calls for extreme measures, the crew will fly the galleon to safety.

If the characters gain any information, they must decide whether to report back to Raliman, ally with the company, or apply the intelligence for personal gain. Additionally, the company knows who employed the characters (as Raliman, not as Ulrik) and suspects possible ties to the Scarlet Brotherhood. The crew will act in accordance to the characters' actions either by feeding misinformation or investigating the PCs for possible employment as crew members (and double agents to a suspected Scarlet Brotherhood agent).

9. Rescued

The characters' ship drifts into a whirlpool (or falls prey to sea serpents, etc.) far from shore. Suddenly, an amazing flying ship descends from the clouds and offers rescue. The price is the ship the PCs ride on for the lives of everyone aboard. If the ship's crew and the PCs agree to this, the flying galleon frees their ship and tows it to a deserted island located along a major shipping lane. There, the company ship's crew takes possession of the ship and makes each survivor swear secrecy on how they came to reach the island, leaving the party to await rescue.

10. Space warp

Deep in a dungeon, the characters discover a strange, shallow pool. Ten feet deep and 15′ across, the pool is fed by a gushing font a mere 20′ away, yet the pool never overflows. The pool hides a spatial warp at its bottom that leads to the floor of the landing lake on Balboa, approximately 150′ below the surface there. The company will not appreciate intruders popping up in the middle of their secret base. However, if this is handled diplomatically, the group may be allowed to join the company or make an alliance under a vow of secrecy.

11. Recovery

The company lost a team of 12 when Iuz took Admundfort. Valgulman's informants tell him only five members of the team remain alive. The company approaches the PCs to undertake a mission to rescue the missing crew members. The company prefers to use outsiders for rescue attempts, knowing that if the attempt is unsuccessful, the company has not lost additional employees. A possibility exists for further adventures dealing with joining the company or the vengeance of Iuz.

12. Salvage

The company crash-landed a ship full of treasure in a shallow lagoon. The PCs discover the wreckage and try to salvage it, but the company has no intention of letting them get away with it. They discover the characters before salvaging can begin, and attack with a vipership and a wreckboat. Characters can stand and fight, retreat, or attempt to negotiate. While combat likely won't favor the party, a spirited defense could lead to a truce while the board of directors considers how to deal with their formidable opponents. After all, as businessmen they must consider their profit/loss ratio. Survivors of such a scenario might emerge with lucrative trade agreements.

Conclusion

This group provides many options for enterprising DMs. The Black Pegasus Trading Company can act as antagonist, protagonist, catalyst, or merely an evening's adventurous diversion. There also are many other ways in which the addition of spelljamming vessels can spice up a campaign. For example, a spelljamming ship would be the perfect vessel for a group bent on purging the world of evil dragons; after all, why should dragons hold the upper hand due to an ability to fly? Imagine the havoc a mercenary company could wreak when capable of striking without warning at the very heart of an enemy stronghold. How about a small ship of thieves, heisting their way across the world in the best getaway vehicle ever designed? Even the scholarly could benefit from easy access to remote and seemingly inaccessible locales, where important discoveries await. Or, a madcap group of treasure-hunting characters could scour a planet for dungeons to delve and princesses to rescue. The possibilities are as limitless as the number of crystal spheres in the phlogiston. Good sailing!

Ω

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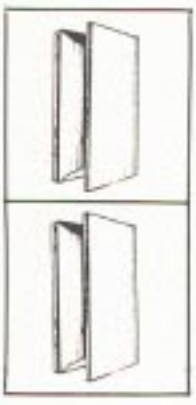
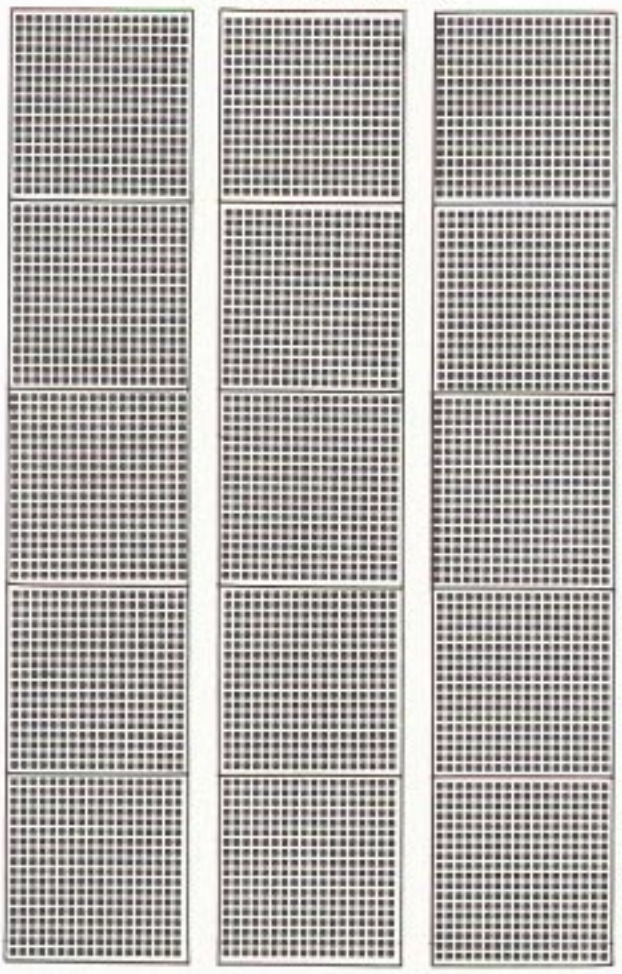
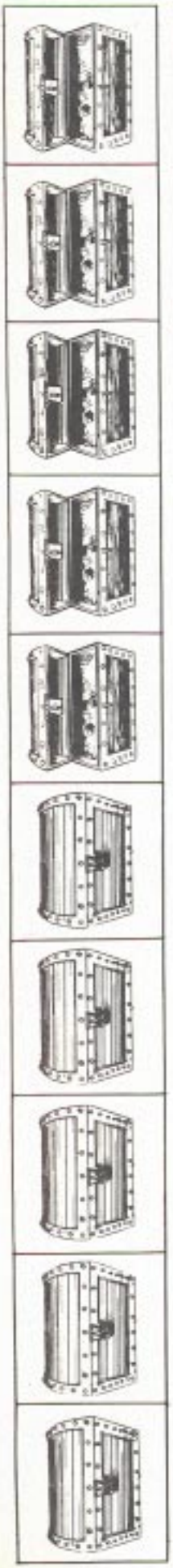
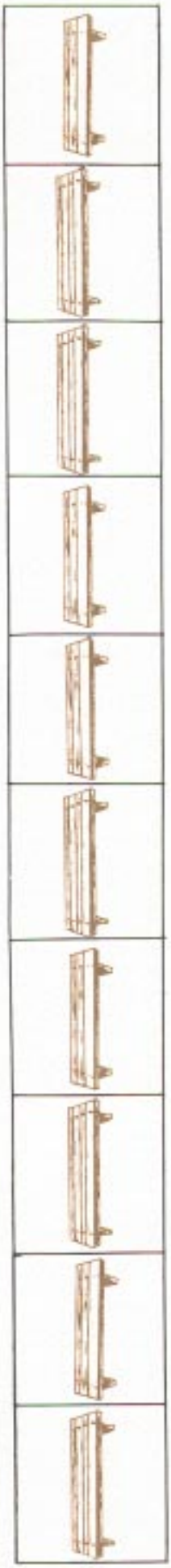








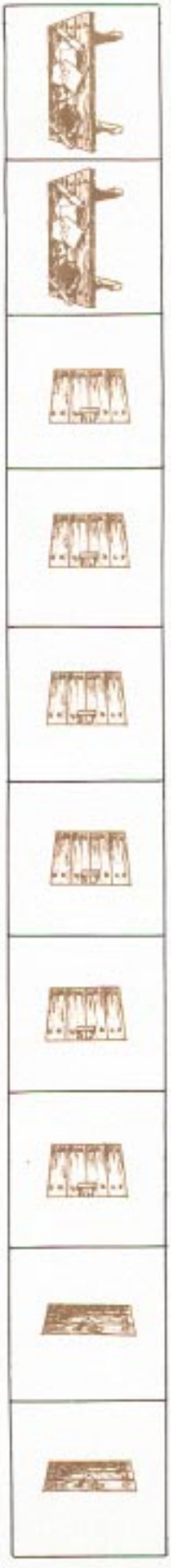
COMPONENT CHECKLIST

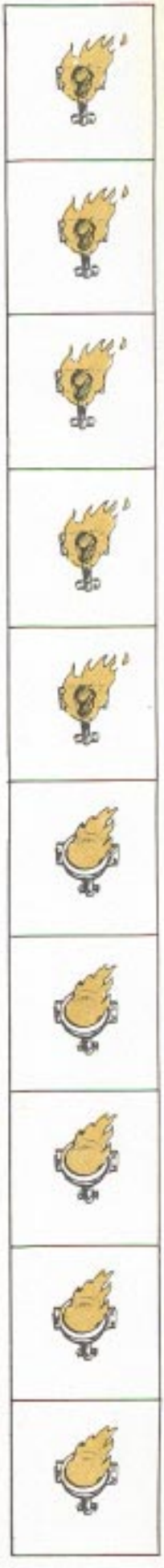
10 wood treasure chests
10 iron treasure chests
12 wood benches
4 pieces wood planking (10-foot)
5 mirrors
8 trap doors
2 desks
10 torches
6 wood tables (5-foot)
2 wood tables (10-foot)
10 chairs
3 tapestries (10-foot)
2 tapestries (5-foot)
6 urns
6 axes
4 cabinets
2 shelves-cases (5-foot)
2 shelves-cases (10-foot)
20 squares water

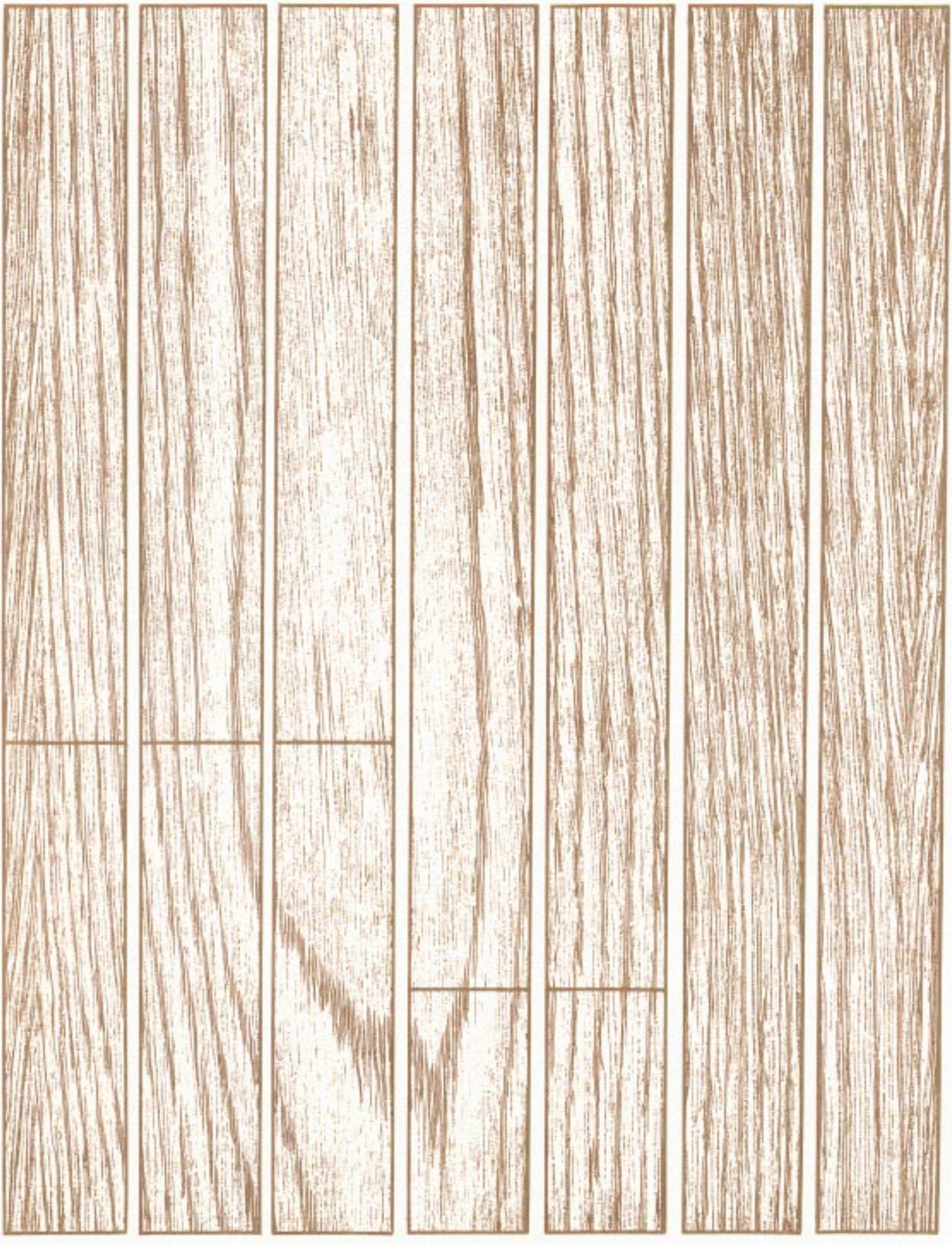
Wood wall lengths:
2 50-foot
2 40-foot
4 30-foot
3 20-foot
2 10-foot
4 5-foot

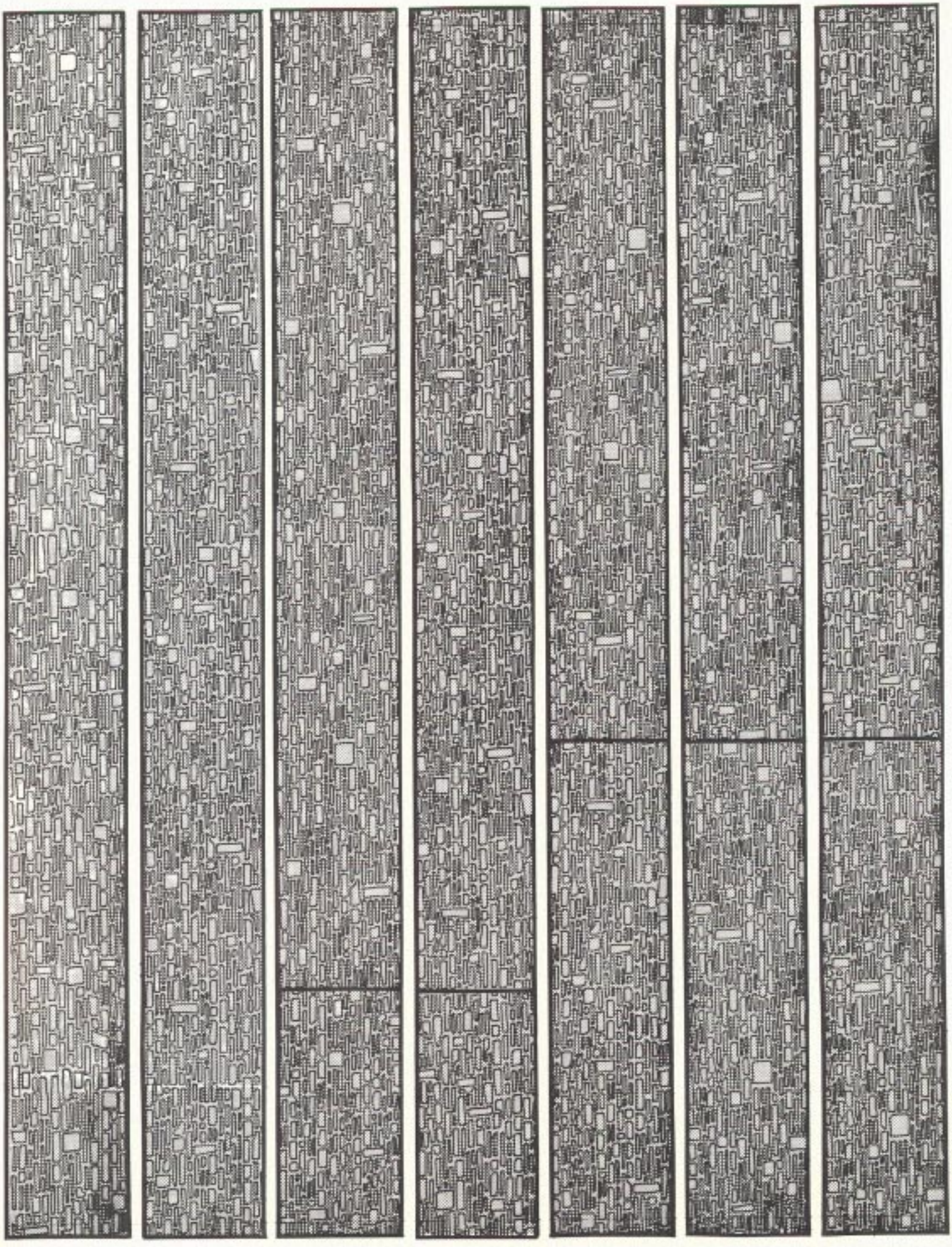
6 wood stairs (10-foot)
8 wood stairs (5-foot)
10 ladders
10 wood doors (5-foot)
4 wood doors (10-foot)
12 wood windows
6 masonry stairs (10-foot)
8 masonry stairs (5-foot)
10 spiral staircases
10 iron doors (5-foot)
2 iron doors (10-foot)
2 portcullises (5-foot)
2 portcullises (10-foot)
10 windows (masonry)
6 swords
6 stone tables
10 lanterns
2 stone altars
15 iron grates
20 pit squares

