

THE MATESE CLUE



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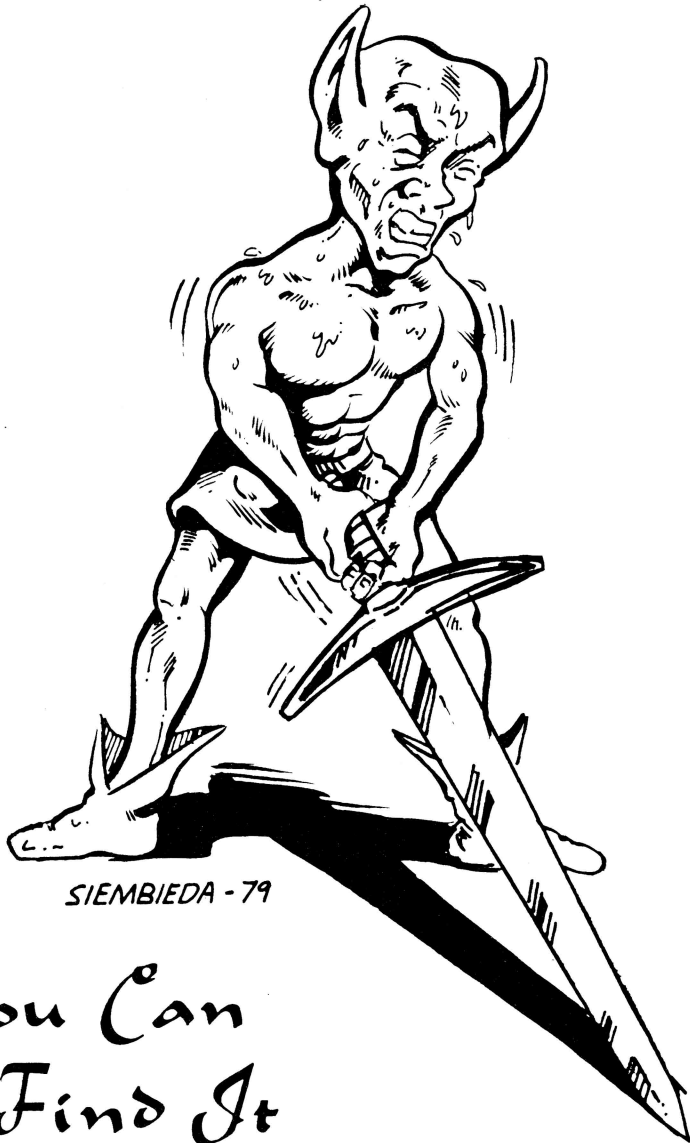
You, Sam "The Spade" Roundtree and your band of expeditors are given the task of locating the key to a magical book for a powerful Wizard. They key -- of which he can give only a vague description -- is located in a castle that to all appearances is haunted. Strange things do happen, and your employer informs you that two previous parties have failed to return. Muttering something about talking artifacts and black birds, the

Mage says, "I have no choice; it's a job for The Spade. Good luck."

BY PAUL KARCZAG

Robert K. Bingham

Everyone's Looking
For The
Sword Of Hope



SIEMBIEDA - 79

You Can
Find It
In Dec.
1979

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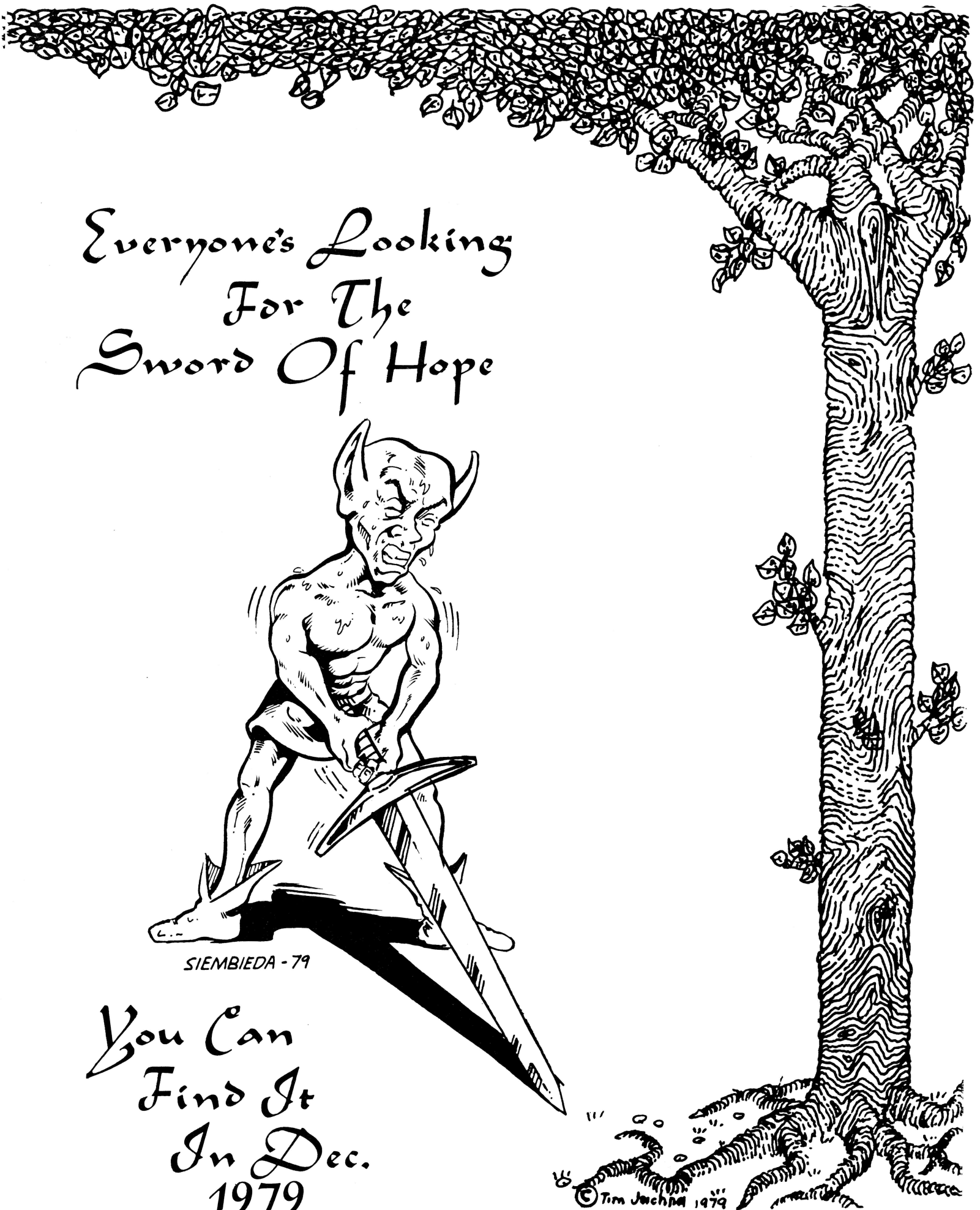


Table of Contents

Dedication	2
Designer's Notes	3
Background	3
Scenario Sheet	4
Sidney	5
Poem	7
Prologue	8
Judge's Map of Castle	9
Castle Basement Level	10
Castle Entrance Level	10
Castle Second Level	12
Castle Third Level	14
Castle Fourth Level	15
Castle Roof Level	17
Judge's Map of Labyrinth	18
Descending to the Labyrinth	19
Labyrinth Mazes	19
Wandering Monsters	22
Labyrinth Caverns	22
Appendix I	37
Appendix II	38
Character Statistics	40
Player's Map of Labyrinth	45
Player's Map of Castle	46
Player's Picture of Castle	47
Poem	48

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For The Maltese Clue

This scenario is dedicated to my wife, Darrelyn, a firm believer in the true reality of all things.

Acknowledgements:

To Mrs. Susan Schumacher and Ms. Yvone Russo without whose help my many grammatical errors would have been most evident. Many Thanks!

The castle is Hedingham Castle in Essex, England. While I used the outside, physical shape of the castle, the interior design of the castle was completely changed to meet the needs of this scenario. The floor plans are completely original.

The photograph on page 47 appeared in *Castles of England* by Gary Hogg; published by Arco Publishing Co., 219 Park Ave., New York, N.Y. 10003. The photograph was taken by the British Travel Association.

DESIGNER'S NOTES

This adventure was originally designed as a tournament of one session only. Playtesting and actual tournament play proved that it needs to be run in two parts (no group reached the labyrinth below the castle with the raven in less than four hours). To this end, and to make the second part of the adventure more interesting (at least from the DM's point of view), I have eliminated from the labyrinth map all of the indicators which would allude to the actual placement of the mazes.

As it was designed as a tournament adventure, scenario sheets are provided for the player's information. If this is to be used in your own campaign, you can no doubt arrange for your players to meet Sidney in a town and explain his need for the missing key. If you wish, you may even design an adventure for the party to recover the book itself for Sidney...

In any case, I hope you will have as much fun running this adventure as I had thinking it up; there are monsters to beat up in this scenario, but the party must also THINK, an element that is often overlooked in many D&D campaigns.

BACKGROUND FOR THE JUDGE

Casta, as the scenario sheet relates, was a highly successful teacher and was completely devoted to his wife, Balanca. When she was stricken with her soon-to-be fatal illness, Casta was mentally in deep anguish. He had promised that they would never become separated, yet the town looked to them both for guidance and protection--and obligation he was not ready to forego.

Eventually, the solution dawned on Casta. It took some doing to convince Balanca that the scheme would work, but eventually he succeeded. As she lay on her deathbed, Casta performed the necessary rituals and turned his beloved into a Lich; however, as her alignment was so completely Lawful Good she became a Neutral Lich with Good tendencies.

Casta ran out of money after purchasing the needed supplies for Balanca's conversion. As a result, he was forced to sell many of his personal treasures in order to buy more supplies for his own transformation. He closed the school, sold the necessary items (including the book of spells to Sidney), and became a Neutral (Good) Lich himself. They now dwell in the labyrinth below Casta's castle and occasionally make their presence known...

Several years ago a Red Dragon flew down from the North and began destroying people, livestock and property. In the middle of the night, the terrified townspeople heard a loud roaring, a shriek, and then silence. In the morning, a very large and very dead dragon was found on the outskirts of town. (*JUDGES: you can make up a couple of more stories and relate them to the players --- these tales are well-known in this part of the country.*) Also, any offerings the townspeople leave out at night seem to disappear.

The various implements around the castle (i.e., plows, hoes, tableware, etc., may be used by the townsfolk, but they have found through experience that any items borrowed have a tendency to disappear about midnight and reappear in the castle (this will not be so widely known, however, as only the farmers will admit to having taken items from the castle).

(DESIGNER NOTE: Thus, when running this as part of your campaign, remember that any castle items will automatically return at midnight. Any items in the castle as part of monster's treasure hoards will remain with the players. If the party is in the castle, on the beach, or in the labyrinth at midnight, the items will not teleport away. This can lead to all kinds of fun if the items are sold after the adventure!)

SCENARIO SHEET FOR "THE MALTESE CLUE"

It is early evening on a dark, dreary day in the middle of summer. Intermittent rain and a heavy mist cloud the air, making visibility very poor. This type of weather is very unusual for the coastal port of Castablanca, the fairest haven on the northern coast of Cairbeddor Province.

On evenings like this, when there is little else to do, the local folk sit around and reminisce about Archmage Casta and the mystery surrounding his disappearance. Casta, the most brilliant student at the old OakForest School of Thaumaturgy, had proved to have an almost-fatal flaw. Though all spells of any level were easily grasped and memorized by Casta, he tended to stammer and forget parts of spells whenever there was any immediate danger to his person. Thus, it came as no surprise when he retired from adventuring and started his own School of Thaumaturgy on the outskirts of the port of Fairwind.

The school prospered and its fame spread throughout the province. On the day Casta married the matriarch of the local Temple, the townfolk voted unanimously to rename the town in honor of their leading citizens.

The town continued to prosper under their guidance; the school continued to grow and Casta built a small castle to accomodate the increased attendance. The future appeared rosy, but suddenly everything changed. Balanca died of a rare disease; within weeks Casta had closed the school and disappeared from sight. The castle still stands deserted on the outskirts of town.

You are Sam "The Spade" Lonetree, a master thief, or one of his henchmen. Together you run a "restoration service" recently started by Sam; you specialize in recovering lost, stolen, or misplaced items. Business has been none too good lately.

Sam has called you all together this evening to discuss methods of making ends meet. While you are busily getting nowhere, a commotion breaks out in the village below. Peering out the window, you see a large merchant vessel burning brightly in the fog below. Deciding that nothing is to be gained from helping put out the fire, you resume your fruitless discussion.

Suddenly, the front door bursts open and in staggers a bewhiskered sailor bleeding from a gaping wound in his side. He thrusts a heavy, paper-wrapped package at you, gasps, "Keep this for Sidney", and drops to the floor, dead. Not wanting to be caught with a strange corpse, you stash the package and dispose of the body in the river floating behind the office.

Returning to the office, you find it occupied by six extremely tall (about 12' give or take a couple of inches) humanoids armed with swords, and a short wizard who says, "I'm Sidney....."

The object of the scenario is to explore the castle and the labyrinth below. Fighting Sidney should be discouraged. Sidney runs a school of magic in a near by province and has been a long time commercial rival of Casta. Making Sidney search for the key is a last subtle joke on the part of Casta. Sidney has other commitments of a political nature and must hire assistance for this particular task. If the party chooses to fight Sidney and does manage to beat him, they will gain little for their lumps. The maps of the castle, labyrinth, and the poem are in Sidney's scroll pouch on his belt which is trapped to explode in a twelve die fireball if opened incorectly.

SIDNEY (AND WHAT HE HAS ACCOMPLISHED)

Sidney is a young (about 35) and accomplished magic-user (HD 11, AC2, HP 38), who has an 18 intelligence. Should the party decide not to readily hand over the package (after all, they don't know what is in it), Sidney will be slow to anger. He will first try to back the party into a logical corner, showing why they should give up the package. If the party complies, he will give them 200 gp if he had to coerce them, 500 gp if they hand it over immediately, and no more than 500 gp if he has to buy it from the party. He is wearing Bracers of Defense, AC 2, and has a +4 dagger (he seldom uses it).

Logic to be tried on the party:

- 1) It is, after all, my package.
- 2) It is in that cabinet over there.
- 3) I can identify both the package and the contents; can you?

Then:

- 4) (Referring to his tall friends, the Stone Giants)
Igram, Rofnor, and Rogex here followed the sailor to your office. While Igram reported to me, the other two watched both the front and back doors. They saw you emerge with the body and not with the package, so I know it's the right package.
- 5) After all, the sailor was alive when he came in the front door; Rogex will testify to the authorities that you brought his body out the rear door and dropped it into the river. I'm sure the authorities will be very interested in your side of the story...

If the party caves in and hands over the package, Sidney will become very loquacious, open the package in front of the party, and offer them a job. Since, at this point, they are very likely to accept, he will tell them what he knows about Casta (not much), and what he has gone through to attempt opening the book of spells.

If the party really wants to fight Sidney and company, the adventure may be rather short. Sidney, if attacked, will use any spell necessary to retain the ownership of the book. The six Stone Giants (HD 9+1-3, AC 4, HP 38,33,29,46,58,49) are completely loyal to Sidney and will fight to the death to protect him. They are all armed with Swords of Cold (if the party looks closely at the scabbards, they will notice that the scabbards are covered with small ice crystals)--treat as two-handed swords doing double normal damage and double cold damage per hit. The swords are +3 to hit.

The book, when unwrapped, is quite thick and bound in heavy leather with brass corners. A brass strap is fastened to the back binding and extends around the pages to rest on the front cover (thus, the book cannot be opened). There are no openings or keyholes in the brass strap. Sidney will take a dagger or sword from the party and attempt to pry up the strap; the dagger or sword will snap and the strap will not budge.

Sidney will then tell the party that he has tried many spells, incantations, words, phrases, etc., all to no avail. He has not been able to get the book open. He then sent men to all corners of the kingdom in an effort to learn the key to the mystery. After several years, his efforts were rewarded. In a small used-scroll shop (in the village of Malta), one of Sidney's retainers found a poem written in a familiar hand (Casta's). (At this point, Sidney will show the poem to the party.) After finding the clue, Sidney ascertained that the answer was to be found in Casta's castle. Following this hunch, Sidney purchased a map of the castle from the local chapter of the thieves' guild. Copies of this map will also be distributed to the players. The party will be offered the job of finding the Key to the poem. Sidney does not know what the key is; he only knows that it must be able to talk. After all, it must be able to recite the word or phrase that will enable the book to be opened. Sidney will offer 75,000 gp for recovering the Key, as long as it is in good condition and able to speak the correct word or phrase. He offers

the party 25,000 gp up front with the condition that they return with the Key no later than the next evening (thus, no spells may be renewed) as he must sail for home on the evening tide.

