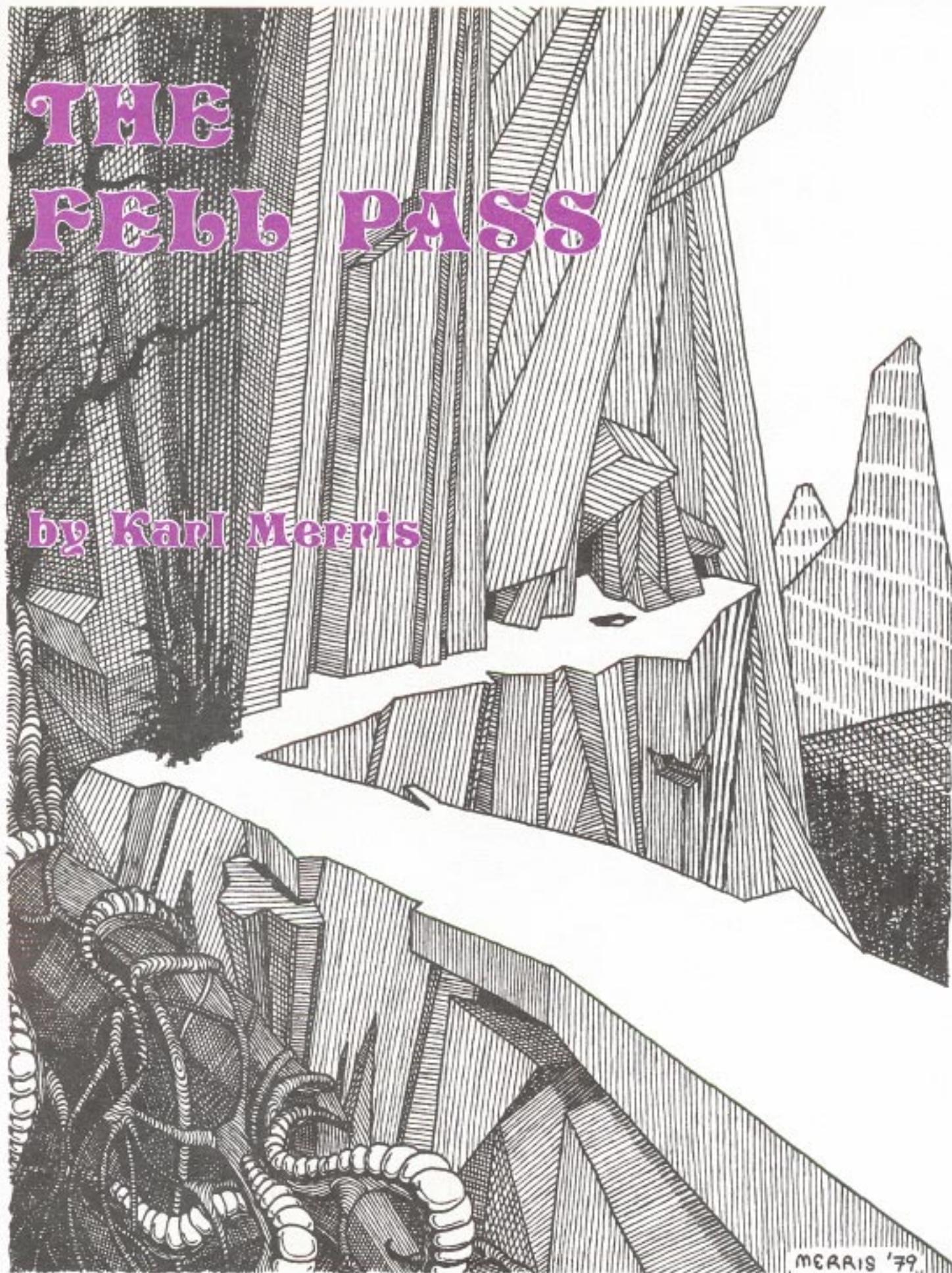
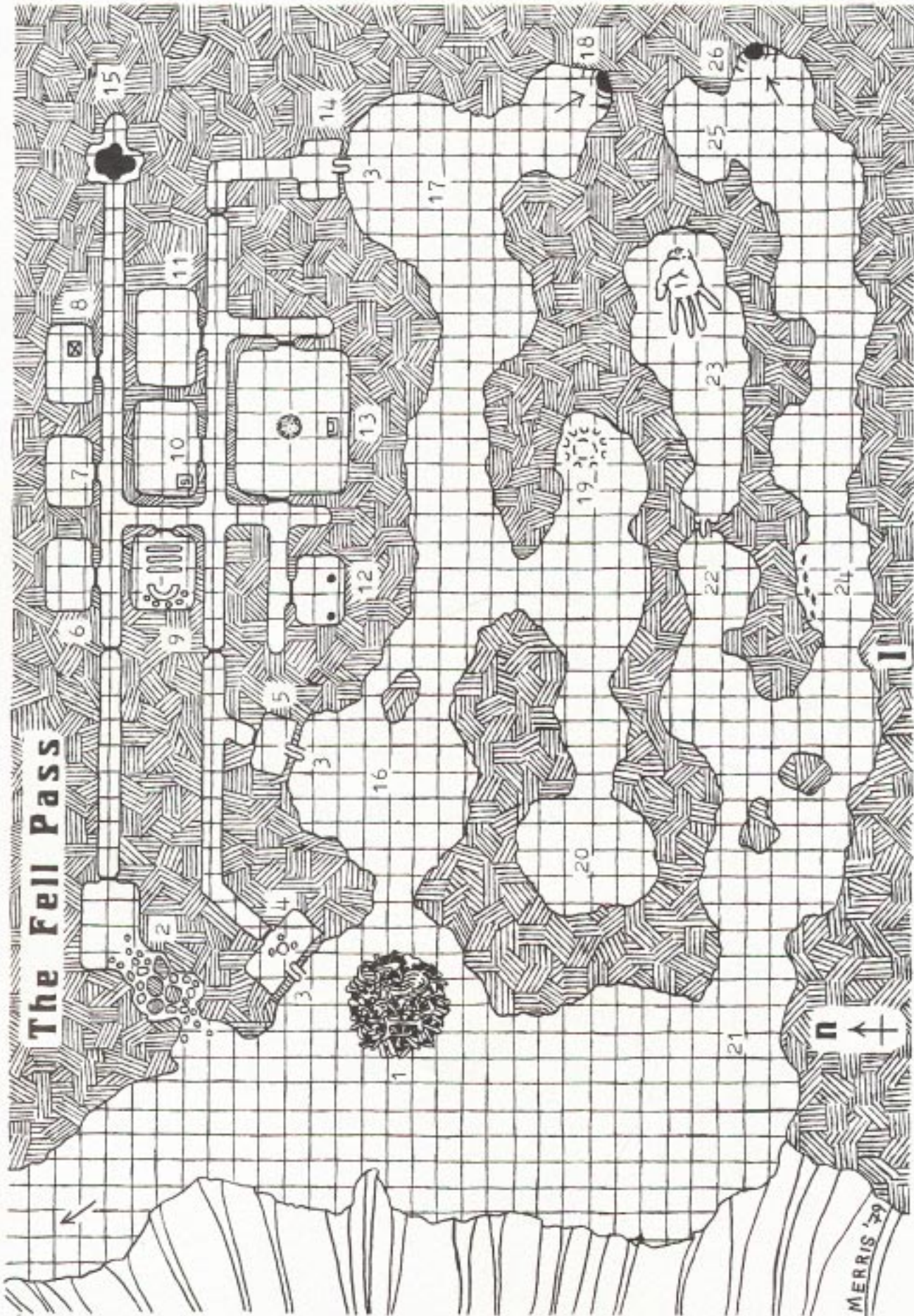


THE FELL PASS

by Karl Merris



MERRIS '79



The Fell Pass

Other maps on pages M15, M16

The Fell Pass, West End (Map 1)

THE FELL PASS

Legend and Introduction

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

The dark road is called the FELL PASS. Tread it carefully, friend.

General Notes

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

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

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

PASS KEY

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

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

The West End (Map 1)

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

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

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



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

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

THE DWARF DIGGINGS: Items #02 through #15 comprise the Dwarf Diggings, all that remains of an outpost pioneered by Prince Huruch the Proud, the noble son of a powerful southern king. After establishing this stronghold in the Towers of the Sun, Prince Huruch had planned to clear the Pass of its foul denizens so that the good peoples

of the world could travel the mountains in safety. And, incidentally, this brave act would also enable the Prince to claim the mountains as his own territory. This is in accordance with the dwarf ethic of *doing well while doing good*.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Concealed on the floor under the silk is a

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

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

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

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

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

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

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

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

Otherwise, the room is empty.

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

Hidden under the junk in the southwest corner is the carcass of an ogre. The right side of his head is caved in and a truncheon

goblins. Goblin-bags are visible on the belts of the goblins. The rank smell of the bear and its victims is easily discernible outside the door to this chamber.

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

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

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

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

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

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

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

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

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

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

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

stained with dried blood and brains lies beside him.

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

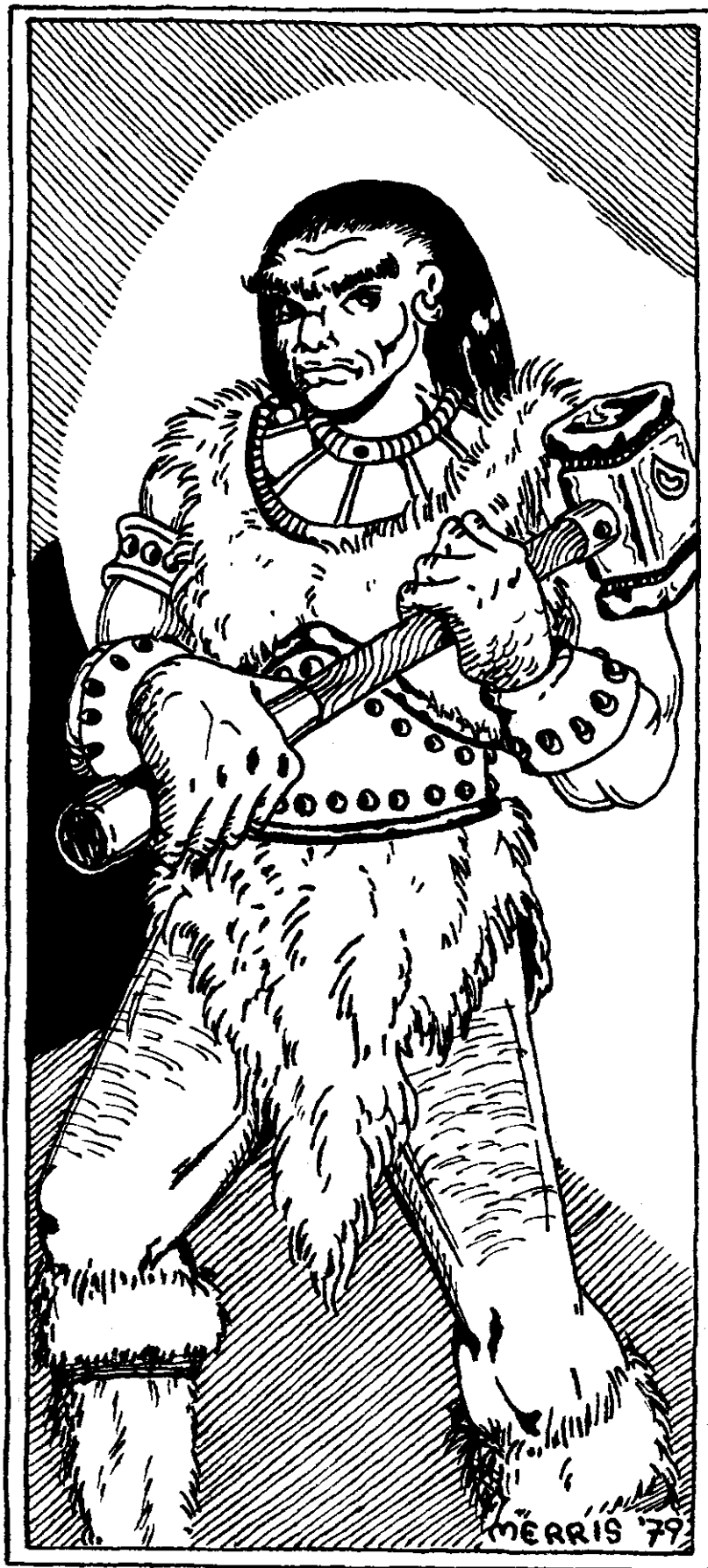
The liquid is spoiled beer. A dwarf kept his private stash here.

11: CAVE BEAR'S LAIR: The ogres have a pet, a very large (14-foot) white bear. The ogres wrestle with the bear for sport. Presently it is asleep against the east wall. Around it are the half-eaten remains of three

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

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

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



Vlog and his "friend" Casrac

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

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

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

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

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

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

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

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

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

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

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

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

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

15: THE CRACK: This open shaft drops 40 feet, then turns to become a sloping passage that leads to the Lower Caverns (Map 2, #1).

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

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

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

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

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

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

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

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

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

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

This a trap. The object is a boulder

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

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

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

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

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

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

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

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

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

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

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

The Griffons will not pursue a party into



the Pass.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

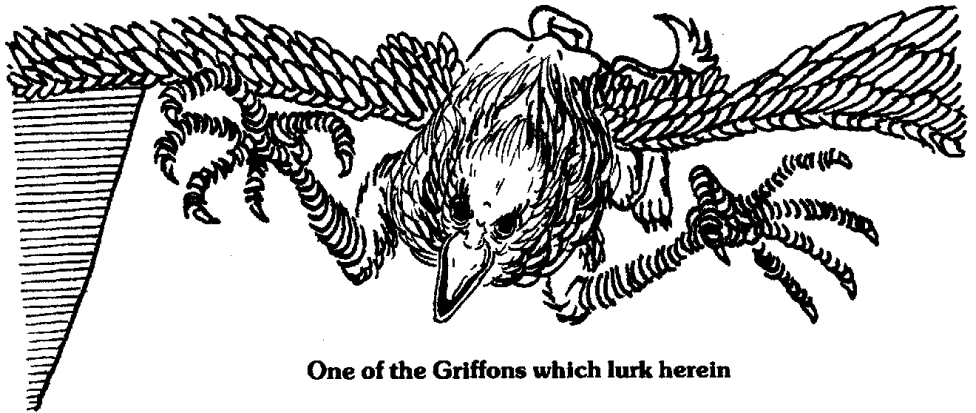
26: THE BREEZEWAY: Warm, wet air blows through this opening. Here the galley slopes downward and leads to the Lower Caverns (Map 2, #5).

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

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

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

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



One of the Griffons which lurk herein

The Lower Caverns (Map 2)

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

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

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

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

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

These mushrooms are themselves, incidentally, quite edible.

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

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

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

06: RED FUNGUS GLADE: Globular, red-and-white stippled fungi, 1 to 8 feet in

diameter, populate this chamber. In the center of the room is a cairn of boxes, crates and chests.

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

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

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

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

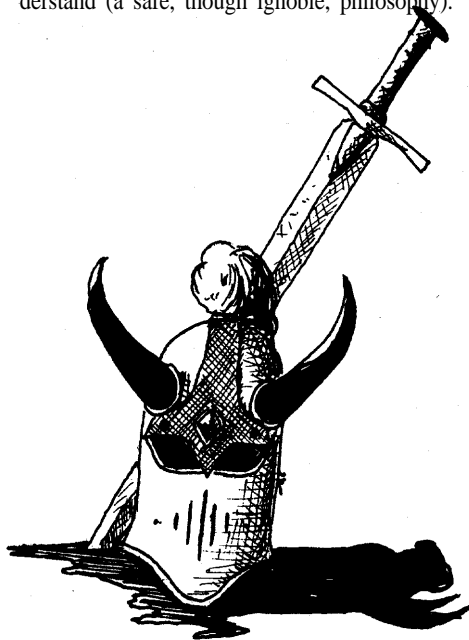
The other item of interest is a locked strongbox which contains 8 tubes, each 1 foot long and 2 inches in diameter, made of waxy black paper. One end of each tube is marked with a red stripe.

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

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

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

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



PSYCHOPATHIA GARGOYALIS:

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

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

Each of the Gargoyles of the Lower Caverns, however, carries a special mark. Each wears a leather thong about its neck from which hangs an irregular yellow crystal. These pendants brand the Gargoyles as the slaves of Xorddanx, Eye Tyrant and undis-

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

puted master of the Lower Caverns (see item #13). All of the Gargoyles here are very loyal to Xorddanx and none would voluntarily act against its master. Presently, the Gargoyles are under orders from Xorddanx to capture any intruders they see, if possible, or slay them if necessary. Characters taken prisoner will be brought before Xorddanx for questioning.

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

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

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

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

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

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

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

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

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

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

The Jackalweres know about the

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

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

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

12: JACKAL'S MEAL: At the very end

of this corridor are the dismembered bodies of three elves. Portions of the bodies are missing; those parts that remain have obviously been chewed.

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

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

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

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

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

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

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

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

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



Xorddanx has his eyes on you

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

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

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

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

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

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

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

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

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

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

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

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

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

15: GARGOYLES AT PLAY: A party

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

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

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

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

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

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

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

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

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

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

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

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

19.: WHITE FUNGUS GLADE: Tower-

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

There is an opening in the east wall of the chamber. The tunnel beyond the opening is a smooth tube that corkscrews upwards and leads to the East End (Map 3, #1).

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

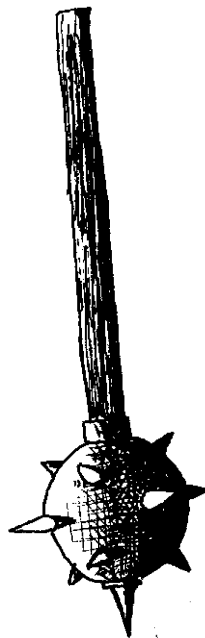
Well concealed in the Northwest end of the chamber are the bones of a party of adventurers that did not make it. Their skeletons are seen to be clutching a large canvas bag.

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

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

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

If a character climbs the rise or if the



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

The correct response to this is, of course, "Death comes at the end of life." To this the *Djinn* will reply, "EVEN SO! NOW TAKE

THIS BONE, YAPPING DOGS, AND DISTURB ME NO MORE!" So saying, the *Djinn* will hurl a small bag at the party, become gaseous and vanish into the geyser plume once again. The bag contains 30 pieces of silver.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

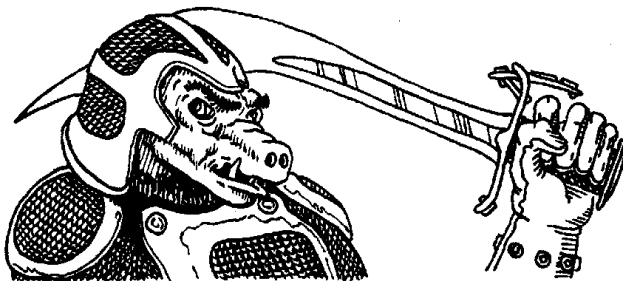
24: **THY NAME IS MUD:** This chamber appears normal, except that the floor of the cave is perfectly level and smooth. In the center of the floor are several cloaks, coats and small sacks, tossed together in a heap.

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

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

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

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



Thurast Dwarfslayer

The East End (Map 3)

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

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

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

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

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

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

The only way to escape this trap is to

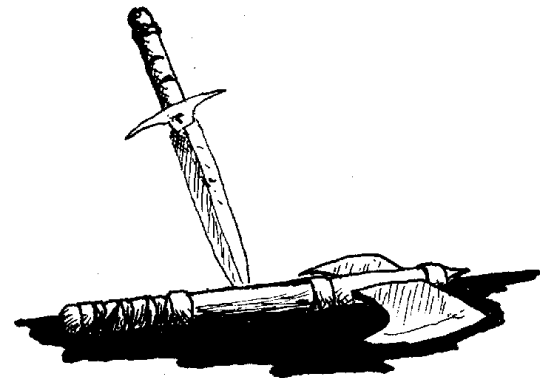
abandon, drive off or kill Sister Felicity. Only after this has been done will the party be able to see the way off the Treadmill. *All other methods of escape must fail.*

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

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

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

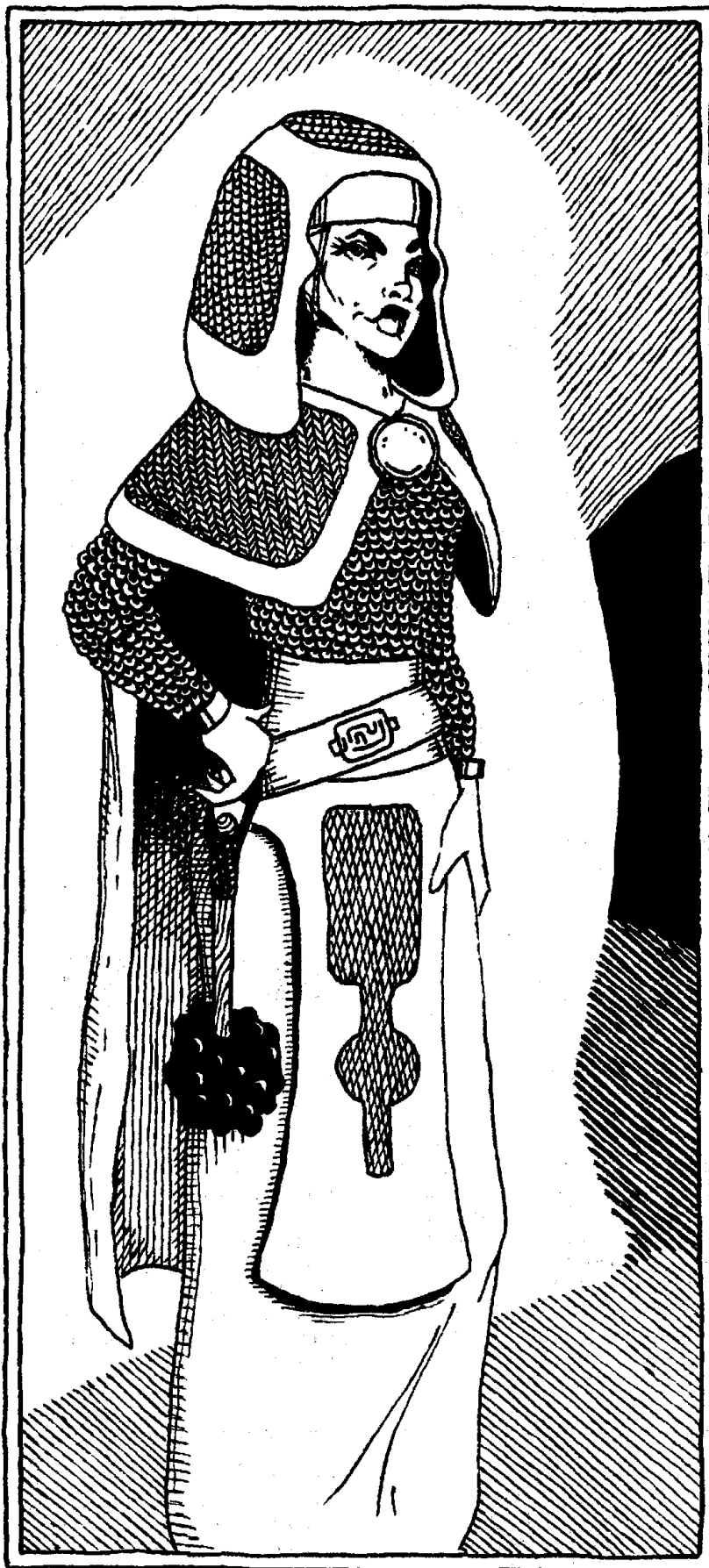
01: **THE TUBE:** Through this opening is a smooth, round tunnel that spirals down to the Lower Caverns (Map 2, #19).



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

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

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



Sister Felicity Grace

The followers of Thurast wear chainmail and bear normal scimitars.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

(The trap of the Sword in the Stone was constructed ages ago by a mighty wizard

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

who despised fighters. The rationale is that, having experienced the terror of falling before a warrior's blade, the fighter will be unable to inflict the same terror upon others. Of course, long experience in battle will make a fighter less susceptible to this sort of conditioning.)

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

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

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

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

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

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

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

08: PUDDLE OF SLIPPERINESS: This



Old Gran' has a secret for you

passage slopes sharply down and then up again, creating a basin which is filled with a viscous, brown liquid.

The liquid is identical to *Oil of Slipperiness*.

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

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

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

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

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

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

For a blood sacrifice, the woman in the sphere will answer one question. Accuracy and completeness of the answer will be near total. (Human sacrifice is not necessary; an animal will do.) The woman in the sphere

will also accept sacrifices of valuables or magic items, but in this case her response will only be a convincing lie.

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

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

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

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

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

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

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

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

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

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

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

iron and that it is completely unmarked and featureless.

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

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

Three of the bags contain gold dust, each 500 s.p. worth. One of the chests contains

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

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

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

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

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

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

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

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

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

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

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

ABOUT THE AUTHOR



Karl Merris and Friend

since he has done his best to remain astounded and to spread his astonishment to others.

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

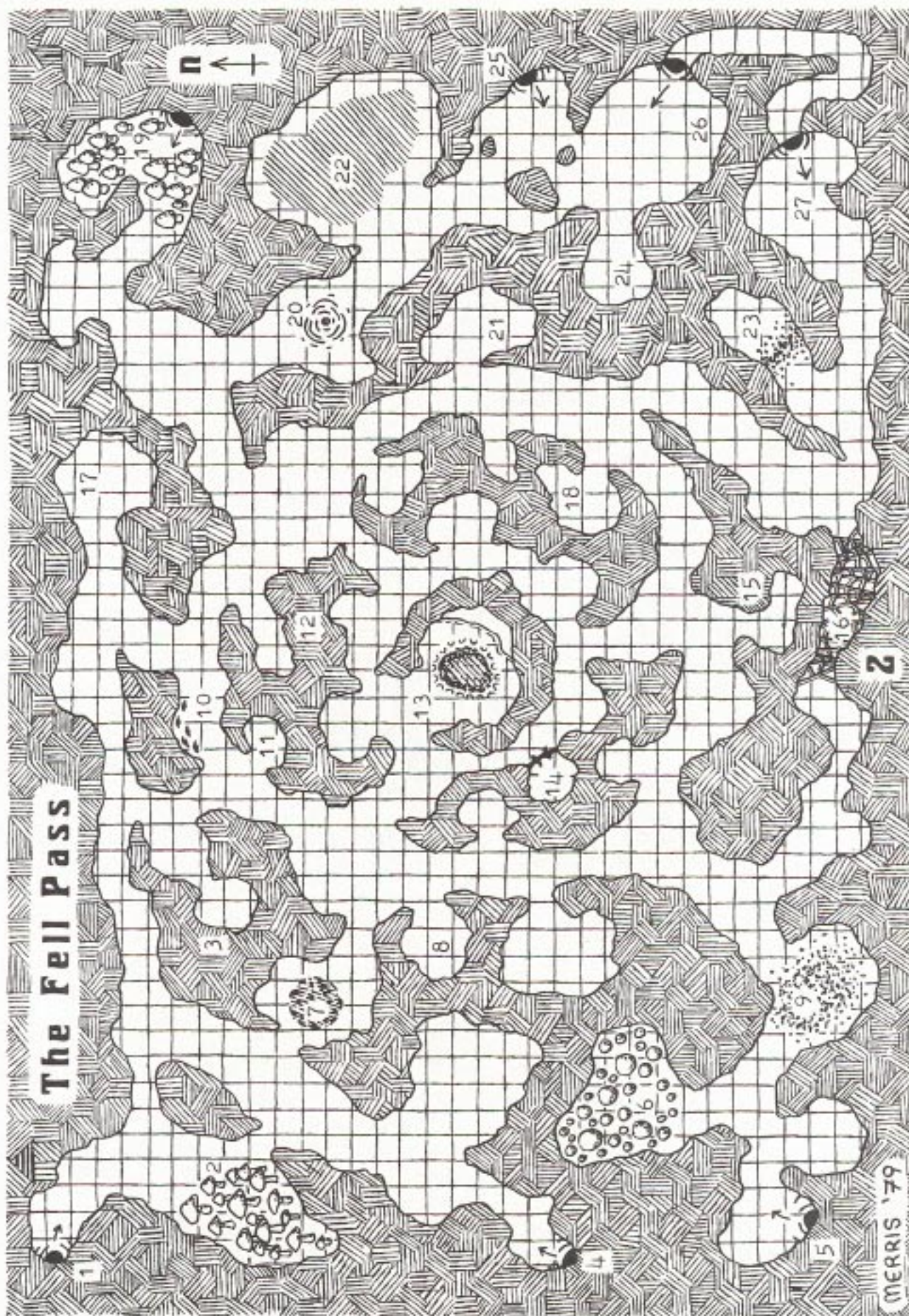
When not weaving the destiny of his private cosmos, the author is a systems programmer for a computer consulting firm.

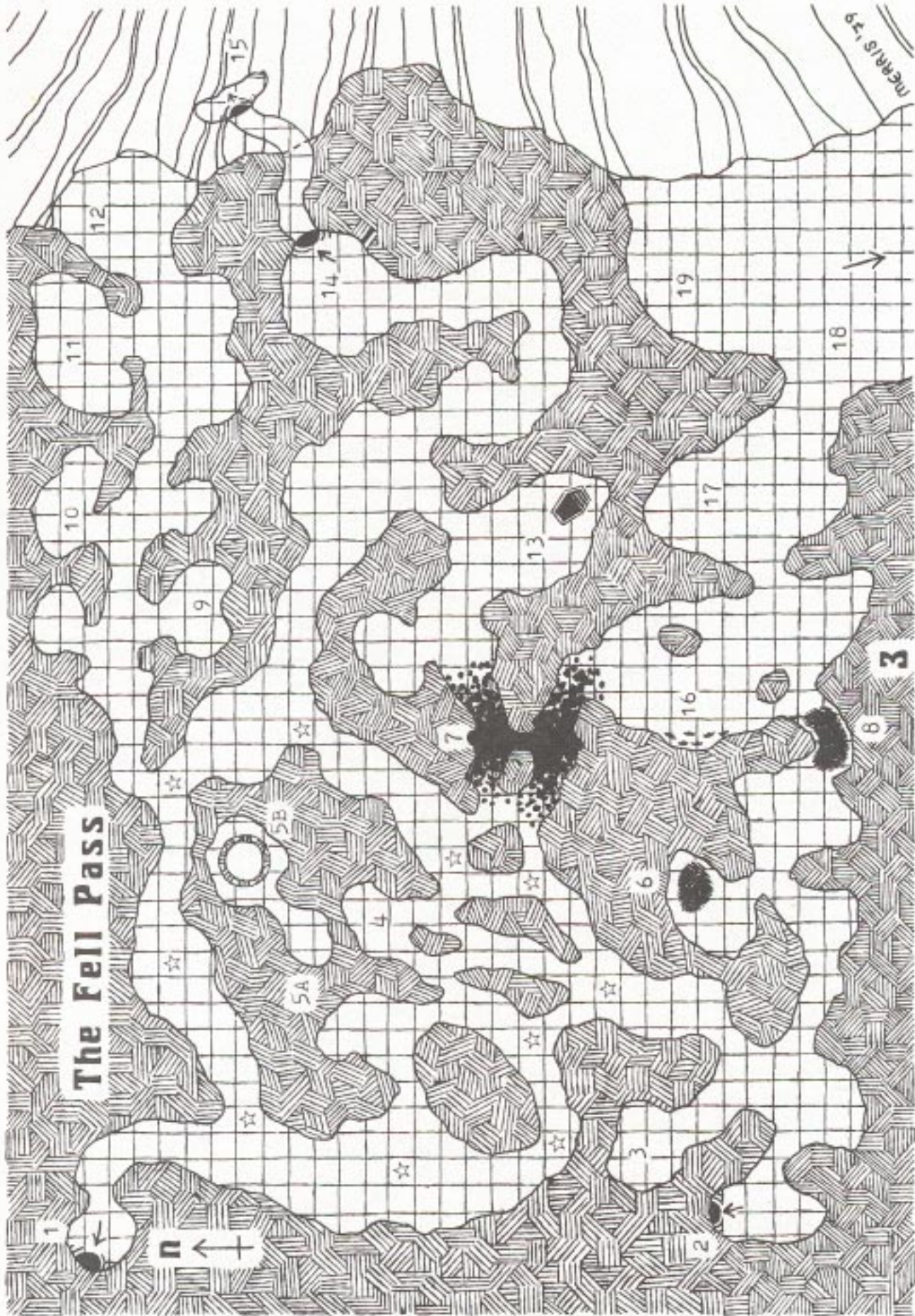
He sincerely hopes that everyone enjoys fighting for his life in the Fell Pass.

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

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

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



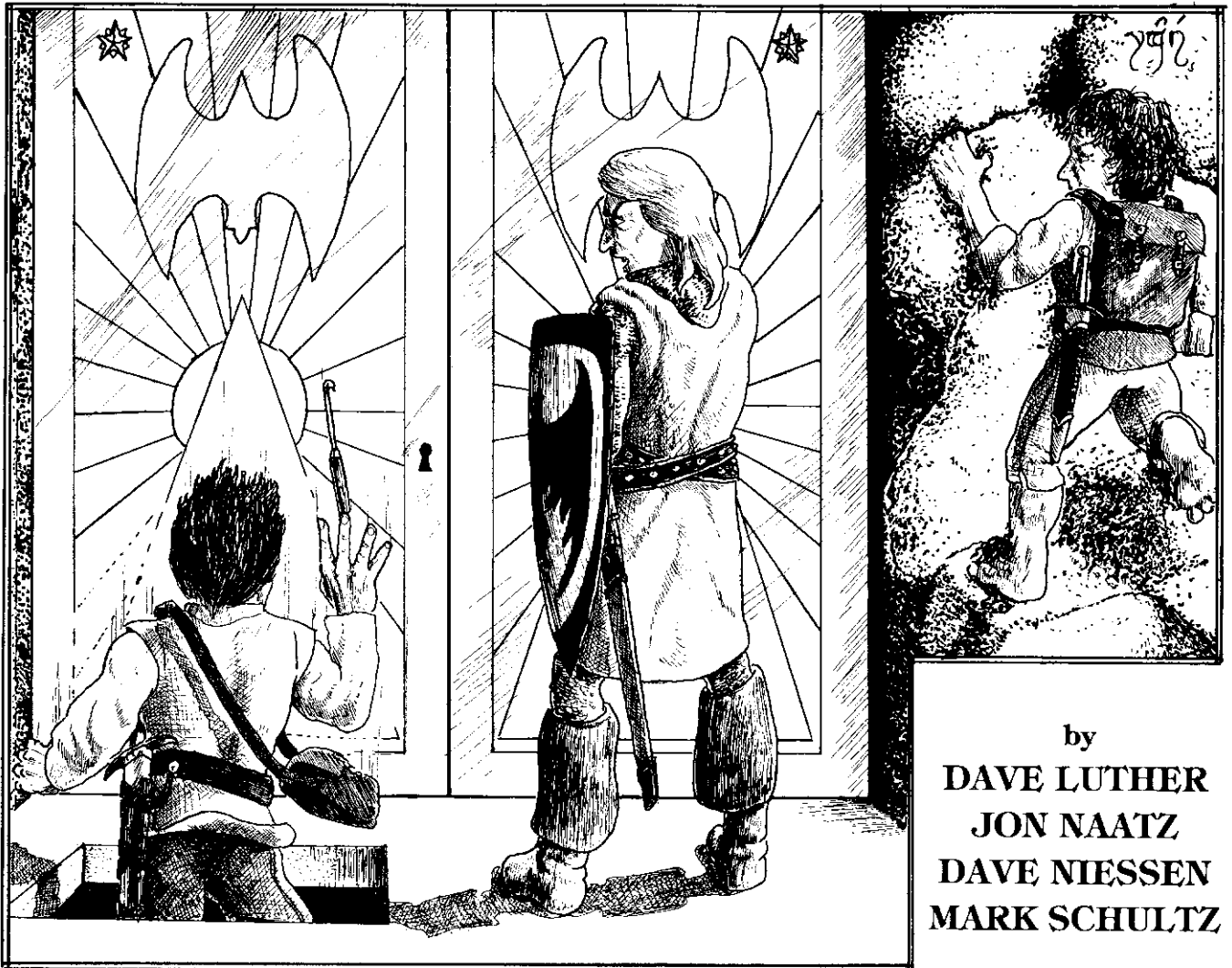


The Fell Pass

The Fell Pass, East End (Map 3)

Other maps on pages M2, M15

The Halls of Beol-Dur



by
DAVE LUTHER
JON NAATZ
DAVE NIESSEN
MARK SCHULTZ

Instructions to the Dungeon Master

"The Halls of Beoll-Dur" can be used as presented here for a single adventure, or Beoll-Dur and its locale can be incorporated into an existing campaign. It is highly preferable that a large party begin the adventure (attrition will take its toll), and it is essential to the success of an expedition that most, if not all, party members be 8th level or higher.

The DM should be constantly aware of (and should keep the players aware of) the heat which is encountered on each of the three levels. The uppermost level has a constant temperature of about 95 degrees F; the second level is 120 degrees F; and the lowest level (adjacent in some spots to raw magma) has a temperature of 350 to 400 degrees F. Without magical protection from fire (which can be obtained on the upper levels), a character could only remain on the lowest level for a very short time (perhaps as little as 1 turn) before he would begin taking 1-4 points of heat damage per round.

The goal of the players (which should not be revealed to them beforehand) is to slay Searazul and free Beoll-Dur from the clutches of the Salamanders. This will prove to be extremely difficult, but with persistence and forethought, a well-equipped group should be able to overcome all the obstacles.

There are no wandering monsters to encounter, so it would be relatively safe for a group to rest and recuperate for several days in a first- or second-level room. Time is an important

factor once characters reach the lowest level, however, because any delay in battling the Salamanders and getting to Searazul could permit the monsters to organize a resistance, and possibly permit Searazul to escape back to the elemental plane of fire, from where he and his followers came.

There are two unusual aspects to "The Halls of Beoll-Dur" which call for some explanation. First, mention is made in several spots in the text to dwarven Clerics. DMs are reminded (and should point out to players, if it becomes necessary) that a dwarf can only be a Cleric if the character in question is a non-player character whose role (as in the case of Duinor, the High Priest) is played by the DM.

Second, there is an original procedure for saving throws which is used in some locations. For the sake of clarity, the procedure is detailed here as well as in the text: Characters who must roll for saving throws after events in Level 1, Room 1, Room 3, Room 4, Room 7, Room 12, Room 15, or Room 17, and Level 2, Room 2, Room 9, or Room 12 will do so according to the following formula: Roll 3, 4, or 5d6 (the number of dice varies) and subtract one point from the dice roll for every two levels of experience the character has attained. Compare the resulting number to a specified ability (this also varies), and if the adjusted dice roll is less than the character's score for the ability in question, the saving throw is considered made.

Introduction

The resourceful Cleric Duinor, mightiest of all dwarven Clerics, realized the need for an isolated clerical training ground. Duinor selected a dormant volcano as the site. Years later, after almost continuous construction, the vast Halls of Beoll-Dur were completed. Carved into the rim of the volcano, the two levels of halls were ideally located for isolation from the outside world.

Much to the Cleric's dismay, the long-inactive volcano began to wake again, causing huge fissures to form in the rock. One such rent reached the edges of Beoll-Dur.

Several days after the fissures formed, the fall of Beoll-Dur began. Up from the depths of the fissures shrieked a pack of raiding Salamanders. The fierceness of the attack forced the Clerics to withdraw; soon, they were trapped in an upper-level room.

The Salamanders had come from the Royal Halls of Searazul, carved out ages earlier by the Salamanders. Searazul, the King of Salamanders, had ordered members of his Peerless Legion to investigate a huge fissure which had formed in the Royal Halls. These halls were located (unknowingly) several hundred feet below Beoll-Dur. The Salamanders besieged the room of trapped Clerics for 8 days. The Clerics dug an escape tunnel during the siege, and 28 members of the group escaped the trap. Three of the most aged Clerics transferred their souls into a room of cones. The leader, Duinor, transferred his soul into a pillar running through both levels of Beoll-Dur. His sole purpose in so doing was to aid all adventurers in ridding the once majestic Beoll-Dur of the evil Salamanders.

Level 1

1. The Entry

The dungeon is well secluded and accessible only by a ledge 75' down from the sheer rim of the volcano. Although there are remnants of an old stone stairway, it has long since crumbled into uselessness, requiring a long descent to be made by rope. The ledge is noticeably unsteady, and will only hold 400 lbs. before collapsing. On the south face of the volcano wall are a pair of intricately carved metal doors. The doors are locked and require picking before they can be opened. There is, however, a trap door in front of the eastern door which will open when a weight of over 50 lbs. is placed on it, plunging the object into the inferno below. A character is entitled to a saving throw by rolling 4d6, subtracting 1 for every 2 levels of experience, and comparing to the character's dexterity. If the adjusted number is less than the dexterity, he has made his saving throw and escapes the trap.



THE
HALLS OF

BEOLL-DUR

2. The Great Corridor

Upon entering through the doors, the party will find themselves in a long, 40' high, well-lit corridor. The walls are well carved from the solid rock of the mountain, and light seems to emanate from them magically. At 30' down the corridor a battered portcullis bars the passage. It is quite heavy and rusted into place, requiring a combined total of 150 strength points to raise it manually. It is sufficiently wrecked, however, to allow persons of less than 90 lbs. to squeeze through. From this point the party is able to see the entire corridor, including the circular alcove at the end. The trap door in the ceiling above near the portcullis, however, is well hidden and difficult to find. Magical means do not help, but prodding the ceiling (remember, it's 40' up) will reveal it 1 in 6 times.

3. The Guard Room

This room lies behind a locked door and is filled with noxious gas. Any character entering the room must save vs. poison each turn or become helpless due to nausea, and will die in 2-12 turns if he is left in the room. If the door is left open the gas will spread at a rate of 5' per round. A damp cloth over the face will negate the effects of the gas, as will a *Neutralize Poison* spell. The gas will never dissipate from the room.

The large room contains nothing but an old desk and some chairs. The room to the north contains the mechanism to raise the portcullis. Because of its rusted condition, it requires a strength of at least 14 to operate. The southern room contains some old weapons in racks, armor, and some personal items, but it is all ordinary and non-magical. The secret door to the west leads to a small room which has a crystal globe set halfway into the northern wall. The globe is about 2' in diameter and glows with a milky white light. If it is touched by anyone with an intelligence of 16 or better, it will impart knowledge similar to a *Legend Lore* spell. The character is weakened by this effort and requires two turns of rest for each round spent in contact with the globe. Accuracy of the answers depends much upon the character's intelligence; success in obtaining an answer is determined by rolling 4d6 against the intelligence of the character in the same manner as the saving throw for the trap door in Room 1. Information should be limited, or given in ambiguous terms. The referee should decide how much knowledge the party should receive. A set of three keys will also be found in this room, and will give off a faint aura of magic if tested for. They will be of use in other parts of the dungeon.

4. The Room of Solitary Fate

The eastern door on the Great Corridor is a false door. When a character steps on the floor in front of it, the act triggers



a mechanism which causes the door and sections of the wall and floor around it to revolve. This happens so quickly as to allow no chance of leaping clear, and anyone besides the single person closest to the door will be thrown off due to centrifugal force. The single person will be trapped in the room on the other side of the wall, and by no means can the wall be made to revolve again. The player will see, however, that when the door is opened there will be a keyhole in the stone wall behind it. But this lock cannot be picked, nor will any keys in a player's possession, even the ones found in the guard room, have any effect. Upon searching the room, which is totally barren, the trapped player will find a secret door leading to a 70' long, upward sloping passage. At 40' there is a trap door (use saving throw as in Room 1) which drops into an irregularly shaped room, 20' high, and strewn with trash, bones, etc. If the character falls, he will receive 2-20 pts. of damage.

The new room is unoccupied, but in the adjoining room there is an ogre which will enter the room in 1-4 rounds. This creature has 18 H.P., fights as a 4th-level monster, AC 5, and attacks with a +2 bastard sword, doing an additional 2 pts. of damage due to his strength. The ogre attacks instantly, and cannot be bargained with. If the creature is defeated and the character inspects the lair (adjoining room) he will find 50 gold pieces, 3,000 electrum pieces, 3,000 coppers, 3 gems (50 gp value) and 3 potions (2 invisibility and 1 heroism). There will also be, beneath the rubbish, a silver key which will cause the movable section in the original room to rotate back. A broken ladder will be found which, with 3 turns of work, will suffice to allow the character to escape from the ogre room.

5. The Enchanted Pillar

At the southern end of the Great Corridor is a circular alcove 60' high. In the center, from floor to ceiling (actually, it extends through 2 levels), stands a large (10' diameter) crystal

cylinder which glows with magical luminescence. It houses the soul of Duinor, high priest of the dwarves of Beoll-Dur, who intends to watch over the sacred halls for eternity. Although encased in crystal, the soul still retains all the powers of a 17th-level Cleric. The cylinder is unbreakable, and does 4-40 pts. of electrical damage upon touch (remember, many weapons are good conductors!). Duinor will aid adventurers seeking to overthrow the Salamanders, but first he tests their worthiness.

A voice will issue from the pillar, introduce himself, answer obvious questions, etc., until the entire party is within the alcove. Then the curved walls of the room will shift, completing their arcs and closing the northern entrance but opening a southern one. The room is unoccupied, but the curtains draw back to reveal an 8-headed pyrohydra, which immediately attacks. It has 8 H.P. per head and does 1-8 points damage, per attack, per head. Each head may breathe fire twice per day, doing an additional 1-8 pts. damage to all affected (saving throws applicable).

If the creature is defeated, no treasure will be found, and Duinor will immediately request the return of the party to the alcove. The walls will move back in any event 1-4 rounds after the monster is dispatched.

If any of the party is foolish enough to not have heeded the call, he will find the dotted portion of the south wall of the hydra chamber to be merely illusory; the illusion can be detected by touch and the wall can be walked through with no effect. This will take him to the Arena, to be discussed later.

Once the party has returned to the alcove of the Pillar, Duinor will congratulate them and give them gifts. One article will be given to each person. Begin at the top of the list and work down, allowing the party to distribute the article as they see fit. If there are more than 10 members in the party, roll from the last six articles only to make up the difference.

1. Dwarven Hammer of Retribution +2, (+5 vs Salamanders, 4-40 pts. damage.)
2. Sword of Cold
3. Helm of Brilliance
4. +4 Shield of fire protection
5. Ring of fire resistance
6. Potion of fire resistance
7. Potion of extra healing
8. Ring of protection, +2
9. Potion of invulnerability
10. Potion of healing

The Pillar will also give limited advice about tactics which might be employed and other matters, but because of changes in the structure of the dungeon over the years, Duinor is hesitant about giving directions, and usually will refuse to do so. As a parting gesture, Duinor will heal all wounds suffered by the party and *Bless* them (duration of *Bless* -10 turns).

6. The Barrack

This room is 40' high and housed the men of Beoll-Dur. It is filled with rows of double bunks, chests, garbage and dust. A few coins and an ordinary weapon or two are all that is to be found here.

7. The Bath of Death

Originally the bath house of the dwarves, rising temperatures have caused the water to steam, filling the room with many vapors and decreasing visibility to 2' in front of each person. The pool in the center is only about 3' deep (kept continually full by an endless stream of water coming from the south wall), but it contains a water weird of 3 dice and 17 H.P. The weird will attack as a 6-dice monster and seek to paralyze and drag into the water anyone who begins to walk around the perimeter of the pool. Because of the steam, characters are always surprised, will be unable to identify their enemy for 2-8 turns, and thus may attack each other. They will have a 20% chance of falling in the water on each turn of confusion, and will attack at -2. If a character falls in the water and is attacked by the weird, he will subtract 2 from his saving throw rolls and attack at -3. A paralyzed person underwater must make his saving throw against drowning each round by rolling 4d6 -1 pt. per 2 levels against his constitution (as per procedure described in Room 1).

After the battle is over and the water has stilled, many gems (750 gp value) and several hundred gold and silver coins can be seen lying on the bottom of the pool, along with skeletons of dwarves and some strange snake-like creatures (Salamanders). Also to be found are a +1 hand axe and a ring of invisibility (hard to find because it and the wearer's skeleton are still invisible!).

At the eastern end of the pool, flush with the bottom of the pool and completely underwater, there is a small 2' x 2' passage which runs for 50'. To enter the passage, each character must remove all armor and most weapons and then roll 3d6 -1 per 2 levels (not 4d6 as with other saving throws) against constitution to check for drowning. The passage surfaces in Room 8.

8. The Dwarves' Refuge

It is in this room that the dwarves found refuge from the bloodthirsty Salamanders. The underwater passage from the bath house surfaces here, providing an almost impassable barrier to the Salamanders. Here, and in the larger room to the north, the dwarves survived until the escape tunnel was dug to the Great Corridor. The only thing of value to be found here is a book chronicling the battle of the Halls of Beoll-Dur. From this book the reader may learn of Searazul, the King of the Salamanders, and the Peerless Legion, his deadly warriors. The route to follow is said to be a wooden and metal staircase down a fissure opened during an earthquake, leading to the royal

chambers of the King of Salamanders. The staircase is said to be accessible from the second level via a plank bridge across the fissure. It also mentions a hall of illusions which must be passed in order to arrive at the fissure. In addition, the book has inscribed in it the following clerical spells:

Create Water
Resist Fire
Cure Serious Wounds
Cure Critical Wounds
Raise Dead

The book closes with an unintelligible incantation which, if read aloud, will raise everyone who hears it 1 point in one principal attribute category. The incantation then disappears from the pages and cannot be remembered.

9. The Gymnasium

This room was used for physical conditioning by the dwarves, and during the battle against the Salamanders was the site of the dwarves' last strong defensive position. The room is charred, cracked, and demolished. All the doors are broken, and the ceiling 60' above is covered with soot. There are piles of rust which once were armor and weapons, telltale traces of the mated pair of rust monsters which inhabit this room. They will be aroused by the odor of new metal, and will pursue any intruders who carry metal. They have 24 and 27 H.P. respectively, and fight as 8th-level monsters, decaying metal on touch. They have a 40% chance of following a party if it leaves the room, but if either rust monster is damaged past 3/4 of its hit points, it will retreat to the Gymnasium and hide. There are 40 (50 g.p. each) gems scattered around the room, but no other treasure. It will require 2 rounds to find each of these gems.

10. The Locker Room and Armory

This room serves as a physical preparation room for the Gymnasium and the Arena. There are several rows of benches, broken water basins, and booths for changing clothes. On the western wall there is a passage barred by a portcullis. This leads to the Armory, still intact due to this protection. The portcullis is locked in place, but a keyhole can be found on the northern wall which can only be unlocked with one of the keys found in the Guard Room (Room 3). This will allow the portcullis to be raised by applying at least 25 strength points.

The Armory contains all types of weapons which can be used by Clerics (clubs, maces, nets, bolos, etc.) and all types of armor and shields. There is a 10% chance of each weapon being magical, but testing in this area will not reveal the truth about an individual weapon, as the area is permeated with magic and accurate determination is impossible. If a weapon is determined to be magical, roll d12; 1-6 indicates a +1; 7-9 indicates a +2; 10-11 indicates +3, and a 12 indicates a +4 weapon. At the northeast corner of the Armory is a small room which controls the portcullis at the entrance.

On the southern wall of the Locker Room are two portcullis-barred entries into the Arena. They will open 1 round after a person steps in front of them, and will close immediately after he steps into the Arena.

11. The Arena

The main gates into this 60'-high area open easily to allow access, and as many people may enter as are willing to do so. During this time people may also leave the arena by merely stepping in front of one of the two portcullises leading to Room 10. The portcullis will then open. However, 2-8 rounds after the last person enters the Arena, all the portcullises lock shut, and the three cages are opened in clockwise sequence, beginning in the northeast corner. Each successive cage is opened upon the death of the previous monster. If the characters are killed, the cycle ends, and the gates to the Locker Room reopen and

remain open, allowing bodies to be removed. The monsters are:

Northeast Cage

1 Minotaur 6 dice 26 H.P.
Uses huge axe (as halberd)

South Cage

1 Cockatrice 5 dice 30 H.P.

Northwest Cage

8-headed Pyrohydra (same as in Room 5)

The pyrohydra is the same one as in the encounter in the alcove of the Pillar; however, it has regenerated 1 point per turn. The number of turns which have passed should be calculated in order to determine its hit points. It will be berserk and will attack at +2. No treasure will be found on any of the monsters. If any characters remained in the Pyrohydra's chamber during the first encounter, they will now notice its regeneration and must continue trying to kill it. All characters will be trapped in the Arena until they are released through the regular process of the Arena (by killing all the monsters). They will be magically kept from hunger or thirst, and will not age. If the entire party is thus trapped, another adventuring party will enter the arena in 1-10 years, and must then be victorious to free them. Duinor will never set them free willingly, nor can they tunnel or break out.

The two viewing areas (southwest and southeast corners) are 20 feet above the floor of the Arena and are set at a slant (high point at the rear). Although they could conceivably be reached by combatants, the monsters would be likely to attack any escaping person if possible, and the person would have little defense. The eastern viewing section was intended for the lower-level men, and leads to their areas of habitation. The western area was reserved for high-class and important people. It connects with the living quarters of the spiritual and military leaders of Beoll-Dur.

12. The Geyser (Upper Level)

This huge room extends through both dungeon levels and houses a huge geyser. At the top level, the door opens onto a long, arched rock bridge spanning the room. The bridge is little more than a stone bar, having no handholds or rails. The ends are 10' wide, but the center narrows to a mere 2'. Because of condensation, the bridge is wet and slippery. Furthermore, the geyser erupts intermittently (1 in 12 chance per round), sending scalding water through the entire room. If a person is within 10' of the center of the bridge when the geyser erupts, roll 5d6-1 pt. per 2 levels against his dexterity to see if he falls to his death. All others on the bridge need roll but 4d6. A person attempting to walk or run across must roll 4d6 vs. dexterity each round to see if he slips and falls. Crawling requires no additional tests.

13. The Mausoleum

After leaving the geyser room, the character finds himself in a 40' hallway leading to a 30'x30' room in which stand two statues of armed dwarves in battle stance. These are only ordinary statues, although they emit a faint magical aura. This is the antechamber to the mausoleum. The door to the mausoleum is locked, and cannot be picked, but can be opened by a key found in the guard room. The mausoleum walls are lined with vaults. There are also 4 magical statues in this room; however, these will spring to action should any vaults be opened (treat them as short stone golems). The statues will not follow if the party leaves the room, but will return to their respective places. They can detect invisible, ethereal, and astral and are not susceptible to fire, gas, electrical, or cold attacks. In 20% of the vaults there will be 1-12 gems (1000 gp.), 1-12 pieces of jewelry (15,000 g.p. total value) and (5% chance) a magical weapon.



14. The Crypts

The room to the south of the mausoleum is the antechamber to the Room of the Crypts. In each alcove is yet another statue, the western being normal, the eastern being an iron golem. If the crypt door is tried, it (the door) will ask what business the party has in the crypt room (the door is sentient). The door can determine truth or falsehood 90% of the time and if a lie is detected, the golem will make threatening motions. If the door is forced or in any way attacked, the golem will attack the party.

Close inspection of the western statue will reveal that the scabbard on its belt is empty. If any sword is placed in the scabbard, the statue will slide forward, revealing a passage-way hidden behind it. The passage will remain open as long as the sword remains in the scabbard. There is no way to open the portal from the inside.

If the party should make its way into the crypt, they will find 8 stone sarcophagi, 3 of which are occupied. If an attempt is made to open any of the tombs, the person so trying will be stricken as the spell *Power Word Kill*. This may be repeated indefinitely. In each occupied crypt there will be 5 (10,000 g.p. total value) gems, 2 magic weapons, 1 suit of magic armor, and 1 item of miscellaneous magic.

15. The Secret Treasure Rooms

The passage behind the statue is a downward curving hallway which ends in a 4-way crossroad. In the very center is a trap door covering a 20' pit filled with spikes. The pit will do 4-40 pts. of damage, unless a saving throw is made (as in Room 1). There is a door in each of the 3 branches of the corridor. The northern and eastern doors trigger a trap when opened, releasing a volley of darts from the 10'x10' area northeast of the crossroads. 1-8 darts will strike each person standing in front of a door, doing 1-3 pts. damage each. The darts will fire each time a door is opened.

The western room is filled with all types of coins to a depth of about 2'. The coins are covered with a contact poison, which must be saved against at -1. The eastern room is filled with gems and jewelry. The northern room is filled with weapons, armor, and religious items. If any items in the last two rooms are touched, the character will receive 2-20 pts. of electrical damage each segment he holds it.

There is a secret door in the center of the western wall of the north treasure room. It opens outward, revealing a small room. 1-4 rounds after the door is first opened, the 10'x10'

stone block in the northeast corner of the room slides southward, blocking the entrance and opening another exit in the northeast corner. The block cannot be stopped or slowed. It crushes everything in its path. A keyhole will be found in the block after it has moved, but no keys presently in the character's possession will have any effect.

16. Hallway of the Shooting Stars

After entering this pitch-dark hallway, the characters will be deluged by hundreds of small (2'-3' dia.) glowing spheres of light. The lights move with astonishing speed, will cluster around any light source and will extinguish it in 1-4 segments. In the dark they merely zip about, never colliding with any characters. They give off enough light to see by, so no other means of illumination is needed. The spheres have an armor class of 3. If struck, each will do 1-10 pts. of energy damage and will then disappear. If struck by a magical weapon, the sphere will negate the magic ability of the weapon as well.

If the door on the western wall is opened, darts will spring out (as in Room 15). The darts will reload if the door is shut.

If the secret door in the northeast corner is found, the shooting stars will attack, impacting themselves against all the characters (1-6 stars per segment per character), doing 1-10 pts. of damage each.

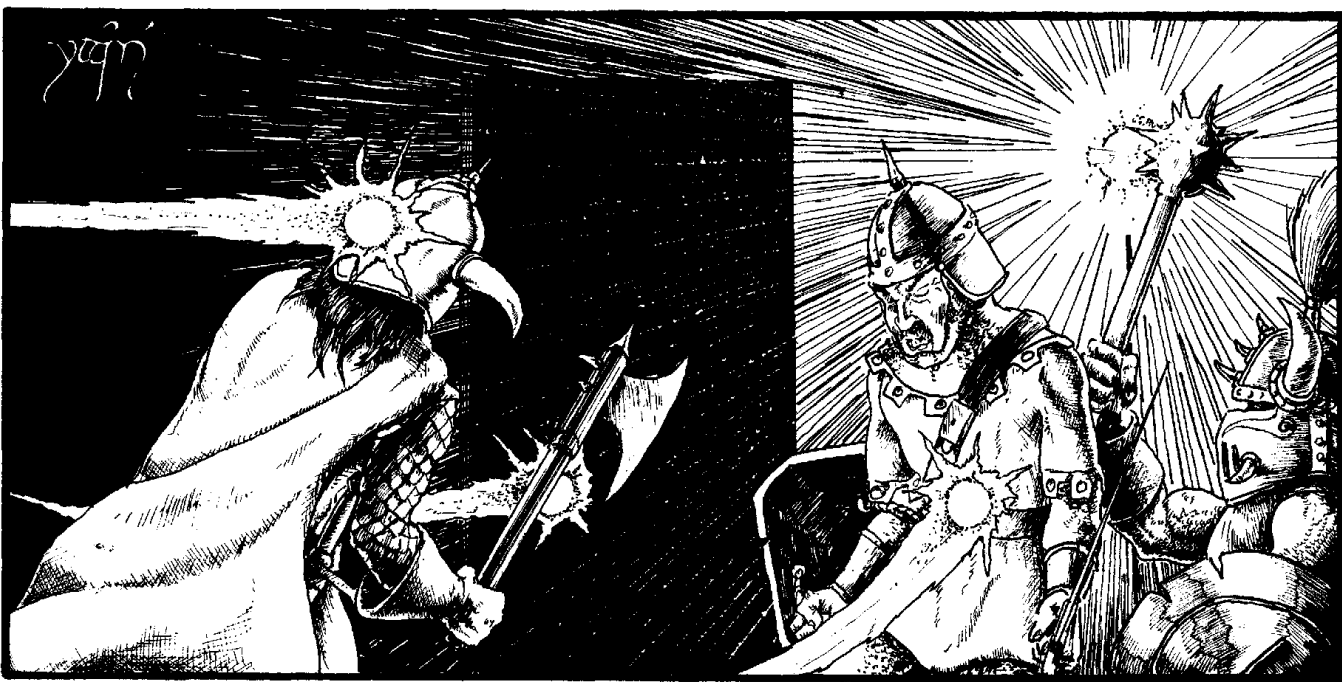
17. The Fissure

This room has been split by the fissure which rent the dungeon. The heat in this room is about 110°F. The crevasse is steep and treacherous, and each character attempting to negotiate it must make his saving throw as per trap doors each 10' he climbs. Obviously, this is not a safe way to descend.

A rotting skeleton can be found on the lip of the crevasse. Searching it will find no treasure or magic, but will produce a key which will cause the stone block in the secret room preceding the Hallway of Shooting Stars to slide northward again and release the party from this section of the dungeon.

18. The Dining Hall

Here the dwarves of Beoll-Dur were fed. This hall is filled with long benches and tables, all broken and rotting. Adjoining it to the west is the kitchen, where the food was prepared. Now it is a shambles of rusting pots, stoves, and utensils. To the south of the kitchen is the officers' dining hall, where the high-ranking dwarves and people of importance were fed. There are no monsters nor treasure in any of these three areas.



19. The Storeroom

This room was used to store the large amounts of food required to maintain the dwarves of Beoll-Dur. The food has since rotted, and the room is filled with heaps of rubbish and an extremely foul odor. The heaps are infested with rot grubs, and it is 60% likely that anyone searching, walking, or standing in these piles will be struck by 2-8 of these disgusting creatures. There is no treasure to be found in this room; however, the DM is not discouraged from doing his best to convince the players that there is.

20. Officers' Quarters

This section of the dungeon lies behind a metal-cored door which is securely locked. The only way to unlock it is with one of the keys from the Guard Room (Room 3).

This is the area used for officers and also as living quarters for the two most important residents: the High Priest (Duinor) and the Military Commander. The two suites of rooms are identical. The first door gives access to the private office of each. The second door leads to the study or lounge. The third opens into the bedchamber. Fine furniture, linens, and clothing are scattered and rotting throughout both suites. A few coins and gems may also be found if the characters are desperate.

South and east of the suite is a bath area; however, the water level is low (4-5") and it is filled with dozens of green slimes. The air in the room is rank and putrid.

On the west wall of the corridor in this section is another locked door. No keys will fit this lock, and Thieves attempting to pick it do so at 10% less than their base chance to pick locks. The door itself is metal-cored and can take 100 pts. of damage before it gives way. Behind this door lies a stairway down to the next level.

21. The Lecture Halls

These two rooms were used for lectures and teaching purposes. They now stand silent, filled with dust and many old wooden chairs. In the center of the south wall there is a 10'x10' platform on which stands a podium. The podium in the eastern room is a mimic of 9 H.D. and 48 H.P. When touched it will lash out, doing 3-12 points of damage.

The room to the south is a speaker's lounge, and contains nothing of importance.

22. The Great Stairway

This large dual stairway is locked top and bottom, and no keys will unlock it. Attempts to pick the locks are made at 10% less than standard. The doors are of solid metal, and can take 150 points of damage before breaking.

The stairway itself, on both sides, is covered with brown mold (floors, walls, and ceiling) and has a constant temperature of 50°. The growths are especially thick around the doors. Entering the room and walking down the stairs will cause a loss of 4-24 points per round due to loss of heat. The doors at the bottom of the stairs are also locked, and will require 1-3 rounds to unlock, even if someone is successful. Anyone remaining stationary for two or more rounds has a 30% chance of being covered by the mold, and thus receiving double damage. The mold can't be scraped off, because it multiplies at an amazing rate. *Cure Disease* will kill only those molds which are currently growing on the body.

23. The Chapel

This is the religious center of Beoll-Dur. The 40'-high, arched roof is supported by 6 large columns. The pews are arranged about a central aisle leading to the raised platform on which are two statues of holy figures, one on each side of a pulpit. A set of low stairs leads from a point behind it to the pulpit.

The two small rooms east and west of the pulpit area are a preparatory room and a storage room, respectively. From the

eastern room northward is the office of the chief priest. It contains a desk, a bookcase, and some reference books which could be of interest to Clerics; however, they contain no spells or scrolls. In the storage room candles, wine, and religious devices can be found.

The eastern statue holds one hand up, palm outward, while the other hand holds an open book. If the inscription in the book is read, the statue will slide south to reveal a 10'-deep pit with a ladder leading down the side. The opening will slide shut in two turns, but can be reopened from inside by an easily noticeable lever.

24. The Sanctum of the Chief Priest

The pit leads to a corridor which turns west and goes up a flight of stairs. At the end of the hall is a door, but there is a pit and trap door at the end of the stairs. The pit is 30' deep and does 3-30 points damage (saving throw applicable as before). The door opens into an irregularly shaped room with religious items and drawings on the floor and walls. To the north is a room with yet another statue, this one of a semi-human, evil-looking monstrosity looking over an altar. From the scarred and nicked surface, it can be surmised that the altar was used for sacrifices. On the floor in front of the door is a pentagram, used in dealings with the supernatural for protection. Should this room be desecrated or in any way molested, there is a 30% chance of a Type VI demon appearing, sent by the deity. Refuge may be sought in the pentagram; the demon may not attack its occupants, nor may he leave the room. If he is thus foiled, he will leave in 2-8 rounds; however, he will retain the memory of those who have thus insulted him. The demon has 8 H.D. and 42 H.P.

After leaving the altar room, the party will be confronted by a solemn, evil-looking figure. Actually, this is a doppelganger of 4 dice and 23 H.P. He will masquerade as the chief priest, demanding to know why he has been intruded upon, and will attack at the most opportune moment. He uses a +2 mace and a *Rod of Lordly Might*. The body of the long-dead chief priest may be found in the secret room in the eastern part of the large room. No other magic which is usable may be found.

Level 2

1. The Great Stairway

(See Level 1, Room 22)

2. The Assembly Hall

Directly across the corridor from the Great Stairway is the Assembly Hall. This was used for general meetings of the entire population of Beoll-Dur. Rows of benches are lined up before a raised platform. There are two tables and one speaker's podium on the platform, which is accessible by two sets of steps on either side.

There is a secret door in the southwest corner. A corridor extends behind this door for 100 ft.; however, the floor of this corridor resembles a seesaw. The fulcrum is 50 ft. along the corridor, each arm being 20 ft. long. The first arm is blocked from beneath, so that it will not sink when stepped upon. Once the party has proceeded past the fulcrum, however, the floor will begin to slant, imperceptibly at first, but with ever-increasing slope. The opposite side of the fulcrum will also rise, cutting off the escape. If the party does not take immediate action to turn around when told the floor is slanting, they will all fall 30 ft. into the large pit indicated, receiving 3-30 pts. damage. The pit is filled with rotting skeletons, but little else. The floor of the corridor will automatically level itself once its load is dropped.

At the end of the corridor, if it can be reached, is a statue of a friendly-looking dwarf. On the base is inscribed his name in an archaic dwarven language. Only a dwarf of 12 or higher intelligence will be able to read it. If the name is spoken aloud, a voice will announce that the speaker of the name will be

granted one wish (use DM discretion here). If the name is spoken a second time, the voice will become angry at being disturbed by such a greedy person, and will probably have him teleported to the Arena by himself.

There is a secret door 10 ft. down the corridor which leads to some highly secluded parts of the dungeon.

3. The Secret Stairs

The stairway from the Officer's Quarters runs a total of 40 ft. There is a secret door at the 30-foot distance, but if anyone steps in the last one foot of the stairway, the last 20 ft. will turn into a slide, dropping everyone standing thereon into a pit at the foot of the stairs. It is a 20 ft. pit doing 2-20 pts. damage (no saving throw).

At the end of the hall is a false door which releases a volley of darts. Each person in the hallway will be hit by 1-8 darts, doing 1-3 pts. damage each. The darts reload whenever the door shuts.

The secret door leads to a corridor with another 20 ft. of stairs. There is another secret door in this corridor, joining to Room 2.

4. The Enchanted Pillar (Lower Level)

The corridor from Room 3 leads to the lower half of the Enchanted Pillar. When they enter, Duinor will congratulate the party on its good fortune so far, and will ask for details of what members have seen. Once again, Duinor will heal all the characters to his limits and will give another 10-turn *Bless*, unless the previous one has not yet worn off. This room is much the same as the one above it. The walls of the room can also be shifted so as to shut the room off from the rest of the area, if desired.

The room to the southeast contains nine 8-ft.-high crystal cones, 3 of which are glowing with a light similar to that of the Enchanted Pillars. These contain the life forces of three of the high-level Clerics, awaiting the time when Beoll-Dur would be delivered from her enemies. Two of the other cones have been shattered and 4 remain inactive. Duinor will show this room to the leader of the group only, and will ask that, should he succeed in freeing Beoll-Dur, that he return and set free the three Clerics. This is accomplished merely by striking each cone with at least 5 pts. of force. Once done, and the cones shattered, the Clerics will remain standing where the cones were. If the cones are in any way attacked before the appointed time (the freeing of Beoll-Dur), an iron golem will appear from the secret door in the corridor southwest of the Enchanted Pillar (which, by the way, cannot be opened from the outside) and will seize the culprits, doing no damage. He will then imprison them by throwing them (for 2-16 pts. damage) into the 10'x30' area at the west end of the secret room, and will push the several-ton, solid-rock plug into place behind them. Attempted escapes while the plug is being placed have a 10% chance of success and a 60% chance of the escapee being crushed to death. If the escape is successful, the character must still fight the golem. The prison room is completely magic-proof and magic-negating: All magic weapons are negated, and all spells, wands, and the like will not work. The characters will survive only as long as their food holds out.

5. The Clinic

Although most healing medicine used by the Clerics was magical, this area was used for special and serious cases, as well as ordinary bed rest. The large room is full of beds, and was used for non-contagious illnesses. The smaller room to the east has fewer beds and more space. It was used for more serious ailments.

The hallway leading north gives access to the more technical rooms. The first door to the west is the healer's office. It has a desk and very little else in it. The next door on the east is the operating room, where in-depth healing took place. There is a

large slab in the center, and empty shelves and tables throughout the room. The second eastern door leads to a storage room. Items which can be found here include: bandages, ointments, *Potions of Healing* and *Extra Healing* (2 each), *Oil of Slipperiness* (1), and poison (2), and a *Staff of Curing*. The potion containers are indistinguishable from one another, since the labels have fallen off over the years.

The second door on the west leads into a room where a two-sided altar lies before a painting of a two-headed god; one head is kind and benevolent, the other malicious and evil. This altar is a tribute to the dwarven god of life. Should a dead person be placed on one side of the altar, and another willing person lie on the other side, the god will accept the exchange of lives 80% of the time. The dead person must have been dead for less than 24 hours, and the sacrifice of the living person must be totally willing on his/her part, not the result of being charmed or duped.

The room at the end of the hall was a controlled teleporter, used to rush patients to anywhere in the dungeon. However, the controls have become broken over the years and it now acts as a random teleporter to any room in the upper two levels.

6. The Portcullises

These two portcullises bar entry to important areas of the dungeon. Each is locked, but only the eastern one has a control room. They can be unlocked with the third key from the Guard Room (1st level), but each requires 30 strength points to raise because of its rusty condition. The western one will automatically close and lock after being raised and passed under, but the eastern one can be controlled by mechanisms in the small room to its north.

7. The Treasure Rooms

These three rooms are filled with vast amounts of treasures, collected by the Clerics for hundreds of years.

The first room to the north is entered through a small antechamber. Beyond the second door is a vast roomful of molten silver. This room had been full of coins; however, a heat source below it has caused the silver to melt and the other coins to sink to the bottom. The floor slopes downward to a point three feet below the level of the corridor and the antechamber, creating a pool of molten metal. North of the room and through another antechamber is another room under exactly the same conditions; however, this room contains molten gold.

Southeast of these rooms is another room filled to a depth of 2 ft. with gems of every color, size, and type. They have been magicked with some sort of curious spell, for no character can touch them. When a gem is reached for, it repels from the hand as do like poles of two magnets. This can produce spectacular effects, especially when several characters broad-jump into a pile of these beauties. *Dispel Magic* will have no effect on these gems.

8. Lair of the Fire Lizard

This huge room houses a fire lizard which guards the treasure rooms. Should it hear any noises, it will investigate in 1-12 rounds. The secret door denoted is 15' wide and slides straight up into the wall noiselessly. The lizard has 10 hit dice and 60 hit points. The Fire Lizard regards the treasure rooms to be part of its lair, and therefore will attack intruders at +2 due to rage. It will not attack retreating characters, however, and will not follow once they are out of sight.

There are 10,000 gold pieces, 30,000 electrum pieces, 30,000 copper, 8 gems (150 gp value, non-repulsing), 2 pieces of jewelry (750 gp value), 5 potions (*Flying*, *Diminution*, *Levitation*, *Oil of Etherealness*, *Polymorph*) and a +2 *Battle Axe* in the lair. There is also a secret door too small for the Lizard to fit through on the east wall of his lair.

9. Room of Fiery Death

Behind the easternmost door at the end of the corridor of the Treasure Rooms lies a large, strangely constructed room. From the door and running across the room to another door is a solid, pier-like bridge 10' wide. On either side is a 30' drop, the floor under which burns fiercely with a magical fire. The temperature in this room approaches 150 degrees F, and a character remaining in the room for over 1-4 turns will suffer 1-4 points of heat damage per round beyond his limit.

The door at the other end of the catwalk, when opened, releases endless hordes of fiery red skeletons at a rate of 1-4 per segment. These skeletons, besides their regular attack, do an additional 1-4 points of heat damage when scoring a hit. They are not affected by heat-based spells. The supply is endless; therefore, if action is not quickly taken, their numbers can easily overwhelm. Closing the door has a 1 in 6 chance of success and can be attempted once every two segments. If the party should somehow enter the room, they will find a well filled with a steaming, transparent red liquid, from which the skeletons are appearing. *Dispel Magic* and *Purify Water* will stop the output of skeletons for 4-16 turns. There is no treasure or magic, and no bottom can be detected to the well.

On the floor of the fire chamber can be seen 3 open corridors leading from the flaming floor. These corridors are not on fire. At the level of the catwalk there are 2 doors, one each on the north and south walls. The northern one is false, but the southern one leads down a hallway which becomes a slide, plunging a character into the geyser unless he makes his saving throw vs. dexterity. Remember, both doors are 30' above the flaming floor, with no ledges or platforms adjoining them to stand on.

The northwestern corridor out of the fire chamber eventually leads to the den of the fire lizard. The southern corridor leads to the geyser, and the northeastern corridor leads to a hallway with 2 doors.

The western door off this hallway leads to the lair of a gorgon. It has 28 H.P. and uses the tactic of waiting in the north chamber until a party fully enters the room. It will then attack from its hiding space. It cannot leave its room, for it is too large to fit through the door. Its treasure is 5,000 gold pieces and 7 pieces of jewelry (450 gp).

The eastern door off the hallway leads down a long passage which winds its way around, under the catwalk, out the other side and ends at the door on the west wall of Room 10 (see below). Under the catwalk the walls of the passageway are inset with precious gems of enormous value. However, should any player touch them he will receive 1-8 points of burns to his hands, for the walls are extremely hot. The gems are set into the wall and secured with powerful magic, preventing them from being removed.

10. Room of the Efreet

Behind the door at the end of the long hallway is a small antechamber. The door across the room is barred and locked, and radiates a strong aura of magic. Obviously the next room contains an imprisoned creature of some power! If the door is unbarred, unlocked and opened, an oddly shaped room will be seen. The octagonal portion is merely a regular room, but the three-pointed area is bathed in flame. In the center of this area sits an efreeti on a throne. He has 64 hit points, but instead of attacking will reward his liberators by granting them 3 wishes. He does not enjoy this duty, and will seek to pervert the wishes of the party by executing the wish to the letter of the command. When finished granting the wishes, he will assume gaseous form and disappear through the door.

11. The Geyser (Lower Level)

This is the base of the geyser, and consists of a pool of boiling water surrounded by a wide walkway. Religious services were sometimes held here. When the geyser erupts (1 in

12 chance per round), it sends a fountain of scalding water more than 100 feet into the air. When this water falls back down, anyone in the geyser room will have a 40% chance of being swept into the geyser by the returning flood, receiving 2-20 points of damage for 1-8 rounds before he can pull himself out. Heavily encumbered characters will not be able to remove themselves; they will sink. Anyone not swept in will still receive 1-6 points of damage due to burns.

Anyone caught by the slide south of Room 9 will be plunged into the geyser, similarly to being swept in. In both cases, if the geyser erupts while a character is in it he will have 4d6 points of falling damage done to him in addition to the burn damage.

There is an extremely ornate and large door on the south side of the geyser room.

12. The Chamber of The Dwarven High God

The entry to this area contains a long pool of boiling oil. No bottom can be felt, but if the pool is probed the act will disturb a dormant creature which lies below the surface. 1-10 lethal tentacles will snake out, attempting to draw the victims into the oil. Each tentacle will have 3 dice of hit points, but will attack as a 6-dice creature, doing 1-8 points of damage. On a "to hit" roll of 18 or better a tentacle has grasped its victim and will pull him under in 1-4 segments. Once in the oil, the character will receive 2-16 points damage from heat and 1-8 points of constriction damage each round. He must also save vs. drowning (as in Level 1, Room 7).

The south door is very ornate, and is guarded by 2 iron golems which allow only dwarven Clerics to pass unchallenged. In this room is a temple to the most powerful dwarven god. This god is usually benevolent, but will become vengeful if antagonized. If a dwarf can show just cause, the god will bestow one favor upon him. Treat this god as Zeus, as depicted in *Gods, Demigods, and Heroes*, page 13.

(Editor's note: The passage from Gods, Demigods and Heroes reads as follows: Armor Class: 4; Move: 18; Hit Points: 300; Magic Ability: see below; Fighter Ability: 17th Level; Psionic Ability: Class 2.

This God appears as a human male of powerful physique. He is able to shapechange at will, has double the strength of a storm giant. His open wounds, when they spill blood, form sixth-level monsters, one every melee turn, that fight for him. Finally, he has the power of divine awe. This power is unique among the mythos and only applies to a select number of Gods. When confronting a mortal of less than twentieth level in this state, that mortal will be paralyzed (no saving throw) for as long as the God wills. It is necessary for the Gods with this power to use a limited shapechange to tone down their splendor. This God disdains the use of armor but will use a plus 5 shield in battle. A white eagle, a giant of this species, always appears at Zeus' side.

Zeus' White Eagle-Armor Class: 2; Move: 9/21; Hit Points: 50.

If Zeus takes a liking to a being (judge's option) he will give that being a small marble image of an eagle which when thrown will turn into this eagle and strike for 2-20 points per melee round. It will disappear after the battle.) [Reprinted courtesy of TSR Hobbies, Inc.]

13. The Library

This room is lined with bookcases, and has 3 free-standing bookcases in the center. The books, most of which are moldy and rotten, are on general subjects. A well hidden secret door (1 in 6) is located in the southeast corner. When it is opened, a section of shelving swings outward, revealing a secret room filled with important books. These, too, are moldy and the

covers are illegible. Each book inspected has a 10% chance of being one of the following (roll d10 for type if special book is found):

1. Manual of Puissant Skill at Arms
2. Manual of Gainful Exercise
3. Manual of Bodily Health
4. Manual of Golems
5. Manual of Quickness of Action
6. Book of Exalted Deeds
7. Libram of Silver Magic
8. Libram of Gainful Conjurations
9. Libram of Ineffable Damnation
10. Tone of Understanding

After being read, a book will vanish completely.

14. Fountain of Jewels

The first area encountered is a 30'x30' room with a set of stairs leading up 10' to the next area. The first room is 30' high, and the second is the same roof height, but because the floor is 10' higher, these walls are only 20' in height. There is no wall between these rooms, only the dropoff. The second room has an arched stairway leading up 20' into a third room. This room is also 30' high and contains a large fountain.

This fountain spews forth water, but as the water strikes the base of the fountain the drops turn into jewels. Therefore, the room is filled knee-deep with jewels of all shapes, sizes, and types.

The gems are magically created, but magic will be negated when gems are taken from the room. The gems will revert to water, and any gems or other items left behind in the room will disappear. The greedy adventurer will be left with a good lesson and a wet pack.

15. The Prison

This area is reached by traversing a long corridor. At the 30' mark along the corridor there is a pit (same as in Level 1, Room 1). If a person has fallen into this pit, he will seem to fall forever. The pit is actually only 50' deep, but a teleport point 10' from the bottom will automatically teleport him to within 10' of the surface. He will continue falling and being teleported continually and will not himself be able to detect this trick, since there is a *Darkness* spell cast on the pit. Persons above and looking down will be able to see their comrade regularly being teleported to within 10' of the top. When falling, he will travel at a speed equal to the velocity as if he were actually falling down an endless pit; that is, constantly accelerating.

Further on along the corridor are a set of locked portcullises. They may be treated the same as the eastern portcullis in Level 2, Room 6. The controlling mechanism is in the small room to the east, with a door located between the two portcullises.

The prison itself is merely two rows of 10'x10' cubicles, with barred fronts. There is nothing much of interest here; the keys to each cell are in the room controlling the portcullises.

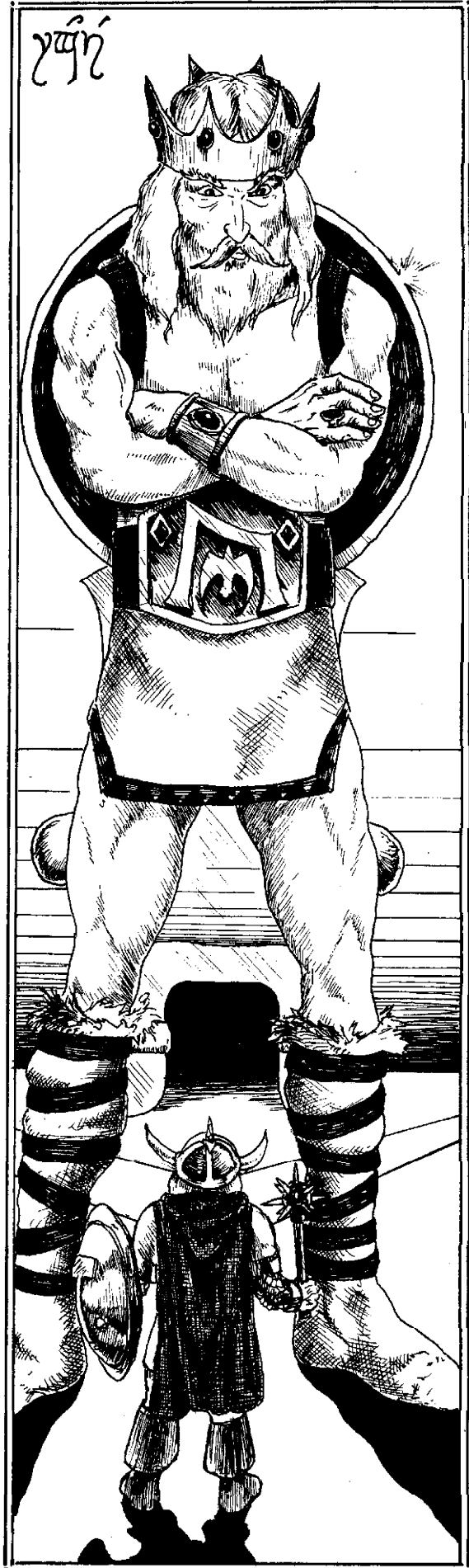
16. The Fire Giant's Lair

This large room houses a fire giant of 11 H.D. and 71 H.P. There are also 3 hellhound guards of 6, 6, and 4 hit dice. They have 28, 24, and 16 hit points respectively. An east-west overpass over the hallway is located at the south end of the lair, and connects two chambers. The giant will be near his treasure room (the octagonal room) and will have the strongest and the weakest hellhounds guarding near it. The third hellhound will be in the room on the other side of the hallway. The treasure consists of 5,400 silver pieces, 600 platinum pieces, and 4 gems (250 g.p. value).

The giant and hellhounds will pursue intruders.

17. The Hall of Illusions

The door to this area is a one-way door, although this fact will not be detected until the door has closed. The door can only be opened from the north side.



The hallway winds around seemingly aimlessly, and there are secret doors in various places. The most unusual aspect of this hallway is the fact that every entity encountered in the halls appears to be something it is not (roll as for a random monster). Even friends appear strange to each other. Determination of actual form can only be made by touch, which dispels the illusion.

The northeast spur of hallway ending in a teleport point is blanketed over the last 20' by a *Darkness* spell. The point teleports a character to the room in the center of the Hall of Illusions, which is guarded by two secret doors. There he will find a magical mace which will polymorph any creature it hits into a random monster, saving throw vs. magic applicable. He will also find a key which will open either of the one-way doors into the Hall of Illusions.

The two teleport points in the southwest corner of the hallway interact with each other. Moving east across the southern one will cause the creature to be teleported back to the first. Moving north across the northern point will cause the creature to be teleported to the southern one. Since the walls are featureless, a character can go over these points numerous times without being any the wiser of the trick. It will appear to the trapped creature to be an endless square of hallway. The only way to escape is to step, during the first moment after teleportation, in the opposite direction of the direction set to trigger the next teleport point; that is, north off the northern point or east off the southern point, and then return to the teleport point. This will neutralize the teleporting mechanism for each character who performs the proper maneuver.

Two trolls live further along in this hallway, with hit points of 42 and 34 respectively. When they attack, it will be impossible to determine their true nature unless they are touched, for each will appear as a random monster. If the trolls leave the sight of the party, they will assume a new appearance if encountered again.

16. The Stairway Down the Fissure

After leaving the Hall of Illusions, the characters will enter a room which has been split by the fissure. A narrow plank bridge spans the gap between the two halves of the room.

The hallway running due north out of this room has caved in due to the earthquake which caused the fissure, as has the hallway running south on the other side of the fissure. These

sections are still very unstable and will cause minor cave-ins if prodded.

By following the hallways, the group will eventually find its way to a circular stairway descending into the crevasse. It is constructed of wood and metal, and descends 650' before it stops. From this point the journey must continue on foot with rope work on steeper parts. There is a base chance of 2% per round of a character falling to his death. This type of descent goes on for 500' more, whereupon the characters will have arrived at the threshold of the royal chamber of Searazul the Mighty.

Level 3

1. Entry Room

After descending 500 feet from the stairway (Room 18, Level 2), an extremely narrow ledge along the side of the fissure becomes visible. It is one foot wide and extends east. The ledge widens into a floor at Room 1. A metal plank provides access to the north side of the room. Another metal plank provides access to the northwest area of the room.

2. Practice Room #1

This room is a mock combat room. The Salamanders train in this room. It contains quarterstaves and padded armor. Salamanders 13 and 14 will be located here. They will be surprised on a roll of 1-3.

3. Practice Room #2

Another room in which the Salamanders practice. Four targets are located on the east wall of the room, with many spears resting against the west wall. Four Salamanders (15, 16, 17, 18) will be found in this room. They will be practicing spear throwing and will be surprised on a roll of 1-3.