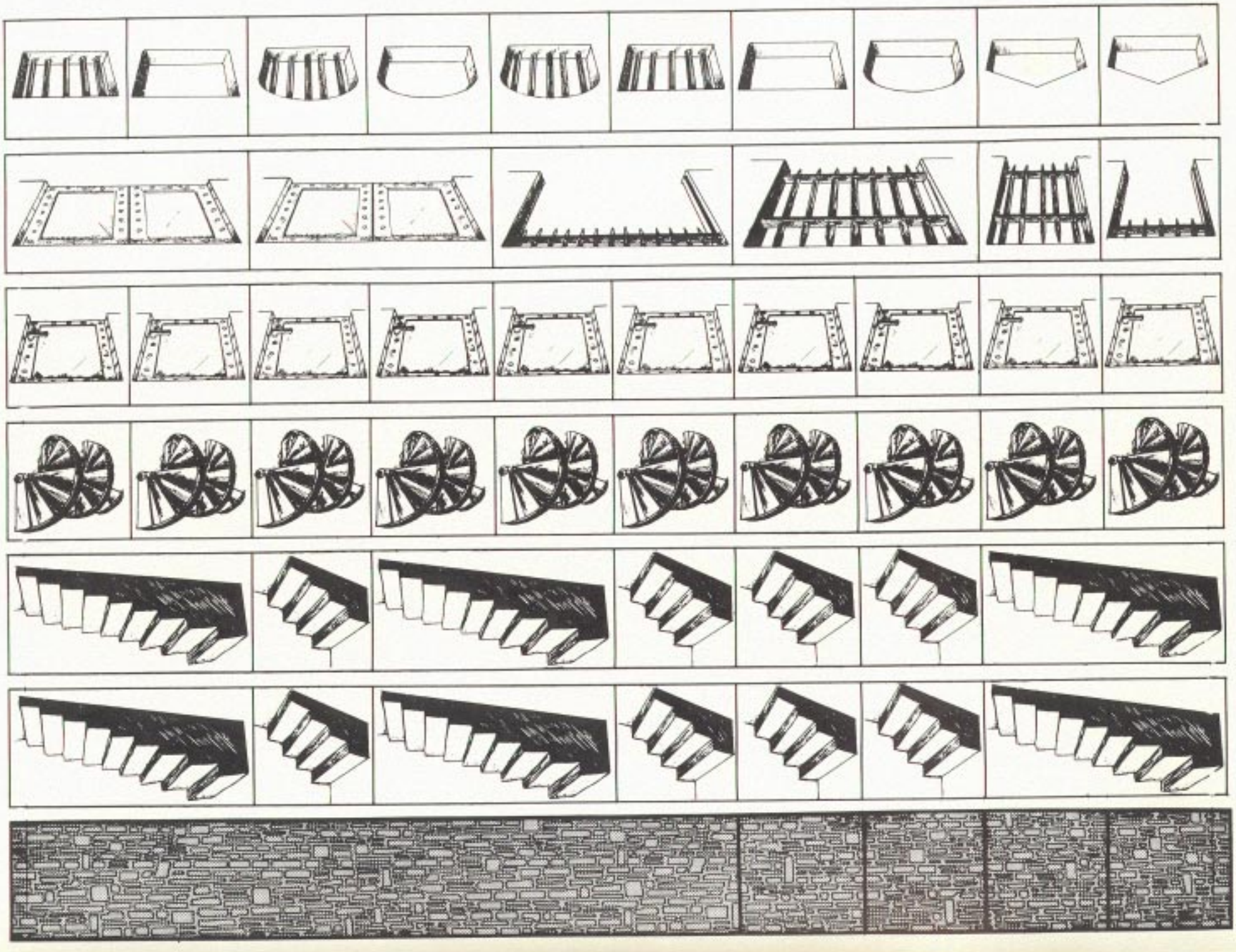
Masonry wall lengths:
2 50-foot
2 40-foot
4 30-foot
3 20-foot
2 10-foot
4 5-foot