If specifically asked, Sidney will give the following answers:

- 1) Did Casta have a familiar? *Yes. A raven, I believe.*
- 2) Have you sent out other parties? *Yes. Two others. I haven't heard from them.*
- 3) Has Sidney explored the castle? *No. That was what the parties were hired for.*
- 4) Who was the sailor? *He was in the employ of my secretary, Lajos. Lajos, who served as my secretary in return for education (he was my only student), decided to steal the book once clues to its whereabouts were uncovered. He enlisted the help of several of my servants, promising them wealth and fame if they helped him. He was thus able to steal the book one evening when I was out. I caught up with him en route to Casta-Blanca; he did not have the book with him. Before he died, he told me that the book would be brought to town on the sailing vessel "Silversides", and which group he intended to hire to assist him on his effort to recover the book (Obviously, this refers to Sam and his group since Lajos knew he could hire them cheaply.). I arrived a little late at the dock and the Captain was most uncooperative in helping me locate the sailor I sought.*

While I was detained at the dock, one of my friends here (motioning to the Stone Giants) spotted the sailor with the package. He tried to recover it, but after sustaining a severe wound, the sailor managed to effect his escape. He was later spotted en route to your office, was followed here, and you know the rest...



THE MALTESE CLUE

*Many may try
This riddle my last.
Treasure and Death
Are within your grasp.*

*Locate three stars--
Leading to the Key;
Whose lighted eyes
Enable you to see.*

*Descend to ascend,
But you must beware;
For up leads to the
Endless depths of despair.*

*Stop! Enter not
Without your guide,
Or never more
Will you see the light.*

*Once the Key is found
You must sail below;
Through the many great perils
In the labyrinth below.*

*Through mazes entwined,
Well-guarded, be sure.
But IF you survive
Then victory is yours.*

*Now you're equipped
To attempt my test,
If you would dare,
Give it your best!*



PROLOGUE

When the players are ready to enter the castle, show them the picture of the castle. If they count the floors and discover that there are five instead of the four on their maps, so much the better. The double windows on the 3rd floor are the giveaway; there are none on the map--only arrow slits for openings. (I say 3rd floor, as the main entrance is on the second floor--while the basement is below it. Thus you have basement, 1st, 2nd, 3rd, and 4th floors on the Judge's map, while the real 3rd floor is missing from the players' map. In this particular castle, the basement is above ground.)

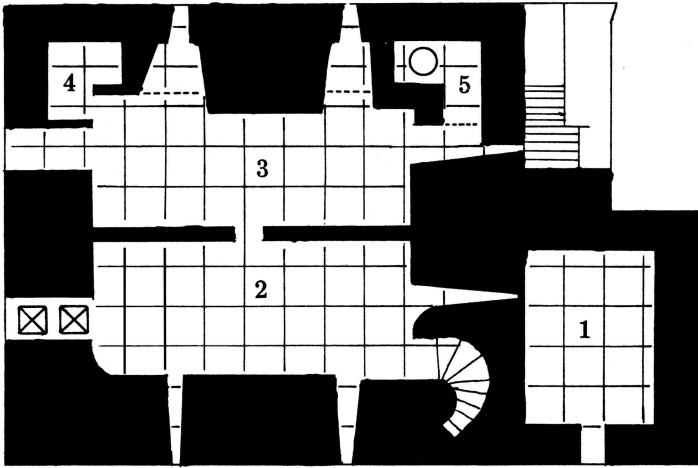
If the players find a floor missing on the map and have the thieves climb the walls, they will find that they can gain access through any of the windows except those on the fourth floor. They are protected by a *Wall of Force* which seals the entire floor (i.e., a *Passwall* on the stone next to the window would get the players through the stone, but not the *Wall of Force* immediately behind it). The only way to enter the area is by dimming the gold star located in the NW tower of the castle.

If the players have the thieves scale to the top of the building, they will find all access to either the stairwell or the guardroom blocked by similar *Walls of Force*. These walls can be lowered by illuminating the red star in the secret rooms which are the basement/roof teleport. (It is hoped that by the time you try and use this adventure, you will have read through all the material at least once and that all the workings of the parts of the puzzle are familiar to you, the Judge. If not, immediately read the sections labeled "Basement level --- Secret Door" and "Roof.")

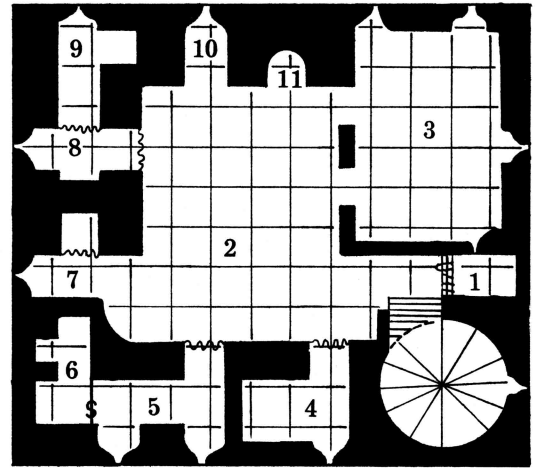
If the players decide to enter the castle in the usual fashion (i.e., through the front door), turn to the section labeled "Entrance Level".

If the players decide to check out the doors on the basement (ground level), the two western doors are locked and barred from the inside. They cannot be opened from inside the castle. The southern door to room #1 is unlocked.

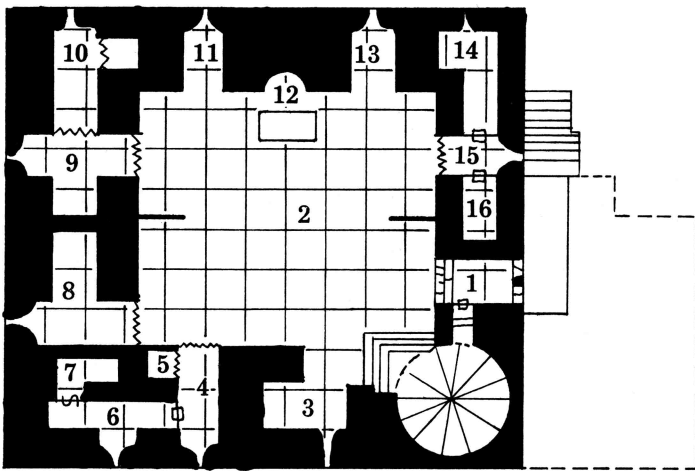
Now, into the castle!



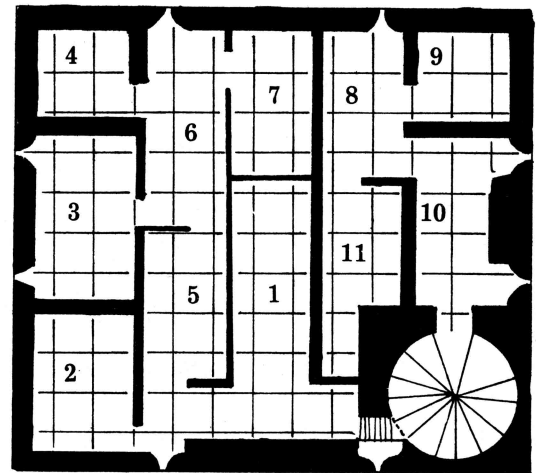
BASEMENT FLOOR



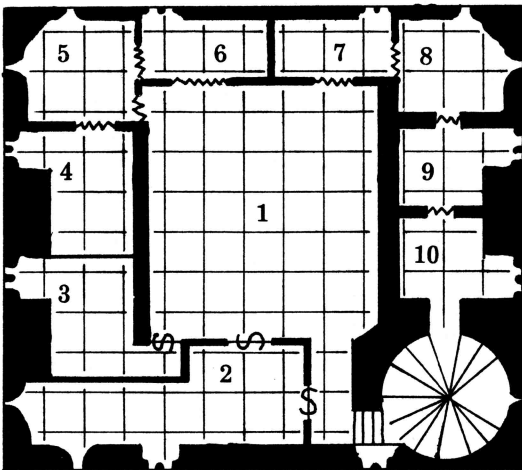
SECOND FLOOR



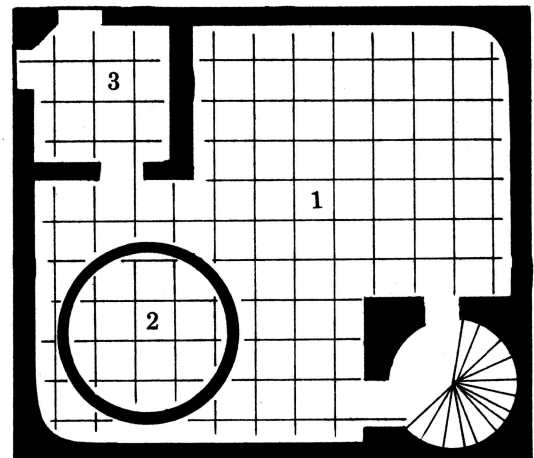
ENTRANCE FLOOR



FOURTH FLOOR



THIRD FLOOR
Not on Player's Map



ROOF

Judge's Map Castle

Each Square Equals Five Feet

CASTA'S CASTLE

BASEMENT LEVEL

Room 1: This is a storage room for gardening tools and implements. The party will see shovels, rakes, wheelbarrows, a plow, axes, etc. There is a large Black Bear (HD 3+3; AC 7, HP 19) sleeping in one corner. He will be friendly and look for food in the players' packs. If they feed him well, the bear will follow them around, looking for more. He will run off at any sign of wandering monsters. If the party decides to try and kill the bear (one of Mage Casta's pets), they may find him too much to handle. He is +6 to hit due to increased strength and dexterity.

Room 2: This room is empty except for two large mouldering piles of hay in the west end of the room. In the left pile, a small Black Pudding (HD 10, AC 6, HP 22) is sleeping. He will attack only if disturbed. The door between rooms 2 and 3 is unlocked.

Room 3: This room has three empty horse stalls on either side of the door on the south wall. They are all reasonably clean and empty.

Room 4: This was the root cellar. The shelves are filled with mouldering potatoes, onions, dried fruits, etc. Twelve Huge Spiders have chosen to make this room their lair (HD 2+2; AC 6; HP 13, 7, 10, 9, 17, 11, 11, 7, 5, 14, 14, 13). They have managed to gather most of the coins from the castle; they have 164 cp, 103 so, 84 ep, 36 gp, 60 pp, and 10 gems (1 @ 5000 gp, 2 @ 1200 gp, 3 @ 750 gp, 2 @ 350 gp. The large one is also a luckstone--it adds +1 to +4 (roll d4 to determine) to saving throws and reaction rolls.

Room 5: This room is empty save for a well in the western section of the room. The well is lined with stone, is 30' deep, and contains only water (nice and clear). There are no openings or secret passages in the well.

Secret door: This is not a regular secret door; elven automatic abilities do not work with this door--it is wizard-hidden. In order to definitely locate the door, a human must roll a "1" on a d12 and he must be searching for the door. All other classes must also actively search for the door. All other classes must also actively search for the door; elves and half-elves will find it on a "1" on a d6, and dwarves and gnomes must score a "1" on a d4.

When the door is opened (a panel that slides up), the players will see a small (5'x5') room with two stars on the south wall. A red star is on the left and a blue star is on the right. The stars are dull in color; they will glow brightly if touched. If just the red star is lit, the room will act as a teleport from the basement to the roof *only* and the forcefield on the roof is lowered. (i.e., the players close the door and open it--they are now on the roof. They close and open the door again--they are still on the roof.)

If just the blue star is lit, the room will act as a teleport from the roof to the basement *only* (i.e., the players enter the secret room in the basement, light just the blue star, close the door, then open it--they will still be in the basement).

If both stars are lit, the room will act as a two-way teleport from the basement to the roof and vice-versa.

ENTRANCE LEVEL

Room 1: The entrance hallway. The front door is locked; it can be picked or a *Knock* spell will open it. The small door leading to the stairwell is locked; it cannot be picked, and a *Knock* will not work. At the west end of the entryway are two double doors; they are not locked, and when opened reveal the portcullis in a down position. At least 65 strength points must be applied to raise the portcullis 3 feet.

Both the main door and the interior doors are cased with iron straps and will resist any attempts to burn them.

Room 2: A large meeting/teaching room. At the north end of the room (in front of alcove 12) stands a large stone chair carved out of granite; it is not magical and has no secret hiding place.

The rest of the room has benches, tables, chairs, and a few writing desks. On the southern portion of the west wall is a large painting of Archmage Casta. (*JUDGE NOTE: This picture of Casta shows him to be a tall, middle-aged man with a neatly-trimmed short beard and moustache. He is wearing light blue robes and has a raven perched on his left shoulder.*) On the northern section of the west wall is another painting; this one is a seascape. It shows a large, featureless beach with a large boat pulled up to the shore. There are two large humanoids standing next to the boat and three smaller humanoids lying on the beach (the painting is not distinct enough to get fine details). Several hundred yards offshore, a huge whirlpool can be seen.

This picture is the way to the labyrinth below. If any player runs his hand over the picture, when he touches the boat a feeling of intense cold will run up his arm and, if left there, will spread across his body. Then he will vanish suddenly and reappear in the painting where the two Trolls are waiting (see "*Descending to the Labyrinth*", the section following "*Casta's Castle*")

While the party is admiring the paintings, a Ghost (HD 10, AC 0, HP 52) will materialize and ask the party what it wants. It will mock the party, assure them they will never return to their loved ones (etc., etc.), but, if closely questioned, will concede that the Key is still in the castle. (*I gave the Ghost a reaction roll with +2 added to it to see whether it would attack the party.*)

Room 3: A guard post with a desk and chair, a ledger noting changes of the guard, and a weapons rack on the south wall. These are a common sight around the castle; the small ones have 2 swords, 2 heavy crossbows, two large shields, and 40 quarrels in two quivers hanging from it. The large ones hold 2x the above equipment. All the items are non-magical, appear to be used, but are of good quality material.

Room 4: A corridor leading to a defensive post with a small table and chair. The door to room 6 is unlocked.

Room 5: A cupboard containing writing materials (i.e., quills, ink, papyrus, blank scrolls, sand, etc.)

Room 6: A guard point. This room has a desk, two cots, two empty footlockers, and a weapons rack on the south wall. This is the lair of six Wererats (HD 3+1; AC 6; HP 16, 9, 20, 18, 10, 17). Their treasure is kept in room 7. They will attack on sight using swords.

Room 7: This is the weapons storage room for the castle guards. There are at least 1-3 of each weapon (except crossbows, bows, regular swords, tridents, or any weapon over 6' in length). Each has a 35% chance of being unusable due to age. There are four magic weapons mixed in with all the rest:

a +2 javelin

a +3 dancing longsword (*int 7, ego 9; neutral; sees invisible objects*)

a +2 naga-slaying mace (*does 4-40 vs. them. This object has a hexagonal knob at the end of the handle--each side has a gem in it. A Naga is carved around the handle.*)

a +1 war hammer

The wererat's hoard consists of: 1,327 sp, 1 gem (a 125 gp tiger eye), a pouch with 10 pinches of Dust of Appearance, a Potion of Longevity, and a scroll tube containing a map of the lower caverns.

Room 8: Another guard post with three bunks, three footlockers and a large weapons rack. Two of the three foot lockers contain moldy, torn clothing.

Room 9: Same as Room 8, except that there are only two bunks and a small weapons rack.

Room 10: Bedroom of the captain of the guard. There is a curtain over the arrow slit a feather bed, a large footlocker, nicely carved desk and chair and a small closet. There is a nice silk shirt in the chest, but it has a large ink stain on it. The closet is inhabited by nine Shadows (HD 3+3; AC 7; HP 12, 10, 22, 13, 11, 23, 17, 15, 11). Their treasure consists of: No money; a Ring of Water-Walking; a Potion of Heroism; +2 Chain Mail; a Scroll of Six Spells (*Duo-Dimension*; *Continual Light*; *Magic Missile(4)*; *Invisibility 10' Radius*; *Stone to Flesh*; *Water Breathing*).

Room 11: Contains reference books on weather, geology, botany(plants, flowers, trees, shrubs, etc.), and rivers. None are magical.

Room 12: An alcove containing a large crystal ball mounted on a hexagonal base. The base is securely fastened to the bottom of the alcove; there is a 99% chance that the crystal ball will shatter during any removal process.

Magic Users have a 3% chance per level of seeing what is wanted.