4. Storage Room

A storage room in which spears, harnesses and tools are kept. Salamander 19 will be found here, and is surprised on a roll of 1-4. Creatures will hear clanging 30 feet from the door when approaching the room. The corridor to the north of room 4 is special. When the characters reach the first "X," they will begin to hear the sound of footsteps, which will fade away in

The Salamanders of Level 3

	Hit Dice	Hit Pts	Str.	Dex.	Treasure						
Searazul	11	57	16	17	Gauntlets of Ogre Power	#14	9	49	17	13	Medallion of Thought Projection
The King's Advisors					Brazier of Sleep Smoke	#15	9	41	14	14	Rope of Constriction
#1	7+7	33	12	11	Jewelry & gems (see text)	#16	9	49	15	13	Mattock of the Titans
#2	7+7	31	8	8	Jewelry (see text)	#17	9	42	12	16	Rope of Entanglement
#3	7+7	35	14	8	Jewelry (see text)	#18	9	44	15	15	Bracers of Defense
#4	7+7	38	14	8	Gems (see text)	#19	9	31	13	15	Necklace of Strangulation
#5	7+7	30	11	14	Gems (see text)	#20	9	30	13	12	Helm of Telepathy
#6	7+7	31	15	10	Gems (see text)	#21	9	47	14	16	Girdle of Femininity/Masculinity
#7	7+7	35	11	7	Jewelry & gems (see text)	#22	9	51	16	12	Scarab of Protection
#8	7+7	33	6	14	Gems (see text)	#23	9	47	14	17	Helm of Brilliance
#9	7+7	40	18	11	Gems (see text)	#24	9	43	18	14	Commander (see text)
#10	7+7	23	8	9	Jeweled dagger (see text)	#25	9	41	14	11	Rug of Smothering
#11	7+7	41	11	7	Jewelry (see text)	#26	9	53	15	13	Crystal Ball with ESP
#12	7+7	31	13	8	Jewelry (see text)	#27	9	30	17	12	Horseshoes of Speed
						#28	9	51	15	10	Bag of Holding
						#29	9	34	14	11	Javelins of Lightning (4)
						#30	9	41	11	17	Amulet of Inescapable Location
The Peerless Legion						#31	9	37	12	15	Helm of Teleportation
#13	9	42	13	15	Rope of Climbing	#32	9	37	13	13	Gauntlets of Fumbling

(Note: Except as specified in the list above, all Salamanders have the properties attributed to them in the *Monster Manual*. Each Salamander will possess, or have immediate access to, at least one spear of the type described in the *MM*. Salamanders encountered in a practice room can be expected to use all the weapons at their disposal if necessary.)

two turns if they stop. The footsteps are echoes of their movement. If they are moving silently, their footsteps will not echo. Voices and the sound of armor clanking will also echo. The echoing will not stop until the characters reach the other end of the echo area, marked "X."

5. Room of Shadowy Death

This room appears to be empty. It is dark inside. In the southwest cubicle there are four Shadows which will strike if the room is entered. The Shadows have 19, 20, 12, and 16 hit points respectively. They will have 12,000 g.p. hidden in the secret room along with 16 gems (60 g.p. apiece), 10 pieces of jewelry (500 g.p. apiece), a *Ring of Water Walking*, a *Potion of Fire Resistance*, *Rod of Negation*, a *Scroll* with four magical spells (*Mending*, *Contact Other Plane*, *Rope Trick*, *Power Word-Blind*), and three ivory goat figurines.

6. Room of Flashing Lights

Inside this room are small, round, colored lights which are moving aimlessly across the walls. After five rounds of being exposed to the lights, characters will be hypnotized; they will sit down and just stare at the lights. The only way the trance can be broken is by the sound of the door opening. Three hobgoblins will be found in the room, already hypnotized—until the door is opened, of course. They will always be surprised and have 9, 6, and 6 HP respectively. Being half dehydrated from being entranced, they will act with 8 dexterity and 9 strength. If the characters get hypnotized in the room, a Salamander guard will check in every 12 turns. Treat this guard as Salamander 31 or 32 (50% chance for each).

7. Gate Room

Salamanders of the Peerless Legion use this room to gate into the material plane. No one can use this room to gate without the knowledge of the king. Nothing else of value is in this room.

8. Commander of the Peerless Legion's Room

The commander of the legion, Salamander 24, will be found in this room and will be surprised on a roll of 1-2 on d6. He will be found resting on a bed in the southwest corner. Behind the bed there is a secret door with his treasure in a chamber behind it. The treasure includes 40 s.p., 20 g.p., 5 pieces of jewelry, *Eyes of Petrification*, *Decanter of Endless Water*, crystal ball with clairaudience, *Potion of Healing*, and a *Medallion of ESP* (30 foot range).

9. Practice Room #3

Same as practice room 32. Salamanders 20, 21, 22, and 23 will be found practicing in this room.

10. Room of Marquins

This room is where the creatures called Marquins live. They have been magically animated by a high-level Cleric/Magic-User. They appear as small, blob-like creatures made of molten lava. Standing two feet high, they have the following abilities and attributes:

Move: 60 feet/turn
 Hit Dice 3 + 3
 Armor Class: 6
 Treasure Type: Nil
 Alignment: Neutral
 Attacks: 2
 Damage/Attack: 1-20 plus 2-8 heat damage

These creatures, if threatened, will shoot small bullets of lava out of their eyes. If the Marquins hit, the lava will sear the flesh, causing an additional 2-8 hp of damage. If the character hit is wearing plate mail, there is a 5% chance that a joint will be hit and will be soldered together so that movement of the appendage is hindered.

11. The Peerless Legion's Sleeping Quarters

The Peerless Legion rests in this room. Salamanders 25, 26, 27, 28, 29, and 30 will be resting along the west wall. They will be surprised on a roll of 1-3 on d6. The only treasure found in the room will be those weapons found on the Salamanders. The room is filled with bunks, tables and a few spears.

12. Advisors Sleeping Quarters

This room is where Advisor 1 lives. A bed is on the south-east wall with a chest at the foot of it. The chest contains three pieces of jewelry worth 1,500 g.p. Underneath in a false bottom (found on a roll of 1 on d6) will be five gems worth 20,000 g.p. This advisor, as all advisors, will be surprised on a roll of 1-2 on d6.

13. Advisors Sleeping Quarters

Advisors 2 and 3 reside in this room. Beds on the southwest and northwest corners contain the resting Salamanders. Nothing in the room is of value, but a secret door hides the room their treasure is in. It is a chest with five pieces of jewelry worth 20,000 g.p. Again, the Advisors will be surprised on a roll of 1-2 on d6.

14. Advisors Sleeping Quarters

In this room sleeps Advisor 4. His bed is in the northwest corner. His treasure, underneath the bed, is three gems worth 10,000 g.p.

15. Advisors Sleeping Quarters

Salamander Advisors 5 and 6 reside here. They will be at the northeast and southeast corners. Their treasure is in chests at the foot of each bed. The chests are trapped with a poisoned needle which shoots out of the lock. An affected character must make his save vs. poison or die. Each chest contains 3 gems worth 10,000 g.p.

16. Advisors Sleeping Quarters

Advisor 7 is sleeping on a cot in the northeast corner. His treasure is kept in a room behind a secret door on the east wall. In a chest are two gems and three pieces of jewelry worth 10,000 g.p. and 15,000 g.p., respectively.

17. Advisors Sleeping Quarters

Advisors 8 and 9 live here. They will be sleeping in the southwest and northeast corners. A secret door conceals a gem worth 1,000 g.p. lying on the floor in the small chamber. Behind that is another secret door. An attempt to open it requires three turns to pass before the first roll can be taken to determine success. The room within appears empty, but the treasure is kept in a space underneath the floor. The trap door is not booby trapped. A small pouch contains 12 gems worth 3,500 g.p.

18. Advisors Eating Room

No advisors will be found in this room. It is a dining hall with a 10'x5' table in the middle and 12 chairs around it. Any noise made in it can be heard by Searazul, the King Salamander, by means of a pendant that he wears on his chest. Nobody but the king knows this.

19. Advisors Meeting Room

In this chamber is another table and set of chairs identical to those in room 18. The advisors usually hand out duties and assignments for the Peerless Legion here, but none will be found in this room. Anything said in this room can also be heard by Searazul, as per room 18.

20. Advisors Sleeping Quarters

Advisor number 10 resides here, sleeping on his cot in the southwest corner. Behind the secret door is an invisible treasure; a *Detect Invisibility* spell will be needed to locate a

heavily jeweled dagger worth 15,000 g.p., which will become visible upon being detected.

21. Advisors Sleeping Quarters

This room is the private quarters of Advisors 11 and 12. It contains beds in the extreme corner of the south wall. Their treasure is behind the secret door. It consists of 6 pieces of jewelry worth 15,000 g.p.

22. Refuse Room

One of two rooms which borders on molten lava. Refuse thrown into the lava is destroyed by the intense heat (1850° Fahrenheit). The stench from the burning odor will cause nausea after three turns, halving characters' dexterity and strength for six turns after that. A Salamander sentry (either Salamander 31 or 32) will bring more refuse every 7-12 turns.

23. Gem Storeroom

This room is filled with various gems and semiprecious stones, in a pile 10' high at the south wall and tapering to the bare floor at the north end of the room.

24. Jewelry Storeroom

Another storeroom of riches, filled with jewelry piled 10' high at the south end of the room tapering to the floor at the north end.

25. The Throne Room of Searazul

Searazul, King of Salamanders, may often be found here in his throne room. It has two fountains spouting lava at the extreme northwest and northeast corners of the room and a

large curtain covering the far north wall. Behind the curtain is a door that can only be opened by using a special ring which Searazul wears. The throne chair is a box in the center of the room 50' south of the northern wall. It is made of solid stone with jewels inlaid in it. Standing on it, 15' off the floor, the king can observe sacrifices made to him on an altar south of the chair. The dotted lines on the map indicate a pair of trap doors. Prisoners are led to the doors, and the king judges them there. If they are condemned, they will be dropped 60' into molten lava. To the east side of the throne chair is a *Brazier of Sleep Smoke* which the king will use if he is attacked. If the king is seriously threatened he will light a fire in the brazier and run for the door in the north wall. He will proceed east until he gets to room 28.

26. The Council Room

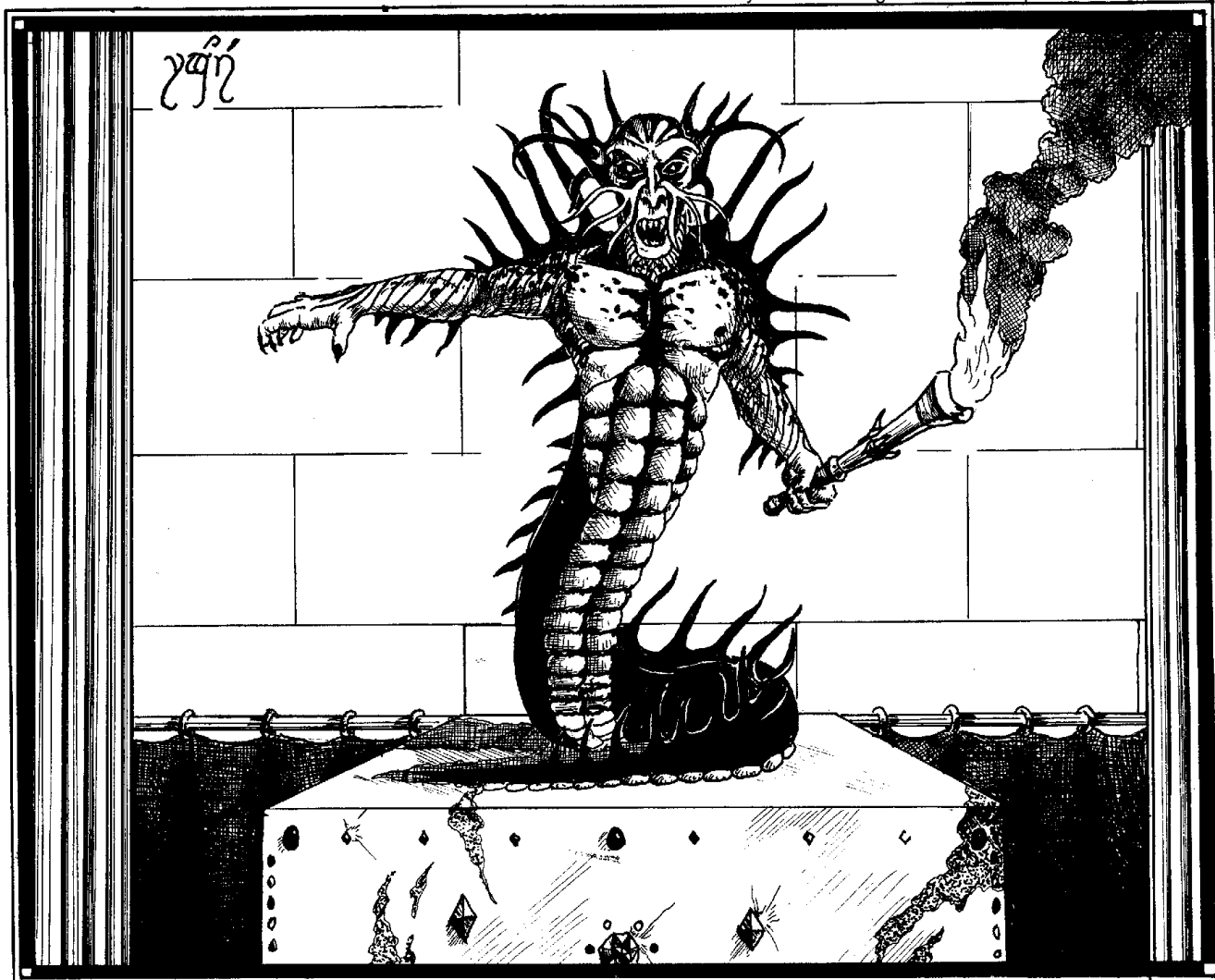
The council room contains a table 10'x30' with 13 chairs around it. It contains no treasure or anything else of value.

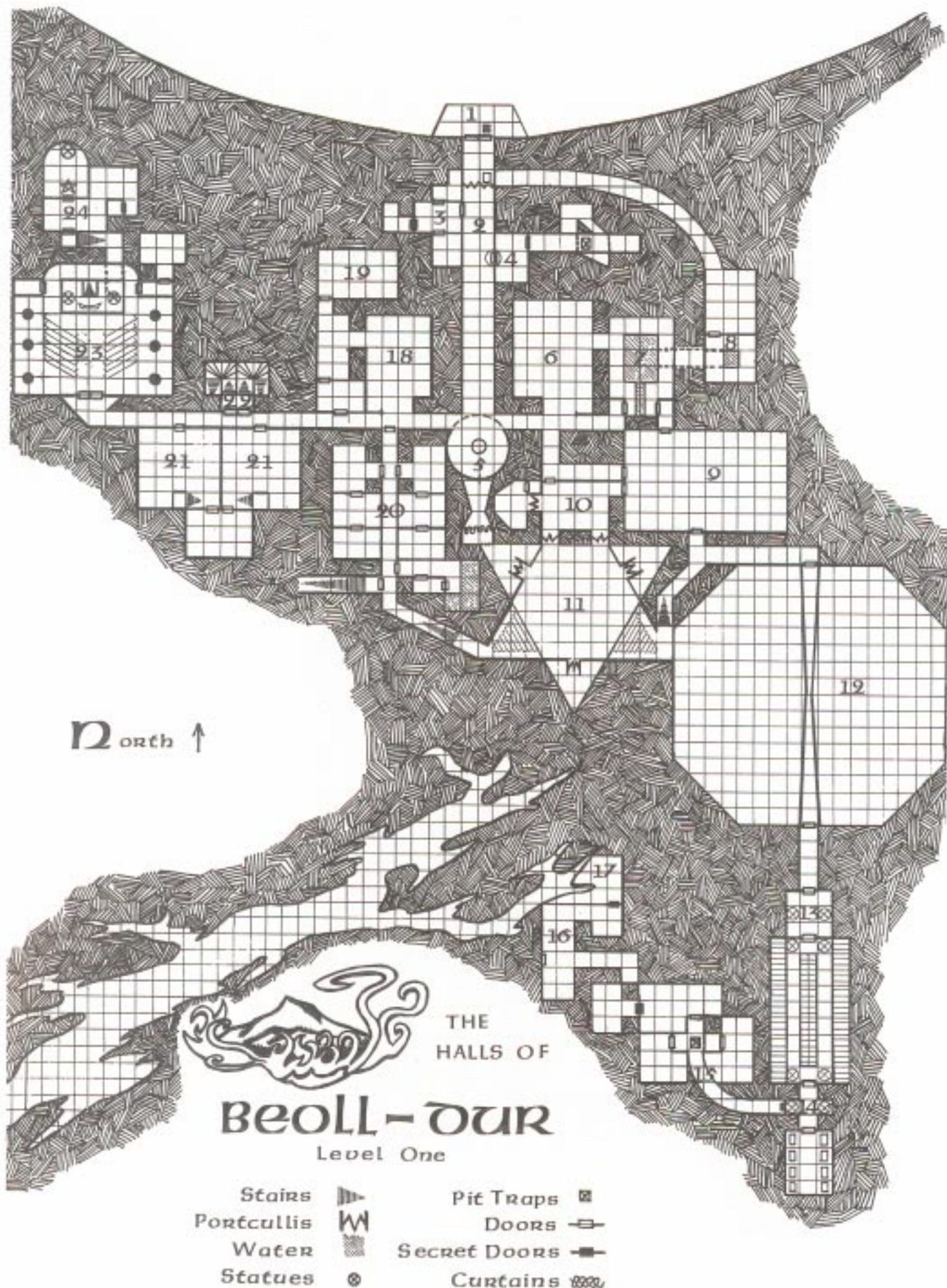
27. Searazul's Sleeping Chamber

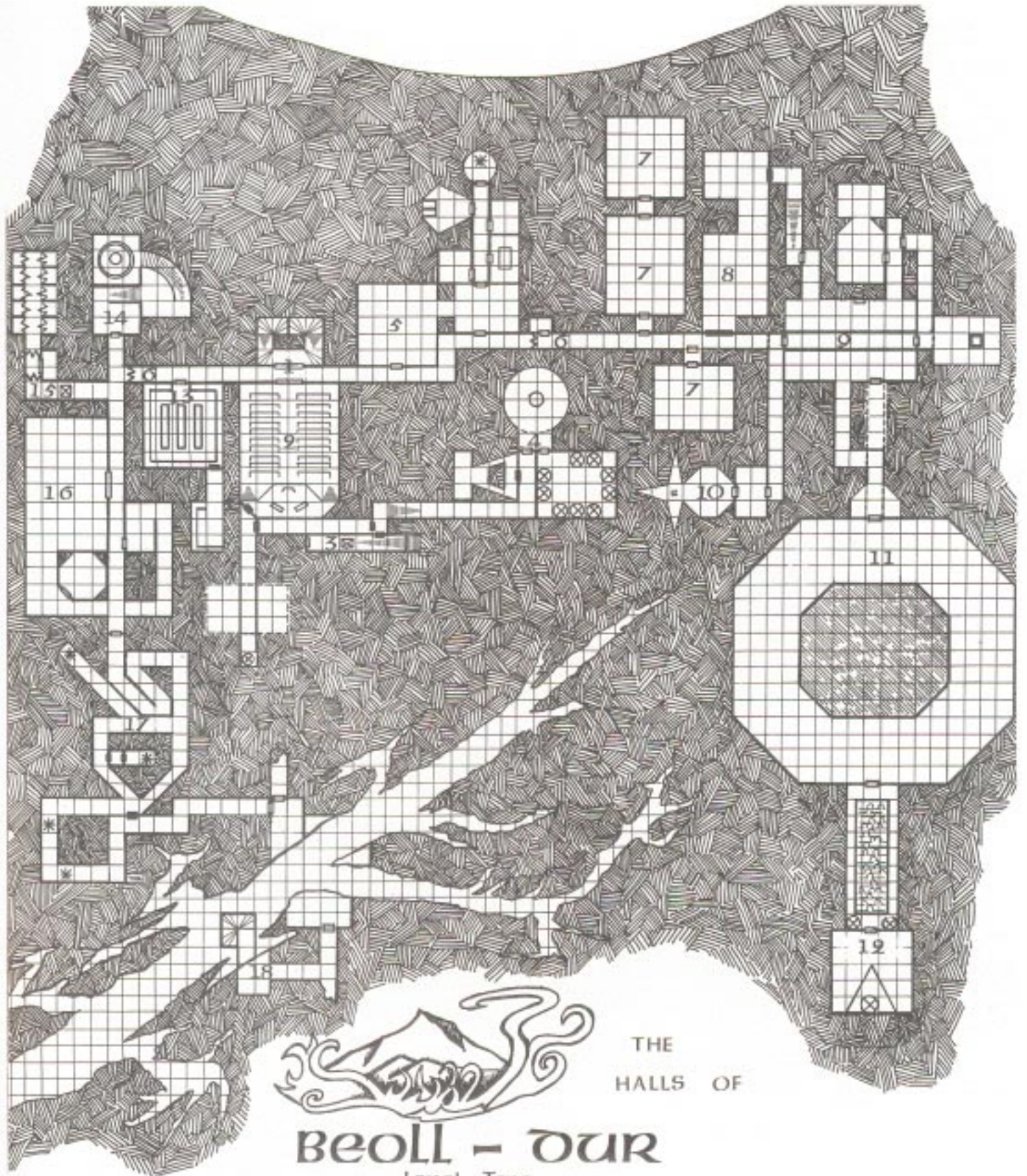
There are two sentries of the Peerless Legion, numbers 31 and 32, guarding Searazul's room in the 10'x10' cubicle to the west outside his door. Searazul resides in this room, and will be encountered here unless the party has given away its presence previously, in which case the king will await the party on his throne. The walls of the room are intricately carved and his bed is at the southwest corner. Nothing in the room of value can be taken out without its value being lost.

28. Gate Room

The king and his advisors use this room as a gate. It is bordered by lava. Nothing of value is kept here.







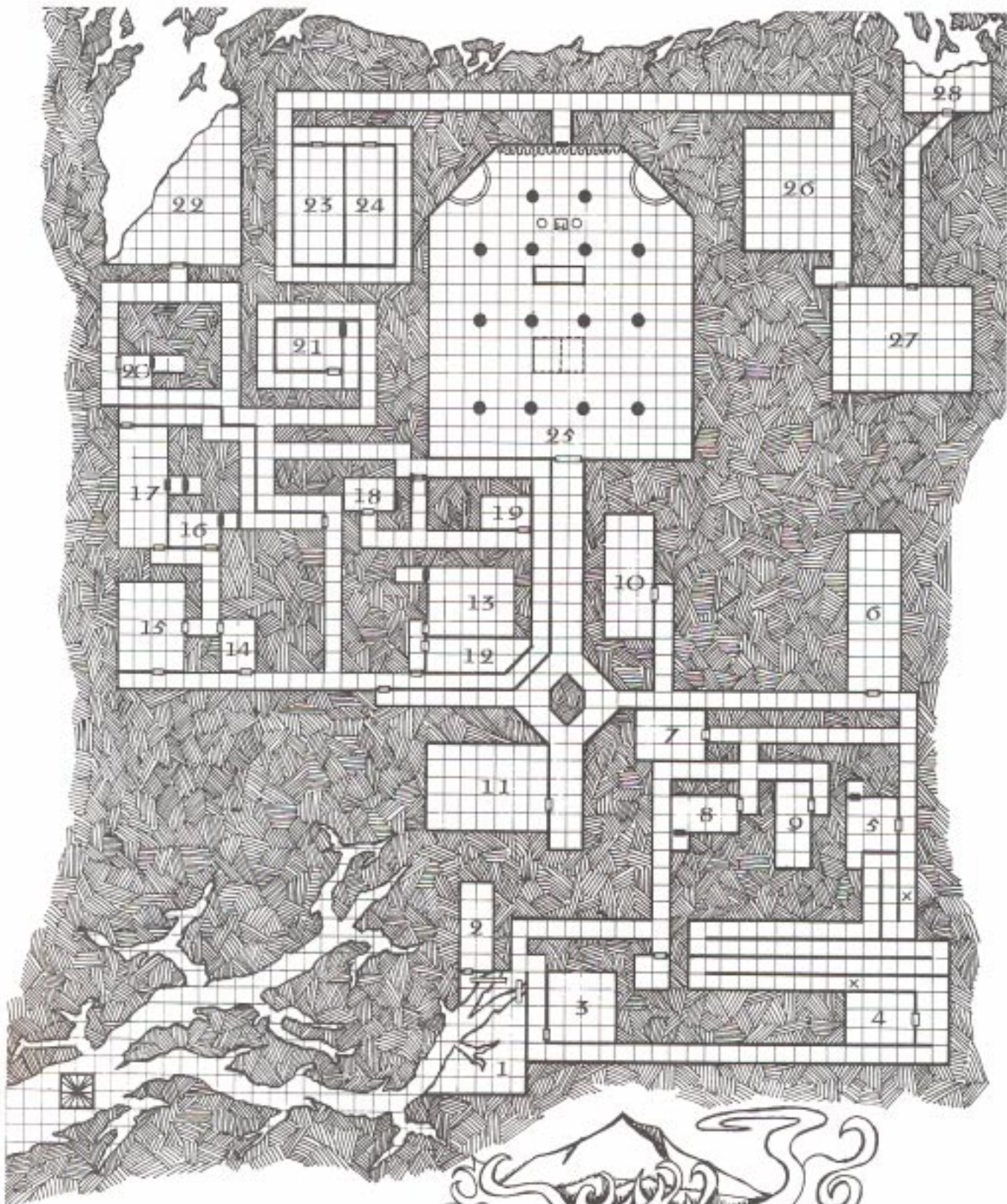
THE
HALLS OF

BEOLL - DUR

Level Two

North ↑

- | | | | | | |
|----------------|--|-----------|--|--------------|--|
| Portcullis | | Stairs | | Doors | |
| Teleport Point | | Statues | | Secret Doors | |
| Boiling Oil | | Pit Traps | | Water | |



THE
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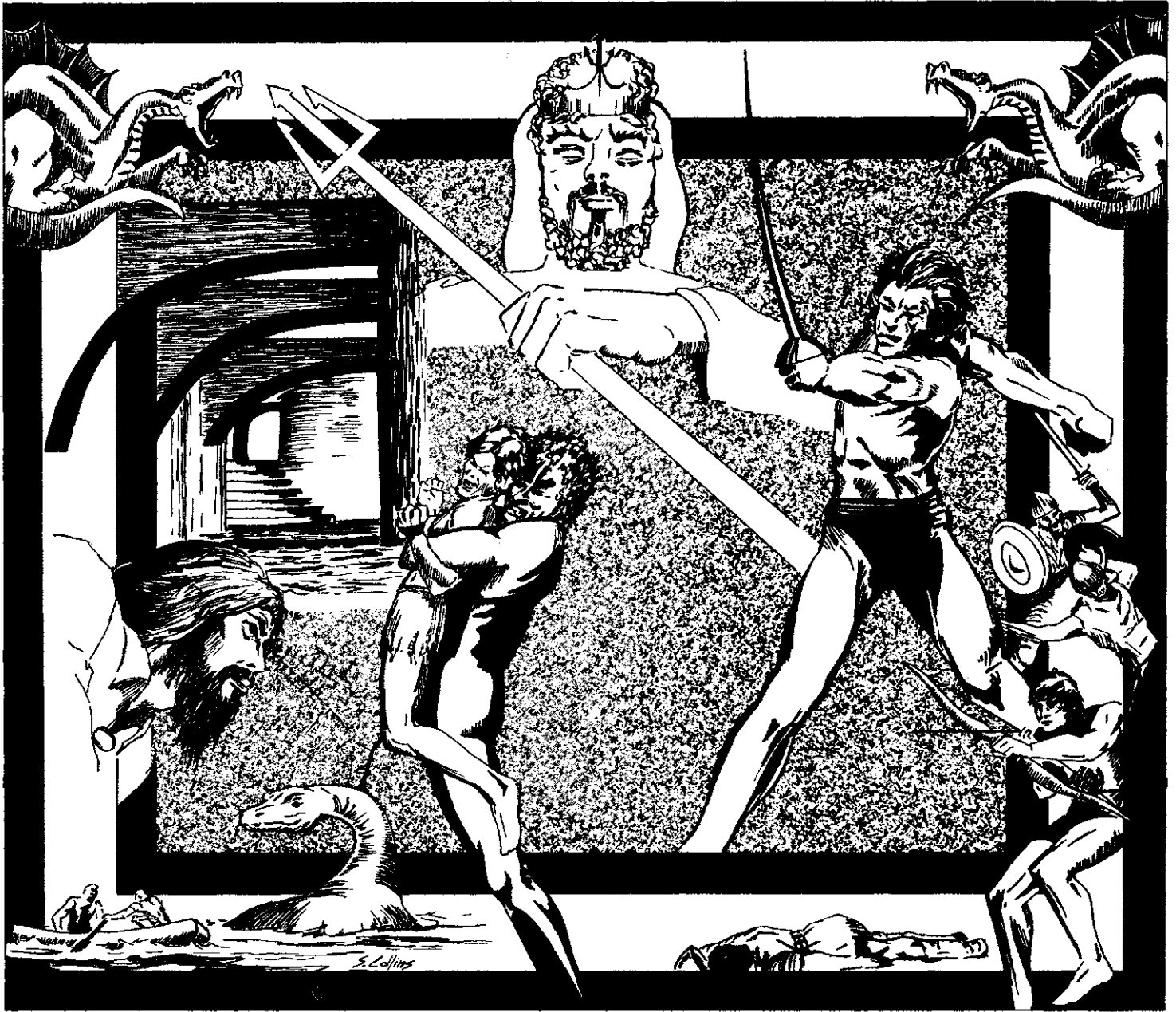
BEOLL - TUR

Level Three

Doors — Columns ●

Secret Doors — Curtains ∞∞∞





THE TEMPLE OF POSEIDON

by Paul Reiche III

I wrote *The Temple of Poseidon* early in the spring of 1980 as part of an application for employment at TSR Hobbies, Inc. Having grown tired of fourteen straight years of school, I decided to take some time off from college and work full-time for a change. The problem was where to find a job. I had already had several, all of which were boring or (as was with the case with piano moving) physically undesirable.

A year earlier, TSR had hired my good friend Erol Otus as a staff artist. After visiting Erol out in the chilly wastes of Wisconsin, and learning that—contrary to what I had heard—the men and women of TSR were not evil, hateful creatures, I decided that perhaps a job with TSR was the kind of change I was looking for. So with several years of playing experience and authorship of two fantasy role-playing supplements under my belt (*Booty and The Beasts and The*

Necromican co-authored with Mathias Genser and Erol Otus) I started work on the Temple of Poseidon.

In designing the module, I drew upon two of my favorite fantasy authors, H.P. Lovecraft and Clark Ashton Smith, for a mood. I attempted to balance the hack-and-slash elements of the work with sections that required mental effort. In order to make the module as fresh and unique as possible, I purposely chose some rarely used *Monster Manual* beasts (in addition to the monsters I created). Although I have learned a lot since I wrote the module, I am still quite pleased with it.

Well, I did end up getting a position with TSR and have been working away quite happily for more than half a year now in the development and design departments. When I learned of an opportunity to have *The Temple of Poseidon* considered for publication in *Dragon* magazine, I eagerly investigated the possibility—and the end result can be found on the pages which follow this one. I sincerely hope that both the Temple's players and DM's enjoy exploring its heinous depths as much as I enjoyed designing them.

THE TEMPLE OF POSEIDON

BACKGROUND

For the past several days, dozens of strong earthquakes have rocked the coastal area surrounding the underground Temple of Poseidon. Since the first quake, there have been a growing number of reports of strange events and macabre occurrences throughout the area. Several families near the temple have abandoned their farms and refused to return. They claim to have been terrorized by inhuman specters who prowled about their farms late at night. One of the farmers says he found a farm animal crucified and eviscerated in a ritualistic fashion on his front porch.

Following the first tremors, all communications with the Temple of Poseidon, seemingly the center of the troubled area, were cut off. Messengers dispatched to the temple to request guidance from the Holy Oracle located there have not returned. Now the darkness has spread to this town. Unnatural births have occurred. Strange cries can be heard in the night, and there is a cowl around the moon. Magical divining has proven useless in naming the dark forces that invade.

Many of the townspeople have already abandoned their homes and those who remain have but one recourse left: They have sent out a cry for hardened adventurers, experienced in dispatching evil. They must travel to the temple to discover the fate of the men there, and, if possible, elicit their help in destroying the growing heinous power.

SUGGESTED PARTY COMPOSITION

This is a dangerous quest! A strong party and experienced players are required to succeed in the mission with minimal casualties. Seven to ten characters of mixed class are recommended with a combined total of at least 70 levels. The adventurers should also be well equipped with magic spells and weaponry.

START

The party leaves the town just before dawn and arrives at the coast unmolested, late in the day. They must make the final leg of their journey by boat. The craft supplied for the mission are 8 feet long and about 3 feet wide. The boats fit 4 characters each, and can be paddled at the rate of 8" per turn.

The adventurers make their way up the coast and reach the temple's entrance. Two dark openings lead into the cliff, the one on the west slightly larger than the east. About 30 feet up and further to the west there is a slight depression in the rock face, but little else can be seen of it.

The adventure begins here with the party entering one of the two dim cavern entrances.

NOTES FOR THE DUNGEON MASTER

The party must choose which of the two openings it will enter. In either case, they must light torches or lanterns, for, unless otherwise noted, the entire cavern and temple areas are dark. The sides of the cave are covered with barnacles, anemones and various small crustaceans. Unless otherwise stated, the depth of the water is from 11 to 20 feet. The water is murky, nearly opaque. The ceilings vary in height from 6 to 25 feet (always 25 feet above beaches or bridges), and are covered with moss and small sharp stalactites. The walls are wet and smooth, making climbing impossible. All of the bridges are high enough to allow passage beneath them.

At one time, magical fields protected this cavernous area from transgression by dangerous sea beasts. However, the protective fields are now, for the most part, gone. The only portions of the enchanted wards that still function restrict all flight and levitation in the cavern, and will negate light produced by a magic spell or item.

The temple complex itself (areas 8-19) is made of stone, and

should be treated as an ordinary dungeon for most purposes. The wards preventing flight and illumination do not operate here. Due to the extremely moist air, fireballs and similar flaming weapons do only 2/3 normal damage. There is a 10% chance per turn of encountering wandering monsters while in the cavern or temple structure.

The walls of the aliens' subterranean complex (everything beyond room 19) are made of an unknown substance that has the qualities of plastic and steel. Due to this material, both teleportation and dimension doors are impossible. The material is nearly indestructible, and will reflect all light or energy directed at it. There is no chance of encountering wandering monsters while in this area.

SWIMMING

In some cases characters might for some reason jump or otherwise move into the water. It is to be assumed that every member of the party knows how to swim. However, this does not grant any adventurer the ability to do the breast stroke in full plate mail. An unencumbered human swims at 6" per turn. If he is wearing clothes, boots, and the other assorted oddities most characters carry, then he will swim at 4" per turn. If he enters water wearing leather armor, he must roll 1/2 his strength or less on d20 to move at 2" per turn; otherwise, he will sink. If someone wearing plate or full chain mail attempts to swim, he will drop like a rock and drown in 2-8 melee rounds. Chain mail requires 1 melee round to remove, leather 2, and plate 4.

There is a chance that drowned characters can be revived after the body is recovered. The process requires 1 full turn. The drowned individual's chance of survival is designated by his Constitution x 3 expressed as a percent. If the roll is made, the person will revive but have -4 to his Constitution, Strength and Dexterity for 1 day. If the roll is failed, the drowned character will die.

WANDERING MONSTER ENCOUNTER CHART

If the dice indicate that the party is to meet a group of wandering monsters, they will meet one of the following (roll 1d6). Every time they meet one of the groups, cross it off the list and next time choose only from those groups not yet encountered.

1. 2-8 (4 hit dice each) Vampiric Ixitachitl
2. 1-4 Giant Lizards
3. 1-10 Troglydotes
4. 1-3 Umber Hulks
5. 1-12 Lizard Men
6. 1-4 Giant Killer Frogs plus 1-4 Poisonous Frogs

AREA AND ROOM DESCRIPTIONS

Area 1. [You find your way blocked by a sandbar which fans out into a small beach. The shortest path across the sand is only about 15 feet long and lies next to the west wall. Due to the shallow draft of your small vessels, it should be easy to pull your boats across the obstruction and continue on.]

The benign appearance of the sand is a carefully wrought deception. Just a few feet beneath the surface of the beach lies the dread *Subsilicate Cephalopod*, also known as the Sand Squid, which will erupt from beneath the sand and attack the characters as they pull their first boat across. Due to the beast's adaption to the dry, gritty environment, it has grown a thick hide, giving it an armor class of 4. The creature has 8 hit dice (56 hit points), and movement 6". It attacks with its six 20-foot-long tentacles, each of which constricts for 2-12 points damage. Each separate tentacle can take 5 points of damage before it is rendered useless. When something comes within 5 feet of the main body, the Sand Squid may attack with its pointed beak. If this blow is successful, the attack will inflict 3-24 points damage and coat the target in a viscous acid slime which will



burn for 3 melee rounds, doing 2-16 points damage each round. *Neutralize Poison* will render the goo inert. If 4 tentacles have been incapacitated, the monster will retreat 15 feet beneath the sand and wait for less dangerous prey to wander past.

Area 2. [In the middle of the cavern is a low, sandy island with a stone path traversing it. Two bridges arch off either end of the isle and lead into dark openings in the cavern walls. A marble bench is located slightly off the path in the center of the island.]

This area is a resting stop along the temple's Path of Meditation. If anyone ventures onto the island, he will be attacked by a group of 3 Sea Lions. Each of this pride can reach up to 15 feet inland and attack with its 2 claws and mighty bite for 1-6, 1-6 and 2-12 points damage, respectively. The beasts have 6 hit dice (43, 37, 35 hit points), armor class 4, and movement 18". They will attack until slain.

Area 3. [You enter a large grotto about 100 feet in diameter. The area is dimly lit by 2 urns filled with burning oil, set into the walls on either side of the cavern. To the southwest there is a dock with steps leading up to a raised platform.]

Little do the adventurers realize that the pool beneath them is 100 feet deep and contains the temple's guardian, a mammoth Plesiosaurus. The 60-foot-long dinosaur resembles a huge snake with a bloated midsection and small fin-like flippers. The guardian wears an enchanted metal chain about its neck which gives the beast powers of telepathy, diminution and limited intelligence. Once the boats have reached the center of the grotto, the Plesiosaurus will rise up and block their way to the dock. For the next 3 melee rounds, the creature will probe the minds of the party. If the beast is not attacked, at the end of the 3 melee rounds it will smile a toothy grin and sink, letting the party pass by, having realized the purpose of their visit.

However, if attacked, the Plesiosaurus will retaliate. The dinosaur has 20 hit dice (hit points 139), armor class 7, and movement 15". It will slash with its two front flippers for 2-12 points damage each, and bite for an additional 5-20. The guardian can crush a boat in 1 melee round by wrapping its tail around the vessel and constricting, sending all passengers into the icy waters. The magical chain the dinosaur wears will function only for the Plesiosaurus.

Area 4. [Your passage is brought to a halt by a large, sandy area that completely blocks your path. The beach extends at least 30 feet inland; from somewhere in the darkness ahead on the beach you hear a wet, slapping sound.]

Just beyond the party's vision stands a complement of the Locathah Warrior Elite, outfitted for surface travel in rubbery, moisture suits, and wearing spherical, water-filled, transparent helmets. If any of the party rolls an 11 or 12 on a 12-sided die, he will see movement ahead and a glimpse of light that is reflected off the Locathah's bubble helmets. The fishmen recently learned of the temple's new vulnerability. They are investigating the caverns for future assault. Among the group of 10 are 7 warriors, 2 leader-class fighters and 1 great chief. Each warrior has 16 hit points, armor class 6, and movement 4". They wield bladed lances that strike for 1-10 points damage. The leader-class fighters have 18 hit points, armor class 6, movement 4". They use large, barbed tridents that strike for 2-16 points damage each. The chief has 30 hit points, armor class 4, movement 6". He carries a +2 two-handed sword that strikes for 6-24 (2d10 + 4) points damage, and can sweep in a circle, striking up to 3 targets in a round if they are no more than 10 feet away. The bubble masks are armor class 0 and take 5 points of damage before they are shattered. Any Locathah without a mask must roll 5 or 6 on a 6-sided die to continue fighting. Otherwise it will run for the nearest water to avoid painful asphyxiation.

Due to the strange anatomy of the Locathah hand, all their weapon grips are cumbersome to the human grasp. Any person using one of these items will attack at -2 and do half damage. The leader wears a ceremonial necklace, containing 5 opal gems, each of which are worth 1,000 gold pieces.

Area 5. [The cavern ahead narrows to a passage 5 feet wide. You travel at half speed. The walls of the cavern are coated with small, furry spiders, about 2 inches in diameter.]

The spiders are completely innocuous and can be killed with a torch's flame. The true dangers hide within shadowed recesses in the cavern wall. They are 3 Subterranean Lizards. Each lizard has 6 hit dice, (hit points 40, 36 and 12). When the boats pass by their dark abodes, the reptilian beasts will lunge out and snap at their opponents for 2-12 points damage. The lizards expose only a small

portion of their 20-foot-long bodies, and so have a modified armor class of 2.

Area 6. [Your journey is again impeded; a broad expanse of sand blocks your way. The light of your torches partially illuminates the area in front of you, and a bizarre, lumpy terrain can be seen. You detect something moving, just beyond the light of your torches.]

As the boats approach the beach, 3 fearsome beasts with the looks of Eye Tyrants rush out of the shadows. They are, in fact, Gas Spores! The darkness assists their naturally deceptive appearance, and there is only a 25% chance that the party will recognize the fungoids as anything but Beholders. The plant-like monsters attack by touching their opponents, needing a 10 or better to do so. If one succeeds, it will inject thousands of spores, which will begin to grow inside the victim. Unless a *Cure Disease* spell is cast upon the afflicted person, he will fall into unconsciousness in 15 turns, and burst open, releasing 2-8 new gas spores, 24 hours later. If any one of the gas spores is struck, it will violently explode, inflicting 6-36 points damage (save = half damage) to all within 20 feet. If either of the other two gas spores are within the explosion radius, there is a 33% chance that they will explode as well.

If the party ventures up the beach, they will find a colony of 6 gargantuan fungus growths, called Screamers. The sessile creatures are a mutated form of Shrieker, and stand over 8 feet tall. Each has the appearance of an enlarged common mushroom, differing only in its reddish-purple hue. Every fungus has 5 hit dice (31-40 hit points), armor class 6. Light or movement within 10 feet will cause the Screamers to use their single form of attack, their piercing scream. Everyone within 25 feet will take 3-18 points of sonic damage and will be stunned by the shriek for 1-10 melee rounds. If those in the area make their saving throws, they take half the damage and suffer no stun effect.

Area 7. [The tunnel dead ends and there is no way out but the way you came in. Your boats seem to be scraping on something just beneath the surface of the murky water.]

The rasping sound is produced by the bottoms of the boats scraping the tops of Giant Sea Spiders' lairs. Within the fibrous abode dwell dozens of these huge arachnids, each over 6 feet in diameter. The creatures will climb up into the boats at the rate of 1 per melee round; roll randomly to ascertain which craft is attacked. Each spider has 7 hit dice (44 plus 1-12 hit points), armor class 5, movement 15", and can bite for 1-6 points damage. In addition, the spiders inject a venom which will paralyze their victims unless a save versus poison is made. Even if the saving throw is successful, the effects of the poison will still retard the victim's movement, causing him to fight and defend at -3 for 1-10 turns.

Area 8. [The platform is made of marble and is obviously the dock and main entrance to the temple. Tall, stone pillars frame the open doorway. The wide double doors have been broken outward and hang at a skewed angle to the wall. Slimy tracks leading into the temple show signs that sea beasts have entered the complex, and that the area is indeed unguarded. Burned remnants of torches hang on the walls. No sounds emerge from the black opening. There is only darkness.]

Room 9. [These four rooms are furnished as temporary housing for those nobles and wealthy merchants who often visited the oracle within the temple for guidance. Each room has a thick, oak door, holds a desk, two chairs, a large wardrobe and a bed of water contained in a magical field of retention. Each room is detailed below:

- A. Empty, aside from that mentioned above. However, a crack runs across the center of the room's floor and one side of the floor is 1 foot lower than the other.
- B. A horrid stench comes from this room. Inside one will find a man and a woman, both clothed in lavish robes, lying dead in

long-dried pools of blood. In one hand the man holds a dagger, stained red. A carefully scribed note, written in the common tongue, rests on the desk and reads as follows:

"We have at last retreated to our own room. The priest, our only hope, is dead. I think my wife and I are the last ones left. The great upheaval sank all of the boats and broke the wards. Our only escape route is cut off. We are doomed. There is but one choice we have left: Either we take our own lives, or we let ourselves be slain by those hideous things out there, who will steal our souls as well. We have no alternative. Farewell."

- C. Obviously a well-to-do tradesman lived here, for the room is hung with rich tapestries and the wardrobe is filled with fine clothing. If the pockets of the clothes are searched, the party will find 20 platinum pieces and a finely cut sapphire gem worth 1,500 gold pieces.
- D. The door to this chamber is slightly ajar and quite warm to the touch. If anyone attempts to listen at the portal, there is a 50% chance they will hear high-pitched keening, interspersed with a low, rumbling sound, probably a voice. When the door is opened, the adventurers will find a truly strange spectacle before them: In one corner of the room, huddled in a fetal position, is a haggard, wild-eyed human. From his loud rant-



ings, it will be clear that the man is insane. Looming over him is a 12-foot-tall, reddish-skinned humanoid, pleading with the madman. After a few seconds, the large creature, an Efreeti, will turn around and beg the party to help his sick master by removing the horrid cursed amulet from about his master's neck. If any of the party complies with this request, the Efreeti will immediately attack that person, shouting, "And so I fulfill my final command; to attack those who assault my master or attempt to take his possession." The enchanted creature, actually a Pasha noble, has 11 hit dice (88 hit points), armor class 1, and movement 9" walking, 24 flying. Aside from his numerous Efrete powers, he may strike with each great claw for 3-24 points damage each. Due to his elevated position in the Efrete hierarchy, the Pasha has been granted the ability to breathe magical fire once per day in a cone 25 feet long and 15 feet wide. All caught within the burning area will suffer 4-32 points damage, unless they make their saving throws, in which case the damage will be halved.

Once the person holding the mystic amulet has been slain or subdued, the Efreeti will snatch the item and shift to the astral plane to make good his escape. If the party refuses to remove the amulet, the devious creature will use his cunning to make the characters either, take something from the insane man, or attack him, as either act would fulfill his last command of releasing the Efreeti from bondage. He will insult, degrade, and verbally abuse the adventurers. The reason for the Pasha's strange behavior is due to the nature of the neck-piece the insane man wears. Once per week, for a maximum duration of 3 hours per use, this item may summon the Efreeti from his home in the City of Brass to perform 1 command for the holder. The single limitation to this device is its inability to force the Efreeti to grant wishes. If the beast is slain, 1 month will pass before he reincorporates and is able to be summoned once more.

Room 10. [The large room you have just entered is evidently some sort of refectory or commons. There is a crack across the room, leaving one side of the room 6 inches higher than the other. In the middle of the chamber there is a 30-foot-long, stone table, surrounded by 21 chairs. On the north wall there is a large hearth with wood piled beside it. Against the west wall there are various utensils for use in food preparation. In the northwest corner there is a covered pit used, no doubt, for refuse disposal. The walls are covered with bas reliefs of tremendous sea beasts, such as the Great White Shark, Leviathan, and Devil Kraken. One design, however, seems to be slightly obscured, as though the wall were fused smooth.]

This "fused" wall is actually covered by a large (25 hit point) Ochre Jelly, turned gray through adaptation to the environment. This slimy beast will remain stuck to the stone until something comes within 5 feet. The jelly will then drop off the wall onto an area 10 feet wide by 15 feet long, burning those in the area for 3-12 points of caustic damage. The amoeba has armor class 8, movement 3". It attacks by sending out up to 3 pseudopods per melee round, each of which strike for 1-8 points damage. Unlike the non-mutated ochre jelly, this beast is immune to fire and cold-based attacks.

In addition, deep within the pit there are 3 salt-water equivalents of the Carrion Crawler. Like their land-going brethren, each has 3 plus 1 hit dice (23, 20 and 17 hit points), movement 12" and armor class 3/7. The creatures attack with 4 five-foot-long, tongue-like tentacles, which each hit for 1 point of damage, and secrete an enzyme that paralyzes their opponents unless their victims make a saving throw versus poison'. Since the Carrion Crawlers are so deep in the pit, it will be 10 melee rounds before they arrive at the surface and can attack the party. They will not follow the adventurers out of the room.

THE PATH OF MEDITATION

This smooth stone path was used by the temple's residents for solitude and contemplation. The walls of the trail are covered with

frescoes. Every few yards the wall paintings display a different scene from some myth concerning Poseidon.

Area 11. [This is a sunlit room, containing neat rows of flowers. The light is supplied by a clever arrangement of prisms and mirrors that bring the sun's rays from the surface. Two marble benches, located in dark, shadowed recesses, face the flower beds. They are surrounded by the shards of a shattered crystal bowl. There are 4 different sections of flowers; a single set is located several feet from the other three.]

The northernmost bench is actually a Killer Mimic, which will attack anyone coming within 5 feet. The creature extrudes a member from its body and punches its opponent for 4-12 points damage. The Mimic has 9 hit dice (50 hit points), armor class 7, movement 3". All weapons striking the Mimic will adhere to the monster's skin due to a powerful glue. The weapons may be wrenched free in 2-8 melee rounds by a character who rolls his strength or less on d20. The mimic will not move out of the shadowed alcove due to its strong aversion to sunlight.

The isolated section of flowers consists of a variant of the carnivorous Venus flytrap. The plants look like a normal blood-red flower, with a thick stalk. These Cannibal Carnations each have 2 hit points, armor class 8, and movement 0. If something ventures within the range of the ravenous little devils (usually about 3 feet), the plants will bend toward their target and expose their hidden jaws. At any time when a target is in range, from 1-10 of the beasts will be in a position to attack that target, inflicting 1 point of damage each. Every Cannibal Carnation contains 1 seed which, if planted, will sprout and grow into an adult within 1 week.

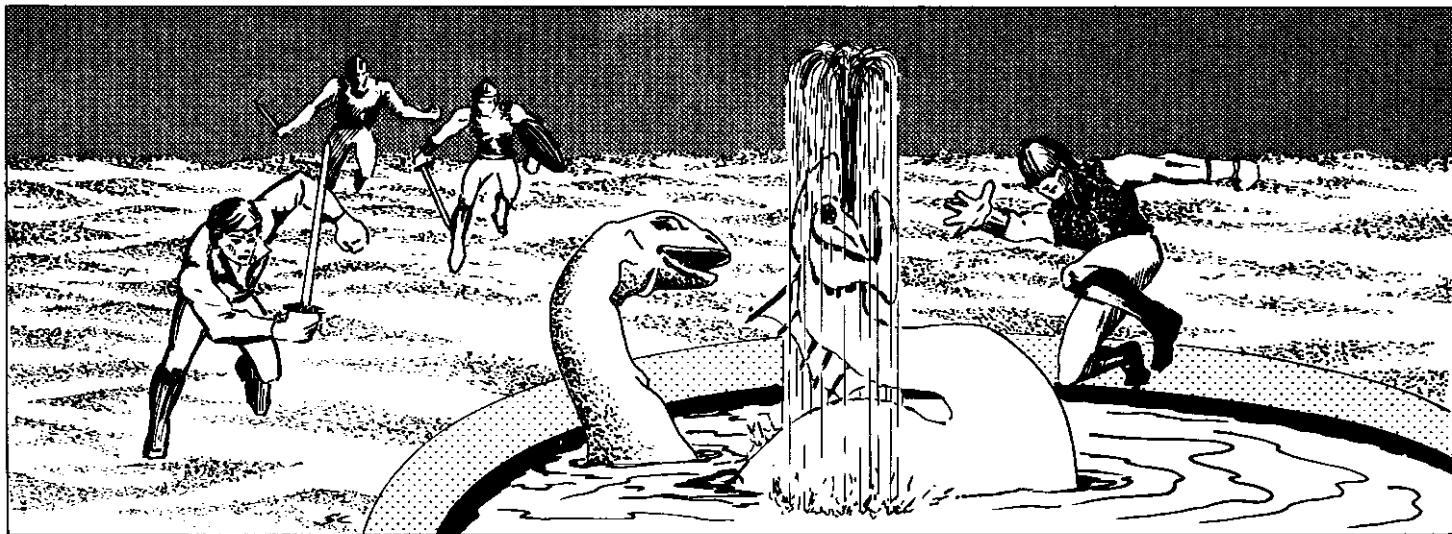
Area 12. [You travel up 25 feet of steps and reach an opening in the wall, into which sunlight pours. This opening leads to a semi-circular, amphitheater-like balcony that looks down on the crashing surf. The floor is made of marble, and pillars reach 35 feet up to the rock ceiling. In one end of the balcony lies a huge pile of sticks, grass and small rocks. Mewing sounds come from behind it.]

The adventurers have chanced upon a Dragonne nest. Behind the pile of sticks and grass lie a female adult and a young male cub. The adult male will return from outside in 1-4 melee rounds, and attack the party if they are still there. The female will attack if anyone approaches within 10 feet. She has 7 hit dice (47 hit points), armor class 3, movement 15"/9". The creature attacks with 2 claws and a bite, doing 1-6, 1-6 and 2-12 points of damage respectively. The cub has only 1 hit die and cannot attack, but could be trained as a pet or guardian once full-grown. The male has 9 hit dice (68 hit points), armor class 2, movement the same as the female; he uses his claws for 1-8 each, bites for 3-18, and can produce a tremendous roar as well. The deep bellow will cause weakness to all within 100 feet and will deafen all those within 30 feet. The weakness results in half strength for 2-12 melee rounds. The deafness will last a similar length of time and, in addition to ruining the victim's hearing, will cause him to fight and defend at -2 due to disorientation.

Among the detritus making up the Dragonne nest, the adventurers may find a brass ring which allows the wearer to regenerate as per a Troll. The chance of finding the ring is 10% times the number of party members who search— but even if a dice roll indicates success, the search must be continued for 3-6 turns to be fruitful.

Area 13. [As you walk along the footpath, you come to a wide crack in the wall. Strange, cheesy odors come from the fissure. There is a slight luminescence produced by odd fungus, half revealing a 4-foot-wide tunnel going back into the rock. If you continue, you will find your eyes adjust rapidly to the pale green light, and torches are no longer needed. The tunnel leads to an irregular cavern, about 30 feet wide, which is covered with lichens, molds and various types of mushrooms.]

The party is attacked by a colony of 7 Myconymphs, a race of



intelligent fungi. The creatures stand 7 feet tall, and are spindly in build, having thin arms and legs. They have vaguely humanoid features but from various parts of their bodies hang oddly-shaped bunches of mold. Each has 4 + 1 hit dice (25 plus 1-8 hit points each), armor class 7, and movement 9". They attack by flailing their thin arms for 1-4 points damage each. The Myconymphs also bite for 1-3 points damage, and a successful bite will inject a soporific venom that will cause total immobility for 1-6 full turns. A saving throw results in a slowing effect, which will halve Dexterity and movement for 1-10 melee rounds. The flesh of the fungus-men is deadly poison to all humanoids.

Area 14. [Crossing the bridge, you enter a square cave, lit by a nearly exhausted oil lantern. In one corner sits a large fountain and basin. Water pours from the mouth of a fearsome sea-serpent statue whose eyes are made of emeralds, each worth 6,000 gold pieces. The floor is made of uneven mounds of sand.]

If someone attempts to pluck the valuable eyes from the fountain statue, a Water Weird will spring forth from the basin and attack the offender. The Weird has 25 hit points, armor class 4, movement 12" up to 10 feet away from the pool. It can strike one enemy up to 10 feet away each melee round, hitting on an 11 or better. The victim must save versus paralyzation or be drawn into the water. While the Weird lives, the character cannot be removed. If 4 melee rounds pass without other party members having destroyed the Water Weird, the victim will have drowned. Sharp weapons do only 1 point of damage to the creature, but blunt ones do full damage. Cold spells slow it, fire does half damage, and a *Purify water* spell will kill the creature. If slain, the Weird will re-form in 2 melee rounds.

Room 15. [The area is filled with rows of beds, 40 in all, and in the western third of the room there are tall stacks of books. Next to each bed there is a small table on which rest writing tools and a small, glass bowl. On the south wall there is a large, crystalline jar set in a niche in the wall. This vessel is filled with sparkling water.]

This room served as both acolyte quarters and library. The piles of books all concern the nature of ocean and sea mythologies found throughout the world. The crystal water vessel has been enchanted to remain forever full of pure water to be used by the apprentices in their meditation rituals. The common procedure to attain enlightenment involved an acolyte filling his personal bowl with water from the sacred jar, and then slowly walking along the Path of Meditation, concentrating deeply upon the sparkling notes of light within the liquid. The magic vessel weighs 15 pounds when empty (but it is never empty for long!) and will produce up to 3 gallons of water per melee round.

Room 16. [you pass through a massive iron-bound door into a

dimly lit room. On the north side of the chamber there is a large, wooden table, a bed and other assorted accoutrements. A shallow dish made of gold rests on a marble stand beside the bed. It is filled with water. The room evidently belonged to the arch-priest of this temple. On the priest's desk rest a variety of books concerning ancient sea lore. In addition, there is an open journal. The first section is dated 16 days past, and the last entry is only a few days old. It reads as follows, beginning with the earliest notation:

"Today was truly exciting. We were hit by a rather large earthquake, the first in decades. The temple suffered a few cracks in the floors and walls, but no one was hurt and repairs are underway. One thing does trouble me, though. The wards barring dangerous creatures from our caverns seem to have been weakened by the shock; nothing drastic, but I am concerned."

The next entry was written a week later:

"More quakes, not as great as the first but damaging nonetheless. The floor of the commons sinks with each successive tremor. Another problem: The protective wards are definitely weakening. Two acolytes walking along the Path of Meditation were attacked yesterday. One was badly hurt before we could drive the beasts off. We can only pray to the Sea Lord that things don't get worse before help arrives, since all our boats were destroyed by falling rocks during the last tremor. The morale of the acolytes is failing. They are afraid and even miss services occasionally. One claimed to see an inhuman apparition late last night."

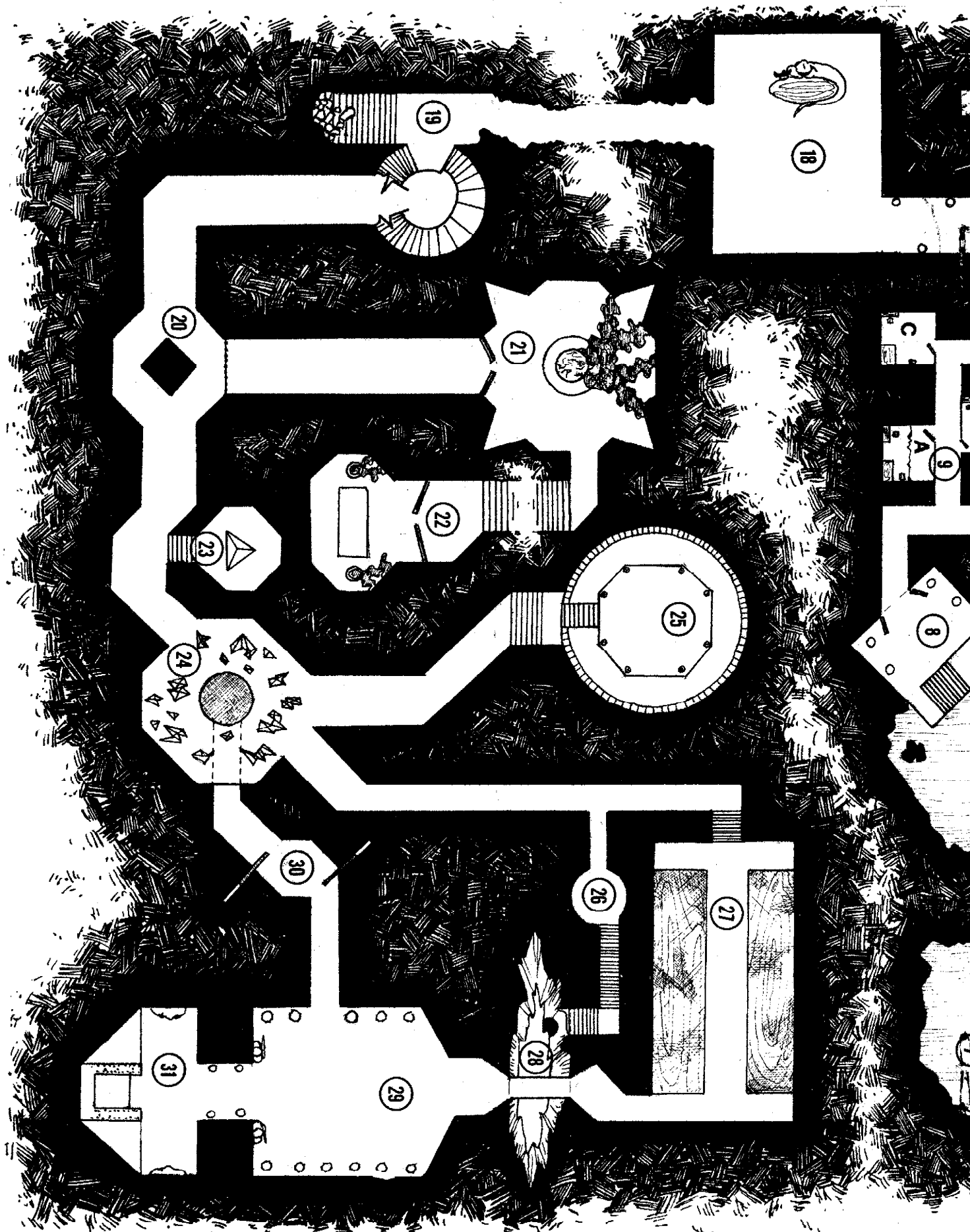
Four days later:

"Something unspeakably bad is happening here. The monstrous specters are a reality. I saw one myself last night. An evil influence is growing here. Just hours ago one of my pupils went insane and attacked a group of his friends with a knife. He killed one and wounded two others before he was subdued. The visitors here have retreated to their rooms in fear, and come out only for meals. The wards have failed completely now, and we are subject to continuous attack. Worst of all, the oracle is deaf to our pleas. It has not spoken a word since three days past. Poseidon save us!"

The last entry is two days old:

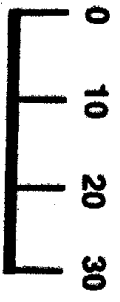
"We have been attacked by an evil beyond description. It is the Elder gods, the dark ones who eat time! Only in the last few hours have I realized what is truly happening to us. Years ago this area was found to have incredibly high mana, the power on which all magic feeds. To take advantage of this natural wonder, my ancestors built this temple on top of the mana source. How were they to know that they were not the first? How were they to know that beneath our stone corridors there resides another complex, built by darkly evil inhumans in millenia past. The earthquakes must have awakened them, and now they rise again in their attempt to conquer the world

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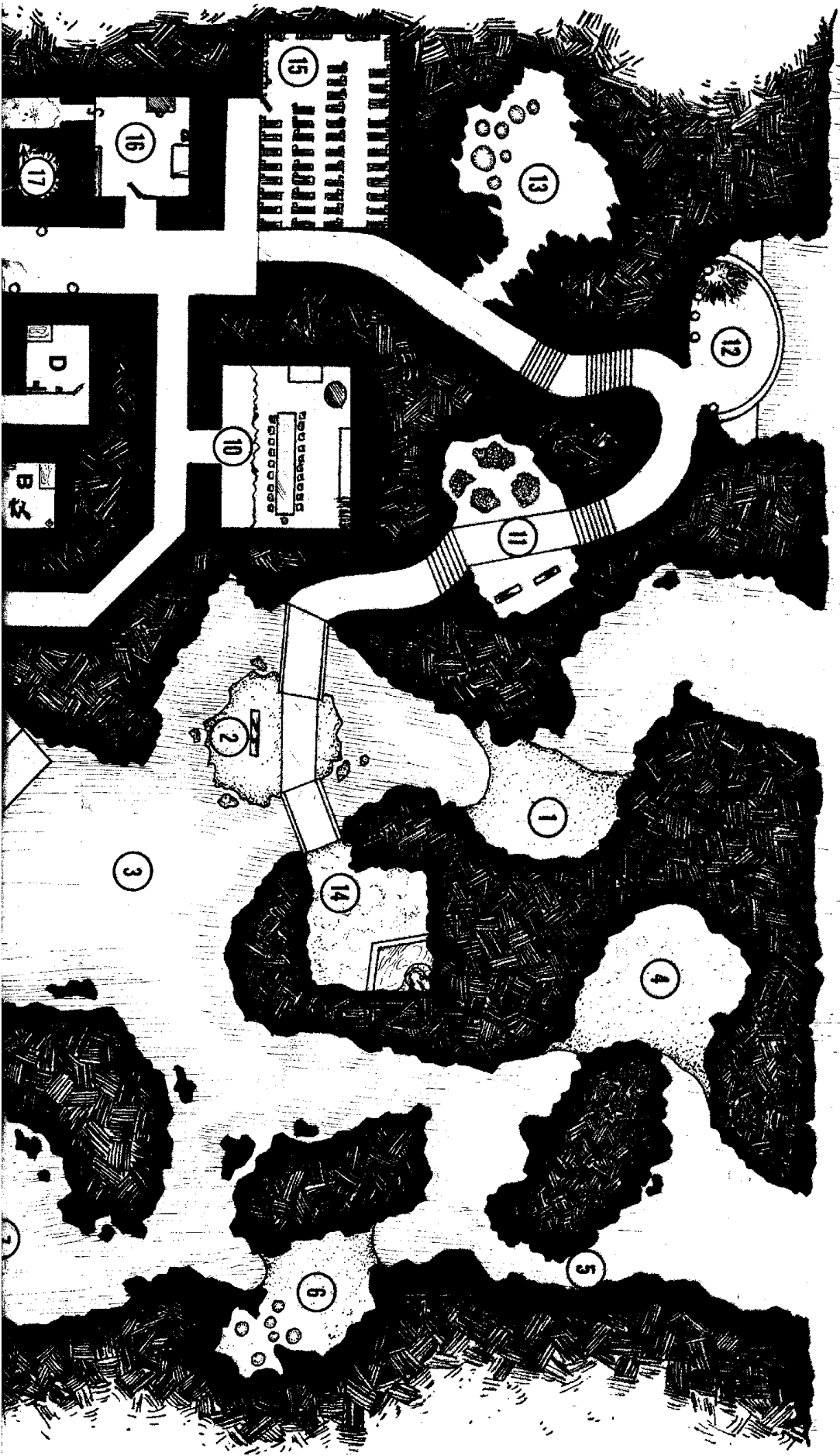
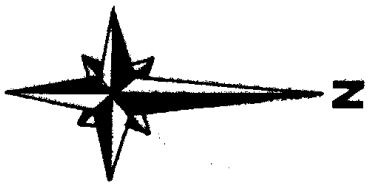


THE TEMPLE OF POSEIDON

SCALE



Feet



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so that the map which is printed on the preceding two pages
can be removed from the magazine without altering the rest of the contents.*

for their evil lords! How are we to—Wait, a tremendous crash in the oracle chamber! Voices, too, I think. I must investigate.”

The rest of the journal is blank.

The southern part of the chamber contains a small library of rare and arcane sea lore. Included are articles on water-based sorcery and treatises concerning the dread, dark powers that reside in the ocean depths. One of the books, bound in the hide of a giant eel, is a *Libram of Sea Sorcery*. Following one week of study, the tome will grant the reader the power to control sea creatures up to 16 hit dice in size as per a *charm monster* spell. The power may be employed but once per day, and the book may be read only once and by only one character. Another book, written in the language of the Triton, is entitled *The Secret Passage*. When it is opened to page 333, a secret door on the south wall will open into a small passage.

Room 17. [The secret passage continues for 10 feet and ends at a large metal portal. The portal opens with a slight push and exposes the entire room to view. Oil lanterns illuminate the small vault, which is filled with gold, silver, gems and jewelry. This is obviously the temple's treasure hoard, valuables acquired from the oracle's visitors in return for the counsel they received here.]

Before gaining any of the trove in front of them, the party must reckon with the vault's sentinel, an invisible Guardian Naga. The creature has 12 hit dice (85 hit points), armor class 0, movement 15", and can attack physically by constricting for 2-8 points and biting for 1-6. The Naga also spits lethal venom at opponents (once per melee round) up to 30 feet away, which will slay them unless they make their saving throw.

Although the Guardian possesses these physical attacks, in this situation it will opt first to use its magical abilities, for the Naga's state of invisibility will remain intact as long as it does not move quickly, as in melee, or use any of its physical attacks. The creature has the following spells at its disposal: *Cause light wounds*, *Fear*, *Hold person*, *Silence (15-foot radius)*, and *Cause blindness*. The Guardian will first cast *silence (15-foot radius)*. All within the room except the Naga must save or become deaf and dumb, unable to communicate or use spells. The creature will then use its *hold* spell on as many targets as possible. Following this, the Naga will quietly pass through the party, inflicting *blindness* and *light wounds*. Its touch is so light that there is only a 25% chance that anyone will notice contact. All the spells can be cast only once. Once the Guardian Naga's magic is exhausted, or if its invisible state is exposed, it will attack physically until slain.

The treasure consists of the following: 8,763 gold pieces (weighing about 900 pounds); 322 platinum pieces (weighing about 45 pounds); 15 gems worth 600 gold pieces each; 1 *polymorph self* potion with 2 doses left; 1 pouch of *Disappearance Dust* (2 doses); 1 *potion of giant strength* (cloud giant) and 1 heavy silver ring set with an aquamarine gem. The ring will grant the wearer the following powers:

1. Water breathing, unlimited duration and no depth limitation.
2. Swimming, as per the ring.
3. Once per day the bearer of this ring can fire a bolt of water 30 feet long and 2 feet in diameter. The water will travel 90 feet before losing its shape. All those in the bolt's path will take 3-36 points damage, be knocked back 1-10 feet, and must save vs. magic or have their lungs fill with water, drowning them in 1-3 melee rounds.

However, once slipped on, the ring will graft itself to the victim's hand and begin turning him into a Triton at the rate of 1% more change per day. Only 2 Wishes cast simultaneously can enable the wearer to remove the ring.

Room 18, Oracle Room. [Your party walks down a long, white corridor. Tall, fluted pillars line either side of the path. Finally, you come to the end of the corridor and pass through a high arched opening into a dark room. Your torches reveal the vague outlines of a huge chamber, about 80 feet long and at least 60 feet wide. The walls

are carved with seemingly alive ocean scenes. In the west end of the room there stands a gargantuan coral statue of Poseidon, wielding his great Trident. The statue has a tail which wraps around a bottomless oval pool filled with cerulean blue salt water. Boulders and rock fragments surround a ragged opening in the south wall. From this tunnel come noxious green fumes. In the dust surrounding the hole, tracks can be discovered. Some appear human, but most are long, wide swaths, as though something had been dragged across the area.]

If the party observes carefully, they will find that indeed the stone sea creatures carved into the walls move very slowly. It is as though a scene from hundreds of feet beneath the surface were transformed into living rock. Three melee rounds after the party has entered the room, the water in the pool will begin to froth and boil. During the next melee round, the head and torso of a bearded man will form and rise out of the water, reaching a total height of 15 feet. The man will slowly survey the room, and then say to the party, "It seems I am too late in penetrating the barrier. My temple is destroyed." If no one questions him, he will disappear in 2 melee rounds. If someone does query the watery form, that character may ask up to 3 questions which Poseidon will then answer. After responding to all the questions to be asked, Poseidon will say the following and then disappear: "If you go to avenge the deaths of my followers, then drink of my waters in times of need. But only once in the life of a mortal may you quaff this liquid, for it is derived from ambrosia and would surely slay any mortal a second time."

The pool will then fill with golden liquid. Each character may fill one container with a portion of the divine liquid. Regardless of how much is consumed at one time, the following will happen:

1. All damage to the drinker will be cured, back to the number of hit points with which he or she began the adventure.
2. All poison in the individual's body will be neutralized.
3. All disease in the drinker's body will be eradicated.

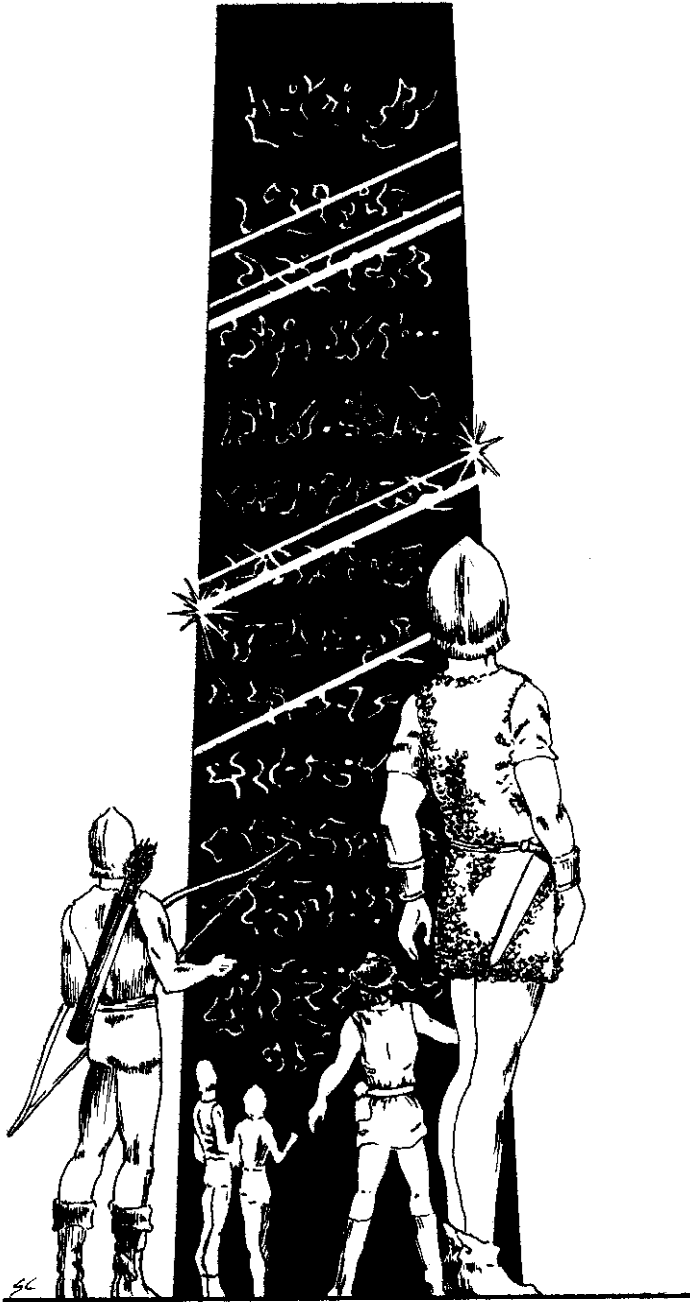
If someone partakes of the water a second time, regardless of how little the character consumes, the drinker will be slain with no saving throw applicable. The liquid remains potent for only 3 hours, after which it will transform back into sea water.

IMPORTANT NOTE

Time and the way the party spends it plays an integral part in this adventure. Exactly 10 turns after the characters descend the spiral staircase and enter the alien base, the evil priests of Ythog Nthlei will succeed in freeing their master. The only way to prevent them from attaining their goal is to kill them before the end of 10 turns. If they succeed, Ythog Nthlei will instantly move to Room 31 with his treasure: The priests will remain in their room.

Area 19. [The opening in the oracle room leads to a wide rent in the rock, which angles down. After several hundred yards, you reach a small chamber. On the south side of the cave there are steps leading up; however, they are blocked after only a few feet by mounds of rock and stone slabs. The other exit from this room leads to a pit 40 feet across and over 100 feet deep. Set against the wall, spiraling downward, is a long staircase. Six hundred and sixty-six steps descend to the bottom of the pit. On each step of the winding stairway there is carved in great detail a representation of one of the corresponding layers of the abyss. Each scene is more horrible than the one preceding it. A foul stench grows stronger with every foot you move downward, and your torches and lanterns begin to flicker and burn low.]

Room 20. [You leave the spiral staircase and enter the first passage of this alien complex. The corridor is 8-sided, and the walls are made of a smooth, gray material. The roof reaches a height of 24 feet. The fitful flames of your torches and lanterns die completely. However, you now notice that the walls emit a slight glow, granting clear sight for 40 feet. After walking a short distance you enter an octagonal chamber. In the middle of the chamber stands a shiny,



black, four-sided pillar that reaches up into the darkness above you. All four sides of the pillar are covered with grotesque runes and hieroglyphics. The north wall opens into a passage; however, a metallic, web-like barrier blocks your way. Unintelligible, chant-like whispers are heard coming from further down this blocked passage-way. Another corridor opposite from the one you came in is unbarred and extends to the east out of sight.]

If the party wishes to break through the barrier, they must do so as per bending bars, at a penalty of 10% on the chance for success. The writings on the onyx column tell the history of this complex. If any of the party attempts to translate the glyphs, he will read the passage given below out loud, and then fall silent, reading the rest to himself. At the end of 1 melee round, the translator will then do one of the following things (roll d4):

1. Pass out, and be unable to recall anything beyond the section he spoke out loud when he revives.
2. Finish reading and say that there is nothing more of interest. However, unknown to the rest of the party, he has turned irrevocably lawful evil.
3. As the reader progresses through the work, he becomes increasingly agitated and will not let any of the party members

prevent him from continuing. At the end of the translation, he will begin to gibber and babble incoherently, for he has become permanently insane.

4. At the end of the reading, the translator will turn and begin to speak. However, a bolt of coruscating green energy will leap from the pillar and strike the character, killing him unless he makes a saving throw at -3. If he survives, the effects will be the same as in number 1.

The part spoken out loud goes as follows:

"During the ninth rotation of our galactic cluster in this the 34321st year of our Master's reign, we, the remaining children of the Great Lord Ythog-Nthlei do hereby register and sanctify this, our Holy Base. From these divine depths we shall build and grow until we have enough strength to release our Father, Zoth Ommog, from his imprisonment beyond the curtain of time."

Room 21. [The chanting becomes louder and louder as you approach this area. Your party reaches a tall, double door, made of the same material as the walls. The doors open with a strong push and reveal a bizarre scene. The room is large and 8-sided. In the center of the chamber there is a 15-foot-wide brazier roaring with yellow flames and giving off a foul, green smoke. Set into four of the walls are triangular grooves 5 feet deep and 12 feet high. Shards of a smoky, amber-like material surround each groove area. The most shocking element of this room is its occupants: Around the tall flames stand 4 loathsome creatures that sway and chant in a most inhuman fashion. Although the things are clad in long, flowing robes, the cloth is mostly tatters, and reveals their true forms. Each is nearly 10 feet tall, and has 2 long, triple-jointed, barbed legs. Extending from a scaled barrel-chest are 4 thick tentacles which each end in 8 opposing fingers. The head of the monster, perhaps the most hideous aspect, is totally inhuman. It is basically heart-shaped, cleaved down the middle. From either side of the head extend 2-foot-long, comb-like feelers, similar to those of a moth. Set on either side of the face are clusters of waving tendrils, each of which end in small eyes, giving the creature complete peripheral vision. On the bottom of the face there is a large circular orifice. When the beast opens this ring of flesh to scream, thousands of writhing wormlike tongues are exposed. As you stand in near shock surveying the inhuman scene, the creatures turn to confront you.]

These are the priests of the King Ythog-Nthlei, who lies imprisoned in the room downstairs. They chant for his release, and will succeed in this task 10 turns after the characters have entered the complex unless the priests are slain by then. After being freed from their bondage by a series of earthquakes, the priests first eliminated the human temple above and then went about reactivating their base. They are now in the final and most difficult stages of the task of freeing their leader from the tomb he was trapped in hundreds of years ago. The creatures will, of course, attack the party instantly. Their statistics are as follows: hit dice 7 (hit points 42 + 1-12), armor class 3, movement 18". Each of the priests is 40% magic resistant and is immune to poison, acid and cold attacks.

The evil priests attack with their 4 tentacle/hands for 2-12 points damage each. For every additional appendage that strikes a single target after the first, the priest will do 1-8 more points of damage, because he will then begin ripping his opponent apart. The dark creatures can also attack by extending their many-pointed tongues and piercing their opponents with them. This assault inflicts 1-6 points damage and will drain one of the enemy's senses. Roll d6 to determine which sense is drained:

1 = taste; 2 = smell; 3 = touch; 4 = hearing; 5 = sight; 6 = psychic or psionic abilities

If the victim makes his saving throw, the sense drain will last only 1-6 melee rounds before the ability returns. Otherwise, the only way to cure this loss is to cast a *Remove curse* spell and a *Restoration* spell simultaneously upon the afflicted character. If a roll calls for the draining of a sense the victim has already lost or never possessed, treat the roll as "no affect."



Room 22. [The opening leading from the priest's room connects to a set of stairs going down. However, covering the first 5 feet of the opening is a bright orange wall of light. The staircase leads down 100 feet and ends in a small chamber. On the east wall there are two glowing imprints of human hands, set about two feet apart. The entire south wall is composed of a set of 2 closed stone doors, criss-crossed with thick metal bands. Set in the middle of the door is a gold seal, 3 feet in diameter. Indecipherable writings have been carved into the disk.]

The orange light is actually a highly magical field of protection, preventing the priests from descending into the lower chambers. It will affect those who pass through it differently, depending upon what kind of creature they are. Humans passing through the area will feel dizzy and confused, but will suffer no other effects. Evil individuals will suffer the above with intense wracking pains and convulsions, as well. Any non-human who attempts to pass through the barrier of light must save versus death at -2. Even if the save is successful, the creature will still be repulsed, unable to enter the area.

The chamber at the bottom of the stairs is the outer portion of the prison of King Ythog-Nthlei, who lies in an enchanted slumber beyond the sealed portal. If someone places his hands on the two glowing spots, a three-dimensional image of a human sorcerer will appear and speak the following:

"We have at last imprisoned the Dark King, Ythog-Nthlei, here beneath his very base. The process cost more than we could have believed in time and lives. For over 200 years our brotherhood of magicians has struggled to prevent these sons of the old ones from releasing their horrible sires. Now only a few of us remain, but the task is complete. This image is a warning. Do not, under any circumstances, attempt to enter the chamber beyond this door. Any transgression into the area will release the King from his bondage, and will surely spell your doom."

The image will then disappear. The doors may be opened at any time, but it will require the entire strength of the party to break the seal and the metal bonds holding it shut.

The room behind the gate is dominated by a long slab of marble upon which rests a monstrous sarcophagus, at least 15 feet in length. Tall urns filled with some mystic liquid stand burning at either end of the pallet, illuminating the chamber. Unless the stone coffin is opened, 2 melee rounds will pass before anything happens. Then,

with a tremendous explosion, the sarcophagus will shatter, revealing the unholy King. AH within 30 feet of the coffin will take 2-12 points of damage from the stone shrapnel.

The creature's form barely fits beneath the 20-foot-tall ceiling. The aspect of Ythog-Nthlei is that of a gargantuan synthesis of a man and some type of slug. He stands on a slimy, thick, snail-like appendage that sprouts from his human chest. In one humanoid hand he holds a long, black mace. His face is a mixture of bulbous snail antennae and evil human features. About his form Ythog-Nthlei wears a long yellow robe. The King has 26 hit dice (208 hit points), armor class -2, movement 12".

The King attacks his opponents with his large black mace. The weapon is +5, hits for 4-24 (+ 13 if wielded by Ythog-Nthlei) points damage, and drains one life level each time it hits. The mace can also radiate a field of darkness if a 30-foot radius, which totally obscures all vision, except that of the holder. The mace can animate 3-18 zombies of twice-normal strength once per week. Ythog-Nthlei can project scintillating beams of energy from his 4 large eyes at the rate of 1 per melee round. Each beam hits on a 4 or better and drains one point of Strength from its target for 1 turn unless the victim makes a saving throw. The King may also bite, inflicting 3-18 points damage, and injecting a poison into his opponent. A poison victim must save at -2 or fall under the control of the creature for 1-10 turns. Ythog-Nthlei is immune to all non-magical attacks and reflects any type of spell cast at him back to the enchantment's sander.

If the party succeeds in slaying this creature, they will find a small bag made of black, velvety material that contains 10 *loun stones*. The collection of stones consists of the following:

2 pale blue rhomboids (each adds 1 point to Strength up to a maximum of 18); 2 scarlet and blue spheres (each adds 1 point to Intelligence up to a maximum of 18); 1 incandescent blue sphere (adds 1 point to Wisdom up to a maximum of 18); 1 deep red sphere (adds 1 point to Dexterity up to a maximum of 18); 1 pink rhomboid (adds 1 point to Constitution up to a maximum of 18); 1 clear spindle (sustains person without food or water); 1 iridescent spindle (sustains person without air); and 1 dusty rose prism (gives +1 protection). *loun stones* whirl about their user's head in an orbit of about 3 feet. Whenever *loun stones* are attacked, they are to be treated as armor class -4. If they take IQ points of damage, they will turn dull gray and be forever useless. They save as if they were made of hard metal which is +3 in enchantment.

Area 23. [A 20-foot long staircase leads up to an 8-sided room 30 feet across. In the center of the room sits a 7-foot-tall, glowing pyramid. The construction has 3 sides, each 10 feet long at the base, and is made of a bluish, translucent material. Dull glimmers of light flicker from the center of the tetrahedron, revealing a strange, crystalline network of dark fibers within the structure. As you watch the pyramid, the light coming from within intensifies.]

This area served as a communications link between the members of the base crew and their leaders. Through psychic stimulation, the device can be activated, as displayed by the increased internal luminance when the party studies the pyramid. The relic was also used as an interdimensional portal, which transported the inhuman creatures' brethren across space and time to assist them in their unholy cause.

There is a possibility that members of the party can initiate full function capacity from the pyramid through intense concentration. The chance of success, dependent solely upon an individual's Intelligence, is as follows:

Intelligence	Chance of success
13 or less	No chance of activation
14 or 15	15% chance of activation
16 or 17	30% chance of activation
18 or better	60% chance of activation

Every member of the party may try only once. A failure indicates complete inability to operate the machine. Success causes one of the following events to occur (roll d8):

1. A scene from the astral plane appears on all of the faces of the pillars.
2. Same as 1, but this time it is the ethereal plane.
3. A view of Room 21 appears for a few short seconds, then fades back to the pyramid material.
4. As with 3, but with Room 22.
5. As with 3, but with Room 31.
6. A tableau of stars forms within the pyramid. The portal would appear to lead to deepest intergalactic space, from which the evil ones, no doubt, emerged.
7. The eye of Zoth Ommog appears in the pyramid and turns to confront the person controlling the machine. The controller must make a saving throw vs. magic or die permanently. If he does save, he will succumb to a random insanity for 1-100 days.
8. The image of a lesser devil of random type appears in the pyramid. The demon will follow the controller's first command explicitly; however, if it is not directed, it will disappear in 2 melee rounds and will do so, in any case, after it has fulfilled the single command.