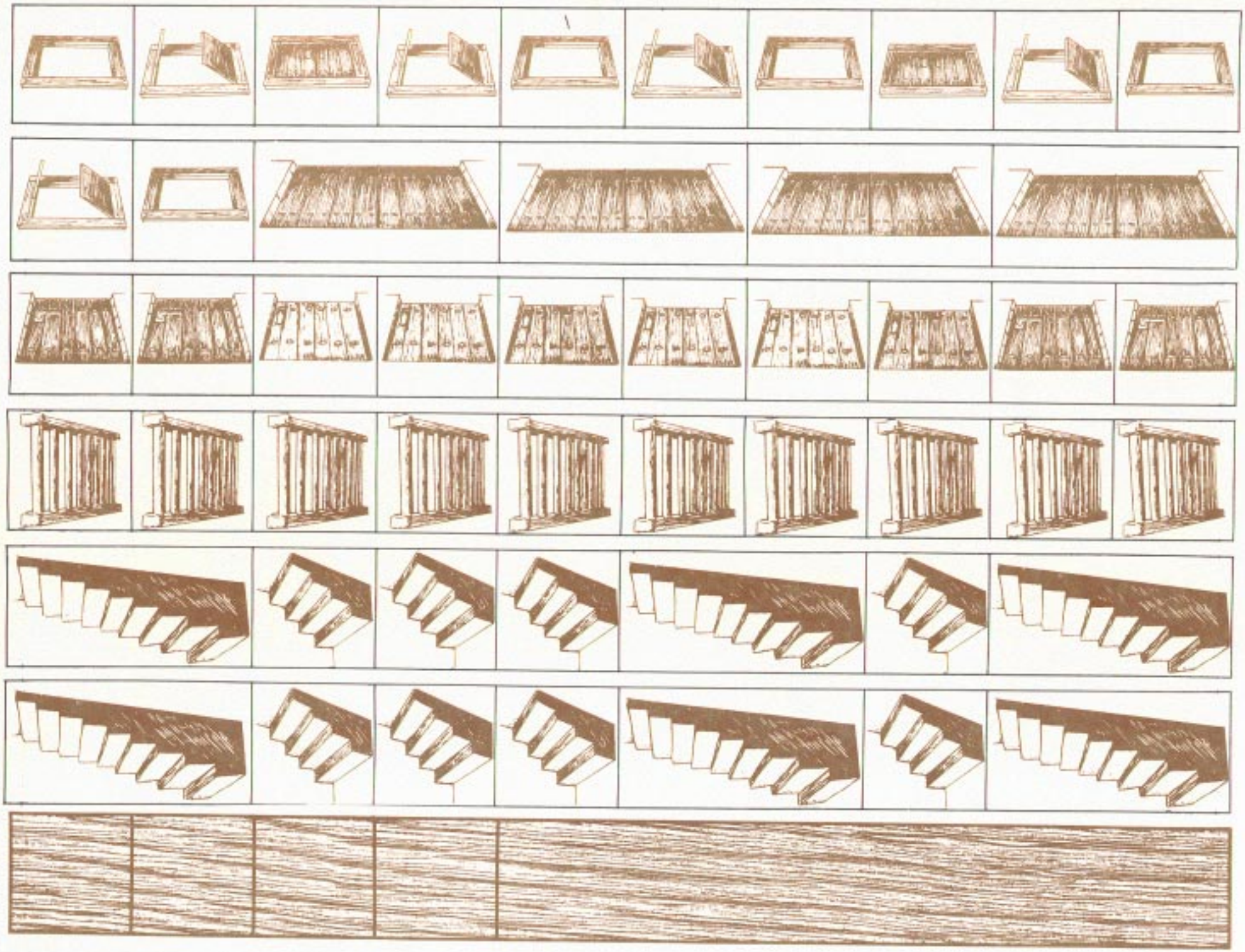


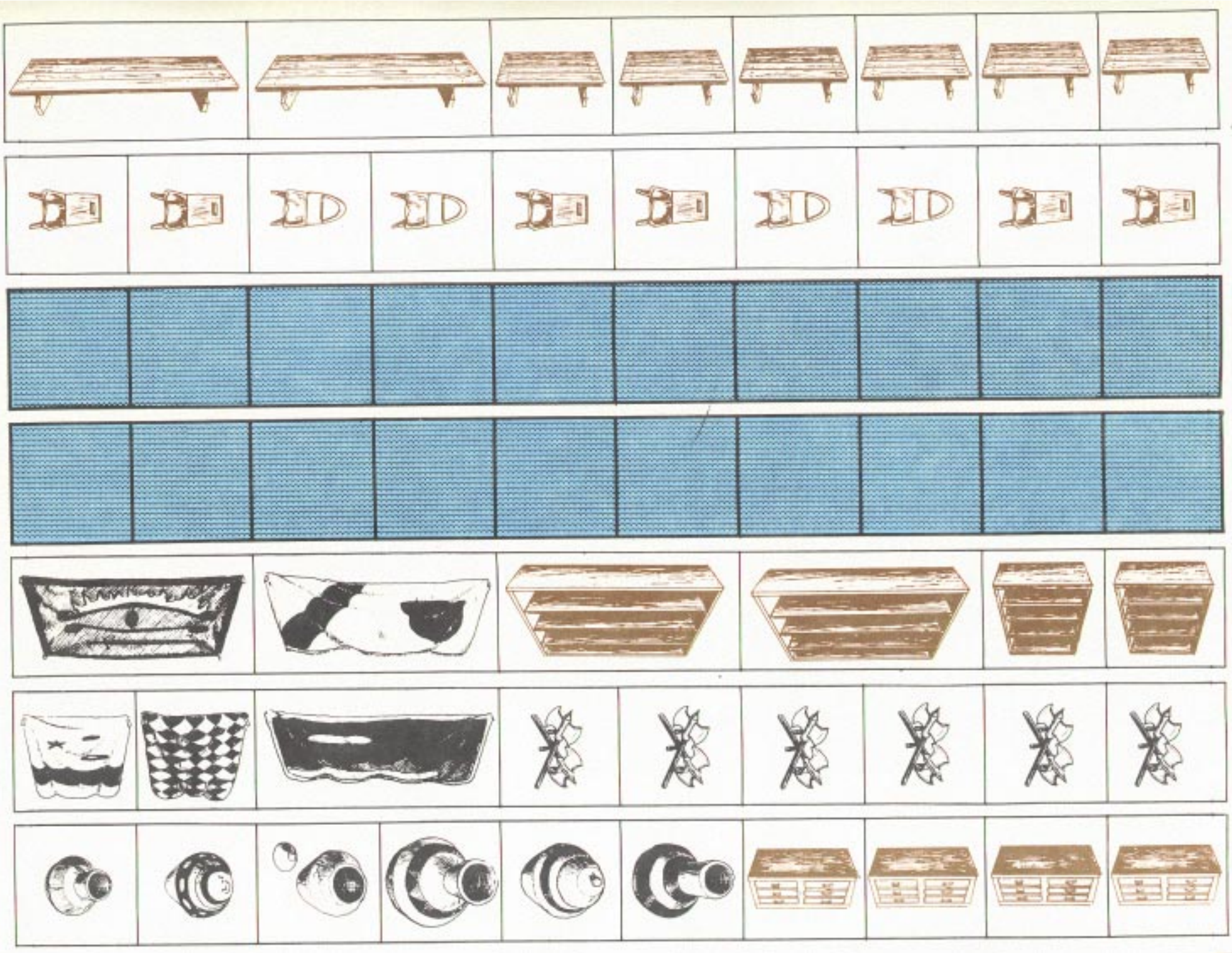


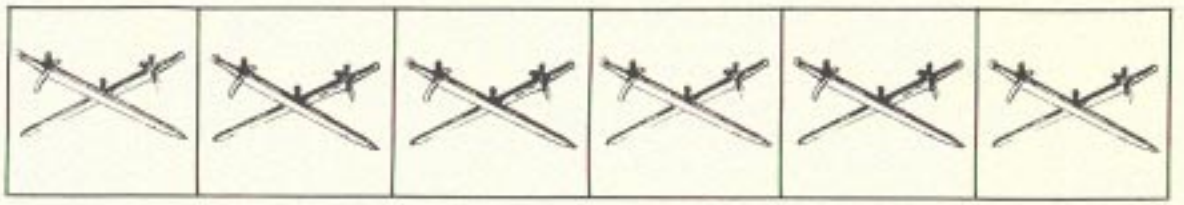


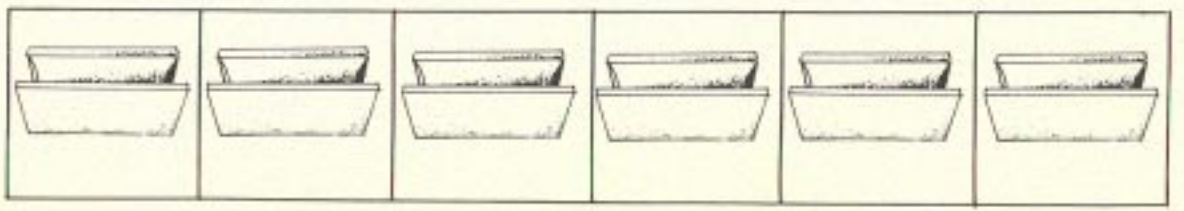


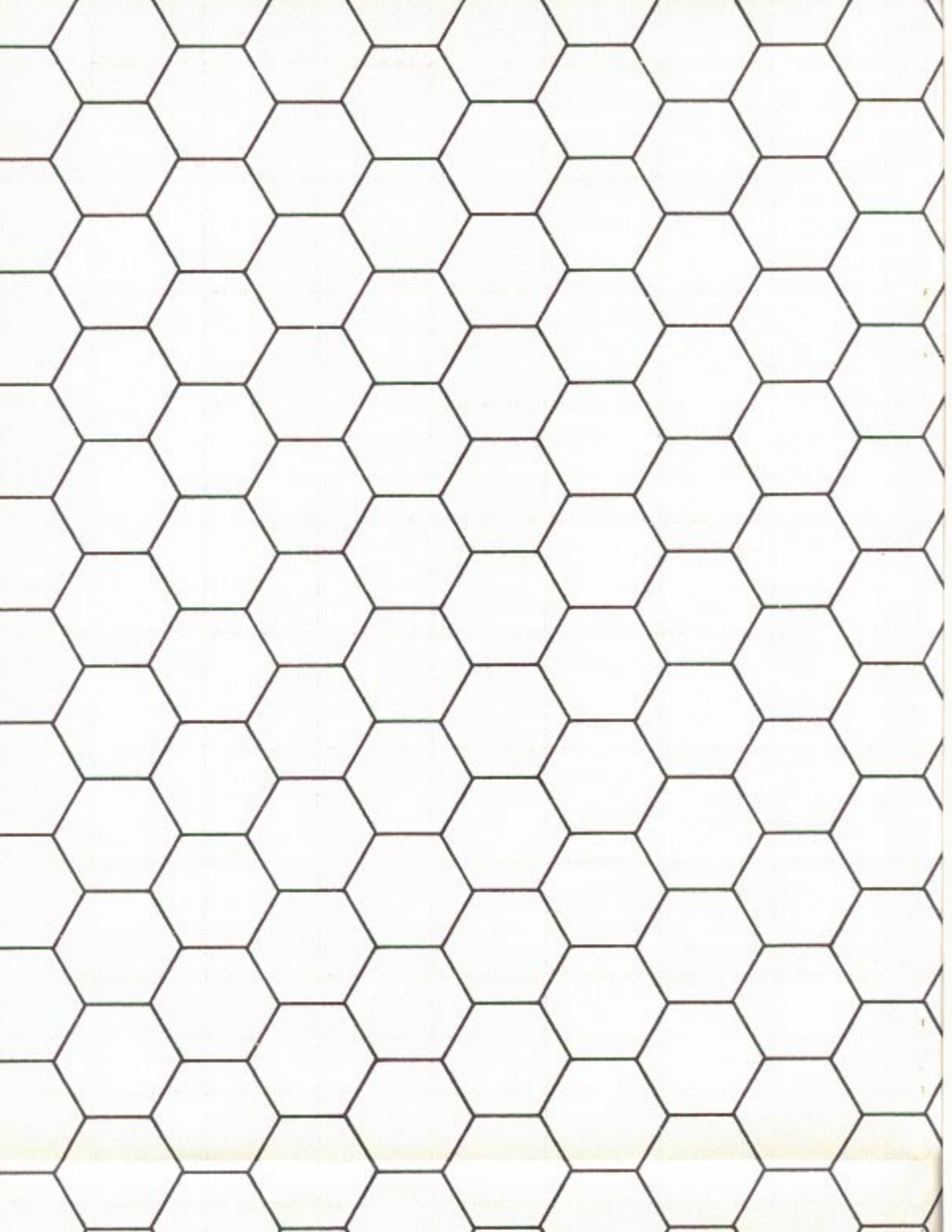


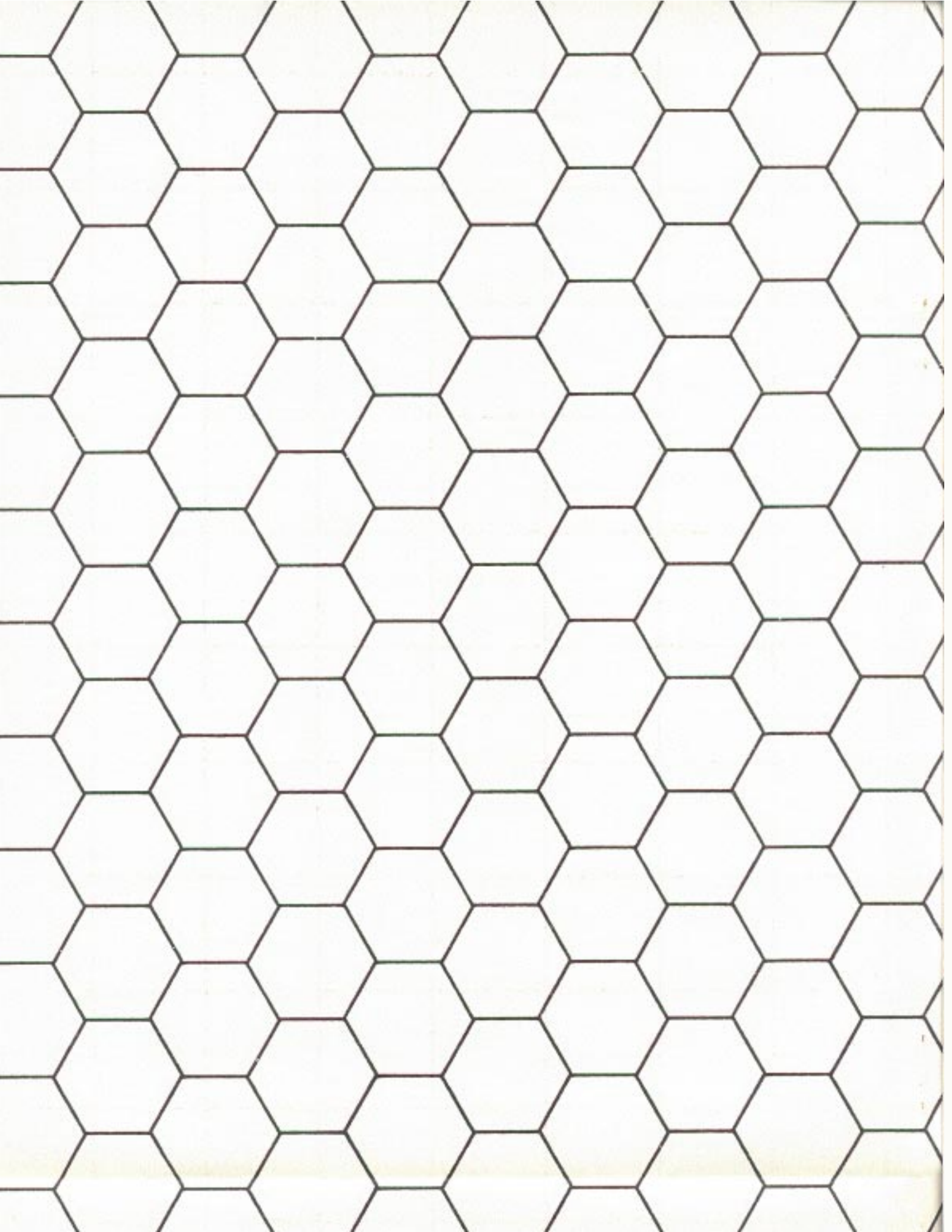


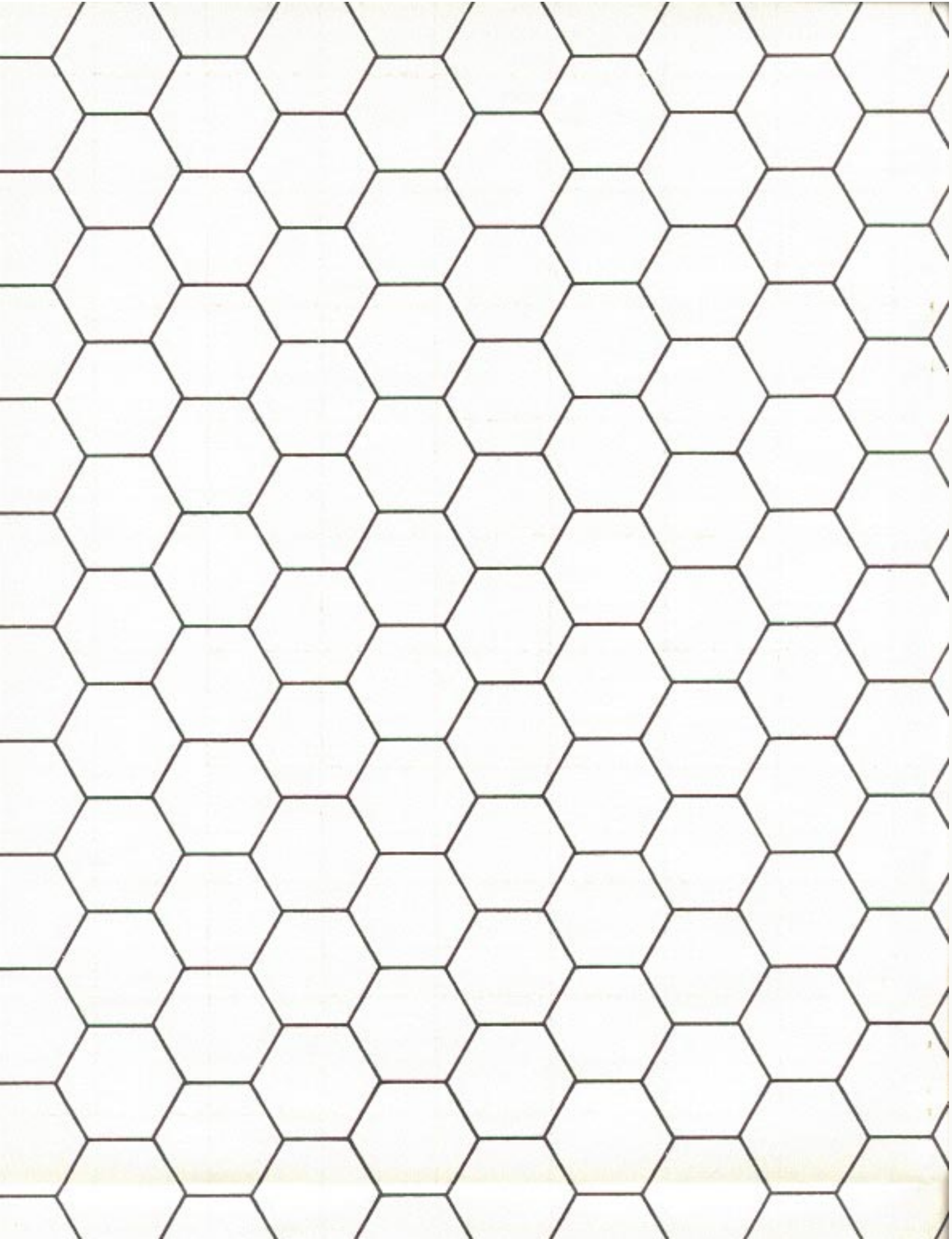


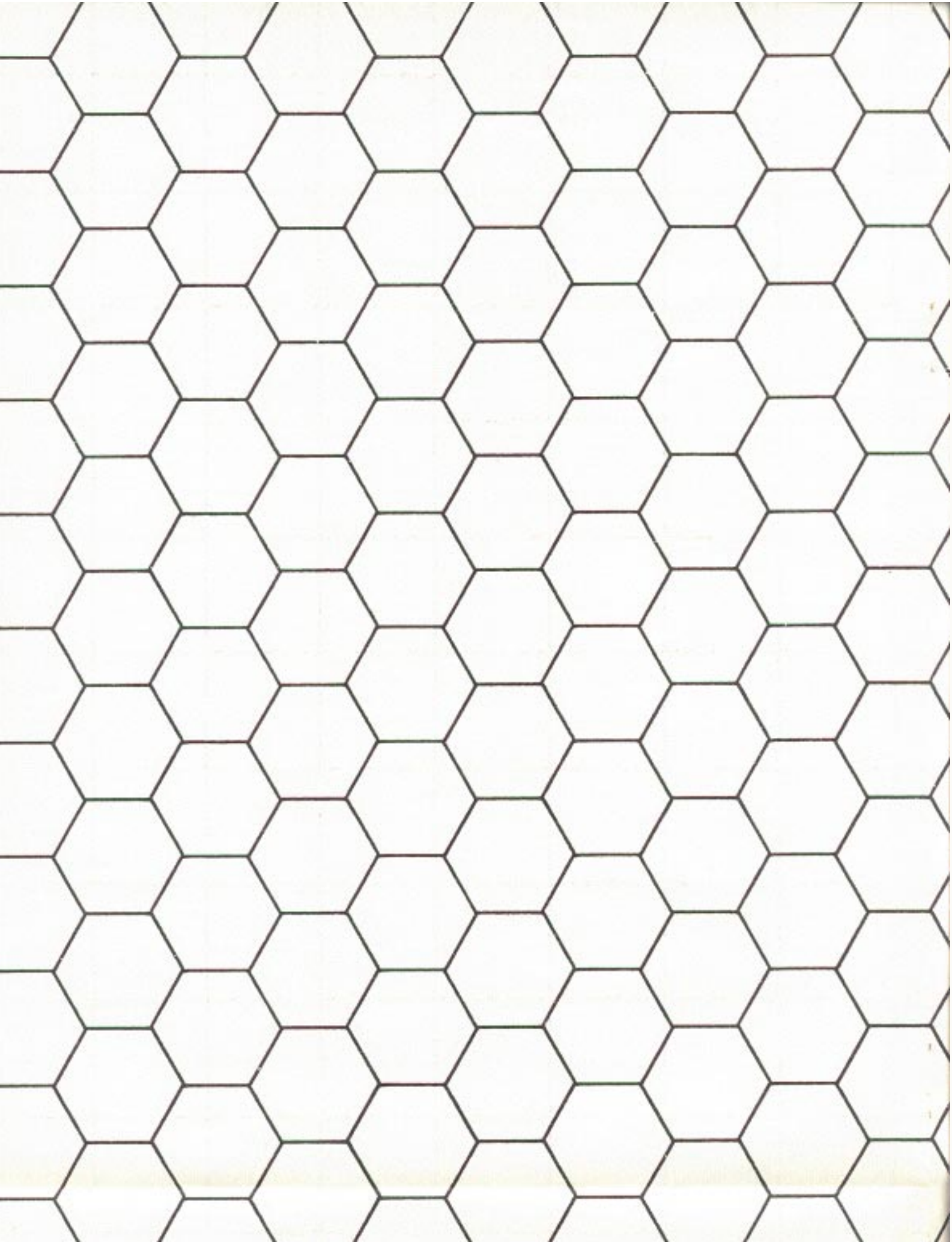












Great Stoney

Build your own cardboard castle

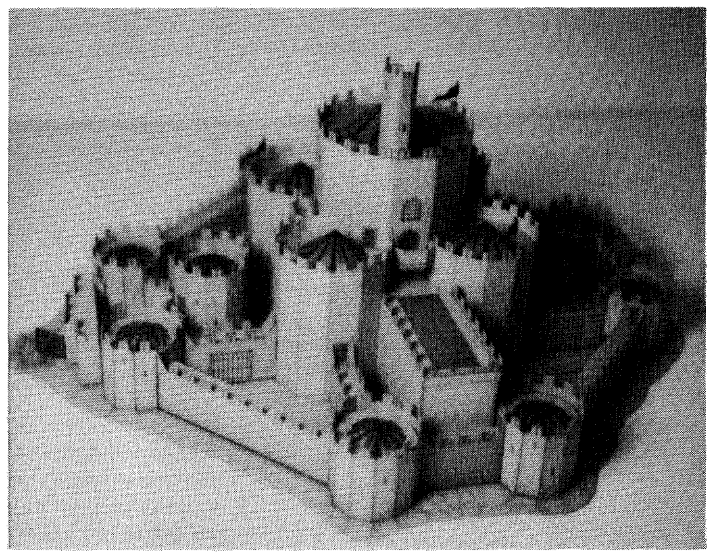
A grand tour

by Arthur Collins

The original name of this awesome structure was The High Keep of the Grand Chapter of the Order of St. Raphael. Since that was a little too elaborate for everyday use, the castle became known as Great Stoney. It is a fortified monastery, such as might be maintained by a band of ecclesiastical knights or an abbot who is also a temporal lord. While not a large castle in terms of area covered, it is quite tall and very well built, easily capable of housing a great number of folk of all degrees. The main chapel has a seating capacity of about 330, taking the balcony into consideration.

Great Stoney was designed to provide maximum security for its inhabitants without having to depend upon any natural defenses of the terrain. It is assumed that Great Stoney sits upon open meadowlands, surrounded by the fields that feed the monastic community. The surrounding area has no hills, cliffs, lakes, or other outstanding features to enhance the defendability of the castle. Therefore, it was built as concentric rings of stone, each part's defense easily supplemented by others, affording easy and rapid communication of forces within its perimeter.

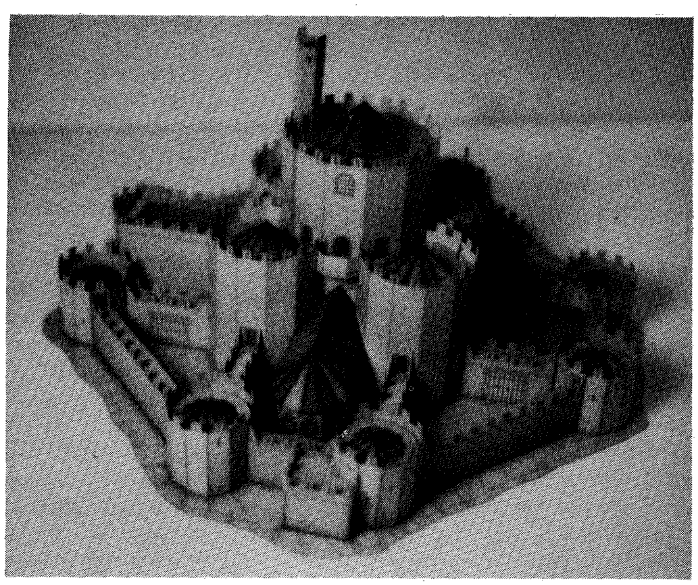
This view of Great Stoney shows the main gate in profile, with the drawbridge lowered to an almost-horizontal position. The tall rectangular structure in the center is the great hall and cloister.



The great central tower rises eight stories (from the basement through the seventh story), with a watchtower going three stories higher. Supporting the central tower are four more towers, each five stories tall, grouped about the center in cloverleaf fashion. Giving further support to this huge volume of outward-pressing stone are eight two-story walls radiating out to the outer wall towers. Various other structures complete the complex.

Outer defenses: The outer walls of Great Stoney are very strong. They average about 10 feet in width, and rise two stories to the height of the walk-wall, with crenellated battlements. The outer wall towers are three stories high, crowned with conical timber roofs. The main entry to the castle is through a barbican. A barred double door and portcullis form the outer gate, and between them is a small space covered by a murder hole above. If intruders breach the outer gate and get into the barbican, they can be fired upon from the outer gate wall and the three towers surrounding the entry area. Exit from the barbican into the central bailey is by way of two normal-sized doors between the three gate towers. A well-guarded postern gate is at the other end of the complex.

The castle as seen from the rear. The most prominent features in the foreground are the postern gate along the outer wall and the chapel with its sharply angled timber roof and stained-glass windows.



Foundation level: Supporting such a rockpile as Great Stoney requires massive foundations. Here in the bowels of the castle are the places where food and arms are stored, meat smoked, wine and ale made, and (yes, even here) criminals confined. In three of the towers, the foundation walls have been hollowed out to make extra storage hatches a few feet high.

Down here is also the crypt and its chapel, behind a wrought-iron gate. Corridors leading away from the crypt chapel traverse the foundation. Dead brothers are buried here by prying stones out of the floors and walls, then sealing up the bodies behind cenotaphs.

Basement level: Here on the main (first) level are the great public rooms of the complex — the kitchen, great hall, grand gallery, infirmary, sacristy, chapel, and chapter

Complete instructions and floor plans inside

house. There is also a lavabo, or bath area, where water from the cisterns can be run into a large pool for bathing. Garderobes (medieval toilets) and middens (cesspits) are everywhere throughout the complex. The middens have to be cleaned out every so often, and this is the single most obnoxious job of castle life.

The chapter house is a small chamber where senior members of the order gather for business meetings. The main chapel is the great worship area for the whole community. The altar has a hidden safe built into its back. Great windows are set into the exterior walls of the chapel. Font, pulpit, and chairs for the presiding officers are in the front. Seating is augmented by a balcony in the rear of the chamber.

Certain other conveniences are built into the complex, such as a dumbwaiter from the kitchen to the upper levels. Unlike many castles, this one has plenty of fireplaces. Altogether, it is a very comfortable place.

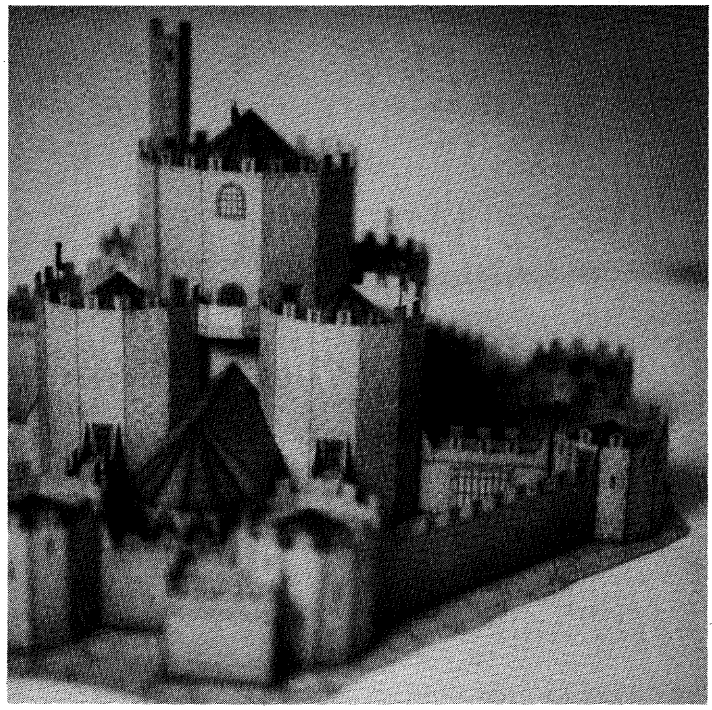
First and second stories: These tower rooms and the wing containing the great hall serve to house the cloister for junior brothers, the better living quarters, classrooms, guestrooms for hospitality (a medieval duty), a laboratory, and a library. The main business of the community is carried on in these areas.

Third and fourth stories: On these floors are the living and working quarters of the officers of the community, the treasury, the meditation chapel, and so forth. Large window seats set in the tower walls are found throughout. A great solar (sunroom) with balconies is a major feature,

Upper levels: The open areas around the edges of the conical roofs atop the cloverleaf towers are used for various purposes: a carpenter's shop, a greenhouse, a smithy, and an exercise area. The great central tower continues on up, giving further living and working space. On the very top of the central tower, beside its conical timber roof and close to the base of the watchtower, is a storage shed where astronomical equipment is kept.

Conclusion: It is perhaps no coincidence that Great Stoney resembles something like a beehive, for it is a tightly organized, packed community of very busy people. Well designed for defense, it nevertheless has many features for recreation and worship that one would not find in a secular lord's castle.

The closeup view at right shows the large central tower and two of the four towers that surround it. Atop flagpoles made from straight pins, pennants add a touch of color to the massive stone and wood structure. The detail photo below and to the right shows the drawbridge, made more realistic-looking by attaching it to the gate with short pieces of small chain.



From concept to cardboard

The cardboard version of Great Stoney that you can construct from the parts in this magazine is not identical to the castle that's depicted in the accompanying floor plans. Rather than being a disadvantage or a weakness, that fact is an indication of how the creation process differs depending on how many dimensions you're working in.

When Arthur Collins drew up his original floor plans for Great Stoney, he based the two-dimensional construction on his extensive knowledge of how a castle is laid out and built. When Arthur's floor plans were rendered in pen and ink for publication, we adhered to the design in that form.

But when Dennis Kauth turned Great Stoney into a cardboard sculpture, he deemed it necessary to change some design elements. Certain things that "work" in a drawing on graph paper weren't feasible or even possible to translate into parts that would fit together properly and could be squeezed onto four sheets of cardboard.

For instance, the walls of the cylindrical towers are thick in the drawings, but in cardboard they're only as thick as the cardboard itself. It would have been possible to construct thick-walled towers in cardboard by nesting one cylinder inside another, but that would have taken more space on the sheets than we had available — and it would have meant twice as many crenellations for you to cut out.

Arthur's design included flying buttresses that extended from the cloverleaf section down to the outer towers. In an actual stone construction, the buttresses would be essential to keep the massive center section from collapsing outward under its own weight. In cardboard, the parts would have been difficult to form and assemble; they would serve no structural purpose, since the center towers stand up quite well all by themselves; and again, there was the problem of space on the sheets. So . . . no flying buttresses (unless you make your own).

The roofs of the four cloverleaf towers were designed as flat surfaces, but Dennis supplied conical timber roofs for them similar to the ones on the outer towers and the center tower. One of the main reasons for this was aesthetic — "to give it a little color," in Dennis's words. If you want those towers to have flat timber roofs, leave off the timber cones and use markers or brown paper to color in the center of each roof section so that it looks like a flat timber surface instead.

Despite the minor differences between them, the floor plans and the cardboard structure can be used in conjunction with each other as a gaming aid, to help monitor the location of people and objects within the complex. In most cases where the floor plans and the sculpture are in conflict over a specific point, the floor plans should be considered the final authority — unless, of course, you have a reason for deciding in favor of the opposite viewpoint.

How it all goes together

I. THE BASICS

In addition to this copy of **DRAGON®** Magazine, you'll need:

- A 12-inch ruler or straightedge, preferably metal.
- A pair of sharp, pointed scissors, not too big (so you can wield them easily).
- A modeling knife with a sharp blade.
- A tube or bottle of high-quality glue for paper.
- A ball-point pen (one without ink is okay) or some other object to be used as a stylus for scoring along fold lines.
- Paper clips, spring-type clothespins, or similar items that can be used to hold parts together while the glue dries.
- A few straight pins.

1. Separate the two large sheets of cardboard from the center of the magazine. The best way to do this without damaging the paper is to pry up the ends of the staples, lift out the sheets, and then push the staples back down to hold the rest of the pages together.