Illusionists have a 3% chance per level of seeing what is wanted.

Clerics have a 4% chance per level of seeing what is wanted.

Druids have a 4% chance per level of seeing what is wanted.

Fighters have a 1% chance per level of seeing what is wanted.

Thieves have a 1% chance per level of seeing what is wanted.

If the party wants to see the Raven, Black Bird, etc. the ball will show them the frozen bird in Room 6 - Second Floor. If the party asks for the Key that Talks or Talking Key, the ball will show them the key hanging on the south wall of Room 5 - Fourth Floor.

Room 13: Contains shelves with books on mammals, birds, fishes, reptiles, arachnids, and other forms of natural animal life and behavior. None are magical and none have reference to monsters.

Room 14: A guest room with four beds and four empty closets. A large weapons rack is on the north wall.

Room 15: Corridor with a guard post for watching the main entrance. There is a desk and chair and a weapons rack on the north wall.

Room 16: Guards Quarters; two bunks and two footlockers with old clothes and worn uniforms.

SECOND FLOOR

Room 1: This is the area over the main entryway. There are slits in the floor for arrows, boiling oil, etc. The opening from the kitchen can be used to pass through hot water, oil, etc. The room may be entered through the western door when the portcullis is down. The machinery for raising and lowering the portcullis is on the eastern wall between the stairwell and the portcullis.

Room 2: A large dining room with well-used, heavy wooden tables and chairs. The table in front of Alcove 11 is nicer than the others. The chair at the head of the table has a large gold hexagon carved into the back and is otherwise neatly decorated. the

chair is worth 150 GP.

There is a desk in the northwest corner of the room. It is littered with papers. Read Language is needed to understand that they are concerned with the various physical properties of Gelatinous Cubes and their value in cooking, meat tenderizing, etc. One paper refers to the effect of dropping boiling Gelatinous Cubes on attackers - evidently it worked rather well.

Room 3: Obviously the kitchen. There are an oven and two firepits on the south wall. The east wall holds cabinets filled with cooking utensils, pots, cauldrons, etc. Another cabinet holds dishes and knives and spoons. The northern portion of the wall holds two large sinks. Ceramic pipe is used to bring water down from the roof.

Two large cooking tables are in the center of the room. A large weapons rack is mounted on the north wall. On the west wall there are two large barrels, one on the north section and one on the center section. The center barrel holds ale(it is still ok) and the one to the north holds a liquid meat tenderizer(yes, it does contain a little Gelatinous Cube!). The liquid tenderizer has a fruity taste, but anyone having a cup will suffer extreme indigestion after 6-12 turns. The victim will have great discomfort for 5-20 turns and will then recover.

Room 4: This is the head cook's bedroom. It contains a nice bed, closet, footlocker, and in one corner a desk with a set of shelves over it. On the shelves are four books labelled in Common: Beef, Mutton, Bread & Pastries, and Making Wine & Ale. The footlocker contains some stained clothes, an apron, and 1 SP.

Room 5: This is the produce storage and preparation area. There is one cot here with a small footlocker and a large weapons rack on the south wall. On the north wall are several deep shelves holding bins of fresh vegetables - they are protected by a Time - Stop area in the shelves. Anyone reaching for them will feel slight pressure on their hand, as if poking through a thin plastic food wrap. The vegetables and fruits are very fresh and perfectly edible.

There is a large pile of decayed vegetation piled against the secret door leading to Room 6. This pile contains a Carrion Crawler(HD 3+1; AC 3/7; HP 12) which is asleep. He will attack only if awakened. The garbage is moldy and damp; it will not burn if torched, only smolder a little. There is another Carrion Crawler (HP 9) clinging to the ceiling. This one is the same color as the rock of the castle giving two chances in six of spotting it. It will attack if the other one is disturbed.

The garbage contains 920 SP and a +1 Dagger (+2 vs Orcs, Goblins and Kobolds).

Room 6: When the door to this room is opened, a blast of very cold air will greet the party. Any person going into the room has a 15% chance per turn of collapsing due to the cold for the first five turns. Thereafter, add 5% per turn.

This is the meat storage area. There are many different types of meat haunches hanging from the ceiling. They all appear to be in good shape and can be eaten without harm. In the little alcove in the west wall will be found the frozen body of a raven(this is a decoy placed by Casta). It will do nothing for the party and when it thaws out(10-20 turns) will begin to smell very bad. Since the party was instructed to go down in order to go up, they should smell a rat(if not, definitely a bird!).

Room 7: There are four large casks of beer on the south wall; a large weapons rack on the north wall. There is a heavy curtain covering the alcove to the north. In the alcove is a wine rack holding 85 bottles of wine. As it was not a very good year when the wine was bottled, there is a 65% chance that any bottle opened will be spoiled.

Thrown up on top of the wine rack(out of sight) is a pair of gauntlets.

If Detect Magic is thrown the gauntlets will react as magic. The left gauntlet will throw 1-4 *Blink* spells per day, the right gauntlet will throw 1-4 *Knock* spells per day. Unfortunately, they also attract missiles(-2 on AC vs missiles).

Room 8: This is a small bedroom containing two cots, two empty footlockers, and a double weapons rack on the south wall.

Room 9: This bedroom was crowded by the kitchen staff. It contains six bunks and six small footlockers(all empty). The eastern alcove is an empty closet. This closet does, however, contain 19 Giant Bats. If disturbed, 15 will simply flutter about for 1-4 melee turns and exit through the crumbled hole of an arrow slit in the wall. Two will attack once and then depart and two will attack until killed(HD 1+1; AC 5; HP 6, 2, 8, 5). Their bite does 1-4 damage plus there is a 5% chance that each bat will carry rabies.

Room 10: This alcove is apparently empty, but in reality it contains a Gelatinous Cube held in *Suspended Animation*. So that it wouldn't block the view, Casta threw a permanent *Invisibility* spell on it. After all he only needed small samples to test.

Room 11: In this small alcove is a large golden goblet with a hexagonal base. In each of the sides of the base is set a small gem. It is worth 15000 GP but each night it will teleport itself back to the alcove. Also, it will neutralize any poison poured into it.

THIRD FLOOR (This floor is not on the Player's Map.)

Room 1: This room is a large lounge and study area. Many tables and couches fill the area. Torches hang on the walls; though they appear to be lit, in reality they have *Continual Light* thrown on them.

Room 2: This is the private chamber of Casta. The doors are well hidden; in order to find them humans must roll '1' on a d12; dwarves '1' on a d4; and elves and half elves '1' on a d6. Once found either the gauntlets or a *Knock* spell must be used to open the door.

There is a large Trapper(HD 10; AC 3; HP 50) in the eastern portion of the room. The first person into the room will be snapped up. It has no treasure of its own.

On the western portion of the north wall is a large double bed, an ornate closet filled with wizard's robes and female clerical garb(also shoes, hats, handkerchiefs, etc), and next to the western window, a table and chair. On the table is the object of the players' search - a 14" tall heavy, black, metal statue of a bird(looks somewhat like a raven) mounted on a bronze hexagonal base. There is a gem in each side of the hexagon and the eyes of the bird are also gems. If anyone tries to remove them, they will shatter. Important: see Roof-Area 3(*).

On the south wall is a large ornate chest. It contains what is left of Casta's treasure. The chest has two poisoned needles in the lock(removing the first needle activates the second - if looked for, give the thief his normal probabilities to find the second needle). When the chest is opened the party will see a Vampire. This is a *Permanent Illusion* as long as it is in the chest - it will stretch, blink its eyes, mutter and then get up. When it gets up out of the chest, treat it as a normal *Illusion* - when hit, it will be dispelled. In the chest all attacks "appear to do no damage" and the illusion will not be dispelled. The treasure, contained in the customary false bottom, is protected by double *Explosive Runes*(12d4 + 12 points damage) on the bottom of the chest which will activate if the party tries to destroy the chest. The treasure consists of:

3,575 GP, 12 gems(2 @ 550 GP, 7 @ 100 GP, 1 @ 50 GP, 2 @ 15 GP), 7 pieces of jewelry(adjust value to party level of performance), Girdle of Stone Giant Strength (hit does 3d6), and a map of the lower caverns.

Room 3: Balanca's private quarters. There is an Ochre Jelly(HD 6; AC 8; HP 33) under the bed. The Jelly will attack when the room is entered. The room contains a smaller bed, a closet with very nice female garments, toilet articles, etc. There is a large collection of religious books on shelves on the north wall. One of the books is a Book of Infinite Spells. This book is clerical in nature; non-clerical types which attempt to read it will take 5d4 points of damage. The book contains six spells; the first 12 pages are blank. A bookmark is at the first spell: *Prayer*. The other spells are(in order of appearance): *Part Water*, *Cure Light Wounds*(after 3 cures maximum the page turns), *Neutralize Poison*, *Resist Fire*, *Remove Curse*(this is found on the last page of the book).

Room 4: A nice room furnished for the temple priestess who assisted in the services held in the Chapel(Room 5). It has a bed, closet, and footlocker, both empty. On the west wall are various religious implements used in the services. There is a large urn in the southwest corner filled with Holy Water.

Room 5: Small chapel with altar, candles, and benches. It cannot be determined what god was worshipped here.

Room 6, 7, 8, 9, 10: These five rooms are all bedroom/study areas for Casta's advanced pupils. The rooms are all nicely furnished with comfortable beds, small closets(all empty), and study desks. Nothing of any real value or magical import will be found, with the following exception: there is a Mirror of Life Trapping on the northeast wall of Room 8. There is a 75% chance that the first person into the room will be drawn in. If two people enter simultaneously, there is a 90% chance that one will be drawn into the mirror and a 75% chance that the second person will also be drawn in.

If the mirror is broken, a Nymph(HD3; AC 9; HP 18) is also released. All seeing her must save vs magic or go blind. Once she sees that the party is not going to hurt her, she will be friendly, but will decline to join the expedition. If attacked, she will *Dimension Door* back to her home in the woods. If not attacked, she will be willing to undo the blindness she caused. She can do two *Cure Blindness* spells.

FOURTH FLOOR

Room 1: A storage area for wood, logs, kindling, and moss. It is piled almost to the ceiling. If the wood is disturbed, 4 small Boring Beetles(HD 1+1; AC 3; HP 9, 6, 8, 8) may be angered(65% chance) and will attack.

Room 2: A weaving and spinning room. It contains piles of cotton, flax, a small spinning wheel, loom, and a worktable.

Room 3: A fletcher's workshop. The room has a large grooved worktable, bundles of unworked shafts, a bag of feathers, woodworking tools, and a cannister containing metal crossbow tips. Several half-finished arrows are scattered about on the table.

Room 4: A storage area for hides and skins. They are dried and cured in this area. These were left hanging during the process and most have since rotted away. There are six hungry Giant Ticks(HD 2; AC 3; HP 8, 15, 16, 7, 9, 10) in the piles

of moldering furs. They will attack if the room is entered.

Room 5: A storage room. There are five barrels of oil on the west wall; four barrels of ale on the east wall. On the south wall of this area hangs a large gold key. If a party member takes the key from the wall, a magic mouth on the key will speak: "Put me back! I may be a key, but I'm not that key!" Then the magic mouth starts counting backwards: "Five, four, three, two, one....." If the key has not been returned to the wall by the time "one" has been reached, it explodes as an 8-die fireball. Putting it back on the wall and then taking it off again will not help. The key will repeat the counting process again and again. Each time that it counts it will start at one number less than the time before. The second time it is removed it will start counting at "four!"

Room 6: A workroom. It appears to be an area where hides are scraped and readed for curing. There are two blood-stained tables; one on the east wall, and one on the west. There are rusty leather-working tools on both the tables.

Room 7: This is the ink and dye preparation area. There are two presses and the apparatus to convert the juice into dyes and inks. There are sealed glass jars and several open barrels containing different types of berries. On the eastern wall is a large Wasp Nest. These are normal wasps - about 2" long - but there are 385 of them(1 HP each; AC 4) and they will attack in swarms if the nest is threatened. The party will hear a buzzing in the room and if they look, a wasp will flit in or out of the arrow slit in Room 6.

Room 8: Another storeroom. Sheets of iron, and bars of brass, lead, and bronze are loosely stacked on the west wall. Also several bags of charcoal are piled on the floor.

Room 9: This room contains tables for working gold, silver, and other precious metals. There are metallic smears on the tables. Mounted on a stand above one of the tables is the exoskeleton of a Goldpede(see Labyrinth Section, Cavern 25). On the other table is a roughly finished silver cross.

Room 10: A small armory. There is a small forge on the north wall. Also strewn about are an anvil and other implements to repair armor, sharpen weapons, etc. Several badly beaten pieces of plate armor, a shirt of ripped chain mail, and a bent shield are on the worktables.

Room 11: This room has soaking vats, drying racks, a press, scrapers, and other implements for the preparation of paper and scrolls. There is a bundle of papyrus plants in one corner.

ROOF

If the party comes up the stairway, there is a *Force Field* at the outer edge of the exits from the stairwell. It will not allow an exit unless the party finds the secret door(and room). If the thieves climb the walls to the roof, they will find that the force fields do not allow entry into the stairwell and Area 3.

Area 1: The actual roof of the castle. There is a four foot wall around the edge of the building; archery slits are cut in the wall and there are four large cauldrons mounted on platforms(for dropping boiling oil, etc. on enemies). There is a groove leading from the water catchment basin(Area 2) to the northeast corner where it ends in a circular hole(allows water to run to the kitchen).

Area 2: A large water holding tank about five feet high. It is full of clear water; the bottom is littered with leaves. There is a chain(evidently attached to a sliding door) which if raised, will allow water to flow out of the tank.

Area 3: This is a guard post. It is protected by a *Force Field* that can only be lowered by illuminating the red star in the secret room in the basement/roof (see Basement - Secret Door section).

If the party looks through the Force Field into the room, they can see three stars on the northwest wall. The red star on the left is dull, the gold star in the middle is glowing brightly, and the blue star on the right is also dull. The red and blue stars are the same as the ones in the hidden teleport; the gold star controls the teleport in the stairwell(teleports people from second to fourth floor with no sensation). When the party plays with the stars in the teleport room the stars in this area will also glow or be dull. If the party enters the room when the red star is lit(Force Field down) and lights the star while inside the room, the Force Field will reappear and not let them exit.

The stars glow brightly/ grow dull when they are touched; they change aspect each time they are touched.

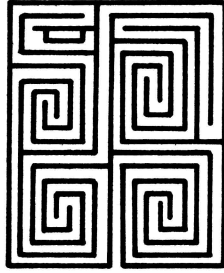
What the party must do is enter the secret room in the basement/ roof, illuminate the red star lowering the field, enter the guard post and turn off the gold star(and the stairwell teleport) and walk down the stairs to the third floor.

Summary The third floor is protected by a Force Field which surrounds the whole floor. It cannot be lowered by causing the gold star to grow dull. The only entryway is via the stairwell. In Casta's Room on the northern wall above the table containing the Black Bird are six stars: a small set of red, gold, and blue stars with three larger stars directly above them, all stars surrounded by a large green hexagon. This is the master control for the teleports; if the green hexagon is touched, it will glow brightly. This glowing hexagon is the master override; the lower stars now merely show what the indicators in the secret room and guard post show. The outside controls are inoperative. By touching any of the large stars(which are initially lit in a similar pattern to the smaller stars below) the activity of the teleports can be controlled from Casta's suite. At the start of this adventure the override control is off.