In the first 6 cases, anyone may pass into the scene projected by simply stepping into one of the faces of the pyramid. However, the portal is one-way, and once someone has moved through the device, he may not return. If someone enters deepest outer space, he will, of course, explode and freeze simultaneously, dying in the process.

Area 24. [You enter this room from the southwest wall. Corridors lead away from the chamber in both the north and northeast walls. Chairs circle the area, facing inward, and bizarre, abstract sculptures extrude randomly from the chamber floor, creating insane angles and casting hideous shadows. There is a 20-foot-wide circle of gleaming silvery metal inset in the exact middle of the floor. Strains of high, atonal, whispering music filter through the area.]

This section of the complex was used by the aliens as a combination commons, recreation and meditation area. It was also an important nexus of travel throughout the complex; not only does it have 3 passages radiating outward, but it also has 1 passage exiting down through the metallic iris in the center of the room. If any party member stands on the metallic area, the iris will open up, leaving a 20-foot-wide circular hole in the floor. Anyone standing in the area will fall 20 feet to the bottom of the pit, incurring 3-18 points damage. At one

time the shaft contained a kinetic absorption field which slowed the user's fall; however, it is not operational now.

Room 25. [The party travels up 10 feet of stairs and passes through an open door into a huge, round room. The walls angle inward toward the octagonal floor, making a kind of flat-bottomed dish. A line of chairs, set into the sloping sides up near the ceiling, circle the outer rim of the room. A narrow staircase leads down to the floor. The surface of the area is made of some kind of coppery metal. Inset into the center of the floor is a thick metal ring. Spaced evenly about the perimeter of the area are 8 holes, each 2 feet in diameter. From these holes come deep rumblings and foul smells. A large stain of human blood covers most of the floor.]

This area was used by the complex's residents as both a recreation facility and a sacrificial altar. The prisoners were led to the floor area and chained there to the ring set in the middle. Drawn by the smell of prey, hideous creatures emerged from the holes and devoured the helpless victims.

If any of the party takes more than one step on the floor, the vibrations of footsteps will summon the Devil Wyrms from their abodes. Simultaneously, the 8 long annelids will squiggle out of the openings and attack all those in the area. Each has 7 hit dice (hit points 40 plus 1-12), armor class 3, and movement 8". The appearance of the Devil Wurm is that of a pink, fat worm, 20 feet long and about 1½ feet in diameter. Each segment of the creature is made of a kind of chitinous armor, giving the creature its low armor class. The Wurm has no head to speak of, but rather has a kind of serrated mouth at either end. Each of the monster's openings can attack once per melee round, delivering 2-12 points damage. In addition, once every 3 melee rounds, the creatures can spit an acidic venom on a single target up to 30 feet away that will cause 3-18 points damage and paralyze the victim unless he makes his saving throw. A saving throw results in no paralyzation effect and full damage.

Once all of the Wyrms have been slain, their dark dens may be searched. Within each lair, the party will find a mound of partially eaten human bodies. The party has found the missing residents of the Temple of Poseidon. In addition, within one of the tunnels the adventurers will find a small necklace made of strung miniature skulls. Each of the 3 skulls may be removed and used in combat. It will then transform into a random type of demon (1-6). The summoned creature will follow the necklace wearer's commands for 1 day or until the wearer is slain. The demon will then disappear. The summoned demon may not gate in another demon.

Area 26. [You enter a dark, round room, 20 feet across. The air is humid, sticky, almost wet, and smells vaguely acidic. As you walk in, you notice the floor is slick and spongy, and there is an opening across from the door you came in.]

This chamber acts as the "bars" for the prison beyond. The guards consist of a deadly duo: a Trapper and a Lurker Above, acting in concert. The Trapper has 12 hit dice (85 hit points), armor class 3, movement 0. The Lurker Above has 10 hit dice (63 hit points), armor class 6, movement 0. As the party fills the room, or when they realize their predicament, the pair will immediately pounce upon their prey. The Lurker will drop down and the Trapper will snap up, delivering a total of 2-16 points of crushing damage per melee round to those within the room. In addition, each member of the party will not be able to move unless they roll one-half their Dexterity or less on a 20-sided die. The characters will asphyxiate in 2-5 melee rounds after being attacked (roll for each character).

Both creatures must be slain before the characters are released. However, if one is killed, the damage per turn will be halved from then on, and the amount of time left before smothering to death will be doubled.

Among the debris beneath the Trapper are 800 platinum pieces, a pair of earrings set with blue diamonds worth 4,500 gold pieces

each, and a clerical cross that strikes all targets as though they were armor class 4, delivering 2-12 points damage, and can resurrect the dead once per week.

Area 27. [A series of 10 steps descend into this large area. Each of the steps is made of a different precious stone or metal. Listed from the top in order, they are onyx, amethyst, topaz, carnelian, bloodstone, silver, ruby, moonstone, chrysoprase, and gold. The chamber is at least 100 feet long with 10-foot-wide platforms at either end. Between the platforms runs a 15-foot-wide causeway, raised 6 inches above the level of two adjoining pools. It appears that magical "rails" once protected those walking along the path from beasts within the pools. However, broken posts and slimy trails across the way suggest that the enchanted defenses are no longer potent. The pools themselves are muddy and overgrown with algae and swamp grass. Slurping sounds come from beneath the muck.]

Removing pieces of the stairs will require 5 turns per stair and will provide 1,600 gold pieces worth of chips. The swampy area was once the pool of contemplation in which the horrid residents of this base spent most of their free time. Actually, aside from the broken railings, the mucky swamp has changed little over the years, since the form of meditation the aliens most enjoyed usually involved watching the violent death struggles of creatures in the muck. As the adventurers pass across the causeway, they will probably be attacked by the swamp residents. Each time the adventurers pass a numbered area, there is a 75% chance that they will be attacked by the monster designated by that number.

1. *Shambling Mound*. Hit dice 10 (hit points 63), armor class 0, movement 6". Attacks with pulpy arms for 2-16 points each and if both hit, the target will suffocate in 2-5 melee rounds, unless the Shambling Mound is killed. It is immune to fire and cold, and lightning causes it to grow 1-3 hit dice in size.

2. *Shambling Mound*. Hit dice 10 (hit points 74), armor class 0, movement 6". Attacks as number 1.

3. *Giant Toad*. Hit dice 2 + 4 (hit points 18), armor class 6, movement 6". Bites for 3-12 points damage.

4. *Giant Toad*. Hit dice 2 + 4 (hit points 16) armor class 6, movement 6". Attacks as number 3.

5. *Ice Toad*. Hit dice 5 (hit points 34), armor class 4, movement 9". Ice toads bite for 3-12, and every other melee round can generate a field of cold in a 10-foot radius around them for 3-18 points, save for half damage.

6. *Ice Toad*. Hit dice 5 (hit points 33), armor class 4, movement 9". Attacks as number 5.

7. *Poisonous Toad*. Hit dice 2 (hit points 15), armor class 7,

movement 6". Bites for 2-12 points damage, plus save versus deadly venom.

8. *Poisonous Toad*. Hit dice 2 (hit points 10), armor class 7, movement 6". Attacks as number 7.

9. *Giant Crayfish*. Hit dice 4 + 4 (hit points 36), armor class 4, movement 8". Attacks with 2 claws for 2-12 each.

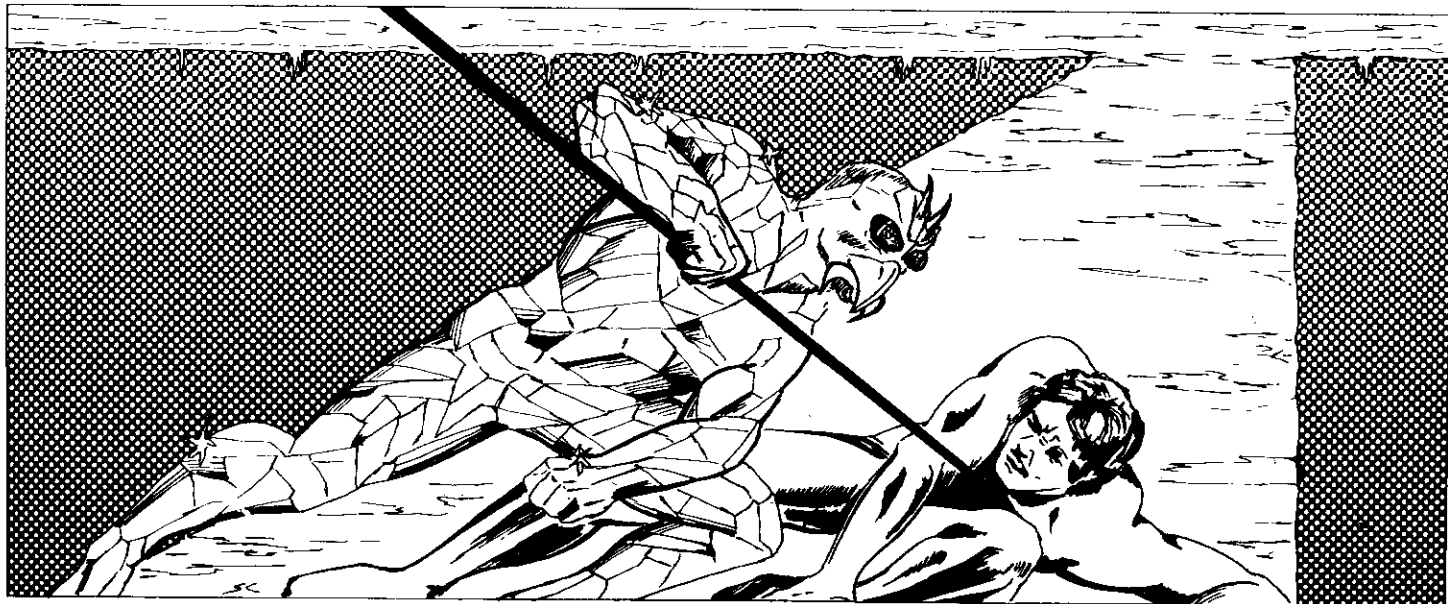
10. *Giant Crayfish*. Hit dice 4 + 4 (hit points 30), armor class 4, movement 8". Attacks as number 9.

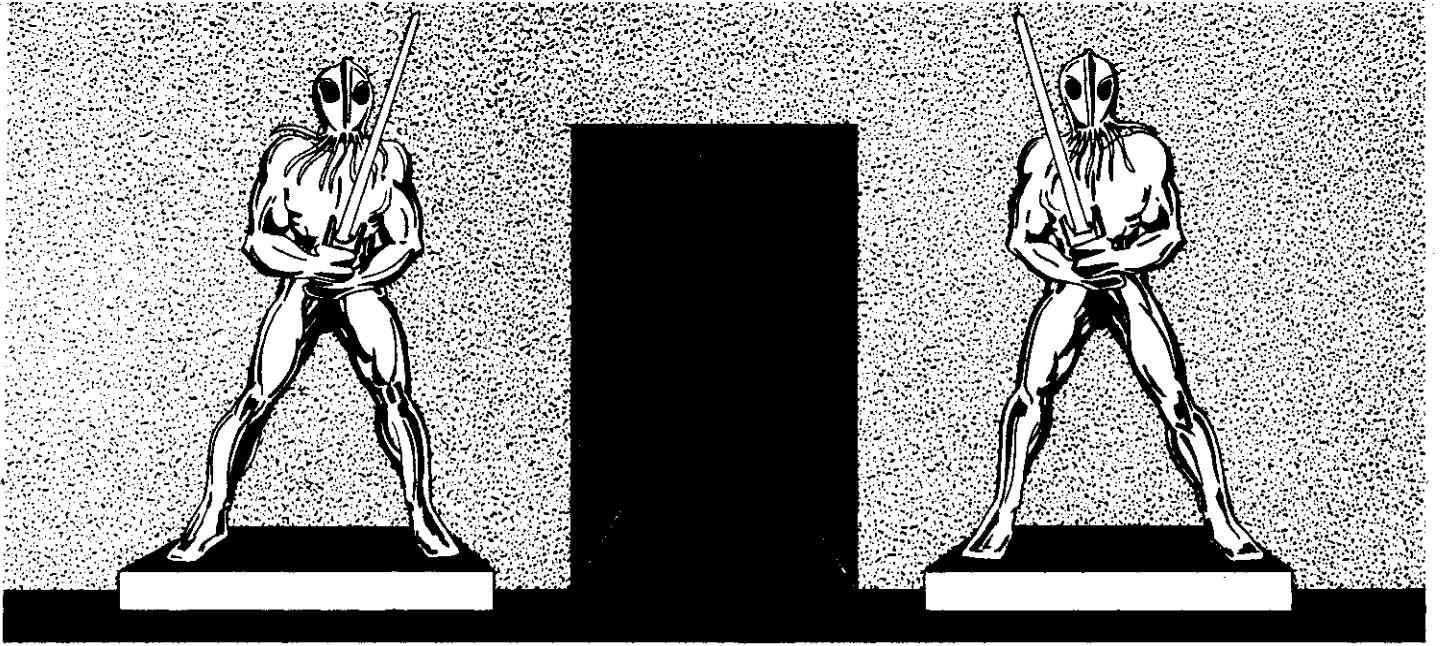
If the Crayfish are cut open, the party will find a shield inside one of them. The shield is banded with mithril, giving it an enchantment of +4. In addition, the insignia on the item is that of a coiled king cobra preparing to strike. Once per day the holder of this shield may command the serpent to attack. The cobra will strike from the shield as a g-hit-dice monster and inflict 1-4 points of damage while injecting a neurotoxic poison. The enemy struck must save versus poison at -2 or die.

Area 28. [An arched opening leads to a thin (5-foot-wide) bridge across a deep pit. The path is coated with ice and coming from the darkness beneath the party can hear a clacking, as though bones were being knocked together.]

A fireball or similar flaming attack will remove all the ice covering the bridge. Any flying or levitation in this area is impossible. The guardian of the chasm will emerge from the darkness of the southern opening and attack the first person who reaches the middle of the pathway. The guardian, an Ice Devil, has 11 hit dice (88 hit points), armor class -1, movement 6", magic resistance 55%. The 11-foot-tall creature carries a great spear with which it impales its opponents, needing an 8 or better to hit all armor classes. Anyone struck will take 2-12 plus 6 points damage, and must save or be paralyzed by the numbing cold. The victim will, in addition, be knocked off the platform unless he rolls one-half his Dexterity or less. If the ice has been removed from the bridge, the victim gets +4 to this die roll. The Ice Devil can attack with its mandibles and tail for 2-8 and 3-12 points damage, respectively. Once during the battle, the Devil can cause an ice storm, inflicting 3-30 points damage to all within the room. The Devil regenerates 1 point per melee round. Those who are knocked off the bridge fall 30 feet to the bottom and suffer 3-18 points damage. They are stunned for 2 melee rounds, as well.

Within the pit are 2 Malebranche, or Horned Devils. Each has 5 hit dice, armor class 5, movement 9"/18", magic resistance 50%. Each attacks for 1-4 with its bite and also with a weapon. One carries a two-tined fork which does 2-12 points damage and stuns for a similar length of time unless a save versus magic is made. Once per day the Malebranches can create a wall of fire, which causes 3-24 points of damage to all within its confines.





Room 29. [You enter a large, square room, lit by 4 floating orbs that shine a brilliant green. On either side of the room there is a great procession of pillars which each have 8 faces. An opening in the far end of the chamber leads to a dark area of unknown size. Two 13-foot-tall iron statues stand to either side of the opening. Each looks somewhat humanoid, as it has 2 legs and carries a great sword in its two 3-fingered hands. However, the head of each statue much closer resembles that of a Mind Flayer, having 2 bulbous eyes separated by a bony ridge. Where a human mouth might be, the sculpture's face forms into 8 long ciliated tentacles.]

If the adventurers do not come within 25 feet of the statues, the structures will remain inanimate. In this condition, the figures will not be detected as evil, alive, or even magical. However, if someone does come within the prescribed radius, the 2 statues will suddenly and without warning come to life and attack. Each of the metallic creatures has 10 hit dice (80 hit points), armor class -6, movement 6". Before engaging their enemies physically, the living statues will first use their psychic blasts. Each blast of mental energy will affect a conical area 40 feet long and 25 feet wide directly in front of the statue. It will inflict 7-42 points damage to all within the area. In addition, all affected must make their saving throw or pass out for 10 melee rounds due to the psychic assault. If a victim makes his saving throw, he will take half damage and have all his psionic abilities disabled for 1-10 turns. The Guardians can do this only once. After blasting their opponents, the animated constructs will engage their opponents with their long, bizarre swords. Each of the oddly shaped weapons will strike at +5, and if successful, will inflict 4-40 points damage with its serrated edge. The attack can hit up to 4 opponents in a single swing if they are all within 15 feet of the statue. Each of the statues is immune to fire. Lightning and acid add to their hit points in a 1:1 ratio. They are 40% magic resistant and cannot be hit by weapons of less than +2 in enchantment.

The glowing orbs may be retrieved and each will glow with the light of a full moon for the next 10,000 years.

Area 30. [The long corridor leads to a blank wall. However, as you approach the dead end, a thick slab of the wall material slides back. The entrance leads to a small room whose floor and ceiling are riddled with hundreds of small holes about the width of one's finger. Set in the north wall there is an oddly displayed assortment of grooves and depressions which glow a bright yellow-green. A crack in the wall opposite you indicates that there is indeed an exit out, similar to the one you came in.]

This room served as a security chamber, ensuring that no un-

wanted visitors passed through this area. If the party has already encountered the priests, they will recognize the mark in the wall as the imprint of the priests' hand tentacles. The only way to bypass this security measure is to perfectly imitate the inhuman hand, either by cutting one from one of the creatures and using it, or by polymorphing a part of one of the character's bodies to the proper size and shape. If performed successfully, the slab on the other side of the room will open, allowing passage through the area.

If the party attempts to use their own hands to activate the glowing imprint, the door behind them will slide shut, cutting anything in its path in half. Characters in the doorway are allowed to roll half their Dexterity or less to jump out of the slab's path. Then, from the many holes in the ceiling, rot grubs will emerge and drop down onto the trapped party. Every melee round from 1-10 of these hideous, wormlike creatures will attack each character. Every successful attack will indicate that the rot grub has burrowed beneath the person's skin and is slowly eating its way to the victim's heart. Unless fire is applied to each wound (1-6 points damage to the person per application), or a *cure disease* spell is cast, the grubs will reach the heart in 3-30 melee rounds, killing the victim.

The only unorthodox way to escape the room is to destroy one of the doors leading out. The portals will each sustain 150 points of damage before breaking open. A *Disintegrate* or *Polymorph any object* spell will succeed in removing the obstacle 50% of the time.

Room 31. [This appears to be the throne room of the complex. Directly in front of the party there is a strange type of chair, clearly made for some inhuman creature several times the size of a man. The throne is inlaid with many precious stones. On either side of the room there is a large, two-faced stone effigy 20 feet tall. The eyes of the carvings gleam with inner flame and seem to watch the party as it moves about the room.]

If Ythog-Nthlei has escaped his bondage, he will appear on the throne and attack the party as it enters (see Room 22 for his statistics). Otherwise, the room will remain free from aggressors. However, anyone who enters the area must save versus fear due to the hideous, leering faces on either wall. If they fail, they will run from the room at top speed and will not return to the area under any circumstances. A saving throw results in no effect.

The stones in the throne may be removed with little difficulty and will be worth a total of 20,000 gold pieces. If the adventurers try to pry the shining eyes from the 2 large statues, they will find the orbs to be actually living eyes that, when punctured, ooze a thick, yellowish fluid and then dry out and wither.

The Chapel of Silence

by Mollie Plants



ROGER
BY

FIRST PLACE

Basic Division

IDDC II

The Chapel of Silence

To the Dungeon Master

This is an adventure for a balanced party of six second- and third-level characters; if desired, the number may be increased by including three first-level characters. The party is assumed to be armored with chainmail and shields or the rough equivalent, with the exception of any magic-users.

Since the episode begins with the characters in the midst of a journey, magic-users may be assumed to have their spell books with them. The books are packed in strong waterproof and airtight cases which are difficult to open and close. Cases can be opened only at times when the magic-user has absolute security for a period of several hours and in locations where the books are absolutely safe from dampness.

In order to succeed, the party must have at least one magic sword by the time they reach the evil temple. Similarly, one good, all-purpose piece of magic seems to be necessary if the party is to maintain adequate strength to succeed in the final battle. Consequently, the scenario provides for a magic sword and a *Ring of Three Wishes* to be found on the second level.

The party should be essentially good in alignment, since otherwise the motivations for finishing the adventure do not make sense. In addition, cooperation among members of the party is not merely a virtue: It is a necessity for survival.

A party of this size and capability should be able to "clean out" the Chapel if the members perform well and take advantage of their opportunities to recuperate. The wish ring will revive dead adventurers, and this is a good strategic use for it — perhaps an essential one.

The chapel is built near the edge of a cliff. The underground areas below it were hollowed out from the stone of the cliff. In some areas the remaining stone wall is so thin that it has broken, or has been broken, through to the outside.

Background (for the DM only)

The Chapel of Silence was built several centuries ago by Baron Owen the Even-Handed to celebrate his marriage to the lovely Lady Andrea. This noble pair ruled long and well over their little barony. Their reign was, in fact, so benign and prosperous that both were revered as saints during their lives. During that era the Chapel was furnished with beauty and elegance. Burial in its crypts was considered the ultimate honor and was thought to insure an afterlife of eternal bliss.

In due course Owen died of old age, and the grieving Andrea outlived him by only two days. They were entombed in the chapel which Owen raised in gratitude for and tribute to his lovely bride. After their deaths, Owen and Andrea were remembered and worshiped along with the benign gods to whom the chapel was originally dedicated. Eventually, the cult which worshiped the baron and his lady diminished in power but remained a pleasant memory among the people of the barony.

In recent years the cult of Owen and Andrea has been revived in a sinister guise. Following an earthquake which breached the cliff on which the chapel stands, a vampire priest of the Dark God moved into the lower reaches of the tower, taking over the crypts where the good were buried and converting the burial vaults to his own evil purpose.

The vampire has gained the acceptance of the people by pretending to worship Owen and Andrea. To this end he has transported their miraculously preserved bodies from their tombs and enthroned them in the lowest level of their chapel, there to "rule" over the skeletal bodies of his victims.

The priest has gradually stripped the chapel of its beauty and hidden the lovely and valuable treasures that used to be part of the worship services.

The true gods of the chapel, devoted to the cause of good, have contrived to keep the upper portion of the chapel relatively free from sacrilege — but only relatively free, since the Dark God continually attempts to wrest more space and power from the good gods, while at the same time the forces of good keep trying to cleanse their chapel. Thus, few areas of the chapel can be said to be wholly good or wholly evil since each force infiltrates the other's territory. The spirits of Andrea and Owen look on in restless misery, desiring only the comfort of oblivion. Andrea begs travelers for her rescue, but Owen does not wish additional deaths to be suffered on his behalf.

Background for players

Your party is on a journey through a mountainous region distinguished by sheer cliffs and dangerous precipices. Thus everyone is quite grateful when, just at nightfall, they find a small abandoned chapel. It provides a dry shelter from the wind and radiates such an aura of good that there is no hesitation about sheltering within it.

It is a relatively small room, hexagonal in shape with a central altar. It is impossible to determine the deity who was served here, since the chapel has been vandalized. Visible among the wreckage are the remains of a few benches and two stone tombs. Even the tombs have been desecrated, so that the sleeping statues of an ancient lord and his fair lady preside over obviously empty sepulchers.

During the night each member of the party has a dream.

Note to the DM: Following is an accurate description of the important facts of the dream which is designed to help inspire the party members to succeed in their quest. It is possible that not every adventurer will have exactly the same dream, and some of the party members may not have such a dream at all. The DM is encouraged to use judgement in moderating the dream and its after-effects to best suit the abilities and characteristics of the players and their characters.

The dream:

The chapel seems filled with light and a happy throng of people, and it is apparent that a wedding is in progress. Just as the priest pronounces his final blessing upon the betrothed pair, the scene fades. A new scene follows it — a scene as sorrowful as its predecessor was joyful. Again the chapel is full of people, but this time all are weeping. A funeral procession escorts two shrouded bodies to their tombs and tearfully places them within. Once again the priest pronounces a final blessing and the scene fades.

A third scene follows; again the chapel is full of light. The adventurers themselves are the only ones in attendance, but suddenly they are struck dumb with surprise as the figure of a lovely woman appears at the altar. Silently she beckons to the party, and each member senses her promise that person (the one who is having the particular dream) boundless reward if he will but follow her. Just as that character steps forward, there is a blinding flash and a stalwart man suddenly stands beside the lady with a sword in his hand. While the lady begins to weep entreatingly, the man steps to prevent anyone from approaching her. He sadly shakes his head in refusal of the lady's pleas. The scene then gradually fades, and each character awakens.

In the gray light of dawn, the party rises somberly and breaks its fast upon rations from the packs. Finally, one member breaks the silence and speaks of his strange dream. A discussion follows during which everyone relates his or her dream and the members decide to further investigate the chapel.

**LEVEL 1**

A careful search of the chapel will reveal that the altar slides easily to one side, revealing a spiral staircase curving down into the dark. The stairs wind around a central column and eventually emerge in the center of a large shadowy room.

This room, like all other rooms below the level of the chapel itself, has been carved out of the cliff rock. The floor is smooth stone. On this level the ceiling is very high, impossible to see from the floor by lantern or torchlight.

The room is roughly hexagonal with six large open chambers around the perimeter. The stone walls have been dressed very smooth and covered with plaster. Along the back wall of each niche is a large picture painted on the wall itself. The pictures are positioned rather high on the walls, so that they cannot be closely inspected without raising a torch or lantern high overhead and approaching to within about 15 feet of the wall.

When the light strikes the eyes of one or more beings depicted in a certain painting, all beings in the picture will be animated and will come out fighting. They will all attack the party (except in the case of Picture 3), doing and taking normal damage. When a painted creature loses half its hit points it will vanish from the battle and reappear as part of the picture again. If the picture is darkened and lighted again, the creature(s) will emerge once more with hit points restored to maximum (except for Picture 3).

The subjects of the pictures are:

1. The tower as it was first built, revealing to the characters that it stands at the top of a tall, sheer cliff.

2. An ogre: Armor Class: 6 Move per turn: 90' Attacks per round: 1 Damage per attack: 1-10 Dexterity: 8 Hit Points: 21 Hit Dice: 4 + 1 point.

3. An armored man fighting three goblins.

Man: AC: 4 Move: 60' Att: 1 Dam: 3-8 Dex: 14 HP: 24 HD: 3.

Goblins: AC: 6 Move: 60' Att: 1 Dam: 1-6 Dex: 10,12,8 HP: 7,7,6 HD: 1.

4. Six orcs: AC: 6 Move: 90' Att: 1 Dam: 1-6 Dex:

11,14,15,16,17,11 HP: 8,8,6,6,5,4 HD: 1.

5. A landscape showing local mountains.

6. A minotaur: AC: 6 Move: 120' Att: 3 Dam: 1-6 per attack Dex: 8 HP: 31 HD: 6.

As the party exits the bottom of the stairs, they will be facing the wall containing Picture 1.

The armored man in Picture 3 is Lawful Good and if not attacked by the party will join it after the goblins are defeated. He will, fight very bravely, actively seeking the forefront of the battle. When he has lost half his hit points he will disappear and reappear in his picture, whence he can be reactivated by a clever character. He cannot speak and is illiterate but is quite good at communicating by signs.

A careful examination of the area will reveal the following words engraved in ancient common around the perimeter of the floor at the entrances to the chambers. Numbers correspond to the location of the floor section bearing those words.

1: CLEAN AGAIN WHEN THE LIGHT OF
2: LIFE COMES TO LIFELESS EYES
3: AND MORTAL SWORD SLAYS
FLESH
4: IMMORTAL THEN WILL THE DUMB
SPEAK

5: THE DEAD DIE THE DARK GOD TOPPLE
6: AND THE CHAPEL OF SILENCE BE

Commas help prophecies immensely. Properly punctuated and ordered, this one reads, "When the light of life comes to lifeless eyes, and mortal sword slays flesh immortal; then will the dumb speak, the dead die, the dark god topple, and the Chapel of Silence be clean again."

If a character looks for another prophecy on the ceiling, he will only succeed in reanimating one or more pictures.

A thorough search of the entire floor will eventually reveal a trap door directly at the bottom of the stairs where the party entered. Another circular stair leads further down.

LEVEL 2

The second flight of stairs is much shorter than the first, indicating a much lower ceiling (about 10' in height). On this level the stone walls are smoothly dressed but not plastered. Partition walls are stone masonry. Doors are wooden, very heavy, and open inward. They are metal-bound and have metal hardware. All floors are smooth stone except for that of the center room.

ROOM 2-0: The flight of stairs exits from the inside of a hexagonal column in the center of a hexagonal room. The room is 20' on a side with a door in the center of each of the six walls. The floor here is dark and glass-like with no visible seams,

The party emerges from the stairway facing the door to Room 2-1. At their feet are several inanimate human skeletons.

Examination of the skeletons will show that there were at least nine bodies, since parts of nine different skulls can be identified. There is no treasure, and what remains of the arms and armor of the skeletons has deteriorated beyond use.

The floor is so slippery that each character has one chance in six of falling the first time he attempts to walk across it, and one chance in four if he tries to run.

PERIMETER ROOMS: All perimeter rooms are basically the same. Each contains an altar and three kneeling benches upholstered in velvet. The three walls of each room furthest from the door are draped with velvet. Before each drape stands a skeleton with its hands in an attitude of prayer. (The skeletons do not animate if handled gently and respectfully.) Behind the center drape is a smooth wall with no visible masonry joints. It seems to be plastered and is painted a dull white. It is actually a sliding panel and will move (when proper pressure is applied) 5' to the right, revealing a triangular secret room.

The details of the perimeter rooms and the secret rooms are as follows:

ROOM 2-1: The velvet is deep red. The altar is engraved with scenes of battle and the skeletons are wearing armor.

ROOM 2-11: As soon as the door is fully open, a bolt is released from a crossbow in the apex of the triangle. If it hits it will do 1-6 points of damage.

A thick layer of dust covers the floor and the articles thereon. The room contains several pieces of armor which look more ceremonial than useful. Two items of evident value are a jeweled helmet and a sword with a golden hilt. (Estimated value: 20gp each) The rest is obviously of little value and less usefulness. At the very back of the room there is a long bundle wrapped in a soldier's cloak. It contains a very plain, simply crafted sword of excellently forged metal in mint condition.

ROOM 2-2: The draperies and upholstery are dull gold. The altar engraving shows scenes of commerce. The skeletons wear three-piece garments of conservative cut.

ROOM 2-21: When the secret door is opened, a pit taking up the entire floor area of the room is revealed. The sides are smooth and sheer. A character who falls into the pit will be lost without a trace.

ROOM 2-3: Hangings and upholstery are rich green. The altar has hunting scenes; the skeletons are attired as hunters.

ROOM 2-31: The secret room contains ancient, moth-eaten hunting trophies. The dust in the room bears evidence of recent traffic. There is a small ivory hunting horn hanging high over the door in semi-darkness. The party will notice it on a roll of 1 or 2 on d6, or if anyone specifically states that he is looking at the wall over the door.

ROOM 2-4: In this room are two grave robbers armed with swords. They will be hiding behind the door when it is opened and will then attempt to strike from behind.

Primo: AC 5 Move: 60' Att: 1 Dam: 1-6 Dex: 14
HP: 12 HD:2.

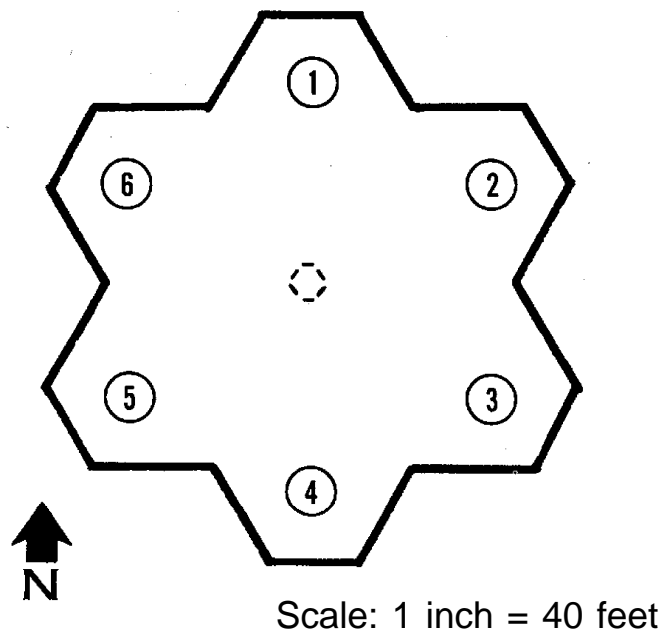
Gundo: AC 5 Move: 60' Att: 1 Dam: 1-6 Dex: 11
HP: 15 HD: 3.

Both bags together also contain four combs, three necklaces, and a ruby bracelet. Gundo's bag contains a gold ring set with three large pearls. The total value of this haul is about 500gp, excluding the ring. It is a *Ring of Three Wishes*.

The room is decorated in rich brown. The altar shows scenes of planting and reaping, and the skeletons wear the attire of rich peasants.

ROOM 2-41: A large bear trap (1-4) awaits the first unwary foot across the entrance. The trap may be sprung with a pole or similar implement.

The dust in this room is deep and undisturbed. In the center of the room is a small table bearing a golden bowl heaped full of grain. To the right of the table is a small golden scythe. To the left is a miniature iron plow. The bowl and scythe are worth about 100gp each.



Levels 1, 4, and 6

ROOM 2-5: Drapes and upholstery are deep blue. The altar has scenes of the sea; the skeletons are dressed as mariners.

ROOM 2-51: As the secret door slides open, a large swath of dusty silk cascades into the room. A full-size silk sail has been stuffed loosely and carelessly into the room. The sail shows its age but is still reasonably strong. If it is all pulled out, the party will find a quantity of gilded rope in the northern corner. If that is moved off or across the floor, they will find a small but very elegant ship model. It is of ivory with silken sails and fine gold rigging. The robbers apparently overlooked it while wrestling with the sail and rope. Its value is hard to assess because of its obviously great artistic merit.

ROOM 2-6: All the cloth in this room is of a delicate rose-colored hue. The skeletons are clothed in women's robes and the altar is carved with scenes of the home.

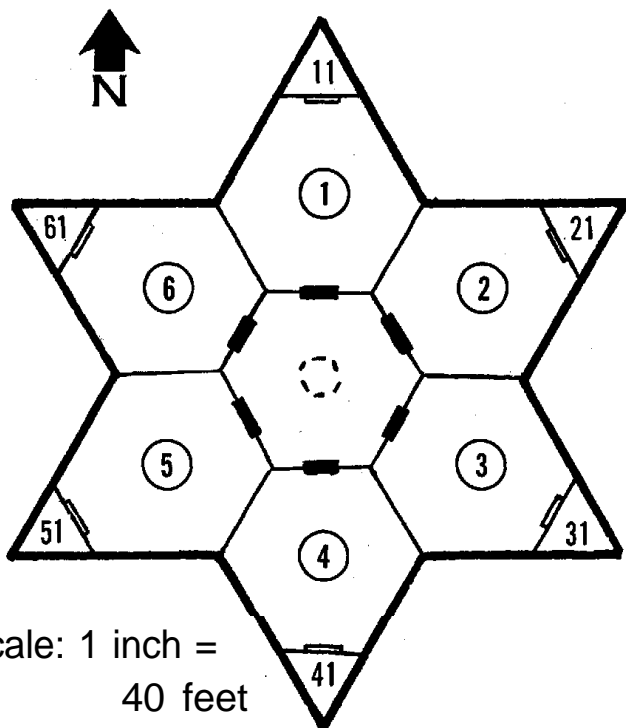
ROOM 2-61: The room has evidently been looted. There is a broken clay pot within, and a churn lying on its side. In the churn is a dirty scrap of paper which is actually a *Scroll of Healing*. Deep in the dust in the corner is a small golden thimble.

There is a trap door in the floor which opens to reveal a flight of stairs going down.

When the party attempts to leave this level, the skeletons from the perimeter rooms will attack, either one after the other or simultaneously, with each skeleton's first attack always surprising.

If the party is leaving by the trap door in Room 2-6, the skeletons in that room will attack first with the others arriving as reinforcements at the rate of three per round. They will not follow the party down the stairs, and no other skeletons will enter and fight if all skeletons present are killed at the end of any round; however, those which don't enter will instantly attack (no automatic surprise) when someone re-enters the center room.

Levels 2, 3, and 5



If the party is leaving the way they came, so that the battle develops in the central hall, all skeletons will attack at once. All members of the party will strike at a -1 here because of the very slick floor, but the skeletons are unaffected.

Skeletons: AC: 8 Move: 60' Att: 1 Dam: 1-6 Dex: 9
HP: Each has 3 HP HD: ½

If the party attempts to retreat up the stairs back to the chapel, they will find the altar has been moved back over the trap door, and it is impossible to remove from below.

When all party members are on the descending stairs (which appear very smooth and solid, the staircase will suddenly turn into a slide and the party will arrive at the floor of the next level tumbled into a heap. The character in the lead on the stairs will take 1-3 points of damage from the slide and the collisions with his followers.

LEVEL 3

The walls are rough-hewn stone and exhibit a large number of cracks as a result of the earthquake some years ago. There are heaps of stone and rubbish everywhere.

The rooms are hexagonal, following the same general pattern as on Level 2. Most of the doors hang a bit crazily on their hinges, although two are still wholly functional. The large rooms on this level seem to have been intended as crypts, but no corpses remain in sight.

The party lands at the bottom of the slide in Room 3-6.

ROOM 3-0: There is nothing here but dust and rubble. The outside of the central column is still intact but the stairway inside has collapsed, filling the lower part of the column.

ROOM 3-1: The door to this room is intact and closed. When it is opened, the party will see a clean, airy room with an opening to the outside. There is a bed of sorts at one side, a catchbasin for water, and a cooking area near the opening. A man in ragged

clerical robes sits with his back to the party looking out through the area where Room 3-11 should be.

The man is Shar, the hermit. He subsists on the kindness of the local people, lowering his basket on a long cord to receive their donations. He cannot speak.

If the party offers gold or other valuables to Shar he will smilingly refuse, but if any member shares his food with him, Shar will silently bless that adventurer. The blessing of Shar is a great gift, since it will heal each recipient to within two hit points of original strength and give that character a +2 bonus on all saving throws for the duration of the adventure.

If a character holding or carrying the steel sword (from Level 2) receives the blessing, the sword will be felt to leap in its wrappings. Upon examination, it will be seen to display a soft, magical glow. From this moment on it may be used as a +2 magic sword.

If the party attacks Shar, the hermit will simply vanish to the protection of the good gods until the threat is past, at which time he will reappear in his chamber.

Shar's cave is safe from all evil and can provide the party a place to rest and recover. A magic-user can study his spell book while sequestered here if he so desires.

Although Shar cannot speak, he can communicate effectively by gestures, pictures, and written words, though his version of the common tongue is archaic by the party members' standards. He will help the party in any way he can (once he is befriended) but will refuse to go anywhere else in the complex with them.

Shar was the chief priest of the chapel in the days of Owen's life. He and Bran, Owen's chief captain, have been called upon by the gods to be the guards of the chapel. Shar came originally from the foreground of the chapel picture on Level 1, where he was "implanted" just like other images were in the other pictures. However, Shar was able to remain out of the picture after being released by light at a much earlier time, and thinks he can better serve as a chapel guard by keeping watch over the breach caused by the earthquake.

Bran is, of course, the armed man from another of the Level 1 pictures. Their attributes are as follows:

Shar: Cleric Lawful Good HP: 15 HD: 3 Str: 16
Int: 14 Wis: 18 Con: 13 Dex: 12 Cha: 15.

Bran: Fighter Lawful Good HP: 24 HD: 3 Str: 18
Int: 12 Wis: 12 Con: 18 Dex: 14 Cha: 15.

ROOM 3-11: The ruins of this room form the "porch" of Shar's cave. The steepness and smoothness of the cliff sides will not permit descent by this route. Shar will not cooperate in any plan by the party to use this as an exit.

ROOM 3-2: This chamber is dimly lit in the daytime by light which seeps in through several cracks in the exterior walls. It contains a nest of four stirges. They will attack any character or creature who enters, but will not pursue any intruder outside the room. The door to this room is slightly out of kilter because of the earthquake and does not close tightly.

Stirges: AC: 7 Move: 180' Att: 1 (Attacks at +2)
Dam: 1-3 HP plus 1-4 blood drain per melee round thereafter Dex: 6 HP: 8, 8, 3, 3 HD: 1.

ROOM 3-21: Filled with rubble.

ROOM 3-3: The room is pitch dark, and the territory is jealously guarded by a wight. The wight can be hit only by magic weapons. Its touch does no damage in hit points but drains away life energy. When the wight scores a hit, its opponent will drop one experience level, losing the appropriate number of hit points. A character who loses all of his/her levels (down to zero) becomes a wight under the control of the original wight.

Wight: AC: 5 Move: 90' Dex: 15 HP: 16 HD: 3

If the battle begins to go too badly for the party, the spirit of Owen will intervene. He will appear in a blaze of light, defeat the

wight, and toss his +2 magic sword to the party. Owen will also reveal the secret door at the back of the room.

ROOM 3-31: Stairs going down.

ROOM 3-4: Rubble.

ROOM 3-41: Entirely filled with rubble.

ROOM 3-5: A mated pair of trolls have their honeymoon cottage in this room. They come and go through a narrow crack in the roof. They will continue their amorous pursuits unless interrupted, will not attack unless attacked or interrupted first, and will not pursue characters who flee back out the door.

Trolls: AC: 6 Move: 120' Att: 2 claws and 1 bite
Dam: 1-6 each Dex: 15 HP: 30,24 HD: 6 + 3

ROOM 3-51: A pile of rubble which currently serves as the trolls' love-nest.

ROOM 3-6: This is the room that party members slide into when they enter this level of the chapel. In so doing they alarm the resident, a cockatrice. The creature is understandably panicked and takes wing, flying wildly about the room and bumping into walls.

Cockatrice: AC: 6 Move: 180' (flying) Att: 1
Dam: 1 plus petrification Dex: 16 HP: 20 HD: 5

The cockatrice will attack only if it is attacked, and even then at a -2 to hit. However, even if it does not consciously attack, the monster can still cause petrification if it accidentally bumps into a party member. There is a 1 in 20 chance that the monster will hit a character in a certain melee round (roll separately for each character once per round) in the course of its thrashing about. Cracks in the walls and ceiling of the room admit enough light to enable party members to see the cockatrice and attempt to avoid it.

ROOM 3-61: Rubbish.

LEVEL 4

The stairs (leading down from Room 3-31) are dark, but as the party approaches the bottom of the incline, characters become aware of a ruddy glow emanating from floor level below. After descending several feet further, they will exit into a large room similar in size and shape to the chamber on Level 1. The entryway they come through is along the back wall of area 3.

As each character enters, he or she quickly becomes aware that a temple service of some sort is in progress and feels compelled to quietly join those standing at the back of the congregation. (This compulsion is the result of a low-strength Charm spell of short duration and allowing no saving throw upon initial contact.)

The congregation fills the areas marked 2, 3, and 4 on the map. Wide staircases going down are seen in the recessed areas numbered 1 and 5, while the recess which forms area 6 is curtained off from the main chamber with black velvet.

In front of the curtain stand a black-robed priest and his scarlet-clad acolyte. Before them in the center of the room is an elaborately carved hexagonal altar of obsidian, in the place where the center column appears in each of the above levels.

As members of the party watch in fascination, the priest intones a long passage in an unknown tongue while the acolyte chants occasional replies or affirmations. Suddenly the priest seizes the acolyte by hip and shoulder and raises his body high overhead. In another instant, he brings the body down on the altar and buries his fangs in the acolyte's neck. After taking a long, ceremonial draught for himself, the priest catches the rest of the acolyte's life blood in a black basin. He then proceeds on a meandering path throughout the congregation, splashing blood on their faces and dipping their hands into the basin. When the

supply of blood is used up in about five minutes, the priest will utter a strange cry. Suddenly, the party member with the lowest Charisma rating will begin to walk in a trancelike state toward the altar.

Other party members will see this and possibly be shocked to their senses by the prospect of danger to their comrade. They will now be allowed a saving throw against the Charm spell (with the +2 blessing from Shar, if it applies). If some or all of them break the charm, there will be time to try to combat the vampire priest before the entranced adventurer reaches the altar and the evil priest's grasp. If no party member makes a saving throw vs. the charming, they will be compelled to watch unresistingly as their comrade meets the same fate as the acolyte. Then the "selection process" will repeat, and the party member with the next lowest Charisma will be sacrificed unless rescued.

The priest's congregation is composed of dazed, unarmed peasants. There are 30 present, but half of them will instantly flee once they see an attack being mounted against them or the priest. The remainder will attack, or at least will serve to obstruct the party if its intention is to get to the priest. They are level 0 characters, armor class 10, and will take only 1 hit point of damage before becoming demoralized and rushing for the stairs which descend to Level 5. If they attack and succeed, each blow struck by one of them does 1 point of damage.

The priest is a true vampire. He can be conquered by magical means, and an appropriately worded wish (using the ring found on Level 2) can eliminate this threat to the party's success. The priest will not be on his guard against the party members until an attack is actually begun, since he believes them to all be under the influence of the charm spell.

Those who are charmed will simply stand awaiting their master's order. If the vampire is destroyed, the charm is broken.

Vampire: AC: 2 Move: 120' Att: 1 Dam: 1-10
Dex: 17 HP: 35 HD: 7

When the party searches the room, they will find nothing of value until they draw back the black curtain. They will then be confronted by a representation of the Dark God which is so lifelike and so horrible that they will be struck dumb by terror. No character will be able to speak or communicate by vocal sound in any way whatsoever for the rest of the adventure.

Just as the characters are struck dumb, so should the players be. For the rest of the adventure, the Dungeon Master should allow no vocal communication between players. In many instances, this will make it necessary for the DM to give descriptions or instructions to players in secret. At other times, a caller for the group may be asked to give information vocally to the DM, out of earshot of other players, so the DM will know precisely what the players are intending to do — or, at least, what the caller interprets as the plan. No characters or players should be allowed to communicate with each other by any means besides gestures or pictures — except for those characters who are magic-users or clerics, or any other characters with Intelligence of 15 or higher. These characters may give information by means of written messages, but may not receive such messages from a character who does not have those qualities. Players should be given plenty of time to work things out at pivotal points in the adventure from this point on, but they should not be allowed to talk!

LEVEL 5

This level contains the household of the vampire priest. It is designed primarily to give the players and characters a chance to use silent communication.

It is possible for the party to simply proceed through the vestibule in Room 5-5 or Room 5-1 and keep descending into Level 6, or to leave the complex altogether by way of Room 5-61 or Room 5-11. In any of those cases, however, party members will remain speechless forever — or until they re-enter the chapel complex and are successful in completing the entire prophecy.

Level 5 is built of roughly hewn stone. Rooms are constructed

as on Levels 2 and 3, except that there is no column in the middle of Room 5-0. Illumination is provided by small torches in wall sconces, Ceilings are 10 feet high.

ROOM 5-0: This is a hexagonal room used as a hall or common room. There is a door in each of the six walls and a trestle table with benches in the center of the room.

ROOM 5-1: A vestibule and landing. A wide staircase comes down from the temple above and continues to the level below. This room is a landing between the two flights of stairs. There is an ordinary door in the eastern wall and a more ornate door in the western wall.

ROOM 5-11: An exit into the outdoors. Double doors set into the face of the cliff swing open easily, opening onto a narrow road which leads away to the north.

ROOM 5-2: This is the kitchen. It has a fireplace on the outside wall, a work table and 8 rough chair. Three iron pots filled with some sort of stew sit bubbling on the hearth.

There is a young woman sitting in the chair, She was once pretty, but is now so dirty and frightened-looking that it is hard to perceive her beauty.

This is Elna, the vampire priest's cook, maid, and probable future victim once she outlives her usefulness as a servant. She is not a vampire and will not be hostile. She will not attack or defend herself and will provide no information. She will merely stare silently at the party unless someone gives her an order or makes a request, in which case she will calmly obey if it is in her power to do so. She will follow the party when they leave this room unless she is actively prevented from doing so.

ROOM 5-21: This is the pantry and contains cooking equipment and various unwholesome foodstuffs, none of which is of any use to characters.

ROOM 5-3: This room is part of the living quarters for the four ghoulish warriors of the temple. They traverse the countryside looking for "converts," and make sure that services are properly attended. (However, they themselves don't go to church.)

The room has doors on opposite sides and rough beds along two of the other walls. Rags and rubbish litter the floor, and the smell is oppressive.

When the party enters the room, two ghouls will be positioned in the center of the room, they will not be surprised, and they will immediately move to attack. If a battle is joined, the two other ghouls (from Room 5-4) will move in to assist their fellow warriors.

Ghouls: AC: 6 Move: 90' Att: 3 Dam: 1-3 plus paralysis for 1-4 turns Dex: 15 HP: 14, 12 8, 6 HD: 3

ROOM 5-31: This is a storeroom filled with personal effects and possessions stripped from the ghouls' and the vampire's victims. A careful search taking at least 1 turn will yield 3-12gp, 4-24sp and 1-100cp. There is a 25% chance of finding a piece of jewelry worth 50gp if party members search for 3 turns or longer.

ROOM 5-4: The contents and occupants of this room are originally the same as those of Room 5-3 — two ghouls and some rough furniture. However, ghouls will never be encountered in both rooms in the same fashion.

If the party enters Room 5-4 before it enters Room 5-3, the events described above will take place in Room 5-4 instead, with the ghouls from Room 5-3 coming to the aid of the others. In either case, the two ghouls with the highest number of hit points will originate from whichever of the two rooms the party enters first.

If the party retreats from either room in an attempt to avoid

combat, all four ghouls will issue forth from the two rooms and engage the adventurers in Room 5-0.

ROOM 5-41: The contents of this room are identical to those of Room 5-31, except that there is no chance of finding jewelry. Instead, a bag containing 60gp will be discovered by the first character who searches for longer than 3 turns.

ROOM 5-5: A wide staircase comes down from the temple above and ends in this room, which serves as the vestry where the vampire priest robes himself and prepares for services. The walls are adorned with heavily embroidered vestments. While rich-looking, they emanate an aura of evil which may noticeably repulse certain party members. Any good character who tries on a garment or vestment or attempts to carry an article of this sort will receive a "shock" from contact with such concentrated wickedness, losing 2 hit points and being forced to drop the evil item.

Leaning against the wall in one corner of the room is a *Wand of Fear* with six charges remaining.

ROOM 5-51: This is a closet which contains vessels, basins, and other equipment for the services. Each of the receptacles or other decorative pieces appears to be worth about 300gp and may be obtained by non-evil characters, but those who carry them will lose 1 hit point per day from contact with the evil object. There is also a *Potion of Healing* (1-6 points) and a *Potion of Delusion*, both in stoppered crystal flasks, and a cursed (-2) dagger.

ROOM 5-6: The priest's living chambers — surprisingly neat and spartan. It holds a bed, two chairs and a chest, which contains nothing but black clothing made of a rich-looking fabric. Like the vestments in Room 5-5, these items may not be tried on or carried by a good character without causing harm.

ROOM 5-61: The priest's closet. Several black cloaks are hung on pegs on the wall. They, like the other cloths and garments of evil origin in this area, may not be carried or worn. Among them and partially hidden are a brown cloak (non-magical) and a green cloak (which is an *Elven Cloak*).

There is a trap door in the floor, giving access to stairs which lead down to a secret exit from the chapel at the base of the cliff.

DM: Nothing should prevent the party from leaving the chapel to rest and recuperate and then re-entering the complex to take up the quest anew. However, if Bran is with the party, he will try to persuade the adventurers to stay inside the chapel. If the party exits the chapel, Bran will remain close to the base of the cliff and will not follow the party if it ventures out of his sight. Since neither Bran nor any of the others is capable of speech at this point, it is unlikely that the adventurers would simply depart. Some party members will remember the part of the prophecy Which said the dumb will speak, and this will serve as an inspiration for them to continue the quest. If (when) party members return to the chapel, everything inside will be as it was the moment they left.

Also note that clerics in the party will still be able to turn undead and to heal despite being unable to speak.

LEVEL 6

This is a large, roughly hexagonal chamber with well-finished walls, similar in shape and size to Levels 1 and 4, but with no central column. The room is entered by one of the two staircases, either from Room 5-5 into area 6-5 (party emerges facing area 2) or from Room 5-1 into area 6-1 (party emerges facing area 4 — but see description of skeletons, below). The entire level is dark and must be illuminated by the adventurers.

The central area of the level is filled with the figures of 20 kneeling skeletons. Each has his bony hands clamped around the hilt of a sword. Ten of them form an aisle leading from the

bottom of the stairs in area 6-5 and pointing in the direction of area 6-2 — where the bodies of Owen and Andrea sit enthroned in a regal setting. A similar, gauntlet-style configuration is, formed by the other 10, pointing from the bottom of the staircase in area 6-1 to the adjacent area where Owen and Andrea are. Party members will immediately recognize Owen and Andrea as the couple depicted in the dream they had earlier.

The party will not be endangered until at least one member walks all the way down one of the aisles after descending the stairs. When the member(s) leading the way are past the end of the aisle and presumed (by the skeletons) to be approaching the throne area, and all 20 skeletons will come alive and begin to attack. Stepping through the boundary of an aisle or attacking a skeleton while it is inanimate will also cause all the skeletons to begin fighting.

Skeletons: AC: 8 Move: 60' Att: 1 Dam: 1-6 Dex: 9
HP: All 20 have 3 HP each HD: ½

On the wall at the back of area 6 is a painting of a warrior, a merchant and a seaman. On the wall at the back of area 3 is a painting of a farmer, a hunter and a beautiful woman. If a light strikes the eyes of the figures in the paintings, they will become animate. The paintings are placed high enough on the wall so that a figure's eyes cannot be illuminated by accident. Characters should be able to tell that there is some sort of painting on the wall, but not to tell what the subject is, without directly illuminating the picture.

These figures represent the good gods of Owen and Andrea, who placed images of themselves in these "living paintings" to aid and guard the couple. These figures, like the party members and the bodies of Owen and Andrea, cannot speak.

The warrior fights with a sword, the seaman with a trident, the farmer with a pitchfork, and the hunter with a spear. The merchant has a leather bag of coins which he uses as a blackjack. None of these weapons can be held or employed by other members of the party. Each of these figures is treated as a

third-level fighter in melee, armor class 2, move 90'. Each does 1-6 points of damage with a successful hit. The woman does not fight, but her touch (as if rolling to hit) will heal 1-6 points of damage.

When any of these figures takes 10 hit points of damage, it will return to its place in the painting on the wall. The paintings can be reanimated. The figures may be employed to aid the party in the fight against the skeletons, which will attack mindlessly until destroyed. The talismans from Level 2 can be of help here; if a character kept the ivory horn (hunter), iron plow (farmer), model ship (seaman) or gold thimble (woman), that character will be able to control the actions of that particular figure. Otherwise, the DM will moderate the actions of all the god-figures who come into play.

If the party and its helpers succeed in beating the skeletons, the adventurers will find themselves still without speech, since they have not yet fulfilled the entire prophecy.

When the last skeleton falls, the bodies of Owen and Andrea will rise from their thrones and make imploring gestures toward the party members. Both of the bodies must be stabbed with a magic sword, once and for all putting their owners to rest.

When this is done, the bodies will sink to the floor in a relaxed posture—and the characters will discover that they (but not the painted figures) can speak again! The walls and floor of the chamber will quiver and shake momentarily as the dark god's influence is expelled. In another moment, Shar joins the group. He will provide the prompting, if necessary, to cause the characters to look under the thrones, where a pair of compartments hold the wondrous royal treasures — theirs for the taking.

All of the painted figures and party members will form a funeral procession and bear the bodies of Owen and Andrea outside, up the cliff, and in the front door to their proper tombs on the ground level of the chapel. The lids of the sarcophagi will be lifted back into position and closed, whereupon all of the painted figures will vanish and reappear in their places on the walls — although they may stay around long enough to clear up any mysteries that remain.

IDDC II Prize Winners Basic Division

FIRST PLACE

The Chapel of Silence

SECOND PLACE

The Creature of Rhyl

THIRD PLACE

Ziggurat of the Adepts

FOURTH PLACE

Adventures in the Far Isles

FIFTH PLACE

Harrowhouse

Listed above are the titles of the entries which won prizes in International Dungeon Design Contest II for excellence in the category of adventures written for use with the Basic D&D® game. Listed below is what the winners won.

Mollie Plants, creator of *The Chapel of Silence*, receives \$250 — the amount which the contest rules specified would be given to the "overall winning entry" from both the Basic and Advanced categories. During the judging, it became apparent that there would be no suitable

Mollie Plants, Morgantown, W. Va.

Kevin Knuth, Fond du Lac, Wis.

Susan K. Topa, Utica, N.Y.

Paul Haase, Bellevue, Wash.

T. Scott Kennedy, Tinton Falls, N.J.

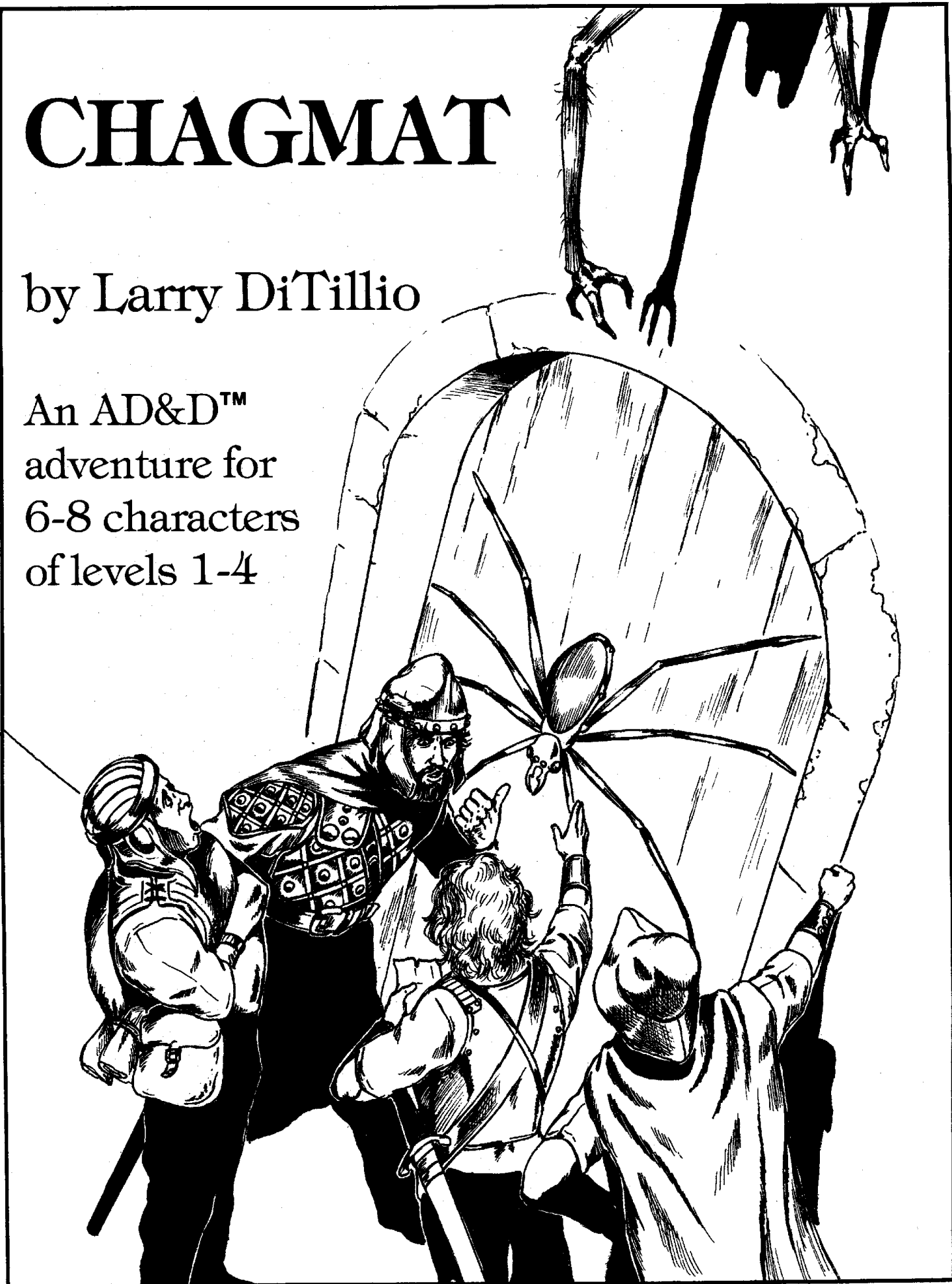
way to compare a scenario for the Basic D&D game and one for the Advanced D&D™ game to arrive at a decision on a grand prize winner. Instead, the winning entries in the Basic and Advanced categories will each receive \$250.

Kevin Knuth receives \$100 for *The Creature of Rhyl*, which will be published in a forthcoming issue of DRAGON magazine, and Susan K. Topa receives \$50 for *Ziggurat of the Adepts*. All of the prizewinning contestants were also given a one-year subscription to DRAGON magazine.

CHAGMAT

by Larry DiTillio

An AD&D™
adventure for
6-8 characters
of levels 1-4



For the players

The party is traveling the land and has stopped in the small, pleasant farming town of Byr. While sitting in the town's only tavern, The Broken Web, the characters overhear an argument among the mayor of Byr and several of its citizens. The argument concerns what to do about the disappearance of five maidens from the town. These five women have all vanished within the last two weeks. Search parties have been sent out, but have found no trace of them. The most recent of these parties, made up of five of the town's hardest souls, has apparently also disappeared, somewhere in the vicinity of Little Boy Mountain.

By listening further to, the arguing townsfolk, the party gets the following information: Most of the townsfolk blame the disappearances on a party of hobgoblin brigands rumored to be raiding in

the area. Scattered reports of hobgoblins have been circulating in the area for the past month. However, a few of the townsmen, particularly one grizzled old fighter-type with a missing left arm, believe the disappearances are the work of the dread spider-folk, the chagmat.

The reports of hobgoblins will be confirmed by various townsfolk who have sighted one or more of the nasty creatures in the area. However, no large concentration of hobgoblins has been spotted; no hobgoblin has actually been seen in the town itself, and as far as anyone knows all the maidens were in town when last seen.

The player characters will learn about the chagmat mainly from Akron Oheeyo, the grizzled old fighter, who will be prompted by the crowd to relate what he recalls from his younger days: Chagmat are spider-people, six-armed horrors who are an intelligent race serving the dire ends of Chag, the Spider-Spirit. The land around Byr was once beset by

chagmat, and one of their major temples was rumored to be somewhere around Little Boy Mountain. Most townspeople avoid Little Boy Mountain because of this, and also because of other nasties that have been encountered around it.

The last of the chagmat was said to be driven from the land more than 50 years ago. The name of The Broken Web tavern comes down from this time. Akron Oheeyo was one of the people involved in driving the chagmat from the land, but now he is sure they are back. However, his point of view doesn't attract as many townspeople as it might, because Akron has a tendency to get agitated easily and many of the other citizens regard him as senile. One or two other townsmen also feel the chagmat may be to blame, but no one has an idea what the purpose of the evil spider-folk might be. Belying the chagmat theory is the fact that there has been no preponderance of spiders noted in the land, traditionally known as a sure sign that chagmat are in the vicinity.

For the DM

Note: Players should read no further. All the following information is knowledge which only the Dungeon Master should have at the start of the adventure.

The player-character party (assuming the group is not predominantly aligned toward evil) should have sufficient interest in the goings-on to volunteer as a rescue party. If they do so, the mayor will heartily accept their offer and promise a

reward of 5,000 gold pieces if the adventurers can return all five missing maidens alive.

If player characters are reluctant about volunteering, the mayor will approach them and implore them to help, saying that the town cannot afford to risk any more of its able-bodied men, and a band of adventurers is bound to succeed where a group of simple farmers could not. And he will offer a slightly higher reward in this case, amounting to 1,000 gold pieces for each member of the party.

The player characters may ask, but

won't receive any information about the rumored chagmat temple, since none of the townspeople have actually been there. Little Boy Mountain is about 13 miles east of Byr. If the party befriends Akron Oheeyo, he may accompany them as a guide. Because of his age, his one-armed condition, and his suspected senility, none of the townspeople has been willing to allow him to go on a search party — but, by the same token, Akron Oheeyo is at present the only citizen of Byr who does not shudder at the prospect of going on a rescue mission to Little Boy Mountain.

Akron Oheeyo

Akron Oheeyo is a 5th-level fighter: AC 5 (chain mail), HP 32, Str 10, Int 9, Wis 10, Dex 9, Con 10, Cha 9. He has a longsword and a dagger.

Akron Oheeyo is 73 years old and has been without his left arm since the time when (as he tells it) he helped beat back the last chagmat invasion of the land. (He was a 4th-level fighter at the time,

and because of the forced inactivity brought about by his injury he has only attained one more level of experience in the intervening years.) While he can still swing a sword, he is not capable of much physical activity and will be useful to the party mainly as an information source. What Akron may or may not "know" as the adventure progresses is up to the DM; as the mission goes on, Akron's memory may be stimulated by his reintroduction to some of the sights and

sounds he recalls experiencing as a youth. (Basic information about the chagmat is the logical thing to divulge.) Do not force this NPC on the adventurers; let them take him only if they want to.

If the party has volunteered to help, townsfolk will provide them with horses, a wagon, rope, torches, and other gear they may not possess. If they had to be "hired" for the mission, such considerations may not be given for free, and some items may not be offered at all.

The town of Byr

This adventure does not include a detailed description of the town of Byr. If the DM wishes to add more substance to this preliminary part of the mission, any village of the DM's devising or any small

town or village from another adventure module may be used as a framework. The town and its plight provide a justification for the trip to Little Boy Mountain, and the town also serves as a place where the adventurers can stock up on supplies and other necessities. No matter what else the town contains, there should be a magic supply shop that

deals primarily in spell components and may have a scroll or two for sale; a money-lender, who may be useful if the adventurers don't have too much of a grubstake; and a cartographer who can, if approached and properly reimbursed, provide the party with a map that clearly shows the safest route to Little Boy Mountain.

Chagmat

FREQUENCY: *Rare*

No. APPEARING: 1-20

ARMOR CLASS: 5

MOVE: 6**12"

HIT DICE: 1 or 2 or special
(see below)

% IN LAIR: 50%

TREASURE TYPE: G

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-3/1-3 or

by weapon type

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Average to very*

ALIGNMENT: *Chaotic evil*

SIZE: M (up to 6')

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Chagmat look like humanoid spiders. They have six arms branching off a human-like torso, two legs supporting the body, and eight eyes clustered where

a man's eyes would be located on a human head. Their eyes give the chagmat the ability to see in a 270-degree arc centered on the direction they are facing. This peripheral vision and their acute senses of smell and hearing make it possible to surprise them only on a roll of 1.

Chagmat fighters are always brown, and chagmat clerics are always white. The two types do not interbreed, and chagmats are either fighters or clerics.

Normal (non-extraordinary) chagmat clerics all have one hit die, while normal chagmat fighters have two hit dice. More powerful clerics or fighters, such as the High Priest Byaculuse, will have hit dice commensurate with their effective level of experience. Fighters are armed with short swords and clerics are armed with clubs. A chagmat fighter can wield two weapons at once, gaining two attacks per round if this is the case. If a chagmat is unarmed, it can use its natural attacks, consisting of two claw attacks per round for 1-3 points of damage each.

Chagmat can employ two shields at the same time, generally holding one in each hand of their centermost arms.

Shields (not figured in the armor class given above) provide a bonus of 1 to a chagmat's armor class for each shield used. All chagmat can scuttle vertically up walls when not engaged in melee, using their legs and two of their arms, with the same chance of success as a second-level thief. They can walk upright on level surfaces, but must use two arms and two legs to travel at their prescribed movement rate in a web.

Chagmat can spin webs in the same way a giant spider accomplishes this, but cannot "shoot" a web in the manner of a *Web* spell.

Chagmat clerics can use two first-level cleric spells once per day. Non-extraordinary chagmat clerics generally disdain the "good" forms of spells and will usually opt for the reverse form of such spells as *Cure Light Wounds*, *Purify Food & Drink*, *Remove Fear*, etc.

Chagmat clerics will be able to speak (but not read or write) the Common tongue in addition to their racial language. Chagmat may use any magic items permitted by class. Their bite does no damage and is not poisonous.

The mountain

Little Boy Mountain gets its name from its shape, which reminds viewers of a small boy seated on the ground, arms locked around his knees. It is surrounded by hills, and all its faces except the south face are treacherous to climb. The south face of Little Boy Mountain is dotted with eight cavern-like openings, some of them (Caverns 1, 3, 4, 6, and 8) visible from the base of the mountain and the others (2, 5, and 7) only able to be seen from a few feet away. Three of the cavern openings (3, 5, and 8) are occupied (see area descriptions), and another one (7) is the entrance to the chagmat temple; the

other four are normally unoccupied, though a party might encounter something within them. There is a 75% chance (1-3 on d4) of an encounter occurring within a supposedly unoccupied area. This chance is rolled when a cavern is entered for the first time, and if an encounter is indicated, roll d4 and consult the following list to determine the type of encounter. Note: The first three numbered encounters will only occur once each, if at all; only the fire beetles (encounter #4) may be met more than once, and in that case a new roll must be made each time for the number appearing.

1: 5-10 (d6+4) Troglodytes; AC 5, MV 12", HD 2, HP 4, 11, 9, 8, 4, 6, 7, 9, 4, 2. #AT 1, D by weapon; revulsion odor

when aroused. These troglodytes are seeking to establish a base in the mountain. They are armed with stone battle axes and vared javelins.

2: 7-12 (d6 + 6) Piercers; AC 3, MV 1", HD 1, HP 7,5,8,6,4,6,3,2,5,4,4,4. #AT 1, D 1-6. These will be spread out in the cavern where they are encountered, such that no area within the cavern is safe from their attack.

3: Brown mold, one patch, covering the floor, walls, and ceiling of the designated area.

4: 1-4 Fire Beetles; AC 4, MV 12", HD 1+2, HP 6, 5, 7, 8. #AT 1, D 2-8. Note: These beetles, unlike the first three encounters described, can appear in more than one cavern.



The caverns

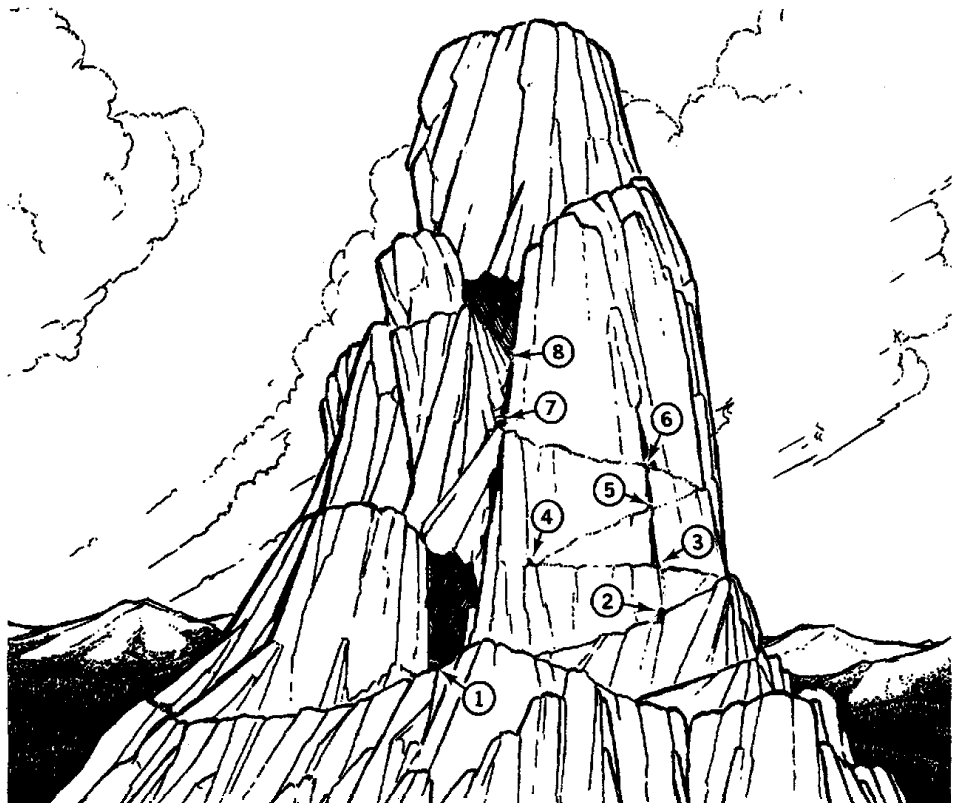
After reaching the mountain and determining that the south face is the only area of interest, adventurers will have to make an ascent as far as Cavern 1, getting there by means of mountaineering techniques or magic. From that point on, a rough but usable path connects the caverns to one another, in the order in which they are numbered (see map). It is about 225 feet up to Cavern 1, and the DM should only allow the climb to be made without incident if the party has at least one experienced climber or mountaineer (thief, mountain dwarf, or the like) who can lead the way, locating or manufacturing handholds and footholds for the other characters. If the party does not contain an experienced climber, every member of the party must check after each 75 feet of climbing to see if he or she makes a saving throw against falling. This save is rolled on d20; the save is successful if the resulting number is less than or equal to the character's dexterity.

The trail connecting the remaining seven caverns is only wide enough for one person at a time. If a ranger should look for tracks on the trail, he or she has a 75% chance of finding the following tracks in the appropriate area: bonesnapper tracks around Cavern 3; ogre tracks around Cavern 5; and chagmat tracks around Caverns 5, 6, 7, and 8 (the ranger would not necessarily know these are chagmat tracks). Strong emanations of evil are detectable in and around Caverns 5, 7, and 8.

Cavern 1

inside an entranceway which is 20 feet wide lies the main chamber of this cavern, roughly 200 feet in diameter with a 15-foot ceiling. Four passages, all 8 feet tall and ranging in width from 3-5 feet, branch off from it similar to fingers from a hand. Passage #1 goes 400 feet further into the mountain and dead-ends. Passage #2 goes 200 feet into the mountain and dead-ends. Passage #3 goes 300 feet into the mountain and has numerous side passages which branch off for 10 to 50 feet before dead-ending. The first such branch on the west side of the passage loops around and joins Passage #4. This is a small side cavern with a branch in the northeast corner that joins with Passage #3 and a branch in the northwest corner that goes about 400 feet into the mountain and dead-ends.

Maps on pages 46-48



Little Boy Mountain

Cavern 2

A 10-foot-wide entranceway tapers down to a roughly straight 3-foot-wide passage leading some 40 feet into the cavern proper, which is about 50 feet in diameter with a 20-foot ceiling. Passage #1 goes southeast for about 50 feet and then opens up into a small dead-end cavern. It is 6 feet wide. Passage #2 goes northeast for about 20 feet and opens into three small dead-end caverns. This passage is about 4 feet wide. Passage #3 goes northwest for about 75 feet, then bends to the south, going another 60 feet to a fork where two spurs go about 15 feet southeast and southwest before dead-ending. Where the passage forks is

Cavern 3

This chamber is reached through a narrow entranceway as in Cavern 2. This cavern, shaped in an oval 75 feet by 50 feet wide with an 8-foot ceiling, is the lair of a bonesnapper (see description in the FIEND FOLIO™ Tome); AC 4, MV 6", HD 4, HP 18, #AT 2, D 1-8/1-4. When the adventurers enter the cavern, they will see a number of human jawbones and other bits and pieces of skeletons scattered on the chamber floor. Predominant among them is a more or less intact hu-

man skeleton partially protruding from a pile of rocks. On the skeleton's left hand (not visible unless characters move the rocks) is a finely crafted gold ring with a translucent green stone in it. The ring is worth about 200 gp simply for the gold, but it is also a *Ring of Ethereality* with two charges left in it. Inside the ring the word "Darandara" is inscribed in Common script. If the ring is put on and this word pronounced, the wearer becomes ethereal. To reverse the process, the word must be pronounced backwards ("Aradnarad"). If the two charges are expended, the green stone will darken and the ring will be non-magical. It will still be worth 200 gp, however. The skeleton is the remains of a bold adventurer who got caught in a cave-in.

man skeleton visible along one wall, with a metal helmet still adorning the skull. This is a *Helm of Comprehending Languages and Reading Magic*.

Roll d4+1 when the party enters the cavern, to generate a number from 2-5. This result indicates the distance, in tens of feet, between the entrance to the main chamber and the current position of the bonesnapper.

This chamber, unlike Caverns 1 and 2, does not have passages branching off from it. Bunched in an inconspicuous hollow at the base of the eastern wall is a 50-foot rope (actually a *Rope of Climbing*), which will be discovered if the party

kills the bonesnapper and then searches the cavern thoroughly. The rope will "spring to life" as soon as the command word "Spider" is spoken, shaping itself into a tight coil with one end rising until it hovers 5 feet off the ground, awaiting a further command. If no other direction is given to the rope within one round, it will fall "lifeless" to the cavern floor again.

Cavern 4

A five-foot-wide entranceway opens into an irregularly shaped chamber 80 feet across at its widest point with a ceiling at least 15 feet high in all locations. Passage #1 goes straight into the mountain about 350 feet, with a constant width for of 6 feet and a ceiling height of 5-9 feet, and dead-ends. Passage #2 goes about 50 feet into the mountain and is only 2 feet in diameter. The passage is more or less straight and ends in a small dead-end cavern.

Cavern 5

This is the lair of Muddah Rateater, an ogre. The main chamber is an almost circular cavern some 30 feet in diameter with a ceiling varying from 12 to 18 feet in height. It is reached by entering through a 7-foot-wide, 10-foot-high corridor from the south. Two passages lead from the main chamber to the ogre's sleeping quarters (#1) and the treasure room (#2). Passage #1 is 15 feet long and 7 feet wide with a 10-foot ceiling. Passage #2 is blocked off by a large boulder across the exit from the main chamber. Behind the boulder the passage bends to the northwest, then curves to the east, a total distance of 50 feet.

The main chamber is lit by a torch stuck in a carved-out hole in the north wall. A crude table, made of a large flat stone balanced on another rock, is in the center of the room with another large rock set beside it as a chair. Piles of rat bones are everywhere within this area.

The sleeping area is a circular chamber 25 feet in diameter. It is dark but can be illuminated by lighting a candle stub in a carved-out niche on the south wall. A bed made of old blankets and dirt is against the north wall, and more piles of rat bones are evident. Muddah the ogre is asleep in his bed, under a heap of blankets. Characters will be immediately aware of the presence of an occupant in the chamber when they reach the end of the passage. Muddah will not awaken when characters enter his sleeping chamber unless the candle is lit or unless the party approaches the bed and disturbs the blankets covering the ogre. Muddah is AC 5, MV 9", HD 4+1, HP 24, #AT 1, D 1-10 (no weapon immediately at hand).

Under a large pile of refuse near the southeast portion of the sleeping quarters is a decrepit-looking war hammer. This is actually a *Hammer +3, Dwarven*

Thrower, with its full powers usable by any dwarven fighter who wields it and utters the command word "Glanya," which is inscribed in dwarvish on the shaft. In the hands of any other type of character, the hammer will perform as an ordinary weapon.

The entrance to the passageway leading to the ogre's treasure room is blocked by a large boulder that requires a combined strength of 20 to roll aside. The noise caused by the moving of the boulder will awaken Muddah, and he will emerge from his bedchamber one round later to investigate the disturbance.

If the party gets the boulder out of the passageway to the treasure room and avoids or vanquishes the ogre, they will find in the room a small locked chest, around which are scattered various valuables: 9 gem-studded silver goblets, worth 10 gp each; 5 gold-plated dishes, worth 5 gp each; and three small leather pouches, each containing 200 copper pieces.

In the chest itself (the lock can be picked, or the chest can be simply smashed open by inflicting 10 hit points of damage on it) are the following items:

A vial containing 3 ounces of *Oil of Transparency*. When an ounce is spread on a solid surface (covers about 25 square feet), it makes the surface transparent for 11-20 (d10 + 10) rounds. Up to a 2-foot thickness of any material will be rendered transparent. The oil smells like burnt leather and tastes awful but has no adverse effect on an imbibor if drunk. The oil is worth 100 gp per ounce.

A leather belt with a buckle of finely wrought platinum in which are etched a set of undecipherable symbols (the initials of the chagmat who originally owned it). The buckle is worth 100 gp.

A gold locket with the symbol of Chag, the Spider-Spirit, on it. The locket has a catch which can be opened to reveal an octagonal purple gemstone inside. The locket was at one time in the possession of a follower of Chag.

A square metal cylinder with each side a different color (red, blue, yellow, green reading clockwise) and a small striker bar attached to the edge of the cylinder by a thin cord. This is a special *Chime of Opening* (worth 5,000 gp) attuned only to the chagmat temple. This device will open the secret door leading to the temple from Cavern 7, and can be used to manipulate any of the doors in the "Stomach of Chag" area of the temple.

Cavern 6

This is a large, irregularly shaped cave with a ceiling varying from 15 to 20 feet in height. Two small alcove-type caverns extend to the northwest and northeast. Nothing of interest is to be found here. The northwest passage goes deep into the mountain, some 600 feet, before

coming to a dead end. After an initial straight stretch of 25 feet it becomes very twisty. The passage varies in width from 3 feet to 10 feet (the straight stretch is 10 feet wide) and the ceiling height varies from 5 to 8 feet.

Cavern 7

This cavern contains, among other things, the entrance to the chagmat temple. Adventurers will note that this cavern, unlike the previous six, has apparently been worked on by someone other than Mother Nature. It has been sculpted in the shape of a rough octagon. The cavern proper is reached via a 10-foot-wide passage which leads into it from the south. The cavern has a uniform 10-foot-high ceiling. Passage #1, leading off to the southeast, runs deep into the mountain and originally ran all the way through to the north face. Now it goes about 1,000 feet before ending in a mass of several tons of stone. Passage #1 varies from 3 to 8 feet in width and the ceiling varies from 6 to 12 feet high. Passage #2 is a perfectly straight corridor 6 feet wide that runs 100 feet to an apparent dead end. This is actually the site of the temple entrance, disguised to look like impassable terrain. Passage #3 extends to the northwest about 50 feet until reaching a dead end. It is about 4 feet wide all the way along, and there is a short side spur about 20 feet inside the passage entrance that runs east for 10 feet. At the most secluded spot inside this side spur is the body of one of the members of the missing search party. The man apparently suffered injuries from some cause and staggered this far before dying. There are no signs of a struggle in the immediate area.

The lair of a huge (trapdoor) spider is located 15 feet before the dead end in Passage #2. This spider is AC 6, MV 18", HD 2+2, HP 14, #AT 1, D 1-6 plus poison (+1 to s.t.). It surprises on a roll of 1-5 and will attack any non-chagmat who dares to venture this close to the temple. It leaps out at lightning speed from beneath the floor where its lair is. If it hits, it will drag its victim back into its lair, which is 6 feet wide, 8 feet long and about 7 feet deep. In the spider's lair are two half-eaten bodies, other members of the missing search party. There is also a quiver of 10 arrows for a longbow (three of them +1 arrows) and a broken longbow. There is also a usable shield, a two-handed sword, two daggers, and a heavy mace, none of them magical but all usable as normal weapons.

Passage #2 ends in a seemingly solid rock wall which is actually a secret door made of a six-foot thickness of stone. *Detect Magic* will reveal the existence of the secret door. The door can be opened from the outside by using the special *Chime of Opening* found in the ogre's

lair (Cavern 5). The chime must be sounded while the holder is standing within 5 feet of the door. If properly activated, the door will slide to the west very silently and remain open for 1-6 rounds before sliding shut automatically. A *Knock* spell will not work on this door, and the 6-foot thickness of stone will resist any attempt to move it forcibly or blast it out of the way. On the interior side of the door, set into the wall adjacent to the portal, is a lever which moves the door when pulled up (to open) or down (to close).

Cavern 8

This was once a meeting hall for the chagmat living in the mountain. It shows signs of handiwork, as in Cavern 7. There are a number of stone benches in the cavern proper, some in ruins and others still intact. The ceiling of the cavern is about 12 feet high, and walls and ceiling are covered with spider webs. The entrances to the three passageways are all covered by these webs. Scuttling around in the webs are several dozen large spiders; AC 8, MV 6"15", HD 1+1, HP 4 each, #AT 1, D 1 point plus poison (save at +2). From 1-6 of these spiders will leap on any non-chagmat character who enters this area.

Passage #1 goes back about 200 feet into the mountain and is about 3 feet wide most of the way. The ceiling is about 5 feet high, and the walls of the passage have been purposely weakened so that there is a 20% chance of a cave-in for every 50 feet traveled. A cave-in will clog the passageway, depositing a pile of rocks and earth from 1-3 feet thick between the victim(s) and the rest of the chamber. Comrades can dig through the debris at the rate of 1 foot per turn until the barrier is broken through.

Passage #2 is a short spur 6 feet wide, 35 feet long, and basically straight, culminating in a dead end.

Passage #3 is another spur, this one 25 feet long, 6 feet wide, and straight. It dead-ends at a rock wall. However, this wall glows slightly because of its magical nature. This area is the receiving end of the *Mirror of Teleportation* in Byaculuse's quarters (see "The Stomach of Chag"). *Detect Magic* will show this wall as magical, but it has no use other than to teleport people out of the temple.

The temple

There were at one time a total of eight Temples of Chag throughout the land, one for each color of spider found in the world. The temple located inside Little Boy Mountain is dedicated to the gold

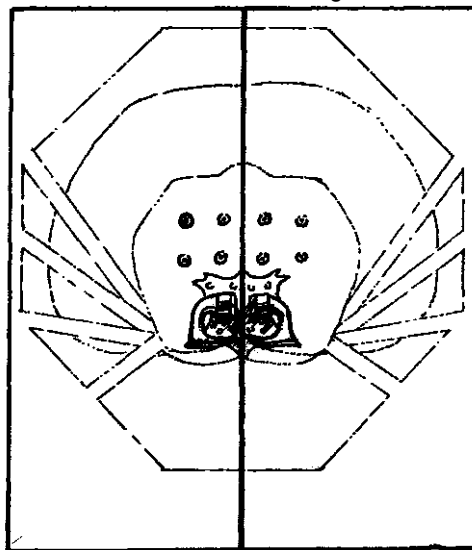
spider. Temples have a standard form, consisting of eight rooms, each octagonal in shape (though of varying sizes) and of a different color, plus an "entry room," also octagonal. All rooms are joined by long, gently sloping corridors. These rooms constitute the first (upper) level. The second (lower) level of a chagmat temple is primarily made up of a huge chamber with the quarters of the High Priest and various spider dens adjoining it. This huge chamber, reached only by traveling through treacherous corridors and shafts, is known as The Stomach of Chag.