2. Cut the pages apart into smaller sections for easier handling. Cut out the base first; this is the part that will hold all of the others, except for the small outbuildings (which have their own small bases).

3. Cut out the individual parts of the castle, one at a time as needed; notice that parts and groups of parts are numbered in the order of assembly. If you have a steady hand, you can use scissors for most of the long and straight edges. To cut out small detailed areas, such as the crenellations on the tops of the walls, a modeling knife and a straightedge to guide it are the best tools for true and accurate cuts.

4. Using the stylus and straightedge, score each part along the black lines to make folding easier. (The black lines are only printed on the colored surface, but if you score the parts on that surface the colors might "break up." It's safest to do the scoring on the non-printed side, as long as you line up the straightedge carefully before scoring each line.)

5. Fold each part so that it forms the three-dimensional shape it's supposed to, then apply glue to the surfaces that will touch (only one surface, or both, depending on the kind of glue you use) so the part will stay in that shape. Refer to the schematic drawings to see how certain types of parts are constructed. If you're using a fast-setting glue, be sure the parts are aligned properly the first time you touch the connecting surfaces. If you're using a slow-setting glue, you may find it handy to clamp surfaces together with paper clips or clothespins until the glue dries.

6. Attach each part in its proper place, either on the base or on another part. Put down the center tower first, then the "cloverleaf" towers around it, then the great hall (location #3), then the chapel (#4) and so on, working your way toward the perimeter of the castle. Attach small parts as you go along to avoid being hemmed in later by other parts; for instance, put the doors on the great hall before gluing down the two walls that run parallel to the hall.

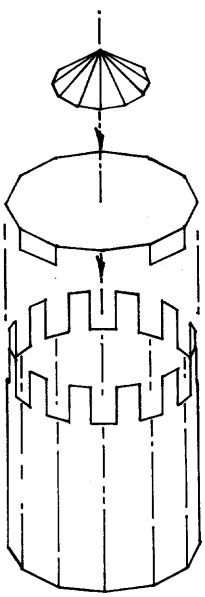
SPECIAL INSTRUCTIONS

Doors: Many of the doors of Great Stoney are designed to be shown in the opened position. Each of the open-door pieces is actually half of a door. As you cut each one out, fold it in half and glue it to make a piece that's colored on both sides (see the diagram). Then, using a very small amount of glue, attach each half to the side of an open doorway. The door halves labeled 3 go at the base of the central tower and on the great hall. The door labeled 1 is for the doorway leading from the central tower to the roof of part #5. The doors labeled 9 go at the base of each of the outer wall towers.

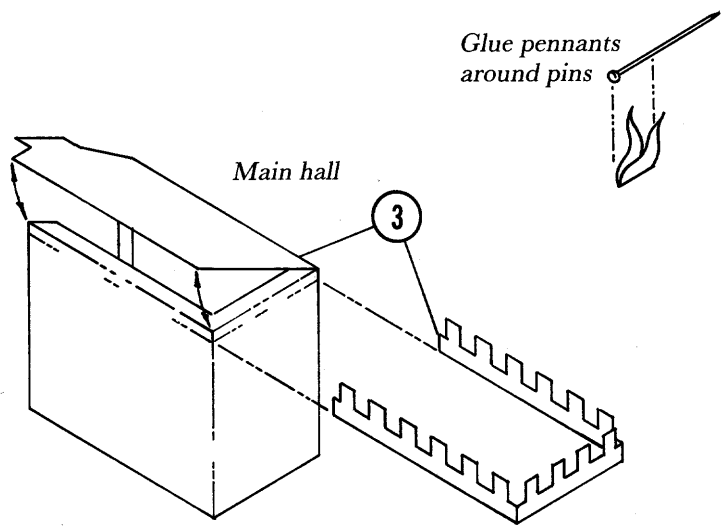
Outbuildings: Because a castle often had such things in its vicinity (and because we had a little extra room on the cardboard sheets), we've provided three outbuildings, each in one piece, that can be folded and attached to their own small bases and then displayed outside the castle walls in any location you choose.

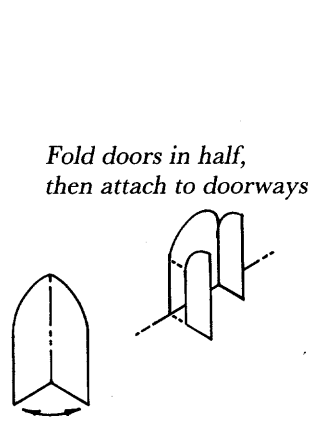
Balconies: The parts labeled B (on the sheet containing the base) are used to form the balconies that jut off the central tower along the tops of the cloverleaf towers. For added support and to be sure they're aligned properly, it's best to attach them after the cloverleaf towers are in place.

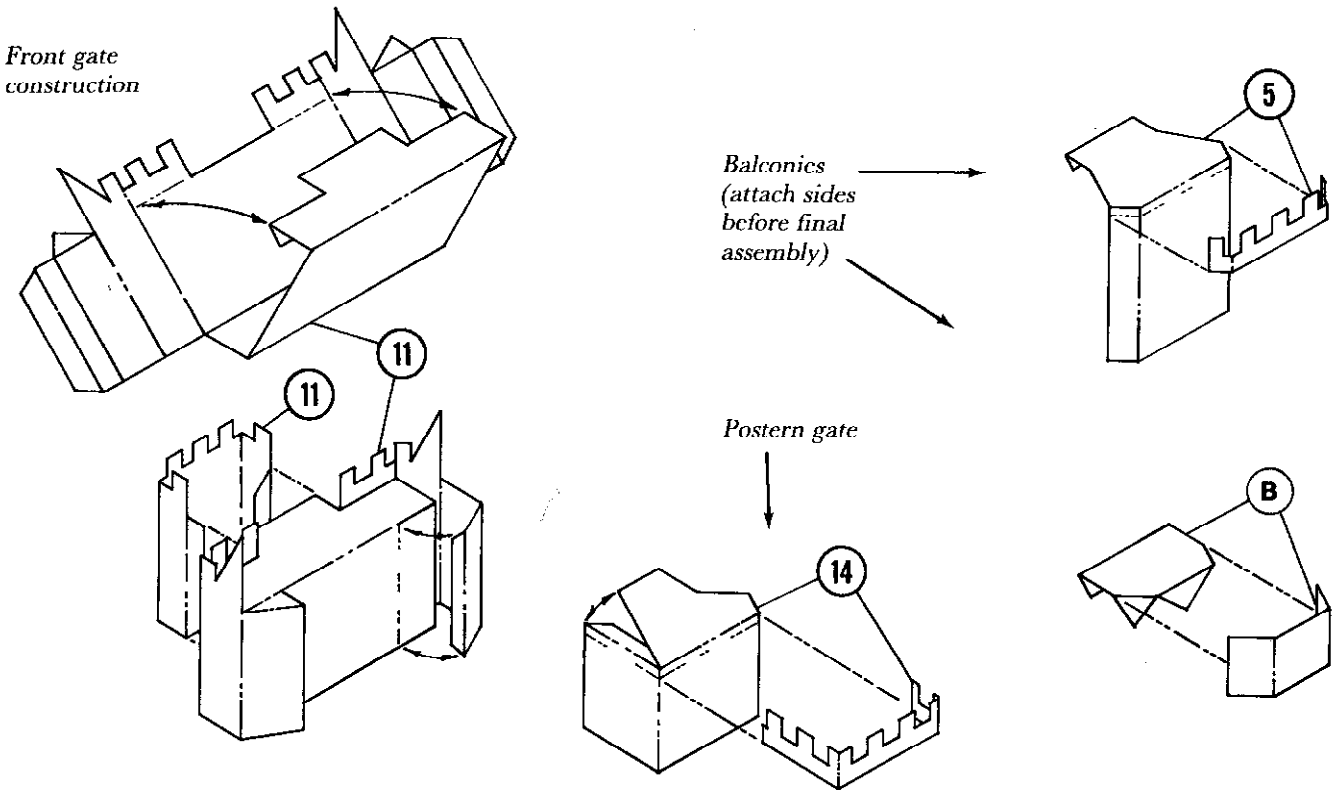
Tower roofs: Most of the flat roof sections that fit inside the cylindrical tower pieces should be fixed to the insides of the cylinders so that each roof is about 1/16 inch below the battlement. Exceptions are the roofs on the cloverleaf towers, which fit somewhat lower inside the cylinders so they'll be at the right height when the cloverleaf towers are fitted against and under the central tower. Whenever you're not sure how two pieces are supposed to fit together, try them on for size before applying any glue. The conical timber roof on each tower is designed to fit over the uncolored area in the center of the flat roof piece — there is no need to cut out the uncolored sections, and the structure will be weakened if you do



Typical three-piece tower







so. Each of the timber roofs on the cloverleaf towers is marked with a small notch that must be cut out to make the roof fit snugly against the central tower.

ADVANCED TIPS

Anyone who's experienced at scratchbuilding and detail work will think of several ways to make Great Stoney even more realistic-looking. Here are a few of the ideas we've thought of, including some things that were incorporated into the prototype model shown in the photographs.

With a couple of pieces of small chain and four straight pins, you can build the drawbridge (door part #11) in a partly opened position, as in the prototype. Cut the chain to fit, then "bolt" it to the door and the wall with straight pins, clipping off the shaft of the pin with pliers or scissors. Wherever straight pins are used in the construction, try to get the type with colored heads that will match the color of the part the pin is used with.

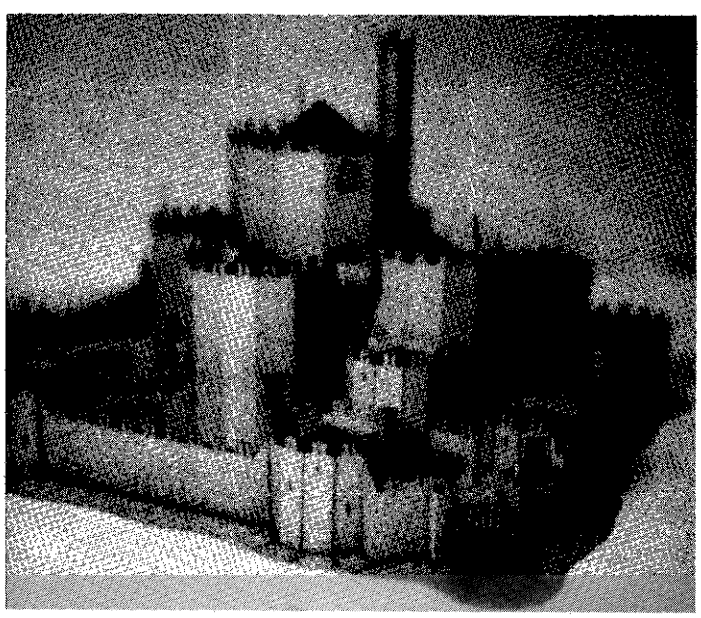
The pennants fluttering from the higher towers are made by folding and gluing each paper pennant around a straight pin, then poking the pin through the black dot in each roof piece. To keep the pins at the proper heights, stick each one in the roof and fix it in place with a spot of glue before attaching the roof to the tower. For added realism and a custom touch, design your own pennants, and try cutting them out of cloth — but first, seal the cloth with liquid glue to keep the edges from fraying.

By working very carefully, you can cut out any doors or windows you think should be opened; likewise for the portcullis gates along many of the walls. Simulate bars and latticework with thin wire attached to the inner surfaces of the wall or tower in question. As with many detailing projects, you should finish this work before proceeding with the construction of the part being detailed — for instance, it would be very tough to cut out the windows on the central tower after the central tower is attached to the base.

The stable area offers several opportunities for detailing. You can build hitching posts from toothpicks, and feed troughs from cardboard or balsa. Use flocking material or fibers of twine, or check out the spice and herb rack in the kitchen, for something that looks like straw.

Because the printed sheets are not colored on both sides, several uncolored areas will be visible on the finished product — particularly on the inside surfaces of walls and battlements. You can fix this by coloring those surfaces with a felt-tip marker in a shade of gray that will match the exterior. Markers will also be handy for covering up places on the exterior that get slightly damaged during construction.

As suggested in the section on the stable area above, you can build new parts and accessories for anything you consider appropriate. For instance, the roof of the central tower could use a three-dimensional storage



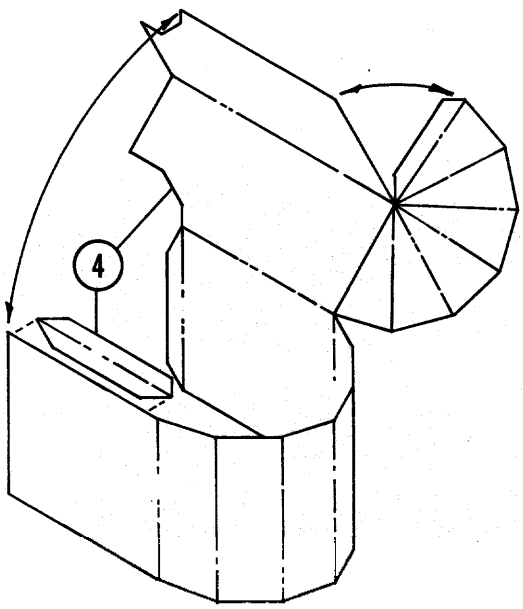
This photograph** offers a good view of **the main gate area. Three towers ring the main entrance,** making it very **difficult for hostile visitors to penetrate further into the castle grounds.

shed instead of the two-dimensional image shown on that surface. You could build sloping staircases from the walls to the tops of each of the outer towers. You may find good uses for small parts and bits of scenery from model railroad accessories.

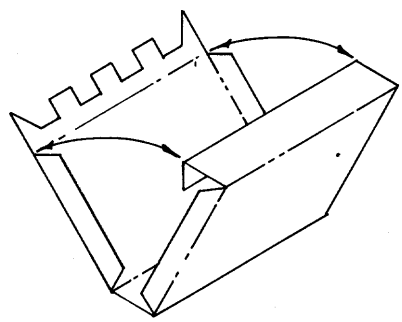
It is possible, but not recommended, to go so far as to cut out the arrow slits on the crenellations along the walls. Even if you can do this with precision, the hole that's left behind will make a flimsy part even flimsier. With any extra cutting or detail work you attempt, be sure you aren't losing more than you're gaining because you've created a structural weakness in the process.

When you've got Great Stoney looking the way you want it, spray the entire construction with a dull coat finish to give the castle an appropriate flat luster, add some strength, and cover up any glue spots that may have found their way onto the exterior surfaces. When you're done, Great Stoney will be useful as a gaming accessory (if anyone in your campaign is lucky enough to encounter — or own — such a grand place) or a display piece, either as the focal point of a diorama or sitting on a shelf all by itself.

Anyone with a fear ***of heights*** was probably not required to work a shift in the ***lookout tower, which extends three stories*** higher than the roof of the central tower and a dizzying 165 feet (at 15 feet per story) above ground ***level.***



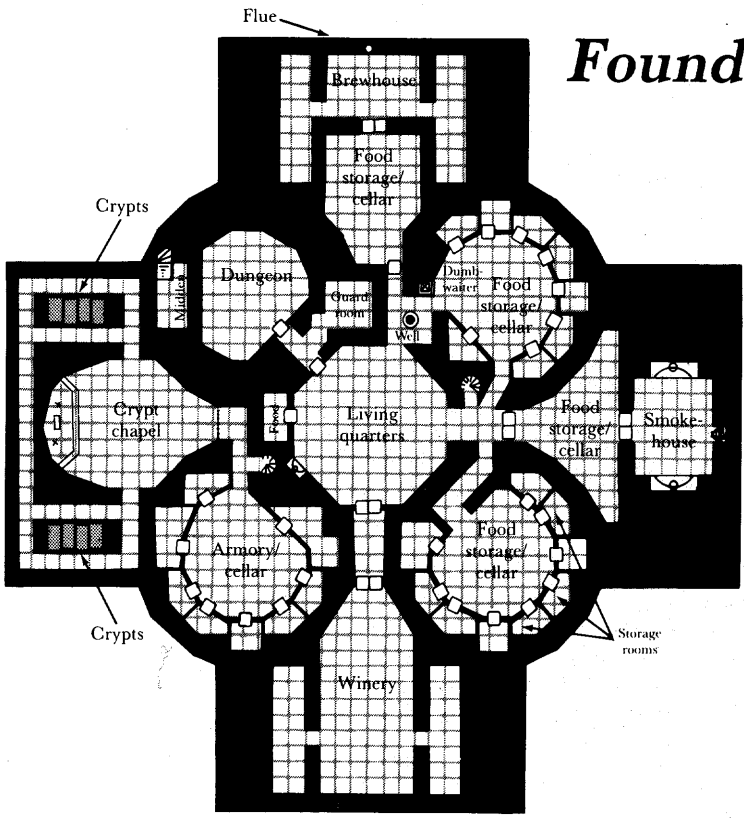
Chapel construction; note piece that attaches to wall and roof



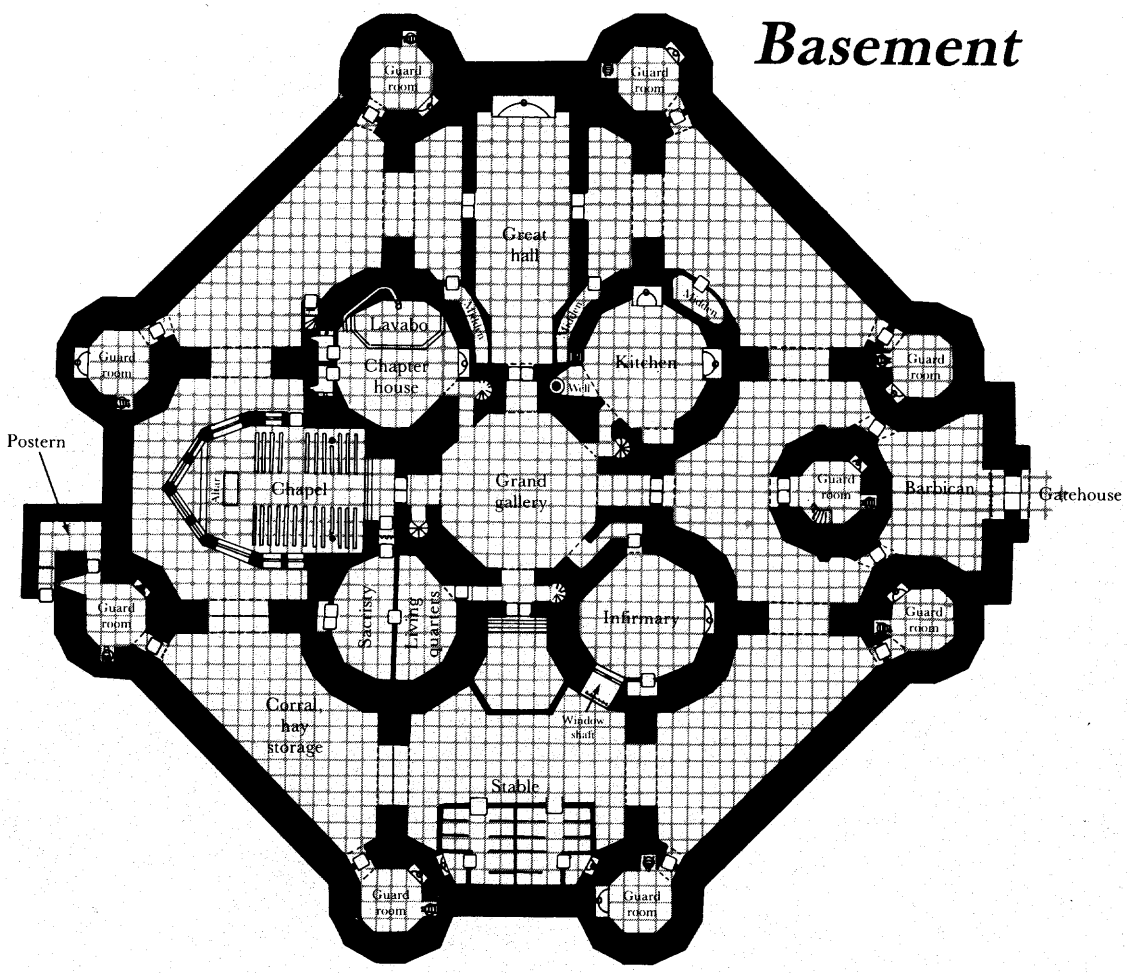
Typical wall piece; glue sides first, then top