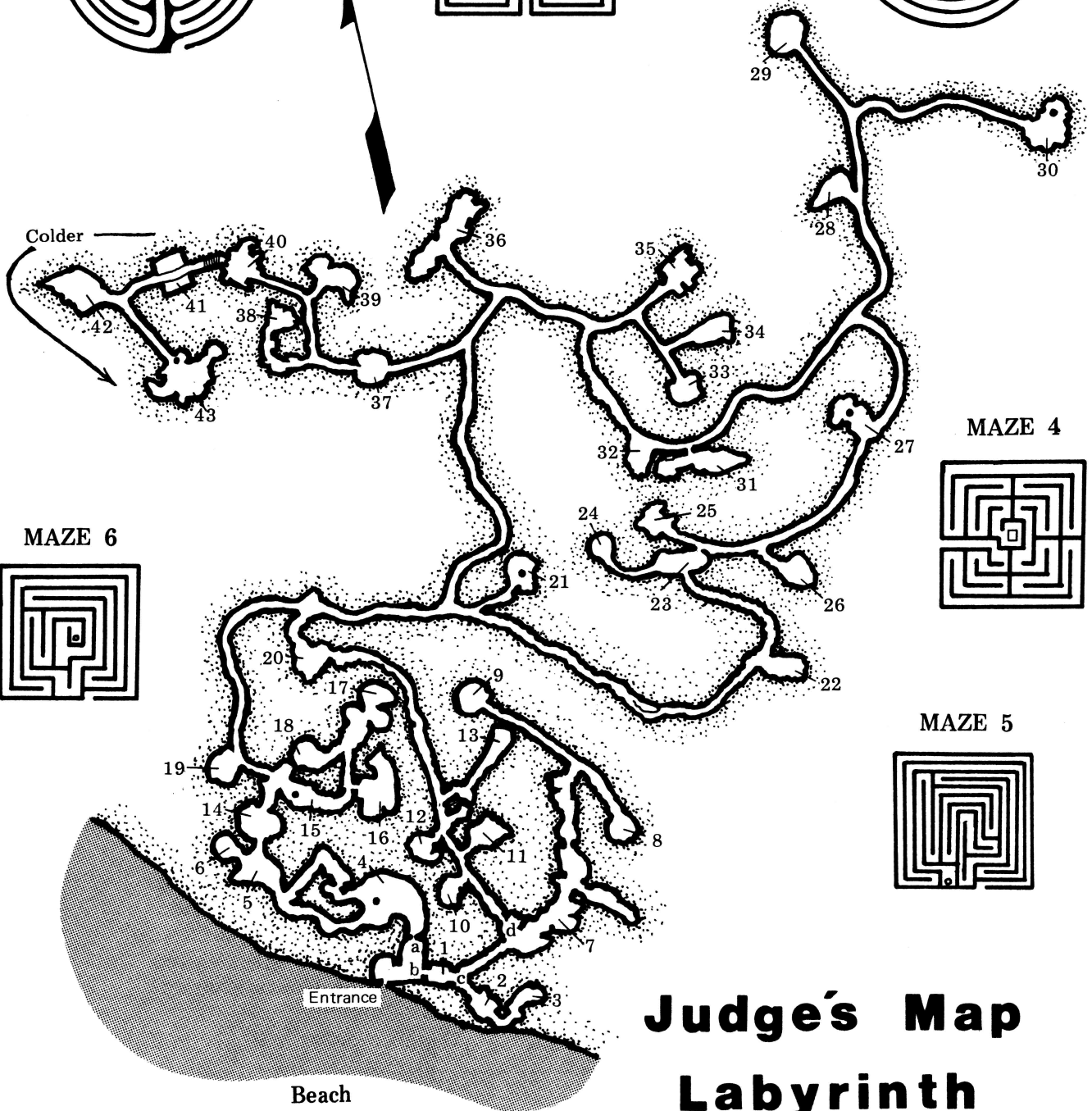
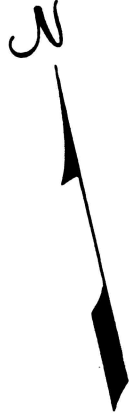
MAZE 1



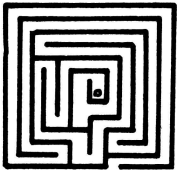
MAZE 2



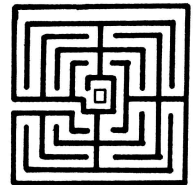
MAZE 3



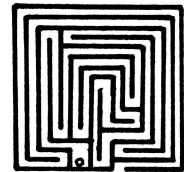
MAZE 6



MAZE 4

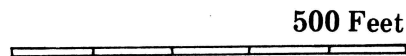


MAZE 5



Judge's Map Labyrinth

• Maze Location



DESCENDING TO THE LABYRINTH

When the painting of the seascape is touched, nothing happens until the boat is touched. Note that the painting is firmly attached to the wall and cannot be pried off. The surface of the painting can be depressed slightly if touched firmly but will be stopped by the wall behind it, thus showing it is indeed a painting. Should anyone try to cut the painting from the frame or otherwise try to harm or remove the painting, said culprit will receive 4 d6 points of electrical damage with the painting remaining unharmed.

When the boat is touched, a sensation of extreme cold will encompass the fingers, wrist, arm, shoulder and then the rest of the body. At this point the person will transfer into the painting and must face the welcoming committee. It takes about two melee rounds for each person to be drawn into the painting; the spot the party members are teleported to on the beach is only one melee round away from the Trolls, but the first party member automatically gains surprise as well as the advantage in the first melee round (handy if they choose to have the Trolls chase them until the rest of the party arrives).

The two Trolls (HD 6+6; AC 2; HP 24, 26) are the crew of the boat that is pulled up on the shore. They dearly love the ride down the maelstrom and will never fall out of the boat. If allowed, they will just pick up the party members, put them in the boat, climb in after pushing the boat into the water and row/steer the boat into the whirlpool. It is likely that the party will mistake the Troll's anticipation of another boat ride for aggression, but then we all make mistakes at one time or another.

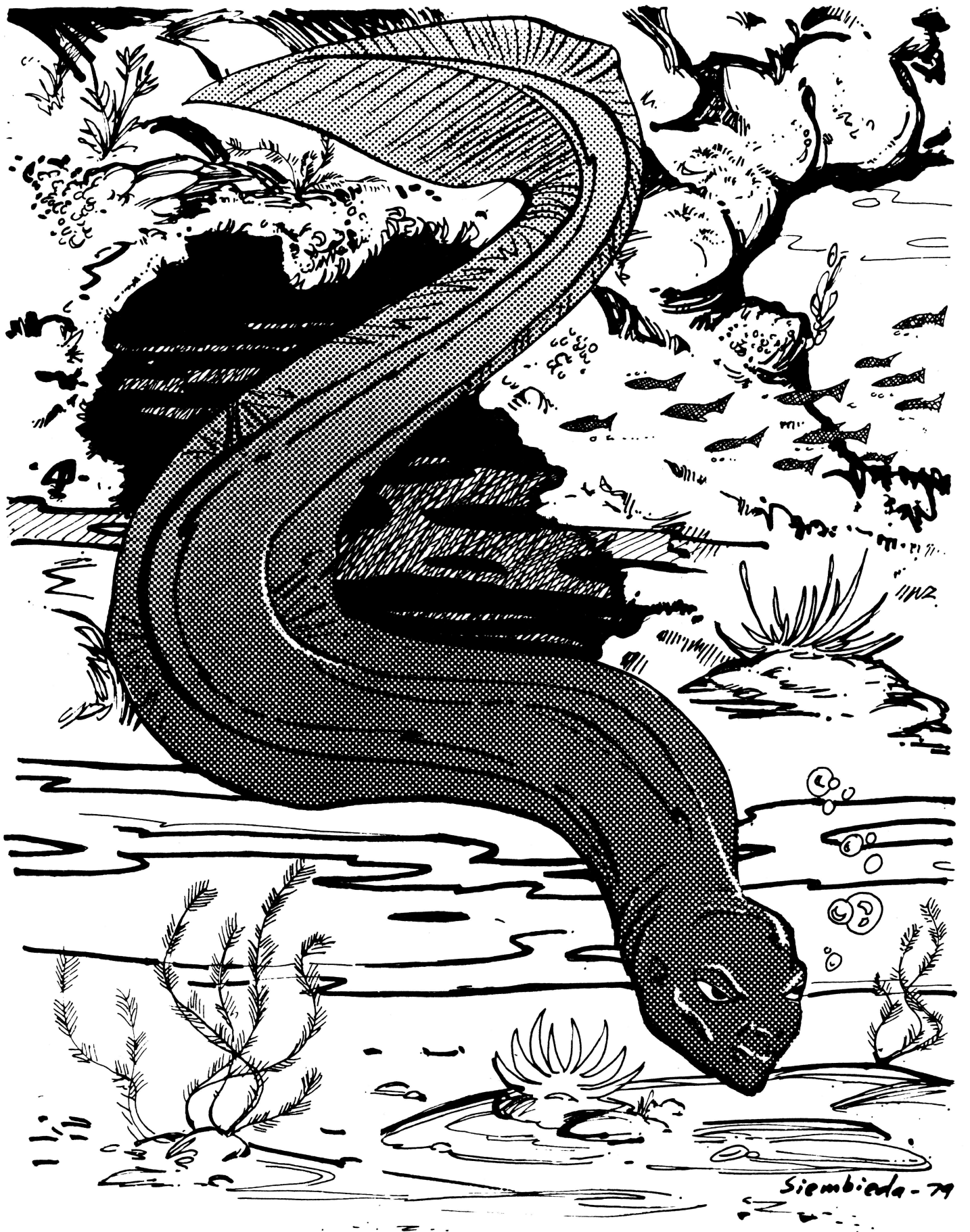
These Trolls are special for their species. The first has 16 Dexterity and 18(71) Strength; thus he is AC 2 and +2 to hit/ +3 to damage. The second has 16 Dexterity and 18(05) Strength; thus AC 2 and +1 to hit/ +3 to damage. It will take 55 normal strength points for the party to shove the boat off the beach and each character must roll their Dexterity or under on a d20(+2 to roll if in plate armor) to get into the boat once it is afloat. Once the boat is afloat, it will be sucked into the whirlpool; the party will not be able to row back for anyone left behind.

Once the boat is descending into the maelstrom, each person must roll their Dexterity or under on a d20 to avoid falling out of the boat as it tips to the vertical. If someone falls out, he cannot be recovered by members of the party in the boat. Roll one d6 for each person who falls out; each pip showing indicates one d4 points of water damage done to the individual before being deposited on the beach below. Thus anyone who swims into the maelstrom from above will take from 6 to 24 points of damage but should emerge alive on the beach below.

Once the players make the descent, they find themselves on another beach with a small path cut in the rocky shore leading up to the entrance room of the labyrinth. Five melee rounds after the party has gotten out of the boat, it will teleport up to the beach above (of course if you want to be really nasty, have the boat teleport up to the beach after, say fifteen melee rounds, with all occupants and gear not removed!).

LABYRINTH - MAZES

The mazes in the labyrinth actually exist in a parallel dimension which may only be entered through the doorways in the rooms listed below. After traversing the maze, the players will see a 4' pedestal with a hexagonal depression in the top; the monsters must be defeated, killed or outwitted first. When the statue is placed in the depression, the jewel in the position corres-



Siembieda - 79

ponding to the maze number will light up. When the bird is removed from the pedestal, the party is teleported outside the maze. When all the jewels have been activated, the black bird will say, "Nevermore!" whenever he is asked to talk. The first time he says, "Nevermore!" the party is teleported from the labyrinth back to Casta's bedroom.

The mazes may be entered in any order to activate the gems. When the bird gets to within 250' of a maze, its eyes will light up with the brightness increasing as the bird is brought closer to the maze (treat it as a compass with the beak acting as the needle; you may have only one eye alight if the bird is facing the wrong way). When the bird comes within 5' of a maze - they all appear to be white mounds about 8' high with shiny black doors 7' high - the door will shimmer and disappear. All party members may enter the maze if the last person through the door is the one holding the bird. As soon as the bird is taken into the maze, the door reforms and further entrance is prohibited (the door cannot be opened from the inside).

If the illusionist has changed himself to look like Archmage Casta, the monsters in the mazes will allow him to activate the jewel without attacking the party. If an illusion of Casta is created, give the monsters a saving throw to see if they believe it to be real. If the picture is brought from the castle above, the monsters will not attack the one holding the painting.

If any of the party remain outside the maze, check for wandering monsters only once. If the party guesses wrong at the first maze they find and have the bird-bearer enter first, the rest of the party is locked out. If the bearer fails to kill or outwit the guardian, he will have been killed. At this point the party may use the mace from Room 7 - Entrance Floor or the gold goblet from Room 11 - Second Floor to try and open the maze. Each will only work once.

MAZE 1 ROOM 4: Invisible Stalker (HD 8; AC 3; HP 23) It does 4d4 points damage per hit. It has surprise on a 1-5 on a d6. All attacks are at -2 unless able to see invisible. It has a basic 30% magic resistance.

MAZE 2 ROOM 30: Water Naga (HD 8; AC 5; HP 47) Its bite is poisonous; doing 1d4 points of damage on the initial round. Unless the victim rolls his Constitution or under on a d20, he will suffer an additional point of damage each melee round. The Naga knows the following spells: *Charm Person, Detect Magic, Light, Magic Missile, Shield, Sleep, Ventriloquism, Darkness 15' radius, Detect Invisible, Invisibility, Levitate, Locate Object, Mirror Image, Scare, Stinking Cloud, Web, Blink, Feign Death, Fly, Haste, Hold person, Infravision, Protection from Normal Missiles, Slow, Suggestion.* He can use four first level, two second level, and two third level spells.

The party will see an unprotected pedestal at the end of the maze. Placing the bird in the depression on top will cause the bird to be teleported to a small island in the center of the small circular maze shown. The party is teleported to one of the small ledges outside the water-filled maze. The water appears to be about 10' deep and the tops of the walls forming the maze are too sharp to walk on.

MAZE 3 ROOM 21: Three Hippocampi (HD 4; AC 7; HP 15, 19, 22) They can bite for 1d4 points of damage but can be bribed to get the party across the water (100 GP per person will suffice).

The party will see an unguarded pedestal. When the bird is placed into the top depression, the party will be teleported into the small diamond in the maze. The bird and pedestal can be seen on the small round island about 30' away across the water guarded by the Hippocampi.

MAZE 4 ROOM 15: Three Peryton (HD 4; AC 7; HP 16, 18, 21) They attack at +2 with their horns for 4d4 points of damage. A +1 weapon is needed to hit them.

MAZE 5 ROOM 27: Three Basalt Beings (HD 4; AC 2; HP 14, 11, 28) These are large animate rocks that do 1d8 points of crushing damage per attack. They are immune to attacks from normal edged weapons. Magic edged weapons do damage as per plus, normal blunt weapons do normal damage, magic blunt weapons do double damage.

The pedestal is covered with rocks. It will take 12 melee rounds to uncover the depression. The Basalt Beings will attack after 2 melee rounds.

MAZE 6 ROOM 43: Two Giant Lynx (HD 2+2; AC 6; HP 15, 13) They surprise on 1-5 on a d6; have three attacks for 1-2/1-2/1-4 points of damage for claw, claw, bite. If both forepaws hit, the Lynx gets to rake with rear claws for an additional 1-3/1-3 points of damage.

WANDERING MONSTERS

<u>DIE ROLL</u>	<u>MONSTERS</u>	<u>CHARACTERISTICS</u>
1	Three Wights	HD 4+3; AC 5; HP 21, 20, 18
2	Will-O-Wisp	HD 9; AC -8; HP 44 Will not attack, just try to lead party to Room 36.
3	Six Shadows	HD 3+3; AC 7; HP 18, 24, 15, 17, 19, 15
4	Gelatinous Cube	HD 4; AC 8; HP 19
5	Grey Ooze	HD 3+3; AC 8; HP 22
6	Two Carrion Crawlers	HD 3+1; AC 3/7; HP 16, 11
7	Trapper	HD 12; AC 3; HP 32
8	Minotaur	HD 6+3; AC 6; HP 34

9	Umber Hulk	HD 8; AC 2; HP 36
10	Umber Hulk	HD 8; AC 2; HP 24

Use a d8 until the party goes North of Cavern 28; then utilize a d10.

ENTRANCE ROOM This is a large, dusty room with a partially devoured carcass (totally unrecognizable) on the South wall. Many Giant Rats scurry about. There are 36 rats in all, but they will not attack unless molested. The Rats are AC 7; HP 3, 1, 3, 1, 1, 2, 2, 3, 1, 1, 3, 2, 3, 1, 2, 3, 2, 1-repeat. At the northern end of the left lobe of the room stands a Skeleton in plate armor (HD 1; AC 2; HP 8) It will not attack unless moved or disturbed. It guards the lair of the Rats - they can be seen moving around and behind the feet of the suit of armor. Their loot is piled at the end of a short tunnel: 5 SP, 3 GP, and a Ring of Slime, Mold, and Jelly Detection.

At places marked 'A' and 'B' on the map are 10 foot high heavy bronze doors. Door 'A' has six large indented areas with a different monster engraved in each section. They are from top to bottom; Ettin, Goblin, Ogre, Gargoyle, Nixie, and Pegasus. They are all shown in profile with a jewel for an eye. The door has a handle but will not open unless the jewels are touched

in the right sequence. The correct sequence is Ogre, Pegasus, Ettin, and Nixie. As each jewel is touched, it will glow. If a jewel is touched out of sequence, all other glowing jewels will be extinguished and the sequence must be resumed. If the door handle is touched while the eyes are glowing and the correct sequence has not been completed, any person touching the handle will receive a mild (1d4 points damage) electric shock, the glowing jewels also being extinguished.