One room of each temple is located at the center of the web-like configuration and always represents the color of spider to which the temple is devoted. In this case the center area is the Gold Room, also known as The Heart of Chag.

The floors and ceilings of the Gold Temple (in all rooms, including those named for other colors) are all made of stone colored by gold dye, with a web-like tracery of fine black lines running across the surface. Ceilings are always 10 feet high on the first level, unless otherwise specified.

The walls of each room are stone, stained a certain color, denoting the color of spider the room represents, and (on walls that do not contain doors) adorned with a hideous bas-relief depiction of Chag, the Spider-Spirit.

On the first level all doors (except secret doors) are double doors of half-inch-thick iron, gold plated and etched with a depiction of Chag. The eye sockets of these depictions are raised "holders," each containing a tiny gem or semi-precious stone the same color as the room the door is in. These gems are so



small as to be virtually worthless as treasure; their purpose is decorative only. Each door has two semi-circular handles of carved metal (see accompanying diagram), by which the door is pushed or pulled. Doors are usually locked; on all doors, a keyhole will be found behind one of the eight eyes (which is simply

slid to the right to reveal the keyhole). The DM may generate a number from 1-8 at random to determine which eye the keyhole is behind, or may simply designate a particular eye as the location of the keyhole. A lock on one of these doors can be picked as long as the keyhole is located. Because the doors are thick metal, it is difficult to hear noise through them; a roll of 1 on d6 indicates success in such an attempt. Doors are 8 feet high and 6 feet wide (each of the two sections is 3 feet across).

Secret doors are opened by using a "combination" of numbers and sliding to the left those "eyes" corresponding to that combination in the depiction of Chag on the wall containing the door. In any Particular room, the combination for any secret door is the number(s) of the wall(s) on which all the secret doors in the room are located. For instance, the combination for secret doors on walls 3 and 5 of a room would be "3-5." Only one secret door can be opened at one time; the combination will not open all doors at once. Eye sockets on secret doors do not contain gems but are otherwise identical to sockets on regular doors. All secret doors are single panels 3 feet wide and 5½ feet high. When activated, they swing open for 1-4 minutes (roll for each door each time it is opened) and then swing shut. Some of the secret doors are trapped.

Corridors in the temple are 10 feet wide with 8-foot ceilings. Floors and ceilings of corridors are gold with black "webbing," the same as for rooms. Corridor walls are smooth, natural stone with no carvings or other decorations.

Rooms are sometimes lit by octagonal "glow" lanterns, made of iron and holding glands from fire beetles which produce a constant but fairly dim light. Lanterns are hung from the ceiling and can be easily removed and transported.

The Gold Temple is being restored by the powerful chagmat cleric Byaculuse; though long out of operation, areas of it have been cleaned and restored in recent weeks. In the restored areas, doors and other movable surfaces have been lubricated, cracks in the walls have been patched, and so forth. This renovation will be apparent to characters, where it is present, as the temple is explored.

The High Priest Byaculuse is determined to restore the reign of Chag to prominence and dominance in the land. He is responsible for the disappearance of the five women from the town of Byr. He intends eventually to take three more women, making a total of eight, and use the group of them as part of a ritual which he hopes will summon Chag to the Prime Material Plane. He has ordered the kidnappings to take place intermittently, to guard against the discovery or capture of any of the members of his rather small band of followers. This force consists of 10 chagmat fighters and 4 other

chagmat clerics. Also at the high priest's service are some spiders, including Pagoyak, a giant gold spider which is Byaculuse's personal pet. The priest is also in the midst of a plan to hatch hordes of normal spiders to infest the surrounding terrain, and intends to release his "spider plague" upon the surrounding countryside.

In addition to the women, Byaculuse is holding another prisoner, a human druid named Cosmo. The priest had Cosmo kidnapped several days ago, when the druid traveled too close to Little Boy Mountain for his own good. Byaculuse intends to force the druid to divulge some of his spell-casting knowledge to help the chagmat priest devise a way of magically reproducing mass quantities of spiders for the "plague." More details about Cosmo will be found in the description of Room 7A.

Byaculuse also employs the services of a small group of hobgoblins who guard the outer reaches of the temple. These hobgoblins are the same creatures who have been spotted by townspeople from time to time in the area. They know nothing about the operation of the temple and have gone nowhere inside it, except for Rooms A, 1, and 4.

Encounters

The DM should roll for a random encounter (on d6, a result of 1 indicating a positive result) once every three turns after the party enters the temple area. If an encounter occurs, roll d4. If the result is 1-3, use the creature type indicated on the following list. If the first result is 4, roll again and use the second result as the indicator of the creature type. The encounter will not take place at the spot where the party is located when the rolls are made, but will occur the next time the party passes through a door or turns a corner in a corridor. Any of these creature types may be encountered more than once.

1: 2-12 Giant Ants; AC3, MV 18", HD 2, HP9,12,12,6,5,8,9,6,11,4,14,5.#AT1, D 1-6 plus poison for warriors.

2: Black Pudding; AC 6, MV 6", HD 10, HP 25 + 2d6 (roll for each separate encounter), #AT 1, D 3-24, dissolve wood and metal.

3: 11-20 Giant Centipedes; AC 9, MV 15", HD 1/4, HP 1 apiece, #AT 1, D nil. Characters save at +4 against the centipede's poisonous bite; failing one of these saving throws causes the victim to be weakened (movement halved, no attack or defense possible) for 1-3 turns.

4: 1-4 chagmat fighters, chosen at random from the chagmat fighter list given below. If 3 or 4 fighters are encountered, there is a 25% chance for one chagmat cleric (again chosen at random) to be with them. There can be no more than the 10 fighters or 4 clerics available; the DM must keep track of any

that are slain. Chagmat who encounter intruders are 50% likely to try to get back to the "Stomach" and warn their comrades. If they attempt this and succeed, Byaculuse and his minions will be on full alert.

Chagmat force

All chagmat have the same general characteristics, as spelled out in the statistical information given earlier. Chagmat fighters and clerics that might be encountered differ from one another only with regard to hit points, weaponry (fighters use short swords, clerics use clubs), whether or not they use a shield or shields (indicated by an armor class of 5, 4, or 3, whichever applies), and spell-casting ability (if any).

Chagmat fighter list

F1: AC 3, HP 4.

F2: AC 3, HP 10.

F3: AC 5, HP 6.

F4: AC 5, HP 7.

F5: AC 4, HP 12.

F6: AC 4, HP 13.

F7: AC 3, HP 10.

F8: AC 5, HP 10.

F9: AC 5, HP 12.

F10: AC 4, HP 6.

Chagmat cleric list

C1: Yellow Acolyte; AC 4, HP 5. Spells: *Protection From Good, Cause Light Wounds.*

C2: Orange Acolyte; AC 3, HP 8. Spells: *Cause Fear, Darkness.*

C3: Black Acolyte; AC 5, HP 4. Spells: *Cause Light Wounds, Sanctuary.*

C4: Red Acolyte; AC 4, HP 5. Spells: *Putrefy Food & Drink, Protection From Good.*

The entrance

If and when the party breaches the entrance to the temple in Cavern 7, they will see a set of stone stairs descending to meet an arching, 100-foot-long stone bridge that spans a virtually bottomless abyss and leads to the Temple Face, a grotesque and hideous sculpture of a ferocious giant spider that extends like a canopy over the double doors that lead to Room A. Crossing this bridge (or otherwise spanning the abyss) is the only way to reach the temple area.

There is a 65% chance that the double doors presided over by the Temple Face will be ajar; otherwise they will be locked. If the doors are ajar, there is a 35% chance that the hobgoblin guards in Room A will hear a party coming and either ambush them when they enter Room A or try to head them off on the bridge (50% chance of either). Picking

the lock on the double doors will always alert the guards.

The party should not be able to actually see the Temple Face until they have reached at least the midpoint of the bridge, since this area is dark. If a fight breaks out on the bridge, any combatant hit by a roll of natural 20 must roll his or her dexterity or less on d20 to avoid falling off the bridge to death below. (For this purpose only, consider all hobgoblins to have 13 dexterity.)

Room details

Room A: The "entry room," lit by four hanging glow lanterns. Each of the walls of this room is colored differently, representing the eight colors of the chagmat worship (green, red, gold, black, orange, purple, yellow, and blue, in no particular order). Walls are numbered in a clockwise order, with the north wall being number 1. The doors leading from the stone bridge are on wall 3. Wall 8 has a set of double doors, unlocked. Secret doors are located in walls 2 and 7, so the combination for each one is "2-7."

This room is where the hobgoblin guards are on duty. There are 8 hobgoblins in the service of Byaculuse, and from 3-6 of them will be present in this room at all times. All hobgoblins are AC5, MV9", HD 1 + 1, #AT 1, D 1-8 or by weapon. Each of them differs from the others with regard to hit points and weaponry, as follows — #1: HP 6, broadsword; #2: HP 6, spear; #3: HP 5, broadsword; #4: HP 7, spear; #5: HP 9, morning star; #6: HP 7, long sword; #7: HP 9, +1 morning star plus the key to the chest in Room 4; #8: HP3, spear. Any hobgoblins not on duty in Room A will be in Room 4. If the party members outnumber the hobgoblins on duty in Room A, the guards will attempt to exit through the secret door in wall 7 to Room 4 and get reinforcements.

Any captured hobgoblins can tell adventurers (if in a language known by both speakers) only that two women were brought here by their chagmat bosses. They have no idea where the women were taken or why. They do not know the combination to the secret door in wall 2 (that is, they do not know it is the same as the combination for the door in wall 7). Each hobgoblin carries 50-100 (d6 + 4) silver pieces.

Next issue:

PLANET BUSTERS

by Tom Wham and Jim Ward

Room 1

This area is not lit by glow lanterns. There are five normal doors, all locked, on walls 1,2,3,4, and 8. Walls 5,6, and 7 contain secret doors, so the combination for each of them is 5-6-7. The floor on either side of each secret door is a 5-foot-square trap door that will open onto a 10-foot-deep pit if the wrong combination of eye sockets is pushed.

Room 1 is the "Heart" of the temple, and all its walls are gold-colored. In the center of the room is a 3-foot-high stone pedestal in which is embedded a gold-hued, octagonal stone giving off a pulsating light. The stone has four T-shaped handles inside depressions which are spaced evenly around its visible surface. If all four handles are grasped in the space of one round or less, all characters or creatures involved will be affected as though *Cure Light Wounds* had been cast on each of them. If less than all four of the handles are grasped within a round's time, the character(s) or creature(s) holding the handle(s) will suffer as though *Cause Light Wounds* had been cast on each one.

Caught in the door on wall 8 is a piece of homespun green cloth. This is a scrap from the scarf of one of the captured women. Any player character has a 50% chance of catching sight of it if that character comes within 5 feet of the door; the cloth will always be spotted if the door is examined.

Room 2

The walls of this large room are green. The room is not lit by glow lanterns. There are double doors, both locked, in walls 1 and 8 and a secret door in wall 6. In the center of the room is a blood-stained, octagonal altar, 15 feet in diameter, made of green stone. If any *Detect* spell (*Detect Magic*, *Detect Evil/Good*, etc.) is cast on the altar, it will pivot to one side, revealing a 10-foot-deep, 6-foot-diameter hole beneath it. Characters will immediately see the contents of the hole: three small brass coffers, closed with sturdy latches but not locked, and what appears to them to be a huge spider but is actually a phase spider: AC 7, MV 6", HD 5 + 5, HP 20, #AT 1, D 1-6 plus poison (save at -2), SA phase shift. The spider will go out of phase within a few seconds after being seen, having been alerted to possible danger by the moving of the altar. It will not leave the treasure hole or attack unless one or more party members descend into the pit.

The first brass coffer the characters examine (if they overcome the phase spider or are able to get the coffer out of the pit without defeating the spider) will

contain a choker of 10 matched emeralds, worth 5,000 gp altogether. It acts similar to a *Necklace of Strangulation*; if donned, it will begin strangling its wearer to death after 1-4 more rounds have passed. It does 1 point of damage per round and can only be removed by a character other than the wearer, at a chance equal to that character's bend bars/lift gates percentage. One such removal attempt may be made per round. The necklace will register positively to *Detect Magic* and/or *Detect Evil*.

The second coffer characters will open contains a leather belt with a metal buckle. There are two words in the chagmat language engraved on the buckle. The one on the front is pronounced "Graa," and the one on the back is pronounced "Yegraa." If the words can be translated (via *Comprehend Languages* or similar means), the belt can be used by any character. When the wearer says the word "Graa," he or she "phases out," exactly like a phase spider. The command word "Yegraa" reverses the process. The belt has a sale value of 3,000 gp.

The third coffer contains a bandolier with eight identical daggers (1,000 gp value each) in its sleeves. These weapons will act non-magical if used as hand-held weapons, but will be +2 weapons if thrown at a target.

Room 3

The walls of this room are black, and the room is not illuminated. Sets of double doors, both locked, are on walls 3 and 7. This room was employed in the past as an arena and auditorium, but is not currently in use.

Sets of bleacher-style seats fill the north and south walls and adjacent areas (see map), with open passageways leading east and west to the doors and a 20-foot-diameter open area in the center of the chamber. On the north wall, at the highest vantage point of any location in the room, is a large, ornate throne.

The throne is made primarily of rich, dark hardwood. Eight gems ("eyes") of 100 gp value each are imbedded in the backrest, and the arms and sides of the throne contain dozens of other less valuable (10-60 gp maximum) gems and semi-precious stones. Protruding from the backrest are eight "arms," actually thin metal rods meant to simulate the legs of a spider. Each of the "arms" can be manipulated up and down to a small degree. One of them has a special property which this movement will activate.

Moving the lowest arm on the left side (as seen from in front of the throne) will open a hatch in the ceiling above the open area at the center of the room and cause a *Web of Entanglement* to fall onto that area, trapping all characters or creatures in that location. This magic item is similar to a *Rope of Entanglement* in its

effect on victims, except that the web-rope cannot be rendered harmless by cutting it. It is susceptible to fire, but any character in contact with a part of it when it is set aflame will suffer 2-8 points of damage from burns before the fire dies out.

Room 4

This blue-walled chamber is the guard room, where the hobgoblin guards can go when off duty. Any hobgoblins not already encountered as a result of the party's entrance into Room A will be found here. The room is lit by a single glow lantern. There are locked double doors on walls 6 and 8. On wall 3 is a secret door.

In the center of the room is a makeshift table with four chairs around it. The table consists of an overturned crate which supports a slab of wood. There is a small, locked iron chest under the crate. The key to the chest is (or was) in the possession of the most powerful hobgoblin (the one with 9 hit points and the magic weapon). In the chest are the following items: a gaudy-looking gold-plated necklace with large imitation diamonds, worth a total of 20 gp; four jade bracelets, worth 500 gp each; a tiara of silver with a large sapphire set in it (silver worth 50 gp, sapphire 1,000); and a small pouch containing 20 small spheres of red, green, and blue glass-like substance (these are marbles, and they are worthless, but the hobgoblins don't know that).

On the table, amidst scraps of food and a scattering of hobgoblin playing cards, is a two-handled earthenware jug with three triangular symbols on it, written in the chagmat script. The jug looks worthless and is presently filled with horrible-tasting wine. The symbols stand for "Heal," "Slay," and "Protect." If one character grips the handles of the jug and speaks one of those words, one of these things will happen:

Heal: Any liquid in the jug will become one dose of a healing potion that will cure 1-12 points of damage, either from wounds or poison. This can be done up to three times a day, and the command word must be repeated each time.

Slay: Any liquid in the jug will become one dose of a deadly ingestive poison doing an immediate 4-32 points of damage to anyone who drinks it. This function can be performed twice a day.

Protect: Any liquid in the jug will become one dose of a potion of invulnerability — usable by fighters only — with a duration of 2-20 rounds. This function can be used once a day.

In all cases, the jug must contain a liquid to begin with, and the subsequent potion or poison must be drunk directly from the jug (it cannot be poured out and kept). The jug is worth 3,000 gp, and the hobgoblins have no idea it is magical.

Room 5

The walls of this room are red, the symbolic color of magic in the chagmat culture. The area is lit by four glow lanterns.

When the chagmat were a more powerful race many years ago, this room was a very powerful chamber. Three sets of double doors lead through walls 1,3, and 7. Embedded in all the other walls are irregularly shaped pieces of translucent, smoky glass, one large piece to a wall. These served as magical "cells" in the old days, holding captured demons the chagmat priests could summon forth and command into their service. The cells do not serve this purpose now; many years of disuse have caused them to malfunction. But byaculuse has turned this into a convenience, employing the room as a sort of security system to keep an eye on his captives from this remote location.

When characters enter the room, nothing will be visible in ("behind") the cells, but it will be apparent that the smoky glass is translucent. Appearing on each cell, written across the top in chagmat script, is a single word. Starting

with the cell on wall 2 and reading clockwise, the words are "Yastorah," "Burkesha," "Colozag," "Mendar," and "Lofath." (These are the names of five of the most revered chagmat priests from the old days. Calling on their spirits is part of the process which was used to summon forth the imprisoned demons.)

Each cell has a perfectly smooth surface, and feels like normal glass to the touch but is practically invulnerable. The cells can only be damaged by blows from magic weapons or spell attacks, and one cell will absorb 50 hit points of damage before cracking. It takes an additional 50 points of damage to cause a cell to shatter — and when it does, the pieces will fall to the floor, revealing a solid, blank wall beneath. The pieces are worthless.

In the center of the room is a small octagon formed by colored stones set into the floor. Each side of the octagon is a different color, corresponding to the eight colors of the chagmat temple (as in Room A).

The cells presently function in this manner: If a single character or creature (chagmat) steps into the small octagon in the center of the room (there is only space for one man-sized character at a time, comfortably), faces one of the cells,

and pronounces the name labeling that cell, the glass will shimmer and show an image of a woman (one of the missing maidens), seeming to come from inside the glass. If the speaker faces a different cell, the current image will fade and another woman will appear in the new cell when the proper name is uttered. If the speaker steps out of the small octagon, the cell which was "on" at the time goes blank. The cells will not function if two or more figures try to occupy the space inside the octagon at the same time.

If Akron Oheeyo is with the party, he will recognize any and all of the women as the kidnap victims and be able to identify them by name. Again reading clockwise from wall 2, the images will be those of Lurati, Wilaine, Cerasa, Henna, and Myrella. Each of them is shown in leg irons, chained to the side of a structure or large piece of furniture which cannot be identified. Their dress and physical appearance are each distinctive, so that even if Akron Oheeyo isn't around, the adventurers will know them to be the images of five different women, and they may safely make the logical assumptions that (a) these are the kidnapped women and (b) they are all still alive somewhere in this complex.



Room 6

The walls of this room are purple. Sets of doors, both locked, lead through walls 3 and 7. The room is not lit by glow lanterns.

This room was formerly used as a judicial chamber where chagmat priests would hear "cases" and pass sentence on the accused. A 6-foot-high stone bench with eight empty seats behind it curves across the northern half of the chamber. On the bench in front of each seat is a gold headband with a single jewel set in it. Facing the front of the judges' bench and reading from left to right, the jewels are colored yellow, orange, purple, gold, green, black, blue, and red.

At each end of the judges' bench is an 8-foot-tall metal statue of a chagmat warrior, its six arms outstretched. The three arms of each statue nearest the chamber walls are imbedded in those walls. The topmost arm on the side away from the wall on each statue is imbedded in the 10-foot-high ceiling. The other two arms of each statue are extended in what looks like a natural position, so that opposing arms of each statue are lined up across from each other.

Anyone who walks upright between the two statues will trigger a discharge of electricity, arcing between the two pairs of opposing arms, which will do 2-8 points of electrical damage (save vs. wands for half) to any and all in the path of the arcs. The damage can be avoided by those who crouch down or crawl across the space, since the lower of the two arcs goes straight across between the lower pair of opposing arms 3 feet above the floor. Crouching or crawling will still set off the electricity, and anyone in its path who is in an upright position will take damage as usual. Non-living matter will not trigger the electricity.

If a character or creature advances to the judges' bench and puts on or picks up a headband, then moves back toward the south half of the chamber, the statues will give off electricity as usual. Anyone holding or wearing a headband will not be harmed. Instead, the bearer will be transported instantaneously to the lower level of the temple area, reappearing in the doorway of the spider den (see lower level map) corresponding to the color of the jewel in the headband.

What a transported character sees and experiences after appearing in the doorway depends on whether the chagmat force is on full alert or is not yet aware of the intruders. (See "The Stomach of Chag" for details.) If the character remains in the doorway or proceeds into the spider den adjoining the doorway, he or she will be transported back to the judicial chamber after one round. If the character advances into the chamber containing all the altars, he or she will

not be transported back unless and until the character goes through a doorway (any doorway will do). If the character loses or discards the headband after being transported once, he or she will not be able to return to the judicial chamber in this manner unless the headband is somehow reacquired.

Room 7

The walls of this room are orange. It is not lit. If characters have their own light source, one of the first things they will notice is the poor condition of all the room surfaces; floor, walls, and ceiling have all developed cracks, some of them actually gaping holes. There are unlocked double doors on walls 1,3, and 8, and the doors on the north wall are open. A secret door is located on wall 7, and is trapped (as in Room 1) with a pit on either side of the portal.

Positioned along walls 4, 5, and 6 are massive wooden cabinets with glass doors. The doors are closed and latched but not locked. Inside the cabinets is a wide variety of what appear to be edible foodstuffs (roots, tubers, leaves and greenery), plus several sets of crude dishes, pots, and eating utensils. If adventurers open and thoroughly investigate each cabinet, they will discover in the third cabinet examined a small pouch containing seven sprigs of mistletoe.

Against wall 1, partially obstructing the open doorway leading through that wall, is the carcass of a fire beetle being feasted upon by 6 giant ants. These ants will pay no heed to anyone or anything else in the room unless their feeding is disturbed. Above and behind the carcass, characters will notice that there is a corridor leading directly north which is illuminated by glow lanterns.

There is a 1-foot-wide crack running through the south wall which serves as the ants' lair. If the ants feasting on the fire-beetle carcass are disturbed by the party's attempt to pass through the north doorway, another 11-20 ants will emerge from the crack and attempt to attack the group. None of the ants will pursue the adventurers down the corridor leading to Room 7A (instinctively choosing to remain close to their queen, who always stays in the lair), but the party will certainly have to engage the ants a second time when they return from Room 7A to the larger chamber. All the ants encountered here are workers: AC 3, MV 18", HD 2, HP 7 each, #AT 1, D 1-6 (workers have no poison).

Room 7A

This is a small octagonal room with walls of natural stone, lit by a single glow lantern. The door at the north end of the corridor is a 3-foot-wide, 6-foot-high barrier of oak and banded iron. It is barred on the side facing the corridor,

but is not otherwise latched or locked. The corridor, 30 feet long, is made of featureless natural stone and is not remarkable in any way.

The room is a prison cell. Its present occupant is Cosmo, the human druid referred to earlier in the text. Cosmo is a 6th-level druid, AC 9 (due to dexterity bonus), HP 19, Str7, Int 12, Wis 16, Dex 15, Con 9, Cha 17. When he was abducted and taken prisoner by the chagmat, Cosmo carried the following spells, which he will be able to employ if and when he is reunited with his mistletoe: *Detect Magic* (x2), *Predict Weather*, *Purify Water*, *Create Water*, *Cure Light Wounds* (x2), *Neutralize Poison*, and *Repel Insects*. (Cosmo did have a full complement of spells when captured, but has since cast a *Summon Insects* spell under duress during one of the interrogations he has undergone.)

Cosmo is attired in a simple, thin robe and has no belongings on his person or anywhere in the room. He will say he is proficient with the dagger, staff, and hammer, should the party see fit to give him the use of a weapon. He knows virtually nothing of his whereabouts (almost certainly less than the party would have already learned), but he does have an idea about the purpose the chagmat intend to employ him for, and he will briefly describe this purpose to the party if questioned. If he is released from captivity, he will try to persuade the party to accompany him out of the complex by the most direct route possible — although he will have no idea what the best route is. Adventurers will be able to convince him to change his mind by one of two methods: promising him a share of the reward for rescuing the women, or by impressing on him the importance of helping to vanquish the chagmat before the "spider plague" is brought down on the countryside.

Room 8

The walls of this room are yellow. The area is lit by four glow lanterns hanging from the ceiling. Sets of double doors, both locked, are on walls 3 and 5. Wall 1 contains a secret door. Walls 6 and 8 have features on them that appear to be other secret doors, but are actually hinged panels, behind which are sets of bookshelves. (The "combination" for each bookshelf panel is simply the number of the wall on which the panel is located, either 6 or 8.) If one of these panels is activated, a 3-by-6-foot section of the wall will swing outward, revealing five shelves liberally packed with important-looking (but meaningless and virtually worthless) books and documents. This room was formerly used as a conference room and library. None of the information in any of the literature will be of any use to adventurers even if it can be deciphered. The books might be worth

10-50 gp each to a collector if someone takes the trouble to carry one or more of them out of the temple.

In the center of the room is a 20-foot-diameter octagonal table with eight chairs around it. Both table and chairs are made of stone and are ordinary.

The shafts

Three vertical shafts are located in the vicinity of Room 8, one in each corridor connecting that room with other parts of the temple. Each of the shafts is 10 feet wide and 60 feet long (just like the corridors) and sheer, although not literally smooth (having been hewn from the rock). Chagmat can negotiate the shafts without the aid of other equipment; characters will need rope, climbing equipment, or magical means to ascend and/or descend safely.

The temple, lower level

The predominant feature of the lower level of the chagmat temple is a 150-foot-diameter octagonal chamber used for worship services and sacrifice. The area also includes eight smaller chambers, roughly octagonal and each about 20 feet across, employed as dens for the various colors of spiders. In the vicinity of the spider dens are other small hollows that serve as living quarters for the chagmat clerics. Twisting their way under the mountain are dozens of narrow tunnels, some of them opening onto larger areas that have been (and may again be) used as hatcheries for great quantities of spider eggs.

The Stomach

This chamber has a 50-foot ceiling. The Great Altar, a 20-foot-diameter octagon of gold-colored stone 8 feet high, is in the center of the room. Seven smaller stone altars (10 feet across, 4 feet high), one for each of the other colors of spiders, are spaced evenly around the perimeter of the chamber, each one 10 feet away from the nearest wall. Starting with the one nearest wall 2 and reading clockwise, these altars are colored green, black, blue, red, purple, orange, and yellow.

On each wall is a 15-foot-high, 10-foot-wide doorway leading to a spider den for the same color of spider as the altar nearest it. The doorway on wall 1 leads to the gold spider den, which is larger than any of the other dens. Each doorway has a set of double doors opening into the dens, made of metal and



appropriately colored, which can be used to seal off the spider dens from the main chamber. At present, all of these doors are "jammed" wide open because the only way to operate them is with the special Chime of Opening from the ogre's treasure hoard in Cavern 5. Any set of doors can be made to open and close by striking the chime within 10 feet of the doorway (on either side). It takes 5 segments for the doors to swing completely shut (from the wide-open position) or to reopen.

The main chamber is illuminated by a three concentric rings of hanging lanterns upon which have been cast soft, golden-tinged *Continual Light* spells.

Each altar has a bas relief of Chag sculpted on each of its sides, with the usual sets of sockets containing "eyes." Each of the gems or semi-precious "eye stones" is worth 5-50 gp.

The only entrance to the main chamber (other than through the use of the headbands from Room 6) is down a sloping corridor leading from Room 8 through the yellow spider den.

If the adventurers get to the main chamber before the chagmat have been alerted to their presence in the temple, the chagmat force can be surprised. All four of the chagmat Acolytes will be present in the chamber, along with 1-6 fighters. Byaculuse will be in his quarters, in the cavern to the northeast of the gold spider den. The remainder of the fighters (those not initially present) will

arrive at the chamber 1-20 rounds after the first party member appears on the scene. Pagoyak, the giant gold spider, will arrive in the Chamber 11-20 rounds after the party gets there, or in 7-14 (d8+6) rounds if Byaculuse is able to summon the creature.

If word of the adventurers' presence has reached the chagmat, the force will be on full alert, the conditions of which are as follows:

The *Continual Light* spells will be selectively toned down, leaving only soft pools of light (equal to a *Light* spell's brightness) shining down on each of the lesser altars. Any surviving chagmat Acolytes will be hidden behind the altars of their respective colors, crouched down along the side closest to the nearest doorway.

All the chagmat fighters who are left to defend the temple will be clinging to the walls in pairs. The first two will always be stationed on either side of the doorway by the yellow altar, and any others will be in positions where they can support and defend the clerics if necessary.

If the chagmat force is on alert, Byaculuse will have summoned Pagoyak, and the spider will be lurking in Byaculuse's quarters, waiting for a signal from his master to attack. Byaculuse will be hiding atop the gold altar in the form of a small gold spider. All members of the chagmat force will initiate an attack simultaneously at the first good (for them) opportunity.

Byaculuse

The reigning High Priest of this chagmat temple is a 5th-level cleric, AC 3 (counting dexterity bonus and benefit from *Amulet of Chag*), HP 21, Str 13, Int 16, Wis 16, Dex 16, Con 14, Cha7 (16 to chagmat). He carries the following spells: *Dispel Magic*, *Silence 15' Radius*, *Hold Person (x2)*, *Cause Light Wounds (x2)*, and *Sanctuary*.

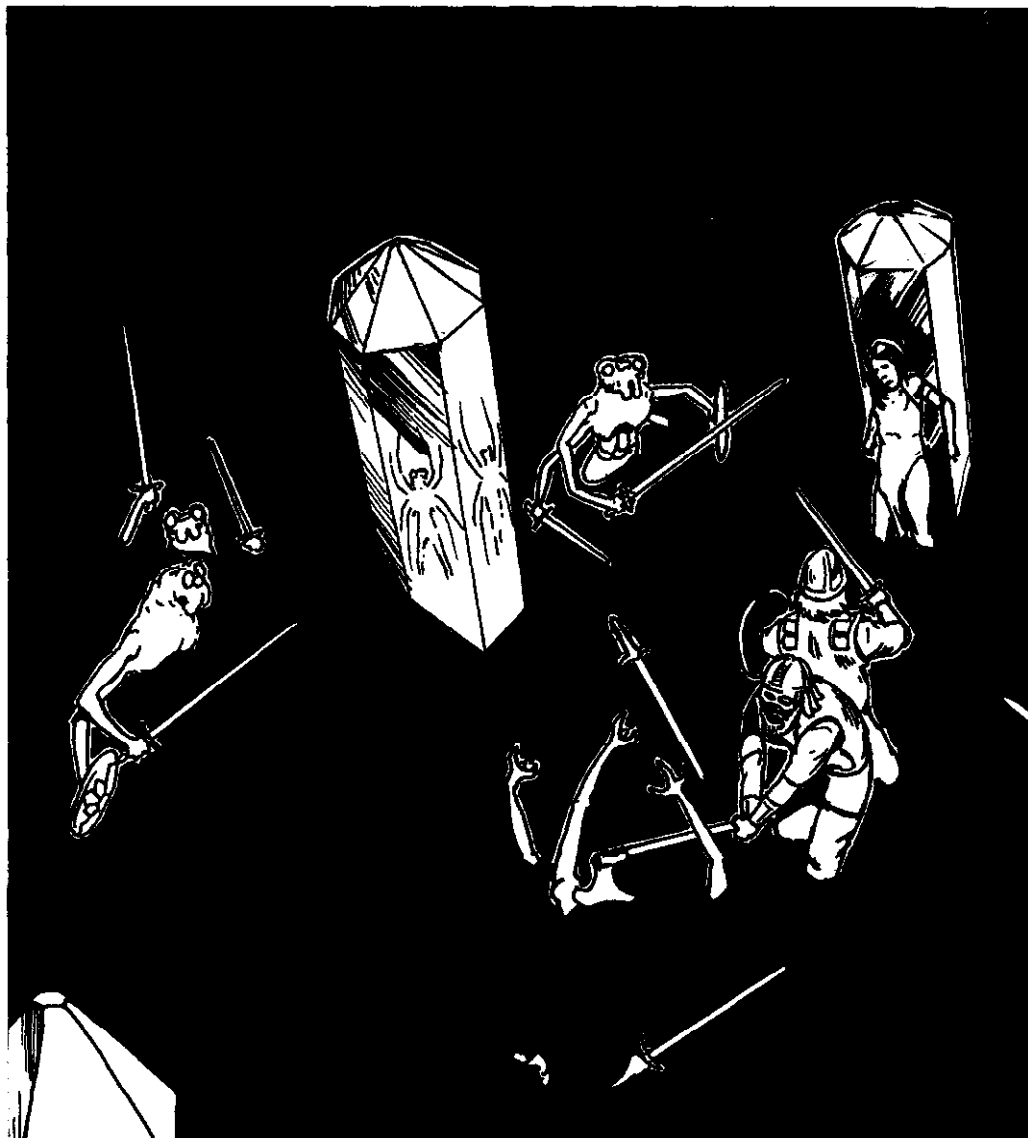
Byaculuse, like other chagmat clerics, wields a club (when in his humanoid form). He wears on his person two magic items: a *Ring of Regeneration* and an *Amulet of Chag*. This device functions as an *Amulet of Protection +1* and also allows the holder or wearer to polymorph into a small gold spider while retaining normal intellect (spell-casting ability). The holder, if a chagmat, can assume spider form as often as once per turn (the process takes 1 segment), and can revert to humanoid form at will. A non-chagmat using the amulet can polymorph into a small gold spider once per day and can resume normal form whenever desired, but each time a transformation occurs the holder must make a system shock roll at -15% to survive. The polymorphing power is activated by uttering the command word "Shobaya," which is engraved on the amulet in the chagmat language and must be spoken in the chagmat tongue.

Pagoyak

This giant gold spider is the pet, protector, and servant of Byaculuse: AC 4, MV9**18", HD4+4 (hits as a 6 HD monster), HP 32, #AT 1, D 2-8. Pagoyak's bite, in addition to the damage it does, injects a poison into its victims which causes dizziness (-4 to hit, +4 to be hit) for 1-6 rounds, followed by unconsciousness for 1-3 turns thereafter. A save vs. poison at -2 will negate this effect. Pagoyak will be wandering through the tunnels if the chagmat have not been alerted to the party's presence. If the chagmat force is on alert, Pagoyak will be in Byaculuse's quarters awaiting further instructions from its master. The High Priest (and only he) can summon the spider by sounding a gold-colored, octagonal gong hanging on the wall of den gold spider den.

The yellow den

This chamber, unlike the other seven dens, is strategically important to the defense of the main chamber and is always occupied by a guardian spider. If the adventurers enter the den by way of the corridor leading from Room 8, they must pass through a set of 10-foot-high, 6-foot-wide double doors (each door is 3 feet across). These doors are unlocked and will swing open easily.



This den, instead of a floor, is covered by a web anchored at several points outside the perimeter of a 20-foot-deep pit that is virtually as large in diameter as the den itself. The webbing is somewhat sticky and difficult for any characters or creatures other than chagmat or spiders to negotiate; the movement rate of an encumbered character is cut to one-third of normal when crossing the web, and characters not so encumbered travel at one-half their normal rate. The yellow spider den is illuminated by a single glow lantern, hanging in the center of the chamber, so that the edges of the webbed area are in deep shadow.

Lurking along the southwest edge of the room is a giant yellow spider that will advance and attack when anyone enters the den from either direction. The doorway leading to the corridor is too narrow for the spider to pass through comfortably, and it will not pursue characters or creatures that try to escape in that direction. It will follow an adversary through the doorway leading into the main chamber. The spider is AC 4, MV 3**12", HD 4+4, HP 15, #AT 1, D 2-8. The yellow

spider's bite is poisonous, causing an extra 1-6 points of damage if a save vs. poison (at +2) is not made.

Living quarters

The only chamber used for living quarters that contains anything of note is the residence of Byaculuse. The only ordinary furnishings in the High Priest's quarters are a crude bed and a simple chair. A single glow lantern provides dim illumination. Under the bed is an iron box, measuring 2 feet on a side, that at first appears to be solid metal. It has a hidden seam and lock (same chance to find as for a secret door) which must be found before it can be picked. Byaculuse has the key to the box in the pocket of his robe. In the box are two items:

A *Wand of Darkness* (acts as a spell of the same name) with 6 charges left. Its command word is "Nyagooa," which is written on the wand in chagmat script and must be spoken in the chagmat language.

A book describing the spider-plague



Byaculuse is planning to cause. Since the High Priest has not succeeded in gathering all the information, materials, and assistance needed to carry out the plans, the information in the book is not important to the adventurers.

On the east wall of Byaculuse's quarters is a 6-foot-high, 3-foot-wide mirror of gold-tinted glass, its frame etched with chagmat runes. It is embedded in the wall and cannot be removed without shattering it. This is a *Mirror of Telepor-*

Spider tunnels

These relatively narrow passages (all roughly 5 feet wide and 6-7 feet high) zig and zag throughout the interior of the mountain. Occasionally a tunnel will open onto a chamber or alcove designed to serve as either a priest's quarters (chambers marked "Q" on the map) or as hatcheries for spider eggs (marked "H"). Unless one or more of the chagmat clerics chooses to head for home and go into hiding after the adventurers arrive in the

tation linked to the receiving chamber in Cavern 8.

The runes are pronounced "Agak fur Agaa." If they are spoken by a character or creature standing within 2 feet of the mirror, the glass will shimmer. That character or creature may then step through the mirror and will emerge in Cavern 8. This teleportation works in only the one direction (to the cavern, but not back), and can be performed by only one character or creature at a time.

main chamber, none of the living quarters or hatchery areas will be occupied. Each of the living quarters is illuminated by one glow lantern, but contains no other items or objects. Otherwise, the tunnel areas and hatcheries are not lit.

The tunnel network is self-contained and entirely interconnected; that is, there are no exits out of the mountain to be found by traveling through the tunnels, and there are no dead ends within the network. The system is actually on two levels; the numbered passages around the edge of the lower-level map represent places where the tunnels slope

gradually downward and turn inward, forming an even lower level composed entirely of twisting, maze-like passages with no chambers or alcoves.

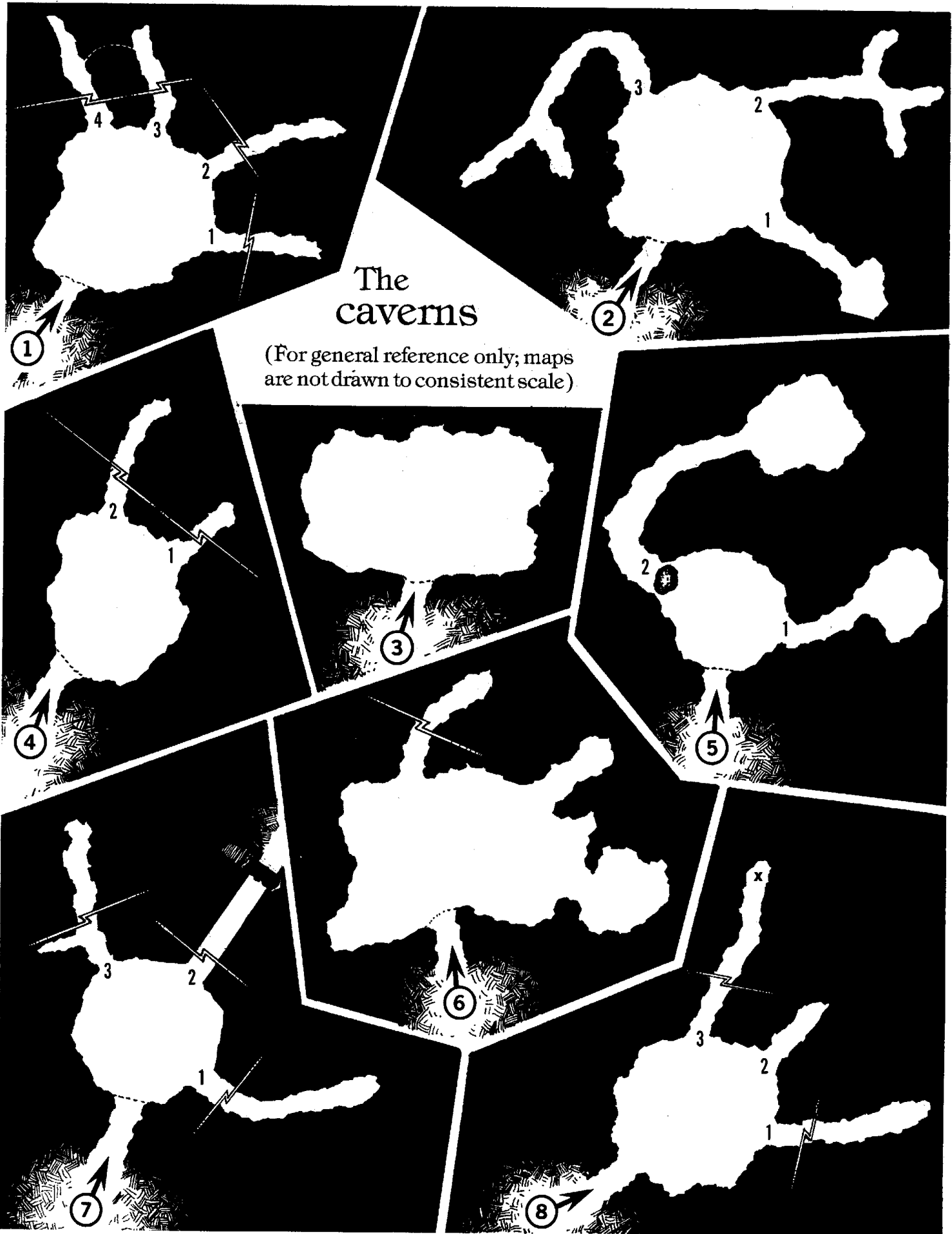
If one of the characters in a group traveling through the tunnels is able to detect sloping passages and succeeds in an attempt to do so, the party will be aware that it is on a descending route and may decide to turn around, going back the way they came and returning to the area on the lower-level map at the numbered location where they left the area. If the downward slope is not detected and the group descends for longer than one turn before reversing its route, the group is lost on the next lower level of tunnels. It will take 7-12 turns of aimless wandering before the lost group will accidentally discover a passage that slopes upward. If the group continues along that course, they will "reappear" on the map at one of the 12 numbered locations, determined at random.

Note: The chagmat, knowing the configuration of the tunnels prevents anyone or anything in them from escaping, will not pursue intruders into the tunnel network any further than the areas of the living quarters. Sooner or later, any characters who seek refuge or escape in the tunnels must re-emerge in the main chamber (where the surviving chagmat will be ready and waiting) or eventually die of thirst and starvation.

The prisoners

The five kidnapped women are being held prisoner in the "Stomach," each of them bound by a single chain and leg iron to the side of one of the lesser altars. Lurati is chained to the side of the black altar, Wilaine to the red, Cerasa to the purple, Henna to the orange, and Myrella to the green. If the chagmat force is on full alert, the women will have been knocked unconscious. Freeing a prisoner requires a key to the altar chains (both Byaculuse and the Red Acolyte have one), or the chains can be broken open by repeated blows (at least 25 points worth of damage) from edged weapons.

The women have no knowledge of the temple and cannot provide any useful information. They are, of course, happy that rescuers have come onto the scene, and they will cooperate fully in any attempt to escape the temple area. However, they will not willingly put their own lives in jeopardy and will resist any attempt by another character to do so. They are not proficient in the use of any weapon, but can manipulate any weapon weighing less than 100 gp and will not hesitate to fight back in self-defense. But more than anything else, they simply want to get out. And, by this time, the adventurers should feel the same way...



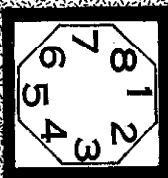
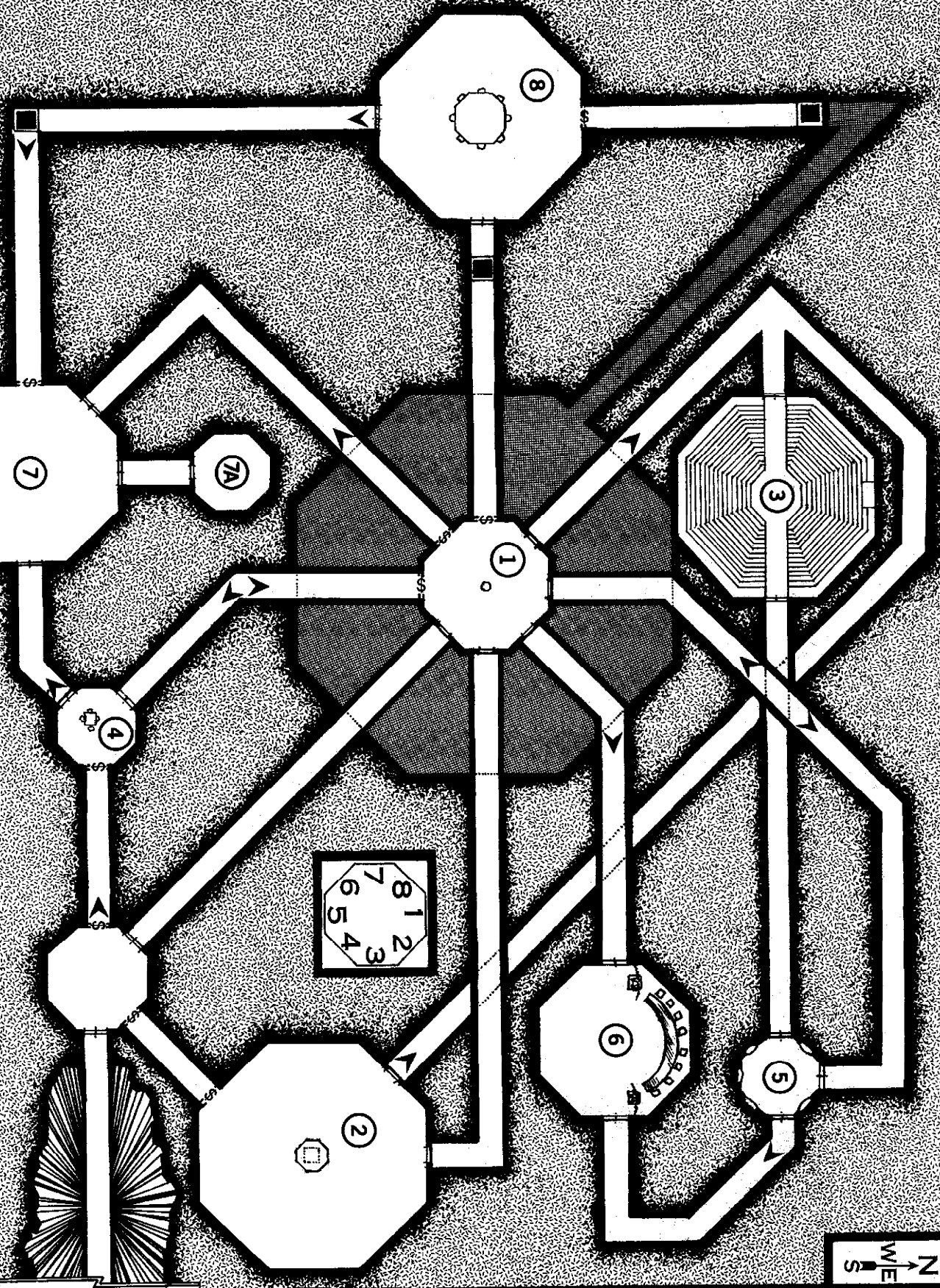
The caverns

(For general reference only; maps are not drawn to consistent scale)

Note: Arrows in corridors indicate direction of downward slope

The temple, upper level

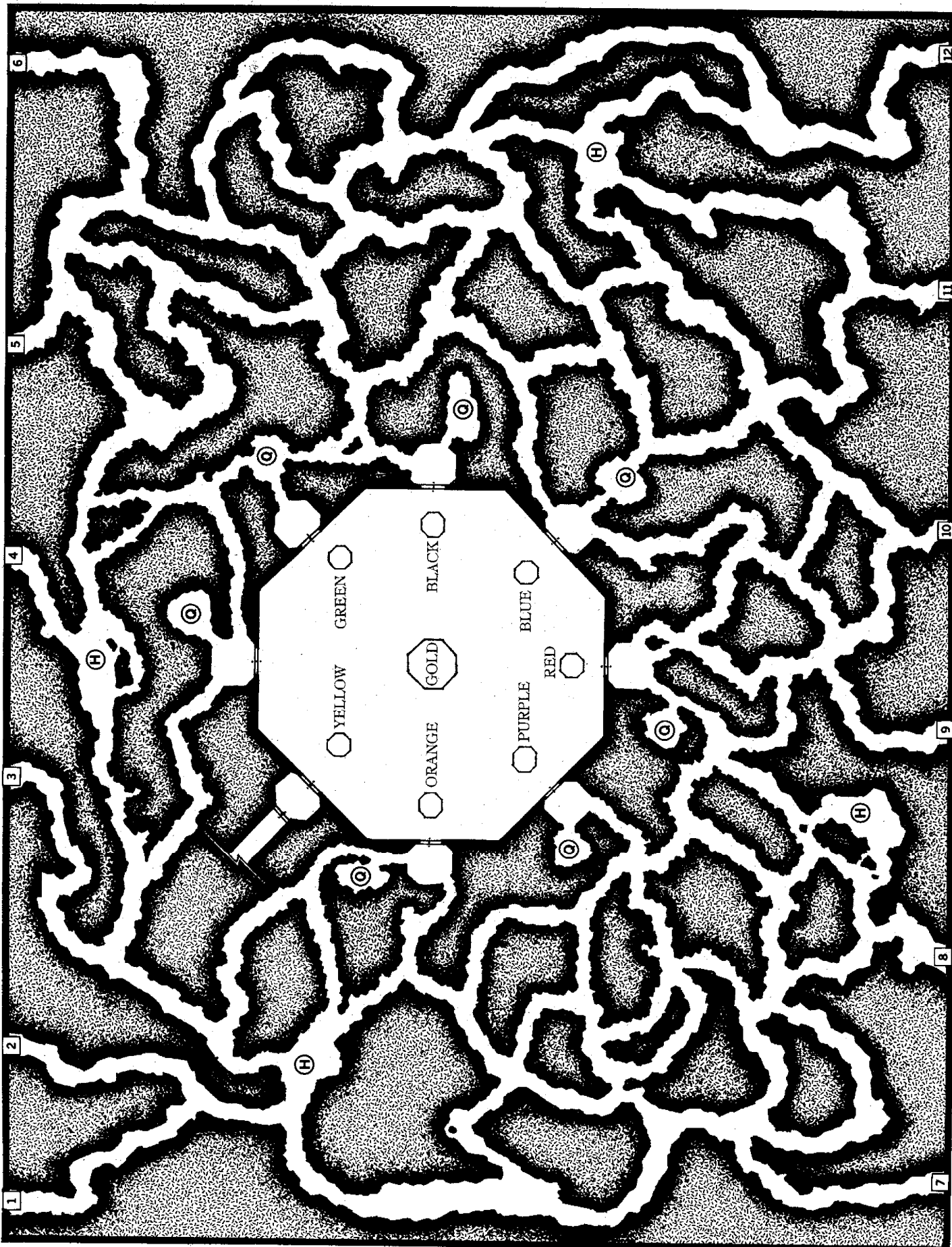
Scale:
1 inch = 50 feet



The temple, lower level

Scale: 1 inch = 50 feet

Note: Widths of tunnels not drawn to scale.



**You haven't
lived until
you've done**





The ASSASSINS' RUN

by Ed Greenwood

In the Forgotten Realms, the famed city of Waterdeep is ruled by a secret council, the Lords of Waterdeep. Great is the Lords' power, widespread their watch — and for those reasons, no thieves' guild exists in that city any longer. A handful of Waterdeep's former thieves survived under magical protection, but Waterdeep was not safe for them. The thieves moved to a nearby city and sponsored the formation of an assassins' guild there. The guild's purpose is to eventually cause the deaths of the Lords of Waterdeep — not an easy task. The Guildmaster, however, is a fanatic who trains even the novices with an expert, ruthless hand. Part of this training is an elaborate obstacle course, a testing ground in the cellars of the guild headquarters: The Assassins' Run.

Built at the expense of the guild's patrons, the Shadow Thieves, the elaborate facility serves many purposes. Primarily, the Run is a gymnasium for the practice of assassin's skills not easily performed repeatedly with discretion in public places.

By the use of a *Wizard Eye* (cast by a magic-user who serves as one of the guild's lieutenants), the Guildmaster watches those negotiating the Run. Also with the Guildmaster are clerics, ready to heal or raise the unfortunate. Novices must satisfy the Master in their Run before they achieve second level, and the experienced veterans of the guild continually use the Run to test themselves, challenging it while heavily encumbered, to beat a time limit, or both. (As the famed adventurer Steeleye once said of assassins, "In that profession, men must work to keep their status as survivors.")

If the guild headquarters is ever attacked, the Master has instructed all members to retreat to the Run and use its familiar traps to kill the intruders at a minimal loss to the guild. It is also said there are secret apartments at the center of the Run where the Master lives. . . .

And there may well be, as you the DM wish. Little of the guild headquarters is shown in this presentation, merely a few of the corridors and rooms that directly service the Run. These are included for using the Run in a party-attacking-the-guild scenario, or for using the Run as a stage for a one-on-one duel between rival player-character assassins, or a player character and a non-player character, or as you will. . . . (It is rumored that the guild has a hidden highway through the sewers of the city, and that the Run is connected to it.)

The multi-level nature of the Run requires the DM to study the layout before play, perhaps moreso than most dungeons. Although rumors within the guild say the Master has used the Run's traps and defenses to kill off those guild members he saw as rivals or traitors — and assassins have very definitely died in the

Run—the complex is not intended to be a killer. DMs should bear this in mind when adding to, or modifying, the Run's traps and encounters; these embellishments should disable by ensnarement or render unconscious the victims, but not slay or maim. (Players, of course, need not know this.)

THE ASSASSINS' RUN

All areas have roofs, walls, and ceilings of stone, kept in good repair, unless otherwise noted.

A) Entry Hall: The Run is entered by passing along a hall lined with trophies — mementoes of famous deeds and tales of the guild's past. These are intended to inspire both dedication and nervousness — and they work well.

B) Master's Chamber: In this room the Guildmaster and his attendants monitor the performances of assassins in the Run by means of *Wizard Eye* and *Clair-audience* spells.

C) Armory, Storage Rooms, and Sparring Room: Relevant facilities of the Guild headquarters are near the Run, behind the indicated doors.

D) Trainers' Quarters: Beyond these doors lie the apartments of the guild's trainers, all of whom assist in operating the Run.

1) Waiting Room: All assassins begin and end their journeys through the Run here, as do the trainers operating the Run. An assassin taking his first Run may well find the room brilliantly lit, with the westernmost door on the south wall ajar. Seconds after his entry, the room will be plunged into darkness. A voice, which a guild member will recognize as that of the Guildmaster, will seem to sound inside the assassin's head (this is the Guildmaster using a *Helm of Telepathy*), saying, "Go through the open door." Even though he is groping, blind, and perhaps unsure of the door's location (if he didn't see it before the lights went out), the assassin should nevertheless follow through, for he has been taught to obey that voice without question or hesitation.

2) Trip Step: This stone step is raised up from its fellows, rather than descending, so that the unobservant or unwary (or an intruder chasing an assassin down into the Run) will fall headlong down the stairs into area 3.

3) Pit Trap: At the bottom of the stairs is the Run's first lesson in mistrust. The floor here is illusory; the pit beneath it is 20 feet deep and has smooth-polished sides that have been oiled and are impossible to negotiate by normal means. The trap causes 2d6 damage (1d6 per 10

feet fallen) if one is caught unawares and falls, rather than jumps, into the pit.

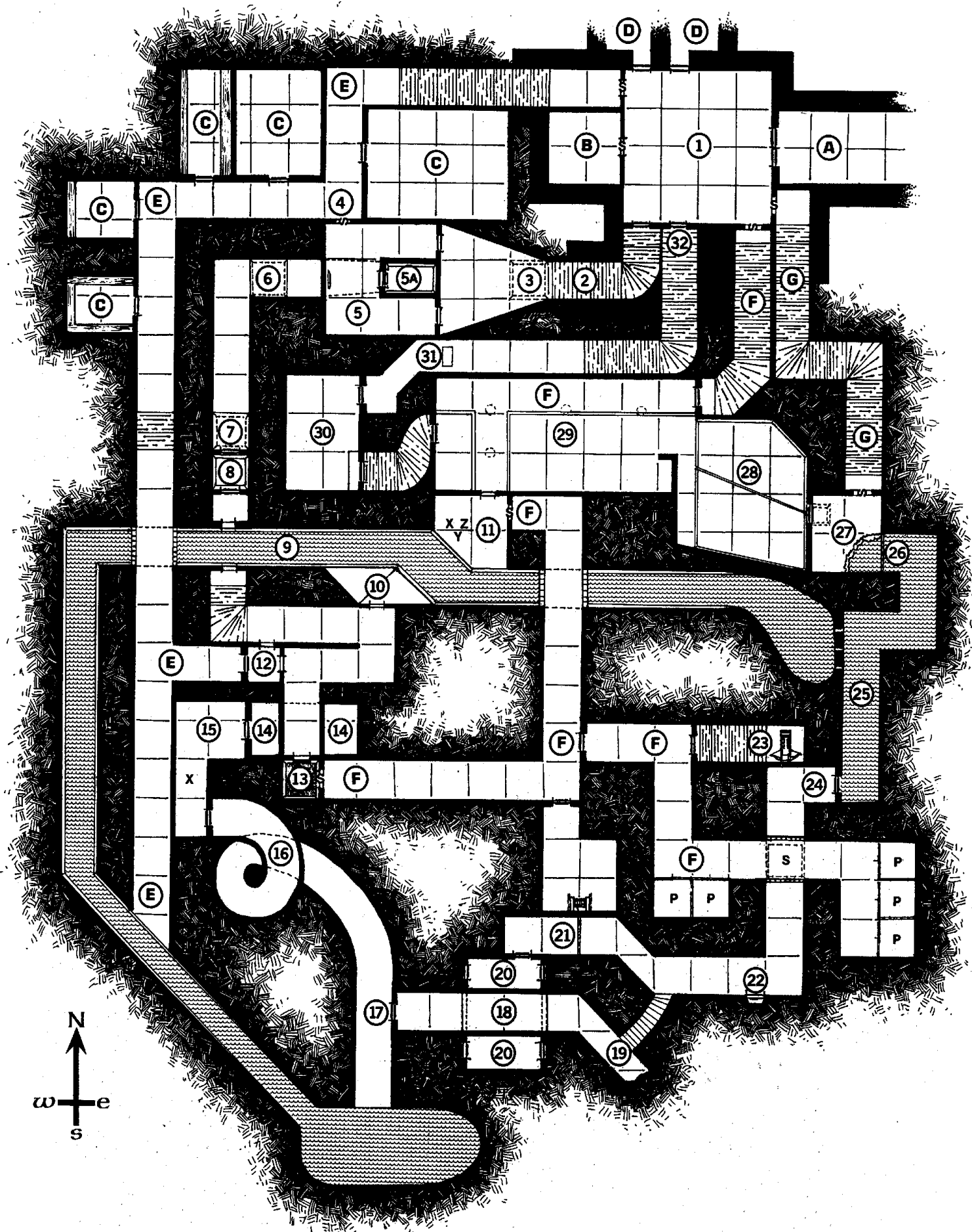
4) One-Way Secret Door: This portal allows trainers into the Run unseen to pursue or await runners. One trainer who always awaits novices is an experienced assassin armed with a short, weighted club, a grapnel and fifty feet of black silk cord, four darts tipped with sleep poison, and a soft leather strap used to simulate a garrote. "Red Champion" is the title given to the Guildmaster's right-hand man, the foremost active assassin. The Guildmaster has devised many practice routines using trainers in the Run.

5) Gong Room: Waiting just inside both doors leading from the east are guards, usually novices, armed with wooden bars or staves (the ends padded and covered with leather). The guards have orders to drive off and/or knock cold the runner. When the runner opens either door, he will be accosted by the guard behind that door and told that his Run will be ended if he takes one step into the room, and the guard is then able to ring the brass alarm gong on the opposite wall. (The gong can be rung by any blow from a part of the body or a hand-held object or weapon — not by a thrown object or weapon.) If the runner overcomes the first guard encountered and moves into the room, he will also have to contend with the other guard. The runner can prevent the ringing of the gong by disposing of both guards, or by picking or forcing open the locked portal leading to chamber 5A before a guard is able to sound the alarm. Chamber 5A is a shaft with a grab-iron ladder descending 10 feet into a corridor that runs west. (Most runners, especially when speed is a consideration, will elect to simply drop down the shaft and not use the ladder.)

6) Pit Trap: This is 20 feet deep. The corridor floor is a "teeter-totter" block which pivots on a central axle to flip over and close again, depositing the victim in a covered pit if he is not quick enough to jump back from the edge or get to the other side before the slab pivots. Most runners trapped here must wait for someone to come and release them. A victim will take 2d6 damage, as for the pit in area 3.

7) Pit Trap: Identical to area 6. If a near-miss at the earlier pit trap does not warn a runner to probe the flooring ahead (the "teeter-totter" block will sink at the slightest touch), he will almost certainly end up here. Again, 2d6 potential damage (as in area 3).

8) The doors to this 10-foot-square cubicle are unlocked, but the area itself is a 30-foot-deep pit; in other words, this is a floorless room. Before proceeding,



the runner must figure out how to reach and open the far door. (There are no spikes below and nothing to swing or hang on from above.) Both doors open inward, and they are heavy. They can not easily be struck from their hinges or broken through, nor swung without some force.

9) At this point the runner's corridor ends in a glassless window, a large opening (3 feet wide, 4 feet high, with a 4-inch-wide sill) that faces another glassless window across a chasm. The bottom of the chasm is 60 feet below the ceiling of this area, and contains an 8-foot depth of cold water because of its connections to the sewers (refer to area 17 for details of these connections). The target window (to the south) is 2 feet wide and 3 feet high. It is 10 feet away from the (ahem) "launch window," and its sill is 5 feet higher than the sill of the north window. Both corridor floors are at the same level, and the smaller opening has been known to be guarded on occasion by a scything blade, flames, or some other sadistic trick. A fall here will do 4d6 damage (water will break the fall somewhat), plus possible unconsciousness and/or drowning. The cold water flows west from here and then south to area 17. At times, archers with padded-tipped shafts will be waiting in the water to fire up at a runner at area 9 or 10, or an archer or trainer armed with a padded lance will wait on the bridge to the west of area 9 and attempt to strike down a leaping assassin.

10) & 11) After proceeding down and to the east from the small window at area 9, a runner looks out a window at area 10, down a sloping roof and across a chasm, to area 11, a gallery 20 feet lower than the corridor floor south of the window at area 10. Typically, x, y, and z are dummies (stationary or moved by means of control rods). The runner is required to hit the rearmost figure (z) with some sort of missile weapon, without touching the other two figures. In other practice situations, an armored archer may be at area 11, firing at a runner at area 10, who must "beat him to the punch" in missile fire, or even leap the chasm to grapple with him. There is usually a faint blue light, similar to a *faerie fire*, coming from the ceiling above the gallery.

12) A blindfolded archer in this cubicle fires "paint-bomb" darts — blunt rubber projectiles which split upon striking, splashing a dye or paint onto the target — out through slits at anything he hears. A runner is not usually allowed to strike in through the slits.

13) The passage ends here in a 20-foot-deep shaft (which may lead upward via chimney vents to the surface above, if the DM wishes) with a cushion of rotting

fabric and pine boughs (to negate normal falling damage) at the bottom. On the north wall of the shaft, directly beneath the end of the corridor, is a window or opening, 4 feet high and 2½ feet wide, with its lower sill resting 10 feet down from the corridor floor. The sill is only an inch above the floor of the chamber (area 14) it opens into, so that this room lies directly beneath the corridor. A runner must turn and drop off the end of the corridor, and catch hold of the sill while falling.

14) This room is usually empty, but is the favorite site for "attacks" of an illusory nature, or complicated lock-and-trap puzzles fashioned upon chests by the guild trainers.

15) This chamber usually contains a zombie, an automaton or a living trainer seated in a chair at x, facing the south wall. The runner must leap to the chair and knock it and its occupant over before the latter turns and fires a dart gun loaded with paint-bomb darts (see area 12). Sometimes this weapon is replaced by a *Wand of Paralyzation* — or, in another variation, the room is criss-crossed with many strands of fine silk attached to tiny bells, with a blindfolded dart-gun marksman in the northwest corner.

16) This lightless, slickly greased chute drops over 40 feet into a pool (see area 17). The speed (and violence) of one's descent can be controlled by exerting pressure against the walls of the shaft. A runner must do this quickly and correctly if he is to come to a stop in the shaft level with the door at area 17.

17) The locked door at this spot opens away from the chute, and its lock must be picked while the runner braces himself against the greased wall of the chute. The chute drops very steeply (see cross-section map) into the pool, a 12-foot-high chamber which has an 8-foot depth of water within. This pool is connected via the "canal" (the chasm at area 9) to the "waterway" (area 25) and drains into the sewers through an opening in the floor along the east wall. In the ceiling directly above the drain is an overflow pipe which also drains into the sewers. An inscription in Common is carved into the south wall, 2 feet above the 8-foot water level. It says simply, "Go back up the chute to the door," and is lit by a faint green radiance. Such a climb will not be easy, given the conditions in the chute. Most runners who miss the door are forced to wait for a rescue here or around in the "canal" by area 11. On one occasion an electric eel was found to have made its way into this area, perhaps with the aid of human hands.

18) This "teeter-totter" trap is identical

in construction to those in areas 6 and 7, but it is so large that it is difficult to avoid unless one knows of its location beforehand. It flips over to drop a runner into area 20, described below.

19) This 4-foot-wide curving flight of stairs exists to provide access to the (presently) unfinished end of the corridor. If a runner avoids the trap at area 18 and locates the stairway's concealed upper end, he will usually find the stair is equipped with one or more trip-wires (silken cords placed at varying heights above the steps), and the passageway occasionally contains a stirge or a volt.

20) In this chamber are two guard dogs, "de-barked" and with blunt-filed teeth. They are trained to disarm and harry anyone entering the room from above. All the doors opening into this room are false except for the one in the north wall; it is locked, and the mechanism contains a spring-loaded pin coated with sleep poison that will advance into the hand of anyone trying to pick the lock unless special care is taken and it is detected, or the lock is opened in such a way that no flesh is within reach of the pin. A dose of this poison will cause instantaneous lassitude, followed by the onset of sleep within 1-4 rounds thereafter. The slumber is deep (slapping, cold water, and the like are usually ineffective) and lasts for 3-6 rounds. Victims who save vs. poison are unaffected.

21) Five segments after the door leading from area 20 is opened, a portcullis here will fall from the ceiling with lightning speed. It is well oiled and almost silent, and its bottom consists of bars bent outwards in alternately opposite directions (so as to form an inverted "Y" in cross-section), trapping the slow or unwary between the diagonal bars. The tips of the bars have been bent back so that there are no points. The bars are closely spaced (only 6 inches apart), and the iron gate is heavy. If anything is pinned beneath it, or trapped within its "jaws" (where a fine sensor wire runs from end to end of the gate), it will lock in place, and a bell will ring in the winch room above. This bell can be heard by anyone in this area of the corridor. A trapped individual will find the gate's construction and iron composition aids his attempts to bend the bars (+10% to the usual chance). The winch mechanism, however, will prevent all attempts to lift the gate until it is itself destroyed or reversed (which things, magical means aside, can be done only from the winch room). The gate could do 1d6 damage and/or (20% chance) stun or knock unconscious a victim, if by chance it strikes him squarely while falling.

22) This door is a massive stone portal which can't be opened (it is held by a

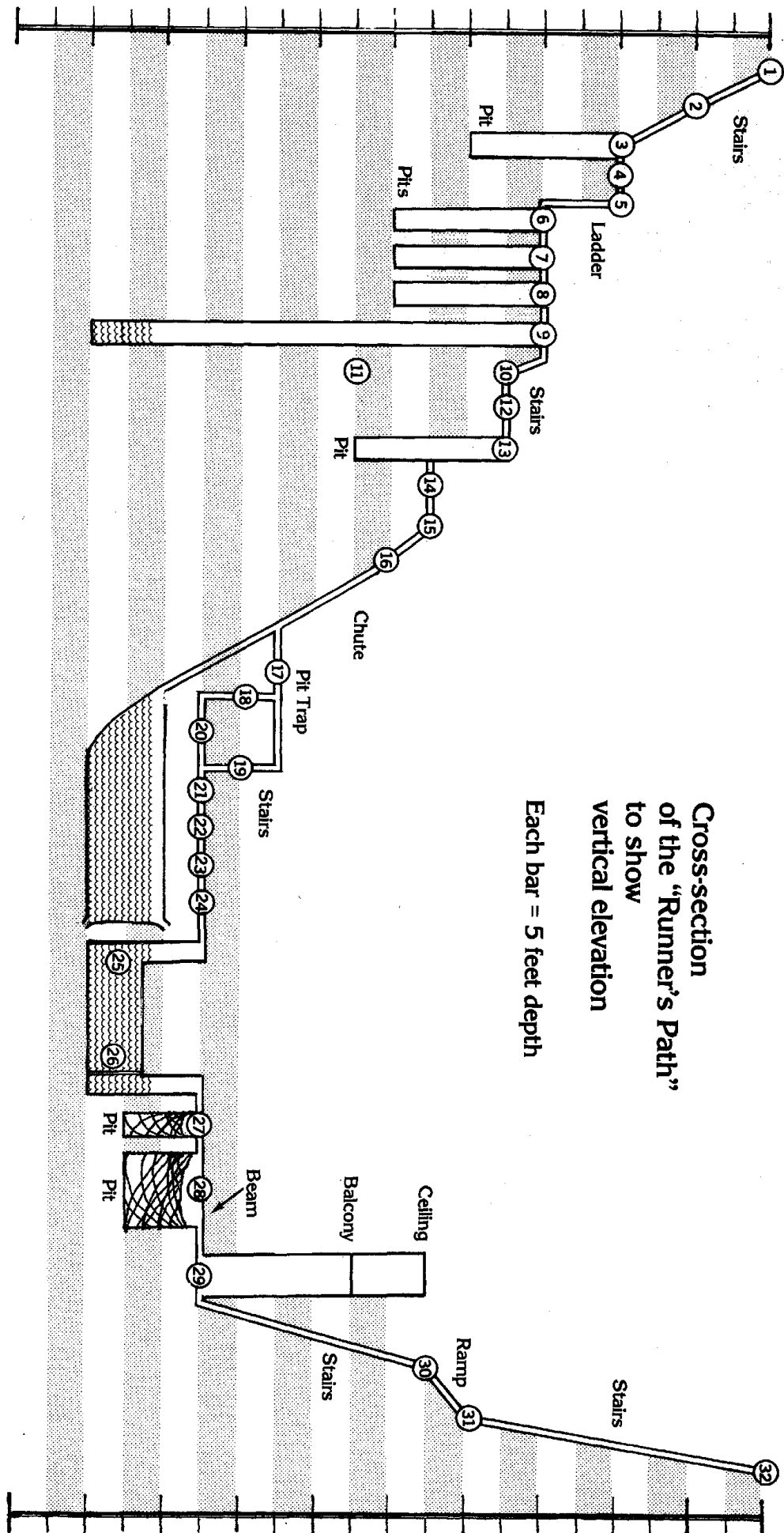
Wizard Lock spell). Behind it, a *Magic Mouth* spell speaks instructions. A runner is usually instructed to eavesdrop upon this faint muttering, and report what he can remember of it upon completing his Run.

23) A triple crossbow fires through three ports in the wall down the length of the hallway, 2½ feet off the ground. The crossbow fires a salvo rack of three bolts every two rounds, rotating to the next rack when one is exhausted. The present version is activated by the triggering of the portcullis in area 21, begins firing one round after the portcullis falls and has eight racks. (The mechanism will not operate automatically if the portcullis trap is not tripped.) These racks can be loaded with various projectiles: padded bolts, the aforementioned paint-bomb darts, sleep-poisoned darts (see area 20), standard "war bolts" (heavy cross-bow bolts), even flaming bolts. These last two types of ammunition are used only in defense of the guild headquarters, during which time the crossbow would be manned continually (the operators can load empty racks as the machine fires full ones, can speed up the firing rate to two racks per round if they are nimble, and can keep the crossbow firing continually until its ammunition is exhausted). The weapon must be manned if it is to fire flaming projectiles, since someone must touch them alight just before the weapon fires. The firing ports are 2-inch-diameter holes bored through the 6-inch stone wall.

24) The door at this location is trapped; a runner who does not have a healthy distrust of doors by this point in his Run deserves all he gets. The door is of wood, sheathed and strapped with iron bolted on, and it is electrically charged (due to two metal tanks containing captive electric eels, and a clanging bar in each tank which is connected to the door and activated by the weight of someone stepping into the 10-foot-square area in front of it). The conducted jolt does 1-8 points of damage.

25) The Waterways: The electrically charged door opens into a shaft whose bottom is 15 feet down. Water just over eight feet deep overlies it, opening into a seven-foot-high, water-filled passage supplied through nine 1-inch-diameter holes in the ceiling with water from the sewers. This passage is connected to the "canal" (see area 9) via three 6-inch-wide pipes. The long, elbow-crooked passage must be swum in a single breath, unless a swimmer devises ways of storing air in helms, waterproof sacks, cupped clothing, or wineskins.

26) At the far end of the Waterways is a locked iron grating. The lock is large and simple to force open or pick, but a



swimmer must locate it quickly and work deftly in the darkness to ensure survival. The grating swings away to the left when unfastened, allowing access to a rough-walled shaft (see area 27). Grating and frame are fashioned of greased steel; in the frame above the grating, nineteen grooves are scratched — one for each runner who has died here.

27) From the water, a runner must climb up 10 feet inside a wet, rough stone shaft to emerge in this chamber. An experienced or successful runner may encounter a barehanded human foe or a blunt-toothed dog here, with orders to keep the runner down in the water and not allow passage onward. Trainers can quickly reach an unconscious, drowning runner via this room, and it contains yet another trap for ongoing runners. The door to area 28 has a pull-ring to open it, and this ring must be turned twice around to the right to disconnect the trap. If this is not done, a pull outward on the ring will cause the floor in front of the door (a 4-foot-square area) to collapse downward, dumping the runner into a 10-foot-deep pit in which are suspended a net of criss-crossing, rubber-like cords. Anyone trapped here will be unhurt, and should (once he masters the art of movement in this springy, shifting environment) easily win free of the pit, the floor of which will swing back up into place when no weight is in the web.

28) This chamber contains a 4-inch-wide wooden beam stretching 20 feet from the entry door to a ledge, spanning a huge 10-foot-deep pit which is filled with criss-crossing, stretched rubber strands, as in area 27. A runner may have to get past a creature guarding the beam and/or firing missiles from the ledge. The beam is removable, and this room is often used to train or practice hand-to-hand fighting amid obstructions, firing missiles or catching objects on unsteady footing, and such activities.

29) This chamber serves as an arena for many combats between runners and trainers. It is always at least dimly lit by a light similar to *Faerie Fire*, and more often is brilliantly illuminated by a *Continual Light* spell cast upon the 35-foot-high ceiling. A balcony supported by four smooth stone pillars (indicated on the map by dots) stands 20 feet above the floor. From this platform, archers often fire down upon a runner with padded shafts or paint-bomb darts, while protected by a 3-foot-high parapet. Alternatively, target dummies or armored trainers may walk the balcony, impersonating sentries or street strollers, and a runner is ordered to “kill” one with a paint-bomb dart (see area 12) and escape before the target’s fellows can strike him with return fire. Various obstacles and common street objects are often

placed in this chamber so that the use of “cover” can be practiced. Teams of runners may be matched against other guild members who pose as guards, with orders to protect an object or a dummy in area 11 or elsewhere on the balcony, perhaps with a time limit on their success, or with an alarm gong present that the attacking runners must prevent the defenders from sounding. The Guildmaster has shown a devilish inventiveness in devising new encounters and uses for this room.

30) From area 29, a steep, twisting flight of stairs climbs 30 feet to a room which usually contains a chest or chests with intricate locks, poison-gas traps, and the like. Over the entry door is a ledge, which may support a tripwire-activated crossbow trained on such a chest, or the ledge may be the locale of a threatening encounter with a creature or group of creatures. Spiders, stirges, or other such beasts work well for this purpose. The far (exit) door of the room is often intricately locked.

31) From area 30, a corridor slopes upward 5 feet until it reaches a false trap — a stone block upon which a *Leomund’s Trap* spell has been placed rests upon several inches of woven matting, so that it will sink slightly when stepped upon. Nothing else will happen here, unless the Guildmaster has added something special for the Run in question; this toothless “trap” is sometimes used to train novices in recognizing and avoiding pitfall traps in various conditions (such as darkness). In this case, the novice and trainers enter the area by coming directly down the stairs (at area 32) from the Waiting Room.

32) From the corridor, stairs rise 40 feet to this door, which opens into the Waiting Room. Sometimes the Guildmaster will have a *Symbol* cast upon the portal (one of pain or hopelessness, usually — although it is feared that those who anger the Guildmaster may encounter the *symbol* for insanity here, or something worse), to test the runner one last time. The door is never locked, and opens into the Waiting Room (area 1).

E) Western access area: This and the other access areas described below are off limits to all but trainers or others who have reason (according to the Guildmaster) to occupy the passages. This corridor runs west from the northeast corner of the Waiting Room, dropping 15 feet and 10 feet in two flights of stairs before opening onto facilities related to the Run (refer to C above), and into the Run itself (via the secret door at area 4).

It then turns south, drops another 10 feet, crosses the canal on a low (3-foot-high) parapeted bridge, offers access to the archer’s cubicle (area 12), and ends

in a shaft connected to the canal, where a rope ladder is fixed to two iron rings set into the rim. This ladder is kept rolled up unless in use.

F) Central access area: This passage leaves the Waiting Room by a secret door in the southeast corner and drops 55 feet by stairs to a secret door opening onto the balcony above area 29.

The passage runs on and behind the balcony, turning south before meeting a door opening onto the gallery at area 11. From there it continues via a secret door east and south, crossing the canal with another 3-foot-high parapeted bridge, and turns west to enter the bottom of the “drop-shaft” (area 13) via a secret door. This allows access to trainers and workers for repair of the fabric-and-pine-bough cushion, and the rescue of unfortunate runners who missed the window. Often, if these are novices, they will be blindfolded and disoriented by lifting them clear of the ground and spinning or turning them about for part of the journey, to prevent them knowing too much of the “backstage” areas of the Run until they have gained more training.

The Winch Room (see area 21) and another corridor open off this route; this other corridor leads to pens (marked “P” on the map) for creatures such as stirges and trained dogs that may be used in the Run. These, of course, can also be used as cells for prisoners or hideaways for hunted guild members.

A atrdoor with an overhead sling (marked “S”) opens 20 feet down into the Run corridor between areas 22 and 23 which lie below, serving to release or take up creatures or trainers from or into the Run. The corridor also opens onto a 20-foot-long stairway down into a 10-foot-square room containing the triple crossbow (area 23) and racks of its ammunition, affording room for two or at the most three operators.

G) Eastern access corridor: This is simply a stair leading from the Waiting Room (assassins sometimes refer to this latter jokingly as the “waiting tomb”) via a secret door, to a landing and then down 75 feet to a one-way, counter-weighted secret door (a block of wood is kept at the bottom step to prop this door open when necessary). This door opens into area 27 for rescues, the entry of trainers into the Run to serve as opponents, and so on.

The Run may have more or different features than those shown here, as a DM wishes. It would be a relatively simple matter to alter the configuration of some section of the Run to incorporate a favorite trap, and many such changes could be made without needing to alter the accompanying maps at all — an especially advisable tactic if players have previously examined this article.

FEDIFENSOR

by Allen Rogers

An AD&D™
scenario for
6-8 characters,
levels 7 and up

INTRODUCTION

In days not long past, the steeples of the temple of Amphabese reached proudly into the sky, and the temple was a bastion of goodness and justice. The order of Amphabese, its clerics, and the others who swore allegiance to it were revered throughout the land for their work in spreading and defending the principles of law and good. Many a young paladin took his vows at the altar of Amphabese, many a group of brave and righteous adventurers received the blessings of the temple before setting out to combat evil. As much as the temple of Amphabese was respected and loved by those who benefited from its efforts, so was it feared and hated by the leaders of evil and their minions.

At the time of the temple's greatest trial, the high priest of Amphabese was a cleric named Astramal, acknowledged by his brethren as the most devout and faithful of all.

FEDIFENSOR



night Astramal was awakened by a terrible dream — a nightmare that he took to be a vision of the future. In his dream, he saw the temple and all its grounds desecrated and destroyed, and superimposed on the scene of carnage was the gloating face of a powerful demon. Astramal saw the dream as a message from his deity, the god's way of warning the temple that its fate — or one of its possible fates — was to be overrun by the forces of evil and chaos.

The high priest meditated and prayed for guidance all the next day, but received no inspiration. Then he slept, and he had a second vision. In this dream Astramal saw himself — but as an elderly person, a man years older than the priest was at present. Astramal was in conference with a tall, strong warrior dressed in silver and white — a paladin. Cradled in the arms of the high priest was a large, finely crafted sword which Astramal presented to the warrior. That scene faded, to be replaced by the sight of a battle between the paladin and a demon. Because of the power in the special sword, the paladin was an easy victor; the demon was destroyed, and the good warrior stood alone, his sword raised high and his head down in prayer.

Now, thought Astramal, he knew enough to embark upon a course of action. The first thing he needed to do was acquire a great sword like the one he had envisioned, and for this he went to enlist the aid of a secluded band of gray elves who lived to the east. The elves respected the temple of Amphabese, and they appreciated the temple's location, between their enclave and the nations of evil which lay to the west, across the sea. Astramal conferred with the leaders of the faerie tribe and convinced them that his dreams were indeed visions of a foreboding future. The elves, impressed with the seriousness of this apparent threat — not only to the temple, but to the elves' continued existence — agreed that they would craft a sword of highest quality and enchant it with the most powerful abilities their wizards could conjure up.

Astramal returned to the temple and told his anxious brothers to go about their usual tasks. The elves' work would take weeks, perhaps months, to complete, and the priest's second vision had suggested to him that it would be years before he would encounter the paladin who would later vanquish the demon.

As it turned out, more than three years came and went before Astramal heard from the elves again. Many times he was on the verge of setting out for the elves' enclave again, to see what had happened, even at the risk of annoying the faerie folk. He worried more and more; his hair became more silvery, his brow more furrowed, and he began to look like the old man in his second vision. He prayed for enlightenment, and was rewarded with the wisdom and willpower to wait faithfully. Then, one day the sentries at the temple gate were accosted by an entourage of gray elves seeking an audience with Astramal. The high priest received them at once, and was promptly presented with the awesome result of the elves' efforts: a mighty, magical sword the elves called Fedifensor, or "Defender of the Faith."

The master smith who forged the blade was in the traveling party to make the presentation himself. "This is my greatest creation," he told Astramal. "It is a weapon so endowed with goodness that even the greatest of demons must flinch at its gleam. And it can only be wielded by a truly righteous hand."

Astramal accepted the sword and its scabbard with gratitude and humility. "I will treasure this gift for as long as I am alive and as long as the temple of Amphabese stands. Its use will only be entrusted to the most worthy warrior in the land — and I will place the welfare of the sword above my own safety if that choice ever needs be made."

The services of thanksgiving went on at the temple for several days after the elves had departed. Then Astramal and the elders set about deciding who should be entrusted with the sword.

They tested a list of candidates, made up of all the paladins who regularly visited the temple to renew their vows, and settled on one Boyd De Thalion, generally acknowledged as the most righteous and most powerful warrior in the land. Astramal presented the sword to Boyd, in a ceremony that looked very much like what he remembered from his dream, and the paladin took up residence at the temple to await the time when he and Fedifensor would be called upon.

For months thereafter, no one visited the temple whose virtue and skill could compare with Boyd De Thalion's. Then a warrior appeared who seemed Boyd's equal in many ways. He called himself Karl, and he might have done very well in the tests — except that the first test was to meet Boyd himself.

As soon as Karl entered the chamber where the champion waited, Boyd drew Fedifensor from its sheath. The sword's blade turned fiery red, and Karl's true nature was revealed: The challenger for Boyd's position was a demon — one that looked like the very demon Astramal had seen in his first dream. Its ruse destroyed, the demon dropped all pretense and attacked the paladin. After a vicious battle, Boyd slew the demon with his sword and cast its material body back from whence it came.

Thus, the second part of Astramal's dream-prophecy had come true. But what of the first dream? Was the temple still vulnerable to a threat that would breach its walls and tumble its towers? Astramal and the clerics could not be sure the threat was over, and they and their champion remained vigilant.

The answer to their questions finally came, in the form of an invasion of evil hordes from across the sea. Where a single powerful demon had failed, thousands of lesser creatures seemed more likely to succeed. The invading force overran everything in its way and advanced inland, cutting a swath of terror with the temple directly in its path.

The assault on the temple, when it came, was not a surprise. But that fact did not lessen its severity: hundreds of fighters on both sides perished in the courtyard within the first minutes of battle — and one of the fallen was Boyd De Thalion. The champion waded into the thick of the fight, wielding Fedifensor with dedication and confidence. But as powerful as it was, the sword could not stem the tide of onrushing bodies that descended on the champion. The foes who delivered Boyd's death blows were filled with bloodlust, not greed, and so they ignored the gleaming sword that fell by his side. Astramal, however, did not.

In the confusion of battle, while the defenders of the temple were slowly beating back the invaders, the high priest scurried from his hiding place into the courtyard and managed to retrieve Fedifensor and its scabbard. He slipped the sheath around the blade and carried the weapon into the temple through a secret entrance. Huddled in a secluded tunnel, with the sounds of battle still somewhat distant, Astramal began to chant a spell which would carry his spirit, and the sword, far from the carnage. The magic worked; Astramal's essence passed into the Astral Plane, carrying the blade along. If the temple fell, thought Astramal in his last moment of physical existence, at least Fedifensor would not be a looter's prize, to spend the rest of its existence locked away in some evil creature's treasure hoard.

Thus did Astramal keep his promise to the elves — at the cost of his own life. The priest's material body perished soon thereafter, in a fire that gutted part of the temple — and Astramal's essence in the Astral Plane died at the same time, leaving Fedifensor floating in the void.

The temple did not fall, although the ranks of the forces of good were severely decimated before all the evil creatures were fought off. The clerics and warriors who survived the fight — including some who had seen Astramal enter the secret passage with the sword — realized what the priest had done, and what had happened to Fedifensor, when they discovered Astramal's body without the sword nearby.

Now the clerics of Amphabese are searching far and wide for a band of adventurers dedicated to the cause of good who will risk a journey into the Astral Plane to recover Fedifensor — and they seem to have found a group of likely heroes in the player characters who have just accepted the task.

Note: All of the following is for the DM's use only and should not be known by players before the adventure begins.

FEDIFENSOR

The magic sword which is the object of this adventure has the following powers:

In the hands of a non-paladin of lawful good alignment, Fedifensor is a +2 bastard sword. It has an intelligence of 17, an ego of 18, and (of course) is aligned lawful good. It cannot be touched or carried by anyone of another alignment unless the blade is sheathed in its special scabbard.