Where credit is due

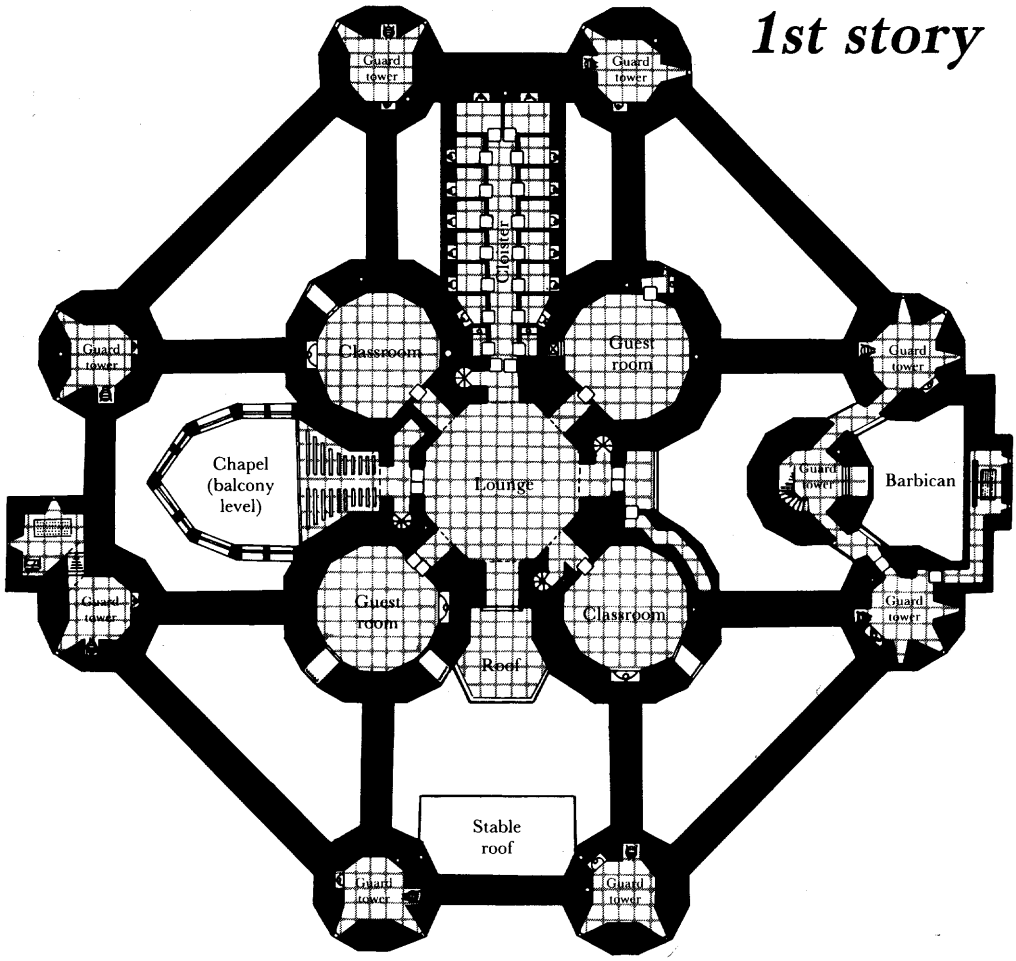
Original design and floor plans: Arthur Collins
3-D design and instructional drawings: Dennis Kauth
Graphic rendering: Roger Raupp
Everything Arthur didn't write: Kim Mohan

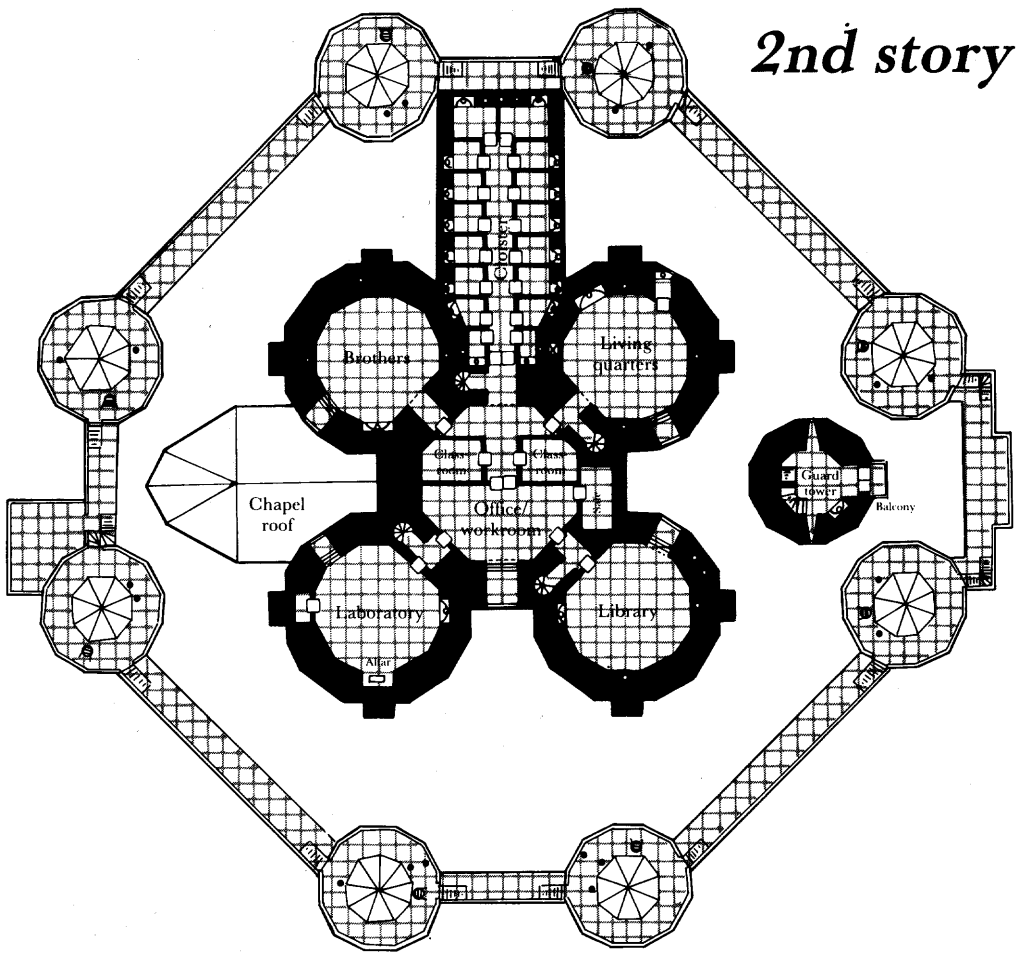


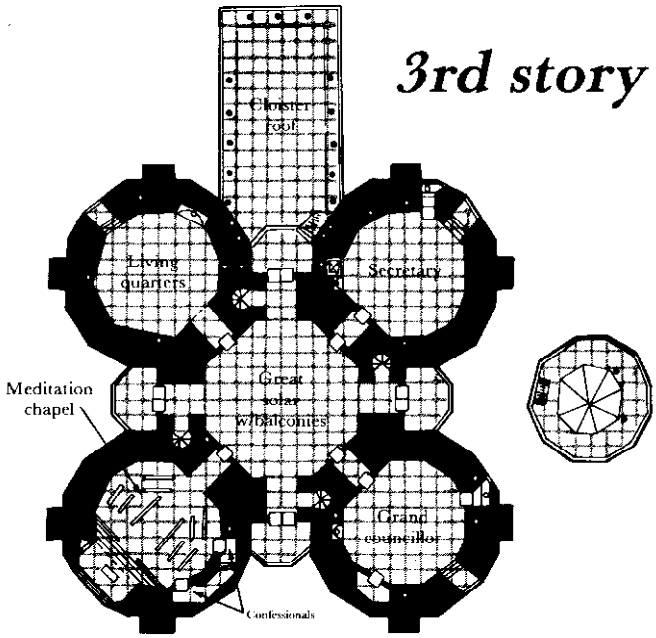
Foundation

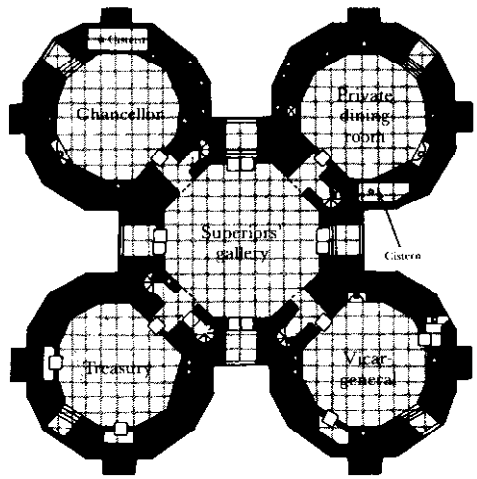


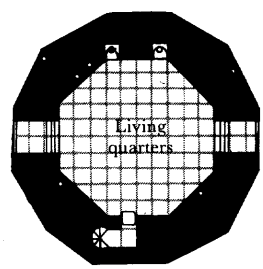
Basement


1st story
Guard tower
Guard tower
Cloister
Classroom
Guest room
Guard tower
Chapel (balcony level)
Lounge
Guard tower
Barbican
Guard tower
Guest room
Classroom
Guard tower
Roof
Stable roof
Guard tower
Guard tower

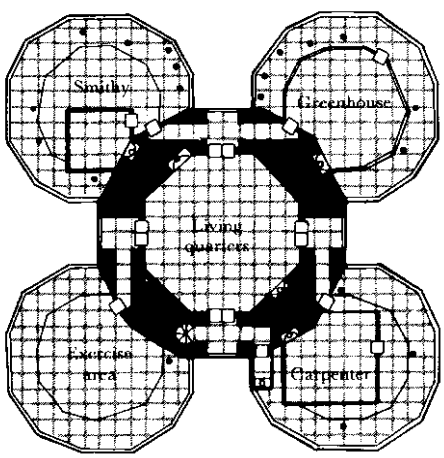

2nd story
Cloister
Brothers
Living quarters
Chapel roof
Office/ workroom
Guard tower
Balcony
Laboratory
Library
Altar