Door 'B' has three sets of crescent-shaped handles set in it, one each on the left and right sides of the door. These handles start at the center of the door; the second and third sets are 2/3 and 3/4 of the way up the door. No real secret to this door: just grab the handles and pull the door downward into the floor.

CAVERN 1: This is just a wide spot in the corridor. Many spider webs fill the upper reaches of the room. Only small, ordinary non-poisonous spiders can be found here.

POINT 'C': At this location is a large and fairly obvious (if looked for) trap door in the center of the corridor. It will open on a roll of 1-3 on a d6 and covers a 30 foot deep pit half filled with water,

CAVERN 2: Another wide spot in the corridor similar to Cavern 1,

CAVERN 3: This area is slightly rocky underfoot and a spring can be seen at the North end of the cavern. There is a Giant Scorpion (HD 5+5; AC3: HP 33) drinking at the spring. He will attack immediately if the party moves into the cavern. North of the spring is a small chest half-buried in the rocks. It contains 8 gems (one 500, three 100, four 10 GP), Boots of Speed, and an Illusion Wand with 8 charges.

CAVERN 4: A large area filled with stalagmites, stalactites, and columns. Water seeps down most of the columns and drips from the stalactites. The room is illuminated by large patches of phosphorescent moss.

There is a 15% chance per turn of a Piercer falling on a party member as long as they are in the cavern (but not in the maze). The Piercers are from 1 to 4 Hit Dice (equal probability of each size) and do damage equivalent to their size. They have a 95% chance of surprise.

The maze is located at the extreme northern end of the cavern, appearing as an 8' high white mound with a shiny black door in the southern face. As the bird is brought within 5' of the door, the black surface shimmers, then vanishes. Once the bird is inside the maze, the door reappears. When the black is visible, it is quite impenetrable (treat as a *Force Field*).

CAVERN 5: This cavern is filled with a sparkling, rose-colored fog. Anyone breathing normally in this room for more than 5 melee rounds will forget everything except how wonderful it is to stand and look at all the wonderful sparkles. If dragged out of the room, the effects will last from 5 to 30 minutes. The character will be completely incapacitated; he must be led around and cannot fight.

A person can hold his breath the same number of melee rounds as his Constitution score; then the 5 round period above begins. There is a 10% chance that any person will accidentally breathe the fog even if trying to hold their breath.

In the center of the room is a 20' deep pit. If the party decides to go around the South wall of the room, there is a 15% chance that each person

will fall into the pit. Travelling along the safe North wall takes 19 melee rounds
Travelling along the South wall to Cavern 6 takes 23 melee rounds.

In the ceiling of the cave is a large ruby. If one of the party examines the gem closely, a flickering flame in the center can be seen. This ruby causes the fog covering it completely to block out light causes the fog to dissipate in 2-12 melee rounds. Uncovering the gem will allow it to begin making more fog at the rate of ten cubic feet per melee round, up to a maximum of 2500 cubic feet. There is only a 5% chance that the gem can be removed from the ceiling without being destroyed.

CAVERN 6: An ordinary cavern with a small Trapper(HD 4; AC 3; HP 22) in the center of the floor. It is large enough to engulf only one victim per melee round and does normal damage(4 HP + Armor Class of the victim per melee round). There are two mangled bodies in chain mail(ruined) toward the West end of the cavern and 928 GP scattered about.

CAVERN 7: This large cavern was used to test various magical implements. The first area to the right has long streaks burned into the walls(from lightning bolts); the second has scorched walls and ceiling(fireballs); the third(long and thin room running SE) has many small chips of stone on the floor and many ice crystals in all the crevices(cold wand); the fourth has many decaying corpses of rats and other small rodents(paralyzation wand); the fifth radiates *Fear*(all must save vs fear - at +5 - or refuse to enter the area). At the entry to the sixth area is a permanent *Illusion* of Archmage Casta. As the party approaches through the center of area five a *Magic Mouth* is activated; a deep voice says "Please leave me in peace! I'll only ask once!" At the end of the speech, the illusion will raise the staff it is holding over his head. At this point another *Magic Mouth* will say "Begone! Away with you!"

If the party decides to stay, the illusion will glare at them for about a minute and then lower the staff. It will not speak again unless the party retreats out of area five and comes back in again. The sixth area seems to be a richly appointed apartment, but it is an illusion covering bare walls, hard chairs, etc. The back wall of area six is also an illusion; the party must walk through it to get to Caverns 8 and 9.

CAVERN 8: A workshop for the manufacture of wands and staves. There are several large tables with wood-working equipment on them. There are also several bundles of exotic woods stacked about the room. Among the many pieces of wood on the table are six that are nicely carved and radiate magic. Only number 5 is functional. It is an almost complete paralyzation wand. It has 100 charges but will only function 60% of the time; if it fails to function, there is a 20% chance that the wand will malfunction(it will explode, releasing the remainder of the charges in a 50' by 50' area. All within the area must save vs paralyzation at -3; the magic user holding the wand at -5 and will take 5d4 points of damage).

CAVERN 9: This area contains a long-cold forge. There are bars of iron, brass and lead stacked along the North wall. If the ashes of the forge are sifted, a Ring of X-Ray Vision will be found. An Ogre(HD 4+1; AC 5; HP 28) has made this room his lair. He has a chest with 230 GP in it.

POINT 'H': At this point many stalactites and stalagmites can be seen(also extending up the northern passage); all green and slimey. Occasionally some of the green slime slips off, hits the floor, and oozes into a pool that covers the passageway. This is all an *Illusion* there really being no green slime present.

If someone tries to jump the pool (give a basic 65% for characters of 12 strength and adjust +/- 5% for each point) and misses, there is a shallow pit (7') that will cause d4 points damage. It should be interesting to watch the party decide whether or not to help someone in a green slime pool!

CAVERN 10: This room appears to be a chapel, a small one. There is a place to pray and on the altar is a nice stone coffin. The plaque on the coffin reads "Mortimus, Revered Leader of the Castle Guard". Inside the coffin is Mortimus the Mummy. He is wearing a Ring of Fire Resistance and his bandages have been treated with fire-retardant spells (he will not burn!). His statistics are those of a normal Mummy (HD 6+3; AC 3; HP 30) with the exception that since Mortimus was Lawful Neutral, his touch will not cause disease. If his peace is disturbed Mortimus will attack with his scimitar; he will not leave his resting place if the party chooses to depart. Buried in the false bottom of the coffin are 9 gems (two 10 GP, six 100 GP, one 1000 GP); 2 necklaces (6000 and 4000 GP) and a Potion of Invulnerability. The Scimitar is a +1 Lawful Neutral weapon; it has an Intelligence of 10 and an Ego of 12, speaks Common and Hippocampus, detects gems (number & size), sees invisible, and grants the ability to spider-climb.

CAVERN 11: In this room, at the Western end, is a large column studded with large gems of many colors. Any gem pried out will get warm to the touch, start to glow with an interior light and then explode as a fireball (24 points of damage, 12 points if saving throw is made). The whole sequence til the explosion takes 10 melee rounds.

If the party searches the room, they will find a worn leather pouch in the Eastern corner of the room. It is large enough for one gem and it will keep it from exploding until removed at a later date. However, at that time a seam will rip badly, rendering the pouch useless.

CAVERN 12: This room appears to be cut from a vein of high grade quartz. Light is reflected everywhere - it is very bright. There is only a 15% chance of anyone entering noticing a Mirror of Opposition in the ceiling.

CAVERN 13: This cavern can only be entered through a secret door in the right hand passage Southwest of it. In the right hand passage the party will find nothing unusual, except the secret door in the North wall (if they search for it).

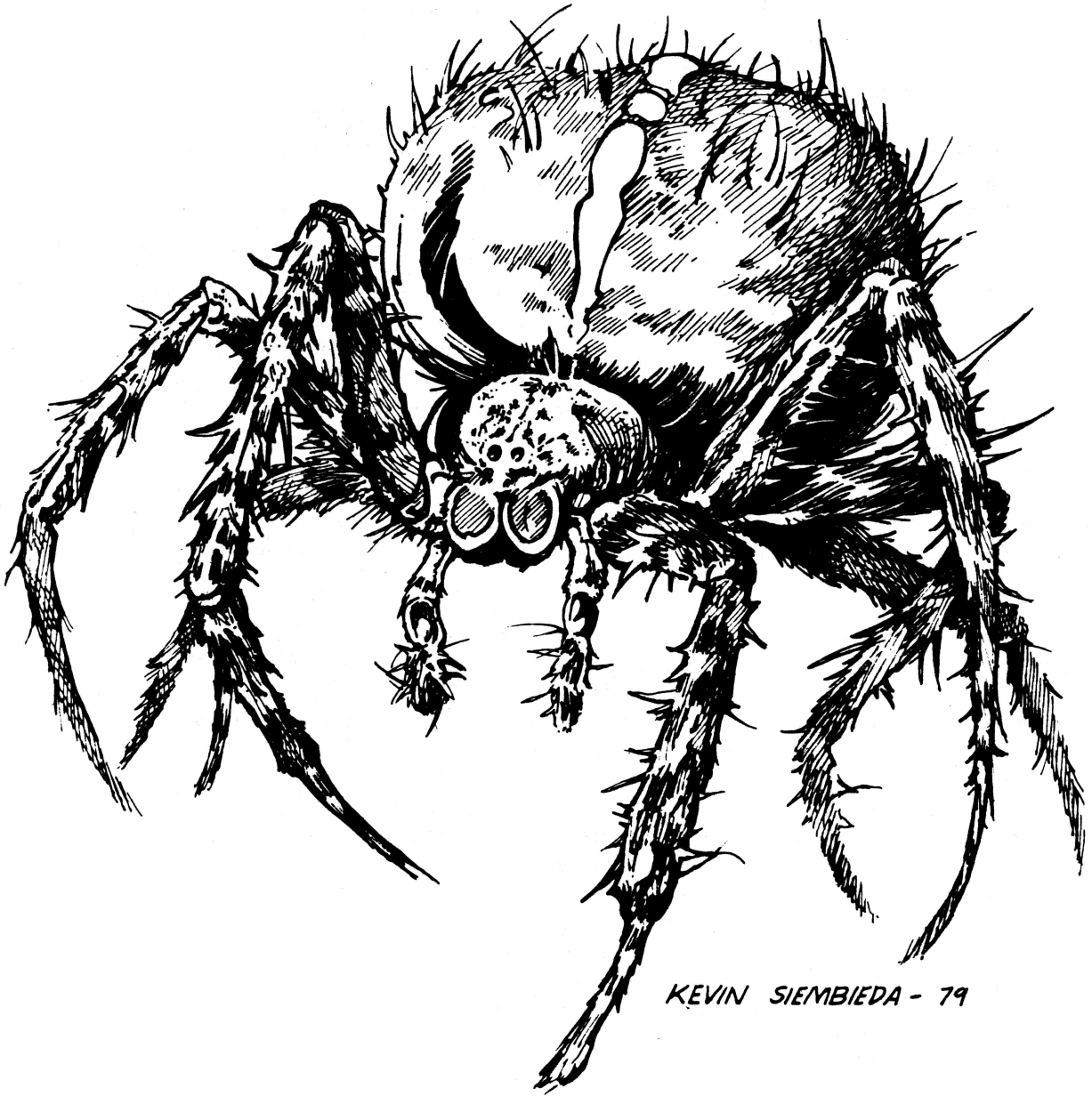
The larger left hand passage opens into a small cave containing four Shriekers (HD 3; AC 7; HP 14, 14, 12, 11). Their screams have a 50% chance of attracting a wandering monster.

When the party finds the secret door in the right hand passage and opens it, any who step through are teleported to the Northeastern portion of Cavern 13 (they experience a feeling as if they stumbled or stepped down a hidden step). All torches go out.

The party will see above them the glowing visage of an old man - in fact a statue (his face is about 8' from the floor). Also the party will hear a distant "plop" from behind them; a Gelatinous Cube (HD 4; AC 5; HP 14) has dropped into the Southern passage from above and will slowly move to the Northeast.

The statue is of the god Oghma (Celtic god of Knowledge). At the foot of the statue is a small brass chest with the lid standing open. If the party puts 500 GP (or equivalent gems, items, or half the party's treasure - whichever is the greater) the statue will animate, open a trap door to drop the Gelatinous Cube to the level below and answer one question for the party.

After 10 minutes with no offering being proffered, the statue will animate and attack the party as a 8 HD Stone Golem (AC 5; HP 46). The statue will do 3d6 points of damage per hit and +1 or better weapons are necessary to hit; any



KEVIN SIEMBIEDA - 79

edged weapon will do only half damage, but magical blunt weapons will do double damage.

If the party decides not to wait, they can eliminate the Gelatinous Cube and find a one-way door in the Southwest portion of Cavern 13. The Cube contains 8 SP, 6 EP, 7 GP, and a +1 dagger with Locate Objects Ability. Note that opening the door will cause the Shreikers in the cave to start to scream,

CAVERN 14: A large, oval room with walls of dark, polished stone and a large(20') round pool filled with dark blue water. The pool has a 1' raised edge which is covered with small runes which say in Common, "Search the depths of the pool with animosity toward no one and you shall see the object of your true desire." This is a trap.

Anyone approaching close enough to read the small runes will be attacked by a Water Weird(HD 3+3; AC 4; HP 19) who will try and drag the victim into a shallow cave under the pool. It attacks as a 6die monster and if hit, the victim must save vs paralyzation or be dragged into the pool. When given damage equal to its Hit Point total, the Water Weird will be disrupted; reforming in two melee rounds. If the Weird is in the water dragging a victim down, there is only a 65% chance of hitting it and a 20% chance of hitting the victim. *Cold* slows the Weird, *fire* does half or no damage, edged weapons do only 1 HP damage, blunt weapons do normal damage, and *Purify Water* will kill it.

CAVERN 15: This cavern is long with many colored mosses glowing softly on the walls. In the center of the area is a large 40' deep pit. The floor of the cavern is smooth with no cracks, nor are there any jutting protrusions on the wall around which to fasten a rope. Looking into the pit, the party will see an outcropping of white rock near the bottom, with the shimmering black door clearly visible(it leads to Maze 4).

Also clearly visible is the web of what looks to be a very large spider. It is a Phase Spider(HD 5+5; AC 7; HP 20) who will protect his lair and treasure: 597 GP and 7 gems(one 160, two 425, three 650, one 725 GP's).

There are arrows all over the floor of the pit. The Spider, being very alert, shifts phase when he is being shot at and will rapidly climb up from his web to attack when fired upon.

CAVERN 16: This chamber could be mistaken for a temple of some sort. There are floor-to-ceiling columns(all natural) and a set of steps cut out of the solid rock of the floor. They lead up to five large Gargoyle heads carved in bas-relief out of the Eastern wall.

The Gargoyles all have clear gems(nice quartz - value 1 GP @) for eyes, have their mouths open, tongues sticking out, each with a small cup-shaped depression in the center of the tongue. Coins do not fit well, but gems of almost any size plop right in. When a gem is placed in the depression, the mouth will close and the eyes will glow with light. When they stop glowing after a few moments, the mouth will open again - empty. What happens then depends on the value of the gem and which head the gem is fed to(exact results given in table below).

Head 1: Will turn a non-magical weapon(if placed in the drawer that pops out of the wall under the head) to a magical weapon and affect the +/- according to the table. A magical weapon can have its plus raised, lowered, or left the same.

Head 2: This head is broken; it will eat the gem and the eyes will glow, but nothing will happen.

Head 3: Will raise a player's statistic, give a *Cure* spell(1d8+2), or a *Death Ray* (saving throw given, but if made the victim takes 2-12 points damage).

Head 4: Will provide the party with a map. If the party doesn't have a map of the caverns(from the wererats' lair), this is an ideal time to give them one. Otherwise, here's an opportunity to expand your own campaign. It is suggested that the drawer will jam after one use, unless the map given out is the cheap map or the labyrinth map - then it jams after two uses.

Head 5: A drawer will pop out under the head with a magical deck of cards. I would limit it to two uses - one use if the Deck of Many Things is drawn.

Each player should be allowed to try each machine only once; if they get greedy, the gargoyle will accept the gem and give nothing in return!