In the hands of a paladin, Fedifensor is a +5 weapon and also exhibits these other abilities: 1) Magic resistance of 50% in a radius of 5 feet; 2) Dispel magic can be cast upon any spell cast on the sword or its wielder whenever the paladin desires, at a level of spell use equal to the experience level of the wielder; 3) At a range of 1"/level of the paladin, the sword can detect the presence of major evil entities [demons, devils, undead, or any evil creature that can only be hit by a magic weapon]. If the blade is unsheathed, it will immediately begin to glow bright red, as if just drawn from a forge furnace; and 4) it inflicts an additional point of damage (beyond the usual +5) for each experience level of the wielder when used against a demon.

When Astramal's essence on the Astral Plane ceased to exist, Fedifensor was cast loose into the void. During the time it took the clerics of Amphabese to gain the aid of a rescue party, a small group of githyanki warriors (see the FIEND FOLIO™ Tome) came upon the sword in its scabbard. They perceived the blade to be magical, although they don't realize the full extent of its powers, and traveled with it back to their outpost, where they deposited it for safekeeping.

GETTING TO AND FROM THE ASTRAL PLANE

There are many ways of reaching the Astral Plane and returning to the Prime Material. The method the party uses will have a great effect on the adventure as events move along, and the DM must moderate the adventurers' actions accordingly. If the party does not possess an appropriate magic item or the necessary spell-casting ability to enter the plane, it could be arranged for one of the clerics of Amphabese to cast a spell on behalf of the group, and (depending on the method used) the cleric may or may not accompany the party into the plane. If the DM needs or wants to employ such a cleric as an NPC, the character's ability scores and spell capabilities should be predetermined.

ENCOUNTERS

Because this adventure is a search-and-recovery mission rather than a "simple" journey through the Astral Plane, encounters will occur relatively often. Check for a random encounter once every 4 hours by rolling d4, with a result of "1" indicating an encounter. The following table is suggested as a list of possible encounters and their frequencies; the DM can easily alter most sections of it to suit his or her preference.

The passage of time between encounters, when search movement is being conducted, has little meaning to player characters while they are on the Astral Plane. However, the DM must keep a careful record of elapsed time so that activities going on in the Prime Material Plane at the same time can be properly moderated.

Encounter Table

d& roll	Encounter type	Number (notes)
01-20	Githyanki Outpost	1 (see following)
21-23	Aerial servant	1
24	Demon, major	1
25-26	Demon, minor	1-3
27	Demon, prince	1
28	Devil, arch-	1
29	Devil, greater	1
30-32	Devil, lesser	1-3
33-52	Githyanki	1-4
53-55	Intellect devourer	1-2
56-60	Invisible stalker	1-3

61-65	Ki-rin	1
66-70	Night hag	1-4
71-74	Nightmare	1-4
75-79	Rakshasa	1-3
80-83	Shedu	2-5
84	Titan, elder	1
85-87	Titan, major	1
88-90	Titan, lesser	1
91-00	Void Cruiser	1 (2-7 githyanki on board)

Special rules: The party will have no more than 6 encounters or 20 encounter checks (whichever comes first) before running across the Githyanki Outpost. If the outpost has not been encountered by the time the sixth encounter is determined, or the 20th encounter check is made, the party will automatically locate it at the end of the next four-hour interval. The party will always have at least two encounters (or reach the maximum of 20 encounter checks) before finding the outpost; if the Githyanki Outpost is indicated by a roll on the table for the first or second actual encounter, roll again until a different result is obtained.

THE VOID CRUISER

This small ship, designed by the githyanki to speed group travel through the Astral Plane, has the hull/fuselage shape of a large sailing ship but does not have masts. Along either side of the hull are batwing-shaped sails — for decoration and stabilization only; they have no effect on the ship's speed.

A Void Cruiser can carry up to 12 man-sized passengers. It travels at a movement rate equal to that of the most intelligent passenger, and in the direction desired by that "pilot." If two or more individuals in the traveling group have the same high intelligence, the "pilot" for the voyage being undertaken is determined at random, and will serve in that role until one or more of the eligible individuals disembarks, at which time another random selection is made for the subsequent voyage. (For purposes of this adventure, ignore the 96" astral movement rate given for the githyanki in the FIEND FOLIO™ Tome. All characters and creatures, moving as individuals, can travel in the Astral Plane at a rate of 10" per point of intelligence, as specified in the article accompanying this adventure. Githyanki intelligence ranges from 15-18 and can be determined randomly by a roll of d4 + 14, or a score can be assigned to each githyanki by the DM.)

Those traveling in a Void Cruiser will never be lost, thrown off course, or otherwise harmed by the Psychic Wind. The ship can carry a cargo of up to 100 cubic feet in volume in a small hold accessed through a hatch in the floor of the passenger compartment. A Void Cruiser cannot travel anywhere except on the Astral Plane, but can be employed by creatures and characters of any type.

THE GITHYANKI OUTPOST

When adventurers encounter the outpost, they will have no way of automatically knowing that Fedifensor lies inside. If they pass up the opportunity to approach the outpost and avoid or evade any pursuit from residents of the outpost that might have sighted them, the quest for the sword is effectively over at that point. They may have many more encounters, but will eventually choose to (or be forced to) abandon the search and re-enter the Prime Material Plane — unless the DM chooses to allow for the possibility of encountering the outpost a second time. The player characters' sense of adventure, not to mention their common sense, should dictate that they give the outpost more than a cursory examination.

The outpost is built in, and projecting out from, a roughly spherical piece of astral debris 200 feet in diameter. Four towers jut out from the central section at roughly symmetrical angles. A fifth projection, longer and thicker than the towers, is topped by a bulbous and with four smaller towers jutting out near the edges of a large set of double doors — the only apparent route by which to enter the complex. Without the

largest of the projections, the outpost would closely resemble a jack, of the sort used in the "bail and jacks" game played by children on the Prime Material Plane.

GITHYANKI ENCOUNTER TABLE

Once adventurers enter the githyanki outpost, encounter checks must be made every turn. The base chance for an encounter is a roll of 1 on d6. After the first random encounter, the rest of the complex will be on alert, and the chance for additional encounters rises to a roll of 1 or 2 on d6. If an encounter is indicated, roll on this table to determine the type:

d& roll Encounter type

01-50	2-12 githyanki warriors of levels 1-3
51-53	Commander Okemocik (8th/8thFtr/M-U)
54-58	Captain Mimhanok (8th Ftr)
59-61	Captain Perragourp (6th/6thFtr/M-U)
62-74	2-8 githyanki knights, all 8th level fighters
75	Warlock Symafya (7th M-U)
76-77	Warlock Morikemoe (5th M-U)
78-79	Sergeant Yebabidek (6th Ftr)
80-81	Sergeant Salizechnag (5th Ftr)
82	Sergeant Liknullerkl (7th Ftr)
83-84	'Gish' Kadzar (4th/4th Ftr/M-U)
85-86	'Gish' Tomorcus (4th/4th Ftr/M-U)
87-88	'Gish' Zigrack (4th/4th Ftr/M-U)
89-90	'Gish' Quazmo (4th/4th Ftr/M-U)
91-00	Roll twice, ignoring results of 91-00

There will never be any more or any fewer githyanki at the outpost than the roster of "name" characters given above, plus 8 knights (all 8th level fighters with 60 hit points each) and a total of 60 warriors, evenly divided between 1st level (7 hit points each), 2nd level (15 hp each), and 3rd level (26 hp each) fighters. The knights are all chaotic evil, the warriors neutral evil. The knights carry +3 silver swords, while the warriors and all the "gish" use non-magical long swords. (Hit points for each creature can be determined randomly if the DM so desires.) All githyanki at the outpost are wearing their "war expedition" armor (AC 0) unless otherwise noted.

Commander Okemocik is lawful evil and has 64 hit points. He is carrying the following spells: burning hands, magic missile, read magic, shocking grasp, detect good, knock, wizard lock, dispel magic, fireball, hold person, extension I, polymorph self. He wields a +5 silver sword (no vorpal abilities).

Captain Mimhanok is lawful evil and has 59 hit points. He wields a +3 long sword.

Captain Perragourp is lawful evil and has 48 hit points. Spells: burning hands, charm person, read magic, shocking grasp, pyrotechnics, ray of enfeeblement, fireball (x2). Weapon: +2 long sword.

Symafya the Warlock is neutral evil and has 21 hit points. Spells: detect magic, hold portal, read magic, shocking grasp, detect good, knock, wizard lock, fireball, dispel magic, extension I. She is unarmored (AC 9) and does not carry a weapon, although she can use a long sword.

Morikemoe the Warlock is lawful evil and has 14 hit points. Spells: burning hands, magic missile (x2), read magic, detect good, darkness 15' radius, mirror image, hold person. He is AC 9 and unarmed, but can use a sword if he obtains one.

Sergeant Yebabidek is neutral evil and has 48 hit points and a +1 two-handed sword. **Sergeant Salizechnag** is neutral evil, has 34 hit points, and carries a +1 two-handed sword.

Sergeant Liknullerkl is lawful evil, has 54 hit points, and carries a +3 long sword.

Kadzar is lawful evil and has 30 hp. Spells: burning hands, read magic, shocking grasp, detect good, mirror image. **Tomorcus** is neutral evil, 28 hp. Spells: magic missile, read magic, shocking grasp, forget, knock. **Zigrack** is lawful evil, 29 hp. Spells: hold portal, magic missile, read magic, darkness 15' radius, pyrotechnics. **Quazmo** is lawful evil, 31 hp. Spells: burning hands, read magic, shocking grasp, knock, wizard lock.

AREA DESCRIPTIONS

All walls and floors in the outpost are made of opaque stone. Windows, and the tops of each of the towers, are made from bricks of a clear crystalline substance that has the strength of rock: it will crumble and break, but will not shatter like glass.

Note: Directions like "up" and "down," locations like "floor" and "ceiling," have no universal meaning in this weightless environment. However, terms like these are used in the area descriptions for simplicity and clarity; when interpreting such terms, consider the surface depicted on the map as the "floor," as though you are looking "down" on the outpost from overhead.

1) Void Cruiser Port: This chamber is roughly spherical, about 100 feet in diameter. It has a large set of double doors, closed but unlocked, on the outside wall. A smaller set of double doors, wizard locked and barred on the inside, are on the opposite wall. One void cruiser is docked inside the chamber, and there is room for three more. Four 10-foot-wide passages (A, B, C, D) lead away from the sphere, each of them a 30-foot-long corridor capped by a small, transparent tower that can hold one githyanki guard. Inside tower "A" is a level 3 fighter.

2) Corridor: Inside the wizard-locked door is a hallway 20 feet wide and 40 feet high. Double doors lead into areas 4 and 5.

3) Entry Hall: This is an open area with an alcove on the far side. Two rows of pillars dominate the side areas, reaching the full 40-foot span from floor to ceiling and providing strength for the "wing" that protrudes from the core of the complex. The double doors in the alcove are locked from the inside, and stationed in the corners of the alcove are a pair of guards (level 2 and level 3). The adventurers will sight the guards at a range of 60-90 feet, while the inattentive guards will not spot the intruders until they are within 40-70 feet. The guards will instantly be aware of a foreign presence if the adventurers try to pass through the doors leading to area 4 or 5. If the guards sight the intruders first, they will pound on the alcove doors to alert another pair of guards (also level 2 and level 3) stationed inside the alcove doors. These guards will either go to warn their comrades, putting the outpost on alert, or unlock the doors and join the fight (50% chance of each).

4) Captain's Quarters: This is the residence of Captain Perragourp. Like the other living quarters in the outpost, it contains some basic furnishings and a few personal items. Furniture and other large items are attached to the flat surfaces of the chamber; odds and ends are simply left to float in the weightlessness of astral space. If Captain Perragourp has not yet been encountered, he will be discovered here on a roll of 1-2 on d6.

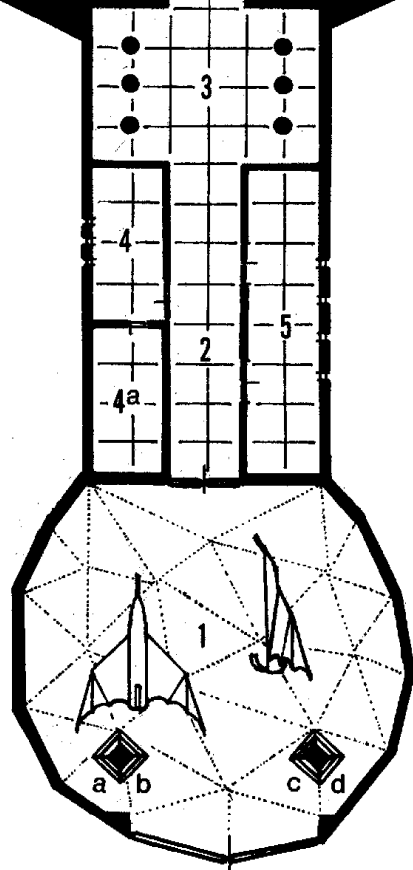
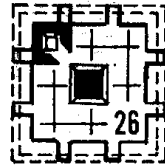
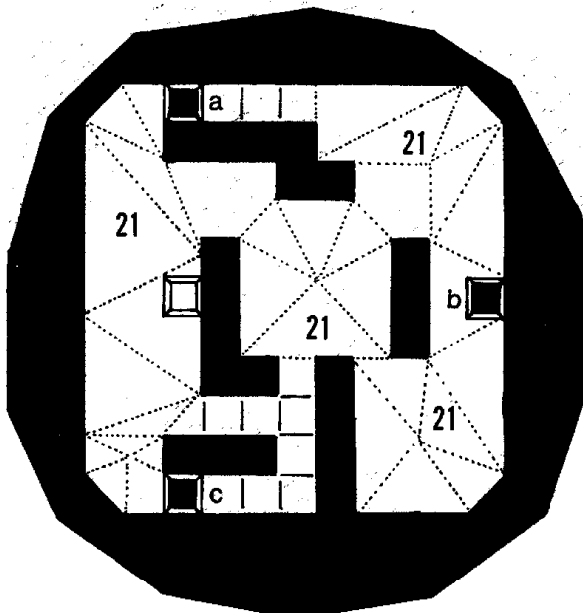
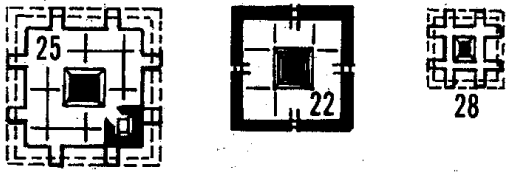
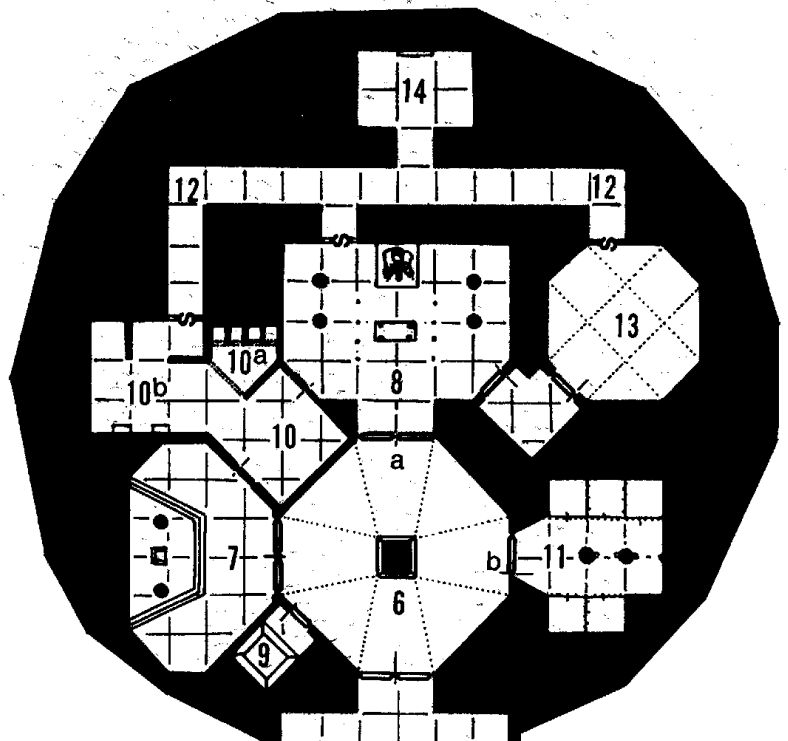
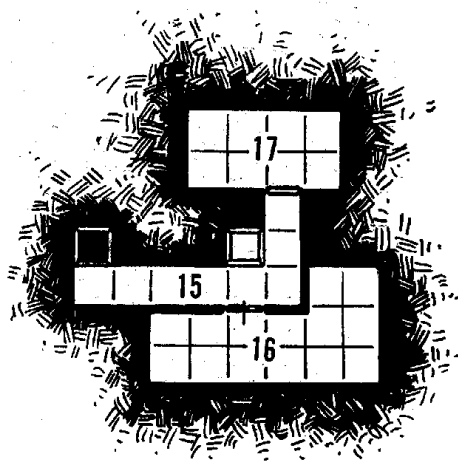
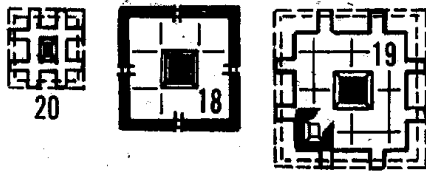
4A) Captain's Quarters: This is Captain Mimhanok's room, essentially identical to the other captain's chamber. Among the "odds and ends" floating in this room is a +3 long sword in its scabbard. As above, there is a 2 in 6 chance that Captain Mimhanok will be here if he has not already been encountered.

5) Knights' Quarters: This room is bare of furnishings except for a large table and eight chairs bolted to the floor, eight "living compartments" on the ceiling, and eight chests along the walls holding personal items. There will be 0-5 (d6-1) knights in the room when it is entered.




6) Main Hall: This roughly spherical chamber is unfurnished. Doors lead away from it in five directions. A 10-foot-square passage leads down from the center of the room into area 21. The door to area 8 is wizard locked, the one to area 11 is locked normally, and those to areas 7 and 9 are closed but unlocked.

7) Throne Room: An open area here surrounds a raised platform which houses an ornate throne, studded with jewels, set between two huge pillars. The door to area 10 is locked.

6) Worship Room: The main feature of this chamber is a 15-foot-tall statue of the githyanki lich-queen, fastened to the midpoint of the wall opposite the double doors. An altar is on the floor in front of the statue, and pairs of pillars flank the area of the altar and the statue. Two rows of braziers spew forth clouds of thick smoke that obscure side-to-side vision within the room. The statue and the altar are lavishly decorated with jewels and precious metals. The empty chamber connecting area 8 with area 13 has closed but unlocked doors on both sides.



The Githyanki Outpost

-  Passage leads up
-  Passage leads down
-  Passage leads both ways

Scale:
1 inch =
50 feet

9) Upper Level Access: This small room contains a passage which leads up to area 15.

10) Commander's Quarters: Miscellaneous furnishings are fastened to all six flat surfaces in this chamber. Running from floor to ceiling is a 2-foot-diameter stone pillar with an 8-foot-diameter cylindrical table protruding from the center of the pillar. Six drawers are cut into the sides of the table. Five of them contain items of no special worth, and the sixth holds a set of four scroll/map cases. Inside one of the four cases is a scroll of dispel magic; the other three cases contain maps of portions of the Astral Plane and will be unusable by player characters.

Fastened to the far wall (partially separating area 10 from area 10B) is a 10-foot-diameter net of coarse mesh, the sort that looks suitable for trapping monsters or characters. This is actually a net of matter transmission: If it is cast over a victim so as to ensnare him or her (by a normal "to hit" roll), the target character or creature will "disappear," having been instantly teleported to one of the empty suspension cells (see area 10A). There is a 50% chance that Commander Okemockik will be in this chamber if he has not already been encountered. He will prefer to use the net ahead of any other attack form if such an option is available to him.

10A) Suspension Cells: The barrier between area 10 and this chamber looks like a thick piece of frosted glass, shaped in a hexagon 10 feet in diameter. It cannot be opened, cracked, or smashed by anything less than a +2 weapon, a knock spell, or a dispel magic spell. If a living being stands in front of the frosted portal for 1 round without striking or touching the "glass," the center section (1 foot in diameter) will begin to glow red. If any object is brought into contact with this red area right away, it will be seen that the object can be passed into or through what is now an opening. The rest of the portal will still be impervious to normal passage, however. If the red area is left untouched for another round after it first appears, it will expand to envelop the entire portal, allowing passage through the 10-foot-diameter hole into the small chamber beyond. The full-sized opening will close within 1 round after it has been activated.

The chamber contains four more "frosted" portals, each a 5-foot-diameter hexagon, which are identical in nature to the larger portal and can be opened in the same way. These are seals for 5-foot-square cells in which prisoners (taken by the commander's net or otherwise captured) can be placed. The cells on the extreme left and right (as viewed from just inside the large portal) contain a mind flayer and a night hag, respectively. If either or both of these cells is partially or fully opened, the resident creature will do everything in its power to escape and overcome those who released it.

10B) Commander's Annex: The second room of Commander Okemockik's suite contains several wall decorations and two "false front" sets of empty shelving. They are locked and hinged. If unlocked, they can be swung outward to reveal a locked treasure chest behind each. The second chest discovered will be the one that contains Fedifensor, still in its sheath. The first chest which is opened by adventurers (or a creature they are forcing to do their bidding) will contain pieces of armor that, when assembled, will form a suit of +4 splint mail. Each chest also contains 1,000-6,000 g.p. worth of gems and jewelry.

11) Dungeon: This chamber has 10 cages, made of thick metal bars, arranged in two tiers along the walls on either side of the door. The center of the chamber has two stone pillars that run from floor to ceiling (30 feet). Four pairs of chains with manacles attached to the ends are fastened into each pillar at wide intervals. The room contains no prisoners (unless one or more members of the adventuring party have been captured).

12) Secret Passage: The existence of this corridor is known only to the commander and the two captains. It connects via secret doors with areas 8, 10B, and 13.

13) Coin Chamber: Githyanki appreciate all sorts of treasure, but they do not value "coin of the realm" as highly as gems and jewelry because they see little use for it. Currency of all shapes, sizes, and denominations (appropriated from previous "guests") is stored here, left floating inside the 40-foot sphere.

14) Communications Room: Only the commander and the two captains know of this room and know how to operate the mechanisms within it. The main feature of the room is a 10-foot-diameter hexagonal mirror on one wall. The device is a sort of view-screen/telephone that enables the outpost to communicate with the githyanki castle that supervises this complex. If a living being stands within 5 feet of the mirror and remains stationary for 1 round, the image of a githyanki captain on the other end will come into view. After one more round, the image seen by the captain on his view-screen will become clear. If what the captain sees is not another githyanki, he will move away from the screen immediately to sound an alert. This will bring 11-20 githyanki warriors and 2-4 sergeants, in a pair of void cruisers, to the outpost in 10 turns, to join the force already present. If adventurers strike the mirror with any weapon larger than a dagger, it will explode for 6d6 damage to anyone in the chamber.

15) Corridor: This area is reached by going up through the passage in area 9. It leads to another "up" passageway that opens into area 18.

16) Warlocks' Quarters: Each of the 2-foot-diameter pillars in this room has an 8-foot-diameter cylindrical table with 6 drawers set into the sides. Most of the drawers contain ordinary and valueless items. Two of the drawers in the table closest to the door contain metal scroll cases, one holding a cacodemon spell scroll and the other a death spell scroll. One of the drawers in the table farthest from the door contains an iron flask with an ice devil inside. The devil will attack anyone who opens the flask and releases the creature. Attached to one wall, along with several other less conspicuous garments, is a colorful cape that is actually a cloak of poisonousness. Any warlock(s) not encountered before this room is entered will be found here.

17) Guest Quarters: This room contains several pieces of furniture and other accessories, but nothing valuable or noteworthy. It is used by githyanki who come from the castle or another outpost to visit; there are no such visitors at present.

16) Upper Tower Chamber: This area is reached by traveling 50 feet up through the passage located at the bend in corridor 15. The chamber is 30x30 with a 20-foot ceiling. It is the living quarters of the gish Kadzar, who will probably be here (1 -4 on d6) if he has not been encountered. The room has a small window (2 feet by 5 feet) in each wall and a 10-foot-square passage in the ceiling that leads up to area 19.

19) Upper Observation Post: This room is in the shape of a pyramid with a 30-foot-square base. The tapered ceiling is made entirely of transparent rock, through which a clear view of the surrounding astral space can be seen. Two warriors (level 1 and level 2) are on guard duty here. In the corner of the room is a 10-foot-square passage, 30 feet long, that leads up to area 20.

20) Pinnacle Post: From this location, at the farthest distance from the main part of the outpost, the best view of the area immediately around the outpost can be had. The 30-foot tower leading to this post is capped by a small pyramid of transparent stone. The pinnacle post is normally unoccupied and will not be manned unless an obvious threat to the security of the outpost is detected outside the structure.

21) Commons: Within the maze-like interior of this chamber are living quarters for the githyanki warriors and the sergeants. There are 4-16 warriors and 1-2 sergeants in this chamber, chosen from those warriors and sergeants not already encountered. Three passages lead downward from this area to the other tower chambers: passage A to area 22, passage B to area 23, and passage C to area 24.

22,23,24) Lower Tower Chambers: These are the living quarters of the other gish (Zigrack, Tomorcus, and Quazmo, respectively). They will likely (1-4 on d6) be in their quarters unless previously encountered. In all other respects, these areas are identical to area 18.

25,26,27) Lower Observation Posts: These areas are identical to area 19; each contains a pair of warriors (one level 1 and one level 2).

26,29,30) Pinnacle Posts: These areas are identical to area 20.

Magic-user spells

(From page 36)

Magic Missile: Ignore the penalties applied to hurling or launching missiles astrally; magic missiles do not miss.

Massmorph: This spell will work, but see the druid spells *Hallucinatory Terrain* and *Tree* for relevant comments.

Maze: This spell will entrap the victim inside a 5-foot-diameter cube of force walls, appearing around the character where he or she is on the Astral Plane when the spell is uttered. The spell's duration depends on the character's intelligence, as per the spell description. The character cannot move about astrally until he or she is free of the miniature maze; the character is also incidentally protected for the duration of the spell from all attack forms that a *Wall of Force* will resist. A *Disintegrate* spell will immediately remove the maze without harming the victim inside.

Monster Summoning: Unless the DM has created or discovered a monster that fits within the parameters of each *Monster Summoning* spell (I-VII), only those summoning spells that have a chance of bringing a creature from an Outer Plane will work. Examples of this include *Monster Summoning I* (which will bring only manes), *Monster Summoning I* (bringing lemures), and *Monster Summoning VI* (bringing erinyes). Regardless of who casts the spell, only creatures from the lower (evil) Outer Planes will be summoned by this spell on the Astral Plane.

Mordenkainen's Faithful Hound: The hound will circle within a 3" radius about the magic-user who cast the spell, looking for anyone who enters the area of effect (anyone larger than a house cat). The hound will attack anyone who comes in range (except the caster) from behind or from one side; it will warn away intruders beforehand with loud barking when they get within 30 feet of the boundary of the area of effect. All other characteristics of the hound are as per the normal spell.

Mordenkainen's Sword: This weapon can be used to attack opponents on other planes when wielded upon the Astral Plane; it can reach into either a Prime Material Plane or to the first layer of any Outer Plane only. The sword-user is not made subject to attacks in return, unless the opponent is capable of bringing this about.

Move Earth: This spell will affect masses of soil, dirt, clay, or mud (see the druid spell *Transmute Rock To Mud*) in the same manner that the cleric spells *Lower Water* and *Raise Water* affect masses of water astrally; all soil, dirt, and mud within a 4" diameter sphere will either be drawn toward or pushed away from the magic-user at the same rate of speed as the magic-user normally moves in astral space. Small rocks (under 1 lb. in mass) can be moved with this spell,

If *Trap the Soul* is used against an astrally projecting person, the material body will die on the Prime Material Plane, but the character's soul will still live within its prison.

but larger ones will resist it. The magic-user can move the material in other directions (left, right, up, down) as desired.

Otiluke's Freezing Sphere: In a manner similar to that described under *Cone of Cold*, this spell can freeze water spheres or mudballs in astral space. Any form of the spell striking water will freeze a total mass of 50 cubic feet per level of the spell caster; this ice will not necessarily melt unless in contact with a heat source or unfrozen water.

Part Water: See the comments for the cleric spell of the same name.

Passwall: Useful only on a large solid object, generally useless astrally.

Phantasmal Force: See relevant commentary under *Audible Glamer*.

Phase Door: See commentary for *Passwall*. Both spells might be helpful in getting someone or something out of a mudball (see the druid spell *Transmute Rock To Mud*).

Plant Growth: Generally useless; see the text at the start of the section on druid spells.

Power Word Blind: Affects a 3" diameter sphere.

Power Word Kill: Affects a 2" diameter sphere.

Power Word Stun: Any creature so stunned will be unable to move until recovered, and cannot attack or defend.

Repulsion: This spell will function much like *Bigby's Forceful Hand*, in that it will repel opponents depending on the difference between the opponent's and magic-user's intelligence scores. The area of effect is a 1" wide cylinder as long as the spell range; obviously, opponents could concentrate on moving sideways out of the spell's area of effect, making it of limited use in a three-dimensional fight. Creatures of low intelligence (7 or less) will not immediately think of using such a tactic to counter this spell, and so may be pushed away easily on the first try; they will learn to go sideways after the next 1-7 tries. [Based on intelligence, i.e., 7=1, 6=2, etc.]

Rope Trick: No effect; the extradimensional space is outside the Astral Plane.

Sleep: Sleeping beings will cease movement for the duration of the spell.

Slow: This spell will *not* slow down a victim's movement, since that depends on intelligence (which isn't affected by this spell). Other manual activities will be affected, including attacks.

Spider Climb: Useless, since objects on the plane are weightless to begin with.

Spiritwrack: While this spell would be effective against a named demon encountered at random astrally (though

the chance of meeting any particular demon named in such a spell by accident is extremely low), there is a good chance the demon might be on an outing with some friends — they will not be affected by the spell, and might express their displeasure with the spell caster in various ways.

Stinking Cloud: This forms a 2" diameter cloud, which cannot be moved [by the spell caster]. Creatures may move out of the cloud, but if they fail the saving throw cannot do anything else but move while in the cloud or on the round after leaving the cloud.

Symbol: Unlike the cleric spell of the same name, this spell must be cast upon a solid surface. Clerical symbols can be inscribed in the "air" of astral space.

Telekinesis: See the comments for the cleric spell *Create Water* and the magic-user spell *Ice Storm* for some interesting possible uses of this spell. One gallon of water weighs 3.45 lbs. This spell works in all ways as described; if employed against a living, conscious opponent, the opponent will be slowed until the movement rate of the spell exceeds the opponent's movement rate, at which time the opponent is at the caster's mercy. As the opponent can continue to resist (mentally) the spell's effects, subtract the foe's normal movement rate from the spell's movement rate to get the effective speed.

Teleport: No effect; a solid surface to land on is required. This spell will not be forgotten, and may be re-cast later.

Tenser's Floating Disk: The disk will follow the caster about, regardless of the caster's rate of movement, within a 2" radius sphere. When the spell duration ends, anything the disk was carrying will be left behind, suspended and motionless. Inanimate or non-intelligent "cargo" cannot move independently.

Transmute Rock To Mud: See the druid spell of the same name.

Trap The Soul: Note some of the conditions applicable to persons captured by this spell when not on the Prime Material Plane. If used against an astrally projecting person, the material body will die on the Prime Material Plane, but the character's soul will still live within its prison. Imprisoned characters cannot cause their gem-prison to move, or otherwise affect their environment. If released upon any plane other than the Astral Plane, the soul will form a new body (having no possessions) with all of the former body's characteristics; if released upon the Astral Plane, the soul will perish at once.

Vanish: No effect; contact with the Ethereal Plane is required.

Ventriloquism: See the comments for the magic-user spell *Audible Glamer*.

Wall of Fire: This works very much like the druid spell *Wall of Fire*, except that the hollow sphere of flames has a radius of $1" + \frac{1}{4}"$ per level of the spell caster.

Wall of Force: The surface area of a sphere (the best defensive shape in three-dimensional space) is $4 \pi r^2$.

Wall of Ice / Wall of Iron / Wall of Stone: Any such walls created will appear in astral space and be immobile, doing no harm to anyone. A *Wall of Ice* will not melt in astral space unless put in contact with a fire spell or other heat source, at which time it will form a water sphere (see the cleric spell *Create Water*). A *Wall of Stone* may be struck with *Transmute Rock To Mud*, at which time it will form a large mudball (see the druid spell *Transmute Rock to Mud*), though it

A Rod of Absorption could easily absorb (and cancel out) an Astral Spell; if used against the magic-user who cast the spell, all persons in the astral party are hurled back to their home plane.

may be that part of the wall will not be affected and will drift to the center of the mud ball.

Web: This spell requires anchoring points in order to form a true web-like structure; at best in astral space, it may be directed at a single opponent, who will become entangled in the mess of webbing and be unable to attack or pull free. If a saving throw is made, the opponent has escaped all contact with the webs. Suffocation is possible, as per the regular spell.

Wish: No *Wish* spell will ever affect the

ruler of the plane that the caster is on; *wishes* directed against any deity in general are sure tickets to disaster if the intent of the *wish* is hostile. Referees should arbitrate this spell very carefully in any event.

Wizard Lock: This spell is more useful than *Hold Portal*, as it may be cast upon chests or containers.

Write: No effect; ink will not flow through a pen in a weightless environment. [If a special, forced-ink pen is devised by the experienced planar traveler, the spell can be used.]

Illusionist spells

Any illusions and phantasms cast upon the Astral Plane should be carefully considered in order to be effective. If an illusion depicts something that a viewer or opponent would not normally expect to see upon the plane, then the saving throws for opponents will be considered automatically made, and a bonus of up to +4 may be given to any other (non-hostile) viewers.

Some illusionist spells are essentially the same in intent and effect as other

spells previously described. These spells (and the section in which each is elaborated on) are:

Astral Spell (cleric); *Conjure Animals* (cleric); *Detect Magic* (cleric); *First-level magic-user spells* (magic-user); *Maze* (magic-user); *Rope Trick* (magic-user); *Hallucinatory Terrain* (druid).

Other illusionist spells with altered effects on the Astral Plane are:

Alter Reality: See comments for the magic-user spell *Wish*.

Color Spray: Stunned or unconscious characters cannot move until recovered.

Paralyzation: Because the intelligence

of the victim of the spell is unaffected, the character can still physically move through astral space. However, the arms, hands, feet, mouth, etc., cannot be moved, and attacking or defending by physical means is not possible.

Summon Shadow: No effect; normally opens a gateway to Negative Material Plane.

True Sight: See comments for the cleric spell *True Seeing*.

Vision: No contact may be made with deities or powers on the Elemental Planes, Positive or Negative Material Planes, or the Ethereal Plane.

Magical item alterations

Potions: Those potions that duplicate spell effects (such as *Climbing*, *Flying*, or *Speed*) will have the same result when used in astral space as the spell itself. Some potions will obviously become useless until taken to another plane where their powers may take effect (e.g., *Oil of Ethereality*). *Gaseous Form* will make the imbiber hard to see, as per the cleric spell *Wind Walk*. Potions of *Longevity* and *Speed* will not affect the age of the imbiber, due to the "neutralizing" effect the Astral Plane has on living metabolisms.

Scrolls: Scroll spells work the same as normally cast spells on the Astral Plane. If someone using an *Astral Spell* contacts or is caught within the area of effect of a *Protection from Magic* scroll, the person (including the scroll reader, if he or she is also using *Astral Spell*) is immediately cast back to the home plane and the protection spell is cancelled.

Rings: As for potions, those rings that duplicate spell effects will have the same effect astrally as the spell does. *Djinni Summoning* rings do not work, being unable to open the gate to the Elemental Plane of Air. *Shooting Stars* rings do not

work at all, being dependent upon a dark environment (night) on the Prime Material Plane. If a resonating field is created between two *Rings of Spell Turning*, read all rolls of 98-00 for subsequent effects as rolls of 81-97. *Protection* rings are modified in effect as described in the following section on Weapons, Armor, and Protective Devices.

Rods, Staves, and Wands: Any such devices duplicating spell effects have the same effect astrally as the spell does. A *Rod of Rulership* has no effect on any deities or minions who normally reside on the Astral Plane, just as it cannot affect any deities or their minions when used on their home Outer Plane. A *Rod of Absorption* could easily absorb (and cancel out) an *Astral Spell*; if it is used against the magic-user who cast the spell, all persons in the astral party are hurled back to their home plane. *Rods of Lordly Might* lose their third (direction-finding) mundane ability on the Astral Plane; this rod, along with the *Rod of Smiting*, has altered abilities when used as a weapon, as further detailed in the following subsection on Weapons, Armor, and Protective Devices. A *Staff of*

Withering will not age astral beings who are struck with it.

Miscellaneous Magic Items: Some general statements may be made on the effects of using miscellaneous magic items on the Astral Plane. First (and most obviously), if such a device duplicates the effect of a spell mentioned in this article, then refer to the text for appropriate comments. Any device that summons creatures from the Elemental, Positive or Negative Material, or Ethereal Planes will not work at all. Artifacts and relics are completely unaffected in any operation by being in astral space. Certain devices will obviously be useless (e.g., *Apparatus of Kwalish*).

An *Amulet of the Planes* will transport the user to any of the first layers of the Outer Planes or back to the Prime Material Plane, but not to the Ethereal, Positive or Negative Material, or Elemental Planes from the Astral Plane. A *Book of Infinite Spells* won't work if the user left it on another plane.

Cubic Gates may open gates to any plane from astral space, even those not normally (by other means) reachable. Devices requiring contact with or assistance from deities (*Candle of Invocation*, *Incense of Meditation*, *Necklace of Prayer Beads*) will not work unless the user's

deity normally resides on the Astral Plane. *Iron Flasks* will capture player characters or other creatures not originally from the Astral Plane, but will not affect beings native to the Astral Plane. When in astral space, certain devices that use extra-dimensional spaces to store items in will either expand abruptly so that the exterior of the container conforms to match its interior capacity (*Bag of Holding*, *Portable Hole*), or will cease functioning (*Mirror of Life Trapping*). A *Phylactery of Long Years* cannot slow aging, since [normal] aging doesn't take place. A *Well of Many Worlds* will open a passageway to any plane, just as a *Cubic Gate* does.

A *Talisman of Pure Good* (or *Talisman of Ultimate Evil*) will cause its victims to be lost permanently (*Wishes* notwithstanding) in astral space. A *Chime of Hunger* will *stun* all nearby for 1 round only, with no other effects.

Weapons, Armor, and Protective Devices: When such items are brought into the Astral Plane, the enchantments upon them are lessened, since their enchantments are so closely connected to the Prime Material Plane. One "plus" is subtracted from such items' bonuses, on "to hit," damage, or protection scores. Thus, for example, a +2 sword becomes a +1 sword, a +3 *ring of protection* becomes +2, etc.

If an item has only a +1 bonus, it becomes non-magical and loses all its special powers on the Astral Plane (so *luck blades* have no usable wishes). Items with multiple enchantments lose one "plus" from each type of enchantment; a *flame tongue* sword would be non-magical for most purposes, with a +1 vs. regenerating creatures, a +2 vs. cold-using creatures, etc.

Obviously, any items that normally allow the user to *go ethereal* or use any other similar powers will still have their protective enchantments (reduced one step), but those powers will not be usable. Cursed items with negative enchantments (-1 *shield*, *missile attractor*) also

have their enchantments moved one step toward zero (making the -1 *shield* non-magical in all respects); if a cursed item is made non-magical, the curse is lifted so long as the item is not brought back into the Prime Material Plane. Protective rings, cloaks, and so forth have their powers reduced by one "plus," but *Bracers of Defense* and similar items will remain unaffected. All other spell-like powers of such items will be affected as described in the section of this article on alterations of magical spells. [*Savants have ways and means to overcome or alter such magical losses, but that will have to await publication of the AD&D™ game expansion. . . .*]

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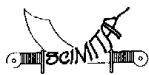
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FOREST of DOOM



FOREST of DOOM

An adventure for AD&D™ players

Designed by Scott Butler

For as far back in time as the tales of history stretch, the area bordering what is now the Lands of Launewt has been a foreboding, practically impenetrable forest. When the lords who ruled the various borderlands united to form the Council of Launewt a century ago, the forest was in the same physical condition as it is now: thick, dark, and expansive, said to be so dense at the center that sunlight pervaded the foliage only on the brightest days.

The forest is also, as it has always been, home to all manner of vicious animals and evil-minded denizen. The animals are generally only dangerous when one intrudes on their territory. The more intelligent evil creatures of the forest, however, often come out to the borderlands to make trouble. In even the oldest historical accounts, mention is made of sporadic raids by the evil creatures on villages and outposts in the borderlands. These tribulations have long been a fact of life for the citizens of the Lands of Launewt — bothersome, sometimes to the extreme, but usually not mounted by a large enough force to do any lasting damage.

On rarer occasions, the forest dwellers have collaborated in organized mass assaults. The provinces and communities of the Lands of Launewt have defenses that are not easily breached — but large villages have been known to be overrun and plundered by hordes of attackers. The cumulative effect of a series of these organized assaults can be devastating — stripping from an area the size of an entire province virtually all the area's material wealth and a good portion of its able-bodied citizenry.

Two generations of men have come and gone since the last time a group of such assaults took place — but now there is evidence, at least in some people's minds, of a conflict that threatens to escalate into another costly war. A minority faction in the Council of Launewt believes that the so-called sporadic raids have, of late, become systematic and purposeful; several villages have been plundered in a short time.

But most of the council members have turned a deaf ear to the assertions of their more cautious fellows, insisting that the raids do not fall into a pattern and maintaining that occasional conflicts of this nature are not worthy of the Council's

attention, and should be left for the local militias to deal with. A splinter group within this majority has a neutral outlook; its members realize the dangerous potential of a united enemy, but hesitate to believe that there is a single force capable of consolidating and unifying all the evil humanoid of the forest.

Such differing opinions don't mix well. As a result, the Council of Launewt is in turmoil, its normally well-ordered decision-making process now paralyzed. *Nothing* is being done, even to the extent of preparing a contingency plan just in case the minority turns out to be right.

The council members predicting a mass invasion have gathered physical evidence and information to support their position: items like small, strange darts smeared and smudged with a harmless, fungus-like substance; stories like those told by men who claim to have ventured close to the forest's edge in pursuit of an evil band, and then turned back after glimpsing dark, shadowy shapes in the underbrush.

None of the evidence gathered so far has swayed any of the other council members, though. They assert that the darts are simply ordinary objects, and since the fungus coating is harmless, it must be symbolic, and not dangerous, in nature. As support for their position, they cite examples of strange short swords and other weapons recovered from the sites of battles — their blades so pitted and poorly worked that they bear mute witness to the inferiority of the creatures who forged them. The tales of dark shapes in the trees they dismiss as nothing more than fable, stories invented by terrified peasants and soldiers as a way to gain a certain measure of notoriety — or to hide their cowardice.

In hopes of obtaining conclusive evidence to support their position, several members of the minority faction have sought the aid of small groups of adventurers who would be willing — for a price, of course — to brave the evils of the forest and get at the truth of the matter. During the last few weeks, several bands of explorers have set out on missions into the forest. So far, none of them have been heard from — meaning, perhaps, that they have met and fallen to stronger adversaries, or perhaps that they have thought better of the whole idea and decided to not enter the forest after all.

Now, another such opportunity is being offered to a band of adventurers who seem more stalwart than any who have gone before them. A young lord of the Council of Launewt, after seeing his father die in a recent raid on his family's home village, has collected a few scraps of information that he hopes will demonstrate that the threat of an evil invasion is indeed real, and will encourage this new group of adventurers to seek even more information — and avenge his father's death at the same time.

"Goblins are not the most reliable source of information one could want," says the young lord, "but there seems good reason to heed something I heard about just three days ago. Several of these vile creatures were killed during one of their raids into our countryside. One of them, just before it died, became delirious and babbled almost incoherently about someone or something called 'Arron' — perhaps the name of a leader, or the name of a ruling order the goblins pay homage to. One of the goblin's babblings translates roughly as 'victory will belong to the noble.'

"We know that goblins are certainly not 'noble' — and, from what we have learned about them, they do not see themselves as noble. These words, if they are more than just the ravings of a mad goblin, seem to point to the existence of an evil force stronger and more devious than the goblins themselves. But the exact nature of this force is still unknown to us.

"I strongly suspect," continued the young lord, "that the creature or organization called 'Arron' is responsible for pulling together the evil creatures of the forest into a fighting force that threatens the life and property of every resident of the Lands of Launewt. As revenge for my father's death, I want proof that the evil designs of Arron have been ruined and the threat to our homeland destroyed. I offer you 5,000 gold pieces as a reward, plus the gratitude of everyone in the Lands of Launewt. Even those who have foolishly refused to recognize the threat will see the wrongness of their views when your proof is put before them."

After the adventurers accept the young lord's offer, he concludes his instructions to them with a brief description of how to get to the edge of the forest. It is at this point, on the fringe of the unknown territory, where the adventure begins.

For a party of 4-8 characters, each of 4th-7th level

First place, Module Design Contest category A-2

GENERAL INFORMATION

The preceding background information will give players sufficient facts to understand the history of the area, in addition to providing a purpose for the journey into the forest. The background includes some hints that dark elves (drow) are behind the organization of the evil forces within the forest.

A general description of the motives of the drow will be helpful to the DM in giving the adventure a logical foundation and, if desired, incorporating this adventure into an ongoing campaign. The ruling forces in the drow underworld are noble houses, whose actions are sometimes influenced by the merchant clans they are allied with. Inter-house rivalries pervade drow society; one faction or another is always trying to demonstrate

its superiority over the others by wreaking more havoc and plundering more treasure than its competitors.

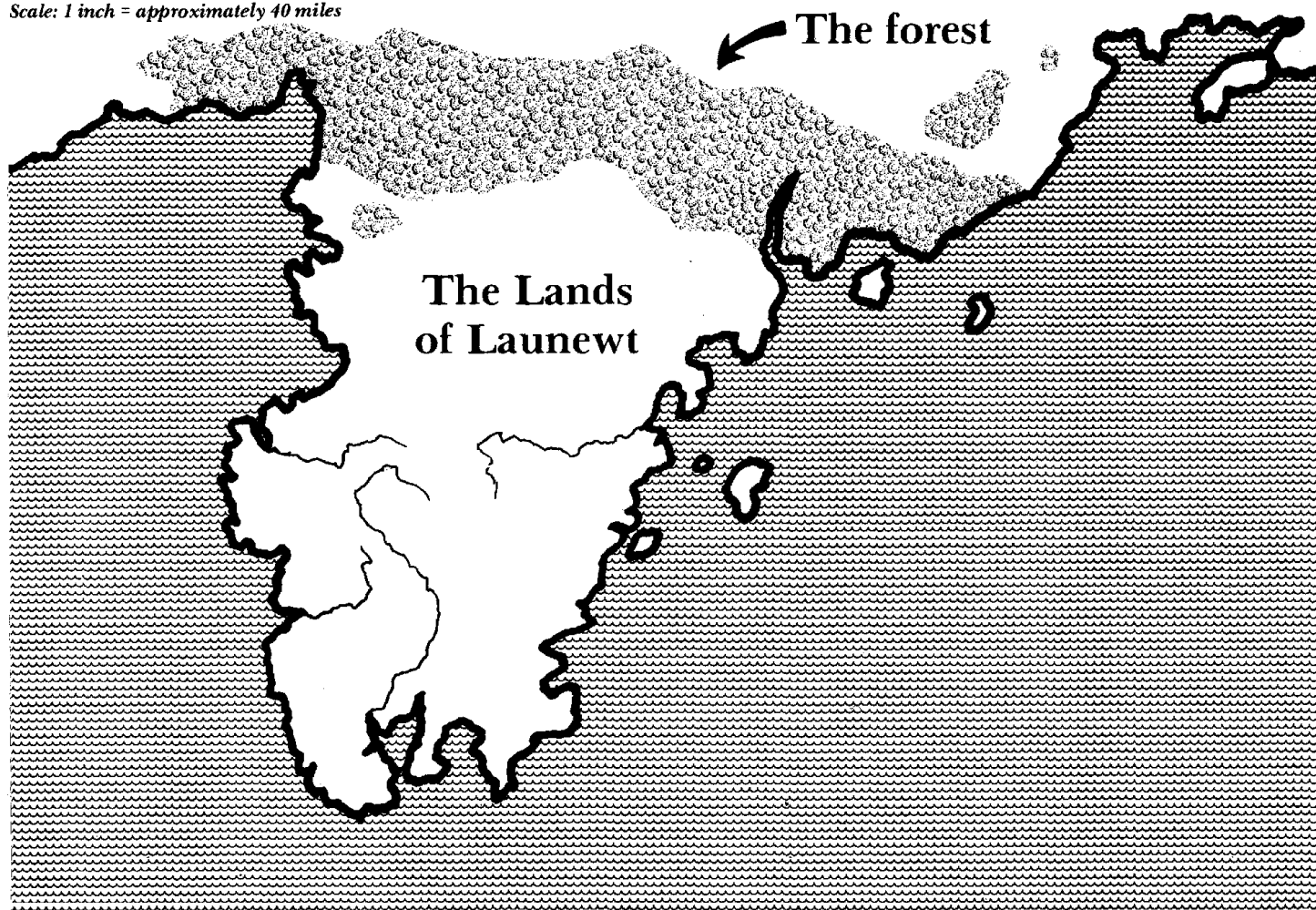
One noble house has gone to great lengths to formulate a scheme designed to assure its rise to the top of the noble hierarchy. This house, led by a noble named Erihn ("Arron"), has achieved the construction and occupation of a huge above-ground fortress, deep inside the evil forest. It serves as a base from which the drow, and various evil creatures in their service, can raid the prosperous Lands of Launewt, stripping the country of its valuables and riches and funneling prisoners and possessions by caravans back to the dark elves' underworld home.

The fortress took years to build, but the passage of time has little significance to elves; the end result is something that

might be called a masterpiece, were its origin and purpose not so shrouded in evil. While the construction was proceeding, dark elves from the house of Erihn began to methodically make subjects and allies out of the evil humanoids who live in the forest, working toward the day when they could consolidate enough evil power to overrun every community in the Lands of Launewt.

The raids that have taken place in recent weeks were disguised to appear as isolated incidents, but their increasing frequency and ferocity suggest to some members of the council that they are really the first skirmishes in a massive assault which could descend upon the Lands of Launewt at any time. As the members of the adventuring party will discover when they reach the site of the

Scale: 1 inch = approximately 40 miles



fortress, the threat of an all-out assault is a very real one indeed.

Except where otherwise specified, the drow encountered in the forest and within the fortress conform in all respects to the description of the dark elves in the FIEND FOLIO™ Tome.

THE FOREST

The Forest of Doom is a thick, dark curtain bisecting a peninsula, cutting off the Lands of Launewt (located at the tip of the peninsula) from the rest of the continent. It is a band 30 miles wide and more than six times that long. There is no way to go anywhere on foot from the Lands of Launewt without passing through the forest. (Player characters and other adventurers new to the Lands of Launewt are assumed to have approached the country by sea.)

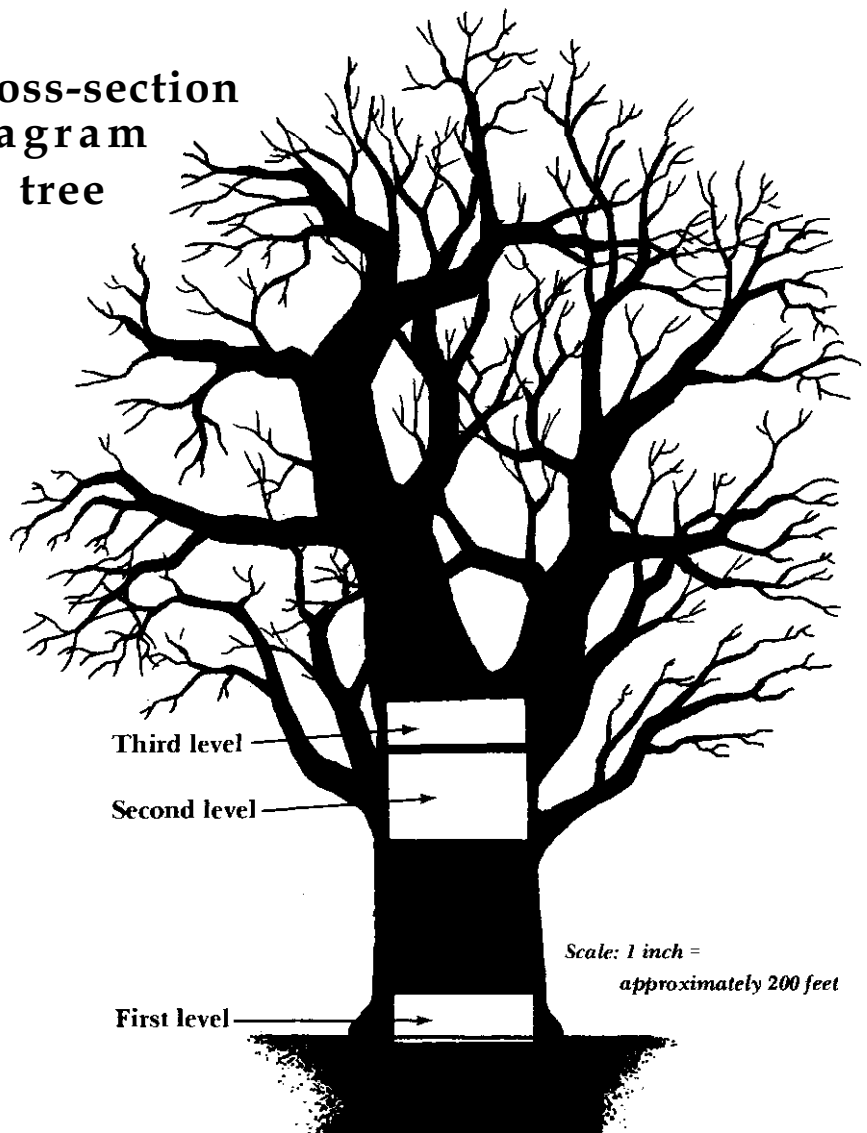
The forest, in addition to providing the surrounding environment for the drow fortress, can also be built into an extended wilderness adventure. This expansion is particularly appropriate if this adventure is being integrated into an ongoing campaign — several parties of adventurers may go *into* the forest, but perhaps not all of them will come *out*.

It is a thoroughly evil place. No good-aligned creatures will be encountered inside the forest; otherwise, treat it as a faerie/sylvan forest setting in a temperate climate. A suggested random encounter table is given below. The chance of a random encounter is a roll of 1 on d6, and should be checked every hour.

Encounter table

d% roll	Creature type	Number
01-02	Al-mi'raj	1-10
03	Ape, carnivorous	1-6
04	Basilisk	1-2
05-11	Bear, brown	1-2
12	Beetle, bombardier	1-8
13	Beetle, boring	1-8
14	Beetle, stag	1-8
15-20	Boar, giant	1-3
21-27	Bugbear	5-12
28	Cockatrice 1	1
29	Dragon, green (young)	1
30-35	Drow Patrol 2	— — 2
36-41	Goblin	5-30
42-43	Gorgon	1-2
44	Groaning Spirit	
45-48	Hobgoblin	2-12
49	Lycanthrope, werebear	1-2
50	Lycanthrope, wereboar	1-2
51-52	Minotaur	1
53-55	Ogre	2-8
56-59	Orc	3-24
60-63	Quaggoth	2-12
64-65	Skunk, giant	1
66-67	Snake, giant, poisonous	1-3
68-78	Spider, huge	1-12
79-86	Stag, giant	1-2
87-89	Stirge	2-20
90	Su-monster	1-4
91	Tick, giant	3-7
92	Toad, giant	1-6
93-95	Troll	1-4

Cross-section diagram of tree



96 Weasel, giant 1-4
 97 Whipweed 1-2
 98-00 Wolf, dire (Worg) 3-8
¹ — 75% likely to be encountered while airborne.
² — A drow patrol encountered in the forest will be composed of 2-12 male drow fighters, all of 2nd level, sometimes (20%) accompanied by 1-8 bugbears. Commanding the patrol will be either a fighter of 4th-7th level (70%) or a magic-user of 5th-8th level (30%). Note: All drow encountered outside the fortress will be using ordinary armor (chain) and weapons, *not* special items of drow manufacture.

The forest springs up abruptly at the edge of the Lands of Launewt. It is thick and dark, with no patch of land within it that could be called a clearing. There are no paths, and the forest floor is covered with a thorny underbrush that inhibits movement (two-thirds normal movement

rate for overland travel). Negotiating the underbrush entails a great deal of noise, so that any creature's or party's chance of being surprised is halved — unless those attempting to surprise remain motionless and quiet.

The thick overhead growth starts to blot out daylight almost as soon as one sets foot inside the forest. At a point only a few hundred feet inside the forest perimeter, the light conditions are similar to twilight on a cloudy day. The darkness gradually deepens as one moves closer to the center of the forest until, for a radius of five miles around the drow fortress, the forest is as dark as night. Even on the brightest day, the sun produces no more light than a full moon.

The center of the forest's evil activity is located, logically enough, in the exact center of the forest. If the adventurers are actively seeking the drow fortress but have wandered far from its location, the DM can point them in the right direction

by the use of subtle clues: a deepening of the darkness as they move toward the center, and vice versa; the fact that encountered creatures (intelligent ones, at least) will tend to retreat in the general direction of the fortress; and other indicators of this sort.

Any time the adventurers are within one mile of the fortress, there is a 20% chance per turn of movement that they will discover one of the many trails that radiate into the forest from the drow fortress. There are 18 such radiating trails, spaced at roughly 20-degree intervals. They have been cleared to make it easier for slaves to forage raw materials (for the purpose described below) from the immediate area around the fortress.

THE FORTRESS

The headquarters for the house of Erihn's evil campaign is a phenomenally huge tree, with a trunk measuring 180 feet in diameter at the base. The tree, most likely related to the sycamore family, is made of relatively soft wood. Large sections of the inside of the trunk have been hollowed out to form rooms and passages, but the tree is so massive that these cavities have not weakened it structurally. The tree is alive; it is nourished by a wide, shallow river that passes within a few hundred feet to the south of the trunk, and in addition it is being continually fertilized by a procedure devised by the drow which is carried out through the efforts of several dozen slaves.

On the north side of the tree, opposite the river, are two semicircular trenches, each 15 feet wide and 10 feet deep and separated by a 50-foot-wide walkway. These trenches are always kept at least half full of fertilizer, which consists of decaying organic matter gathered from the surrounding forest as well as a compost-like mixture that is manufactured inside the tree. For most of every day, all except for the darkest hours of the night, slaves are kept busy gathering raw materials from the forest, hauling water in buckets from the river to inside the tree, and bringing out buckets of sludge to deposit in the fertilizer trenches.

If a party approaches the fortress by way of any of the foraging trails, there is a 10% chance every 3 turns, cumulative, of encountering a group of 3-6 slaves. The slaves will be supervised by 1 bugbear, if there are 3 or 4 slaves in the group, or by 2 bugbears if 5 or 6 slaves are working together. (For detailed descriptions of these creature types, see the notes following the Fortress Encounter Table below.) The bugbears are not especially bright, and not overly anxious to engage in combat. They will probably (60%) believe any *plausible* reason for the party being in the vicinity of the tree, and in that event they will be willing to let a party advance toward the fortress unopposed.

The chance of a random encounter within the tree is a roll of 1 on d6, with

checks made every turn after the party gets inside. If an encounter is indicated, refer to the table and notes below to determine the creature type involved:

Fortress Encounter Table

d10 roll	Creature type	Number
1-2	Quaggoth	2-8
3-5	Drow	2-4 + leader
6-8	Slaves	2-8 + guard
9-10	Bugbears	

Quaggoth groups encountered inside the tree will be unarmed. These creatures are servants of the drow whose main purpose is to shepherd and supervise slaves working inside the fortress.

Drow random encounters inside the tree will be with groups of 2-4 plus a leader, with a 30% chance that each character in a group is a female. The non-leader types are all 2nd level fighters (AC 2, MV 12" or 15", HP 11 each, #AT 2, D sword 1-6, dagger 1-4). The leader of a party who is male will be a 3rd level fighter/magic-user (AC 2, HP 13) who can cast *burning hands*, *shield*, and *mirror image* in addition to the innate magic ability possessed by all dark elves. The leader of a party who is female will be a 3rd level fighter/cleric (AC 2, HP 20, D mace 2-7) with the ability to cast *cure light wounds*, *remove fear*, and *chant* in addition to the innate spell abilities possessed by all female dark elves. Any drow encountered inside the tree, randomly or otherwise, will be using the special drow weaponry and armor.

Slaves are various human, demi-human, and humanoid creatures who have been captured and put to work maintaining the fertilizer system, serving food, and doing other sorts of maintenance. Slaves encountered randomly inside the fortress will not be working on the fertilizer pit (see the descriptions of area 6 and area 7 in the first level), but will be engaged in other sorts of activities. Slaves are all AC 10, MV 9", HD 1-1, HP 3, and unarmed (usually carrying buckets or sacks, if anything) and connected at the waist by 5-foot-long chains. A group of 4 or fewer will be guarded by an unarmed quaggoth; a group of 5 or more will be guarded by a single bugbear with a wooden club.

Bugbears will only be encountered on the first level (ground level) of the fortress; for random encounters on the other levels or in the passageways between levels, roll d8 instead of d10 to determine the creature type. Each bugbear in a random encounter will be armed with a long sword or a mace (50% chance for each).

There are no stationary light sources inside the fortress. Servants and slaves will carry lanterns or torches for illumination when such equipment is necessary. The fortress has no stairs as such; chambers located at different elevations are connected by rough-hewn, sloping passageways.

FIRST LEVEL

Elevation ranges from -5 feet (below ground) to +65 feet (above ground)

1. Sentinel Posts: If adventurers approach the fortress from the north, they will be spotted by drow sentinels located behind concealed doors that are 10 feet above ground level. There is a secret door at ground level between the two sentinel posts.

Characters approaching the tree will be fired upon as soon as they are within medium range if they do not give the proper signal, which consists of dropping one's weapons and continuing to advance empty-handed. If a party attempts to bluff its way into the fortress, the female elf at sentinel post (b) will use her *detect lie* ability to try to determine the truth of the characters' statements. If a full-scale battle breaks out at the base of the tree, the fighters at each sentinel post will fire their missile weapons at the rate of one shot per round. Meanwhile, the fighter/magic-user will go inside the tree and attempt to sound an alarm inside the bugbear barracks (area 2). The bugbears will arrive on the scene via the secret door in 10 rounds after the sentinels start their missile fire. When the bugbears engage the party, the two sentinels will drop down from their elevated posts and join the melee.

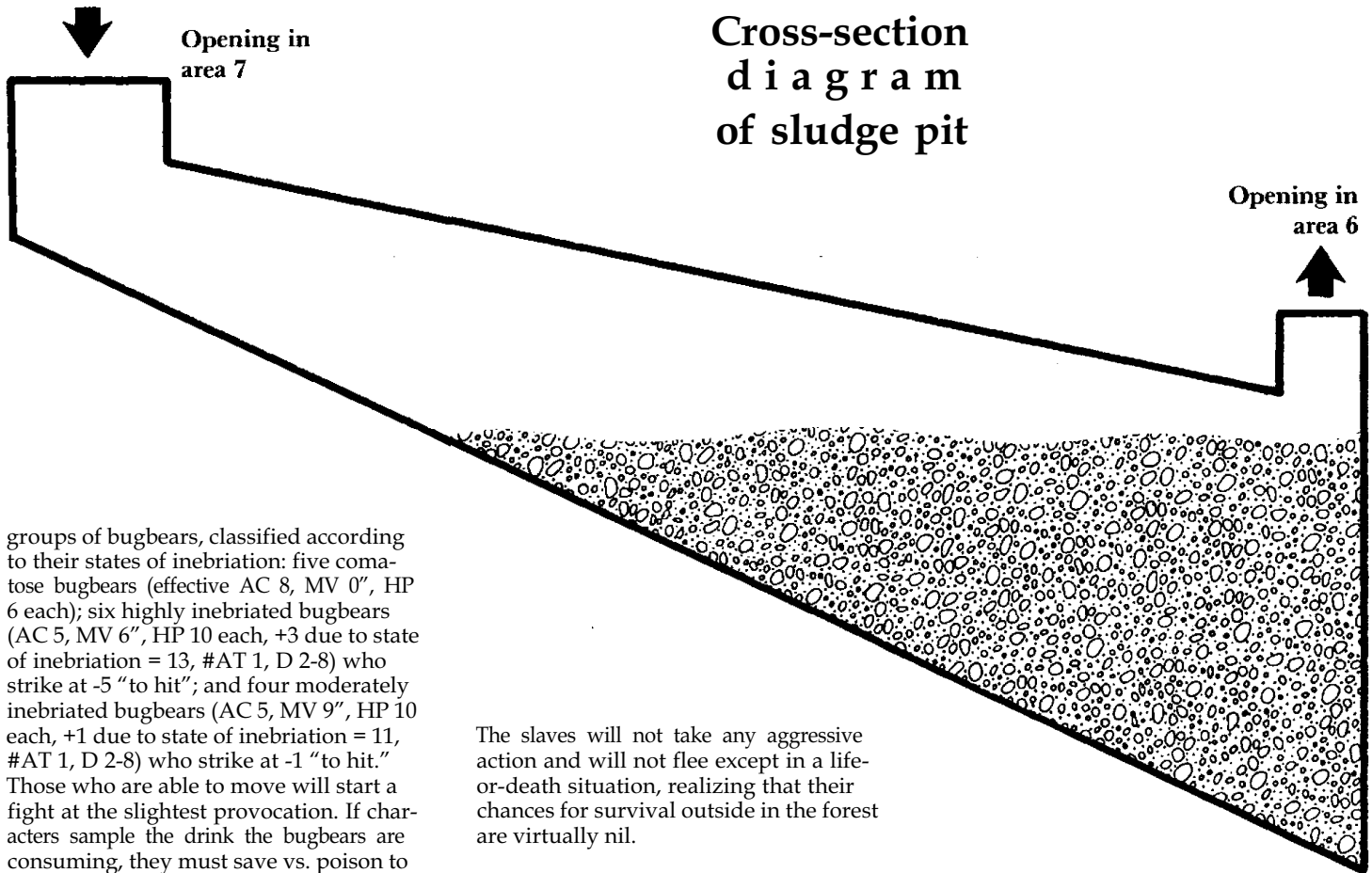
A. This post is occupied by a 3rd level male drow fighter (AC 3, HP 20) who benefits from 75% cover as long as he is at the post and protected by the half-open concealed door. He has a +1 buckler, +1 sword and dagger, and a light crossbow plus 10 darts coated with sleep poison.

B. This post is occupied by two elves: a male fighter/magic-user of 2nd/3rd level (AC 4, HP 14, #AT 1, D sword 1-6) and a 3rd level female fighter (AC 2, HP 19) armed identically to the sentry at post A. The magic-user can cast *magic missile*, *hold portal*, and *detect invisibility* in addition to his innate magical abilities.

2. Bugbear Barracks: All of the bugbears in these three chambers who are able to do so will respond to a general alarm within 10 rounds, donning scraps of armor and taking up weapons as they go. All of the doors leading between these chambers and into the corridor are closed but not locked.

A. These sleeping quarters contain eight sets of sturdy double bunks around the walls. Seven of the beds are occupied by sleeping bugbears (AC 5, MV 9", HD 3+1, HP 14 each, #AT 1, D 2-8 or weapon). They will awaken instantly if intruders enter the room without being absolutely quiet, and will fight fiercely, using their natural attacks. Each bugbear has the equivalent of 1-8 g.p. somewhere on its person or nearby in its personal belongings.

B. This is a common kitchen and dining hall, currently occupied by three



groups of bugbears, classified according to their states of inebriation: five comatose bugbears (effective AC 8, MV 0", HP 6 each); six highly inebriated bugbears (AC 5, MV 6", HP 10 each, +3 due to state of inebriation = 13, #AT 1, D 2-8) who strike at -5 "to hit"; and four moderately inebriated bugbears (AC 5, MV 9", HP 10 each, +1 due to state of inebriation = 11, #AT 1, D 2-8) who strike at -1 "to hit." Those who are able to move will start a fight at the slightest provocation. If characters sample the drink the bugbears are consuming, they must save vs. poison to avoid suffering paralyzing cramps and sickness for 1-3 rounds thereafter.

C. This is another sleeping area identical in configuration to chamber 2A. Nine of the bunks are occupied by comatose bugbears (effective AC 8, MV 0", HP 6 each) who will not awaken even under extreme provocation.

3. Spider Lair: This chamber, earmarked for possible future use as slave quarters, is presently the home of a giant spider (AC 4, HP 22) which hangs suspended from webbing attached to the 20-foot-high ceiling. It will scuttle silently along the webbing and drop down on any character who advances more than 10 feet inside the door to the chamber. The floor of the chamber, except for a 10-foot radius right inside the door, is covered with tough, sticky webbing that will entrap a character who comes into contact with it.

4. Slave Quarters: This "barracks," nothing more than a hollowed-out area devoid of furnishings, is where slaves are quartered when they are eating or sleeping. At any given time, from 11-30 slaves (d20 + 10) will be present, overseen by a pair of quaggoth guards stationed at the opening in the southeast corner. If the guards are attacked or threatened, they will run outside, abandoning the slaves, and attempt to re-enter the fortress by way of the secret door at area 1 or the double doors leading to the storeroom (area 6).

The slaves will not take any aggressive action and will not flee except in a life-or-death situation, realizing that their chances for survival outside in the forest are virtually nil.

5. Armory: This chamber is separated from the corridor by a thick wooden door bound with iron and closed with a large, intricate metal lock (-10% to any thief's chance to pick it). A *glyph* of warding has been cast on the door; anyone who picks the lock and attempts to open the door without neutralizing the glyph will take 1-10 points of damage unless a save vs. paralyzation is made.

Inside the chamber is a storehouse of weapons and armor. The following are all of drow origin: five javelins, two light crossbows, 30 crossbow darts, four +1 short swords, two +1 daggers, two suits of +1 chainmail, three +1 bucklers, and two packets of drow sleep poison, each sufficient to coat 10 crossbow darts. One of the packets is trapped with a needle mechanism that will be activated by anyone who handles the packet without first disarming the trap. The handler must save vs. poison at -4 to avoid being affected by the sleep poison.

Also in the room are several sets of ordinary armor and weapons (chainmail, bucklers, short swords, daggers, light crossbows) used by the drow when they go outside the fortress.

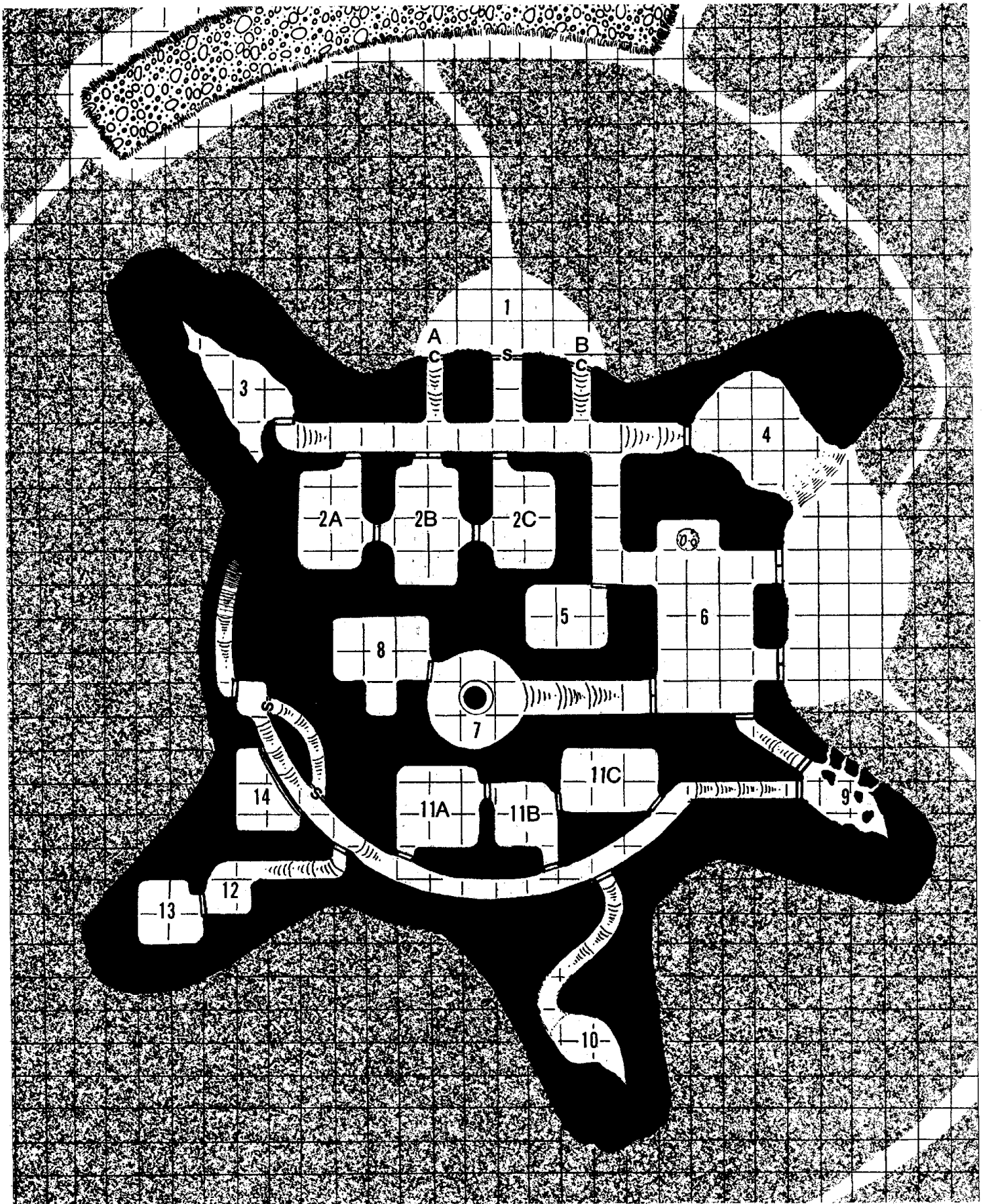
6. Storeroom and Sludge Well: Stacked along the walls of this large chamber are various sacks and crates of foodstuffs and trade goods, but not gems or jewelry or other valuables. This material is booty from various raids that has not yet been transported back to the drow underworld.

In an alcove in the northern part of the room is a 5-foot-diameter hole that leads to the lowest depth of the fertilizer pit located beneath this level. Slaves draw fertilizer up from the pit by lowering buckets into the hole on ropes and winches, then pulling them back up with full loads of the sludge. The buckets are then carted outside, and their contents dumped into the trenches that ring the northern edge of the fortress complex.

The two sets of double doors between this area and the outside of the fortress are wide open any time slaves are on duty. The slaves work in pairs, filling their buckets with sludge and then going out through the northern doorway, heading for the fertilizer trenches. Once every 1½ turns, two different slaves return from the trenches, entering through the northern doorway, with buckets to be re-filled. It only takes one turn for a pair of slaves to load their buckets and leave again, which means that for five minutes out of every fifteen the northern end of this room is vacant.

The southern doorway opens onto a short corridor leading into the storeroom; directly across the room at this point is another corridor which leads to area 7. Once every 1½ turns, two slaves enter the southern doorway, laden with sacks of raw materials or buckets of water from the river, and disappear into the long corridor.

The slaves who work in this area are



First level (ground level)

Scale: 1 square = 10 feet

not strictly supervised or even necessarily watched over. However, bugbears and quaggoth are constantly roaming the rooms and corridors of this level, and can be expected to rush to the scene if they hear sounds of excessive activity, or some sort of disturbance.

7. Fertilizer Chamber: This featureless room, in the exact center of the tree trunk, is located at the end of a steeply ascending corridor that rises to 65 feet above ground level. The corridor is separated from area 6 by a set of wooden double doors that (like the doors in area 6) are only closed and locked during the few hours each night when the slaves are not working.

The floor of the chamber itself is level. In the center of the room is a 10-foot-diameter hole that serves as a receptacle for the water and raw materials (dumped into it by slaves) that combine and decompose into sludge. It is this sludge, which settles to the bottom of the pit beneath this area, that is hauled up through the hole in area 6 and taken out to the fertilizer trenches. (See the cross-section diagram on the preceding page.)

Pairs of slaves come up the corridor and into this chamber every 1½ turns. It takes only a moment for each two workers to dump their burdens into the hole, and the return trip down the corridor and into area 6 takes only a round or two. Consequently, the corridor and the chamber are unoccupied more often than not. As with area 6, the slaves working to keep the sludge pit full of raw materials are generally unsupervised, but there are guards continually roaming around the area who might be (randomly) encountered, and there is almost always at least one quaggoth in area 8, which is adjacent to the fertilizer chamber.

8. Quaggoth Quarters: This chamber is "decorated" with large, strange-looking furs that cover most of the floor. The only other objects of note are two wooden chests on the westernmost wall. The larger of the two is unlocked and holds several more of the strange furs. The smaller chest is locked; it contains an abundance of wood shavings with 80 copper pieces and 50 silver pieces scattered throughout the pile. The chest can be unlocked with a key which is found beneath one of the furs on the floor. There are 10 such furs, and there is a 10% cumulative chance that the key will be found under any one of them.

There will be from 0-7 (d8-1) quaggoth, unarmed and asleep, in this room at any given time. The door to the chamber is always closed, but never locked. However, it is a very noisy door — if precautions are not taken by anyone opening it, the movement of the door will disturb any quaggoth inside the room. If the creatures inside the room are outnumbered, they will try to flee into area 7 and down the

corridor. If the quaggoth outnumber the intruders, they will fight ferociously until and unless the battle seems to be going against them, and the survivors will then try to escape the area.

9. Stirge Nests: This chamber is reached after passing through a locked door on the south wall of area 6, going up a narrow, curving corridor, and opening an unlocked door in the northwest corner of the chamber. The door in the southwest corner of the room is locked.

The northern wall of this room is littered with holes about six inches in diameter each. (The holes also open onto the outside surface of the tree, as indicated on the map; however, the passages are so twisted and convoluted that no light gets through them from the outside world to the inside of the chamber.) These are the nests of a swarm of angry stirges (AC 8, MV 3"/18", HD 1+1, HP 5 each, #AT 1, D 1-3 plus blood drain). Every round that at least one character or creature is in this room, 1-3 stirges will come forth from their nests and attack the nearest target. Any character bold (or stupid) enough to thrust an arm into one of the holes will have equal chances of finding a stirge, 1-3 gems of 20 gp value each, or both. If a nest is occupied in such a case, the stirge therein gets an immediate attack and automatically hits the intruder.

10. Water Trap: This irregularly shaped chamber is located behind an unlocked door and at the end of a curving, gently descending corridor which is very smooth and has a thin film of water over most of it, making it even more slippery. The walls of the corridor are covered with a mass of thorny material. Characters who attempt to negotiate the sloping passageway without taking some precautions against the slipperiness must roll their dexterity or less on d20 every round to stay on their feet. Failure to make this roll means the character has lost his balance and hit the thorns for 1-4 points of damage. The corridor levels out over the last half of the distance between the door and the chamber, so that movement becomes considerably easier: In this section of the corridor, a character must fail two consecutive saves vs. dexterity (as described above) in a single round to take any damage from the thorns.

If characters travel to the end of the corridor, they will see a chamber of no special note, except that the floor is covered with a semi-transparent membrane. Hung on a single large thorn, just above the floor right at the end of the corridor, is a pouch which will be spotted by anyone who examines the wall. The pouch contains a *ring of swimming*.

This chamber is relatively close to the river, at a spot where the water table is exceptionally high. The membrane is holding back a large pool of water. If any

character weighing more than 120 pounds (including his or her possessions) steps onto the membrane, or if it is hit or punctured with a weapon, the membrane will rupture. Water will cascade out, filling the chamber and quickly rising to inundate the level part of the corridor nearest the chamber. Characters must save vs. strength on d20 to avoid being swept off their feet and back down the corridor. Failure to save means that the victim takes damage equal to his or her armor class rating, plus 1-4 points (but never less than 3 points altogether), from contact with the thorns. A character wearing the *ring of swimming* when the membrane is ruptured will be able to swim to higher ground (further back in the corridor) without taking any damage.

11. Drow Barracks: All of the doors leading off the corridor to this three-section area are closed and secured with simple latches — not locks. Opening any one of them, or making any measurable noise anywhere near a door in the level part of the long corridor, will alert all of the occupants of the section in question.

A. This is a barracks for drow females. Six living areas, each containing a cot and a wooden chest, are along the walls, partitioned off from each other with silk curtains. One curtain, in the northwest corner of the room, is open. Sitting on her cot (if the party achieves surprise) will be a female dark elf preparing to go on guard duty. She is a 4th level fighter (AC 2, MV 15", HP 25, #AT 2, D sword 1-6 or dagger 1-4) with +1 chainmail, a +1 buckler, and +1 weapons.

If she is not aware of the party's presence before they open the door to this chamber, she will immediately scream an alarm which will be heard by the occupants of section B. If she has been alerted to a possible disturbance, she will be poised for battle when the party opens the door (and perhaps will have been readying a spell in the meantime). The elves from section B will arrive to assist her on the round after the party enters the barracks.

Each wooden chest that is investigated will be found to contain ordinary (non-magical) clothing, personal items, and the equivalent of 2-12 platinum pieces.

B. This is a cooking and eating area containing two large tables and a total of 12 chairs. The doors leading to sections A and C are closed but unlocked. Seated around one of the tables are three male dark elves, two of them wearing black chainmail and the third one more casually dressed. The two elves in chainmail are 2nd level fighters (AC 4, MV 12", HP 17 and 12, #AT 2, D sword 1-6 or dagger 1-4). If they are intruded upon, they will immediately draw their +1 weapons and attack.

The third elf is a fighter/magic-user of 4th level (AC 8, MV 12", HP 15, #AT 1, D dagger 1-4). At the first sign of any sort of

disturbance, he will shout an alarm that will be heard by the occupants of sections A and C, and those elves will join the fight on the second round thereafter. Instead of getting into the melee, the third elf will attempt to stay away from the action and cast spells. In addition to the innate magical abilities possessed by all male drow, this magic-user can cast *forget*, *shatter*, *burning hands*, *shield*, and *push*.

This room contains little of value — some miscellaneous foodstuffs and ordinary utensils; plus a set of dinnerware spread out on the table the elves are occupying. The plates and cups are made of hammered silver and are worth a total of 75 gp.

C. This is a barracks for drow males, identical in configuration to the female barracks (section A), except that there are no partitions separating the sets of cots and chests. Sitting on a bed in the southeast corner of the room is a 3rd level fighter who is unarmored (AC 7, MV 12", HP 18, #AT 2, D sword 1-6 or dagger 1-4), but with his weapons close at hand. He will shout for help if the room is broken into, and then will attempt to hold off the invaders until the elves from the kitchen area arrive to join the fight one round later.

Each of the chests in this room contains ordinary clothing and personal items, plus the equivalent of 1-10 platinum pieces.

12. Anteroom: The corridor leading to this chamber is sealed off from the main corridor by a locked door. The passage slopes gradually downward until opening onto a room that is little more than an extension of the corridor. The chamber is empty and featureless.

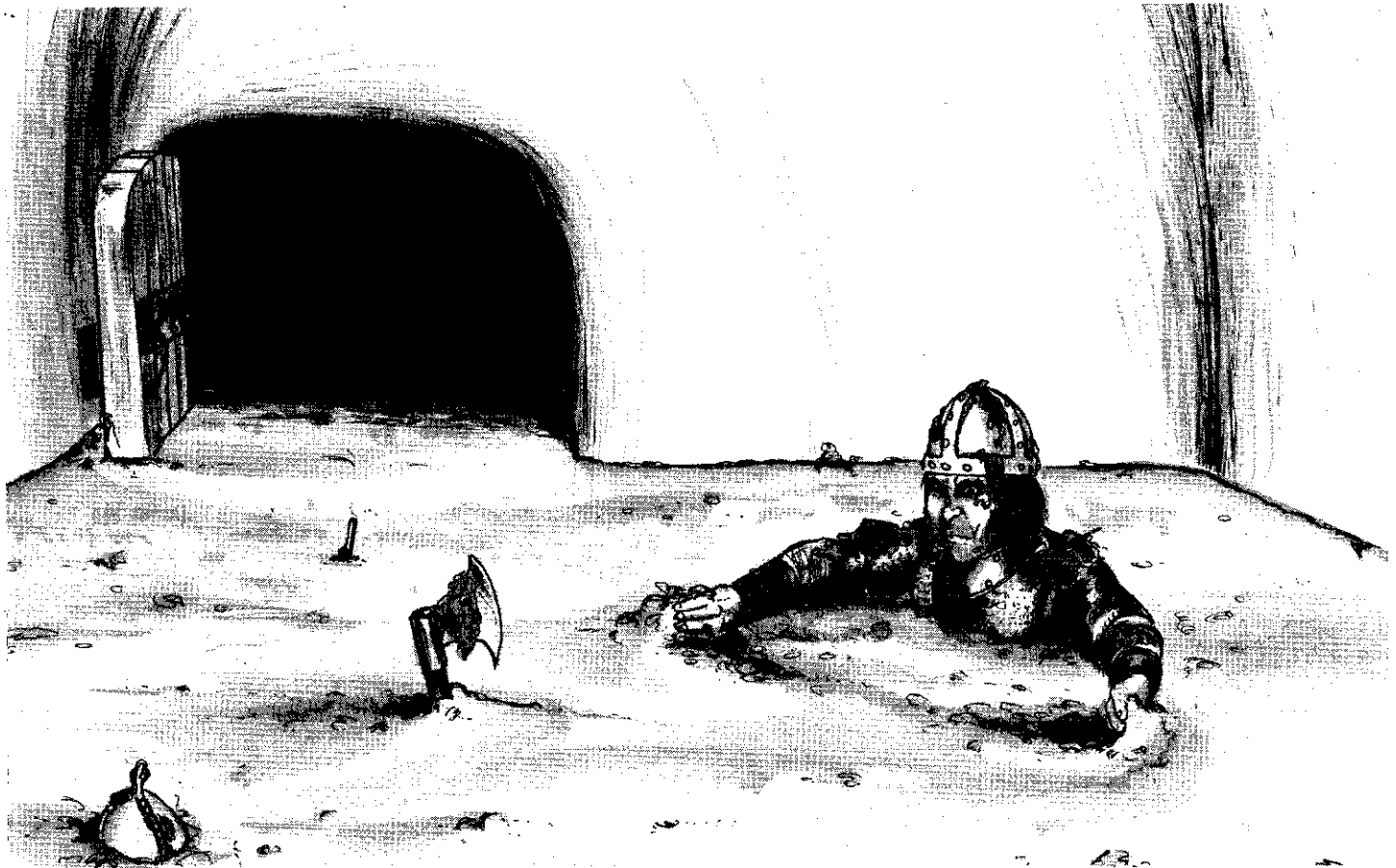
13. Sludge Chamber: The door leading to this room is securely bolted. It also happens to be watertight — a fact that will become obvious when anyone lifts the single bolt. As soon as the door is freed, it will burst open, releasing a stream of thick, black liquid that will cover the floor of room 12 to a depth of five feet before the flood subsides. This room was the original outlet for the sludge pit, where slaves went to fill their buckets with fertilizer for the trenches. The outlet was poorly engineered, however, and the sludge backed up into the room, making it necessary to block the chamber off from the rest of the complex and build another outlet (in area 6).