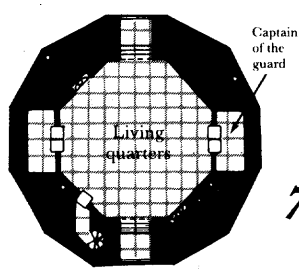




6th story

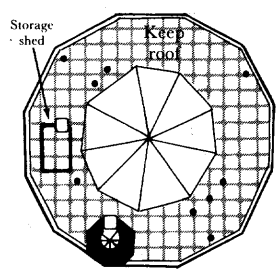


9th story



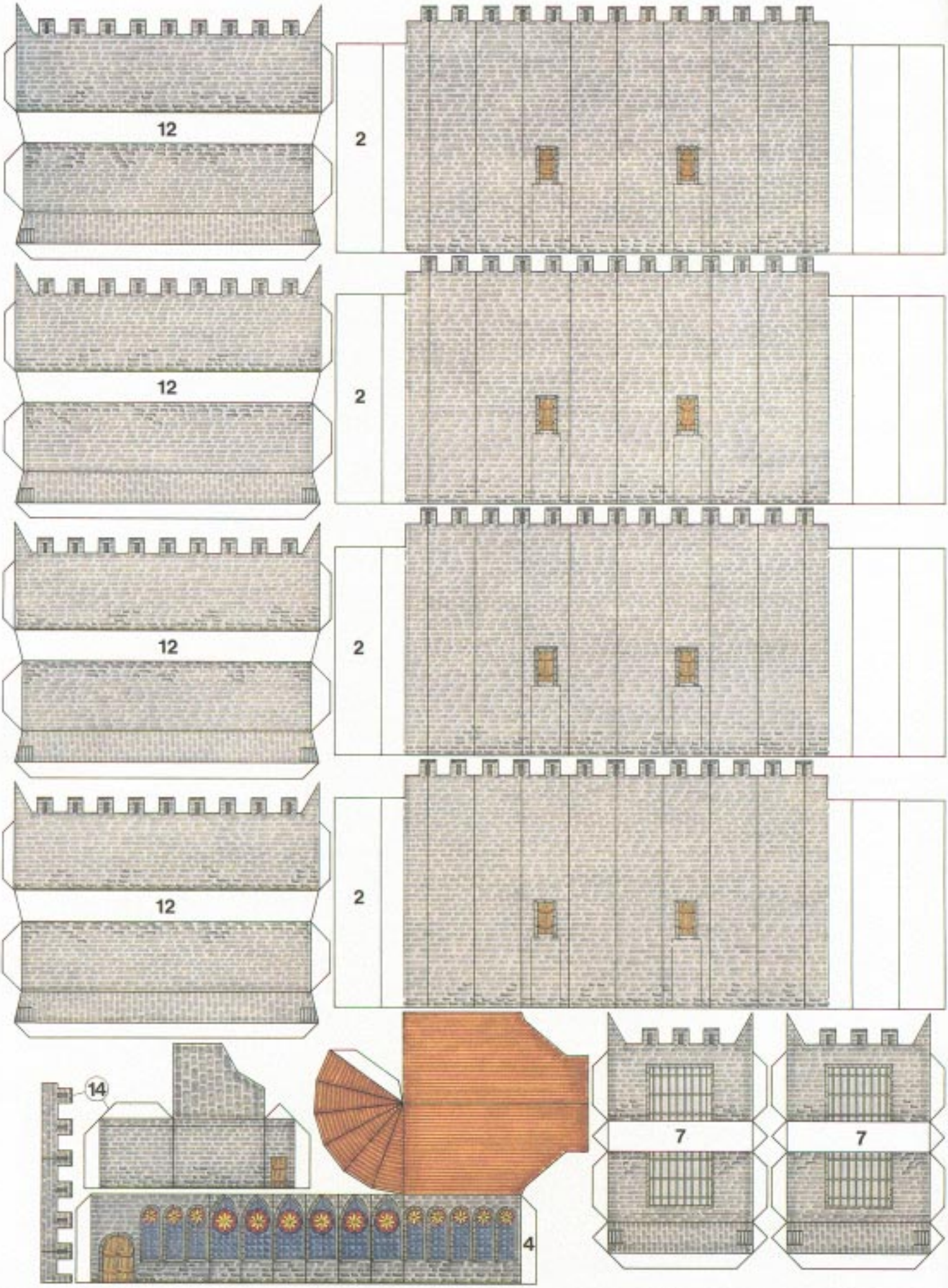
10th story

7th story



8th story

Scale: 1 square = 5 feet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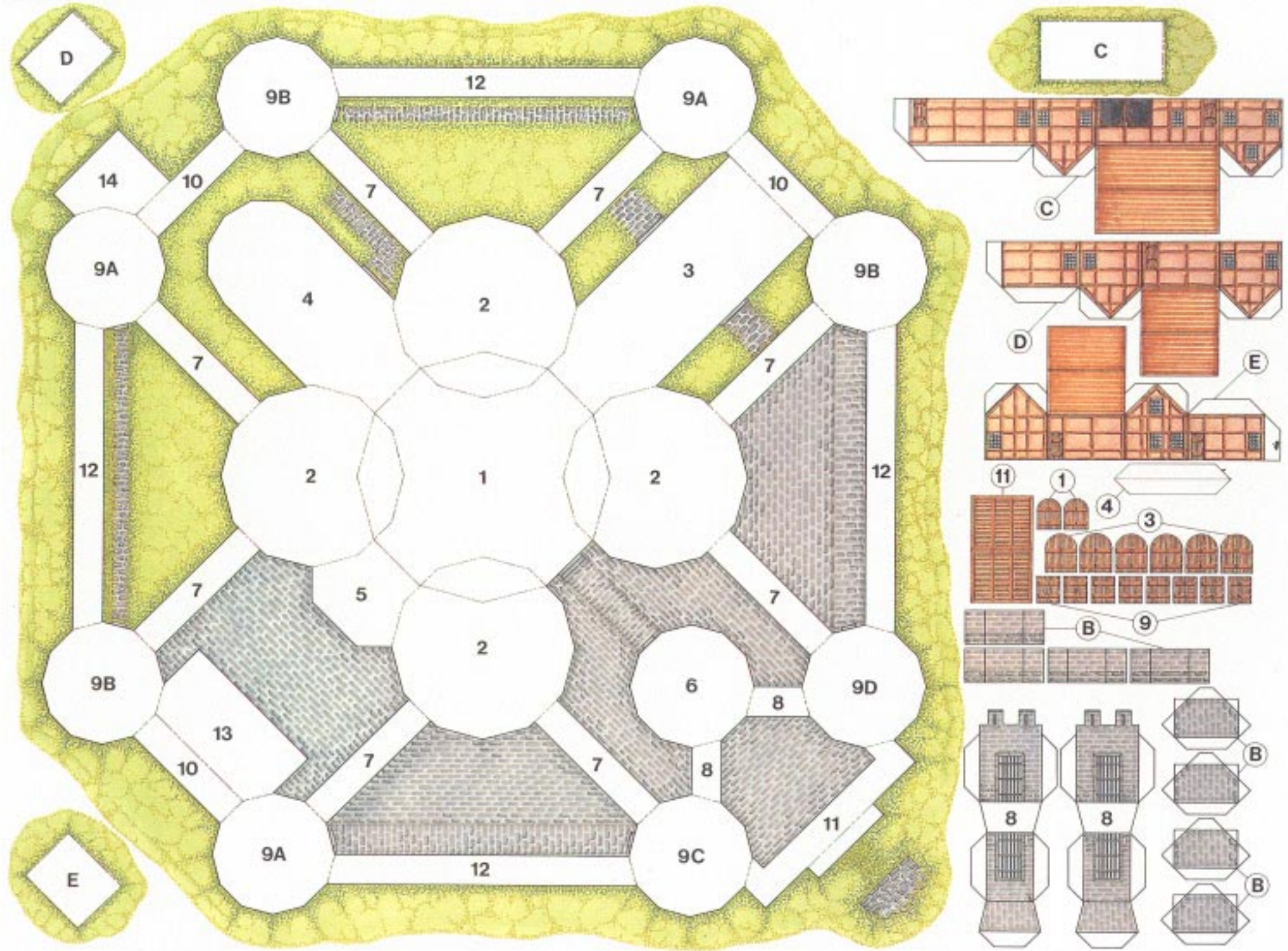
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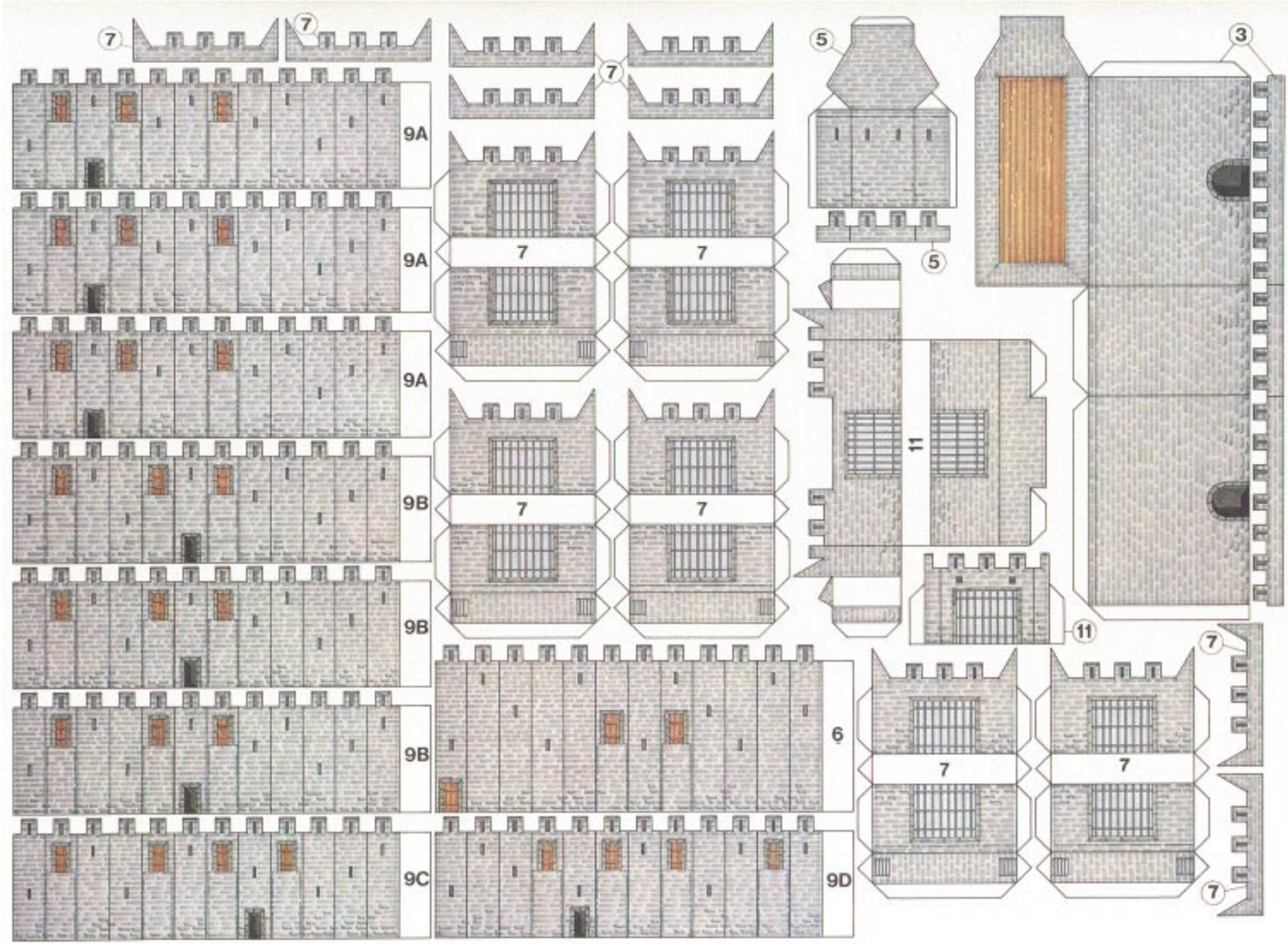
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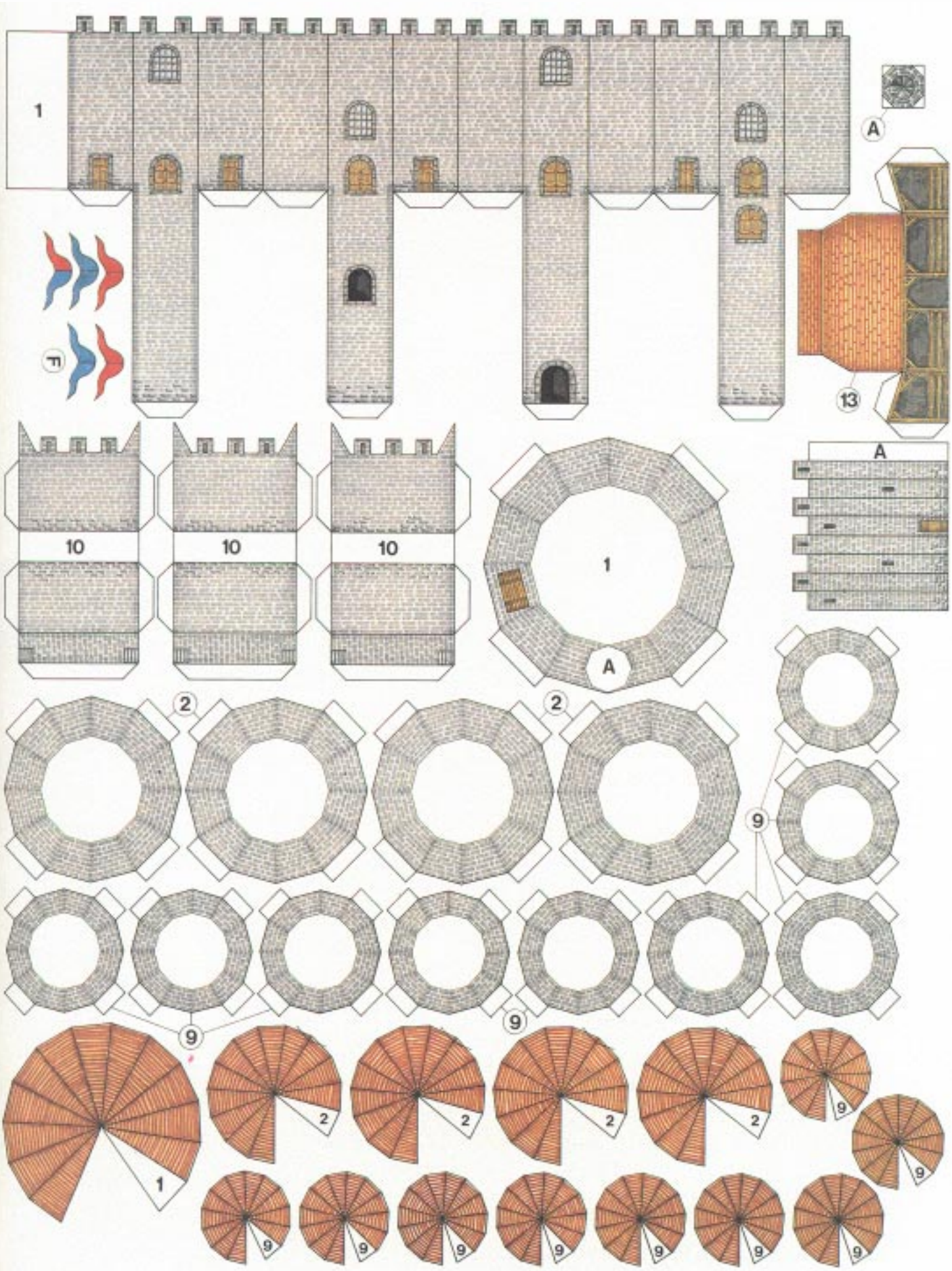
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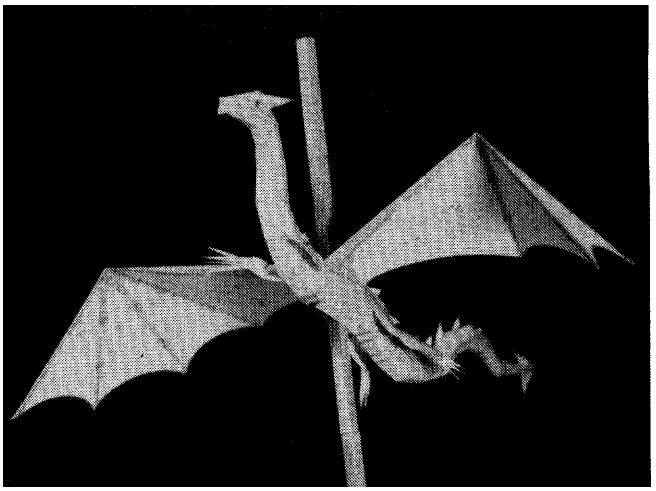
CARDBOARD DRAGON



(Draco Manipartus Temporaritus)

FREQUENCY: Common, all of a sudden
NO. APPEARING: One per magazine
ARMOR CLASS: 15 (Be careful; it crunches easily)
MOVE: Yes, in a slight breeze
HIT DICE: 0 (for display, not combat)
% IN LAIR: Depends on where you put it
TREASURE TYPE: Nil (What do you want for free?)
NO. OF ATTACKS: 0 (see Hit Dice)
DAMAGE/ATTACK: You know...
SPECIAL ATTACKS: Inspires envy in friends who don't have one
SPECIAL DEFENSES: Must be cut and glued
MAGIC RESISTANCE: Keep it away from fireballs
INTELLIGENCE: It doesn't need any — you do
ALIGNMENT: Fine, if you don't put the wings on upside down
SIZE: What you see is what you get
PSIONIC ABILITY: Nil (see Treasure Type)

We've managed to subdue a cardboard dragon, and now we'd like you to have it. The only problem is that the poor thing seems to have gone all to pieces over the experience, so you're going to have to put it back together.

The three sheets of cardboard in the center of this magazine contain all the parts you need, and the instructions on this and the following three pages explain how everything fits together. We've also thrown in a few photographs of the assembled prototype that should help clear up any confusion that may remain after you've studied the sheets and the diagrams. Take it slowly, plan before you paste, and you should end up with a handsome piece of paper sculpture that you can display and even use for the playing out of an encounter.

Cut the parts out of the sheets as you need them. A hobby knife and a straightedge will come in handy for making crisp, clean cuts on the straight lines (of which there aren't too many). For the curved lines, a sharp pair of scissors and a steady hand are the best tools. Use a type of glue, paste, or cement that works on paper without soaking through the paper, and be sure to apply it sparingly to all the surfaces that need to be joined to another surface. You may also use transparent tape for added strength on the inside of bonded surfaces that won't be visible in the finished product.

Included on the sheets are the parts for a base and a support post that you can use to make the dragon "fly." You can also suspend it in mid-air by punching a couple of pinholes in the fins along its spine and stringing a couple of pieces of thread through the holes. Using the support post will enable you to easily adjust how high it's flying, so that if you want to use the dragon as a "miniature" in conjunction with other figures during a game session you can raise or lower it to fit the circumstances of the encounter.

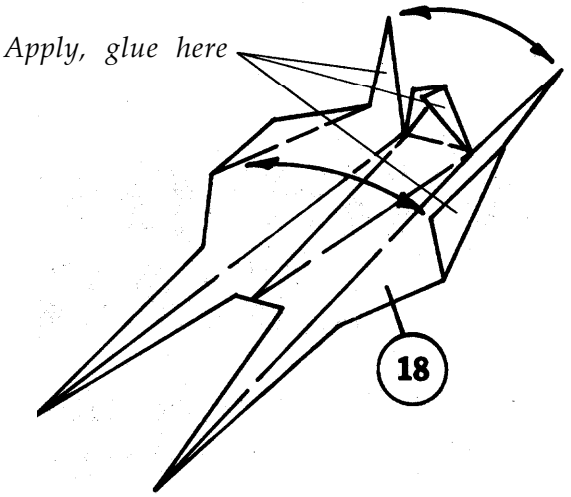
Turn the page, read through all the instructions before starting, and enjoy!

Design and artwork by Dennis Kauth

Photography by Keith Parkinson

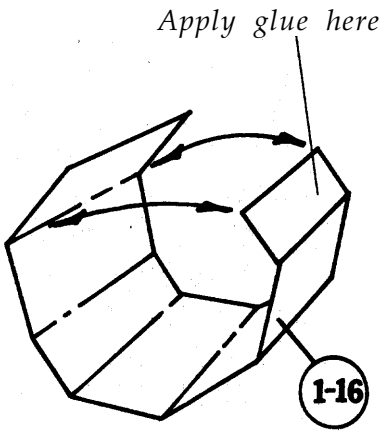
Recommended order of assembly:

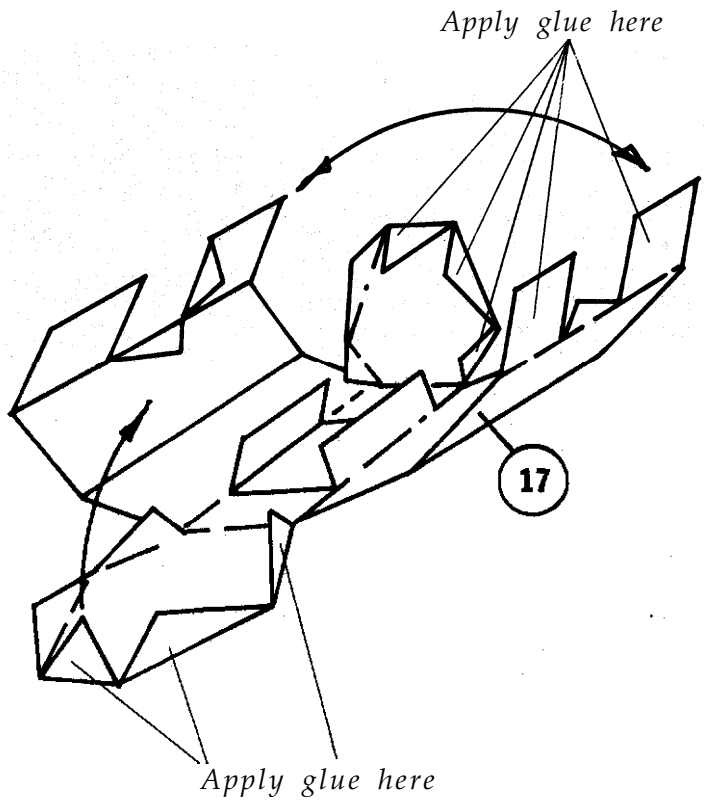
1. *Head (18) and tail (19)*
2. *Center body section (17)*
3. *Neck and tail sections (1-16)*
4. *Legs and claws (21-27)*
5. *Fins along spine (28-34), if desired*
6. *Wings (20)*
7. *Base and support post, if used*



Head and neck/tail segments

Cut out the parts carefully, then score the dashed lines on the underside of each piece and fold along the dashed lines to form the head-shape and the cylinders that make up the body. To keep the head together apply glue to the area containing the number and to the two small triangular areas on both sides of the snout. For the body segments, apply glue to the area containing the number and fasten that area to the underside of the opposite edge. Assemble the body parts one at a time as you need them, or come up with a way to organize them by number because they must be put together in the order they are numbered.

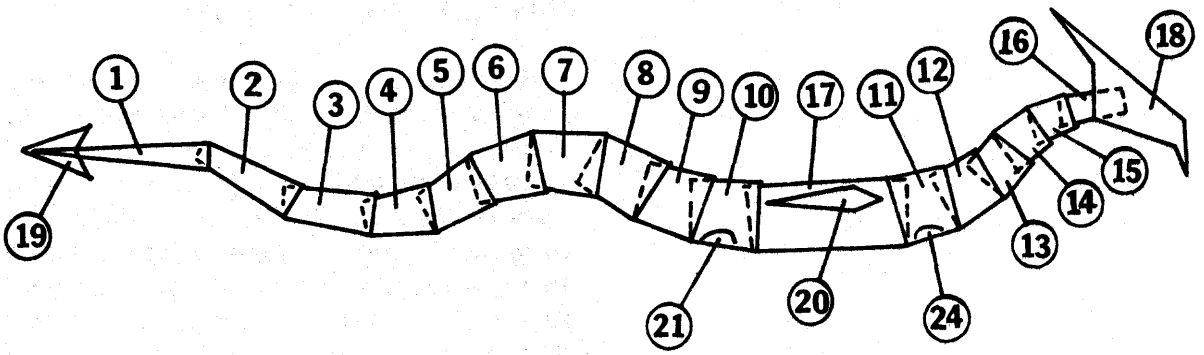


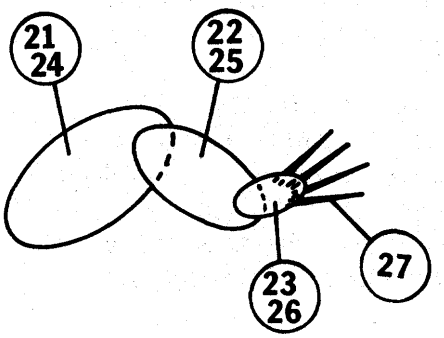


Center body section

You must decide whether or not to use the support post before cutting out this piece. If you do ***not*** *intend to use it, do not cut out the triangular areas on the sides, so that the part is shaped like a rectangle with two protrusions (which will form the ends of a closed cylinder when it is assembled). If you do intend to use it, cut out the piece along all of the solid lines and then also cut along the solid lines on the interior of the part.*

To form the closed cylinder, glue the tabs on the protrusions to the inside of the body one at a time, starting with the tabs nearest to the fold line. When this process is almost complete, apply glue to the flap along the edge of the body and tuck this in to finish off the cylinder.