The Five Gargoyles

Value of Gem	Head 1	Head 2	Head 3	Head 4	Head 5
0 - 100 GP	Removes a magical +1 from a weapon; normal weapon is now magic, but -1 to Hit	Nothing Happens	Death ray issues from eyes (saving throw is available) if made you take 2-12 pts. of damage	Gives map to high level wizard's hoard-it's well guarded	Recipient gets a Deck of Many Curses (see appendix No. 1)
99 - 499	A normal weapon is now magical with no (+) to hit or damage; a magical weapon has no change.	Nothing Happens	Person in light from eyes gets a Cure Light Wounds (1d8+2 points). Affects one person only	Map to a recently discovered treasure (someone got there first). Or perhaps a map to a church hoard?	Player presented with a deck of magical playing cards (they add 20% to his luck when using them)
500 - 999 GP	A normal weapon is now magical +1 to Hit & Damage Magic weapon has +1 added to its magic plus.	Nothing Happens	A +1 is added to a character's ability; it is chosen at random & cannot be his main ability.	Player gets a map to a treasure hoard worth at least 5000+ GP worth	Player receives a Deck of Many Gems (see appendix No. 1)
1000 & up GP	Same as above, but the addition is now +2	Nothing Happens	+1 is added to player's main ability	Player gets a map to an ancient working artifact.	Player receives a Deck of Many Things

CAVERN 17: In this three-lobed area are three springs, one in each lobe of the chamber. The water tastes clear and sweet, but there are side effects.

Center Pool: Anyone who drinks from this spring will soon start to glow as if a bright *Continual Light* spell has been cast on his/her body(it has). The effect begins after 10 minutes and lasts 48 hours.

Left Pool: Causes growth of 2' in height and a 25% weight gain(Strength also +1, but Dexterity -1) after 15-25 minutes. Obviously armor and clothing cannot grow and the effect is permanent until a friendly magic user casts a permanent *Diminution* or *Polymorph* spell at the victim.

Right Pool: Anyone who drinks from this pool will immediately turn bright blue, incur bad garlic breath, and regain 2 to 8 Hit Points back if any had been previously been lost. They will feel better after a wait of 3-18 minutes.

Any or all of the above pools may be imbibed from with the effects being cumulative, regardless of the order in which the water is consumed.

CAVERN 18: At the West end of this area is a small wooden door - a Mimic(HD 7; AC 7; HP 34). In the center of the roof is a large Lurker Above(HD 10; AC 6; HP 41), working symbiotically with the Mimic. As soon as someone gets stuck to the door, the rest of the party will gather around to take chops at the Mimic. That is when the Lurker Above will attack. The Lurker is large enough to handle three party members if they are close together. There are two dead bodies near the entrance. In a niche near the ceiling the two monsters have hidden: 2225 GP, 1 necklace of 6 gems(two 1000, two 300, two 43 GP's), and a suit of very large +2 plate armor which will only fit humanoids that are 9-10 feet tall.

If the Lurker is killed, the Mimic will try to bargain for its life by giving information about the contents of Room 36. Only if really pressed will it reveal its horde.

CAVERN 19: In this cavern lives a deposed goblin king. In the past he was of service to Mage Casta and is now retired with his 4 large pets, Wolves(HD 3+3; AC 6; HP 17, 12, 26, 17). The goblin, named Gnorrid(HD 5; AC 3; HP 34) has a Belt of Frost Giant Strength which he always wears out of sight under his suit of +2 chain mail. He prefers to attack with a mace allowing him to use his belt of strength to good advantage(4d6 points of damage). He will only join the party if a considerable offer is made(ie: a magic item and 1000+ GP) and will never enter any of the mazes. He will never willingly lead the party(march in the first row).

CAVERN 20: This 80' wide cavern is filled with a very large sulphurous, bubbling hot mud flat. The bottom near the edges is only a few feet deep but rapidly drops off to a bottomless rift in the center. There is a small path around the South wall of the cavern. Anyone attempting to use the path must roll their Dexterity or below on 3d6(add +1 for chain, +2 for plate to die roll) five times to reach safety on the other side. For thieves climbing around the walls, subtract 10% from basic probability due to loose sulphur deposits on the walls. It will take thieves 5 turns to climb around the South wall and 3 turns to climb around the North wall.

If anyone falls into the mud, it will take four rounds to remove plate armor(roll Dexterity 4 times), two rounds to remove chain mail(roll Dexterity 2 times), and one round to remove leather(roll Dexterity 1 time). Plate armor will be below the surface after three rounds, chain after five rounds, and leather after ten rounds. In this hot mud a person can only hold his breath from 1-2 rounds(under the surface).

Each turn in the mud (removing armor, swimming, etc.) a player will take from 2-8 points of damage.

CAVERN 21: A differently shaped cavern, but essentially the same as Cavern 15. This one contains Maze 3. When the party enters the maze they will meet no one, but when the bird is placed in the stand it disappears and the party is teleported (only those in the maze) into the diamond-shaped portion of the maze. There, 25 feet away across the water, on a similar stand on a small island, is the bird guarded by the hippocampi. When the bird is lifted out of the stand the party is teleported out of the maze.

CAVERN 22: In this cavern is a large pool of black, oily-looking water. If money (a GP or better) is tossed into it, a light will break up the darkness and a random scene of beauty will appear in the pool. If a gem is tossed in, the person will see whatever he/she wants/needs to see. If an extremely valuable gem (1500 GP or more), especially if magic, is thrown in, the person will get a limited wish (only one a year per person please).

CAVERN 23: In this cavern is a large crystalline column reaching from floor to ceiling. In the center of the column can be seen the outline of a large humanoid figure in plate armor with a sword by his side. If there is an outsized member of the party (see Cavern 17), this armor would seem to be of the right size.

The column will crack and splinter if given two sharp blows by 17+ strength, but the ceiling will also collapse doing 3d6 points of damage to anyone in the cavern. Those near an exit may save vs stoning for half damage. There is a 65% chance each that the armor or the sword will be recoverable and if located, an 85% chance that each will be useable. The plate is +1, the helm allows the wearer to cast one *Anti-magic Shell* spell on himself per day and the sword is a +2 Broad sword. Also, if the roof collapses there is a 90% probability that the entrance to Cavern 24 will be blocked.

CAVERN 24: In this cavern full of stalagmites and stalactites three Ropers (HD 10; AC 0; HP 50, 33, 35 - 6 attacks per round) have made their home. Only one will attack when first found, 1 melee round later the second one will appear, and 4 rounds after that the third will make his presence known. If defeated, their treasure consists of 6,727 GP, 15 gems (three 10, two 50, four 100, six 500 GP's), a Bag of Devouring, a Potion of Treasure Finding, and a scroll of *Wall of Thorns* (written by a 12th level Druid).

CAVERN 25: The floor of this cavern is made of flat polished rock. Many short scratches can be seen in the surface. In the center of the room are 16 columns forming a 30' by 30' square (a column every 10'). In the center of the columns a 10' by 10' square column of golden light reaches from floor to ceiling. In the center of the column of light can be seen a 3' tall pedestal with a hexagonal depression in its top. It appears that the base of the bird statue might fit. If inserted, nothing will happen. The light is a trap. Anyone who enters the beam must save vs paralyzation or be paralyzed. If anything breaks the beam 10d10 worth of Goldpedes will attack from small openings at floor level on the East wall.

Goldpedes are a metallic version of the Army Ant. They are generally found travelling from one place to another destroying everything in their way. Though not very fast or smart they will try to overcome anything alive by their sheer weight of numbers. They will fight to the death using their large mandibles in front to inflict painful wounds. Their shells are made of a very hard chitin and

gold; each goldpede body bringing 4-20 GP when sold to a jeweler.

Goldpedes are immune to *fear*, *paralysis*, and *sleep* spells. They ignore *words of command*. *Cold* spells will slow them, and *fire* is usually very effective(-2 on saving throw). Any group of ten or more will allow their special defense to work(treat as ring of spell turning).

The only items of value found in the lair of goldpedes are gems. They make the nest for the Queen Goldpede (HD 3+3; AC -1; no attack). If the queen is captured alive, the rest of the band will follow her captor blindly.

GOLDPEDE

Frequency: Rare

No. Appearing: 20-2000

Armor Class: 0

Move: 6"

Hit Dice: 2+2

% in Lair: 10%

Treasure Type: Q(x5)

No. of Attacks: 1

Damage/Attack: 2-8

Special Attacks: Nil

Special Defenses: 35% chance of any spell being reflected back to the caster.

Magical Resistance: See Above

Intelligence: None

Alignment: Neutral (always hungry)

Size: Small(2-3" high; 6-7" long)

Psionic Ability: Nil

Attack/Defense Modes: Nil

CAVERN 26: The walls, ceiling, and stalactites of this cavern are covered with a thick mass of glowing yellow mold. As there is much more than 300 cubic feet of mold, anyone entering 10 feet into the cavern will be attacked by a spore cloud.

CAVERN 27: This is your classic underground limestone-type cavern. Many stalagmites, stalagmites, and columns glowing many muted colors and all very wet and slippery! 25% chance per turn of a party member slipping and falling on the slick floor for 1-3 points damage(all those pointed rocks!). The entrance to Maze 5 is on the West side of the square.

CAVERN 28: The walls of this cavern appear to reflect much light from an unseen source. The reflections come from a vein of mica on the western wall(as the party passes North toward 29 and 30 they will pass a large area where the passage cuts through the mica vein again).

As the party looks in, they will see two Mind Flayers closely examining the mica vein at the South end of the room. If the party enters the room, two more will appear out of a niche in the extreme South end of the room. One will look up and see the party and the other will move toward the other two. If the party stays to fight, nothing will have any effect... they will move closer and closer to the cavern entrance and then disappear. They are nothing more than *Permanent Illusions* placed by Casta to protect the tomb of one of his favorite pupils(Rober - Master of Illusion) from being vandalized.

If the party persists in looting the tomb, they may do so uninterrupted (save for an erie whisper crying "Put it back; do not disturb the sleep of the dead!"). However, the party will have to fight the neutral good lich Casta and three Will-O-

Wisps(see Caverns 36 and 41 for details) before exiting the caverns.

In the tomb the party will find: a Curse Scroll(no save) turning the reader into a Giant Leech(*Remove Curse* by a 20th level Magic User has a 45% chance of working): Bracers of Armor Class Two; +3 Ring of Protection; a Cloak of Fireballs (when put on and buttoned around the throat, a 12-die fireball will go off under the cloak. The cloak won't burn; it's magically fire-resistant, but if anyone cuts the cloak trying to make something else out of it, it explodes into a 12D12 'Final Strike' burst of fireballs); a +3 dagger; a Wand of Light(shoots light rays only); an Amulet of Inescapable location; a Staff of Striking; 3404 PP; 60 gems; 12 items of jewelry; and 12 jeweled goblets of gold(1000 GP each).

CAVERN 29: As the party goes North from Cavern 28 shrieking and howling can be heard coming from Cavern 30(see below). If the party decides to wait for the noise to die down and investigates this large cavern, they will find it to be about 80 by 200 feet. At the North end they will find the lair of a Purple Worm occupied only by 15 hatchling Purple Worms(HD 1+4; AC 6; HP 11,9,7,11,8,7,8,9,10,11,9,8,9,7,9) They can bite for 1-8 points of damage or sting for 1-2 points plus save vs poison. Their mother is currently in Cavern 30. She had been searching for food.....

If the party decides to eliminate the hatchlings and successfully does so, they will find: 5566 CP; 1540 GP; 2 gems(100, 250 GP's); Potion of Extra Healing. Then they will find mama or even worse!

CAVERN 30: A mother Purple Worm(HD 15; AC 6; HP 72) looking for food to feed her brood in Cavern 29 is discovered by an Umber Hulk(HD 8; AC 2; HP 36) who is looking for his own dinner.

The Purple Worm surprised the Umber Hulk and swallowed it whole. That was her last mistake. In the next five melee rounds she took 78 points of internal damage and died(loudly). It took the Umber Hulk about five minutes to cut himself out of the body and now he is going looking for the brood. As he goes West down the passage there is a 75% chance he will go toward Cavern 29. If he turns South, at the next intersection there is a 60% chance he will continue on at top speed to the Southwest. (At this point add the Umber Hulk to your list of wandering monsters - use a D10 instead of a D8; on a 9 or 10 he has found the party.)

CAVERN 31: This area has a heavy, solid wood door blocking entry to the cavern itself. The door is covered with warnings in many different languages to enter only if absolutely necessary and with great caution. It is likely that the party may pass this area up, but if they go in here is what will confront them.

The whole area is very hot, steamy, and marshy. The same volcanic action that created the mud pots in Cavern 20 has turned this area into swampland. Movement is cut to half of normal, and it will take from 4-6 turns for a player to check out the area to the right of the entryway enclosed by a box on the map(it is a raised white platform - no door). This area is the home of three Catoblepas(HD 6+2; AC 7; HP 32, 41,39) that were being studied by Casta and his students(research into death rays).

When the party enters, check for complete surprise(a '2' on a D6) for all three Catoblepas; if so one of the party members looked into the eyes of one of them and is no longer alive. If the party sent one or more to check out the platform, there is only a 10% chance for each of them to gaze on a party member (each turn). If they have their eyes averted, give them a saving throw vs death ray.

At the extreme East end of the swamp, they have their treasure stashed on a small island. It consists of a small chest containing three pieces of jewelry(500, 2000, 4000 GP's); a Ring of Spell Turning; and 4 Javelins of Lightning.

Cavern 32: This area contains many desks and chairs covered with notes about various aspects of the monsters being studied by Casta's students (caverns 31, 33, 34, 35, 36). None are complete but will bring some money from the right buyer.

The whole area is protected by a force field. There is a secret panel at 7' just to the right of the entryway. Inside a gold star is glowing; touching the star will cause it to stop glowing and the forcefield will dissipate. There is another gold star readily visible on the south wall (so the students can be protected while they work).

Please note: all of the living quarters of the specimens are magically treated to keep area spells like fireballs, stinking clouds, etc. from working. Casta had a bad time with some rowdy students in the past...

* The Catoblepas are HD 6+2; AC 7; HP 28; 16, 38.

Cavern 33: The students continued their study of death rays, etc. in these three caverns. The doors to the caverns are again heavy, solid and covered with warnings.

In this room dwell a family of four Basilisks. There is a 75% chance that one of them will be looking at the party. They are not in a lair and have no treasure (HD 6+1; AC 4; HP 35, 28, 33, 31).

Cavern 34: In this cavern dwell four fine specimens of the Cockatrice species (HD 5; AC 6; HP 26, 18, 14, 21). Their touch will turn flesh to stone (save vs stone) except by their beak which does 1-3 damage. These lovelies have their hoard buried under a large pile of dirty feathers in the NE corner. It consists of 2232 EP; 1 gem; a color-spray ring; a medallion of protection from disease (will absorb 10 diseases affecting the wearer then cease to function); and a potion of clairvoyance.

Cavern 35: In this cavern are housed two Gorgons (HD 8; AC 2; HP 30, 42). They can gore the party for 2-12 apiece, but will prefer to breathe at the party instead—their breath turns people who don't save vs stone to rock. They can each breathe up to four times a day. They have no treasure of any sort.

Cavern 36: This large, steamy, hot, swampy cavern is much like #31. This one has many large willow-like trees growing in it and occasionally flickering lights can be seen. The area is very treacherous and there is a 45% chance per turn that someone will fall into some form of undesirable landscape. If the 45% roll is made, then the terrain will be quicksand 50% of the time, a water-filled pit 6-12' deep 35%, and into a bog 15%.

The three Will-O-Wisps that live here are in their lair, but haven't collected much. They (HD 9; AC -8; HP 54, 51, 27) have 755 SP; 8 gems; a +2 Axe which will flame for an extra 1D8 on command.

Cavern 37: A deep, open fissure dropping to a lava pool about 300' below. Across the center of the chasm is a rope bridge (two thick ropes holding up wooden planks). It is rather shaky, but it will hold unless 4 or more people in plate armor are on the bridge at the same time.

Also, the middle 10' of the base of the 70' bridge are a *Permanent Illusion*. If the first one across the bridge is not being extra careful, he must roll beneath both his dexterity and his strength (both at +2) to avoid his falling into the lava below.

Climbing across the rope supports once the illusion is found requires only one dexterity roll (with no addition).

*** From this point westward the party will notice that it will get progressively colder. When they get to cavern #43 it will be frigid; movement will be reduced by -3 for plate armor, -2 for chain mail and -1 for leather armor.

Cavern 38: This cavern contains many crystalline formations; and light source will be reflected many times throughout the cavern. As they approach the center of the cavern, the party will see a Beholder, apparently hovering over an outcropping of black basalt, but due to the many light reflections there is a 75% chance that the party will think it is real.

Close examination will reveal the truth of the situation and that there is a panel set into the east side of the basalt slab. Opening the panel will reveal a dial set between two stars. Touching the left star will cause it to glow with a blue light, the beholder to light up, and a 5'x5' force field to surround the eastern side of the basalt block. The right star will not light unless the left star is activated- it fires rays from whatever eye the dial is set to.