The sludge is not harmful in itself, but the stench of such a large quantity of the stuff can be overpowering. A character of five feet or less in height will be submerged in the sludge within five segments after the door bursts open, and will suffocate within a number of segments thereafter equal to his or her constitution score, unless the victim can get back to the sloping corridor in time, or unless his or her head is lifted above the surface of

the liquid by a taller companion. A character who is not immediately submerged must save vs. constitution on d20 or be overcome by the stench. Failure to save will cause the victim to become dizzy and keel over into the liquid, with the same chance for suffocation thereafter as for shorter characters who become submerged.

14. Tentamort Lair: If characters stay on the main branch of the long corridor and do not notice and pass through the secret door, they will attract the attention of a tentamort (AC 3/1, MV 1", HD 8, HP 10 per tentacle, 20 for body, #AT 2, D 1-6/1-6 plus special; see FIEND FOLIO Tome) that resides in the chamber to the south. This chamber is separated from the adjacent corridor by a curved wall running the length of the corridor at this point — except for a two-foot-high opening between the wall and the floor. It is through this opening that the tentamort will attempt to attack with its tentacles. To attack the body of the monster, characters must slide themselves through the slot and carry the battle into the room. The tentamort will not try to move through the slot to escape an attack, and can draw its tentacles back into the room if it desires to attack an intruder.

If characters detect the secret door, move through the passage that leads off it, and exit through the other secret door, they can avoid the tentamort and gain





access to a small, empty chamber with a locked door on its west wall. This doorway leads to an ascending passageway that spirals up inside the trunk and eventually leads to the second level of the fortress.

SECOND LEVEL

Elevation ranges from 200 feet to 300 feet above ground level

15. Snare Trap: The ascending, spiraling passageway ends at an archway that opens into the outside air. A small wooden door (actually a false door) is in plain sight along the inner wall of the corridor right at the end of the ascent, and seems to lead back into the tree. There is light here in the outside area — just enough illumination to make out general features, such as the door.

Pulling open the false door will trigger a trap. A *rope of entanglement* will lash out from inside the false doorway, wrapping itself around the legs of the character in front of the door and continuing to push outward until it “shoves” the victim off the branch. This activity all takes place virtually instantaneously — the victim being held cannot react quickly enough to grab a handhold, and no one else in the vicinity is able to keep the entwined character from falling off the branch.

The rope is 50 feet long, with its other end anchored to a post inside the false doorway. A victim who, is pulled off the branch by the rope will dangle in the air against the side of the tree, roughly 40 feet below the branch and more than 150 feet above the ground.

The *rope of entanglement* will remain stretched out to its full length and will not attempt to entwine other characters unless they try to grab it or sever it. This rope can entangle up to four man-sized creatures before its length is “used up,” at which point the first character grabbed by it will have been pulled back up to a point just below the branch. If the rope is severed or untied from its mooring within the false doorway, any characters being held by it who aren’t also anchored to the branch will plummet to the ground.

16. Rat Cage: The door to this room is different from all the others in the fortress. It is made of metal mesh reinforced by wood strips, with a sliding panel in the bottom of the door. (The entire door is also hinged and can be unlatched and opened wide if anyone cares to enter the room.) By looking through the mesh, characters can see a large number of giant rats inside the chamber.

There are 15 of these rats (AC 7, MV 12”//6”, HD ½, HP 2 each, #AT 1, D 1-3 plus disease). They are used as food for the giant owl nesting in area 17. The sliding panel at the bottom of the door opens to reveal a chamber large enough to hold one rat at a time. This panel works in

conjunction with another panel at the rear of the chamber — when the door panel is closed, the rear panel is open, and vice versa.

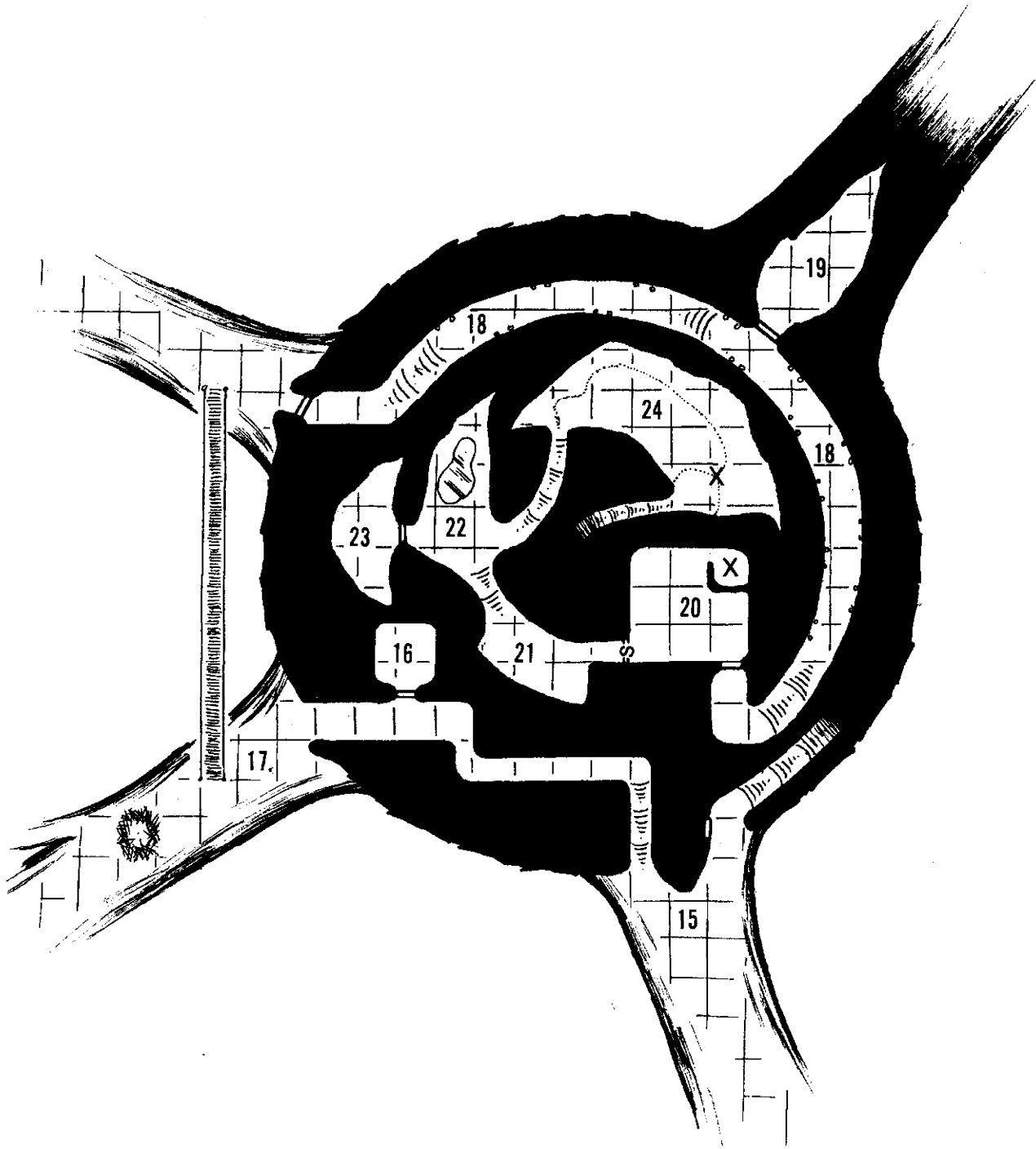
The way to get a rat out of the room without actually entering the chamber is to open the panel on the door, place a small amount of suitable food in the chamber, and slide the panel shut again. This action opens the rear door to the small chamber, allowing one rat to move into the feeding area. Characters will be able to see through the mesh covering the panel and know that this has occurred (always within one round of the time food is placed in the chamber). Then someone must slide the panel open again, kill the rat before it can escape, and throw the carcass to the owl to allow the party unimpeded access to the rope bridge. (Once they figure out what the rats are for, characters may also figure out that it’s a good idea to kill two rats and save one to give to the owl on their return trip.)

17. Owl Nest: The passage leading past the rat cage opens onto a large branch. Thirty feet from the opening is an assortment of twigs and small branches — the nest of a giant owl (AC 6, MV 3”//18”, HD 4, HP 25, #AT 3, D 2-8/2-8/2-5).

Twenty feet from the opening and ten feet away from the owl’s nest, an 80-foot-long rope bridge is anchored into the branch, extending across to another branch that allows access to area 18. If characters approach the rope bridge without first tossing a dead rat in the direction of the owl, the bird will screech a warning and move toward the party, attempting to cut off their access to the bridge. It is possible for one character, or two at most, to run to the bridge and begin to move along its length before the owl gets within attacking range — but in such a case, the character(s) on the bridge will be the owl’s preferred target, and they will be hard pressed to keep their footing on the bridge while the owl is hovering over them and swiping at them with its claws and beak.

The bird will try, first and foremost, to force characters to retreat back along the bridge to the branch containing the nest. If the characters do not retreat, the owl will make a direct attack, attempting to either disable the invaders or knock them off the bridge (a fall from this height would almost certainly be fatal). If no one tries to move immediately onto the bridge, the owl will take up a defensive position at the entrance to the bridge and try to keep the party from moving any further into the fortress.

Characters who are still on the branch will not be able to offer any direct assistance to those on the bridge, except possibly through magical means or by attacking the bird with missile weapons. If characters on the bridge demonstrate an



Second level (upper level)

Scale: 1 square = 10 feet

intention to retreat back to the branch containing the nest, the owl will break off any direct attack it may have made and allow the retreat to take place.

The owl's nest contains two eggs which the bird will defend to the death. If characters move toward the nest, the owl will abandon any characters on the bridge and move to protect its eggs instead.

All of these possible problems can be avoided if the bird is fed one of the rats. It will snatch up the carcass and retire to its nest, taking five rounds to devour its

meal. During this time, the party can move onto and across the bridge without resistance.

The rope bridge is somewhat rickety, but strong enough to support a fully armored human (or any smaller creature). Characters who attempt to negotiate it at their full normal movement rate have a 5% chance per point of dexterity to make it all the way across without losing their balance and possibly falling. If a character loses his balance while on the bridge, he or she must save vs. dexterity on d20 to

avoid falling off. The danger of slipping and falling can be negated if characters move across the bridge cautiously, going at half their normal movement rate — which should still give them plenty of time to get across the bridge and through the passage into area 18 before the owl gets hungry again.

18. Corridor of Captives: This long, curved corridor has no features except for many pairs of wrist and ankle shackles set into the walls — and the unfortunate

creatures connected to those shackles. It is a "holding hall" for prisoners of the drow, humanoids who have been captured out in the forest as well as inside the fortress and who, for one reason or another, are unsuitable for slave work.

The door leading to this area is locked on the inside but can be opened easily from the outside. It will swing shut and lock behind any character or group who enters the corridor if it is not propped open. The corridor has no light sources of its own; as soon as the door is opened, much wailing and whimpering can be heard coming from the darkness ahead.

After ascending the ramp up to the main part of the corridor, characters will be able to see (if they have a light source) the first of the prisoners. He has been here longer than any other prisoner, and he looks it: emaciated, near death, and delirious — of no use to the party, either for assistance or information. His wrists and ankles are shackled and bound to the wall by foot-long chains imbedded into the wood, holding him in something of a spread-eagle position.

The chains and shackles are ordinary iron. The shackles cannot be broken open without causing fatal injury to the prisoner being held by them. (They can be opened by using the key possessed by the guard in area 19.) The chains can be snapped by repeated blows with an edged weapon at least as long and as heavy as a long sword. Each chain takes 24 points of damage before breaking.

Additionally, a chain cannot be damaged at all unless it is struck while draped across a surface harder than the surrounding wood — the stone or metal head of a hammer, for instance, would suffice. If a chain is struck while it is simply lying against the wood wall or floor, the force of the blow will dent or splinter the wood beneath the chain, and the iron will not take any damage. The ends of the chains are imbedded so deeply into the wood that any attempt to loosen them by chopping away at the wall or floor will be futile.

Sets of chains and shackles are spaced about 20 feet apart along both the outer and inner walls (at the places marked on the map), staggered so that no two prisoners are closer than about 10 feet from each other. There are a total of 17 sets of shackles, and 10 of them are currently in use.

Seven of the other nine prisoners that characters will encounter on their way through this corridor are almost as bad off as the first victim — able to do nothing but scream and wail, begging for their release. They are unarmored, in very poor health, and would not be of any measurable benefit to the party if they were released. Some of them may actually beg the adventurers to end their suffering, instead of screaming to be freed.

The two healthy prisoners — captured most recently of all — are shackled in the



last two spots in the corridor, at the foot of the ramp that leads to area 19. The first is a female dwarven fighter (AC 5, MV 6" if freed, HD 1, HP 7) who is armored but weaponless. She will follow the adventurers if freed, and will be willing to assist them in any way she can that does not involve a direct threat to her life. The second is a 3rd level female human magic-user (AC 10, MV 12" if freed, HP 9) whose only remaining spell at this time is magic missile. If freed, she will react the same way as the dwarf.

19. Guard Room: This sparsely furnished, irregular chamber, located behind an unlocked door, is occupied by a 2nd level male drow fighter (AC 2, MV 12", HP 15, #AT 2, D sword 1-6 or dagger 1-4) who is "guarding" the prisoners. The captives in the corridor don't need to be looked after closely; basically, the guard in this area is only responsible for making sporadic checks of the corridor to see if any prisoners have died. When he finds a body, he unlocks the shackles holding it and arranges for the remains to be transported to the fertilizer pit. A key, which fits any of the shackles in the corridor, is on a cord around his neck.

The guard is accustomed to hearing the delirious moans and groans of the prisoners, and will not be alerted to the presence of intruders by any sounds or statements the captives might make. He will be automatically surprised if the party approaches the door with caution and pulls it open quickly.

The guard will be able to hear if any attempt is made to release a prisoner from any of the five sets of chains closest to the door of this room. If this occurs, he will burst from the room, attacking only if a lone character is the adversary. If outnumbered, he will try to flee in a counterclockwise direction, heading back out of the corridor and toward the first level to sound an alarm. He will only engage in combat if an opponent stands in his way, and under no circumstances will he lead the party clockwise through the corridor and deeper into the fortress.

20. Shadow in the Shadows: This roughly square chamber lies behind a heavy wooden door that can be locked from the outside but is not locked at the present time. The room is pitch dark, and even if the chamber is illuminated by light sources carried by characters, the northeast corner will remain shrouded in shadow. This is because a four-foot-high partition of wood (indicated on the map by dotted lines) has been built up, closing off access to the corner except through a narrow passageway along the north wall.

Characters who advance close enough to the partition to see over the top of it will spot a gem in the corner of the chamber, glowing with a faint red color and seemingly suspended in the shadows a few inches off the ground.

The shadows cast by the partitions are designed to conceal the presence of a shadow demon (see the FIEND FOLIO Tome), whose inert body lies in the corner (at the spot marked "x"). The demon has cast a magic jar, causing its life force to be contained within the gem that is hung around its neck.

The demon will try to take over the mind of the first character who approaches to the outer edge of the partition, or who comes through the narrow passageway and moves toward the gem. If no one heads for the northeast corner and characters decide instead to move to the opening to area 21, the demon will attempt to magic jar into the mind of the first character who moves through the narrow opening.

For purposes of determining the specifics of the victim's saving throw, consider the demon's combined intelligence and wisdom scores to be 28. If the victim (or intended victim) of the magic jar makes a saving throw after being possessed, the demon's life force will be cast out of the character's mind and back into the gem, and the demon will not be able to attempt the same feat again.

The character whose mind is taken over by the magic jar will act accordingly, doing its best (as the demon would do) to foil the party's attempts to proceed further inside the fortress. The demon will have access to its darkness and fear spell capabilities while in the body of the possessed character, and will also use the character's available physical attack ability to best advantage. The demon will not immediately reveal its presence inside the mind of the possessed character — unless another character tries to steal the gem which is being used as the magic jar receptacle. The possessed character will fight to the death to prevent this.

21. Farther from the Jar: If the demon's magic jar takes effect, no matter where this occurs, the possessed character will immediately begin to try to get the rest of the party to turn around and leave the fortress the way they came. The resistance will be somewhat passive at first, as the possessed character tries to talk the — others into abandoning the adventure, but the possessed character will put up no physical resistance right away if the party keeps moving through the entranceway into area 21. This chamber is empty and has no distinguishing features.

(If the player of the possessed character demonstrates a desire to do something else, the DM may have to indirectly reveal to all the players that something is amiss, by making it clear that the actions of the possessed character are now being controlled by the DM and not the player of that character. But in no case should it be necessary to reveal the exact nature of the situation; the fact that a character is possessed is something that the players should have to figure out for themselves.)

The possessed character will reluctantly move along with the rest of the characters into area 21, all the while trying to persuade the party to turn back. If these pleas fall on deaf ears and the rest of the characters persist in their desire to move deeper into the fortress, the conflict will come to a head when the first party member reaches the bottom of the narrow ramp that ascends into area 22.

The demon, acting through the character it has possessed, will employ its spell abilities and the physical attack abilities of the possessed character in order to halt the party's progress at this point. (The demon does not want to move any farther from the magic jar gem than it has already, for fear of getting out of range of the gem and making it impossible for the demon to transfer its life force back to the receptacle.) Unless the possessed character is knocked unconscious or otherwise restrained, he or she will fight fiercely in an attempt to disable or destroy the party if more gentle forms of persuasion have not produced the desired result.

If the party is somehow able to neutralize or immobilize the possessed character and force him or her to keep moving with the group, the demon will voluntarily abandon the possessed character when the character's body reaches the top of the ramp leading into area 22. The demon's life force will travel instantaneously back into the magic jar gem in area 20, and the once-possessed character will regain control of his or her mind. The demon's life force will be back in the monster's physical body if and when the party comes back along this route on its way out of the fortress, and will attack if encountered.

22. Perilous Pool: The only noteworthy feature of this oblong chamber is a shallow pool containing what appears to be a shimmering liquid. Any and all characters who move to within 5 feet of the edge of the pool while facing toward the pool will see their reflection in the surface, and will soon discover that the pool is actually a type of mirror of opposition. Duplicates of characters who look into the pool will come into being one round later, so that the mirror's true nature will not be immediately evident to the party, and more than one character might approach the pool before its delayed-action magic goes into effect.

Any duplicate created by the magic of the mirror will attack only the character who was duplicated, ignoring the presence of any other party members who may be in the room, unless or until another party member joins in the attack against someone else's magical adversary.

23. Cleric's Chamber: This room, located behind an unlocked door, is the study and living quarters of a female drow cleric of 4th level (AC 7, MV 15", HP 21, #AT 1, D mace 2-7). She will be

oblivious to the presence of characters in the area outside her chambers, because she is deep in meditation, praying for replenishment of her spells. Her meditation will end at precisely the moment a character pulls open the door to her quarters (but she is susceptible to being surprised).

In addition to the innate magic abilities possessed by all female drow, this cleric has the following spells: *cure light wounds*, *protection from good*, *sanctuary*, *silence 15' radius*, and *spiritual hammer*. If outnumbered, she will attempt to escape into area 22 and from there into and through area 24, using her superior movement rate to outdistance the intruders and warn the occupants of the uppermost level.

The room contains ordinary furnishings of no particular value, plus a wooden chest that is locked and protected with a poison-needle trap. Anyone who opens the chest without finding and removing the trap will take 2-8 points of damage from the needle and must save vs. poison or fall unconscious for 2-5 turns. The chest contains ordinary clothing and personal items, a suit of +1 chainmail sized to fit a female elf, 20 gold pieces in a leather pouch, and three gems worth 10, 25, and 125 gp.

24. Catwalk Challenge: After going up the ramp leading from area 22, characters will find themselves on a narrow catwalk elevated slightly off the floor of the chamber and set off from the surrounding area by a wooden ledge three feet high and six inches thick. The catwalk is too narrow to allow anything other than single-file passage through this chamber. The terrain on either side of the catwalk appears to be overgrown with mushrooms and other sorts of fungus. The catwalk twists around, following the path indicated by the dotted line on the map, and eventually leads to the base of a ramp that ascends to the third and uppermost level of the fortress.

The area around and beneath the catwalk has been magically altered by a *hallucinatory terrain* spell. The surface of this chamber is actually covered by a series of jagged wooden spikes that have been chiseled out of the floor. The spikes are all between 2 and 3 feet tall and are very closely packed together. If a character vaults over the ledge framing the catwalk, the *hallucinatory terrain* will be dispelled as soon as that character drops down on the outside of the ledge and falls onto the spikes below. A character will always take damage from the spikes, but has a chance to make a saving throw for half damage. The chance for taking full damage (4-16 points) is a base 100%, modified downward by 10% for each armor class factor the character possesses — not counting bonuses for dexterity or other advantages. (For instance, a character with a "real" armor class of 7 has a 70%

chance of taking full damage and a 30% chance for half damage.) Any character who lowers himself carefully into the area of the spikes, once they have been "discovered," will not take damage from the descent.

Twenty feet from the foot of the ramp leading up to the third level, the catwalk opens out into a clearing. Right at the edge of this clearing (at the location marked "x" on the catwalk), the party's progress will be impeded by a powerful (32 hit points) giant spider that has been trained to attack any non-drow character or creature who advances this far into the chamber. The spider will begin its attack by dropping a bundle of webbing on the first character in line, and on the same round will then drop itself down from the darkness above and attack either the character ensnared in the webbing or the next character in line (50% chance of each). A character holding a light source above his or her head and actively scanning the ceiling of the chamber has a 20% chance of detecting the presence of the spider just before the creature drops its webbing, thus negating the spider's chance to surprise the invaders.

Any character in the area of the spikes must move slowly (at a 3" rate). In addition, characters in the spikes must save vs. dexterity on d20 every round to avoid stumbling and taking 1-6 points of damage.

THIRD LEVEL

Elevation ranges from 300 feet to 350 feet above ground level.

25. Drow Barracks: This chamber is used by male drow for sleeping and storing their personal belongings, but is only occupied when the male barracks on the first level is filled beyond capacity. The door is unlocked.

The room contains six cots and the same number of wooden chests, plus a small table and two chairs. Only two of the six living areas are presently being used; each of the (locked) wooden chests in those two areas contains ordinary clothing and personal items, plus (in one) 7-12 platinum pieces and (in the other) two gems of 25 gp value apiece. The room will be unoccupied, unless any of the dark elves from area 29 have retreated into this chamber.

26. Drow Barracks: This room, for females, is identical in contents and configuration to area 25, except that curtains divide each living area from the others. As in area 25, only two of the six living areas are currently being used, and the only items of value in the chests in those areas are (in one chest) 11-20 gold pieces and (in the other) a pair of non-magical necklaces worth 30 and 50 gp apiece. As with area 25, this area will only be occupied if any of the elves from area 29 have retreated into this chamber.

27. Erihn's Chamber: This is the living quarters for the drow noble Erihn, the commander of the fortress, and his henchman Tarmar. The room contains two beds strewn with silk coverings, one of them set off from the rest of the chamber by silk curtains; two desks; and a single wooden chest.

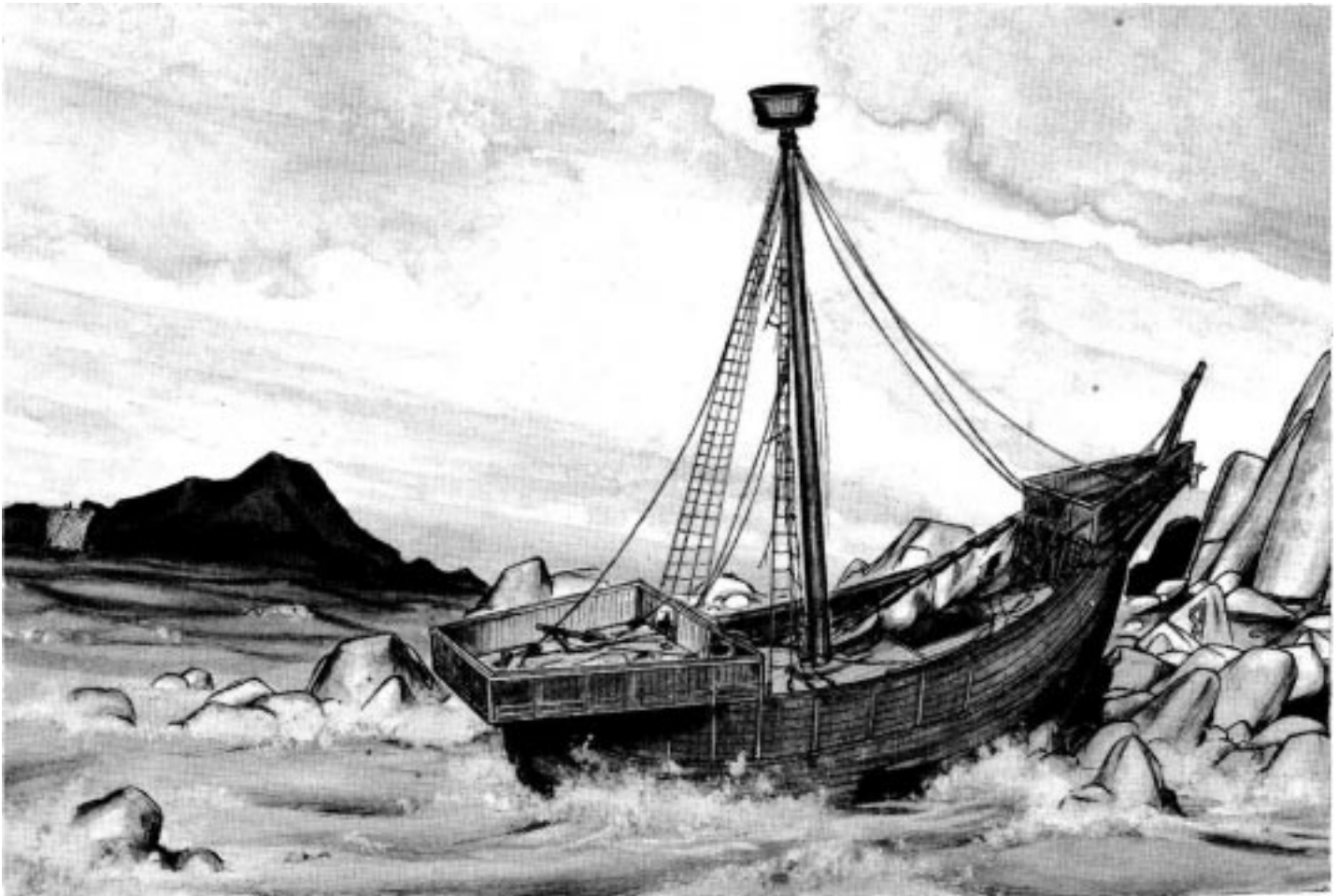
The desk on the north wall belongs to Erihn. In its compartments and drawers are material components for Erihn's spells, plus a set of ledger books in which the commander keeps track of plundered goods that have been transported back to the drow underworld. The books are written in drow language, which is unintelligible to anyone not familiar with the dark elves' secret writing. Inside a drawer that is *wizard locked* are Erihn's spell books, plus a letter signed by Erihn and bearing his personal seal. The spell books contain instructions for all the spells Erihn currently carries (see the description for area 29) plus *jump* and *fire trap*.

The other desk, against the west wall, belongs to Tarmar. In its drawers are a jeweled dagger (non-magical) worth 200 gp, some writing implements, and a partially completed report on the recent activities of the drow which includes a section relating how three prominent members of the Council of Launewt have been bribed into siding with the drow and trying to discourage concern on the part of other council members.

The wooden chest bears a *fire trap* which was cast upon it by Erihn. Inside are 200 silver pieces, 150 gold pieces, 300 platinum pieces, a scroll with *ESP* and *jump* inscribed on it, a small pouch containing 500 gp worth of gems, and a +1 dagger of drow manufacture. The door to the room is *wizard locked*.

28. Meronal's Chamber: This room, slightly smaller than the quarters occupied by Erihn and Tarmar, contains a large, round bed with silk coverings in the center of the floor; a desk and chair along the east wall; a small wooden altar in the southeast corner; a small, free-standing closet along the north wall; and tapestries of silk on all the walls. This is the living area of Meronal, a female who is Erihn's consort and (for the moment, at least) his second in command.

The door to this room is trapped with a *glyph of warding* that will explode for 16 points of fire damage if it is not bypassed. The closet contains ordinary clothing and clerical vestments owned by Meronal. The desk holds incense and other sorts of clerical items of no particular value. The tapestries are all of no great value, except for one behind the altar bearing a portrait of a huge spider with a female head that is worth 200 gp. The altar has a secret compartment in the front (same chance to locate as for a secret door) that contains a gold statue of Lolth, the drow spider-goddess, that is studded with gems and worth a total of 3,000 gp.



Can Seapoint Be Saved?

First place entry
Category A-7

Designed by
Bob Waldbauer

Module Design Contest

For as long as anyone in the town can remember, nothing has come easily to the residents of Seapoint. The little harbor town sprang up on the south side of a short peninsula when the idea of transporting goods by sea began to catch on, and the shipbuilders of the land acquired the ability to construct large seagoing vessels to carry raw materials and merchandise up the coast.

Before the sea trade was developed, all commerce between the northern and southern lands of the country took place over a time-consuming and hazardous overland route. Caravans were forced to hug the coastline in order to avoid traveling through the mountains — and in some places along the way, the rough terrain extended almost to the seashore. Then the shipbuilders began to refine their skills, and merchants began to discover that it took less time and involved

less danger to ship goods by sea to Seapoint from Riverneck, a harbor town about 600 miles due south of Seapoint.

It took years for the economy and efficiency of seagoing commerce to become evident to most of the major mercantile concerns along the coast — years during which the people of Seapoint scratched out a living, practically on a day-to-day basis. The town survived, but only recently had it really begun to prosper.

Then, just as Seapoint seemed to be coming into its own, ships started to disappear during the journey northward, sporadically and infrequently — but quite often enough — entire cargos and crews were seemingly lost to the depths. On rarer occasions, merchant ships that were reported lost turned up days after their scheduled arrival in Seapoint — battered, empty, and washed up on the rocky shore to the southeast of the harbor.

Those hulls, gutted of practically anything portable and valuable, offered the only clue to what was going on. They were empty of cargo, so robbery was a motive. The crews had apparently either been kidnapped, or killed and thrown overboard, because no evidence of life remained on any of the wrecks.

Obviously, a sinister force was operating in the waters between Riverneck and Seapoint. But of what sort? Were the thieves “simply” pirates, engaging in an occasional raid? If that were so, then the sea would still be no more dangerous to travel than the overland route; certainly, land caravans had been ambushed and decimated before. Putting up with criminals was an occupational hazard in the business of commerce, and the threat of an occasional pirate raid would not be enough to scare most merchants.

But these raids have become more than

occasional; lately, an average of two ships per month have been waylaid en route from Riverneck to Seapoint. And each raid is terrifyingly thorough — at the least, stripping a ship of any items of measurable worth, and at the most, causing the victimized ship to literally disappear from the surface of the sea.

Many of the smaller merchant concerns, and even some of the larger ones, have become apprehensive about “playing the odds” any further. Word has reached Seapoint, from conversations overheard in Riverneck, that several commercial interests have made a pact to insure their continued survival: If these pirate raids (if that is what they are) continue much longer, they’ll sell their ships and re-open an overland trade route to serve the lands to the north.

Practically every merchant who owns more than a single ship has been victimized so far; the raiders apparently bear no personal grudges. The loss of materials is especially serious to small businesses that

can’t afford to have a cargo-laden ship disappear. Even though the larger businesses may be able to stand this sort of a loss, some of them are starting to have problems persuading sailors to sign on with a merchant ship heading north. Strangely, no ship has been lost on the return trip south from Seapoint to Riverneck, presumably because ships heading south carry relatively light loads, and many of them are virtually cargoless.

All of these conditions add up to one thing for Seapoint: trouble. If even a few of the merchants decide to give up sea trade, the town’s economy will go under. Only days ago, the Seapoint town council promised a reward of 5,000 gold pieces to any individual or group of adventurers who can successfully investigate the cause of these raids and put an end to the piracy that threatens the continued existence of Seapoint. There have been no takers yet — but today is the day your party has arrived in town, and that reward money looks pretty good. . . .

STARTING THE ADVENTURE

“Can Seapoint Be Saved?” is an adventure designed for use with the AD&D™ rule system. To be able to answer that question, a party of adventurers should consist of 4-8 player characters, each of 4th-7th level. The group may also include henchmen and hirelings. To have the best chance for success, the party should include as many different character classes as possible, with emphasis on fighter-types.

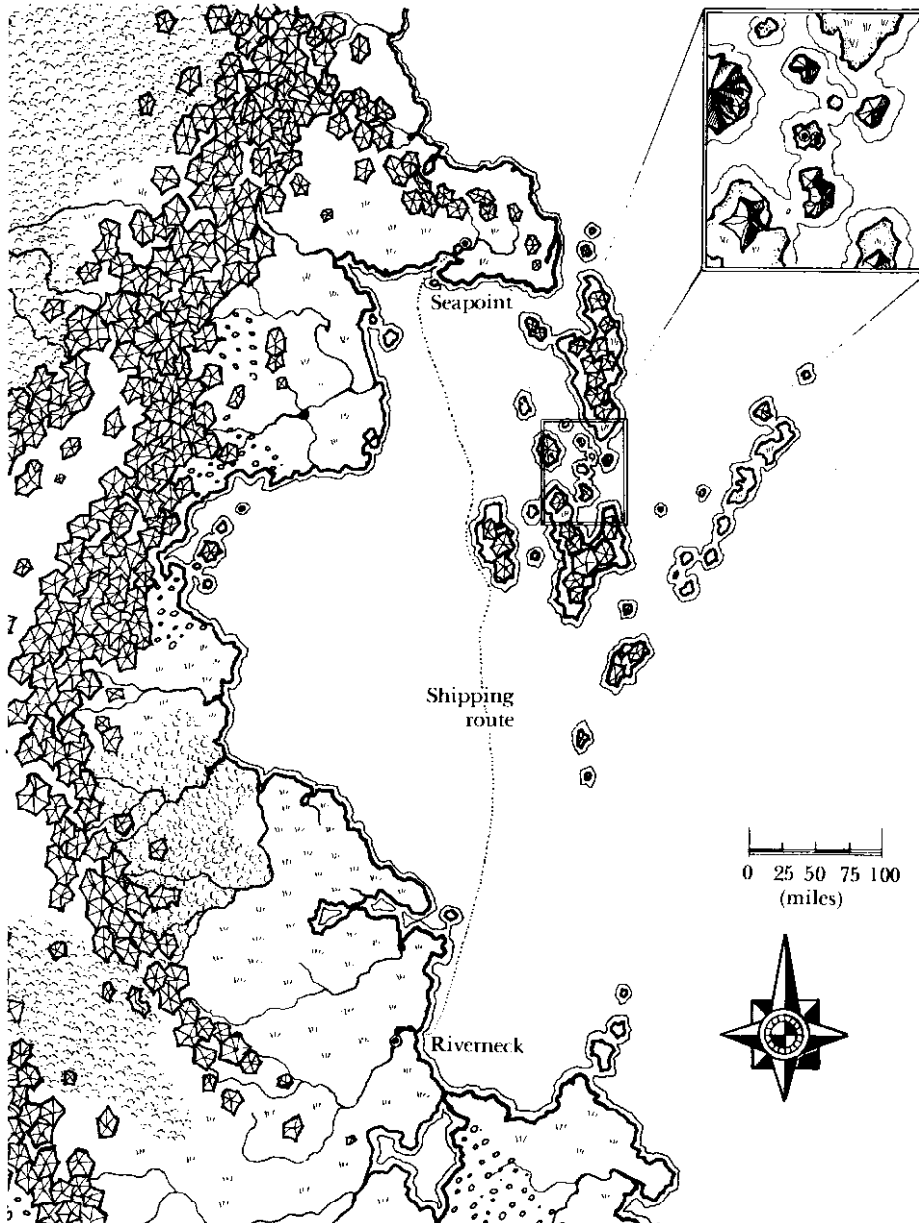
This adventure can be played as part of a campaign, or as a stand-alone activity independent of a campaign world. Whether it can be easily incorporated into a campaign depends on how the DM’s world is structured, both geographically and politically. In most cases, it should be relatively simple to modify part of the world map to fit the geographical map portrayed here (or vice versa).

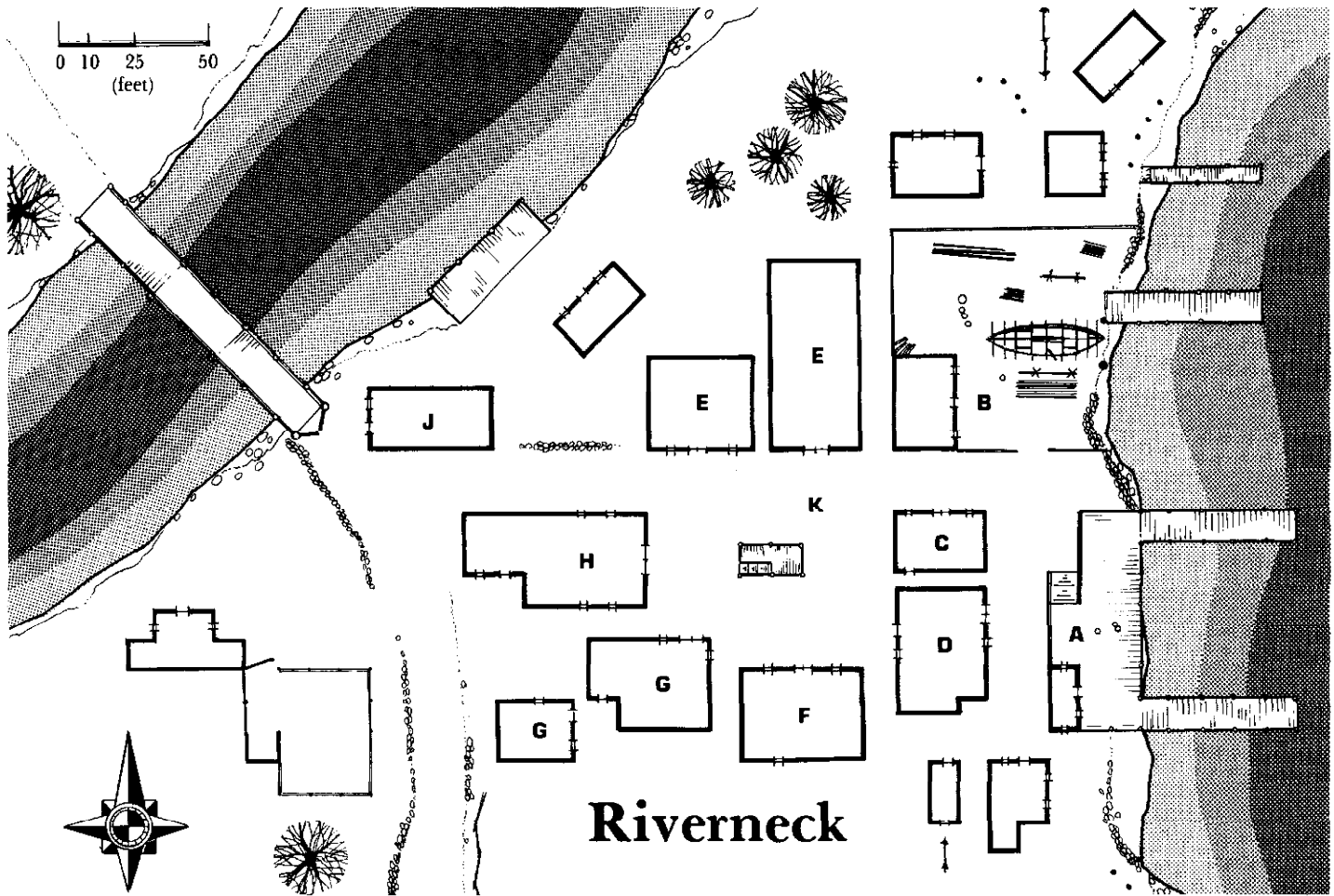
The way to begin this adventure is to cause the player-character party to arrive in Seapoint. Most of the preceding section of text is information that player characters *could* know before arriving in the immediate vicinity, but it’s up to the DM to decide how much of this detail to give to players beforehand.

The party’s arrival could be by land or sea, depending on circumstances. Ocean-going travel is not that dangerous yet; the chance that the party’s ship will be raided on its way to Seapoint is virtually nil — especially if the ship the party is sailing on doesn’t look like an ordinary merchant ship.

The presence of a hardy band of adventurers in a town the size of Seapoint is unlikely to go unnoticed for long. Within just a few hours after their arrival, the characters will find out about the reward (if they didn’t know about it already), and will encounter a man named Evald Ferrier. He is a rich merchant who has some very personal reasons for wanting the pirates stopped: three of his ships are among those that set out from Riverneck and were never heard from again.

Ferrier has one valuable piece of information above and beyond the facts that characters might find out from other sources. The captain of a merchant ship owned by a competing businessman sailed into Seapoint several days ago and contacted Ferrier to tell him that he saw a ship resembling one of his lost vessels unloading cargo at the docks in Riverneck. Ferrier assumes this information to be true, and is seeking the services of a group of adventurers who would be willing to travel to Riverneck and investigate further. If the party agrees to undertake this mission, Ferrier will supply them with a ship and crew for the journey south, against their promise that they will do their best to find out whether the ship actually is Ferrier’s, and if so, who’s in command of it now. (Ferrier is also willing to sweeten the pot with a larger reward, especially if the adventurers see





Riverneck

the town's offer of 5,000 gold pieces as too paltry.)

Although the plight of Seapoint is the crux of the adventure, most of the land-based activity of the adventuring party will take place in Riverneck (assuming they take Ewald Ferrier up on his offer). For this reason, a sketchy description of Riverneck and a map of that town are provided in the adventure, but the town of Seapoint is not detailed in the same way. If adventurers end up spending a lot of time in Seapoint, the DM will have to "design" a town for them to move around in. Since both Riverneck and Seapoint are relatively small harbor towns, they would be quite similar in terms of physical layout and the buildings and businesses located in them.

THE TOWN OF RIVERNECK

After the party strikes its deal with Ewald Ferrier in Seapoint, they have roughly a week-long journey ahead of them on the open sea as they trace the trade route southward to Riverneck. At the DM's discretion, the ship bearing the party may have random encounters along the way, but for the sake of the overall adventure, none of these encounters should be overly dangerous or distracting to the party's mission.

The bustling little harbor community of Riverneck is a vital link in the chain of commerce in this part of the world. Besides being the location from which

merchant ships set out on their journey along the trade route north to Seapoint, the town is also the endpoint of a couple of major overland trade routes (not shown on the geographical map) leading from the south and the west. Ships arrive in port on the average of one or two per day — some of them coming from Seapoint, most arriving at Riverneck from points further south. And, ships laden with cargo leave the harbor with the same regularity — but at this point in time, most of the ships that leave Riverneck are headed south rather than north.

The map at the top of this page depicts the major buildings and other features of the business district of Riverneck (keyed with letter-codes) as well as several other miscellaneous structures that serve as residences for some of the townspeople. Physical details concerning the major features (the presence of people, interior furnishings, etc.) should be generated by the DM if the adventurers' activities make this necessary.

The first things the adventurers will see when their ship pulls into the harbor are the receiving dock (A) and the shipbuilding yard (B). The dock can accommodate up to four relatively large merchant ships, but seldom holds more than two vessels at once. (See the following section of text for a general description of a typical large merchant ship.)

The shipbuilding yard is a fenced-in area serviced by its own pier. A partially

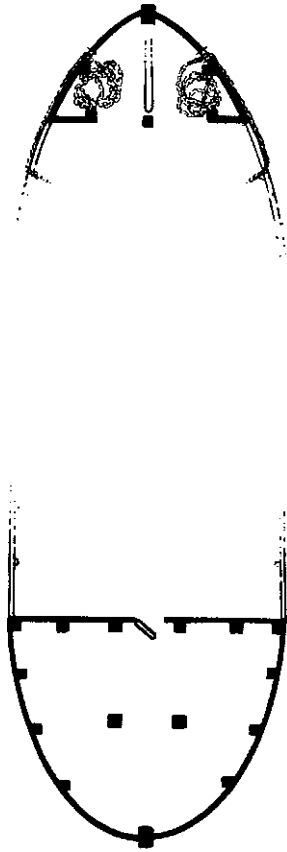
constructed hull (far from being completed) is the dominant feature of the yard; around it are stacks and piles of wooden planks and beams, metal fittings, and other necessary materials. The residence for the operator of the yard and his apprentices is a simple enclosure in the southwest corner of the yard itself.

After their ship is docked, adventurers may want to head for the nearest tavern (C) to find out what the people of Riverneck may have to add to the facts they already know. Building (D), just across a narrow walkway adjacent to the tavern, is the shop of the town's cooper (barrel maker), which is regularly kept busy manufacturing new containers to hold cargo to be shipped out.

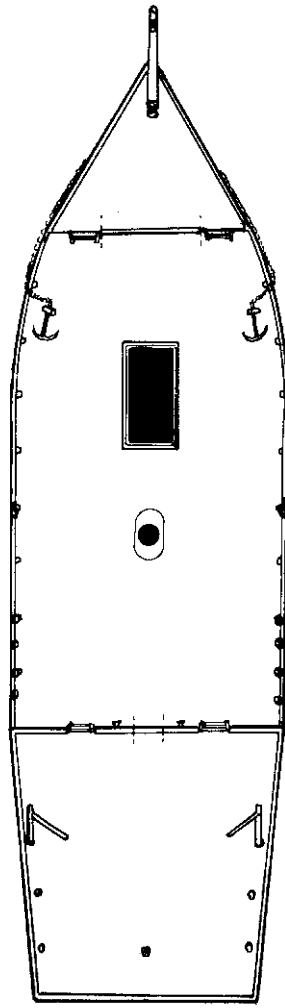
The two buildings marked (E) are the property of the local Merchants' Guild. The westernmost structure is a "flop house" for transients, either members of a ship's crew or workmen who came to town in an overland caravan. The other building is a warehouse for goods received by merchants from ships or caravans and destined for re-shipment.

Another nucleus of activity in the town is the Riverneck Inn (F). Visitors can rent rooms by the night, and meals are sold in a large common room that is also a social center. This place is frequented by ship's captains and officers, prominent merchants passing through town, and other influential and knowledgeable types.

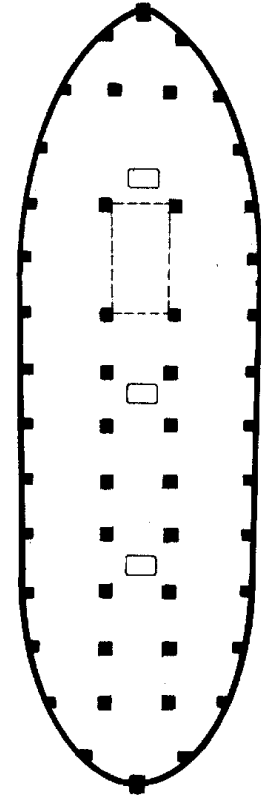
Virtually any specific manufactured



Cabin interiors

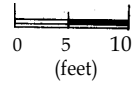
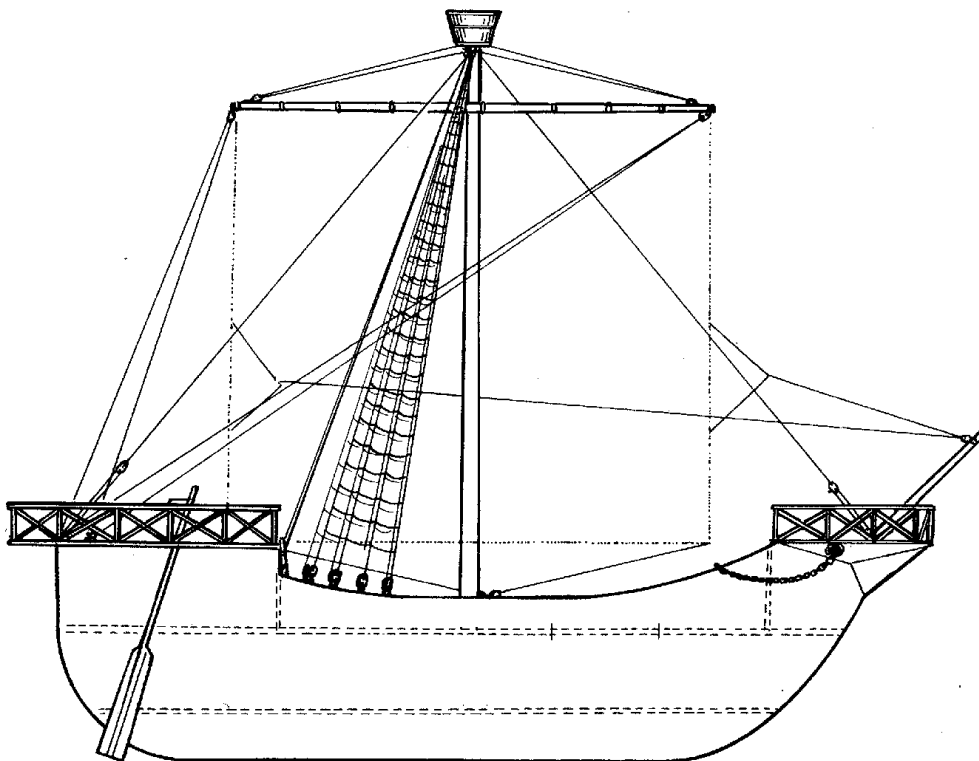


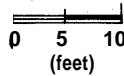
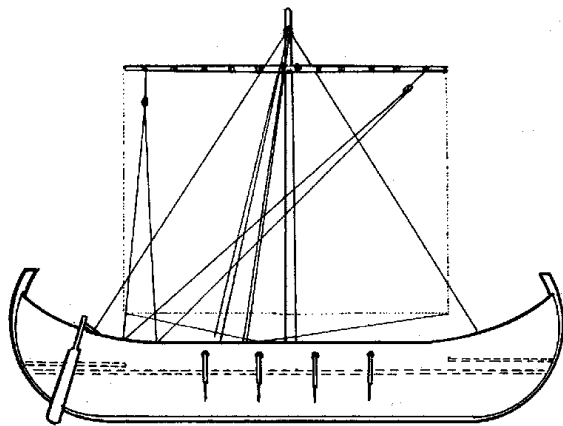
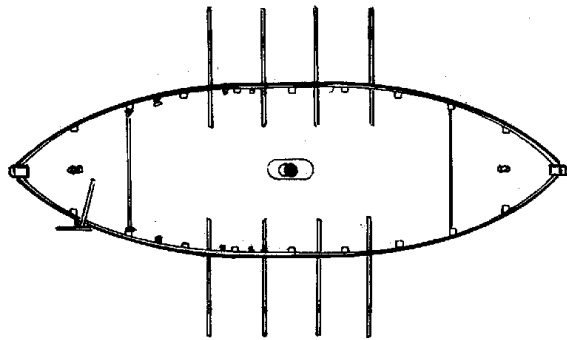
Main deck



Cargo hold

**Large
merchant
ship**





Small merchant ship

item of a nautical nature can be found in the ship's store (G). Items for sale range from sextants to barrels of grog to caulking pitch. The proprietor of the shop lives in the small building near the main structure. This shop is operated more or less in cooperation with the rope and sail maker's shop (H); the ship's store doesn't sell rope or rigging materials or sails, and the rope and sail maker sticks to his specialties without trying to compete for the customers of the ship's store.

The most remote of the main features is the constable's office (J). The building contains a jail with a pair of iron-barred cells, but they are empty more often than not. The constable is a figurehead with relatively little actual power in the community; law enforcement in Riverneck consists primarily of citizens controlling one another, in a sort of crude "honor system": If you don't try to steal someone's property or slip a knife between his ribs, chances are he (or his hired help, or the survivors of his family) won't try anything against you, either.

Most of the main structures in the business district of Riverneck are built around the perimeter of the traders'

square (K), an open-air marketplace with a raised platform (used as an auction block, speaker's stand, etc.) in the center. One day a week, the square is filled with merchants and traders peddling their wares. On "market day," virtually any item imaginable (within reason, of course) can be bought from one of the vendors. Often, the captain of a ship will try to time his arrival in Riverneck, or delay his ship's departure, to be on hand for market day.

As luck would have it, the next market day in Riverneck is scheduled for the day after the ship carrying the adventurers arrives in port — a golden opportunity for everyone to replenish supplies before the next stage of the mission.

THE SHIPS

Depicted above and on the facing page are the two types of sailing ships that play a major part in this adventure. The large merchant ship shown at left is what Evald Ferrier's missing ship, *The Sea Hawk*, looks like. (This ship is also the type of vessel that the characters will use to travel from Seapoint to Riverneck before they encounter *The Sea Hawk* and

her new "owners.") The small merchant ship shown on this page is the vessel that the pirate band uses on its raids.

When the adventurers arrive in Riverneck, they probably won't be fortunate enough to find *The Sea Hawk* sitting at the dock waiting for them. However, they will be able to find out from townspeople that a ship matching the description of *The Sea Hawk* (sailing under a different name, of course) was last seen in port almost a month ago.

Since a great many merchant ships visit Riverneck on a monthly schedule, those who keep track of such things (the dock manager or one of his helpers) will tell the adventurers that they might expect to see it return soon. And sure enough, two days (at most) after the party arrives in town, the ship they're seeking will pull into Riverneck.

For purposes of movement, hull values, and so forth, treat *The Sea Hawk* as a large merchant ship as per AD&D rules, except that it has no oars and thus no movement rate for that means of travel.

The aft cabin is the captain's quarters, being occupied at the present time by the third-ranking member of the pirate gang, Gareth Juster, a 4th level fighter (AC 6, HP 34, Str 16, Int 12, Wis 9, Dex 17, Con 15, Cha 9, alignment lawful evil). He carries a +1 dagger and a long sword, and wears a +1 *ring of protection*. Rolled up and stored inside the drawer of a small table inside the captain's cabin is a map of the island chain (refer to the map on page 46) with the site of the pirate headquarters clearly marked with an "X" and a hand-drawn line that describes the route the pirates take when entering and leaving their base.

The other occupants of the ship when it docks are two "name" pirates (described below) and five "nameless" deck hands. All "nameless" pirates (whether located on the ship or waiting back at the pirate headquarters) are 1st-level fighters (AC 10, HP 7) who carry daggers on their persons and who also have access to (and can use) short swords that are stored below decks where the crew sleeps.

The other two "name" pirates are:

Aldo Huckster, 2nd level fighter (AC 9, HP 21), armed with dagger and long sword.

Kappern Celeste, 2nd level fighter (AC 8, HP 16), armed with short sword and dagger.

The forward section of the ship has a small cabin used as storage for the anchor chains, extra ropes and lines, and other non-merchandise materials. The cargo hold, accessible through an open hatch in the front of the main deck, is where the crew's supplies, as well as goods intended for sale in Riverneck, are stored.

The pirates are posing as merchants with wares for sale, just like any other ship that comes to Riverneck. They operate "in the open," like any other merchant-ship crew; that is, they will not

be secretive about the merchandise on their ship, and they will gladly accept all the help any dock-workers want to give them unloading their cargo. However, they won't take kindly to anyone who tries to invade the privacy of the captain's cabin. The crew sleeps on the ship while it is docked; the "merchant sailors" will go into town for recreation and relaxation, just like any other visitors to Riverneck, but in such a case at least one of the "nameless" pirates will be ordered to stay behind and make sure no one boards the ship while the rest of the crew is away. The pirates will not be looking to take on new crew members, and it's virtually impossible for even one person — let alone an entire party of characters — to stow away aboard *The Sea Hawk* and not be discovered. (Clearly, the only way for the adventurers to deal with the pirates at this juncture is to take the ship by force — but without damaging the ship itself.)

The small merchant ship will probably not come into play until the adventurers commandeer *The Sea Hawk* and sail it back to the pirate base. Treat the small ship as equivalent to a small merchant ship in the AD&D rules, except that the movement rates for "normal oar" and "maximum oar" are doubled.

THE PIRATES

Just as most of the merchants and residents of Seapoint have suspected, a band of pirates is behind the evil operations in these waters. But it isn't that simple: Operating in league with the pirates, and acting as their leader in most ways, is a 9th level magic-user. And the creature — primarily responsible for the group's recent successes is neither pirate nor magic-user — it's a dragon turtle, which cooperates voluntarily with the magic-user and the pirate band, and has this cooperation enhanced by applications of a *charm monster* spell.

The small, unassuming ship that the pirates travel in (see the preceding page) is not likely to arouse the suspicion of a merchant-ship captain who encounters the vessel; eight men in a small boat are not much of a threat. But lurking nearby, underwater, is the dragon turtle — and this changes the odds considerably.

The dragon turtle (while under the influence of the *charm* spell) secretly accompanies the small ship when it leaves the pirates' headquarters and moves into the shipping lane, hoping to encounter a northbound ship loaded with goods. When the small ship moves close enough to a merchant ship to determine that it's worth taking, the pirate leader orders his oarsmen to give a signal to the dragon turtle (they slap their oars on the surface of the water), and the monster roars into action.

Still underwater, the dragon turtle rushes the merchant ship. It surfaces beside the vessel and belches out a cloud of scalding steam that kills or wounds

anyone who isn't below decks. After this blast, it is a relatively simple matter for the pirates to board the merchant ship, making short work of any resistance that might remain.

As a reward for its assistance, the dragon turtle gets to devour all the crew members it can eat. The monster also receives a portion of the monetary treasure taken from each wrecked merchant ship. The relationship between the pirate band and the dragon turtle is mutually beneficial: The creature gets lots of free meals and a goodly amount of treasure (and a way to transport those goods back to its lair), and the pirates get all the salable merchandise they can carry off the ships that the monster destroys.

The dragon turtle has 12 hit dice, 48 hit points, and a 30-foot diameter shell. It is relatively weak (as dragon turtles go) but quite intelligent — smart enough to realize when it has a good thing going. The monster is only *charmed* by the magic-user when the pirates are about to embark on another raiding expedition, because it is at this time when the creature must be strictly controlled to be sure it does exactly what it's supposed to do. The rest of the time, even when it's not under the influence of the spell, the dragon turtle is content to remain in its lair on the island where the pirates have established their headquarters. It savors its collection of treasure, satisfies its hunger with occasional meals provided by the pirates, and waits patiently until the next time it is called upon.

The pirates' strategy is a key to their intentions. They don't want to completely discourage merchant-ship traffic in this area, or obviously they'd be out of business. So, they only set out on raids once every couple of weeks or so. They strip a victimized ship of its cargo (or as much of it as they can pile into their smaller ship), then scuttle the empty or near-empty ship and head back to their headquarters. (The wrecked hulls that infrequently wash up on the rocks near Seapoint are evidently ships that the pirates *thought* had been damaged enough so that they would sink — but they retained enough buoyancy to ride the current until beaching themselves.)

The pirates "own" one large merchant ship, *The Sea Hawk* (see the previous section of text). This vessel was captured intact on one of their early raids, and serves as a way for them to transport stolen goods to Riverneck, where the merchandise is sold for fair market value by pirates posing as merchant sailors. (It is quite possible that the pirates have stolen and sold the same goods more than once, since some of what they unload at Riverneck eventually finds its way onto a merchant ship headed north.) By just selling one ship's worth of goods at one time, and by doing it within the law, the pirates avoid attracting attention to themselves.

PIRATE HEADQUARTERS

The pirate band's base of operations is located on the eastern shore of one of the small islands in the chain that extends southward from the peninsula. The island in question is in the center of the enlarged inset on the geographical map, and the approximate position of the pirate headquarters is indicated by a dot with a circle around it. All of the chambers in the headquarters are natural caves and caverns hollowed out of the inside of the island. Except where otherwise noted, all the chambers are well illuminated in strategic spots by the use of *continual light* spells. All of the chambers have ceilings at least 20 feet high. The doors shown on the map are all of wood and are normally lawful.

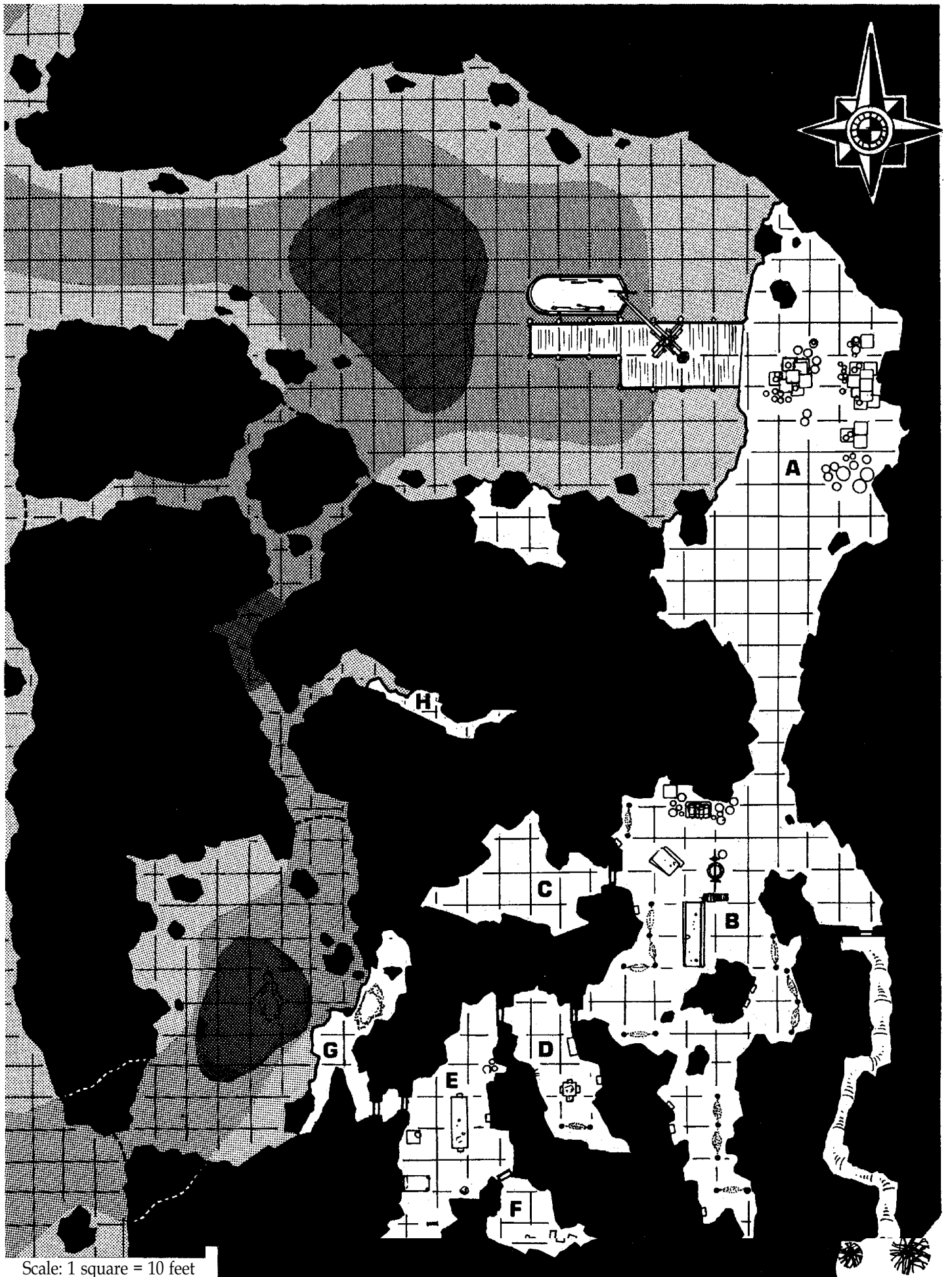
When the party of adventurers arrives at the island base, the site will be occupied by five "name" pirates (detailed below), four other "nameless" pirates (low-level types, statistically identical to the miscellaneous hands on the ship), and the magic-user who is the brains behind the operation.

The magic-user is Adoniram Latoner (AC 4, HP 28, Str 9, Int 17, Wis 15, Dex 14, Con 12, Cha 16, alignment lawful evil). He is proficient with the dagger and the quarter staff, and possesses two of each weapon. One dagger — a +2 weapon — is on his person, and the other (non-magical) is kept under the pillow of the bed in his quarters (area E on the headquarters map). In a pocket of his robe, he carries a key that will unlock any door in the complex. He wears *bracers of defense* (AC 4) and always sports a *rod of beguiling* in a leather "holster" hanging from his belt. He knows the following spells: *reduce*, *shield*, *sleep* (×2), *invisibility*, *web*, *continual light*, *hold person*, *tongues*, *water breathing*, *charm monster*, *wall of fire*, and *teleport*.

Latoner uses the *rod of beguiling* as a safeguard against a mutiny by the pirates he is leading, and only rarely has he actually had to wield it to end an argument or quell a possible uprising. He does not use the rod on the dragon turtle, preferring to not waste any of its charges on the creature since his *charm monster* spell can accomplish the same effect and can be replenished.

The pirates all know about the rod, and they realize that Latoner can easily put a stop to any conflict by using it, but they don't realize the rod has a limited number of charges — and Latoner doesn't know that the rod only has three charges remaining at this time.

The magic-user seldom is found anywhere but in his chambers, and the pirates have never known him to leave the headquarters complex. Unless he finds out in advance that adventurers have invaded the base, Latoner will be encountered in his living quarters (Area E). This chamber contains a bed, a desk, a chest of drawers, and other miscellaneous



Scale: 1 square = 10 feet

furniture. Latoner's book of 4th and 5th level spells (with only three pages filled at the moment) is lying on his desk. His other spell book is in one of the drawers of the chest. Aside from his weapons and the items he is wearing, Latoner keeps nothing of value in this chamber.

The cavern to the southeast of Latoner's quarters (Area F) is where the magic-user keeps his share of the monetary treasure and other items of high value appropriated by the pirates. Tucked away in the most secluded spot inside this unlighted chamber are three wooden chests without locks. They contain gold pieces, silver pieces, and copper pieces in roughly equal proportions (400-600 coins in each chest). The only other items of noteworthy value in the chamber are a pair of gold urns, worth about 350 g.p. each, and a ship's bell formed entirely out of silver, worth 450 g.p.

If Latoner is aware of the party's presence within the complex, he will not confront them directly but will rely on the pirates to do the dirty work. He will gather up his spell books and weapons and lock himself inside the treasure chamber. At the first sign of a disturbance in his living quarters, he will *teleport* himself, his books, and his weapons into his "escape hatch" hideaway (Area H).

If the magic-user is surprised inside his living quarters, he will attempt to defend himself with any means available (the *rod of beguiling*, a weapon, or spell use) until he can grab his book of 4th-5th level spells. When he has that book in his possession, he will *teleport* as described above. Except in a truly life-or-death situation, Latoner will not use his *teleport* spell to escape unless he is carrying the book, since he must have the book to re-learn the *teleport* spell and get himself out of the hiding place the same way he got into it. (For purposes of moderating the *teleport* attempt, treat Area H as "very familiar" to Latoner.)

The captain of the pirate band is a 6th level fighter named Morgan Krell (AC 6, HP 49, Str 17, Int 15, Wis 12, Dex 14, Con 16, Cha 16, alignment lawful evil). He is proficient with the long sword, dagger, and spear. He carries a +1 long sword and a non-magical dagger, and wears *bracers of defense* (AC 6). His living quarters are in Area D, immediately to the east of the magic-user's chambers. The cavern is as sparsely furnished as Latoner's quarters, containing only a hammock hung from posts, a wooden chest on the east wall, and a table with four chairs around it roughly in the center of the chamber. The chest is locked. Krell has the key to this chest in his pocket, and he also holds a key (identical to Latoner's) that will open all of the doors in the headquarters. Inside the chest are a leather bag containing 60 gold pieces, various personal items and articles of clothing, and a book in which Krell is writing (in the common tongue) a log of the pirates' activities.

If he is surprised, the captain will be in his quarters entering a passage in the logbook, with his spear within easy reach leaning against the hammock. If he is alerted to the presence of the adventurers in Latoner's chambers, Krell will leave his chamber through the eastern door and round up all the pirates from the general barracks area to the east (Area B). If he hears a disturbance in Area B, Krell will flee westward into the magic-user's chamber and alert Latoner. In such a case, it is possible that Latoner will take Krell along with him when he retreats into the treasure chamber and prepares his *teleport* spell. (Krell would be able to *teleport* with him, since the captain's weight does not put Latoner over the limit imposed by the spell description.)

All but one of the remaining residents of the complex will be in Area B when the adventurers arrive at the island. The exception is a lone sentry (one of the "nameless" pirates) who is pulling guard duty at the dock (Area A). The five "name" pirates found in Area B, all humans of lawful evil alignment, are:

Jans Harper, 3rd level fighter (AC 9, HP 25); armed with long sword and dagger, also proficient with spear and club.

Larkin Fletcher, 3rd level fighter (AC 7, HP 23); armed with long sword and dagger, also proficient with spear.

Klass Goffe, 2nd level fighter (AC 8, HP 19); armed with long sword and dagger.

Dongal Maskill, 2nd level fighter (AC 10, HP 14); armed with short sword and dagger.

Gorlon Dundore, 2nd level fighter (AC 10, HP 15); armed with short sword and dagger.


All four of the "nameless" pirates in the complex are armed with daggers. In addition, the pirate on sentry duty has a short sword at his side, and each of the other three pirates can also use a short sword if one is available.

The barracks area doubles as a dining room and sleeping chamber. It contains several hammocks hung from posts and an equal number of small, unlocked chests that contain clothing and personal items. Crates and barrels of foodstuffs are stacked along the northern wall of the chamber; nearby are a fire pit, a large square table for preparing food, other kitchen-type furnishings and equipment, and a long, low table on which meals are served. Scattered about the room are several "community property" weapons, predominantly daggers and short swords, which can be snatched up at a moment's notice by anyone who finds himself in need of one.

Unless intruders use some form of magic that makes them undetectable, it will be virtually impossible to invade the barracks and surprise everyone in it. If the party advances into this room from Area A and a conflict ensues, the pirates will

try to get past the party and escape into Area A (since they don't have keys to get through any of the doors leading out of the barracks). If the party enters the complex from the southern end (through Area G) and Krell is alerted to the intrusion, the captain will move into Area B, locking the door behind him, and will then unlock the door leading to Area C (a dark, empty chamber) and the door in the lower right-hand corner of the map. This latter door blocks off an ascending tunnel that leads out of the subterranean complex. The pirates will not use this door, but will try to make it look as though they have. When his men are organized (which will take two rounds), Krell will lead them into Area A, and they will all try to escape by using the barge tied to the pier. The pirates' small merchant ship is anchored just outside the opening to this waterway. As long as the number of pirates who escape is sufficient to get the small ship under way (at least two men to work the sails, four to man the oars), they will be able to leave the complex.

The sentry in Area A will certainly be alerted if characters attempt a direct assault on the complex through the wide waterway leading east. If this occurs, the guard will sound an alarm; two rounds later, the dock area will fill up with angry pirates from Area B. Unless the party has obviously superior power, the pirates will make a determined defensive stand at this location. Crates, barrels, and boxes of stolen merchandise are stacked in many places around the open warehouse area, offering substantial cover and lots of hiding places for the defenders. If the pirates are getting the worst of the fight, or it looks like they won't be able to hold off the adventurers' assault, they will retreat back into Area B and entrench themselves. As a last resort only, they will try to open or break down the door leading to the tunnel and head outside.

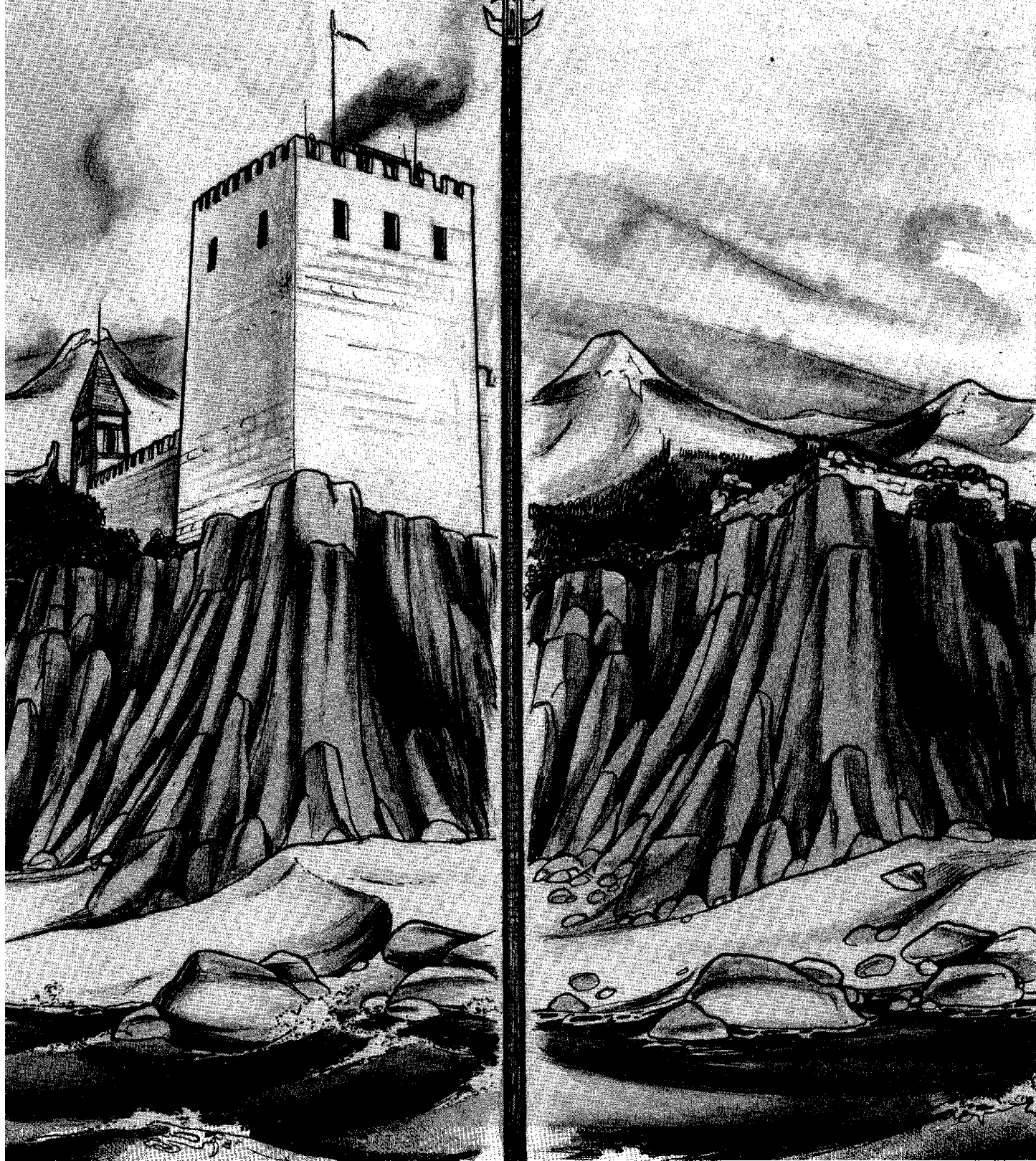
Area G is "no man's land" for everyone except Latoner, the magic-user. This is the lair of the dragon turtle. On a narrow patch of land adjoining the small but deep lagoon there is a disorderly pile of coins with a few gems and bits of jewelry thrown in (just for "color"). This is the treasure that Latoner has given to the dragon turtle as part of their bargain; it is roughly equivalent to the value of the monetary treasure in Area F. The monster itself lurks in the depths of the lagoon, generally surfacing only on a signal from Latoner. At the bottom of the lagoon is another pile of treasure, composed of all the valuables that the dragon turtle acquired before getting involved with the pirates. In all probability, this treasure pile will not be discovered by the party (unless they somehow manage to kill or disable the dragon turtle). If it becomes necessary to know the contents of the underwater treasure pile, the DM should generate it according to the Monster Manual specifications. 

Citadel by the Sea

First place

Module Design Contest

category A-1



Citadel by the Sea

Designed by Sid Fisher

An AD&D™ module for 4-8 characters, 1st-3rd level each

Citadel by the Sea is an AD&D gaming module for 4-8 characters, each of 1st to 3rd level. The fewer the characters available, the higher their levels should be. Characters should be well equipped, with at least one magical weapon apiece, but do not need any particular game experience. It is recommended that at least one ranger character and one elf character be members of the adventuring party, and that no player character be a half-orc. The Dungeon Master should read the entire module carefully before running this adventure; the events are laid out in the approximate order in which characters would normally encounter them, and the text builds the adventure as one reads through it.

INTRODUCTION

On the northern coast of the land where the characters live is a small fishing village called Awad (see the campaign map). Awad has a population of only 500 people, and is not particularly important in any respect; only the fact that it lies along a coastal trade road keeps it from total obscurity.

The characters begin the adventure traveling east on the trade road toward Awad. They could be on a quest of their own, simply out wandering, or could be serving as guards for a merchant caravan (as per the *Monster Manual*, Merchant). When the characters are about five miles outside of town, in the early afternoon, they will encounter a fast-moving procession of five carts, loaded with belongings, and several human families carrying bundles of clothes and driving livestock. The families will fearfully warn the characters and all who are with them that "the curse of the elves has fallen" and "the doom of all who go to Awad is sealed." If questioned, they will say that the curse is in the form of a plague, but will know nothing else about it. If any elves are among the characters, the family members will be variously hostile, fearful, and supplicative (begging the elves to remove the curse, or threatening the elves if they approach the carts). The families consist in total of 7 men, 5 women, and 21 children (all zero-level, 1-6 HP each; adults use no armor but carry knives, clubs, and spears). They are led by a 2nd-level fighter (18/30 strength, 14 HP, leather armor, broadsword and 4 daggers). All of the family members are lawful neutral or true neutral in alignment. They will hurry westward away from Awad once they leave the party.

If the characters continue on to Awad they will encounter more refugees, to a total of about 300 people in all. They are all carrying their worldly goods with them (worth very little in treasure terms) and all of them are obviously very afraid to go back to their town. Little else, other than what was gained from the first group of families, will be

learned about the situation in Awad. It will be said at some point that a "nosy sage" drew the curse upon the town, and that many have been stricken and slain by the curse already. The curse is said by some to be a disease, by others to be invisible lighting from the heavens, and by a few to be clouds of death gas. However, no one has actually seen a victim of the curse; everyone has heard about the curse from someone else in a second-hand fashion. All the refugees are in too much of a hurry for chit-chat, and each will only stop for a minute (at most) before moving on. The refugees have the same mixed reaction to elves as the first group of families had, and all these people are lightly armed and sparsely equipped.

If the characters are traveling with a caravan, the caravan will disintegrate and abandon them after a few refugee groups have passed; the characters will be hastily paid for their services and left without horses. They may continue on into the town in any event if they dare.

AWAD

The town of Awad consists of about 50 one-story dwellings, none of them larger than 40 by 40 feet. The buildings are made of wood and have stone foundations; generally, the town is unremarkable, and referees may sketch it out for players as desired. In the center of the town is a plaza with a circular flat rock about 30 feet in diameter, usually employed in the past as a speaking platform for public gatherings.

When characters arrive in Awad, they will find more than half of the homes deserted and empty of valuables. Investigation of any particular dwelling has a 5% chance of producing treasure types J and K together (hidden in a drawer or cupboard), a 5% chance of encountering a thief (2nd level, 8 HP, leather armor, short sword and 3 daggers), a 5% chance of encountering looters (2-8 zero-level humans, 3-6 HP each, no armor, each using dagger or club), and a 40% chance of finding the dwelling barred, locked, and occupied by villagers. All other houses (45%) are abandoned.

The thief will avoid everyone at all costs, fighting only if it seems necessary; she is neutral in alignment. The looters are mostly neutral, but a few are neutral evil, and there is a 50% chance that a gang of looters will attack the characters if the gang is confronted or discovered while engaged in suspicious activity. Nowhere will any bodies of plague victims, or other physical evidence of that sort, be found. Characters will hear noises coming from the center of town, sounding like an angry mob has gathered there.

If the characters investigate, they will find about 40 townspeople clustered around the "speaker's rock" in the plaza. Of these villagers, 30 are zero-level figures, 6 are

1st-level fighters, 3 are 2nd-level fighters, and one is a 4th-level Hero. Characters will quickly see that the villagers are armed with spears, short swords, axes, daggers, tridents, and clubs, and the mob is quite angry and agitated. The person on the rock whom they are shouting at and threatening is a confused old man, being held by three strong villagers. The characters will be told if they ask that the old man is the "meddling sage" who brought the "elven curse" upon Awad. The old man is begging for mercy and trying to deny the charges, but the situation doesn't look too good for him. He will call to the player characters for help if they let themselves be seen by him.

If the characters intervene, the villagers will allow them to question the sage, who says his name is Crommard (see below). At this point, characters have a chance to learn some of the history of Jawar! Avignon and the curse lore from the text sections that follow. If characters fail to intervene, the villagers will eventually get stirred up enough to beat up the old man and throw him out of town with his possessions; he will then subsequently be encountered in the wilderness, wounded, and will appreciate any help the party can give him.

Note that the townspeople of Awad are very sensitive to the presence of elves. If an elf appears at the mob scene in the plaza, he or she will not be touched, but will be the object of dozens of direct threats, pleas for intervention to lift the curse, and terrified expressions at everything unusual the elf or elves might say or do. The mob will attack one or more player characters only if a villager is injured by the actions of a member of the adventuring party.

All the time that characters speak with Crommard, he will beg to be taken with them away from the mob. If the characters agree, the mob will permit it but will refuse to allow Crommard back in town. He will be given his possessions (confiscated by the villagers earlier in the day) as he leaves. The villagers are very superstitious and believe that sages can cast curses themselves, so while they won't kill Crommard, they won't be pleasant to him, either.

Crommard the Sage

Str 8, Int 16, Wis 13, Dex 11, Con 7, Cha 9
Neutral alignment

Attacks and saves as an 8th-level magic-user

AC 8, HP 18 (HP 5 if beaten up by mob), Age 68, MV 12"

Major field: Humanoids (special categories of orcish history and archaeology).

Minor field: Demihumans (elves only).

Languages: Common, alignment, orcish, elvish.

Spells known: *Comprehend languages*,

scare, *infravision*, *fumble* (as an 8th-level magic-user in effect).

Possessions: +1 staff; +2 ring of protection; several books and notebooks; shards of pottery, wrapped and kept in two sacks.

Crommard is not a particularly imposing sage. Though intelligent enough, he tends to be absent-minded and is sometimes not very wise. He likes to discuss orcs and orc-related topics (how they eat, what they wear, their history, styles of weapons they use, etc.), and speaks of them constantly. He will do this even in the presence of dwarves, who may get the impression that this sage is friendly with orcs (he has never met one, however). Crommard enjoys speaking with elves, but even then he tends to come around to orcish topics before long. He wears brown robes with a hood he keeps pushed back, and has a thick, white beard and a bald head. He will not tell anyone, for any reason, what spells he possesses.

THE HISTORY OF JAWARL AVIGNON

The information in the following paragraphs is more or less commonly known to the inhabitants of Awad and to the sage Crommard. The DM should not give out this entire story all at once. Bits and pieces of it may be discovered as player characters encounter different villagers or talk with Crommard; divinatory spells and psionic powers (e.g., *legend lore*, *commune*, *object reading*) may also be used to gather or confirm this information. The sections of the background information in brackets ([]) are false,

nothing more than popular misconceptions the villagers have about Jawarl Avignon and aspects of its history. *Detect lie*, *ESP*, or a similar force will not reveal the falsehoods, because the natives believe these "facts" to be true.

More than two thousand years ago, humans built a fortress town on the northern seacoast cliffs and named it Jawarl Avignon. In time the human empire that built the fortress fell into decline, and the citadel was given over to the elves of the region. Under the elves' direction, Jawarl Avignon became the center of a thriving jewelcraft and foreign goods trade carried on with distant human and elven seaports, and all was well for hundreds of years.

Then, some three hundred years ago, a great army of orcs and monsters under the leadership of their chieftain, Mondru IV, laid seige to the citadel and its lands; though many elves were able to escape by sea, many others perished in the assault. The citadel was eventually taken by storm, at great cost to the orcs, who cared not how many of their fellows died in the battle, as long as the elves went first. No prisoners were taken in the fight, and afterward Mondru IV, [the son of a godling], proclaimed himself ruler of Jawarl Avignon, or Alhurmus ("Elves' Blood"), as the orcs called it.

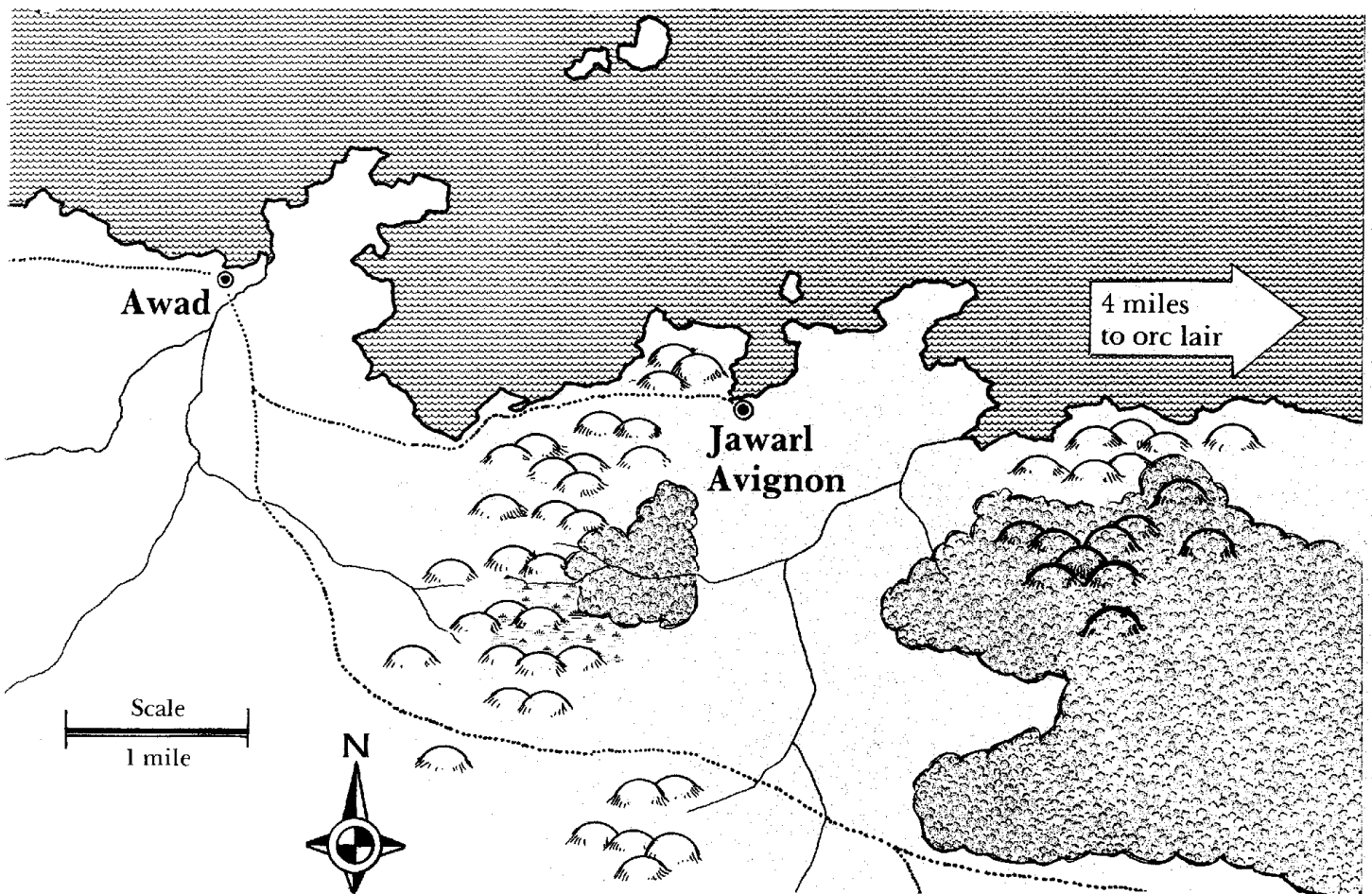
The victory of Mondru's forces came in no small part because of the great weapon the ruler possessed, a terrible spear made by orcish shamans ages earlier, that burned elves when it struck them [and made its user

invulnerable in battle]. Alkarg was the spear's name, and orcs even of other tribes and nations respected the orc ruler who bore it, seeing him as favored in the eyes of Gruumsh, the orcs' dark god.