Neck and tail

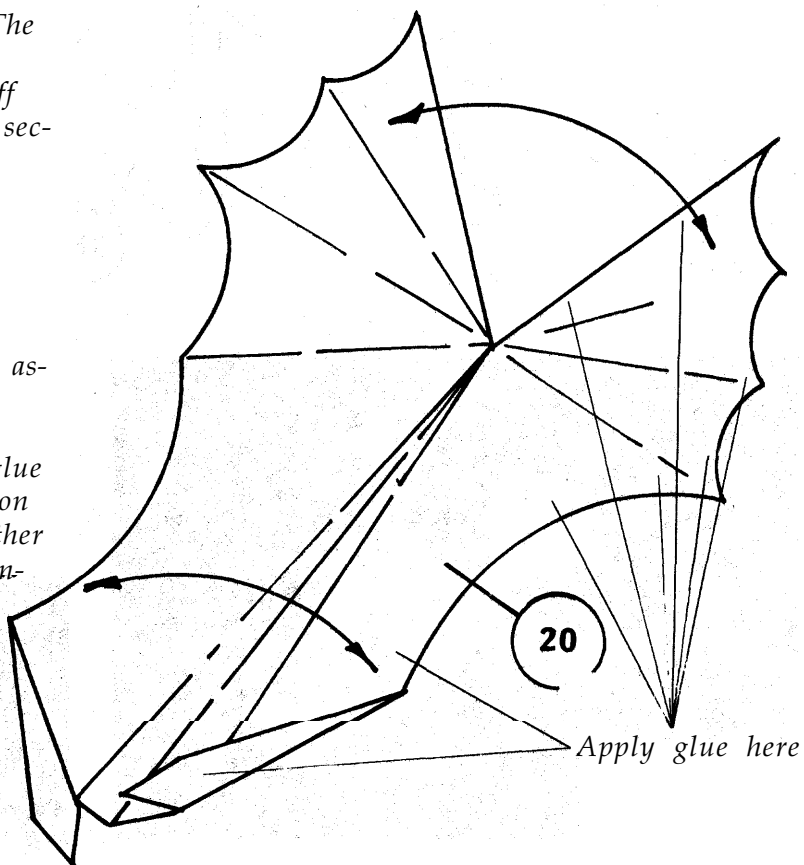
The dragon's neck and tail are made up of telescoping cylinders that will easily fit into each other – as long as parts 2 through 16 are assembled in the exact order shown in this diagram. The sections can be glued together in any pose desired; your dragon can be built with its head bent downward (instead of upward, as in our prototype) if you want to show him in a diving posture. The head and tail should be fastened to the body when all the sections have been put together. The fins along the dragon's spine (parts 28-34) can be used or left off, as desired.

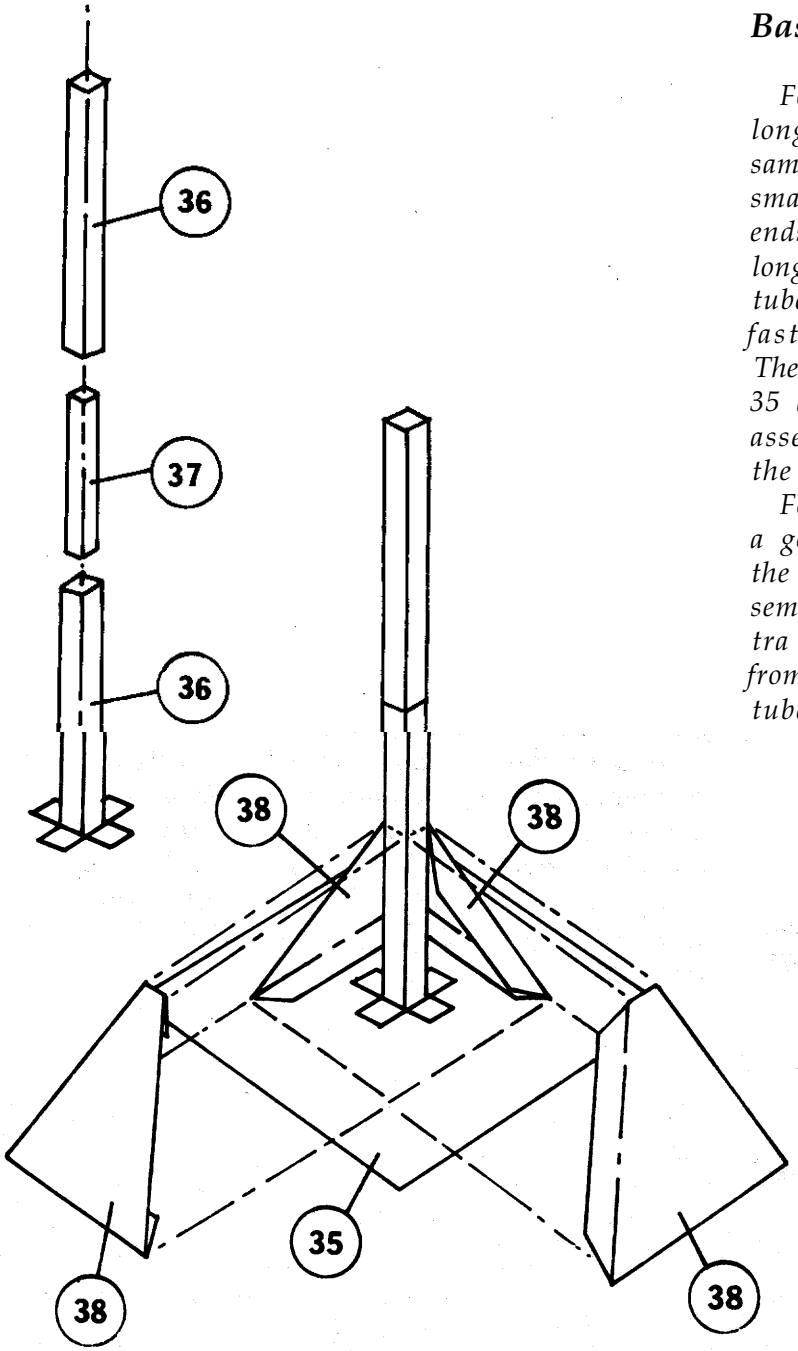
Legs and claws

The "legs" are not three-dimensional pieces, merely flat ovals that are glued together to form extensions off the body. See the "Neck and tail" diagram for where to place parts 21 and 24, which are the upperparts of the legs. Then attach other parts as shown in this diagram. The parts of each leg may be put together in any pose desired, and the legs can be finished off with either opened or closed claws (pick one section of part 27 as desired).

Wings

These are the largest and simplest parts to assemble. Score and fold along all the dashed lines, then bring the two opposite edges together to form a double-sided wing. Apply glue along the entire inside edge of one side and on the two end flaps, then press the wing together and put it under an object that will apply constant, even pressure to the edge until the glue dries. (Do not completely flatten the wing; the leading edge is supposed to have some thickness to it, and should not be flat like the trailing edge is.) When the body is completely assembled, glue the wings onto the two nonscaly areas on part 17.

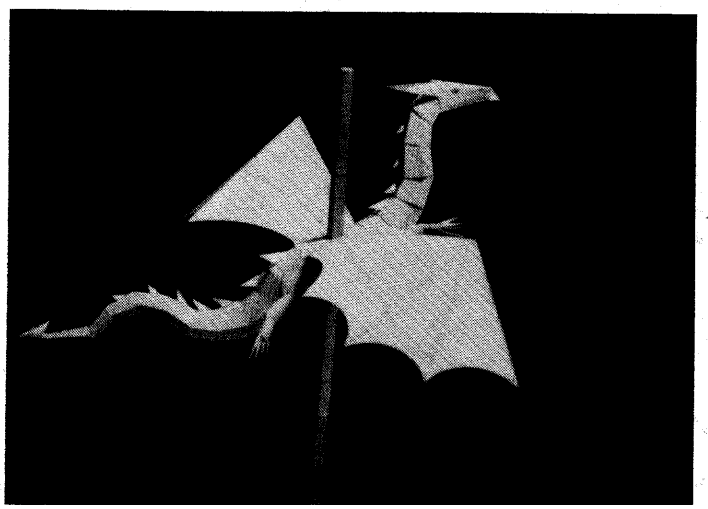


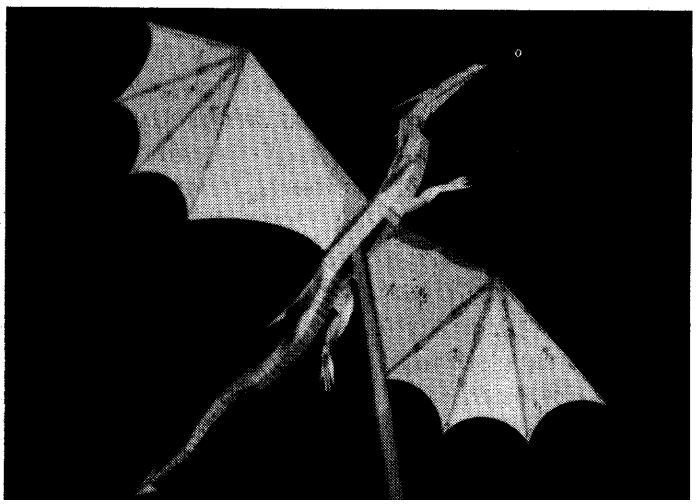


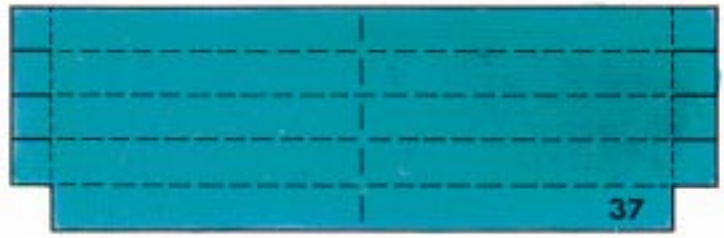
Base and support post

Fold and glue both parts 36 to make a pair of long, thin square tubes. Construct part 37 in the same way, to make a shorter and slightly smaller tube, and then glue part 37 inside the ends of the other two parts to make one very long tube. Fold the flaps on the end of the long tube outward (as shown in the diagram) and fasten them to part 35 on the cross-shaped area. The support panels (part 38) are glued to parts 35 and 36 and to each other giving the entire assembly enough structural integrity to support the dragon.

For extra strength and durability it would be a good idea to glue pieces of scrap cardboard to the underside of parts 35, 36, and 38 before assembling them. Be careful, though, that the extra thickness on part 36 doesn't prevent part 37 from sliding inside it when you form the long tube.



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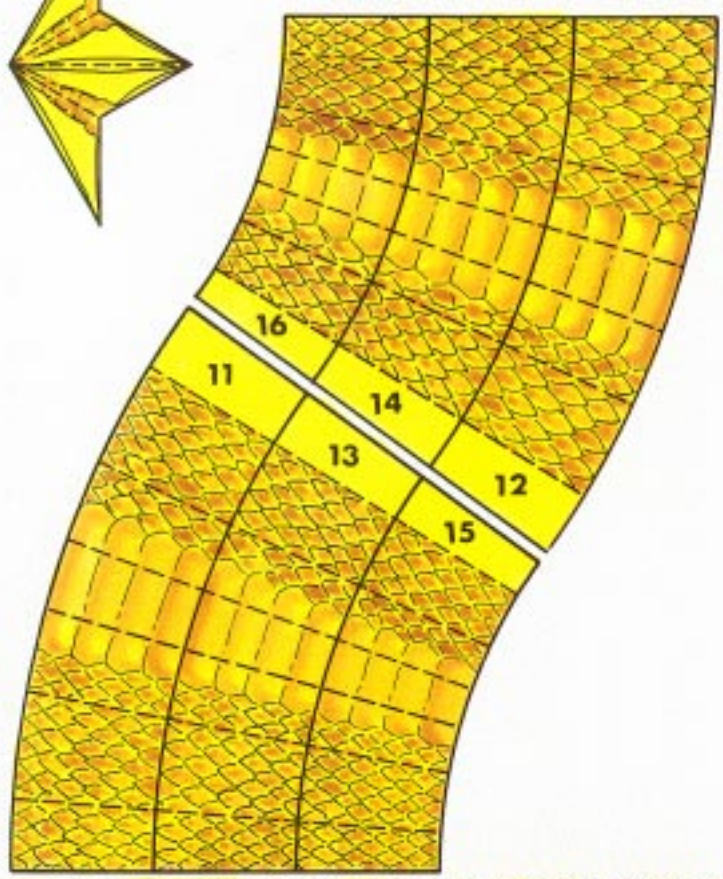
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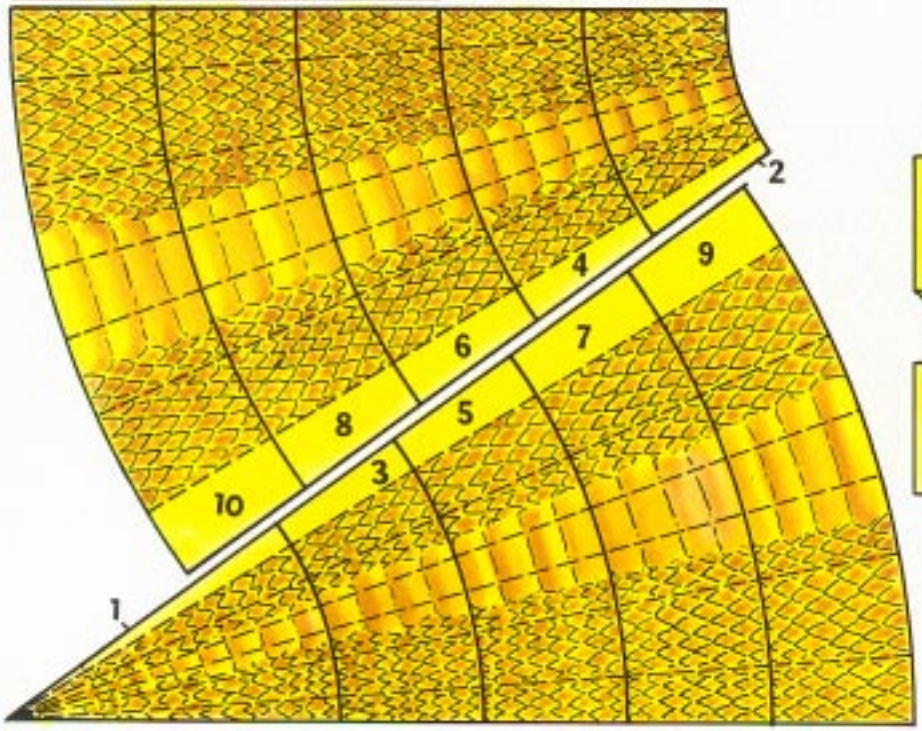
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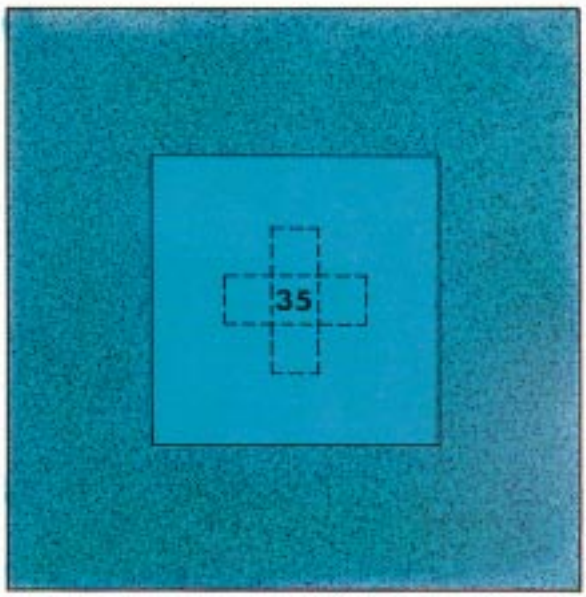
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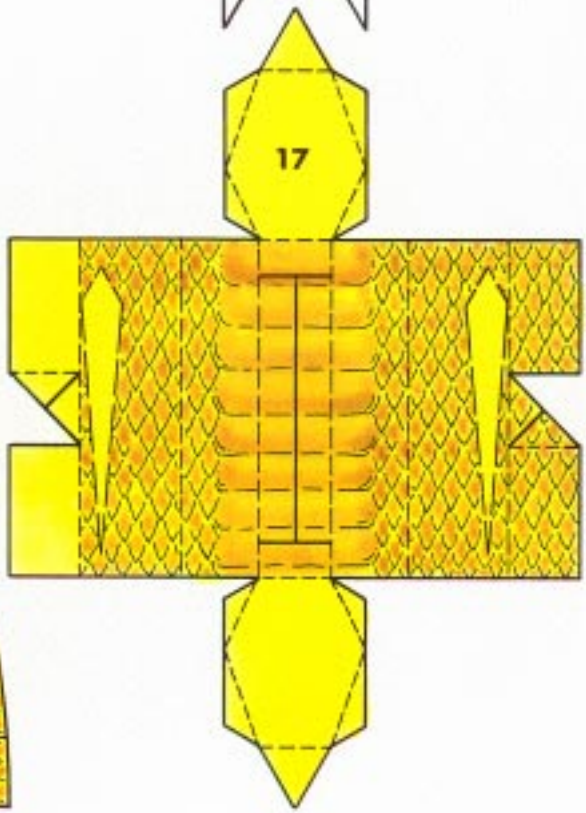
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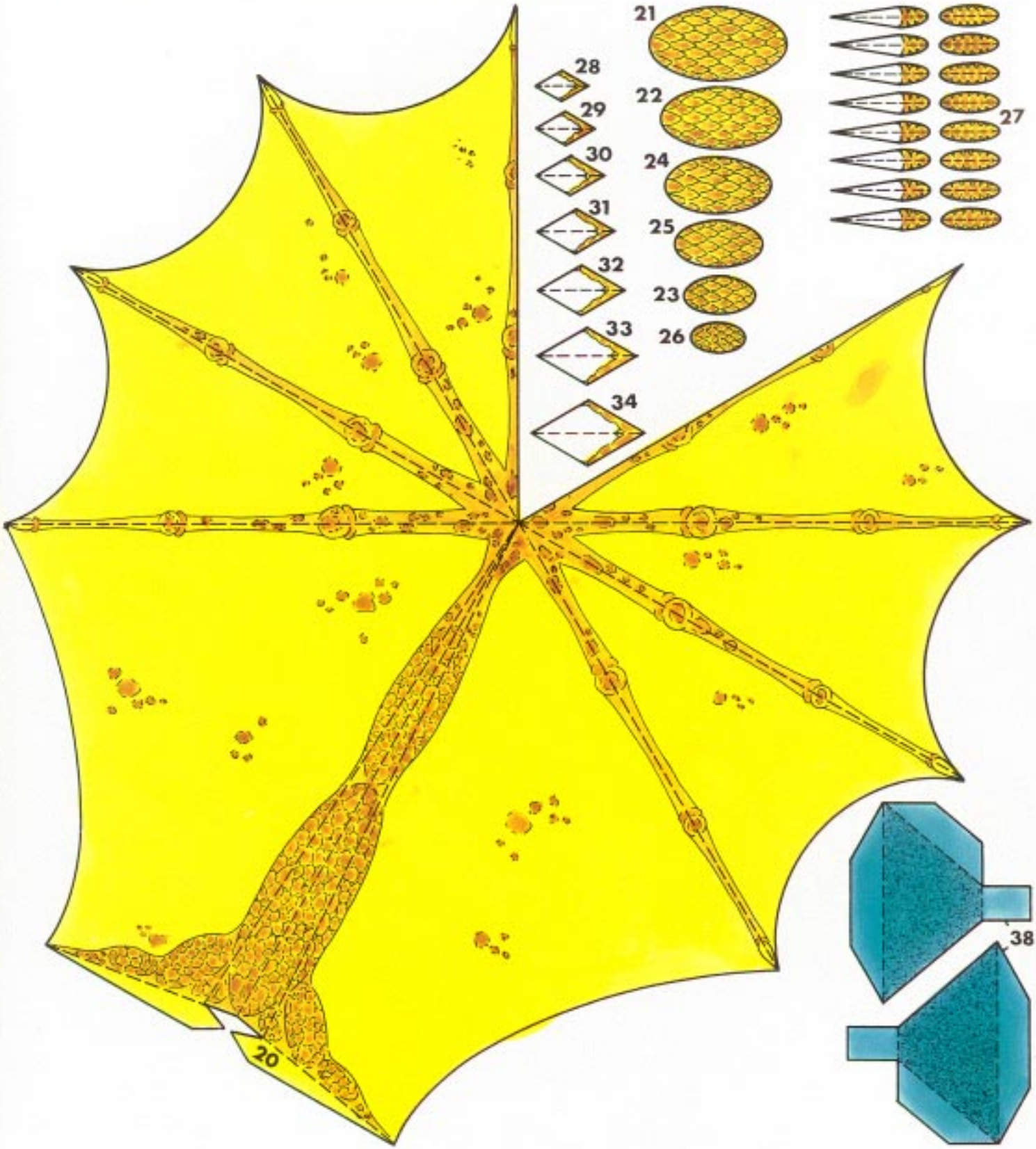
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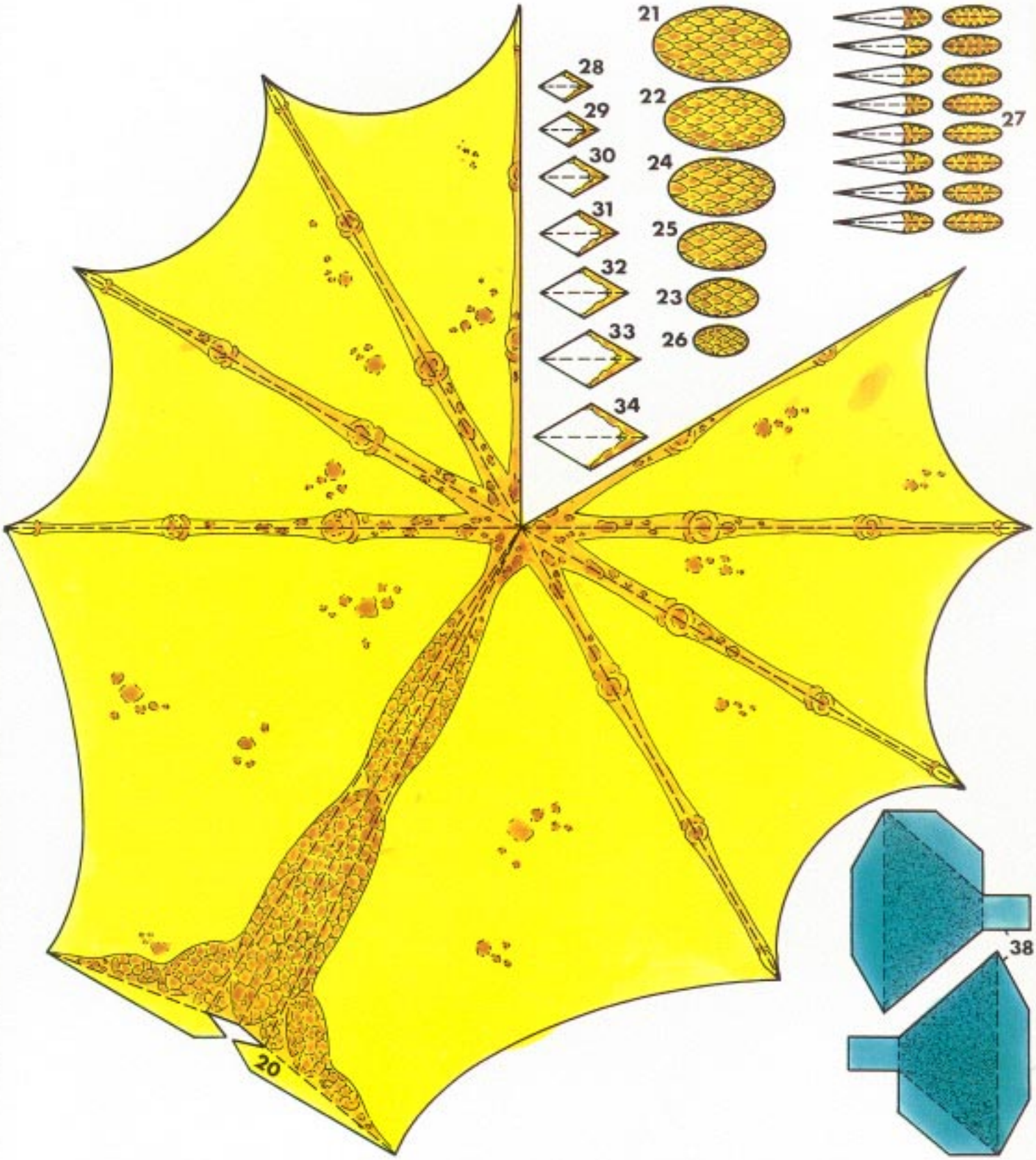
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High Seas in 3-D.