The dial has a neutral positions (all the way to the left) and eleven other settings (marked only with a line) which correspond to the eleven eyestalks of the beholder. The settings (from left to right) are:

- 2) Telekinese 2,500GP wt.
- 3) Charm Monster Spell
- 4) Sleep Spell
- 5) Slow Spell
- 6) Charm Person Spell
- 7) Anti-Magic Ray (14" range)
- 8) Cause Serious Wounds (5" range)
- 9) Disintegrate Ray
- 10) Death Ray (4" range)
- 11) Fear (as a wand)

If any eyestalk is fired, there is a base 65% chance that the beam will hit a party member. Note also that the force field will absorb any beams reflected back toward any person(s) protected by it.

Cavern 39: There is a force field across the entrance to the cavern itself. There is a red star glowing on the north wall; if touched, the star will become dull and the force field will be lowered. The view into the cavern is cloudy and obscured by ice crystals and mist. Is it apparently snowing inside the cavern

If the party watches the cavern, they will catch glimpses of what appears to be a beautiful maiden wandering about in the snow. She is a Cold Elemental (HD 16; Ac 2; HP 72); trapped by Casta in the cavern, she will rush to escape if the force field is lowered.

COLD ELEMENTAL

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

Move: 8"

Hit Dice: 8, 12, 16

% in lair: Nil

No. of Attacks: 1

Damage/Attack: 3-18 + 1D4 Cold(1D8vsFire Creatures)

Special Attacks: See Below

Special Defences: +2 or better weapon needed to hit.

Magic Resistance: Standard

Intelligence: Low

Alignment: Neutral

Size: Large

Psionic Ability: Nil

Attack/Defence Modes: Nil

Cavern 40: This cavern is basically empty; just a few stalagmites and stalactites can be seen. In the northern projection is a secret door (also wizard hidden and hard to find) which conceals the stairway to a cavern below.

The lower cavern contains tables, shelves and all the apparatus tunnel leads from this lower chamber to the large cavern (#41) which is the final dwelling for the two Liches.

Cavern 41: As the party proceeds down the normal passage toward the west, they will see no indication of the room shown on the map. A Ring of X-Ray Vision will reveal that there is light below the floor if a check is made, but nothing else (no details) can be seen.

If the chamber of Casta (HD 35; AC 0; Hp 105) and Balanca (HD 22; Ac 0; HP 100) is entered, the party will be asked for news of the outside world and wait for gifts to be proffered. They may hint once that gifts are in order for disturbing them, but will be annoyed for having to do so. If the gift is of sufficient value they will answer a question (75%) or grant a limited wish or perform a resurrection (if needed) for the party (25%).

Note to the Judge: If the party decides to leave without offering gifts, or if they decide to fight for the loot stashed in the chamber have fun !! You have a 35th level Magic User and a 22nd level Cleric to put against the party. Casta, the Liche, no longer has the mental problem that Casta the Mage had. Also, their treasure is up to you. Remember that it will have been a result mainly of offerings by very curious adventures and items left in thanks by grateful villagers.

Cavern 42: An underground classroom with seats carved from the rock of the northern wall. At the center of the south wall is a raised platform of rock with a lectern on it. On the shelf of the lectern are several books about various aspects of winter and one large heavy book titled "on the Construction of Golems in General, and Ice Golems in the Specific". This book, as expected, radiates great magic. Whoever lifts the book will set off the pit trap; the entire surface of the raised platform will disappear and those on top will fall into the pool of icy water below. Each turn the players must roll their constitution score or below in order not to die of shock and exposure. The first roll is normal, the next at +2, the next at +4, etc.

The trap can be deactivated easily. In the SW corner of the room stands a large stone statue (looks like a Golem). Its left hand is broken off and is lying on the floor. If the hand is replaced, the statue will rotate slightly and point toward the lectern. If the hand is removed the statue will turn back and resume its normal position.

As long as the statue is pointing the trap floor will not disappear. If anyone falls into the water below with the book it will reappear in the lectern in 1-3 hours. The book is in itself a trap; the pages are coated with Explosive Runes and the book will do 12D4 +12 points of damage (no save) to the person opening the book. Since these are superior runes, there is only a 2% chance per level of magic use that a magic user will spot them; thieves have only a 2% maximum chance of spotting them.

Cavern 43: This cavern is filled with snow and ice (both blocks and icicles hanging from the ceiling). Luckily for the party the entrance to the maze is on the north wall, just inside the cavern.

Through the lightly falling snow, the party will see the shape of a Remorhaz. It will notice the party on a roll of 5-6 on a 6-sided die and will charge with a roar. The creature is actually a Gorgon (HD 8; AC 2; HP 37) with a permanent illusion cast upon him by Casta. It will take 3-4 melee rounds for him to

get within breaking range.

If he has noticed the party on their entry give him the same roll when they reappear; otherwise he will be looking for them on a roll of 3-6. If he spots the party he will follow them out of the cavern and thru the labyrinth (if he chases the party onto the rope bridge in cavern #37 it will collapse and he and the party members on the bridge will fall into the lava pit).



Deck of Many Gems*

APPENDIX I

<u>Card</u>	<u>Gem Received:</u>	<u>Effect of Having Gem on Your Person:</u>
A-Clubs	Yellow Agate	Raises Armor Class by 2(ie. from 0 to 2)
K-	Beryl	Acts as a gem of inescapable location.
Q-	Bloodstone	Acts as a +2 Luckstone until blood spilled. * *
J-	Jade Ring	Attracts Monsters(adds +1 to wandering monster rolls).
A- Diamonds	Blue Agate	Possessor will never slip or lose his footing.
K-	Jacinth Pendent	If worn openly, it will reflect lightning bolts aimed at wearer back at the caster.
Q-	Leucachate	Possessor will never be fooled by illusions.
J-	Opal	Confers Infra-and night vision on the possessor.
A-Hearts	Clear Amber	Talisman against disease; will absorb 10, then will cease functioning(gets cloudier each time).
K-	Black Agate	Gives protection from snakes and snake-like creatures; BUT it will burn hotly if it gets wet.
Q-	Ruby Pendent	Glowes with an inner flame except when the wearer is in mortal danger(like wandering monsters).
J-	Amethyst	When put in a cup, alcoholic beverages have no effect on the imbiber.
A-Spades	Amber w/ insect in it	Insects & arachnids will attack possessor first.
K-	Diamond	Lowers saving throws by 2(you still need the same #)
Q-	Catseye	Possessor cannot be resurrected if killed.
J-	Sapphire	Will never voluntarily be sold or given away; the possessor <u>must</u> always tell the truth.
Joker	Carbuncle	Acts as a gem of water breathing, but whenever the possessor is under stress he has a 65% chance of going berserk (+2 to hit, but -4 on defense).

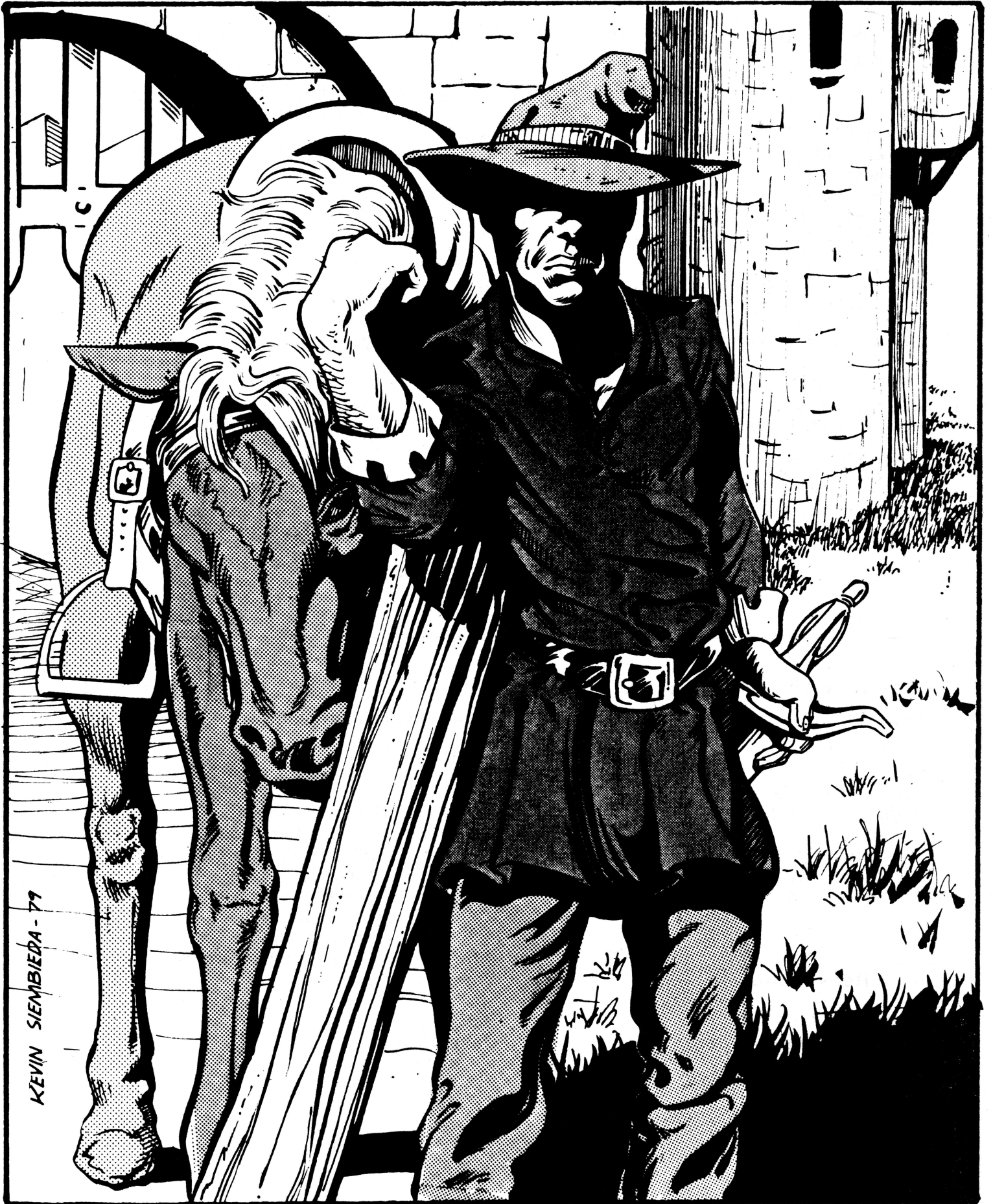
* Each of the gems will radiate magic and is worth between 5-800 GP. Also, the person receiving the gem will feel strongly disinclined to give away or sell the gem (even when the truth is known about it).

** The whole line should read "Acts a +2 Luckstone until blood is spilled onto the stone. Then it will explode as an 8-die fireball. Also, there is a base 10% chance of the stone exploding whenever the character owning it is involved in a blood-spilling fight(no matter how carefully the stone is wrapped)".

Deck of Many CursesAPPENDIX II

<u>Card:</u>	<u>Victim Polymorphed Into:</u>	<u>Hit Dice:</u>	<u>Armor Class:</u>
A-Clubs	Lizard Man	2+1	5
K-	Hobgoblin	1+1	5
Q-	Kobold	1	7
J-	Baboon	1+1	7
A-Diamonds	War Dog	2+2	6
K-	Gnoll	2	7
Q-	Bauger	1+2	4
A-Hearts	Wolf, Common	2+2	7
K-	Frog, Giant	2	7
Q-	Stirge	1+1	8
J-	Troglodyte	2	5
A-Spades	Fire Beetle	1+2	4
K-	Spider, Large	1+1	8
Q-	Ostrich	2	7
J-	Centipede, Giant	1+1	9
Joker	Rust Monster	5	2





KEVIN SIEMBIEDA - 79

Sam 'Spade' Lonetree

CHARACTER NAME/CLASS/RACE: SAM "SPADE" LONETREE (6'0"; 175 lbs) Thief/ ½ Elf

Played By:

Level (Experience Points): 8th

Hit Dice: 8
Strength: 9
Intelligence: 16
Wisdom: 10
Dexterity: 15
Constitution: 15
Charisma: 9
Hit Points: 29

Damage Taken:

Sam is also a 4th level Magic-User, but the party does not know it, he has not told them as yet.

Spells Known:

1st Level: 1) Detect Magic

2) Sleep

3) Feather Fall

2nd Level:

1) Knock

2) Web

Magic Items Owned:

+2 Broadsword (it has a 20% Stoning ability per hit; always on a natural "20"-victim DOES get a saving throw)

+4 Leather Armor

Thieving Abilities:

Climb Walls: 96%

Open Locks: 57%

Foil Traps: 55%

Pick Pocket: 75%

Silent Move: 62%

Hide Shadows: 54%

Hear Noise: 25%

Read Language: 40%

CHARACTER NAME/CLASS/RACE: LINDEN WHITESTONE (6'2"; 175 lbs) Druid/½ Elf

Played By:

Level (Experience Points): 7th

Hit Dice: 7
Strength: 8
Intelligence: 12
Wisdom: 15
Dexterity: 10
Constitution: 11
Charisma: 15
Hit Points: 38

Damage Taken:

Spells Known:

1st Level: 1) Shillelagh (two times)

2) Detect Magic

3) Purify Water

2nd Level: 1) Cure Light Wounds (two times)

2) Charm Person or Mammal

3) Produce Flame

3rd Level: 1) Water Breathing

2) Neutralize Poison

3) Stone Shape

4th Level: 1) Cure Serious Wounds

Normal Equipment:

Bracers of Ac 4
Bag of Holding

Scimitar
Oaken Staff
50' Rope

CHARACTER NAME/CLASS RACE: OSCAR the ROTUND (5'8"; 235 lbs) Magic-User/Human

Played By:

Level(Experience Points): 8th

Hit Dice: 8
Strength: 9
Intelligence: 17
Wisdom: 11
Dexterity: 14
Constitution: 12
Charisma: 14
Hit Points: 26

Damage Taken:

Spells Known:

1st Level: 1) Affect Normal Fires

2) Magic Missile

3) Sleep(times two)

2nd Level: 1) Knock

2) Levitate

3) Stinking Cloud

3rd Level: 1) Fly

2) Phantasmal Force

3) Lightning Bolt

4th Level: 1) Charm Monster

2) Polymorph Self

Also, a natural ability to read & understand magical writings.

Magic Items Owned:

+1 Dagger

+3 Ring of Protection

CHARACTER NAME/CLASS/RACE: BARTHOLEMEW BLITZER (6'0"; 180 lbs) Fighter/½Elf

Played By:

Level(Experience Points): 8th

Hit Dice: 8
Strength: 17
Intelligence: 9
Wisdom: 11
Dexterity: 12
Constitution: 14
Charisma: 12
Hit Points: 46

Damage Taken:

Magic Items Owned:

+3 Plate Armor

Two-Handed Sword(not magic)

Normal Equipment:

Mace

Silver Mirror

Long bow & 20 reg. arrows & 5 silver arrows

CHARACTER NAME/CLASS/RACE: BROTHER BERTRAM THE BOLD (5'8"; 165 lbs)
Cleric/ Human

Played By: Level(Experience Points): 6th

Hit Dice: 6 Damage Taken: *Spells Known:*
Strength: 13 1st Level: 1) *Cure Light Wounds(three times)*
Intelligence: 15 2) *Detect Magic*
Wisdom: 10 3) *Sanctuary*
Dexterity: 15 2nd Level: 1) *Spiritual Hammer(three times)*
Constitution: 11 2) *Hold Person*
Charisma: 10 3rd Level: 1) *Animate Dead*
Hit Points: 26 2) *Cure Blindness*

Magic Items Owned: Normal Equipment:

Staff of Healing Silver Cross
Mace
Silver-coated Flail
Silver Mirror

CHARACTER NAME/CLASS/RACE: KARL OF THE MISTY MARSHES (4'2"; 85 lbs)
Fighter/Gnome/
Illusionist

Played By: Level(Experience Points): 5 Ftr/6 Ill

Hit Dice: 6 Damage Taken: *Spells Known:*
Strength: 13 1st Level: 1) *Color Spray*
Intelligence: 15 2) *Detect Illusion*
Wisdom: 10 3) *Detect Invisible*
Dexterity: 15 4) *Gaze Reflection*
Constitution: 11 2nd Level: 1) *Detect Magic*
Charisma: 10 2) *Hypnotic Pattern*
Hit Points: 26 3) *Improved Phantasmal Force*
3rd Level: 1) *Spectral Force*

Magic Sword Owned: Normal Equipment:

Magic Sword "Anthrax": Splint Mail & Shield
Back Pack
Rations

It ALWAYS hits whenever it is drawn from its sheath. If there are no enemies in sight, it hits the holder of the sword. Karl knows from the past experience. (What he doesn't know is that it only does 1-3 points damage).