The orcish victory was short-lived, however; ten years after the fall of the elven citadel, plague struck down the orcs. It ravaged them without mercy. [The first victims of the plague were Mondru IV and his bodyguards. The plague came as a dying curse of the last elf to fall in Jawarl Avignon]. Only a few orcs survived the effects of the disease.

Many conflicting stories have circulated over the years concerning the fate of Alkarg. It is variously said, by different sources, that [an elven god destroyed it, thieves stole it,] it is buried in the citadel, [elves found it and cast it into the sea, or retreating orcs took it with them.] No one knows of any of the interior details of the citadel, just its general outward appearance. The ruins are strictly avoided by all the natives of the area.

A week ago, Crommard and a human cleric, Sethus Maximi, arrived at Awad with an expedition of workers and guards. The two men were on their way to excavate and explore the ruins of Jawarl Avignon, looking for orcish pottery shards and other archaeological trivia. The villagers were horrified that someone would dare enter and disturb the ruins, and there were several arguments and fights before the expedition moved on to camp at the old fortress. The workers set about immediately digging and





clearing away the sand and debris that had all but covered the fortress since it was abandoned. Some of the friction between villagers and archaeological crew members eased as days went by and no curse manifested itself.

Suddenly, this morning as Crommard was in Awad picking up a few minor supplies, Sethus Maximi was seen staggering back from the direction of the fortress, shaken and extremely ill. He stopped outside of town and gasped out that as the crewmen were clearing away rubble, they were struck down by a great shadow that arose from the ruins. The men fell, dying in agony of a virulent disease that overcame them in minutes. Sethus himself had strange green blotches on his face and hands; rather than enter the town, he told everyone to keep back from him and he left to die alone in the wilderness southeast of Awad. No one has gone to look for his body, and no resident of the area cares to try. Panic flew through the town as word spread among the townspeople.

The citizens of Awad are truly terrified that they are about to be visited by the plague that slew Sethus and the workers. About two thirds of the townspeople have fled by now; the remainder are unsure if they want to stay or go, and spend their time watching the horizon to the east (where the ruins lie) or brewing concoctions they believe will help them resist the disease.

CURSE LORE

The villagers of Awad believe that the plague that slew the orcs was the result of a

curse cast by the last elf to die in the defense of Jawarl Avignon. The curse, according to popular lore, is supposed to come to life if anyone ever enters the ruins; mothers have been using this tale for years to keep youngsters from straying away from the village. Local residents have disappeared on a few occasions over the last several months, the victims generally being lone hunters, who ventured eastward to look for game. Many people now believe the hunters were slain by plague when they entered the ruins or the vicinity of the ruins, though this, of course, cannot be proven.

Crommard has ideas about the curse. At first he discredited it entirely as a quaint superstition; now he won't speak of it.

If anyone gains Crommard's trust by befriending him for a day or longer, or uses *ESP*, *charm* person, or a similar spell or psionic power on him, it will be discovered that Crommard thinks the expedition actually freed a monster from an evil outer plane, which had been buried deep beneath the surface of the ruined fortress. He has read of a similar occurrence involving a dwarven mithral mine and a very powerful demon, and fears for the worst. If a party member uses magical or psionic power to get information from the sage, see the following section for other facts that might be obtained.

DM's INFORMATION

The villagers do not want anyone else to go near the ruined fortress, out of fear that the curse will be further spread, making

escape from it impossible for all. If the characters let it be known that they are going there anyway, they will be attacked by the remaining villagers, and will either be taken captive or slain if they do not flee the village or find another way of countering the threat of an angry mob. Even if characters succeed in escaping the village, they may be pursued by a posse—in this case, a sort of suicide squad, ready and willing to give their lives if necessary to keep the party from disturbing the ruins.

Once Crommard meets the party, he will try to get the characters to accompany him to Jawarl Avignon so that he can find out what happened. He also wants to locate the body of his partner Sethus. Crommard will relate how he was researching orcish history in a distant university town when he met Sethus, a cleric of strict temperament who shared Crommard's interest in orcish pottery. Sethus Maximi was able and willing to fund the expedition to the ruins, and Crommard now considers himself responsible for the cleric's demise and the loss of the workers as well.

If one or more party members is able to befriend Crommard for more than a day, or if a power such as *charm* or *ESP* is used on the sage (see the preceding section of text), it will be discovered that Crommard and Sethus did not come to Jawarl Avignon to seek pottery pieces. Bit by bit, if carefully approached, Crommard will come out with the true tale.

Crommard collects orcish weapons, in

addition to pottery shards, and displays them in a personal museum in his distant home city. He was going through some manuscripts three weeks ago when he found a document that gave great weight to the theory that Alkarg, the “elf slayer” spear belonging to Mondru IV, was still buried beneath the fortress. He showed his discovery to a couple of nearby fellow sages, but they were not interested in old orcish myths. While wandering a local library he met Sethus, who was poring over some orcish history scrolls, and in the conversation that ensued he discussed with the cleric the details of his discovery.

Crommard recalls that Sethus was inordinately excited to hear of the find, and offered an enormous sum of gold to fully equip a digging expedition to recover the spear. The sage wondered at times if perhaps Sethus wasn't too eager to find Alkarg, but he finally decided the cleric's attitude was one of normal archaeologist's enthusiasm. The trip to Jawarl Avignon went well, except for problems with the townspeople, until the disaster that struck Sethus and the workers.

The sage remembers that Sethus frequently went for long walks away from the digging in order to stretch his legs (or so he said), and would sometimes be gone for hours at a time. Otherwise Sethus helped quite a bit with the work in progress, though mostly as a supervisor.

SETHUS MAXIMI

Crommard's cleric companion is not what he seems. His real identity is Serga Ulmus, a half-orc cleric and a proud lineal descendant of Mondru IV. Serga's relatives live about six miles east of the ruins in a cavern complex. Orcs have not done well in the area since the days of the plague that killed Mondru IV, but Serga set about to change that when he reached young adulthood. He went to a faraway city to learn the arts of assassination, and had already received religious training from his orcish father, a shaman of Gruumsh. A naturally talented student, Serga learned to read (as well as to kill) and soon became involved in a personal search to find out what happened to the magical spear of his distant ancestor. His quest was generally fruitless, until the day when Crommard approached him in the library.

Serga, disguised as a human cleric and calling himself “Sethus Maximi,” worked his way into the sage's confidence and offered several hundred gold pieces to fund the expedition to recover Alkarg. He could hardly believe his luck, and became convinced that Gruumsh himself had guided the sage to him.

Once the expedition reached Jawarl Avignon, “Sethus” began taking long walks back to his home lair. He stirred the lagging warrior spirit in his kinsmen with his news, and arranged for the orcs and ogrillons of his community to attack the fortress at dawn, quickly and by stealth.

When the orcish invaders accomplished the takeover of the ruins from the original

excavation's work force, Serga set the warriors and some kobold slaves to work clearing away the rubble around area 15 (see exterior map), where Crommard postulated that a secret entrance existed that led to the dungeons below the fortress. Then Serga dabbed his skin with green paint and headed back to Awad to pull off his “curse” deception on the superstitious villagers. The ruse worked far better than he had hoped; he was unmolested as he went off “to die,” and when he left the sight of the villagers, he headed back toward the fortress to supervise the digging.

Serga Ulmus is a calculating and dangerous fanatic who believes wholeheartedly in orcish supremacy. More than anything, he wants Alkarg, and he knows that possession of the spear will give him the power to unite the scattered orcish tribes of the area. Serga Ulmus wants to be king, and he will stop at nothing to realize that goal. All of the orcs and ogrillons with him want Serga to be king as well; they see him as their only hope of regaining their ancient glory as conquerors. Orcs and ogrillons at Jawarl Avignon will *not* make morale checks in battle, no matter how hard-pressed they may be: They want to win.

Serga Ulmus

Half-orc, 4th level cleric / 4th level assassin

Str 17 (+1,+1), Int 16, Wis 13, Dex 14, Con 16, Cha 12 (16 to orcs & half-orcs)

Thief abilities: Pick pocket 30%, Open locks 34%, Find/remove traps 30%, Move silently 21%, Hide in shadows 15%, Hear noise 15%, Climb walls 91%.

Lawful evil alignment

Attacks and saves as either a 4th-level cleric or 4th-level assassin, whichever is better.

AC 5 (7 without his +1 shield), HP 27, Age 28, MV 12”.

Languages: common, alignment, orcish, ogre, elvish .

Spells known: *command, light, protection from good, sanctuary, hold person, find traps.*

Possessions: +1 leather armor; +1 shield; broadsword; 2 throwing axes; 4 poisoned darts (save at +2 or sleep for 2-8 turns); 125 gp, 18 sp; 6 gems (50 gp value each); unholy symbol (Gruumsh); spell components; *necklace of adaptation.*

To hit adjustments: +4 from behind, +1 due to strength. Backstabs with broadsword, doing double damage from behind.

Serga can read common, orcish, and elvish very well, but can read no other languages.

THE WILDERNESS

If a ranger character succeeds in an attempt to track “Sethus,” the ranger will find that his trail leads to the southeast away from the village. For a distance of several hundred yards his route zig-zags as though he is staggering, and his steps seem inconsistent and labored, as though he is walking only with great effort in a sort of half-shuffle. Then,

when the trail takes the tracker out of sight of the village, Sethus' steps abruptly become more even and his path more direct. The distance between his strides lengthens as though he has broken into a run, and his general direction shifts from southeast to east, heading toward the ruined citadel.

Sethus' footprints lead along an old pathway, partially paved with stone and somewhat overgrown with grasses and weeds, that leads eastward and follows the coastline between the northern cliffs and the sea. (This pathway used to be almost entirely overgrown, but the men in Crommard's expedition cleared away some of the foliage on their journey to Jawarl Avignon; the route is now passable, and is the only way to get from Awad to the citadel without traversing the rough, hilly terrain between the two locales.) Where the path follows the coastline, it runs along a high cliff overlooking a narrow beach that is never more than 60 feet wide and sometimes as small as half that size.

The following encounter tables should be used when characters travel in the countryside or along the seacoast. A roll of 1 on d8 indicates an encounter, and this check should be made three times a day (morning, afternoon, night). If an encounter is indicated, roll d4 and refer to the appropriate terrain type to determine its nature. (Note that the encounter tables do not include mundane creatures such as normal birds, small deer, rabbits, and other wildlife that would also be naturally encountered along the way.)

CLEAR TERRAIN

- 1 3-6 wild dogs
- 2 2-5 hunters
- 3 1-3 wild boars
- 4 1 giant skunk

HILLS

- 1 1-4 giant worker ants
- 2 2-8 giant rats
- 3 1-3 wild boars
- 4 1-2 wolves

FORESTS

- 1 1-4 wild dogs
- 2 1-2 black bears
- 3 3-6 hunters
- 4 2-8 giant rats

COASTLINE

- 1 2-12 barracudas
- 2 1-2 crabmen
- 3 1-3 fishing boats
- 4 3-30 quippers

Hunters are zero-level human fighters, each wearing leather armor and carrying either a spear or a longbow with 3-8 arrows. They are neutral and not likely to approach or speak to anyone unless spoken to. Fishing boats each contain 3-6 men (zero-level human neutrals, as for hunters), wearing no armor and each equipped with a dagger and a spear. If hunters or fishermen are encountered during the first day after the “plague” strikes, they will be unaware of the disaster at the ruins, since they have been away from their camps all day. They will be aware of Crommard's expedition, though, and certain groups of hunters and fishermen may have encountered the archaeological workers on the way to the digging site. The “quippers” are actually a warm-water relative of the creature described in the FIEND FOLIO™ Tome, otherwise identical to that creature in all respects.

JAWARL AVIGNON

The ruins of the citadel lie on a 90-foot-high cliff next to the sea. As the characters approach it, they can see that only the 10-foot-high walls remain, the wooden roof having long ago fallen into ruin and decay. The citadel is much smaller than most people envision it; it was the quality of its guards, not the size of its walls, that made the fortress great.

Around the fortress are the foundations of many homes, as well as evidence that a forest once grew here but was long ago destroyed. The ground is very sandy, and the area looks like wasteland now.

No sign of life will be seen at the citadel until the characters approach within surprise distance (50-100 yards) of the guard at area 1. However, there is a 10% chance per level per character of noticing footprints in the immediate vicinity of the citadel. Any dwarf, elf, or ranger (or Crommard, if he is with the group) can tell the footprints were made by orcs.

Crommard (if he is with the party) will be confused about why Sethus would pretend to be sick (as his trail would indicate), and will be surprised as anyone else to see orc footprints-near the citadel. Unless restrained, Crommard will rush to the fortress entrance and call out for Sethus. If he is attacked by the orcs in the ruins, Crommard will initially try to avoid combat by moving behind the party, so as to put the characters between himself and his adversaries, or he will try to ward off attackers with his staff (an attempt which will fail). Crommard will attack the orcs only if he is wounded by one of them, or if the party is down to less than half of its normal hit-point total. The sage will use his *scare* and *fumble* spells, if possible, to aid the characters in battle, relying on blows from his magical staff the rest of the time. He will use his other spells when the DM feels the situation calls for it.

1: Entranceway to Citadel

At this location is an ogrillon guard (AC 6, MV 12", HD 2, HP 12, #AT 2, D (fists) 2-7/2-7) keeping an eye out for trouble. He wears furs and resembles a barbaric, unarmed orc. If he sees anyone coming, he will run into the citadel to warn his confederates at areas 2 and 15.

In a large pile on the right side of the entranceway are some of the possessions of the workers from Crommard's expedition. These include a few daggers, changes of clothing, bedrolls, eating utensils, and assorted other minor items. Some of these things are bloodstained. Crommard will recognize the items at once. These items have been tossed here carelessly, after being brought out of area 7 where they had been stored; some items were taken from slain workers.

Anyone who looks over the low wall down the slope will see the bodies of two workers, tossed there by Serga and his helpers. Investigation will reveal that the men were killed by sword blows. (Other bodies were on this slope as well, but they have already been

carried into the sea by crabmen.)

2: Guard Corridor

This area has many arrow slits in the walls; these were formerly (and again currently, as characters will discover) used in defense of the citadel. In the far eastern end of the corridor are the skeletal remains of several ancient orc guards; these bones have not been disturbed.

Two orc guards (AC 7, MV 9", HD 1, HP 5 and 6, #AT 1, D by weapon type), each equipped with a short bow, 20 arrows, and a scimitar, are in the western end of this roofless corridor behind the arrow slits in that area. Anyone coming into this area from area 1 will be fired upon once by the orcs, who will then run through area 3 to the pedestal at area 13, to shoot again at intruders as they enter the courtyard of the citadel. Because of their positioning, these orcs will initially surprise intruders on a roll of 1-4 on d6.

The ogrillon from area 1 will pass by here, if on the way to alert his comrades, and then continue toward area 15.

3: Supply Room

It is obvious that an orcish party dropped off equipment here when it entered the citadel. Scattered around the room are a number of daggers, hand axes, furs, arrows and quivers, tinderboxes, bundles of firewood, spare boots, and other minor items. (Crommard can easily identify all of the items as orcish in origin.) Buried in the southwest corner of the room is a bag containing 80 sp that belongs to the ogrillon guard from area 1.

4: Old Stables

Formerly a place where livestock was housed, this area was used as a trashbin by the workers and now by orcs. Anything they don't want (broken utensils, rocks, unwanted or spoiled food, old clothing, etc.) ends up here. Anyone entering this area has a 1 in 6 chance of attracting the attention of an ear seeker (AC 9, MV 1", HP 1, special attack) that lairs in some old lumber in one corner.

Some old urns may be seen in the southwest end of this area; these are corroded containers of brass of ancient orcish manufacture. Crommard will probably (75% chance) see them if he enters the room, and if so he will ask a player character to get them for him (he hates to go near garbage). The ear seeker's lair is beside the urns; if anyone disturbs them or the stack of lumber next to them, the ear seeker will attempt to attack immediately.

5: Dry Water Storage Tank

This tank is surrounded by a 1-foot-high, 20-foot-diameter stone platform with a 1-foot-thick, 3-foot-high wall immediately around it. A broken stone lid lies to one side. The tank is 60 feet deep from ground level, and the bottom appears to be covered with a fairly thin layer of sand. The tank was filled, in days long past, by clerics using *create*

water spells; it fell into disuse when the orcs took over the citadel, and dried up in during the months thereafter.

A close examination of the bottom of the pit (which is faintly visible in daylight conditions) will reveal a slightly raised, square-shaped area on the bottom surface, looking like it might be a secret door or a trap door. In truth, it is an old piece of wood dropped in the tank long ago which is now covered with yellow mold (and a light covering of sand on top of the mold). If any object larger than a fist-sized rock is dropped into the tank, or if one or more characters descend to the bottom surface inside the tank, there is a 90% chance of bursting the mold, which will release a cloud of spores in the hole. This cloud will billow to fill the bottom of the cylindrical hole to a depth of 20 feet at its greatest dispersion, enveloping any characters at the bottom of the tank or suspended (by a rope or other support) less than 20 feet from the bottom. Those in the area of the spore cloud will take 1-8 points of damage and will die unless they make a saving throw vs. poison (see the Monster Manual).

If any characters climb down inside the tank (a risky proposition) or are lowered into it by ropes, each character so lowered has a 1 in 12 chance of noticing a secret door, measuring 5 feet square, located 30 feet down on the eastern side of the shaft. (Exceptions: An elf has his normal 1-in-6 chance of locating the secret door if he comes within 10 feet of it, or his usual 1-in-3 chance of detecting the secret door if actively searching for it, and a dwarf has his usual 2-in-3 chance of detecting a sliding or shifting wall at this location if such a thing is actively sought.) The secret door/panel, if opened (easily done once it is detected), leads to a passage that emerges in area 28 on the first underground level of the complex.

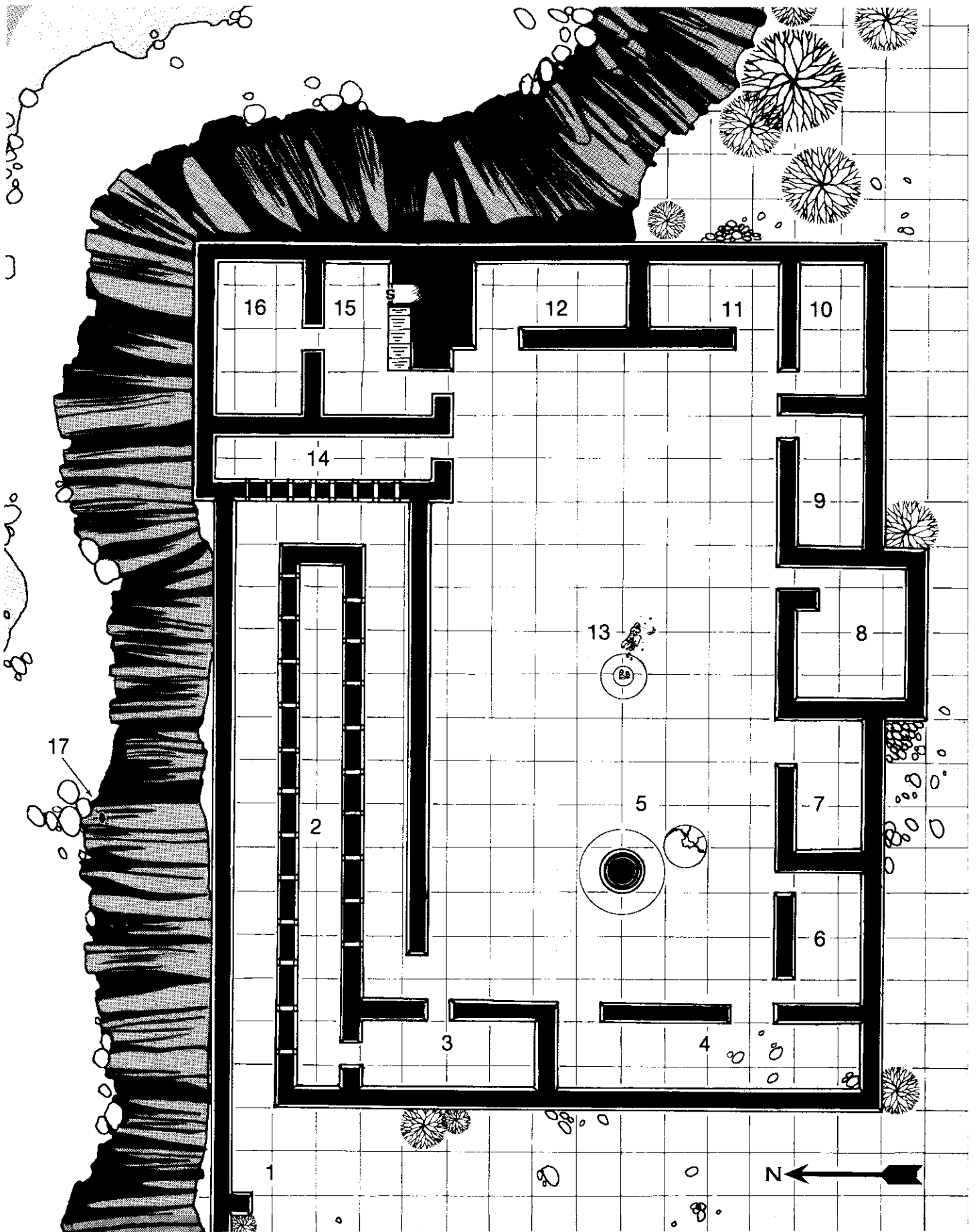
6: The Sole Survivor

This room is filled with bags full of orcish pottery shards; the orcs that now occupy the citadel have ignored this area so far. And it's a good thing they have, because the only member of the excavation crew to survive the orc attack is hiding behind some of the bags. He is a 17-year-old boy who was napping here in the early morning when the attack came. He will reveal himself to any human he sees, but otherwise will remain concealed unless a thorough search of the room is conducted.

Currently the boy is a zero-level human, unarmed and with 3 HP. If he is rescued and survives the adventure, he will apprentice himself to one of the party members after this mission is ended. In two years he will become a 1st-level thief, though a friendly one, and can at that point be considered a henchman. He is chaotic neutral in alignment, and will never be a friend or acquaintance of orcs or half-orcs.

7: Crommard's Sleeping Quarters

This place was to have served as Crommard's bedroom and study during the ex-



Jawarl Avignon Ground level

Scale: 1 square = 10 feet

cavation operation. A cot has been placed against the west wall; beneath and beside it, contained in several boxes of varying sizes, are numerous notebooks, scrolls (non-magical), and tomes concerning orcish lore and history. The orcs haven't bothered to examine the contents of any of these boxes yet. Crommard will fight to save his books and scrolls if he witnesses them being ransacked or disturbed. Under a straw-filled sack that Crommard used as a pillow is a shred of parchment on which the sage drew a rough map of the exterior level of the ruins. At area 15 on the map is written, "entrance probably near here."

Crommard's clothes lie strewn about the room; many of his garments have been ripped open by knives, and any valuables that may have been hidden among the clothes are no longer present.

8: Workers' Quarters I

Some of the workers who came here with Crommard bunked in this area; their sleeping mats have been cast about the floor now, and all items of value are missing. Enough equipment is scattered about to indicate that 12 men stayed here. Only old clothing, the sleeping mats, scraps of wood and paper, and the remains of a campfire are to be found here now.

9: Workers' Quarters II

This location is much the same as area 8, except that only 7 men stayed here. Rum-maging through some of the sleeping mats, looking for treasure, is an orc wearing black splint mail armor, a sergeant-type (AC 4, HP 8). If the orc hears an alarm being given, he will seize the 4 javelins he placed by the doorway and attempt to hurl them at intruders entering the courtyard through area 3; the javelins will pass harmlessly over any orcs that may be located at areas 5 and 13.

Once the javelins are exhausted or hand-to-hand melee is inevitable, the orc will pull out his scimitar and flail away at anyone he can reach. The sergeant orc is exceptionally strong, and gains a +1 to hit and damage with the javelin and seimitar attacks. He has a sack partially filled with odds and ends that he will leave behind (in area 9) if he is alerted to intruders. The sack contains, among other things, 114 sp (in old orcish coin), a gem worth 20 gp, and a bronze medallion set with tiny gems with a spearhead emblem on it (value 50 gp).

10: Artifact Sorting Area

Crommard and "Sethus" had set this area up for sorting out the various artifacts uncovered in the digging. (The word "artifact" here means manufactured items of interest to archaeologists, not powerful magic items.) In the center of the room is a portable table and two small chairs; spread out around the furniture in more or less organized fashion are hundreds of bits and pieces of broken pottery, rusted weapons, fragile (old) orc skulls and bones, and other miscellaneous items unearthed in the digging.



Leaning against the south wall, in plain view of anyone who enters the area, is a large spear that appears to be newly manufactured and unused. The head of the spear is engraved with runes that spell out "Alkarg" in the modern orcish tongue; the shaft is made of light, relatively fragile wood. Crommard manufactured this item before embarking on the expedition, as a replica of what he believes Alkarg looks like. (It doesn't resemble Alkarg at all.) The spear radiates no magic. The orcs have not taken it and tried to use it because they saw (upon examination) that the spearhead is made of soft, flexible metal. If the spear is used in combat, it will do only 1-3 points of damage.

11: Sethus' Sleeping Quarters

"Sethus" used this area as his personal bedroom and study before the orcish attack. His cot is on the north wall. Buried in the sand under the cot are 2 throwing daggers (which Crommard or a dwarf would recognize as being of orcish manufacture). Among some boxes of food rations is a small pouch with dried animal dung in it, a vial full of blood, and a small tenser on a chain, with an eye symbol engraved on it. (A cleric will recognize these as the essential ingredients for a *protection from good* spell. Serga has a duplicate set of components on his person.) Serga is carrying with him all the valuables he owns; a search of this area will reveal no coins, gems, or other treasures.

12: Unused (?) Room

Though this area is empty of interesting items, Serga's father Thaagwa (an aged orcish shaman) is resting in the southeast corner of the room, attended to by a pair of ogrillon bodyguards (AC 6, MV 12" HD 2, HP 10 and 13, #AT 2, D (fists) 2-7/2-7). The venerable shaman is in full religious regalia: wearing black platemail armor, war helm, dark red cloak, and keeping two giant rats (4

HP each) on leashes. The strain of carrying around all that ornamentation, and keeping the giant rats in check, has all but exhausted the old orc. If an alert is sounded he will move only as far as the entrance of area 15 and will stand and fight at that point, using his spells if a physical attack is not necessary.

Thaagwa, his ogrillon guards, and the rats will fight any intruders to the death.

Thaagwa will do all he can to eliminate or forestall attackers, so that no one but his son has a chance to descend into the dungeons and recover Alkarg.

Thaagwa Ulmus (3rd level orc shaman)

Str 8, Int 11, Wis 10, Dex 9, Con 7, Cha 10 (14 to orcs or half-orcs)

Lawful evil alignment

Attacks as 2 HD monster; saves as either 2nd-level fighter or 3rd-level cleric, whichever is better.

AC 3, 13 HP, MV 6", Age 52

Spells known: *protection from good*, *cause light wounds*, *chant*.

Possessions: Platemail and helm; iron-shod quarterstaff; pouch with 75 gp, 20 sp; food rations in bag; unholy symbol (Gruumsh); and material components.

13: Ruined Statue

This appears to have once been a 15- to 20-foot-tall statue of a human or elf; it lies in ruins now, its fragments covered with old orcish graffiti. The 10-foot-diameter pedestal upon which the statue rested has also been scrawled and carved upon. A few freshly gnawed animal bones lie scattered about, the remains of an orc's lunch.

If intruders appear, the two orcs from area 2 will take up positions here, reload their light crossbows, and fire from behind the pedestal. Their positioning will improve their armor class by 4 levels (to AC 3, for 50% cover), for purposes of defense against missile fire. If the two orcs are attacked in hand-to-hand combat, they will stand their ground here, and will be joined by the orcs at area 14 (and the ogrillon guard from area 1, if still alive). Any intruders who attempt to break off the melee and back away will be fired upon by the orcs at areas 9 and 14, using javelins and light crossbows respectively.

14: Guard Hall

Four orcs (AC 7, HP 3, 4, 5, 7) are on duty in this room, waiting for possible intruders. Two of them are standing with loaded crossbows at the two northernmost arrow slits, and will fire simultaneously at any intruders who advance down the east-west corridor adjacent to area 2. After firing, they will reload for another simultaneous attack. Because they have 90% cover behind the arrow slits, they have a bonus of 10 to their armor class (improving it to AC -3) on defense against missile fire; from their place of safety, they can also easily sidestep close-in attacks from swords, spears, and the like made by characters from the other side of the wall.

If any intruders make it into the courtyard, the other two guards in this room (both AC 6) will charge in with scimitars and

shields to do battle, preferably in the vicinity of area 13, while the crossbow-wielding guards will linger near the entrance to area 14 and pick off anyone they can. Each of the four guards has treasure types K and L on his person.

15: Entry Room to Dungeon

This area, combined with areas 14 and 16, was once part of the ground floor of a 60-foot-square tower that has long since been broken and worn down to the foundation walls. Part of a stone staircase rises up to the east, to the top of the wall, and at this elevated location a lone orc (3 HP, AC 7) stands guard, looking out to the north and east. The orc has three javelins and a long sword. Inside area 15 at ground level are two orcs (AC 6, HP 5 and 6), one keeping an eye on some kobold slaves in area 16 and the other standing at the ready near the entranceway of an opened secret door on the south wall that leads down into the dungeon. If these two orcs are alerted by the ogrillon from area 1, they will draw their scimitars, heft their shields, and stand fast along with the ogrillon at the entrance to the secret passageway. The guards in this room will close the secret door if Thaaqwa and his guards (see area 12) are defeated in their defense of the doorway to area 15.

The secret door is a large slab of rock that rotates on a central pin like a revolving door. It may be pushed open again if it is closed, by any character who makes a successful attempt to bend bars/life gates. If two or three characters attempt to open it (no more than three can try at one time), their percentage chances are added together to determine success or failure.

16: Slave Room

Six kobold slaves (AC 8, HP 1, 1, 2, 3, 3, 4) are kept here by the orcs. They were put to work digging away sand and rock from the secret door entrance in area 15, and are exhausted. If anyone attacks them, they will cower and try to escape but will not attack back. They want only to flee this place, and will prove uncooperative in all other respects but this.

17: Drain Pipe

This entrance into the dungeon levels under Jawarl Avignon cannot be seen from above, because it opens out underneath a rocky overhang. Any character who approaches the fortress along the beach to the north and comes within 40 feet of the drain pipe opening has a 1 in 4 chance of noticing it. The pipe is an open-ended clay pipe about 2 feet in diameter; only a gnome or halfling wearing leather or no armor can enter it and crawl through. It leads up at a steep angle for the first 60 feet of the route, requiring any character entering the pipe without assistance (rope, etc.) to make a successful "climb walls" roll; failure indicates that the character has taken 1-4 points of damage from stumbling inside the pipe, and another 2-12 points of damage from a tumbling fall out of the pipe and down the steep slope to

the beach. One character may intentionally or accidentally (if he is standing at the pipe entrance) break the fall of another adventurer falling out of the pipe; in such a case, each of the two characters involved will take 1-6 points of damage. After the initial steep incline, the slope of the pipe evens out, and it traverses another 80 feet before opening out into the first dungeon level at area 25.

If anyone is down on the beach walking around, there is a 1 in 6 chance each turn that a crabman (HP 19) will emerge 20-80 feet away from the nearest character and will move in immediately to attack. Crabmen have quickly learned to frequent this area because of the large number of bodies that were dumped down the cliffside by the attacking orcs.

The cliffs that jut up from the narrow beach are rocky and very steep; climbing up or down the cliffside is only possible for characters with "climb walls" ability.

18: Dungeon Staircase

At the top of the stairs is an armored orc (AC 6, HP 7) with a scimitar and shield. He will defend the stairs, shouting a warning to his confederates below if he is attacked.

This staircase descends 30 feet to the first level of the underground complex beneath Jawarl Avignon. The dungeon has an 8-foot-high ceiling everywhere unless otherwise noted. Dirt and dust show everywhere, orc bones and relics are common, and the footprints of rats may be found virtually anywhere on this first dungeon level.

The air is stale and bad, and every half hour (3 turns) characters must subtract one point from their strength and constitution scores, if they are not magically protected against the effects of the environment. This loss is temporary, and is restorable at the rate of one point (for each ability) per turn, up to original totals, for every turn that affected characters are exposed to fresh air. If either a character's strength or constitution drops to 2, the victim will pass out and remain unconscious until brought back to the surface (but will not continue to lose ability-score points).

A *slow poison* spell negates the effect of the bad air for the duration of the spell, but without loss of hit points. A *water breathing* spell allows the same immunity to the effects of the air, as does the psionic discipline of *body control*. Certain magic items (such as Serga's *necklace of adaptation*) are also useful in this regard. A *neutralize poison* spell will immediately negate all previous effects of the bad air suffered on the recipient's current excursion into the dungeon, but will not prevent the process from beginning anew. The rats and spiders on this dungeon level have adapted to the air over the decades, and are not affected by it.

Note: The bacteria that produced the plague of Mondru's time have entirely died out — but the characters won't know this. By "playing up" the effects of the bad air, the DM can make it appear as though the characters' weakness is the result of disease.

Baktar (see area 19) and the sergeant orcs

are affected by the air just as characters are, but they are too consumed by their purpose to care. These three orcs have only recently taken up their posts; Baktar can go for 7 hours below the surface before passing out, and the sergeants can last for 5 hours.

Dwarves and gnomes, and anyone with the secondary skill of miner, will be able to tell that the first level of the dungeon was originally worked by humans, then overlaid later with orcish stonework.

19: Pillared Hall

In the entryway to this room lurks the half-brother of Serga Ulmus, Baktar Ulmus (AC 4, HD 2, HP 11, broadsword and shield, Str 17 (+1 to hit & damage), alignment lawful evil) with his two orcish bodyguards (AC 6, HP 8 each). They will be prepared to charge out and attack any non-orc reaching the bottom of the stairs, the sergeants attacking first. They intend to allow Serga a chance to get to Alkarg, and will not retreat from this location. (Serga has already gone on deeper into the complex, using a *light* spell cast upon a bone).

If characters examine this room, they will see it to have been a sleeping area for orcish warriors. Ruined weapons and armor line the walls, and skeletons of plague-stricken orcs are piled in the southern alcove of the room. Orcish graffiti covers the stone walls and pillars, nearly all of the writings and etchings being pleas to Gruumsh to end the plague, and curses on elves in general.

Footprints are noticeable on the floor in, the area of the doorway into area 20, indicating that three orcs and a human (Serga is wearing human-made boots) went into area 20, then turned around and came out the same way.

20: Side Room

This area contains only some dust and bones — plus a strange-looking section of the west wall where some ancient writing made with candle black has been smeared and rendered illegible. Anyone who reads orcish will recognize, from what little is readable, that the writing was in the orcish language and gives directions to a tomb or resting place. If they are captured, Baktar and the orc guards will tell the party nothing of what the writing says. (They can't read, Serga didn't translate for them, and they'd never tell if they *did* know.) Even a *charm* or *ESP* spell would be useless here.

21: Hall of Heroes

The northern corridor leading to this area has many orcish sayings scrawled upon it, such as "Might make right!" and "Death to Elves!"

In the chamber, lined up evenly along the north and south walls, are 10 crudely sculpted statues of orcish battle leaders and chieftains. The stone helm of each statue contains runic letters of unfamiliar design carved into it, but none of the runes (nor the statues) are magical. Orcish writing on the walls informs the reader that these are orcish champions who survived the assault on

Jawarl Avignon, and that each slew a minimum of 50 elves (an outrageous boast by any standards).

Behind the statue in the southwest corner of the room is a +2 dagger of elvish manufacture, tossed there long ago by a careless orc who didn't know the item's true worth.

22: Hall of Trophies

At the doorway to this room is a low tripwire; each character who is unaware of the wire has a 75% chance of snapping the wire as he enters the room, releasing the trigger on the small ballista in the western alcove. The ballista's bolt will fire directly east; characters standing in the long corridor that runs through areas 21 and 22 are in the line of fire. Roll for the bolt's chance to hit each target in order, treating the attack as if made by a 4 HD monster. The bolt affects only the first character it strikes, doing 4-14 points of damage.

The ballista is hidden behind a faded tapestry showing Gruumsh in battle, spear raised over his head while he tramples elves underfoot. Hung by chains on the north and south walls of this chamber are 10 elf skeletons, none of them containing any unusual or identifying marks.

23: Minor Hall

This relatively small pillared hall is sealed off from the corridor by a severely jammed wooden door. However, virtually all of the bottom half of the door has been torn or chewed away (the work of giant rats). Characters can pass through the hole in single file on their hands and knees if they so desire. As soon as the first character entering the room gets halfway through the hole, a large spider (HP 6) will drop from the back of the door, where it was perched, onto the character's back. The spider will attack immediately (bite at +2 for 1 point damage, save vs. poison at +2 or die) and will cling to the back of its victim, making repeated attacks until the spider itself is hit by an attack from a second character and knocked free of its victim. If characters choose to break down or push open the upper part of the door instead of crawling through the hole, the door will yield if it takes 6 points of damage or if a character or pair of characters makes a successful roll to bend bars/lift gates. If the door is "opened" in this fashion, the slab of wood will fall inward, crushing and killing the spider that lurked on the other side.

Inside the room are three stone pillars encased in spider webs, and webs also fill the southern section of the room. The bodies of some giant rats hang in the webs, and five large spiders (HP 3, 4, 6, 7, 8) are lying in wait, clustered in the area between the three pillars. They will attack if anyone sets fire to their webs, or if any character tries to enter the room beyond the northernmost pillar. The webs are very flammable, and will go up quickly if set afire, but each spider has a 1 in 6 chance of escaping the fire, and surviving spiders will attack the characters any way they can.

The minor hall appears to have been the chamber of an orcish sub-chief or chief long ago; various decayed trappings and relics litter the room. There are no skeletons here, however. In the southern alcove of the room (only barely discernible to an observer unless the webs are burned or cut away) is a set of iron double doors in an opening 7 feet tall and 8 feet wide. Inscribed upon them in a crude and almost illegible hand is the orcish inscription "The Tomb of Mondru the Conqueror." Dwarven characters will notice that this is a shabby entrance, even by orcish standards. In actuality, it is a hastily made set of false doors with a concealed pit trap dug in front of them. Anyone stepping on the trap has a percentage chance equal to the character's weight (counting equipment) minus 40; thus, a character weighing 110 lbs. has a 70% chance of triggering the trap. Use armor, shield, and equipment weights as given in the DMG. See area 34 on the second dungeon level if a character falls into this pit and down the shaft.

24: Main Corridor

The main corridor on the first dungeon level is 10 feet wide and L-shaped. There is a 1 in 6 chance per turn of encountering 1-4 giant rats in this area; otherwise there are no wanderers. These rats will be in addition to any others encountered throughout the dungeon, and are assumed to have come from areas 25, 26, and 27. If these three areas are cleared of rats, there will be no other wandering rats encountered on this level.

Several orcish skeletons and miscellaneous items litter the dusty hall. One of the skeletons holds a non-magical spear with a red-painted head; if anyone grasps the shaft of the spear, the rotten wood will disintegrate. A number of torn spider webs appear in the hall, some with giant rat bodies in them, but none of them are inhabited by spiders.

Any character with tracking ability will notice footprints in the dusty floor, leading around and under the webs. The lone traveler was obviously using a light of some kind. Rangers will discern that the traveler was man-sized and very sure of foot, and passed by this spot within the hour.

25: Lair of the Wererat

Any sounds of fighting coming from area 24 or area 19 will alert a recent visitor to the dungeons of Jawarl Avignon — a wererat/human illusionist named Muryar Kimuk. Muryar arrived at the ruins two months ago, discovered the drain pipe at area 17, and crawled into the dungeon while in his giant rat form. He quickly made friends with the true giant rats in the dungeon and now lives a reasonably comfortable and solitary existence in areas 25 and 26 (when he isn't scouting around outside for food; several hunters in recent weeks have been slain by him). Because of his access to the open drain pipe, Muryar does not suffer any adverse effects from the air in the dungeon. He is reluctant to leave his two-room domain because of the air, and he has also heard tales

from the giant rats about strange and terrible traps within the ruins. Muryar keeps one small candle burning in his room for illumination; the light cannot be seen unless the room is entered.

Room 25 has been cleaned of all dust and bones, and the floor is padded with dried straw and grass. A large stone tub, once used for food preparation when the orcs lived here, sits in the northwest end of the room; the drain pipe from area 17 leads up into the bottom of this fixture. A pile of 15 daggers, souvenirs of Muryar's successful kills, is in the northeast corner of the room; three of the daggers are jeweled and worth 75, 120, and 190 gp. Littering the floor under the straw are 22 gp and 53 sp.

Muryar Kimuk (wererat/4th-level illusionist)

Str 13, Int 17, Wis 12, Dex 18, Con 14, Cha 8

Lawful evil alignment

Attacks and saves as a 3 HD monster (in giant rat and ratman form) or a 4th-level illusionist (in human form).

AC 6 (in either form), HP 14, hit only by silver or magical weapons (in either form), Age 35, MV 12"

Languages: Common, alignment, wererat, orcish.

Spells known (usable only in human form) : *color spray* (x2), *wall of fog*, *blur*, *invisibility*.

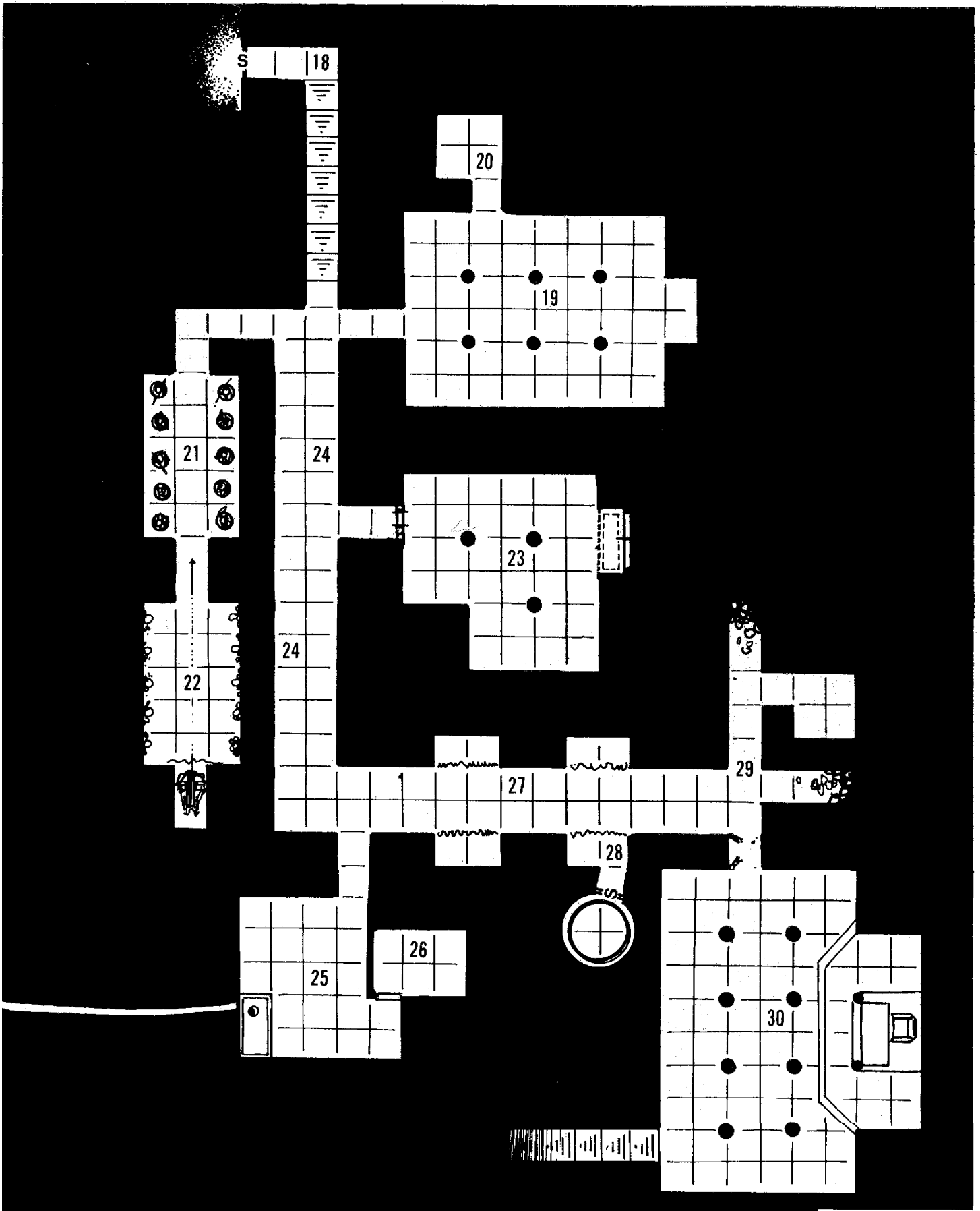
Possessions: 4 daggers; gold ring (75 gp); 3 gloves (100 gp each); 162 sp (old orcish mint); *brooch of shielding* (always worn).

Attacks as a lycanthrope: in giant rat form, bite 1-3; in ratman form, bite 1-4 or use daggers (throw 2/round and stab).

If necessary, Muryar will summon 2-12 giant rats from area 26 to do his bidding; the rats will arrive one round later, and other rats will emerge from the room at the rate of 1-4 per round thereafter (until all 20 of them are out) and will join in a battle on their own initiative.

Muryar heard the orcs enter the dungeon earlier, and a while ago he heard the sound of Serga Ulmus going past his lair, but Muryar has no idea of what is going on, and he wants to stay out of the way of this unknown activity. If discovered, Muryar will stay in his human form, casting his spells until they are exhausted or the fight turns against him. He will cast *blur* upon himself before engaging in combat, then will cast *color spray* while the rats are attacking. If he must flee, he will use *wall of fog* to fill areas 25 and 26 (as well as most of the main corridor outside these rooms) with mist. He will then cast *invisibility* on himself and assume giant rat form one round later. (He cannot attack during the round in which he changes forms.) Then he will crawl down the drain pipe, leaving all his possessions behind except for his *brooch of shielding* (which he carries in his teeth). The giant rats will cover his exit.

Muryar may summon and control the rats while performing any other action during a



First level underground

N ←
 Scale: 1 square = 5 feet



round; he could, for instance, summon rats and then cast a spell at the party while the rats attack the intruders. Because he wants to be left alone, Muryar will not initiate any attack upon the party until his room is entered.

26: Side Room

This room contains a great deal of debris and litter, and orc bones are scattered everywhere. In the southeast corner of the room is a locked iron chest with Muryar's illusionist spell book inside, plus 140 cp and a carved silver ring worth 25 gp. The spell book contains 1-4 other spells (besides those Muryar already carries) of 1st and 2nd level power.

There are giant rats in this room, an original total of 20, all of whom are very favorably inclined toward Muryar. If any of these rats are still in the room (because they haven't run to join the fray in room 25), they will attack as soon as anyone besides Muryar enters this room, and as many as eight of them may bite a single person at one time. Assume that each of these rats has 2 HP, to avoid making separate hit-point rolls for each one, or roll hit points individually if desired.

27: Curtained Alcoves

There are four alcoves here, each with a 5 high ceiling and hidden behind a faded, dusty wall hanging. The alcove in the northeast is the lair of 4 giant rats (3 HP each), and the southeastern alcove is filled with old spider webs (but no spiders). The web-filled alcove has an orcish skeleton in it clutching a well-made broadsword worth 150 gp.

The footprints mentioned in area 24 (the main corridor) continue through to area 30.

28: Well Entrance

This 5-foot-high alcove is also (like the alcove in the southeast corner of area 27) filled with spider webs and debris, but after the webs have been removed characters will see a short corridor leading west and ending at a blank wall. An elf, half-elf, or dwarf has a chance of detecting the secret door (a "shifting wall"), and if detected, the door can be opened by pushing on one side of it and succeeding in an attempt to band bars/lift gates. Two characters may combine their percentage chances in one attempt if so desired. If opened, the door pivots on a central pole (like a revolving door) and opens onto the dry water storage tank (see area 5). The bottom of the tank is 30 feet below

the floor of the alcove. Anything dropped from this height to the bottom of the tank has a 90% chance of disturbing the yellow mold that lies there; if this happens, anyone standing within 5 feet of the opened secret doorway has a 50% chance per round in each of the next 6 rounds of being affected by the spores (1-8 damage, save vs. poison).

29: Collapsed Halls and Small Room

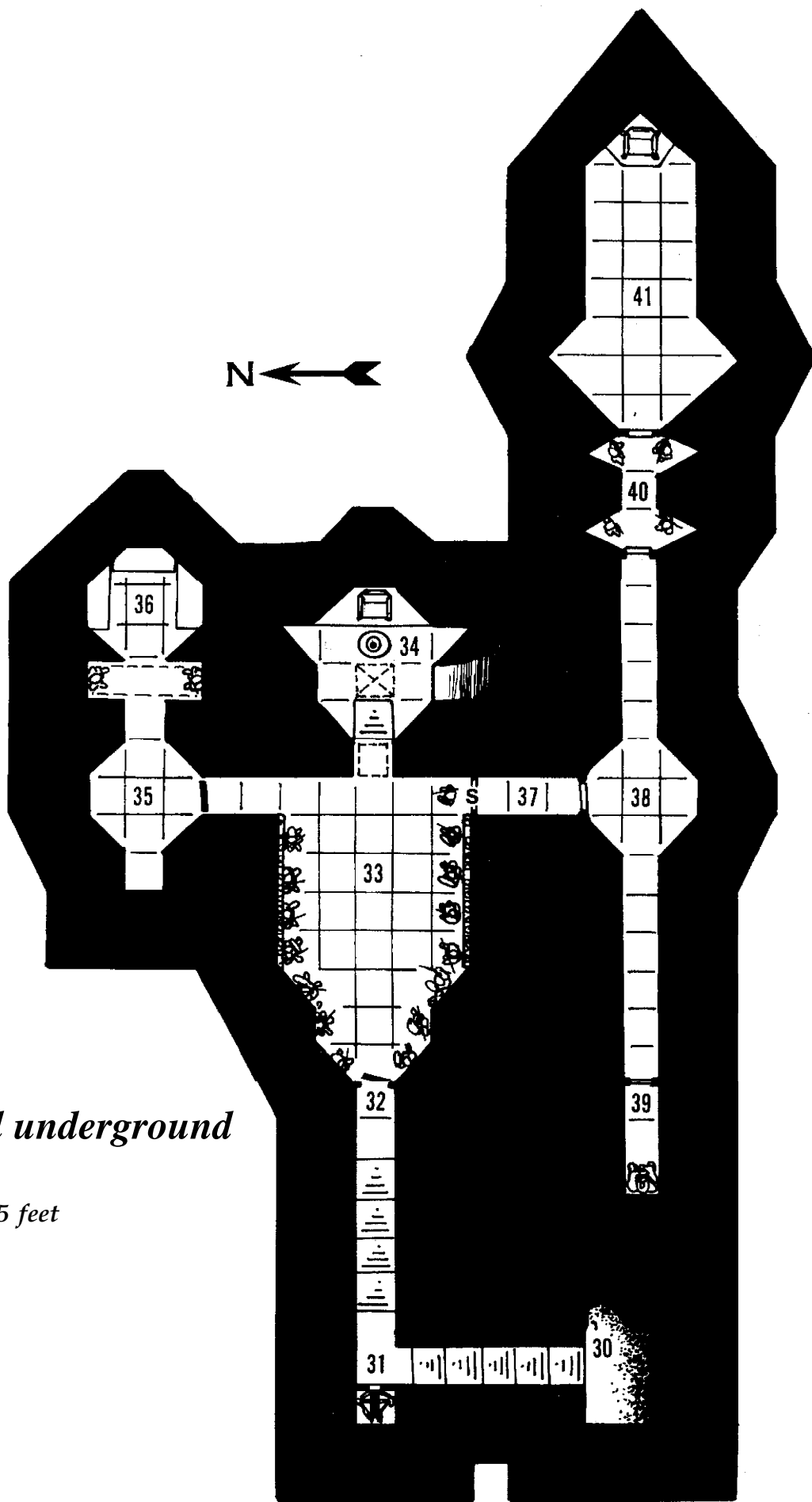
This end of the ruined corridor suffered some damage in a rockfall a century ago. Two 5-foot-wide corridors are not buried under rubble, and only one room in this area survives intact. A dwarf or gnome who successfully detects for unsafe stonework will find that the ceiling in the 10-foot-square room is in danger of collapsing. The floor in this room is littered with more than 40 orc skeletons, tossed about in a chaotic fashion (this room served as an emergency interment chamber during the height of the plague that killed the orcs). If anyone searches the room, the DM should roll d4 every turn; if a 1 turns up, the ceiling in the room makes a gentle popping sound, and some dust falls to the floor, but nothing else happens. It will take 6-9 turns to completely search through the room and all the skeletons in it; the ceiling is not detined to collapse for another year.

30: Temple to Gruumsh

The footprints in the main hall (through areas 24 and 27) lead up to the entrance to the temple; on the floor at this location are bits and pieces of the rotted wood doors that have been smashed apart by weapon blows.

Inside the temple are eight stone pillars, each depicting an armored orcish warrior holding a spear erect. The raised portion of the temple is two steps above the floor in the southern end of the room; between two other pillars is an old altar behind which sits a throne made of rock. An elaborately armored orcish skeleton in black plate mail is sprawled upon the throne, and 32 orcish skeletons stand or lie in various positions around the room. Many of the dead appear to have assumed stoic positions, leaning against pillars to keep their bodies from falling.

A search of the room will reveal no treasure except on the leader-type occupying the stone throne. He has one magical ring on each hand, and each of them is worth 2000 gp. The rings have an engraving of a lidless eye, inlaid with an iris fashioned from a ruby. Any orc or half-orc who wears both of these rings at once will gain +2 on all saving throws, and will never be affected by *cause fear*, *scare*, or *fear* spells as long as both rings are worn. Any other character or creature who puts on both rings at once will be subject to a curse of opposite effect: -2 on all saving throws, and automatic vulnerability to the three types of magic mentioned above. The ill effects will continue to function even if the rings are removed. (They can be easily put on and taken off, and the curse can affect any number of victims.) Wearing just one of the two rings has no effect. Only a *remove*



Second level underground

Scale: 1 square = 5 feet

curse spell from a good cleric can negate this curse.

A staircase leads down further into the dungeon from the north wall. Anyone with mining skill who speaks orcish, or any dwarf or gnome, will notice that this staircase (and the entire second dungeon level) was carved out by orcish workers, and was apparently added some time after the first level of the dungeon complex was built.

The air in the dungeon is just as bad on the lower level of the complex as it is on the first level; the DM should continue to keep track of time elapsed in the dungeon and the corresponding strength and constitution losses suffered by those within.

31: Surprise Landing

The first flight of stairs descends 20 feet to a landing, and another flight of stairs goes down and to the east. On the landing, just before the start of the second staircase, is a trip-wire across the path. Anyone passing through this location unaware of the wire has an 80% chance of triggering the ballista trap built into the wall to the west. The bolt from the ballista strikes as a 4 HD monster, doing 4-16 points of damage to anyone immediately in front of it at the top of the stairs; in addition, the impact of the bolt will knock the target character forward and down the stairs to the bottom, doing another 2-12 points of damage to the victim.

Characters less than 3½ feet tall will not be in the horizontal path of the bolt, but anyone who trips on the wire must roll his dexterity or less on d20 or fall down the stairs for 2-12 points of damage. If a character passes the trip wire without setting off the trap and is on his way down the stairs when a second character trips on the wire or is struck by the bolt, the first character must also roll his dexterity or less on d20 or be knocked down the stairs for 1-8 points of damage.

The ballista can only fire once, and is useless thereafter. The footprints of a lone traveler are barely visible on both sets of stairs (Serga detected and avoided the trap when he passed this way a short time earlier).

32: Iron Doorway

At the bottom of the second staircase is an iron door, now ajar (its lock was picked by Serga, and he left the door open in his haste). Carved on the door in orcish is this legend:

Here is the hall of He-Who-Watches,
The War-God of Alhurmus, his torch and
spear,
The servants and slaves he has judged.
Great is the Eye
That Sees All, for
It Sees You.

33: The Black Hall

As the Dungeon Master examines the map of the second dungeon level, it will be seen that the entire level is carved out in a vaguely humanoid form. The orcs who took over Jawarl Avignon (or Alhurmus, as it

came to be known) worked over a 5-year period to tunnel out a great temple/mausoleum complex in the form of their deity Gruumsh. Area 33 is his chest, paved with black marble to represent the deity's plate mail; area 34 is his head; areas 35-36 represent his right arm holding a torch aloft; areas 37-41 are in the shape of Gruumsh's left arm as it bears his iron spear. As characters explore the complex, the DM should not tell players what each area represents; let the adventurers figure it out for themselves. (Crommard, if he is with the party at this point, will not recognize the outline of the dungeon level for what it is.)

Areas 33 and 37 are completely paved with slabs of polished black marble. Lining the walls in area 33 are the standing skeletons of 15 orcish guards in black plate mail, each equipped with an iron spear. The skeletons may be easily knocked over and are not animated. The stone walls are decorated with the skulls of many elves and humans, set upon shelves so that they look out upon the room, and many suits of armor, worthless furs and pelts, and other grisly trophies of orcish warfare. No footprints are noticeable in this hall beyond 10 feet from the western doorway, so characters cannot tell where whoever made the tracks went from here. There is a secret door in the southeast corner of this room, behind an orc skeleton.

Unknown to everyone, adventurers and orcs alike, Serga is hiding in this room, behind a pelt and an orcish "guardian" on the northern wall (the fourth skeleton in line, counting eastward from the west door). He cannot be detected unless someone uses a *detect evil* or *detect invisibility* spell (in which case the area Serga occupies will be the source of strong emanations) or begins tearing items from the walls and bashing all the skeletons. If discovered, Serga will charge into battle at once and will fight to the death.

Serga will not be hiding, and will be subject to surprise, only if the adventurers have been completely silent while descending the stairs and passing through the doorway at the end of area 32. If he is not surprised, Serga *was* trying to locate the secret door leading to area 37 when he heard the adventurers arriving at the doorway at area 32. He then hid, and will wait in hiding (unless discovered) until the characters either leave the area the way they came or until they detect and open the secret door leading to area 37. If the adventurers get through this door, Serga will follow at a prudent distance as silently as possible, being sure not to be discovered, letting the group get ahead of him until characters manage to find area 40 and open the door to area 41. He will then rush up from behind to backstab or assassinate stragglers, after preparing for this onslaught by casting *protection from good* on himself. He will use his *command* spell ("Sleep!") and *hold person* spell (against up to 3 opponents) before closing to hand-to-hand melee. Serga has already used his *light* spell (the bone he cast it upon is wrapped carefully in his clothing and cannot

be seen) and his *find traps* spell (now expired). See area 41 for special details.

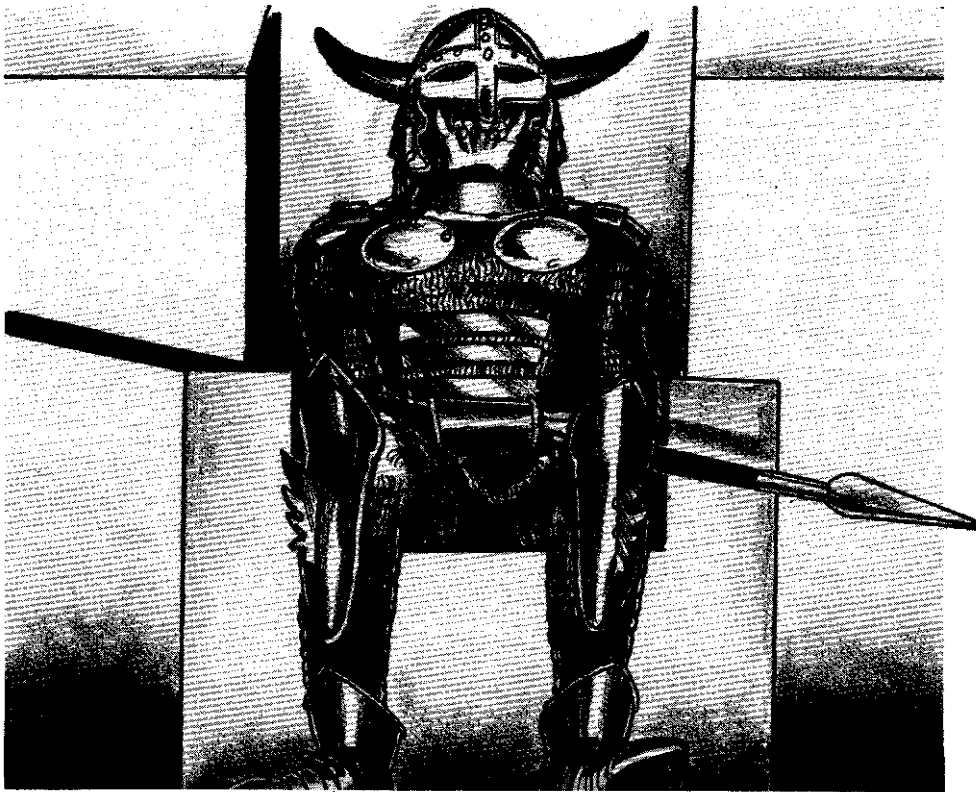
34: Room of Judgment

The entrance to area 34 is obvious and intriguing; past a 5-foot-wide opening (Gruumsh's neck) can be seen an oddly shaped room. A dwarf has a chance to detect the stonework trap at the entrance, as does a thief, but only if the character has declared his intention to conduct such a search.

A short flight of stairs descends 5 feet into the room. The floor of the room is stone, and the 10-foot-square section of floor at the base of the descending stairs is covered to a depth of about 2 feet with the bones of humans, elves, and orcs. A 3-foot-high oval altar-like structure with the top painted to look like an eye rests near the center of the chamber, and beyond it to the east is a 5-foot-high raised platform with a huge throne upon it. Seated on the throne is an enormous armored orcish skeleton clutching a 10-foot-long spear that is laid across its knees. The figure is so hideous that anyone gazing upon it with even moderate illumination must save vs. spells at +2 or be affected as if by a *scare* spell (and note that elves, half-elves, and clerics are subject to this effect). The armored skeleton does radiate magic if such is detected for. It is AC 3 and will take 10 hit points of damage before it falls apart. There is nothing on or around it to identify the skeleton as that of Mondru IV or any other "famous" orc.

If any character steps onto the pile of bones between the stairs and the "eye," there is a 70% chance that the stonework trap beneath the bones will be triggered. As the floor settles slightly and makes a "clunk" sound, the 5-foot-square ceiling over the "neck of Gruumsh" will start sliding down, revealing itself to be a great stone slab that threatens to trap intruders inside the chamber. Characters in the chamber must roll their dexterity or less on d20 to get out of the room and back to area 33 before the slab falls so far that an easy escape is impossible. Anyone who fails this roll must save vs. paralysis to successfully dodge back into room 34, or else they will be crushed beneath the slab. When the slab grinds to a stop, the huge orc skeleton (or its skull, if the body was broken apart) will appear to laugh deeply and will say in orcish: "So sets the judgment of He-Who-Watches. You shall join the ranks of those who sleep at my feet for all time to come." The *magic mouth* will then cease to function. The spear, of course, is non-magical.

Characters may also unwittingly enter this room by falling through the floor in area 23 on the first dungeon level. After a 30-foot drop through a section of the shaft liberally covered with old spider webs (which will slow the character's fall), the victim will hit a slide and tumble into the room. There is a 30% chance that the victim will slide far enough to set off the stonework trap (by disturbing the pile of bones); otherwise, the character will come to a stop in the 5-foot-square area at the base of the slide. The



anyone who picks it up, and is -3 "to hit." Only a remove curse spell from a good cleric will allow an afflicted character to be free of the dagger.

37: Short Hallway

This short hall leads to an unmarked iron door. The floor is paved with black marble.

38: "Left Fist and Spear Shaft"

This room and the hallway that bisects it are tastelessly decorated with crude pictures and murals showing orcs slaying elves during the battle for Jawarl Avignon. Gruumsh is shown in various places killing elves with his spear, and a huge, scarred orcish chieftain of ogre-like proportions is shown destroying elves by the dozens with a flaming spear. The doors at either end of the corridor are made of iron and have no markings.

39: Small Temple

This narrow rectangular room is a small temple area devoted to Gruumsh. A 10-foot-tall iron statue of the deity stands in the west end of the room, towering over a small altar before it. The statue has a single ruby (2,000 gp value) for an eye, but its natural brilliance is somewhat dulled by elements in the air that have covered it with a layer of deposits. The ruby will not be noticed unless something in the room is providing illumination (light from the corridor will not do) and the statue is examined for 5 rounds. Getting to the ruby (without magical means) requires a "climb walls" roll (at -20%) to ascend the statue, a "remove traps" roll to get the ruby out of its setting without damaging it, and another climbing roll (again at a penalty) to get back down safely. The ruby can be rather easily pried out with the tip of a dagger, but unless a certain amount of care is taken (as indicated by a successful "remove traps" roll), the gem will be scratched and flawed in the attempt, reducing its value by 50%. The ruby, if it falls with the thief, must save vs. fall at -1 or shatter.

40: Room of Guardians

Shaped to resemble the spiked portion of Alkarg's head (see picture), this room has four skeletal orcs in armor, one standing in each of the four "spike" alcoves and being partially supported by metal frameworks. They appear to be particularly large orcs, but are not animated. Each is armed with an iron spear.

The iron doorway to area 41 has the following words engraved on it in orcish:

You have been chosen by He-Who-Watches
To meet destiny behind this door.

For Orcs, there is Power.

For humans and dwarves, Destruction.

For elves, there is Fire.

41: "Spearhead" Mausoleum

When the door to this room is opened, an irregularly shaped area will be visible beyond. About 80 orcish bodies are packed along the walls in this area, all kneeling down facing a large throne on a 2-foot-high

victim will suffer 2-8 points of damage from the fall and the slide and will be completely covered with webs, as per the magic-user web spell in all respects, except that the web has an unlimited duration (until broken, pulled off, or burned away), and the entrapped victim has no chance of being suffocated by the web.

Only characters who can climb walls have a chance of being able to escape from this room after the trap is triggered; this can be accomplished by climbing up the slide and ascending the shaft to the first dungeon level. (In such a case the webs lining the shaft can be avoided; they do not cover all the surfaces, only most of them.) If this escape route is used, characters who succeed in climbing the shaft may have to deal with the spiders in area 23 if these were not slain beforehand. Characters unable to climb walls can only call out, in the hope that they will be heard "upstairs" in room 23 or the main corridor immediately outside of that room; no sound will pass through the stone slab.

35: "Right Fist" Room

The iron doorway to this room has an inscription reading (in orcish):

Flames devour thieves who
Seek the riches of the tomb.
So is the judgment of
He-Who-Watches.

The door has no lock and may be opened normally. The room behind it has huge murals painted on the walls, depicting orcs in triumph over all foes of every race known to the orcs.

To the east (room 36) can be seen two alcoves and another octagonal room, in which lie three stone biers.

36: Tomb Room

As characters approach this area, they will encounter a glyph of warding laid down long ago by a half-orc cleric (using a scroll spell). Only a detect magic or detect invisibility spell will permit detection of this trap. Anyone crossing this area on foot without passing the glyph safely will trigger the glyph for 12 points of fire damage (half damage is save vs. spells is made).

The alcoves to the north and south just before the entrance to room 36 each contain an armored orc skeleton with its body cavity filled with bladders of oil and bags of wood shavings. There is a 20% cumulative chance in the 5 rounds following the explosion of the glyph that the burning wood inside the skeletons will cause the oil bladders to explode, setting the entire entranceway afire for 10-40 rounds thereafter and doing 1-6 points of damage per round to anyone caught within the fire before the victim can escape to (relative) safety on one side or the other. Thick, black smoke will fill areas 35, 36, and 33 (if the door leading to that area was not closed) within four rounds after the entranceway catches on fire. Anyone caught within the smoke must save vs. poison or choke, unable to do anything other than move at 6" speed. Normal visibility will fall to 2 feet for the duration of the fire and smoke.

If anyone successfully gets past the trap to area 36 (by leaping across the 5-foot-wide path covered by the glyph), that character (or characters) will see three orcish bodies on stone biers. The bodies are not identified in any way, but appear to have been powerful orcish leaders. One clutches a +1 scimitar, another has a pouch with 12 rubies (each worth 100 gp) in it, and the third has a cursed dagger that will not leave the hand of

platform. The ceiling in this room is 12 feet high at the center, arched upward from the north and south walls.

On the throne sits an armored skeletal orcish chieftain, clutching across his lap a great grey spear with a wickedly barbed head. If any elves or half-elves are within 60 feet of the spearhead, it will be glowing orange-red with heat when the door to the room is opened, as if it had just been brought out of a forge furnace.

Kneeling just before the throne is a red-robed skeletal orc holding in its lap an amulet shaped like a skull. The amulet is usable only by neutral or evil clerics, and will cast animate dead once per day (as per the cleric spell, at 6th level of ability). A good cleric or paladin who touches the amulet will take 2-5 points of damage at once from electrical shock; no other character will take damage from it or be able to use it. The kneeling skeleton is dressed in the red robes of an orcish witchdoctor of Gruumsh (which Crommard will recognize at once); it was he who set this room in order, using the amulet and some invisibility spells. He arranged the orcish bodies, and then himself died of the plague.

If detect magic is cast in this room, the figure on the throne and the spear will be found to be magical, as will (if checked for) four other places where nothing of note apparently exists (spots A, B, C, D on map). A detect invisibility spell will reveal one invisible orcish skeleton, decked out in plate mail and spear, at each of the four locations. These skeletons are AC 3 and have 2 HD each (HP 7, 9, 10, 13); they do 1-6 points of damage per strike, and are otherwise like normal (animated) skeletons. They are turned as ghouls, not as normal skeletons (a special favor bestowed upon them by Gruumsh or one of his minions). They will become visible and attack the moment they are given the order to do so by the skeletal form on the throne, or when any one (or more) of them are attacked directly.

The skeleton on the throne is indeed Mondru IV, and the spear is Alkarg. Mondru IV becomes animated the moment anyone passes all the way through the doorway into area 41; the skeleton is AC 3, HD 4, HP 25, damage by weapon type.

The skeleton's first action, regardless of who or what passes through the portal first, will be to say in orcish (by means of a magic mouth spell) the following words, in a deep and rasping voice: "Come forward and hear the judgment of the one-eyed god, He-Who-Watches."

If an orc or half-orc is the nearest character and continues to approach the skeleton, Mondru will hold the spear out in front of its body and say, "He-Who-Watches has guided you here. This is Alkarg, the elf-destroyer. Take it, go forth, and conquer!" If an orc or half-orc takes the spear from the skeleton's grasp, all the animated skeletons in the chamber will de-animate and collapse into pieces.

But, if a non-orc enters the chamber first and remains nearest to Mondru IV, nothing

will appear to happen following the opening message. If arrows or hurled weapons are launched at Mondru IV, or if a non-orc approaches within 10 feet of the skeleton, it will rise and appear to shout, "Death to those who defile the tomb of Mondru IV!!!" The four orcish warrior-skeletons will attack at this time, as will Mondru's skeleton itself.

If characters flee from room 41, the skeletons will pursue as far as the door to area 32 before going back to their normal positions, closing all doorways behind them. The warrior-skeletons will no longer be invisible, of course, but Mondru's magic mouth spells will repeat the same phrases for three more times before the spell is exhausted.

Note on Serga and Alkarg: If Serga enters room 41 during a battle involving the adventurers, none of the skeletal guardians will attack him. If he can get to Mondru's skeleton, the orcish chieftain will hand the spear to him at once and then disintegrate at once (along with the other skeletons), leaving Serga on his own. If possible, Serga will use his sanctuary spell to escape, not bothering to attack anyone. Since he is not yet skilled with the spear, Serga will suffer a -2 "to hit" with Alkarg (or any other spear), in addition to all other penalties or bonuses.

Serga will not be possessed by Alkarg (see below) when he grasps the spear unless he has been badly wounded beforehand; his "resistance" to the spear's influence is based upon his intelligence (16), orcish charisma (16), and assassin's level (4).

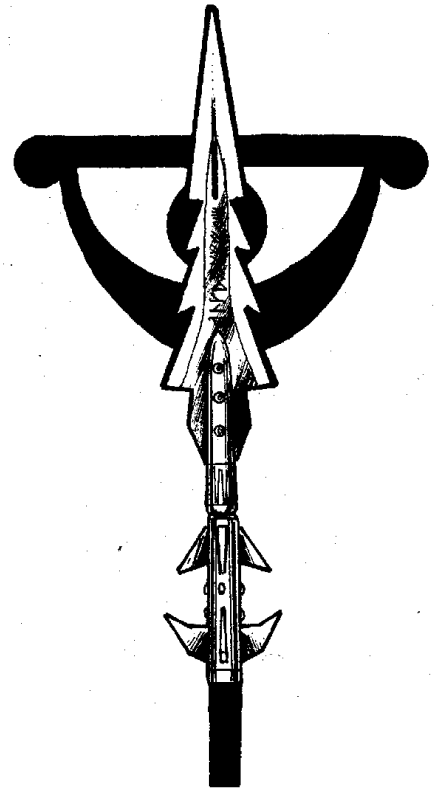
ALKARG ("Elf-Destroyer")

Alkarg is a spear made ages ago by orcish shamans to use in their wars against the elven folk. This weapon's shaft is made entirely of an unknown gray metal; the rune-covered spearhead is fashioned of iron. Normally Alkarg is a +1 weapon "to hit" and damage. When an elf approaches within 60 feet of the spearhead, it glows red-hot, and attacks made with the heated spear against any creature are at +2 "to hit" and damage.

If Alkarg strikes an elf, however, it is a +4 weapon "to hit" and damage (or +3 against half-elves). An elf who grasps Alkarg will take 4 points of damage immediately from heat (3 points for half-elves), no matter what part of the spear was touched. No other characters or creatures are so affected. The weapon radiates an aura of lawful evil.

Unknown to anyone, Alkarg is also intelligent (score of 12) and has an ego (12), and will attempt to possess any non-elf who grasps it. If it succeeds, Alkarg will urge the wielder to attack and slay all elves that are encountered, regardless of the consequences. The spear saves as hard metal with a +1 bonus, is immune to all fire-related attacks, and bestows to its (non-elf) wielder a +2 bonus to saving throws vs. fire-related attacks (but not immunity in any case).

If an orc or half-orc uses Alkarg, other orcs will regard the bearer as if he or she possessed an 18 charisma, because of the many tales and legends about the weapon



that have made it holy in the minds of the orcish folk. Alkarg is not an artifact, and may be safely destroyed in any one of a number of logical ways.

On Deities

At no time in this adventure, regardless of what occurs, will any deity appear. Any good-aligned characters should avoid saying Gruumsh's name (if they do say it, they may get twinges in their consciences, put there by the DM). No orc or half-orc will ever dare to speak Gruumsh's name aloud, and will instead say "He-Who-Watches" if they refer to him. Only shamans and clerics may use Gruumsh's name.

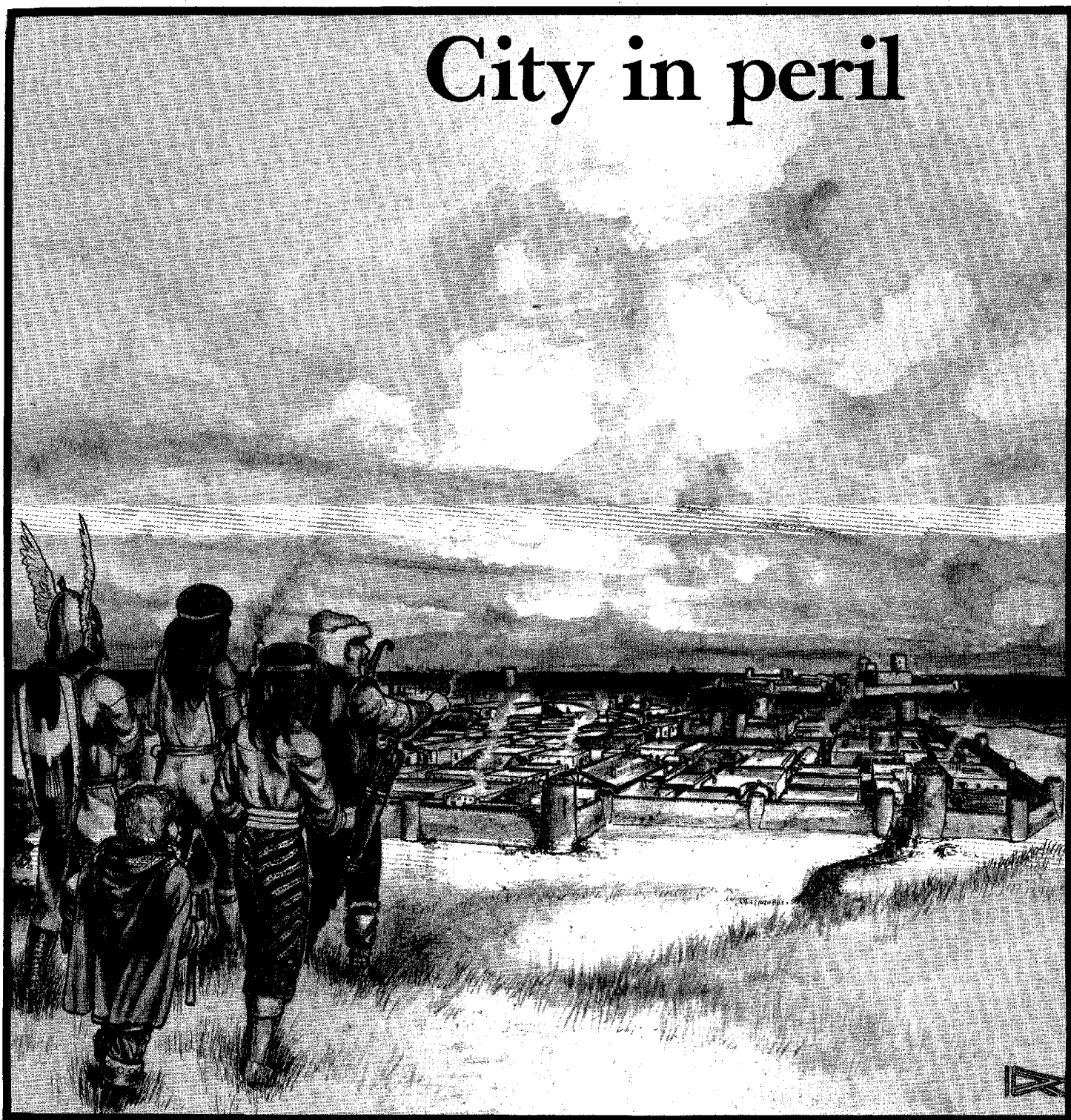
AFTERWORD

This adventure can continue from here in several ways. If the party doesn't stop Serga Ulmus from obtaining Alkarg, he will probably cause lots of trouble in the area and will have to be attacked by a stronger (or more refreshed) party later. Good-aligned characters, especially elves, should desire to destroy Alkarg as well as Serga (although the DM cannot require them or force them to do so). A low-level group, acting in concert, can accomplish a lot if all of the group members are careful and thoughtful.

Because of Alkarg's power and nature, it is advised that half-orc characters of 1st to 3rd level not be included in this adventure. This adventure may be set up as part of a "special quest" for such characters to undertake — alone — once they attain 4th or 5th level; if it is used in this fashion, eliminate the Ulmus family and the orcs who are trying to get into the dungeon and let only the solitary half-orc character enter the ruins without help. ("Only the strong survive," as the orcs are fond of pointing out. . . .)

Barnacus:

City in peril



An AD&D™ adventure for 4-8 characters, levels 1-5

*First place, Module Design Contest
Category A-8*

*Designed by
Francois Nantel*

Barnacus: City in peril

BACKGROUND

In the kingdom of Keystone, at the mouth of the Manyforks River, stands the port city of Barnacus. It was founded two hundred years ago, and its strategic military and commercial location has made it the second most important city in the kingdom. The city is under the rulership of Haermond II, Duke of the province of Elcadan, a half-elf of high esteem who has been in charge for more than a century. His outstanding commercial politics have made the city very prosperous; almost every trade company in this part of the continent has a counting house in the port of Barnacus. Because of this prosperity, the city has suffered many pirate raids, and thieving activity is a fact of life for residents and visitors alike.

NOTES FOR THE DM

This ADVANCED DUNGEONS & DRAGONS® adventure is designed for a party of 4 to 8 characters, each of 1st to 5th level. For balance of play, the total of the adventurers' levels should not exceed 20. The party should contain at least one thief and one magic-user. Evil-aligned party members are not recommended. It is essential that the DM be very familiar with the module before beginning play, because of the size of the city and its complexity.

ENCOUNTERS: There is a 65% chance in the daytime and a 15% chance at night of the party, or any individual or group from the party (if they have split up), encountering someone (or something) in the streets. Check each turn that adventurers are traveling the streets of Barnacus, and if an encounter is indicated, roll on the table(s) below to determine the specific creature or character type encountered. Additional information on many of the special character types from Encounter Table 2 may be found in the *Dungeon Masters Guide* under "City/Town Encounters," pages 190-194. Note that many of the encounter descriptions are similar to the relevant passages in the DMG; use specific information from the DMG only when it does not conflict with what is given here. Also note that, although most of the encounter descriptions are written to refer to male characters, this does not mean that females are excluded from consideration; when appropriate and/or logical, many of the groups encountered can be composed entirely or partially of female characters.

For encounters marked with an asterisk (*), roll d% again to determine race: 01-06, dwarf; 07-15, elf; 16-18, gnome; 19-25, half-elf; 26-29, halfling; 30, half-orc; 31-00, human. (For simplicity, it can be ruled that all the members of an encountered group are of the same race.) If an entry does not

have an asterisk, the race is assumed to be human, although in some cases the DM may dictate otherwise.

Creatures on the Special Encounter Table marked with a number sign (#) will not be encountered along with residents; if such a creature is indicated on the roll following a "Resident & Special" result from Table 1, ignore the roll and treat the encounter result as one of "Resident."

Encounter Table 1: General

Die roll	Day	Night	Type of encounter	Number
01-85		01-60	Resident	1-12
86-90		61-80	Resident & Special	1-10*
91-00		81-00	Special	*

Encounter Table 2: Special

Die roll	Day	Night	Type of encounter	Notes
01		01-03	Assassin	*
02-04		04-07	Bandit	*
05-15		08-12	Beggar	*
16-23		13-23	City guard	*
24-27		24	City official	*
28-29		25-26	Cleric	*
30-31		27-29	Druid	*
32-33		30-36	Drunk	*
34-37		37-38	Fighter	*
38-39		39-40	Gentlemen	*
40		41-46	Giant rats	#
41		47	Goodwife	*
42-43		48-50	Horseman	*
44		51	Illusionist	*
45-47		52	Laborer	*
48-51		53	Peddler	*
52-53		54	Magic-user	*
54-56		55-58	Mercenary	*
57-63		59-61	Merchant	*
64-65		62-63	Monk/bard	*
66-67		64-65	Noble	*
68		66	Paladin	*
69-72		67-69	Pilgrim	*
73		70	Press gang	*
74-75		71-74	Rake	*
76		75	Ranger	*
77-79		76-80	Ruffian	*
-		81	Shadow	*
80-84		82-89	Thief	*
85-95		90-96	Tradesman	*
96-00		97-99	Wererat	*
-		00	Will-o-wisp	#

Encounter explanations Table 1

Resident: These are the normal (0-level) inhabitants of the city. Use the reaction table if they are asked for information; if the table result is "hostile," the resident or residents will simply ignore the character.

Resident & Special: The number given (1-10) is for residents only, and should be

added to the number of members of the special group to obtain the total population of the assemblage encountered by the party. In some cases (the Noble, for instance), it is not reasonable to assume that all of the characters encountered are actually traveling together (since a noble would not normally associate with ordinary residents); in these instances, the encounter may need to be treated as if it is taking place with two groups at the same time, considering the residents and the special group separately.

Table 2

Assassin: There will be 1-2 encountered in the west side of the city, or 1-4 in the east side, each assassin being of 1st to 4th level. They will usually ignore the party, but if the group looks weak or only one character is being encountered, there is a 10% chance (50% at night) that the assassin(s) will attack if there is no one else in the street.

Beggar: Only one will be encountered. He will approach the party and ask for charity. There is a 5% chance that the beggar is actually a thief (level 1-4). There is also a 5% chance (roll separately) that he knows useful information, but he will give it out only if he is asked for it and paid in advance.

Bandit: In daylight, bandits will look and act like ordinary fighters, but at night, they are quite different in outlook. The group will consist of 3-12 regular members (each O-level), and a leader who is a 3rd-level fighter. Each member of the group will be wearing armor of up to chainmail quality, and the group will have an assortment of weapons as per the *Monster Manual*.

City guard: The city guard consists of six O-level men-at-arms (HP 4 each) with studded mail, short sword and shield; two 1st-level fighters (HP 8 each); and a 2nd-level fighter (HP 16). The fighters will each be equipped with chainmail, broadsword, and shield. The city guard's duty is to question suspicious characters and arrest law-breakers.