A special game accessory
for your favorite role-playing game

Design by Dennis Kauth

When we were putting this issue of the magazine together, one of us recalled that Dennis Kauth, our special-effects man in the graphic arts department, had created a three-dimensional fold-up ship. Dennis quickly produced the ship, we took a look at it, and plans were immediately made to jam it into this issue along with the rest of our Maritime Adventures selections — yo, ho, ho.

Then came the problem of putting it together. Now, the most experience that any of your editorial staff ever had with boating occurred when Robin Jenkins was fished out of the aquarium at Roy's Bean-O-Rama in Riptide, IL. Roger Raupp claims to have once seen pictures of boats in a library book he dropped into a lawn mower, and Pat Price served on a pigboat when he was in the Milwaukee Navy, but his boat was lost when they drained the swamp. This left me — actually, Marilyn and myself; only Marilyn's best with sheep imitations — and, with only four hours left until this issue went off to the printer, I took computer keyboard in hand and set about creating these instructions.

Order of assembly

Carefully cut out each piece of the ship as you need it. Cutting out the pieces too early often leads to confusion and misplacing needed parts (the parts themselves are not numbered). A hobby knife and a straightedge serve well for experienced hobbyists; otherwise, a sharp pair of scissors is suitable. White glue is best for attaching the parts together permanently; be careful not to overuse it.

The arrows and dotted lines on the cut-out sheets indicate places which are folded, NOT cut. Carefully score along these lines with a knife without cutting through the paper.

Step 1: The hull is assembled as shown, using parts 1, 2, 3, and 4. Make sure that the colored part of 4 faces up, and those of parts 1-3 face out.

Step 2: The stern assembly consists of parts 5 and 6. Note that the single door on 5 is in the hold when the model is assembled. Ensure that the tabs on 6 are attached to 5, the latter with colored side up, forming the quarter-deck floor.

Step 3: The forecastle assembly consists of parts 8 and 9. As was done in step 2, ensure that 8 has its colored side up and forms a floor inside 9.

Step 4 (not pictured): The rudder (7) is easily assembled. Test fit the finished rudder to the stern (along the white strip).

Step 5: Fit the rudder (7), stern assembly (6), and forecastle (9) to the hull (1). A certain amount of "fudging" with the placement of these parts is allowed. It might be a good idea to set the stern assembly back far enough to make room for the main deck floor and superstructure, which will be attached later.

Step 6: The superstructure/main deck assembly is a little difficult to manage, but a trial run is of great help (see the helpful hints below). Parts 15 and 16 essentially wrap around each other, with parts 13 and 14 forming cross-struts. Note that the notch in 13 was cut to allow part 17 (and the mast) to pass through it. Once the superstructure is finished, attach it to the BOTTOM of the main deck (12). If you've cut out the hole for the mast in 12 beforehand, fitting these parts together is much easier. Perform test fits (without glue) to section is properly done.

The superstructure was made heavy on purpose, to hold up 25-mm lead miniatures.

Step 7: The crow's nest consists of parts 19 and 20. Make sure that the floor (19) has its colored side up, and that a hole is cut in it for the mast (I didn't do this when I put my own ship together —talk about trouble).

Step 8: Fold the mast (21) together and place the crow's nest on it. You might want to consider fixing a yard arm to the mast at this point (see helpful hints, below).

Step 9: The quarters (10), which fit on top of the quarter deck, are easily assembled (colored side out).

Step 10: The stairs (11) are also easily assembled, unless you are like some of the game designers here who mistook this part for a nose warmer. Takes all kinds.

Step 11: Fixing the stairs (11) to the quarters (10) is quite easy, too.

Step 12 (not pictured): Glue the quarters (10) to the quarter deck. Also assemble the pilothouse (18) and fix it to the main deck (on the square drawn near the stern); keep the roof sloped forward so the doors in the back of the pilothouse face the stern.

Step 13 (not pictured): Stop gluing things. The mast should be free to be removed from the ship (in case a dragon turtle takes a liking to it), and the main deck should also be freely removed. If using miniatures, action can be conducted simultaneously on main and hold decks. You are finished.

So, what type of ship is this? Dennis said it was a carrack, but when I showed my finished ship to Roger, he said it was a caravel, which sounded like a candy bar, but I later looked it up and decided it was a cog. No matter. I've used ship models like this one for a number of AD&D® games, and they've performed beautifully. Nothing matches the thrill of watching your players' faces when giant octopi mistake the ship for a huggable doll, or when the 172nd Sahuagin Marine Division climbs aboard in search of amusement.

All you, as the Dungeon Master, need is a thinly veiled excuse to get everyone's favorite character out for a short boating cruise, and — ZAMMO! It's *Voyage to the Bottom of the Sea* time! Seriously, this does work well for adventures in many fantasy game systems. Enjoy.

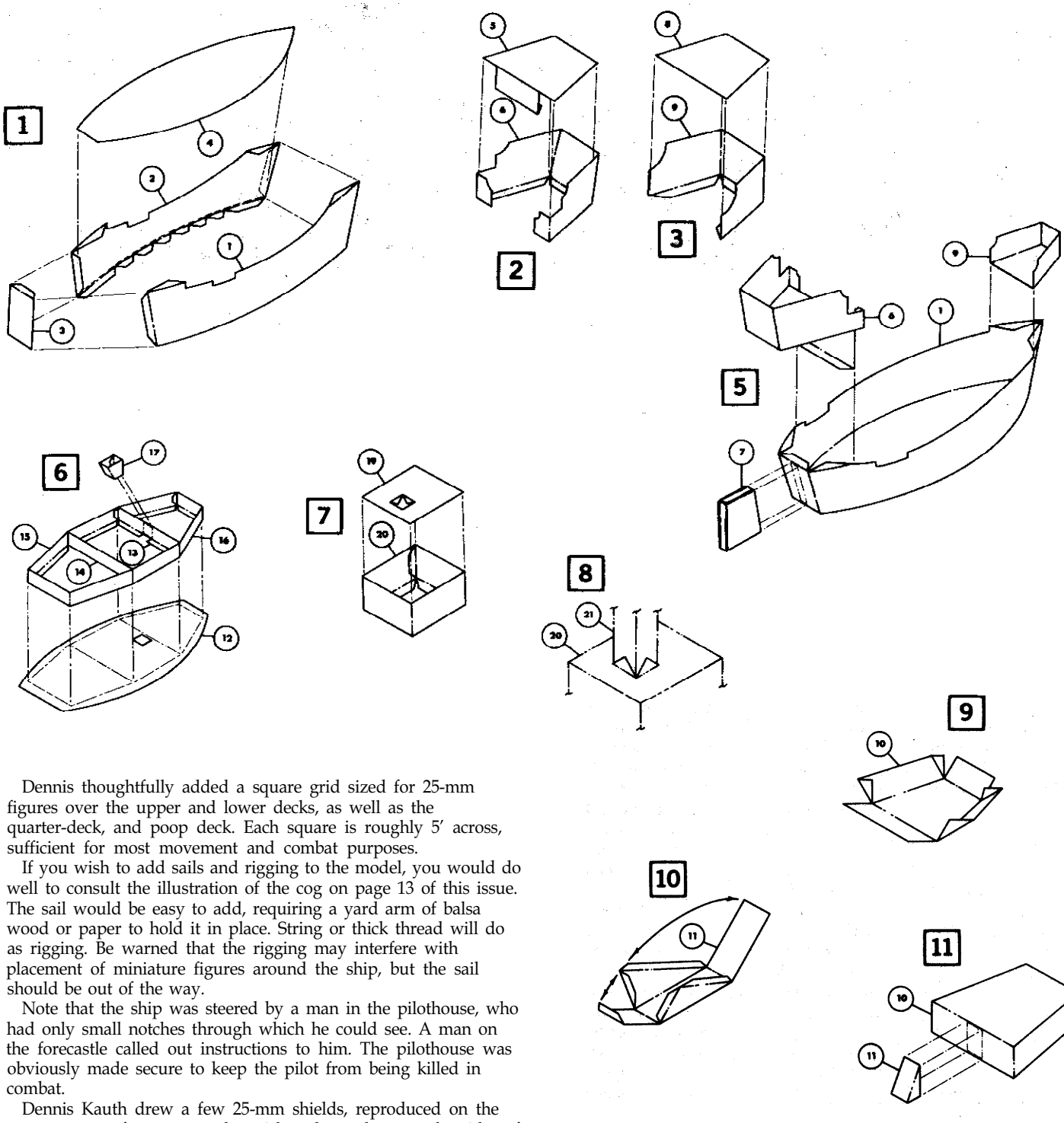
Helpful hints

It is a good idea to photocopy the ship patterns and put a crude model of the ship together using tape before actually assembling the plans as they are. I did this and found that it cleared up a lot of misunderstandings about the assembly instructions, leading to a much-improved final model.

When assembling your photocopied model, note which areas are not colored in (insides of the railings, railing around the main deck to port and starboard, etc.). These areas can then be colored in on the final ship pieces prior to assembly.

Parts list

1. Hull, starboard side
2. Hull, port side
3. Hull, stern
4. Hold floor
5. Hold cabin and quarter deck
6. Stern railing
7. Rudder
8. Forecastle floor
9. Forecastle railing
10. Quarters and poop deck
11. Stairs to poop deck
12. Main deck
13. Bow bar, superstructure
14. Stern bar, superstructure
15. Side/stern superstructure
16. Side/how superstructure
17. Mast foundation
18. Pilothouse
19. Crow's nest floor
20. Crow's nest railing
21. Mast



Dennis thoughtfully added a square grid sized for 25-mm figures over the upper and lower decks, as well as the quarter-deck, and poop deck. Each square is roughly 5' across, sufficient for most movement and combat purposes.

If you wish to add sails and rigging to the model, you would do well to consult the illustration of the cog on page 13 of this issue. The sail would be easy to add, requiring a yard arm of balsa wood or paper to hold it in place. String or thick thread will do as rigging. Be warned that the rigging may interfere with placement of miniature figures around the ship, but the sail should be out of the way.

Note that the ship was steered by a man in the pilothouse, who had only small notches through which he could see. A man on the forecastle called out instructions to him. The pilothouse was obviously made secure to keep the pilot from being killed in combat.

Dennis Kauth drew a few 25-mm shields, reproduced on the cut-out pages, for gamers who wish to hang them on the sides of the ship (as Vikings did with their shields on longships). Other shields and insignia, using decals, cut-out pictures, and the like, can be added to the ship as desired.

With a little imagination and a steady pair of scissors, a Dungeon Master should be able to create an adventure than all of his players will remember for years to come.

Instructions by Roger E. Moore

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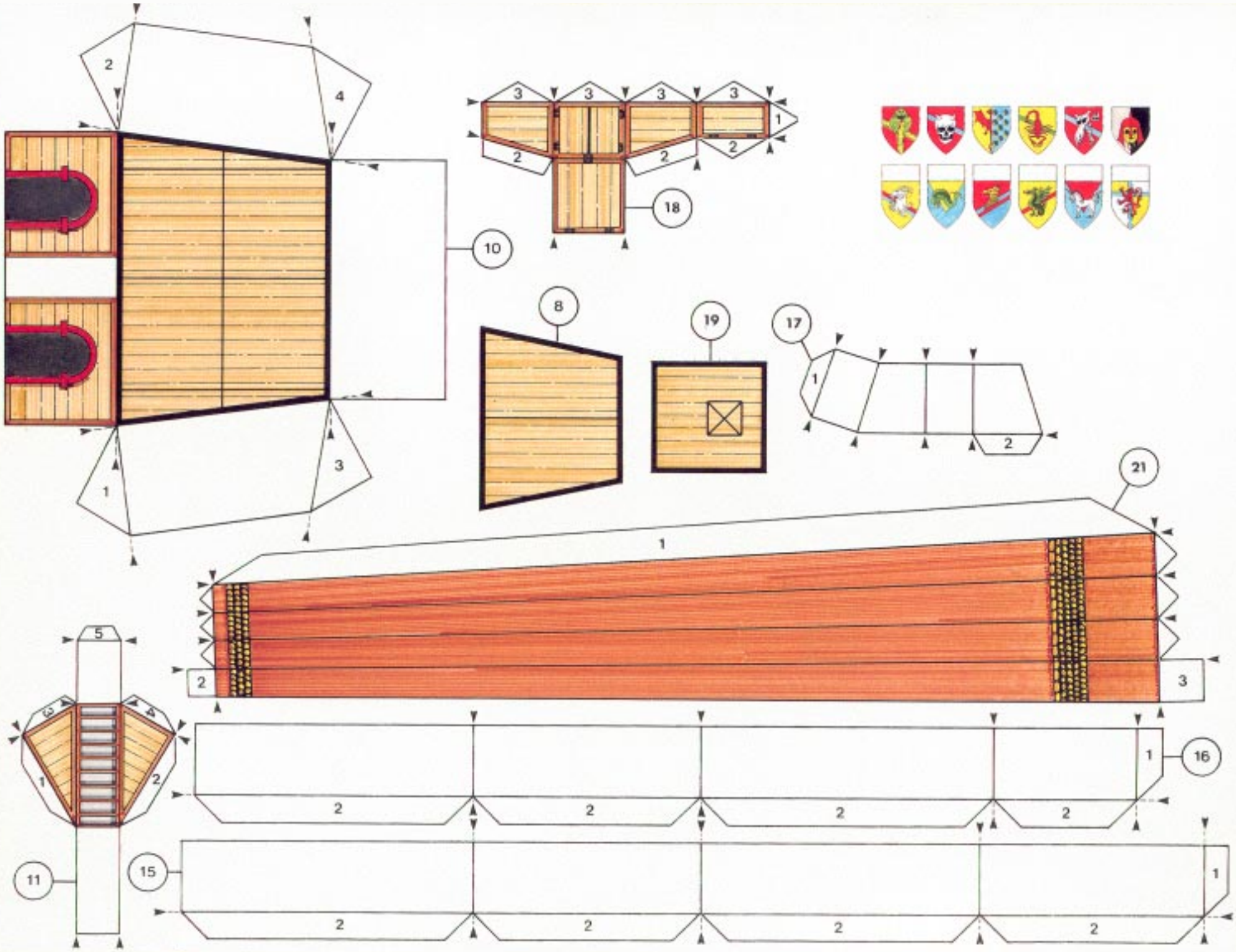
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Printed in U.S.A.

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