CHARACTER NAME/CLASS/RACE: AMINOR (5'8"; 145 lbs) /Fighter-Thief/Elf
Played By: Level(Experience Points): 5th Ftr/6th Thief

Hit Dice: 6 Damage Taken:
Strength: 15
Intelligence: 12
Wisdom: 13
Dexterity: 17
Constitution: 10
Charisma: 14
Hit Points: 30

Magic Items Owned:

+3 Leather Armor
Oil of Etherealness (2 vials)

Normal Equipment:

Long Sword
Mace & 2 Daggers
Backpack

Thief Skills:

Climb Walls: 92%
Open Locks: 52%
Foil Traps: 45%
Pick Pockets: 65%
Silent Moving: 58%
Hide In Shadows: 52%
Hear Noise: 25%
Read Language: 30%

CHARACTER NAME/CLASS/RACE: ZORN (4'10"; 125 lbs) Fighter/Dwarf
Played By: Level(Experience Points): 6th

Hit Dice: 6 Damage Taken:
Strength: 15
Intelligence: 12
Wisdom: 13
Dexterity: 17
Constitution: 10
Charisma: 14
Hit Points: 30

Magic Items Owned:

+1 Plate Armor
+2 Shield

Normal Items:

War Hammer & Battle Axe
50' Rope
Flint & Tinder & 6 Torches
Backpack & 3 Large Sacks

CHARACTER NAME/CLASS/RACE: HADOR HALIFIRIAN (4'2"; 80 lbs) Thief/Halfling

Played By: Level(Experience Points): 7th

Hit Dice: 7 Damage Taken:
Strength: 7
Intelligence: 9
Wisdom: 6
Dexterity: 16
Constitution: 16
Charisma: 12
Hit Points: 41

Magic Items Owned:

+3 Leather Armor
+2 Short Sword(int 11, ego 6)

Normal Equipment:

Rations & Wine
Silver-Plated dagger
Sling & 30 bullets
Backpack & 5 small sacks

Thief Skills:

Climb Walls: 79%
Open Locks: 62%
Foil Traps: 55%
Pick Pockets: 65%
Silent Movement: 65%
Hide in Shadows: 58%
Hear Noise: 30%
Read Language: 30%

CHARACTER NAME/CLASS/RACE; KALIMAC NIMLOTH (5'9"; 150 lbs) Fighter/Elf

Played By: Level(Experience Points): 7th

Hit Dice: 7 Damage Taken:
Strength: 17
Intelligence: 9
Wisdom: 11
Dexterity: 14
Constitution: 12
Charisma: 12
Hit Points: 41

Magic Items Owned:

+3 Plate Armor
Boots of Levitation
Potion of Fire Resistance

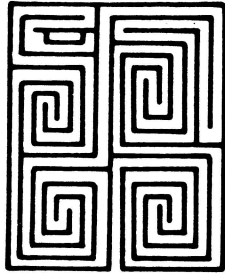
Normal Equipment:

Long Bow & 20 Arrows & 5 Silver Arrows
Backpack & 3 Small Sacks
Two-Handed Sword
Silver-Coated Mace & 2 daggers

MAZE 1



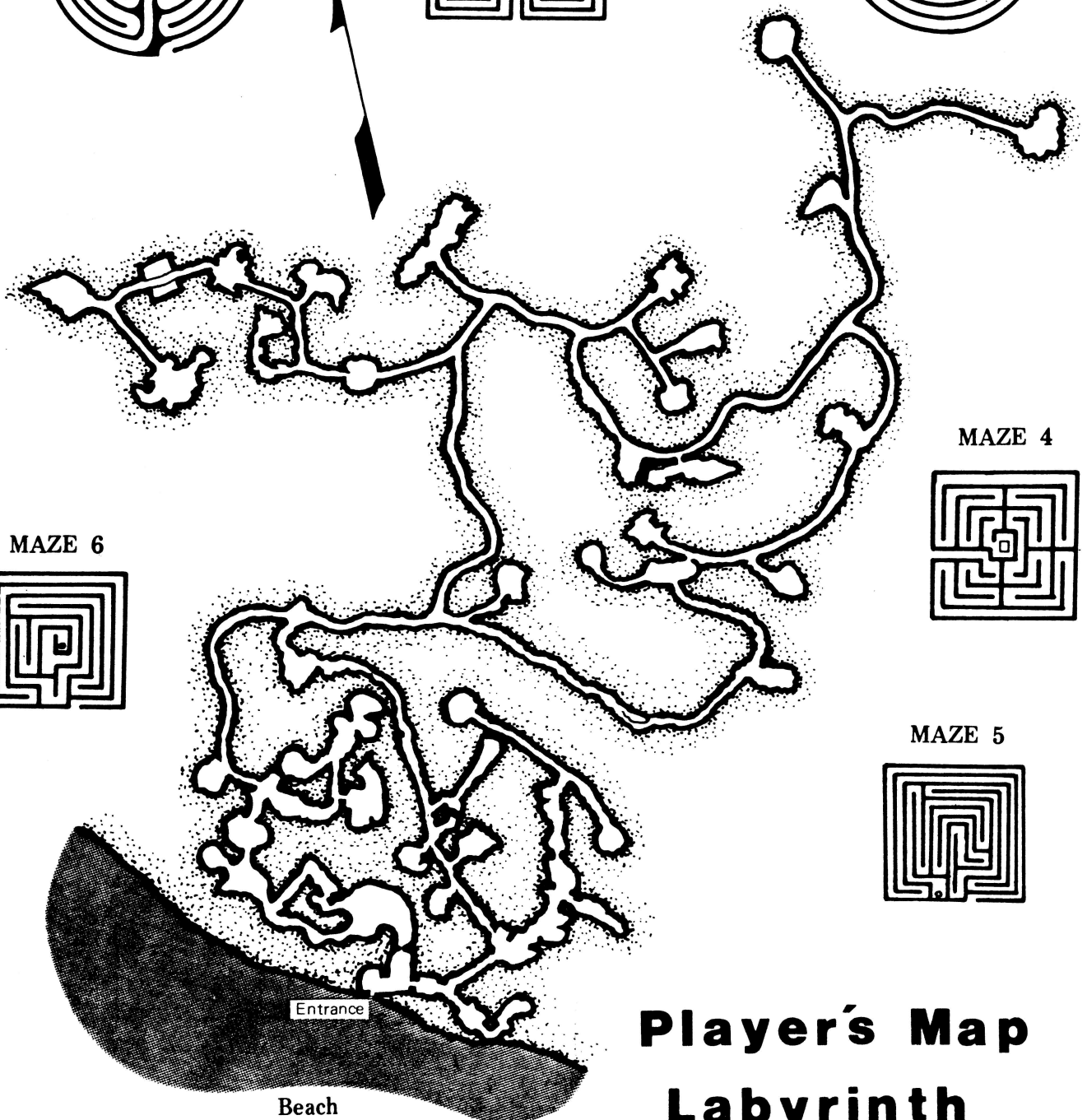
MAZE 2



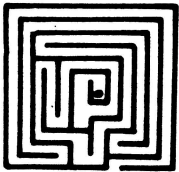
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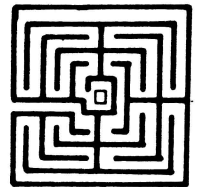
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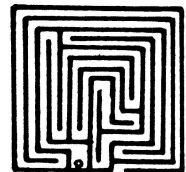
MAZE 6



MAZE 4

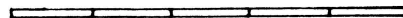


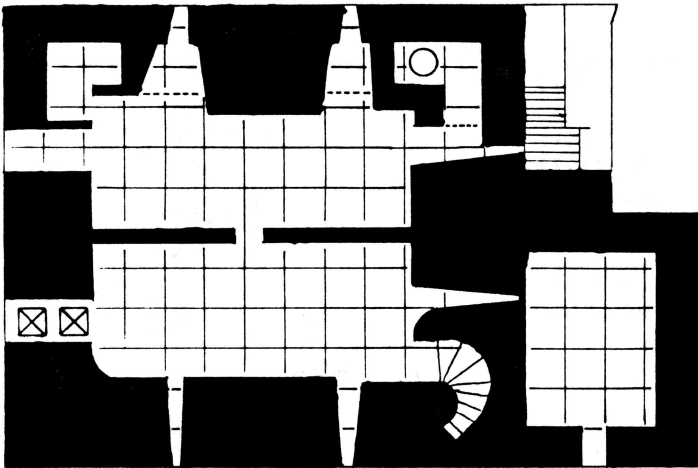
MAZE 5



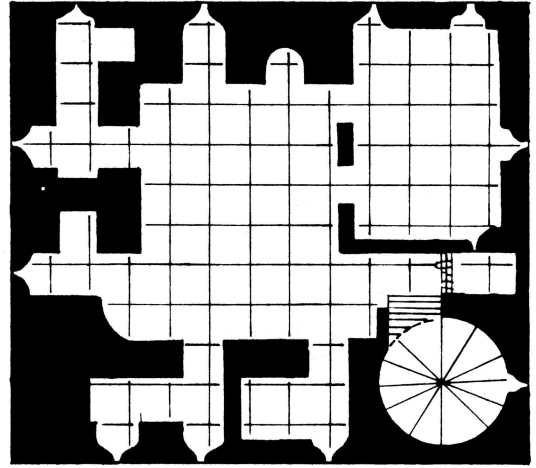
Player's Map Labyrinth

500 Feet

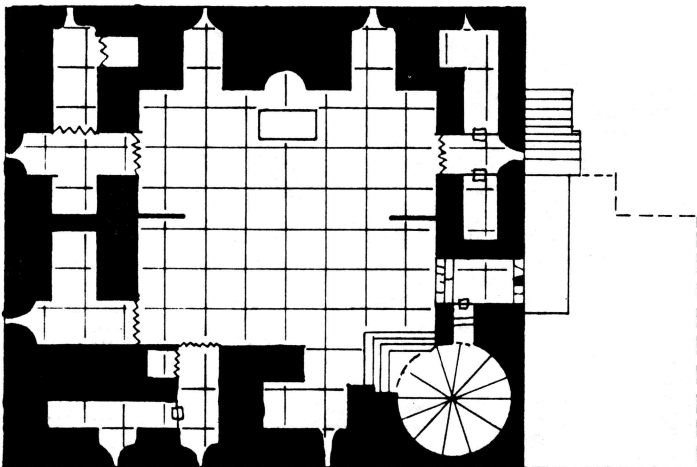




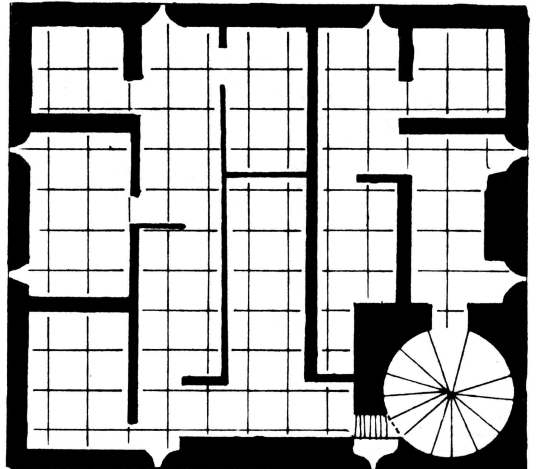
BASEMENT FLOOR



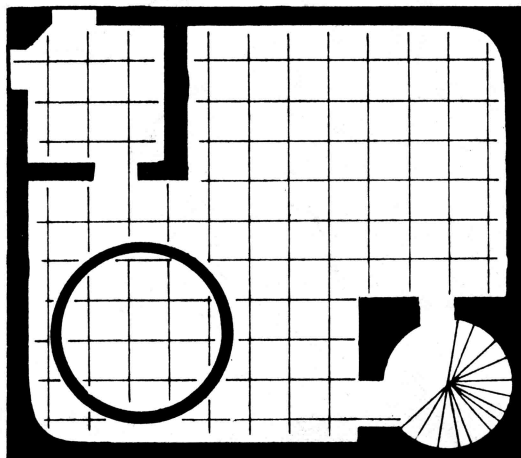
SECOND FLOOR



ENTRANCE FLOOR



THIRD FLOOR



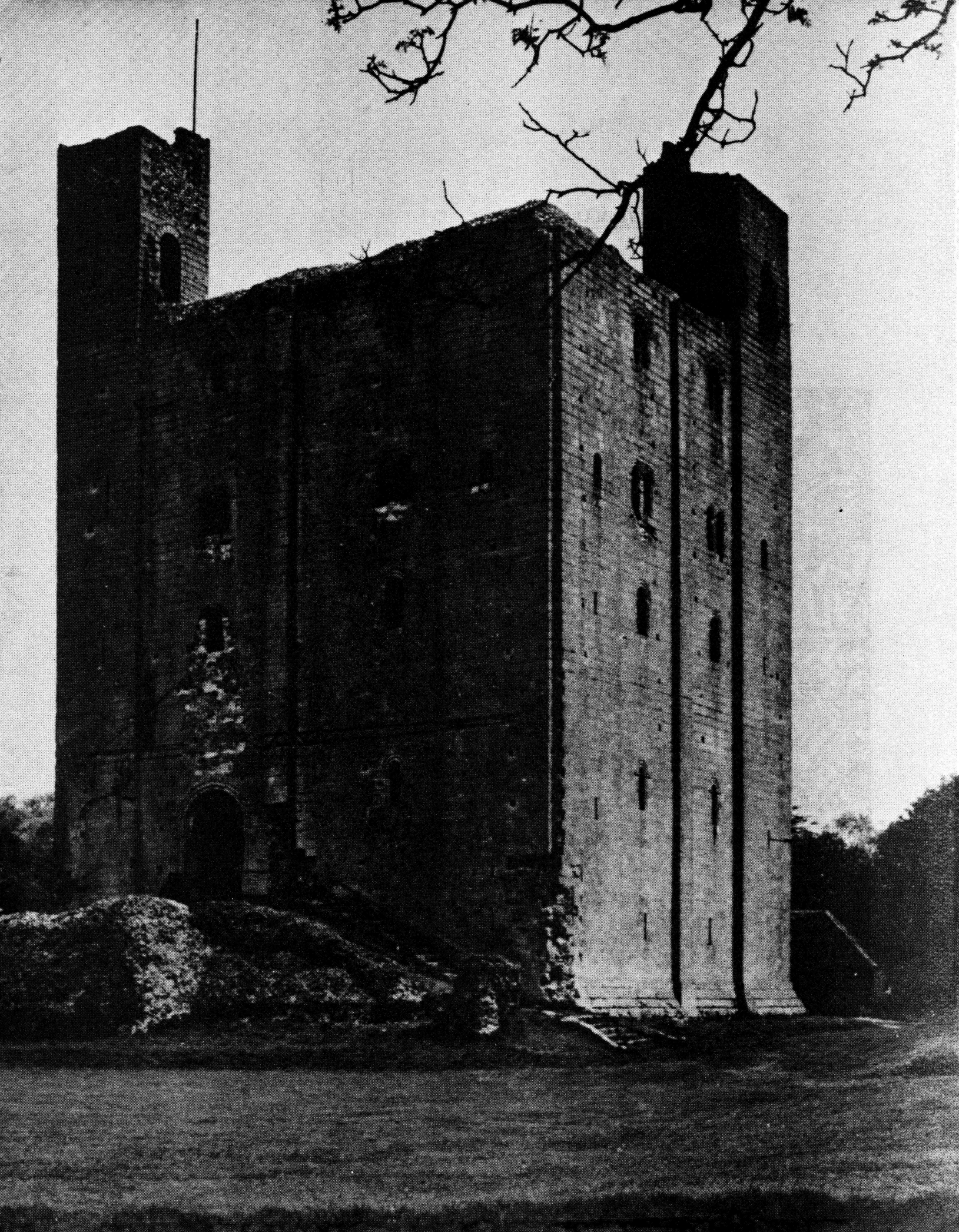
ROOF



Player's Map

Castle

Each Square Equals Five Feet



THE MALTESE CLUE

*Many may try
This riddle my last.
Treasure and Death
Are within your grasp.*

*Locate three stars--
Leading to the Key;
Whose lighted eyes
Enable you to see.*

*Descend to ascend,
But you must beware;
For up leads to the
Enless depths of despair.*

*Stop! Enter not
Without your guide,
Or never more
Will you see the light.*

*Once the Key is found
You must sail below;
Through the many great perils
In the labyrinth below.*

*Through mazes entwined,
Well-guarded, be sure.
But IF you survive
Then victory is yours.*

*Now you're equipped
To attempt my test,
If you would dare,
Give it your best!*



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