City official: This individual may be a bureaucrat, military officer, chamberlain or magistrate. The official will be of 2nd-5th level. Select a profession (class) and level desired, or roll randomly on d4 to determine level and/or whether the official is a (1) fighter, (2) cleric, (3) magic-user, or (4) thief. The official will be accompanied by from 2-5 fighters, each of 1st or 2nd level, as personal guards.

Cleric: This indicates an encounter with a cleric of 2nd to 9th level, accompanied by 0-3 lesser clerics, each of 1st to 3rd level (as appropriate, depending on the level of the first cleric). The alignment and reaction of the cleric(s) is at the DM's discretion.

Druid: This encounter will be with a druid of 4th to 9th level, accompanied by

0-3 lesser druids (50%) or 1-4 lighters (50%), each of 1st to 3rd level (as appropriate). The group will generally avoid contact with the party, unless the party makes this impossible.

Drunk: This will be a solitary person (50%) or a group of 1-4 revelers (50%). If an individual is encountered, he will be a normal resident 75% of the time and a special (classed) character 25% of the time; if the latter is indicated, roll on Encounter Table 2 to find a suitable character type, or select one as desired (excluding character types only found in groups, and those accompanied by followers or bodyguards).

Fighter: This encounter will be with one fighter of 2nd to 8th level, with a 60% chance of him being accompanied by 1-4 fighter henchmen, each of 1st to 4th level.

Gentleman: This encounter will be with either a O-level city resident (20%) or a lighter of 4th to 7th level (roll d4+3 for level). If the gentleman is offended, a fighter will challenge the offending individual personally, while a O-level gentleman will march off with malice in his heart and later send a champion (fighter of 3rd to 6th level) to challenge the offender.

Giant rats: These will be encountered only in dimly lit, isolated places. (If the encounter takes place in a location that does not meet this description, roll again on Table 2 for a new encounter.) There will be 1-6 of them in the day and 2-20 at night.

Goodwife: This encounter is with a solitary female resident, who will only react in a friendly manner if she is approached with great caution. She will flee on an adjusted reaction score of 55 or less, and on a score of 25 or less she will seek the help of a city patrol to apprehend the adventurers who "scared" her (whether they actually did or not). The party will encounter this patrol within the next three turns, and the guardsmen will not be inclined to be friendly or neutral. There is a 20% chance that the goodwife will possess useful information, which she will freely divulge to party members if she is befriended first. She will be offended by an offer to pay her for what she knows.

Horseman: Although many of the other character types encountered *might* be on horseback (at the discretion of the DM), this character will always be mounted, on a horse that is trained to help protect and defend its master in the face of a threat. This character is always encountered as an individual; he will be a O-level resident (40%), a fighter of 1st-4th level (40%), or a thief of 1st-4th level (20%). There is a 15% chance that he knows some useful information, but he will give it only if rewarded.

Illusionist: This encounter is with an illusionist of 3rd to 8th level, with an 80% chance of being accompanied by 1-3 apprentices, each of 1st or 2nd level.

Laborer: This will be a group of 2-12 peasants or fishermen, all of 0 level. They will be rough in appearance and manner, and will not answer most questions.

Magic-user: This encounter is with a

magic-user of 3rd to 8th level, accompanied by 1-4 fighters, each of 1st to 3rd level (40%), or 1-3 magic-user apprentices, each of 1st or 2nd level.

Mercenary: The group will include 3-12 members, plus a leader of 2nd to 5th level if more than 6 are encountered. There will be a 25% chance that the group is currently unemployed and looking for a job.

Merchant: This character is a city resident who is better off than most, and looks it. He will be escorted by 0-3 mercenaries (2-8 at night).

Monk/bard: On a roll of 1-4 on d6, this encounter will take place with a 3rd to 6th level monk and 0-3 companions (also monks), each of 1st to 3rd level. On a roll of 5 or 6, this encounter will be with a bard of 1st to 8th level with the skills of a 7th-level fighter and an 8th-level thief. In the daytime, there is a 75% chance that he will be dancing and playing an instrument while being followed by 2-12 children.

Noble: The encounter will be with a male (75%) or a female (25%) noble, being escorted by 1-4 fighters, each of 1st to 6th level. The group would be very difficult to differentiate, by appearance alone, from the retinue of a city official or a rich merchant.

Paladin: This encounter takes place with a lone paladin of 2nd to 7th level.

Pilgrim: This is a group of 3-24 pilgrims on their way to a religious site. From 1-4 of them will be of unusual type (magic-user, fighter, etc.)

Press gang: This is a group of 2-16 soldiers or sailors, all 0 level, led by a 3rd-level fighter, each armed with a short sword or a club. They will try to overpower and capture any characters they meet, intending to draft them into the local army or navy.

Rake: This is a group of 2-5 fighters, each of 1st to 6th level. They are aggressive and will argue with almost anybody. There is a 30% chance that they will be drunk.

Ranger: This encounter is with a ranger of 2nd to 8th level with 0-3 fighter companions, each of 1st to 4th level.

Ruffian: This is a group of 3-12 fighters, each 2nd level, of shabby appearance and carrying concealed clubs and daggers.

Shadow: These creatures (2-5) are only encountered in dark, isolated areas (roll again if necessary).

Thief: The encounter takes place with 1-4 thieves, each of 2nd to 7th level. All of them are members of the town's guild.

Tradesman: This is a group of 2-8 city residents, all 0 level. They are well known and highly respected people, because of the town's dependence on business and commercial matters.

Wererat: A group of 2-5 of these creatures will be encountered. There is a 95% chance that they will be in human form in the daytime, but only a 20% chance at nighttime. In either case, they will be in rat form only if encountered in isolated areas.

Will-o-wisp: This encounter takes place only in dark and isolated areas. Only one will-o-wisp will be encountered, and it will not pursue those who flee it.

THE SITUATION

At some point after arriving in the city, the adventurers will hear or read about a "job opening" that has been posted by the Duke of Elcadan, Haermond II. The notice includes the information that any group interested in taking the job should report to the army barracks (building 6) between midmorning and midafternoon. A patrol will escort the party from there to the duke's palace on Hasding Island, southeast of the mouth of the river. When the characters express interest in being hired by the city (as they must, for this adventure to run its course), they will be taken for an interview with the duke.

Haermond II is a half-elf fighter/magic-user (6th/8th level; 266 years old; S:8, I:18, W:15, D:11, C:13, CH:18; lawful neutral; HP 34). Aside from several minor magical potions and scrolls, he owns a **+6 ring of protection** (+1 on saving throws), a ring of spell **turning**, and a +3 broadsword. He is not inclined toward adventuring any more, and will not engage in combat unless his personal safety or his reign is directly threatened. The spells he normally carries, on a day-to-day basis, are **charm person**, **comprehend languages**, **detect magic**, **read magic**, **detect evil**, **invisibility wizard lock**, **hold person**, **protection from normal missiles**, **suggestion**, **fear**, and **minor globe of invulnerability**.

In the discussion with the adventurers, Haermond II will tell them of his increasing concern about the activities of bandits and pirates in and around the city. He and his ministers believe that an independent ring of spies is somehow discovering information on the city's defensive plans for caravans and merchant shipping entering and leaving town. This is causing more effective raids to be mounted on the merchants, and is harming trade greatly.

Haermond II wants the adventurers to scout around the city and discover who is responsible for the spying attempts, so those responsible can be arrested. The ruler has come under intense pressure to recruit some "outsiders" who aren't involved in the current government or militia, which is why the job offer was announced in the first place. Other groups of visitors have tried to take the duke up on his offer, but they have all been unsuccessful for one reason or another, yielding no information that Haermond didn't already know. The duke is more anxious than ever to discover the truth, since his reputation is suffering; because the raids have been increasing in frequency and severity, and no criminals have been apprehended, some merchants have begun to think that Haermond himself is behind the raids — and he is eager to prove he is not. As a reward for their services, the characters will receive 2,500 gp each if they successfully accomplish their mission within the next two weeks.

At the end of the interview, Haermond II declares the adventurers qualified and fit to take on the job, and hands each of them a ring engraved with the seal of the city of

Barnacus. Each ring permits its wearer to move freely within city government and military buildings, including the palace, as long as no laws or regulations are broken. The ring also puts the city guards at the disposal of the wearer, unless that person abuses this privilege or causes legal difficulties, and permits the wearer to be boarded free of charge at any inn within the city. The rings must be returned to Haermond II at the end of the two-week period or when the job is completed, whichever comes first; failure to do so will bring the full force of the city guard and the military down upon the offender(s).

The Dungeon Master may role-play this situation as he or she sees fit. However, under no circumstances will Haermond give the party any magical items or expensive equipment; the adventurers must make do with items and equipment they already possess, or things they can purchase or otherwise obtain in the city itself.

RUMORS IN BARNACUS

It is fairly common knowledge among the people of Barnacus that the raids on the caravans and shipping have been far more effective than one would normally expect. Most townspeople believe that a spy ring is operating in town, and they suspect that the spies work for one of the highly competitive merchant houses that do business throughout the city. Some other residents believe that Haermond II is supporting the spies, and the group that holds this view is increasing in size as the raids continue.

The referee should compose a number of rumors and bits of gossip that the group will pick up as they travel through Barnacus. Most rumors would be either very vague ("There are spies about, I just know it.") or false ("That Haermond fella, I bet he's tied up in this somehow.") Once in a while, the adventurers should hear a rumor about the "haunted house" (building #80), but no one will connect the building to any spying activity. If adventurers suggest this connection to city people, they will generally downplay this possibility ("What, the spies are hiring ghosts to do their dirty work? I doubt it.") There will, of course, be the usual series of local tall tales and scandals to listen to, none of which furthers the party's mission in the slightest.

THE SNAKE PIT

The Snake Pit is a spy organization composed of 18 members, all under the command of Klekless Racoba, ruler of the Wizards' Guild. (Statistics for Racoba are given below in the description of building #21.) The Snake Pit sells the information it gains concerning merchant caravans and shipping schedules to bandit and pirate gangs in the vicinity. It is an independent organization without political ties; it exists for the sake of making its members rich at everyone else's expense.

The spies have made good use of a system of underground tunnels and chambers they discovered beneath the city. They can

hold meetings in secret, and they have enlisted the aid of a band of jermelines to help them gather information from the citadel on Hasding Island. (Fortunately for them, the adventurers' first conversation with Haermond is not overheard — but if any of the adventurers meets with the duke a second time, the jermelines *will* be eavesdropping, and the members of the Snake Pit will be informed shortly thereafter that they have a new group of adversaries.)

THE CITY

Many of the buildings in Barnacus are briefly described below. Because of the size of the city, further detailing in this text is not practical; this, however, frees the DM to create interiors for the buildings, should characters wish to have a better description of their surroundings. More detail may be developed by the DM on the personalities and traits of the many NPCs in Barnacus as well.

Buildings that are not numbered represent residences, abandoned shacks, and other minor structures that are left to be specifically defined by the DM if necessary.

1. GATEWAYS: Passage through these sets of gates is the only way to enter the city by land. Each of the two gateways consists of one double door, made of heavy wood and reinforced with bronze bindings, with a portcullis that can be raised and lowered on the outside of the door. At night, the doors and the portcullis are closed; entry through the gateways is only permitted from sunrise to shortly before sunset. The permanent guard force stationed at each gate consists of six O-level men-at-arms (HP 4 each) equipped with studded mail, short swords, and shields; two 1st-level lighters (HP 8 each); one 2nd-level fighter (HP 16); and a 3rd-level fighter (HP 23) who will be at one gate or the other (determine randomly or by selection). Each of the fighters wears chainmail and uses a broadsword and shield.

In addition to the forces at the gates, the city's defenses also include sentry towers set along the outer wall at regular intervals, plus a smaller wall setting off the area just south of the market square. In normal, non-crisis situations (like now), only certain towers (marked "x" on the map) are occupied. Each tower is manned by a O-level man-at-arms who is equipped and armed like the men-at-arms in the gate guard forces. Each sentry's job is to watch for suspicious persons approaching the city, or for intruders trying to scale the wall, and to cry out if he needs assistance from a larger force. If such an incident takes place, soldiers will begin arriving on the scene within three rounds of the time the alarm is sounded.

2-5. INNS

2. The Circled Star: This establishment is run by a family of four dwarves. Accommodations cost 2 gp per night. This is the most luxurious hotel in the city, and it has enough rooms available to house the adventuring party.

3. The Dragon's Lair: 10 sp per night, fair accommodations, many vacancies.

4. The Castle: 15 sp per night, good accommodations, few vacancies. Four of the ten rooms in this inn are currently occupied by a band of 1st-level fighters (two to a room), all lawful neutral, who are looking for employment. They are not willing to apply for the spy-hunting job by themselves, feeling that they would be overmatched if they did run into trouble, but some or all of them may be receptive to hiring on as assistants to the adventurers, if they are promised some compensation in advance and a share of the reward if the party's mission is accomplished.

5. The Night House: 13 sp per night, good accommodations. This inn is operated by a 5th-level human thief (leather armor, 2 daggers, HP 23). If a rich-looking character sleeps here, he'll have a little visit during the night.

6. ARMY BARRACKS: Each of these buildings houses a force of 30 men, two thirds of which are O-level men at arms (HP 4 each) with studded mail, short sword and shield. Each group also includes six 1st-level lighters (HP 8 each), three 2nd-level lighters (HP 16 each), and the leader, a 3rd-level fighter (HP 23). The fighters are all equipped with chainmail, broadsword, and shield.

Six of the seven barracks on the mainland are located near the two city gates, in groups of three; one building in each of these groups will be empty at any given time, when the soldiers assigned to that building are on duty (either serving as gate guards and sentries or out on patrol). The seventh is behind the wall in the southeast section of the city; it contains 30 men-at-arms, instead of 20. This force is primarily responsible for the security of the area behind the wall and the immediate vicinity of the market square (area #68).

7. STABLES: The city has four stables. The one in the northeast part of the city, adjacent to a barracks, is for army use only; the one in the southeast section, behind the guard wall surrounding the barracks and warehouse, is for the use of soldiers and merchants. The other two are public stables, where proprietors will take care of any kind of horse or ox for 7 sp a day.

8. WAREHOUSES: These buildings are stocked with trade goods. They can be entered only by authorized persons. Each of the warehouses is under the watchful eye of a permanent guard unit of four O-level men at arms (HP 4 each) with studded mail, short sword, and shield, and a 2nd-level fighter (HP 16) with chainmail, broadsword, and shield. The warehouse behind the wall south of the market square is used for stockpiling army supplies and the goods of some of the more renowned merchants and tradesmen who visit the city. The two warehouses on the island are used for storing the personal belongings and supplies of Haermond II and his staff, and may be used for the safekeeping of very valuable goods and items that might be in greater

jeopardy if they were stored on the mainland. All other warehouses are for use by the general populace.

9. **CITADEL GARRISON HOUSE:** This is where the citadel garrison resides. The force is composed of 70 men, 50 of them 0-level men-at-arms (HP 4 each) with studded mail, short sword, and shield. They are supervised by 12 1st-level lighters (HP 8 each), five 2nd-level lighters (HP 16 each), and two 3rd-level fighters (HP 24 each), all equipped with chain mail, broadsword, and shield. The soldiers are led by a 5th-level lieutenant (HP 40) with plate mail, shield, and +2 broadsword. The garrison is under the command of Haermond III, son of the current ruler and heir to his title and holdings. Haermond III is a 6th-level half-elf fighter, S: 18/37, I: 12, W: 14, D: 15, C: 17, Ch: 15, HP 62, lawful good. He wears +2 plate mail and uses a **+1 luck blade** broadsword (no wishes) and a +1 long bow.

10-11. **MONEYCHANGERS:** Possession of foreign coins is prohibited in the city. All such currency must be exchanged within 48 hours of the bearer's arrival; otherwise the money will be confiscated if the bearer can't prove he arrived within the last 48 hours. Merchants in the city will only accept local currency.

10: The fat human who works here will change any kind of foreign money, but will keep 5% for the city tax and 5% for himself. He is neutral evil (0-level) and has a personal guard of two 4th-level fighters (HP 26, 22) with chainmail and halberd.

11: This change house is run by a very old man who will not handle copper or silver currency. He keeps 5% for the city tax and 3% for himself, and has a personal guard of three 2nd-level fighters (14 HP each) with banded mail, long sword, and shield. The old man is a 3rd-level magic-user (HP 8), lawful neutral in alignment, with the following spells: **magic missile, shield, rope trick.**

12. **PRISON AND TREASURE HOUSE:** Protected with deadly traps and magic spells, this building contains most of the town's treasure as well as cells that are reputed to be impossible to escape from.

13. **PALACE:** This is the residence of Haermond II, Duke of Elcadan and ruler of the city of Barnacus. It is a two-story building with only one entrance, a massive double door of oak with a pair of 2nd-level fighters (HP 16 each) with chainmail, broadsword, and shield stationed on each side. Only authorized persons are permitted to enter the palace; if an audience is granted, the visitor(s) will be escorted by one guard to the audience chamber, where they will be received by the duke.

14-19. **TAVERNS:** Like any city, Barnacus has its share of establishments for drinking, eating, and socializing. The detailing of these six taverns is left to the Dungeon Master; the following text only mentions a few particular facts that the DM should consider when the details are added.

14. **The Dancing Wolf:** See "The Black Eagle" (#18).

15. **The Wine Dragon:** This tavern does not accept elves, dwarves, halflings, or other any kind of non-human as guests.

16. **The Drinking Werewolf:** This is the favorite tavern of the members of the city's thieves guild. If a non-thief comes in, he may leave with his pockets empty.

17. **The Sea of Wine:** The tavern most often frequented by magic-users, because of its proximity to the wizards' guild hall.

18. **The Black Eagle:** Because this tavern and the Dancing Wolf (#14) both border the market square, they are in constant competition for the patronage of merchants and purchasers who come to that area.

19. **The Party House:** The rowdiest tavern in town, frequented by a lot of visitors to Barnacus because of its location between two inns.

20-23. GUILD HALLS

20. **Fighters' Guild:** For 25 gp per month, a fighter can use this place for weapons practice, meeting friends, and organizing expeditions. It is under the command of a 12th-level ranger.

21. **Wizards' Guild:** Accessible only to magic-users or illusionists, the guild consists of libraries and laboratories for magical experimentation. The membership cost is 75 gp per month, plus any cost for materials and expenses to repair damage from unsuccessful experiments. The guild is controlled by Klekless Racoba, who is also the leader of the Snake Pit spy gang.

Racoba is a 9th-level human magic-user, S: 10, I: 17, W: 15, D: 11, C: 15, Ch: 13, alignment lawful evil. He possesses a pair of **bracers of protection** (AC 4) and a **staff of striking**. He knows and is able to use the following spells: **read magic, enlarge, shocking grasp, ventriloquism, mirror image, ray of enfeeblement, stinking cloud, blink, feign death, lightning bolt, wall of ice, wizard eye, passwall.**

22. **Thieves' Guild:** All thieves who take up permanent residence in the city, or who visit the city for longer than three weeks, must become members of the thieves' guild or take the chance of being run out of town or worse. Members must pay weekly dues equal to 30% of their proceeds at 1st level, 25% at 2nd level, 20% at 3rd level, 15% at 4th level, and 5% at 5th and higher levels. The guild hall is always occupied by 3-24 thieves (various levels) at any time.

23. **Assassins' Guild:** Just as with the thieves guild, all assassins in the city must have membership in the guild; if someone performs an assassination on his own, he'll receive a warning that he must either join the guild or be prepared to die by another assassin's hand. Members pay weekly dues equal to 45% of any fees or proceeds at 1st level, 35% at 2nd level, 25% at 3rd level, and 15% at 4th level and higher. Members can buy certain poisons, and get information about possible jobs, through the guild.

24-25. TEMPLES

24. **Poseidon's Temple:** Ruled by a 9th-level cleric, this temple is visited regularly by sailors (and as such is a good place to enlist the aid of a ship and crew if one is

needed). See DEITIES & DEMIGODS™ Cyclopedica for details of the worship of Poseidon.

25. **Forseti's Temple:** This place is known as the hall of justice. Most criminal cases are dealt with in this temple, which is the most important religious and legal building in the city. It is under the command of an 11th-level cleric. See the DEITIES & DEMIGODS Cyclopedica for details of Forseti's religion.

26-28. **GAMBLING HALLS:** As with the taverns of Barnacus (buildings #14-19), the details of each of these establishments are left up to the DM to develop if such detailing becomes necessary. Each of these three houses is open to the public (for private clubs, see buildings #29-31), and the latter two employ staffs of "peacekeepers," lighters of 2nd-4th level, to discipline or expel unruly customers.

26. **The Fortune Cart:** A low-class establishment that does not serve intoxicating beverages (to better keep the clientele on good behavior) and is only open during the day. It offers unsophisticated games of chance, most of them for low stakes, but the games are rigged so that the house gets at least 10% of the day's wagers in profit.

27. **The Jackpot:** At the other extreme from the Fortune Cart (building #26), this is the favorite gambling hall of the well-to-do citizens of Barnacus. The games are expensive, enabling the owners to make a tidy profit even though the house's share is only 3% of a day's wagers. It is open from midday to midnight.

28. **The Red Dice Club:** A middle-class establishment, with a house share of 5%. It is open from sundown until well past midnight each day.

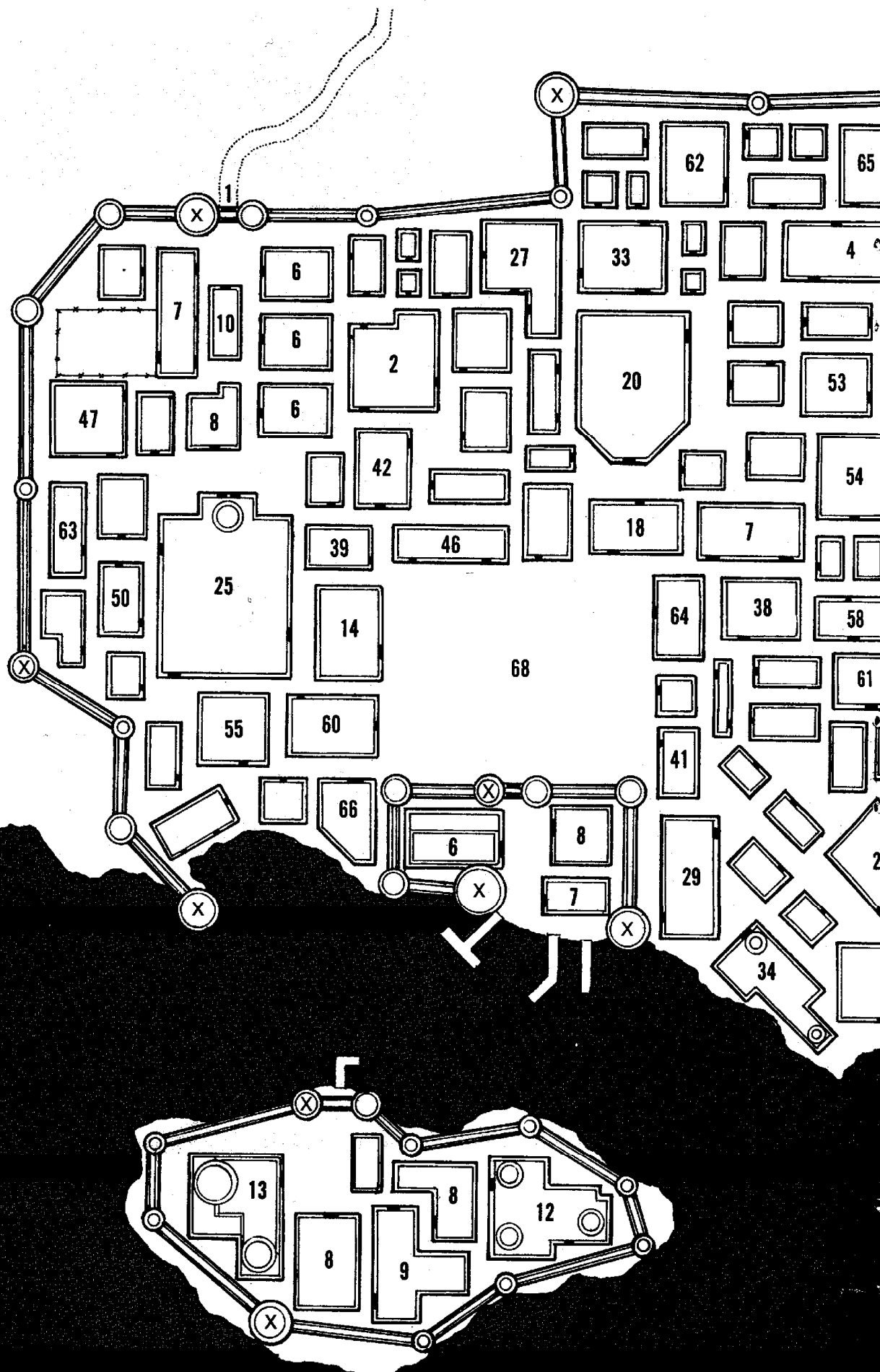
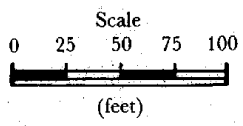
29-31. **PRIVATE CLUBS:** These establishments are basically similar to the public gambling halls (buildings #26-28), except that they are open to members only, and they primarily cater to nobles, rich merchants (both residents and visitors), and soldiers (it always helps to be on the good side of the army).

29. **The Shoreside Club:** Members of the citadel garrison (see building #9) are liable to be found here on payday. Although Haermond II is a member of all three clubs (as might be expected), this is the one he favors because it is the closest to Hasding Island.

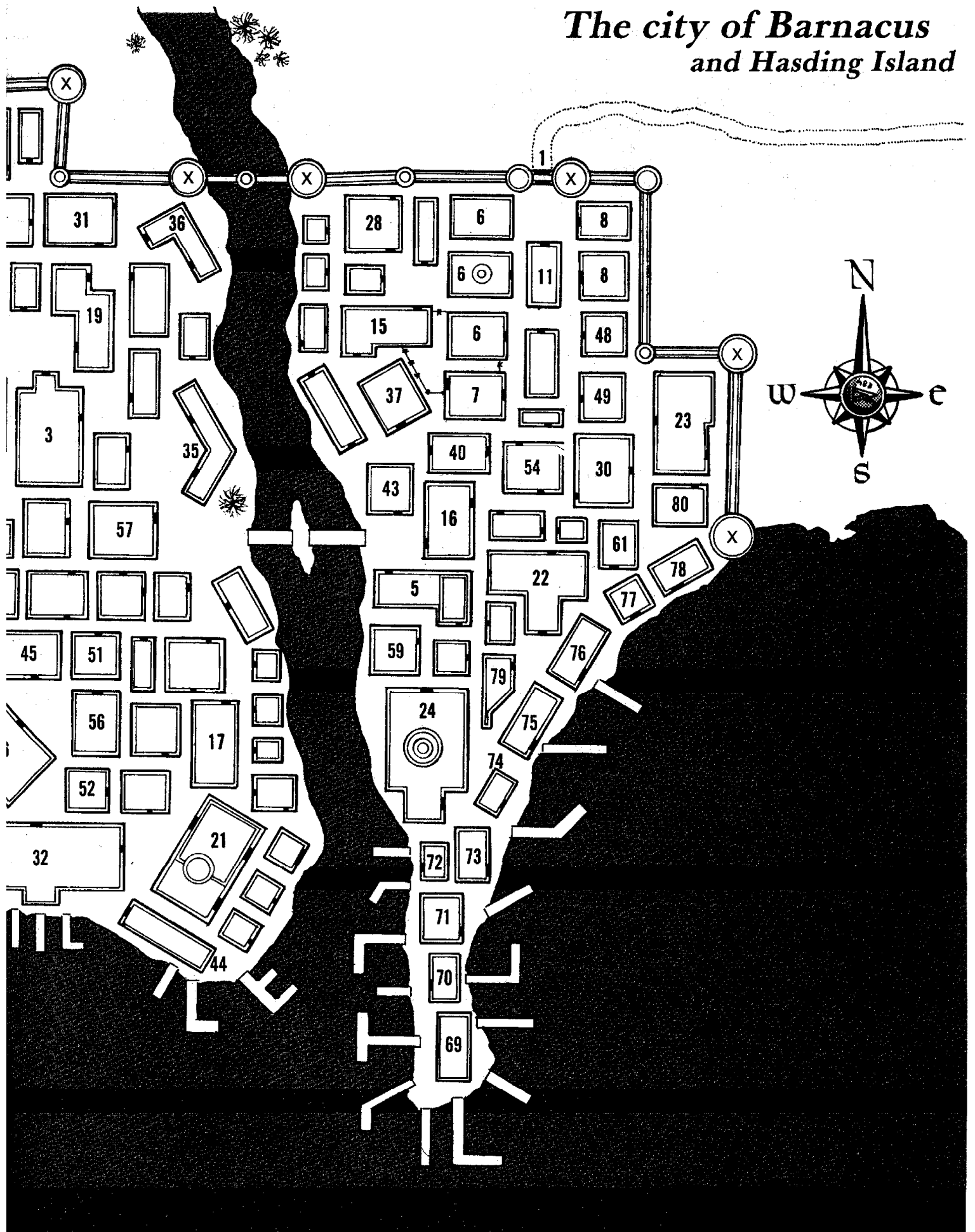
30. **The East Side Club:** This club has several high-ranking assassins among its members — not a place to go for an evening of light-hearted fun.

31. **The Pleasure Palace:** This club has more non-residents among its membership than the other two clubs combined. It caters particularly to merchants and tradesmen who are frequent visitors to Barnacus and like to spend time (and money) in a raucous atmosphere.

32. **IMRAELL'S MANSION:** This is the home of a retired merchant who is the richest man in the city. He has a personal guard consisting of 10 1st-level fighters (HP 7 each) with chainmail and halberd, all



The city of Barnacus and Hasting Island



commanded by a 5th-level fighter (HP 43) with plate mail and a +2 bastard sword. He is also guarded and assisted by a 3rd-level magic-user (HP 10) who can use the following spells: *read magic*, *protection from evil*, and *detect evil*.

33. WINE SHOP: Managed by an elf, this shop sells any kind of intoxicating beverage.

34-39. ARMOR & WEAPON SHOPS

34: This armorer, a human, sells any kind of armor except plate mail and plate armor. He also sells broadswords and bastard swords, at prices of 13 gp and 30 gp respectively.

35: The dwarf who works here sells splinted, banded, and plate mail, plus shields and blunt weapons of excellent quality.

36-37: These two shops, both owned and operated by humans, sell every kind of weapon that can be found in the *Players Handbook* (at standard prices) except for bows, arrows, crossbows, and bolts.

38. Bowyer: The halfling proprietor of this shop sells long bows, light crossbows, and very fine short bows for standard prices.

39. Fletcher: Managed by a high elf, this shop sells arrows and bolts of all kinds, except bolts for heavy crossbows.

40-43. LEATHER SHOPS: In these places can be found quivers, pouches, leather armor, saddles, or any other kind of leather items. Humans are in charge of these shops, and prices are all standard.

Building #43 is a shop that specializes in shoes and leather sacks for personal use. The proprietor, an old shoemaker, loves to make conversation. If a party member asks him about any strange or unusual locations or incidents, he will talk about the abandoned house (building #80) at the extreme east end of the city. Three days ago, when he was in the neighborhood at night, he saw a light shining from one of the second-floor windows — a strange occurrence indeed, because the house was abandoned four years ago and is said to be haunted.

44-46. FOOD STORES: Standard and iron rations can be purchased here. These are also good locations for picking up local gossip and rumors, since virtually all of the lower-class and middle-class residents of the city come to one of these stores at least once every couple of days.

47. ALCHEMIST: In this building lives and works an old alchemist who does a lot of work for the duke; his services are also available (for a fee) to anyone who comes through the front door. For 50 gp, he will identify any kind of potion with an 85% chance of success. He will concoct any potion listed in the *Dungeon Masters Guide*, if the customer first provides him with the primary ingredient(s) of the potion, and pays a fee equal to twice the standard gold-piece value of that potion. There is a 20% chance that the process will fail and produce a useless liquid; the alchemist informs his customers ahead of time that he doesn't give guarantees — or refunds.

48. GYPSY'S HOUSE: A very old gypsy lives here. For 25 gp, she will tell a character's future (but her predictions are 95% likely to be inaccurate). If she is asked for information about the spies and "persuaded" with a payment of at least 25gp, she will suggest that the questioner "go where the rats live."

49-51. SCRIBE SHOPS: Scribes can be used to identify scrolls, write down official documents, make maps, etc.

52-53. FUR SHOPS: These shops sell almost all kinds of fur coats, belts, carpets, tapestries, etc.

54-56. TAILOR SHOPS: These shops offer many sorts of new clothing. Two of them (#54 and #55) also repair ripped clothes for 1-20 sp per garment.

57. JEWEL SHOP: The owner of this shop is an 8th-level human magic-user (HP 30, alignment lawful neutral) with the following spells: *magic missile*, *charm person*, *read magic*, *friends*, *web*, *ESP*, *wizard lock*, *hold person*, *phantasmal force*, *suggestion*, *polymorph other*, *fear*. He has a personal bodyguard force consisting of seven 3rd-level fighters (HP 18 each) equipped with plate mail and bastard swords. Each night, the magic-user puts all his shop's merchandise in a secret room inside the shop that has a *wizard lock* and a *glyph of warding* (cast by a cleric friend of his) on the door. The *glyph* does 16 hit points of electrical damage to anyone affected by it.

58. GEMCUTTER: Living here is a very skilled dwarven gemcutter who is employed by the owner of the jewel shop. He is a 6th-level fighter (HP 42) with +3 chain mail and a +2 battle axe. At night, he always put his gems into the secret room inside the jewel shop.

59-60. TRINKET SHOPS: These are the strangest businesses in the city; each shop sells almost anything imaginable that is not marketed by some other merchant, even including some arcane objects whose uses have not been discovered. Each of the shops has a rather questionable reputation, and only the courageous and the desperate are likely to patronize them. They are owned and operated by a pair of thieves, each 3rd level.

61. SPICE MERCHANT: This store sells common herbs and spices from all over the continent, and even has for sale some very rare herbs that the proprietor says have magical properties. The proprietor, a 2nd-level thief, is of lawful neutral alignment with evil tendencies; he is well aware that the rare herbs are fakes, and aren't magical at all.

62-63. CARTWRIGHTS: These two shops are run by 3rd-level fighters who have more than their profession in common: They are mortal enemies of each other, each considering his competitor the main reason why his business isn't doing as well as it ought to. They can't even see each other or pass each other on the street without engaging in a fistfight. Neither one is willing to take the chance of attacking the other with a

lethal weapon, and each of them is trying to save enough money to hire an assassin.

64. COOPER: This business is one of the oldest in the city; it has been in operation for more than 75 years. The owner is a gnome who has retired from the adventuring life and has the abilities of a 4th-level fighter/illusionist. His assistant, also a gnome, is a 2nd-level fighter who enjoys an occasional adventure and who might be persuaded to take a short leave of absence to join in a party's mission if the promise of reward (both for himself and his boss) is attractive enough.

65-66. FURNITURE STORES: At these places can be purchased wooden furniture, chests and beds, but none of the merchandise is of especially luxurious quality.

67. BRIDGE: This is a large wooden toll bridge maintained and operated by the city. The fee for crossing is 2 cp per customer, including any animals or vehicles the customer is leading, riding, or driving. The bridge is wide enough and strong enough to allow passage of any vehicle up to the size of a large wagon being pulled by two horses. Two-way passage is only allowed if all the customers are on foot and not leading animals; otherwise, traffic is only permitted in one direction at a time.

The toll-takers, located on either side of the bridge, are members of the city guard who are 1st-level fighters (HP 8 each) with chainmail, long sword, and shield. Each of them has a horse tethered at his toll booth; in the event of a disturbance on one side of the bridge, the guard on the other side will immediately ride off to sound an alarm at the nearest army barracks. The bridge is not manned at night, and passage is free, with customers left to work out right-of-way problems by themselves.

68. MARKET SQUARE: Every day this place is crowded with merchants and farmers who come from the countryside to sell their merchandise produce. This place is a paradise for thieves; there is a 10% chance per hour that any character on the premises will be the target of a pickpocketing attempt by a 1st to 4th level thief.

69-79. PORT From 12-36 boats are anchored at the port each day. Each of the numbered buildings in the area of the docks represents a counting house for a wholesale company that is not based in Barnacus but maintains offices here to conduct business with the shopkeepers and merchants of the city. Each building is guarded by a staff of 13-32 (d20+12) mercenaries. These "caretakers" are men-at-arms (HP 5 each) with leather armor and spear. The leader of the mercenaries is a fighter of 2nd to 5th level (depending on the number of men-at-arms he is leading) with chainmail, broadsword, and shield. This is a typical guard force; specific weaponry and armor of each force will vary from building to building, depending on the value of the merchandise being guarded and the ability of the employing company to pay good wages. The staff of each counting house also includes several ordinary (O-level) employees: clerks, stock

handlers, drivers, and a supervisor who has the abilities of a 3rd-level fighter (HP 22), wearing banded mail and carrying a short sword and dagger.

Following is a list of the companies that own each counting house, and the general type of merchandise that each company deals in:

69: Colossus Lumber Co. — raw materials, especially wood and parchment.

70: Trustworthy Suppliers — finished wood products, furniture parts.

71: The Strong Corporation — raw materials, mainly cut stone and metal ore.

72: Elcadar Jewel Importers — finished metal items (buttons, fittings, etc.), some semi-precious gems and jewelry, but — despite the company's name — very little in the way of exceptionally valuable items. This building is small in size but very heavily guarded nonetheless.

73: Handsome Hides — unfinished leather, pelts, and skins.

74: Keepers of the Cloth — raw materials, especially textiles and fabrics.

75: Keepers of the Cloth, auxiliary warehouse. This building is roughly half filled with stockpiled goods, locked up tightly, and guarded by a single man-at-arms.

76: Invincible Armor Co. — finished metal parts used in the manufacture of armor and weapons: sword and dagger blades, arrowheads, pieces of plate metal, chain links, etc.

77: The Finest in Wines — Although still owned by the company whose name it bears, this building is abandoned and virtually empty. The wine importers went out of business recently after being hit by several incidents of piracy in a short period of time. The building is locked and boarded up, but not guarded.

78: Merchants of Mystery — A general importing company that handles a wide variety of special or unusual items; the major supplier for the city's trinket shops.

79: Foods from Afar — A wholesaler who handles foodstuffs and ingredients that are not available naturally in the surrounding area. None of the merchandise is perishable, and none of it has magical properties. This business, like the wine-importing

company in building #77, has fallen on hard times lately, from a combination of thieving and piracy and a declining demand in the city for this sort of merchandise. The building is occupied by only a staff of three workers, their supervisor, and a squad of two mercenaries with a 2nd-level leader.

80. THE ABANDONED HOUSE: Standing at the far east side of the town, this house (formerly a residence) was abandoned by its owner four years ago. It is rumored to be haunted because of the strange sounds that are sometimes heard coming from within it, and because of what has happened to some people who have gone inside. Many courageous or glory-seeking people have entered the house, hoping to shed some light on the mystery that surrounds it. On three separate occasions in the last year, small groups of "ghost hunters" have ventured inside and never been heard from again. Others who have entered the house and returned to tell about it have never found anything inside except the remains of an empty, decrepit building.

In actuality, this house is used by the Snake Pit; a secret door in the basement leads into a set of passages and chambers (constructed in the past for some now-unknown purpose) that the Snake Pit has confiscated for its own use. A small tribe of jermalines (see the FIEND FOLIO™ Tome) lives in the catacombs, and the creatures have been "recruited" by the spies to make their way into the palace on Hasding Island and steal military and commercial secrets. The jermalines are paid for their help with gems, and they are very happy with the arrangement.

If adventurers explore the house at night, there is a 25% chance that they will be surprised by spies #1, #2, and #3 (60% of the time) or spies #4, #5, and #6 (40%). Statistics for all the spies are given in the text at the end of this adventure. The former group will be preparing to enter the underground passage, and will be encountered one round after the adventuring party descends to the basement. The latter group will be returning from the catacombs, and will surprise the party just as the adventurers reach the bottom of the stairway leading

to the basement. In either case, the spies will be hiding under the stairway, in the extreme southeast corner of room 15 (see description below).

GROUND FLOOR

1. Entrance Hall: The door opens into a dusty entrance hall. There is a double door in the middle of the north wall and a 5-foot-wide corridor leading east from the northeast corner of the chamber. There is nothing in this room except dust. If a ranger checks for tracks, he'll find two sets of them that can be identified. One trail of a single person's footprints, very old, leads up to the double doors; the second set, made within the last 24 hours by two or three individuals, leads into the corridor.

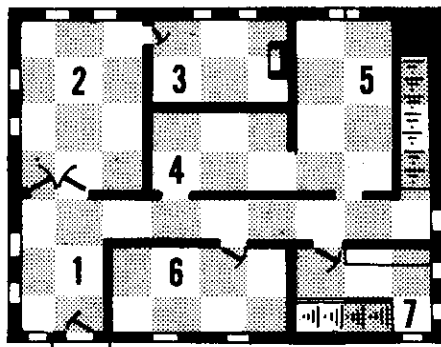
2. Dining Room: A battered and broken table and the remains of six chairs are strewn about in the center of this room. In the northwest corner is a large patch of webs covering a piece of canvas that is partially draped over a skeleton. Inside the webs are a pair of large spiders (AC 8; MV 6"×15"; HD 1+1; HP 8,6; #ATT 1; DAM 1; SA poison, save at +2). They will attempt to attack anyone who approaches within 5 feet of the skeleton. The spiders have no treasure. The skeleton is that of a vagrant who wandered into the house a year ago.

3. Kitchen: This room is dirty and dusty with patches of harmless mold everywhere. A fireplace on the east wall is half-filled with old ashes. In the northeast corner is an old barrel about one-third full of rotted kindling. Several broken bottles are littered around the floor in front of the fireplace.

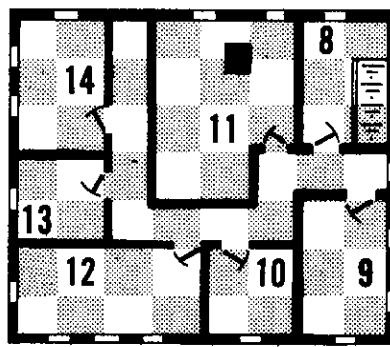
4. Sitting Room: This chamber is full of dust and dirt, like every other room in the house, but otherwise empty.

5. Living Room: This area has piles of debris almost everywhere, as if all the furniture had been broken up. It is even more dusty and dirty than the other rooms. This is the "resting place" of the house's former owner, who was killed four years ago and soon forgotten about. (Everyone believed he had abandoned the house.) The owner's spirit has become a poltergeist (AC 10; MV 6"; HD ½; HP 4; #ATT 1; DAM Nil; SA fear; see FIEND FOLIO Tome for details).

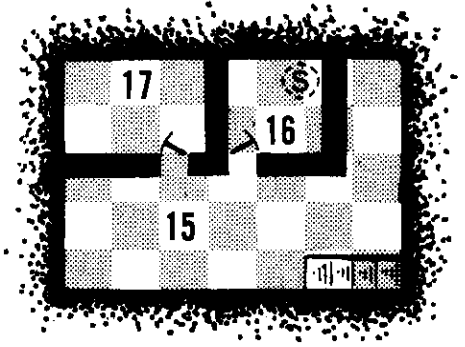
The abandoned house



Ground floor



Second floor



Basement

Scale: 1 square = 5 feet

The members of the Snake Pit learned long ago to avoid the poltergeist, and they never enter this room.

6. Study: This room contains few items of interest. It has a broken desk along the west wall and an unlocked chest between the two windows. The chest contains a candle box with three candles left inside, an old shawl that is full of holes, and a book of poetry with many of its pages ripped or missing.

7. Workshop: This area was evidently used as a work area of some sort. The only recognizable feature is a workbench set along the north wall; the chamber is otherwise empty of things of note, except for the stairway along the south wall that leads down into the cellar. The tracks leading from room 1 into the corridor come through the doorway into this room and then lead across the room and down the stairs.

UPPER FLOOR

8. Empty Chamber: This room contains nothing of interest, except that it is the place where the stairway from the ground floor opens onto the upper story.

9. Guest Room: This room appears to have been a guest chamber. A torn mattress lies crumpled in the southeast corner, its contents spilled all over the place. The chamber also includes a small, empty desk, a broken mirror, and a broken chair.

10. Empty Chamber: This room is empty of furnishings and other major features. A thief, or any other character who uses some sort of ability to detect traps, will notice that the floor doesn't look very safe. Any character weighing more than 100 lbs. who walks more than 5 feet past the doorway will fall through the rotting floor and drop to the ground floor (into room 6), suffering 1-6 points of damage from the 10-foot fall.

11. Bedroom: This looks like it was the owner's bedroom. It was very well furnished, but now all the furniture and decorations in the room are broken and rotten. Identifiable items include a bed, a desk, a stuffed chair, and a chest containing a few items of old, rotten clothing. The floor in the northwest quadrant of the room is rotten and will collapse if someone weighing over 120 lbs. walks on it, causing 1-6 points of damage from the ensuing fall to the ground floor (room 3).

12. Library: This was once an extensive and fairly valuable library, but the books are now nearly all rotted away or chewed into uselessness by rats and ticks. If a search of the shelves is conducted, there is a 10% chance per character per turn of searching (cumulative) to find a *scroll of protection from lycanthropes* tucked inside the front cover of a book about werewolves.

13. Empty Chamber: This room is empty of everything except dust and dirt.

14. Bedroom: The floor in front of the door is rotten but will not collapse. (Especially if the adventurers have already encountered one of the other rotten floors, the DM can add some suspense here by rolling dice or doing something else to make the collapse of the floor seem imminent.)

This room seems to have been a valet's bedroom. The remains of a small bed are in the southwest corner, and piles of debris are almost everywhere. There is nothing of interest in the room.

BASEMENT

15. Cellar: This large chamber is pitch dark even in daylight, since the basement has no windows. Investigation will reveal a small pile of firewood in the northeast corner, a set of empty shelves jutting out from the south wall, and two doors leading to other rooms off to the north.

16. Wine Storage: This room contains eight empty wine barrels, most of them clustered along the north wall to help conceal the secret door that leads into the catacombs. This secret door, located in the floor 5 feet from the east wall, can be detected normally, but the passage behind it can only be safely negotiated by detecting and removing *two* traps. The first trap is detectable when characters are at the open doorway. If it is not found and removed, a scythe blade will spring out from the wall when the first character goes 10 feet down the ladder into the passageway. The blade will do 4-9 points of damage to the character hit by it, and 30% of the time will cause the wounded character to lose his grip and fall 10 feet further to the bottom of the ladder. The second trap is detectable by someone who pauses a step or two above the bottom rung of the ladder; if it is not found and removed, the first character who steps on the bottom rung will cause a panel at the top of the passageway to open, releasing a large load of debris that rains down upon anyone on the ladder. The falling debris will do 1-6 points of damage to anyone caught beneath it, and will knock a character off the ladder if he fails to roll his strength or less on d20. (Roll for falling damage as the result of either trap, if applicable. Assume that any character who falls after being hit by the scythe blade does not hit the bottom rung of the ladder and set off the second trap.)

The secret door is hinged so that it opens in either direction (down into the tunnel or up into room 16). Both traps can be deactivated at the doorway by first dropping the secret door all the way down and then pulling it all the way up into the room. (The traps will reset if the secret door is closed; they can be deactivated from inside the catacombs by pulling up on the bottom rung of the ladder before ascending.)

17. Food Storage: The door to this room appears to have been recently nailed shut. If the adventurers open this door, they will smell an awful odor. This room was once a food storage area, but now everything has gone rotten or been eaten by rats. There are 10 giant rats in the room (AC 7; MV 12"/6"; HD ½; HP 4,4,4,4,3,3,2,2,2,1; #ATT 1; DAM 1-3; SA disease 5% chance), and they will attack the party if they are disturbed. If six or more of the rats are killed, the rest will flee through a small hole in the north wall. The rats have no treasure.

THE CATACOMBS

There are two types of corridors in the catacombs: primary passages, which are 10 feet wide and 7 feet high, and secondary passages, which are 4 feet wide and 5 feet high. All of the corridors are damp and dirty, with areas of standing (salt) water in most of the floor's low spots little stream of salty water in the middle of them. No members of the Snake Pit or any other humanoids will be met in the catacombs, except in the circumstances described below.

Wandering monsters: Anyone venturing into the catacombs has a 10% chance per turn of encountering a group of wandering monsters. If an encounter is indicated, roll d6: 1 = jermlaines (5-8); 2 = giant rats (3-12); 3 = giant centipedes (2-8); 4 = grey ooze (1-2); 5 = large spiders (1-8); 6 = galltrits (1-3).

Jermlaines: These nasty creatures will not immediately attack the party or allow their presence to be known if they can help it. Two of them will go up into the city to warn the members of the Snake Pit of the intrusion, while the rest will follow the party and try to disturb and harass them as much as possible without being discovered.

Giant rats: These creatures will not attack the encountered party unless it consists of three or fewer persons, or if more than half of the party members have each lost 25% or more of their hit points.

Giant centipedes: These monsters will attack anything and fight to the death.

Grey ooze: These creatures will always attack, either from the floor (60%) or ceiling (40%) of the passage. They will surprise the party on a 1-5 in the latter case.

Large spiders: These creatures dwell on the ceiling and will drop on any passing character(s), surprising on a 1-4.

Galltrit: Each of these creatures will silently fly to an unarmored neck, there to attach themselves and begin feeding.

SECTION I

1: This section is directly below the secret door in room #16 of the abandoned house. A ladder descends for 20 feet through a narrow (one person at a time) passageway that opens into a 30-by-40-foot room. This chamber is empty and featureless except for two doors, one on the east wall and one on the north wall.

2: There are four war dogs (AC 6; MV 12"; HD 2+; HP 15,12,11,11; #ATT 1; DAM 2-8) in this room. They have been trained to stay silent until they are encountered, whereupon they will (surprise on 1-4) attack anyone who doesn't give a secret command known only to members of the Snake Pit. They have no treasure.

3: This room looks like a guard room. It has no occupants but contains one table, four chairs, a mostly empty barrel of wine on the floor, and four cups on the table. A large lever set into the south wall is currently in the "up" position; if it is pulled down, it will lock shut the panels over the pit traps in the corridor (see area 4).

4: The aforementioned pit traps are each

10 feet deep. The floor panels will come open when any weight is put on them, unless the traps have all been deactivated by pulling the lever in room 3. Anyone who drops into a pit will suffer falling damage of 1-6 points and will be immediately set upon by one poisonous snake (AC 5; MV 15"; HD 4+2; HP 26; #ATT 1; DAM 1-3). The snake may get an automatic attack (20% of the time) against anyone who falls into its pit. A character who is bitten must save vs. poison or die; a successful save indicates 1-6 points of damage from the poison.

5: This room is damp and full of debris. It contains 14 giant centipedes (AC 9; MV 15"; HD 1/4; HP 2 each; #ATT 1; DAM 0; SA poison, +4 on save) that will attack anyone who searches this room. In various places around the chamber are the remains of four fighters. If at least two party members search the chamber for one turn or longer, they will find the following items at the rate of one item per turn of searching, in this order: A rotten leather purse containing 55 sp; a golden ring worth 50 gp; one 10-gp gem (turquoise).

SECTION II

6: This room is the lair of an apparition (see the FIEND FOLIO Tome), the undead form of a slain adventurer (AC 0; MV 24"; HD 8; HP 33; #ATT 1; DAM special, magical weapons). It will not leave this area to pursue party members if its treasure is not disturbed. If the party members dispose of the monster and search the room for at least two turns, they will find the following treasure: A sack containing 600 gp; nine 50-gp gems (jaspers); one *potion of extra healing*, one *scroll of protection from undead*.

SECTION III

7: The entrance to this room is blocked by an iron gate. The lock has a keyhole in it and can be picked by a thief. The key has been lost for years. The room looks like a strange underground garden, with colorless (and harmless) fungus growths and mush-

rooms everywhere. There is nothing dangerous in this area.

8: This room is full of fungus, like area 7, and also contains six shriekers (AC 7; MV 1"; HD 3; HP 15 each; #ATT 0; DAM 0; SD noise) arrayed in a line along the north wall. They will sound off if there is light within 30' or movement within 10' of their location, increasing the chances for wandering monsters accordingly.

9: This room is empty. A layer of dust on the floor is crisscrossed with footprints moving toward and away from a spot on the center of the north wall. The secret door is a pivoting wall that opens into a passage going east.

SECTION IV

10: The walls of this room are decorated with bas-relief sculptings of giant demonic figures; a magical aura radiates from the walls, forcing lawful good clerics to save vs. spell or refuse to enter this room because of fear. Chained to the north wall of this room is an eye killer (AC 5; MV 9"; HD 4; HP 27; #ATT 1; DAM 1-6; SA death stare). See the FIEND FOLIO Tome for details of how it will react if someone approaches to within 50 feet while carrying a torch or other light source. A bandolier filled with 10 daggers is lying just to the north side of the western doorway. (Members of the Snake Pit seldom have occasion to visit this area, since the passage out of the room leads to a dead end. If they have to move through this room, they do so by extinguishing all light sources and following the west and south walls from one doorway to the other, relying on touch to guide them.)

SECTION V

11: This room is dry and seems to have been cleaned regularly. There is a large table in the center of the room with 19 chairs around it. On the west wall is a 15-by-10-foot map of Barnacus with strange signs and marks drawn on most of the buildings.

12: This is a bedroom used by Klekless Racoba when he spends the night in the catacombs. It contains a crude bed in the southeast corner, a shelf holding an unlit candle on the south wall, and a small closed chest on the floor in the northeast corner. The chest is trapped; if it is opened without deactivating the trap, a cloud of gas will fill the room and cause all within it to *sleep* for two hours (save vs. poison at +2 to avoid this effect). The chest contains 15 obsidian gems (10 gp each) and seven rock crystals (50 gp each), intended to be used as payment to the jermlaines for their services.

13: This room is stocked with dried food, barrels of wine, hard bread, and other foodstuffs and supplies.

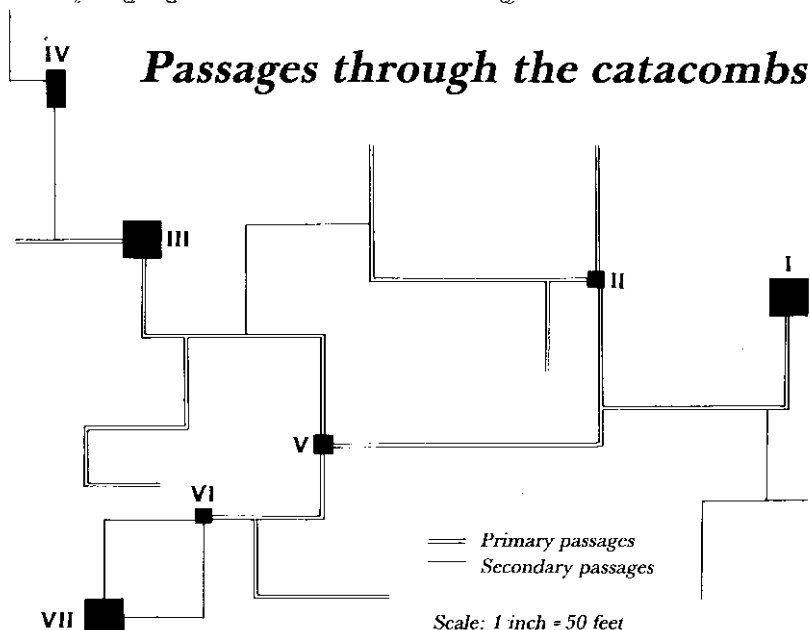
SECTION VI

14: The floor of this room is empty. Each wall is adorned with the sculpture of a demon-like face with its mouth open and tongue sticking out. A sign painted (in an old but readable form of the common tongue) over the portrait on the west wall reads, "Make the gods talk to find the way." If the tongues of the seven portraits are pressed down in clockwise order, starting with the southeast wall, the secret door on the south wall will spring open. The door can otherwise be detected only by magical means (*detect invisibility*, *find traps*, *locate object*, etc.). A very small one-way door that opens from the other side is set into the base of the east wall. It can be detected from this side, and may be smashed or forced open, but will reveal a passageway that is far too small for any humanoid to enter. (See area 15 for more information on this door.)

SECTION VII

15: This room is an abandoned temple. A black altar stretches across the floor of the chamber near the south wall; behind it on the wall is a 30-foot-square bas-relief sculpture of a demon's head. Before the adventurers notice the altar and sculpture, they will already have been spotted by two jermlaines who were standing guard just outside the door to the north and peeking through a hole in it. They will immediately run off to warn any spies they can find in the catacombs that intruders are about. (The jermlaines will take the small, narrow secondary passage leading north and east back toward Section VI and get into that chamber through the one-way door.)

16: This is the place where the Snake Pit makes contact with the jermlaines. If the party is exploring the catacombs at night and if spies #1, #2, and #3 were not encountered and captured or slain inside the abandoned house, these spies will be found here. The room contains one table, five chairs, and a barrel of ale plus drinking cups. A 1-foot-diameter hole leads out of the west wall. This hole connects with the jermlaines' lair, which is home to 30 of the creatures (AC 7; MV 15"; HD 1/2; HP 3 each; #ATT 1; DAM 1-2 or 1-4). Three of them speak and understand common (10%



chance for each particular creature, until three such checks are made successfully). If a character is magically reduced in size or somehow able to enter this small tunnel and the caves beyond, he will locate the jermlaines' treasure, which consists of 12 rock crystals (50 gp each), 3 zircons (50 gp each), 37 malachites (10 gp each), 2 aquamarines (500 gp each), and 1 emerald (1,000 gp). The visitor(s) to the lair will also find out that the jermlaines' complex has tunnels that lead into the citadel on Hasding Island, and that almost every room in the citadel can be entered from these tunnels via a mouse hole or a secret door. Jermlaines are very cowardly and will never openly attack a party unless it looks very weak, or if the opposition consists of only one lightly armored character.

17: This is the Snake Pit's treasure room. It has a double-locked iron door, and Klekless Racoba carries the only key. Inside are three locked and trapped chests. If a chest is opened without finding and disarming the trap, a cloud of concentrated gas will be released, causing everyone within the room to **sleep** for 12 hours (save vs. poison at +2 for "only" 6 hours of sleep). The chests contain this treasure: #1, 200 sp and 250 ep; #2, 1,500 gp; #3: 500 gp, 75 pp, and 20 gems worth 50 gp each.

18: This is a cell. Inside is a starved and nearly dead dwarf. He is a 3rd-level fighter, lawful good, currently having 6 HP (normally 24), who was captured two weeks ago

while he was exploring the catacombs. He is still alive only because the spies think (incorrectly) that he has information of use to them.

19: An empty cell.

20: A third cell, this one containing the body of the dwarfs companion, a human who was captured with him. He couldn't stand up under the spies' cruel treatment and died a few days ago.

COUNTER ATTACK

When the Snake Pit discovers there are intruders in the catacombs, they will launch a major attack and try to eliminate the party. This is an intelligent and well-organized gang, and they will have fairly elaborate defensive plans; the DM may use his imagination for specifics. In general, the spies' strategy will be to try to capture one or two characters for interrogation and kill the rest. They will enter the catacombs through the abandoned house three hours after the party is discovered by the jermlaines in area 15, or three hours after a band of jermlaines is randomly encountered inside the catacombs. The members of the Snake Pit will fight to the death as long as Klekless Racoba is alive. If he is killed, check morale for the other spies as per the guidelines in the DMG.

The Snake Pit:

Chief: Klekless Racoba (see information and statistics above, in description of build-

ing #21). In addition to his weapons and magic items, Klekless Racoba also wears a gold necklace worth 500 gp and carries the only key to the treasure room (area 17). If he becomes involved in a fight, he will stay in the background, preferring to cast spells. He will save his **wall of ice** spell as a last resort and cast it just before attempting an escape.

Spy #1: A 2nd-level fighter, lawful evil (AC 4; MV 9"; HP 14; #ATT 1, DAM broadsword) with chainmail and shield. He carries 15 gp and an engraved silver bar worth 10 gp.

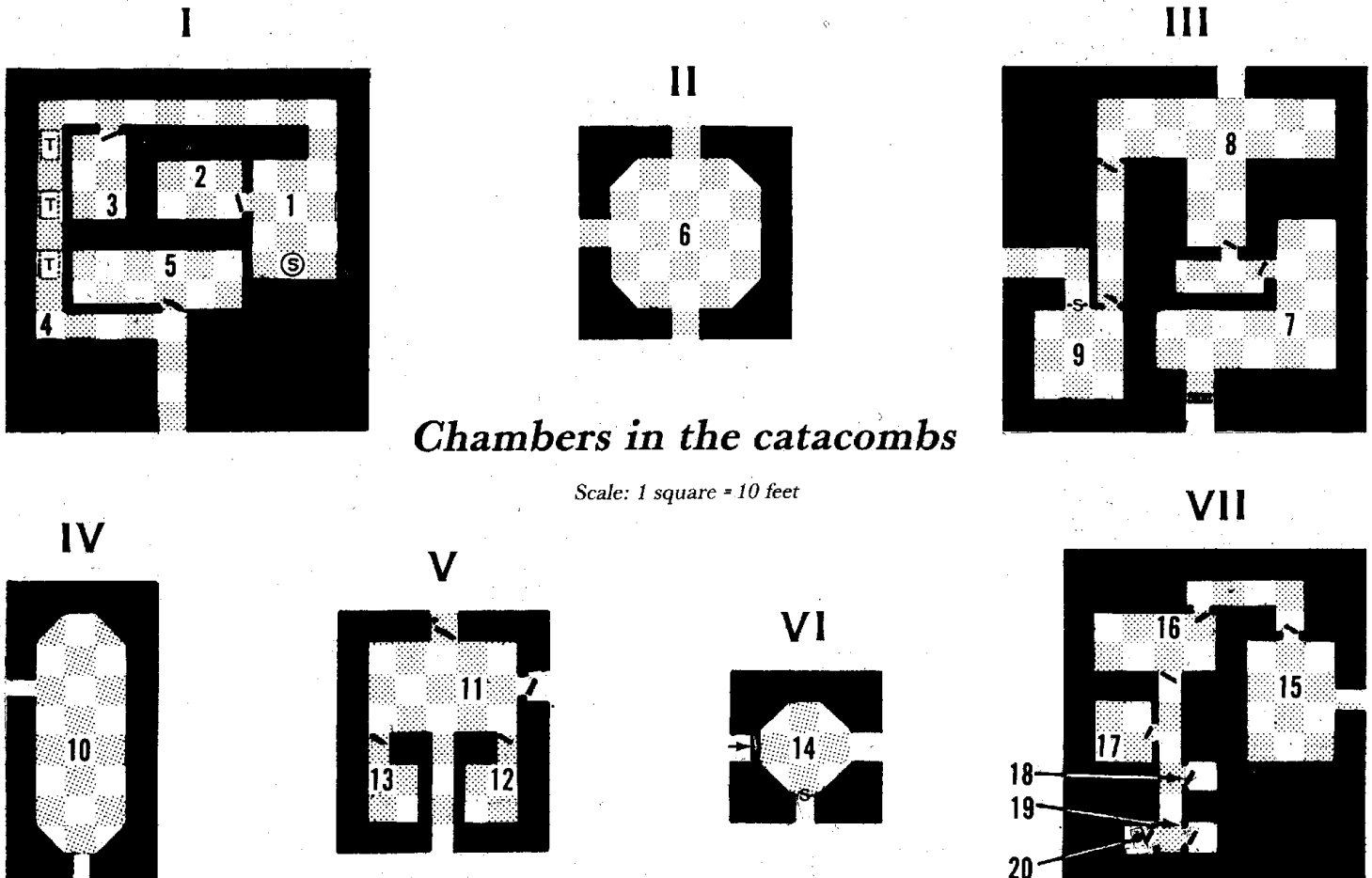
Spy #2: A 2nd-level thief, dexterity 16, neutral evil (AC 6; MV 12"; HP 7; #ATT 2, DAM 2 daggers) with leather armor. He carries an azurite gem worth 10 gp.

Spy #3: A 2nd-level thief, lawful evil (AC 8; MV 12"; HP 10; #ATT 1; DAM long sword) with leather armor. No treasure.

Spy #4: A 2nd-level fighter, strength 17, lawful evil (AC 7; MV 12"; HP 17; #ATT 1; DAM broadsword) with leather armor and shield. He carries 11 sp and 20 ep.

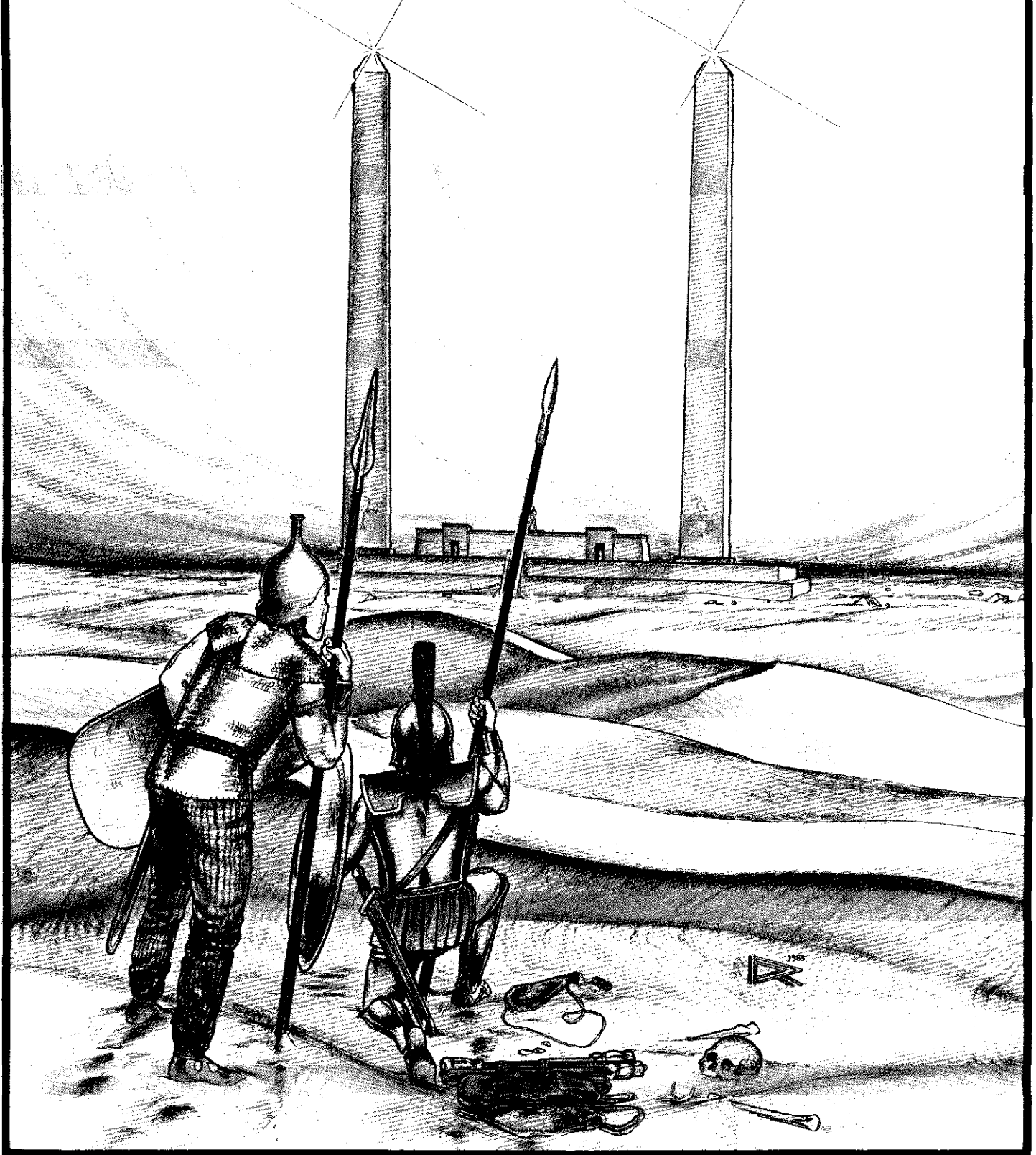
Spy #5: A 4th-level assassin, dexterity 17, lawful evil (AC 4; MV 12"; HP 20; #ATT 1; DAM shortsword +1) with leather armor. He wears a **+1 ring of protection** and carries a golden amulet worth 750 gp.

Spies #6-#18 (all identical): Mercenaries, all O-level men-at-arms, neutral evil (AC 7; MV 12"; HP 4; #ATT 1; DAM broadsword) with leather armor and shield. Each one carries 2-8 sp.



Chambers in the catacombs

Scale: 1 square = 10 feet



The Ruins of Andril

An AD&D™ adventure for 4-8 characters, levels 8-11

*First place, Module Design Contest
Category A-3*

*Designed by
Ian Melluish*

The Ruins of Andril

"The Ruins of Andril" is an adventure for the AD&D™ game for 4 to 8 characters, each of 8th to 11th level. They may be of any class or race allowed; it is recommended that at least one thief, one cleric, and one magic-user be in the party. As with all higher-level adventures, the players should prepare their characters carefully beforehand, particularly if they have numerous spells or magical items at their disposal.

Players' introduction

At the entrance to a mountain pass, surrounded by tropical forests and tilled fields, is the tiny village of Ruatha. Lying on the end of a local trade road, Ruatha offers little to most adventurers. There are rumors, however, that beyond the mountains lie the ruins of an ancient city, surrounded by desert waste.

As with all such ruins, tales circulate of great treasures to be found there. The problem is, according to these tales, that the treasure is only "available" once every two years — for reasons no one knows. Rumor has it that the time is now at hand for the ruins to be entered again. These rumors note that few have ever returned from the ruins, most treasure-seekers instead becoming trapped within them.

The adventurers are assumed to have arrived in Ruatha at the start of this scenario. They may have arrived separately or together, and may cooperate as a group or compete in a race to get to the ruins and whatever treasure lies within them. No one knows what dangers are ahead, but the adventurers are among the most powerful there are in this land; if anyone can get into the ruins and out of them again, they can.

The village of Ruatha

The adult population of Ruatha numbers scarcely more than 100, with four times as many children. Farming is the major occupation. The village has only one inn, of low quality and exorbitant prices.

Because Ruatha is a closely knit community, newcomers will be immediately obvious as such to everyone. Villagers will watch everything the party does, spreading gossip about them daily. The first thing all villagers will think (correctly) is that the adventurers are here to find out about the ruins beyond the mountains. Adventurers may find it disconcerting that everyone seems to know so much about their business. Worse still, the villagers will try to make ridiculous profits from talking to the adventurers, as detailed below.

The legend of the ruins

Villagers in Ruatha are generally familiar with the history of the ruined city. They know that wandering adventurers have paid

well in the past to hear details of the legend. They also know that few people return from the ruins, and this means gold gone to waste if they give information for the promise of payment when the treasure-hunters return. Thus, all villagers will either subtly or bluntly insist on being paid before they give any information on the ruins beyond the pass. Typically, townspeople will demand outrageous prices (about 20-50 gp) for even the smallest scrap of information, but are willing to bargain downward if the adventurers balk at this.

Dungeon Masters should give away bits and pieces of the legend as characters talk with the townspeople. Under no circumstances should the characters learn all of it at once. What follows is essentially true; if the adventurers take enough time and spend enough money, they will learn all of these facts — though a few unscrupulous people might alter the truth in various minor ways.

Ten centuries ago (the legend goes), the land beyond the mountains was lush and fertile, a tropical paradise fed by a mighty river. In the center of it stood Andril, a city-state of exceptional wealth and influence. A theocratic government made up of the priests of a god of knowledge (the Egyptian god Thoth, as described in the DEITIES & DEMIGODS™ Cyclopedia) ruled there for many years. On their orders, a great monument was constructed in the center of the city as a shrine and a symbol of the government's power. Though not a true temple of Thoth (the main temple was several blocks away), the monument was regarded as holy, and it housed a number of clerics and religious aides.

The wealth that Andril gained was also its downfall. Its people became ever more grasping and hungry for gold. The knowledge that the priests gained from their deity was misused by the populace in terrible ways, and they fell away from their leaders. In time, dissension arose among the priests themselves. Some of their number turned from the god of knowledge to work the will of an evil deity contacted through their magics. The evil priests were ultimately cast out of the temple and monument of Thoth, and they plotted revenge. Civil war broke out within the walls of Andril as the evil priests summoned formidable monsters from other planes to lead the fight against their brethren.

The war lasted only a day. In that time, the city was laid waste by magic and rioting. In an awful curse, the priests of knowledge invoked the terrible power of their god. They caused the forests and fields around the city to wither away; the river was dried up in hours, and a wind sprang up to spread dust across the land. Few people survived the disaster. A desert known as the Sea of Dust now extends for

five miles around the ruins, keeping most people far away from the ruins even to this day.

Worse yet, the ruins are cursed so that magic will not reveal the secrets of Andril without a penalty. The nature of this special curse is not well understood by the people of Ruatha, though they know it exists.

Most people have learned, from the experience of others, to avoid the Sea of Dust; monsters inhabit the desolate land and prey upon wayfarers as well as each other. However, it is well known that every two years the monument of the ancient city — the only building spared destruction in the war — rises up out of the dust and sand. It remains in view for several days, then sinks back into the dust for another two years. It is believed that the god Thoth himself is responsible for the rising and falling of the monument, though for what reason no one can guess. The wisest sages say that it serves as a reminder that the anger of a god is nothing to trifle with.

A few adventurers, lured by rumors of the hoard of magical and monetary treasures supposedly hidden within the monument, have arrived during the times the monument is visible. Many of them have entered the monument and never returned. Some have escaped only at the last moment as the building was sinking into the dust again, taking with it companions who could not flee in time. The few adventurers who have escaped tell of living statues, of companions who vanished into thin air, of monsters from the outer worlds, and of a man who cannot be slain. Because of the obvious danger, no non-adventurers will dare approach the monument or even get near the Sea of Dust.

Encounters

There are two outdoor encounter areas that the adventurers need be concerned with: the mountains and the Sea of Dust. While the Sea of Dust is strictly avoided by the villagers, some local hunters roam the lower reaches of the mountains and use the pass to get game. Few monsters inhabit the region, most having left to find places with more prey and treasure.

The mountain pass is four miles long and rather narrow. A party that is on foot and lightly encumbered (able to move at normal rates) can negotiate the pass in half a day (4-6 hours) of hiking. In any other case, it will take at least a full day (9-12 hours) to get through the pass and reach the Sea of Dust. While the party is in the mountains, encounter checks are made at dawn and at dusk.

Adventurers may choose to leave the pass and move through the mountains, but this strategy is extremely difficult and dangerous, offering a 10% chance per hour of a

climbing accident occurring to each character. Accidents will do 1-4 six-sided dice of damage, from falling or being struck by rockslides. Travel time to the Sea of Dust will be increased dramatically, to 3-6 days, and there is a 50% chance of the group becoming lost each day they travel off the pass.

A roll of 1 on a d12 indicates an encounter in the mountains when a check is called for. If an encounter occurs, the DM should roll d4 and refer to the following table:

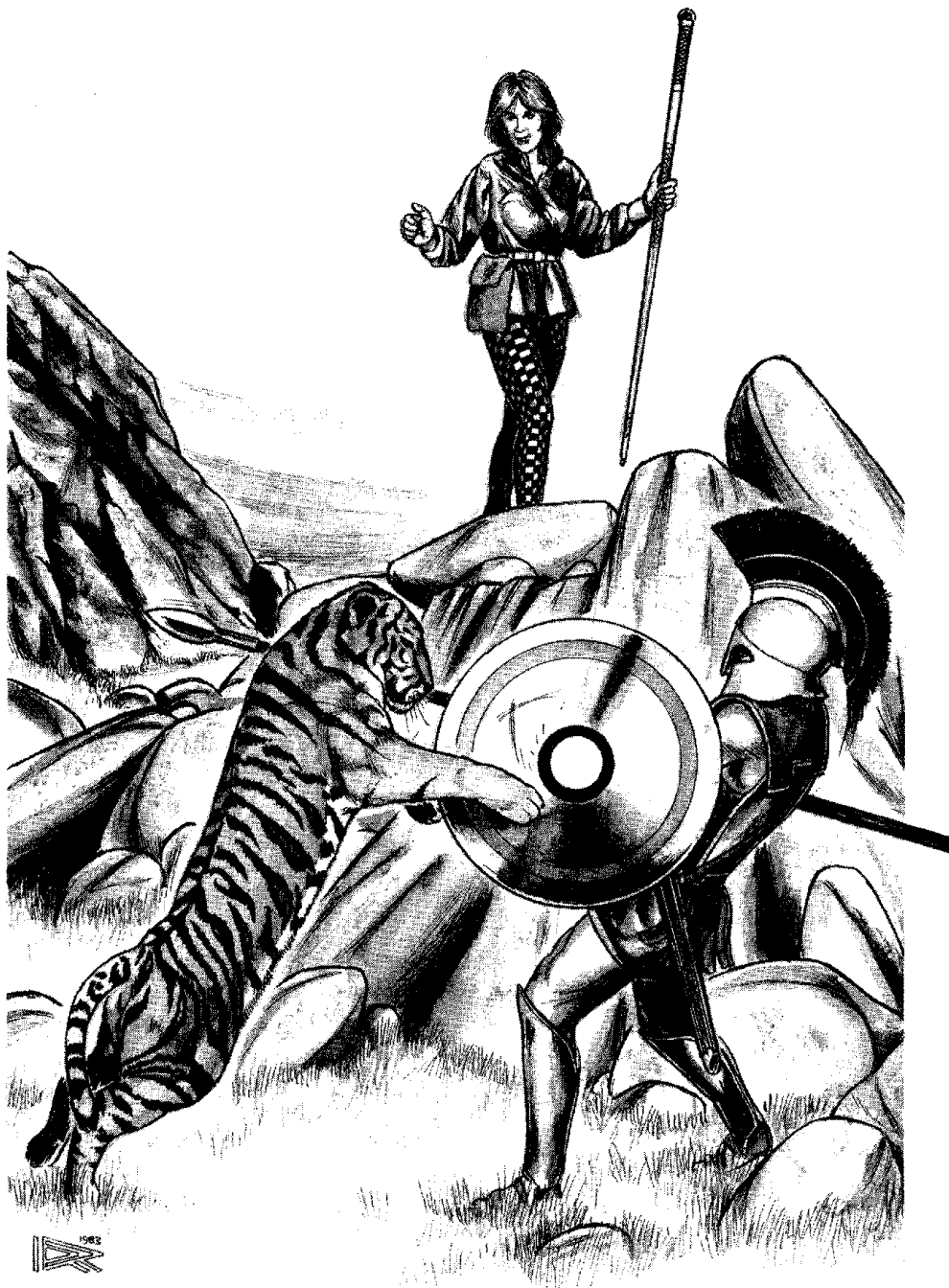
Die roll	Encounter
1	1 tiger
2	3-8 hunters
3	1 giant poisonous snake
4	2-12 wild dogs

If encountered, tigers will only attack if there are three or fewer characters in the group; they will simply sit and watch otherwise unless attacked themselves. Hunters will be 1st-level fighters, wearing leather armor and using longbows, spears, and throwing axes; they will be led by a 2nd level fighter (15% chance of 1st-level ranger) using the same equipment and armor. Giant snakes will lie in wait to attack parties that pass by them; those snakes living in the mountains can surprise prey on a roll of 1-4 on d6, because of their silence and coloration. Wild dogs are treated as war dogs, as per the Monster Manual, because of their size and ferocity.

As travelers reach the end of the pass, they will look down upon the Sea of Dust. As far as they can see, there is no sign of life other than scraggly weeds among the low, sculpted dunes. The Sea of Dust is composed of fine sand and dried earth, pale yellow in color. Crossing it presents several problems.

A party traveling on foot and unencumbered can move through the Sea of Dust at the rate of one mile every hour and a half. Under any other conditions, movement rate is slowed substantially, to one mile every two hours or perhaps even more. As stated in the earlier text, the Sea of Dust extends for a radius of live miles around the ruins.

The loose sand and dust make it difficult to get traction, and movement through the dust stirs up a choking cloud as well. When the party is in this area, there is a 10% chance per hour per character that dust causes blindness for 1-4 turns (30%), sneezing and coughing for 1-2 turns (40%), or the dust gets into armor (30%), causing itching and loss of all dexterity bonuses until the armor is completely removed and shaken out. Characters affected by temporary blindness or sneezing and coughing will only be able to move at one-fourth of their normal movement rate, or perhaps even more slowly; assuming that the adventurers intend to stay in a group as they cross the Sea of Dust, this will mean that the group's movement is drastically slowed. Characters affected by sand in their armor will not be slowed unless the same thing happens twice to a single character, in



which case that character will move at one-half normal speed until his armor is taken off and cleaned out.

The daytime temperature in the Sea of Dust is abnormally hot (about 130 degrees F.). Characters who are heavily encumbered (i.e., forced to move at a pace slower than normal due to amount of equipment carried) must make a system shock roll every hour. Failure to make the required percentage means the character will collapse from heat exhaustion and must make a saving throw vs. death magic or die within 2-20 minutes thereafter. If the saving throw vs. death magic succeeds, the character will recover if he is allowed to rest for 1-4 hours and is bathed in cold water at least once during that time. Failure to administer the treatment described above will result in a new saving throw vs. death magic after 1-4 hours.

Furthermore, characters will lose 1 hit point per hour from dehydration as they cross the Sea of Dust. This can be prevented by drinking a minimum of one quart of fluid every two hours. (A typical waterskin holds one quart.) Large animals like horses will require enormous amounts of water, and should not be taken into the Sea of Dust. Small beings like gnomes and halflings will require only half as much liquid.

To add to these difficulties, there are problems with the desert wildlife as well. The daytime environment is safe, in the sense that it is too hot for most creatures to be out hunting for food. This is not so at night, when temperatures fall to about 70 degrees F. The DM should roll for encounters at dusk, in the pre-dawn hours, and just after dawn; a 1 on a roll of d6 indicates an encounter has taken place; if this occurs,

roll d4 to determine the specific creature encountered:

Die roll	Encounter
1	6-24 giant centipedes
2	2-5 giant scorpions
3	3-6 giant poisonous snakes
4	2-20 death dogs

In addition to the monsters that may be discovered, there is a 5% chance per hour during the day of a dust tornado forming from the freakish winds crossing the desert. A dust tornado will appear 100-1000 yards from the characters, and essentially is identical in appearance to an air elemental's whirlwind form (20' base diameter, 60' top diameter, 120' height, takes ten minutes to form completely, travels at 36" speed). There is a 10% chance that the dust tornado will approach the party and pass through the group. Though not a living being, the tornado will absorb a character if it makes a successful roll "to hit" as a 12 HD monster against the character's armor class (no dexterity bonuses allowed). Characters caught in a dust tornado will be flung violently around in it for 1-8 rounds, taking 1-4 points of damage per round. There is a 50% chance the character will then be dropped from a height of 10-100 feet. The damage taken from the fall, because the ground is dusty, is reduced by 1 point per die of damage done.

The ruined city

In the center of the Sea of Dust lies the ruins of once-proud Andril. Fallen columns, broken walls, collapsed roofs, and rubble-choked streets are all that remain of it. The ruins are thickly coated with sand and dust. No monsters other than those found in the Sea of Dust inhabit the ruins, with the exception of the two creatures that might be found at the monument (described below). The ruins appear to be utterly silent and deserted, and there is no useful treasure to be found here.

Spell alterations

Because of the curse of the priests of Andril cast on this area long ago, certain spells have altered effects when used within the ruins or in the monument. The spells most severely affected are those listed as "divinatory" in nature, such as *find traps*, *divination*, *commune with nature*, *ESP*, *legend lore*, and any of the various *detect* spells. The bardic ability to *legend lore* is not considered divinatory magic, since it consists only of remembered history, songs, and tales.

Any being who employs any divinatory spell within the area of the ruins will suffer sudden pain, taking as many points of damage as the level of the divinatory spell attempted. Thus, *contact other plane* will cause 5 points of damage to a magic-user casting the spell, whether from memory, from a device, or from a scroll. The damage caused can be healed in any normal fashion.

In addition, the being casting the divina-

tory magic will be subjected to a sudden vision, lasting 2-5 segments, depicting the last hours of Andril. Terrifying images will be seen of elementals and demons loose in the streets, while spell casters hurl destructive magic, commoners riot, and soldiers mutiny. Each time the vision recurs it will depict more or less the same aspects as previously seen (i.e., total chaos).

Note that the use of spell scrolls (requiring a *read magic* spell) is prohibited. Nothing else will be gained by a divinatory spell, including the information for which the spell was first cast. *Detect magic* won't detect anything except the vision, and will cause 1 point of damage besides.

The use of *wishes*, *limited wishes*, and *alter reality* spells is permitted within the ruins, so long as such spells do not attempt to duplicate the effects of an existing divinatory spell. If this is attempted anyway, no information will be gained, though no damage will be taken. One could use a *wish* spell to heal, teleport, or attack, however. Psionic powers similar to divinatory spells (such as *ESP*, *clairvoyance*, and *object reading*) will fail to produce any useful information, but won't cause any damage either.

If someone tries to cast a divinatory spell concerning Andril while the party is away from the ruins, including the use of *wish*, *alter reality*, *limited wish*, or similar magic, no information will be received, but no damage will be taken from casting the spell.

THE MONUMENT

When the adventurers approach the ruins, the monument will already have risen from the sands and will be clearly visible from a distance of several hundred yards. From the moment the adventurers sight the monument, they will have a limited amount of time in which to explore it as thoroughly as they can before it disappears once more from view. The referee should roll 12d6 for the number of hours (12-72) remaining before the monument sinks into the sand, keeping careful track of time in the adventure from this point onward.

Rising from the center of the ruins are two towers, each 40' in diameter. A crystal sphere 3' wide rests solidly atop each tower; neither of the spheres can be removed without destroying it. Each more than 200' tall, the towers are covered in old hieroglyphs and pictograms, as well as having long sections written in an ancient version of the common tongue. Clerics and magic-users who worship deities from the Egyptian pantheon (as outlined in the DDG book) will be able to partially translate the writings, which merely describe the history of Andril.

The towers rest upon the monument base, which is nearly 400' long and over 200' wide. A stairway rises to the top of the monument base, beneath an enormous bronze statue of Thoth which appears to be in excellent condition.

If characters approach the monument in the daytime, they will encounter nothing in

its vicinity. At dusk, however, two strange visitors will arrive. Characters arriving before then should roll for surprise to detect the approach of the visitors, noting their arrival at a distance of 10-100 yards. If the party arrives after dusk, the visitors will have already taken up their positions at the monument.

The lore of the disappearing city has reached other than human ears. A gynosphinx and a lamia have decided to come and investigate the monument. While the gynosphinx has come to further her knowledge of ruins in general, the lamia has come for a more practical reason: She has heard that the ruins attract adventurers, and she wants to eat a few if possible.

The gynosphinx will come to rest atop the central building on the monument base, at the feet of Thoth's statue. The lamia (invisible; see below) will be sitting to the side of the top of the stairs immediately below her. If encountered after they have arrived, the two will be discussing past adventures they've had (and adventurers they've eaten), as well as speculating on the nature of the ruined city. Both will break off conversation when they see the party coming. If they are surprised, the conversation in the common tongue between the two may be overheard by characters.

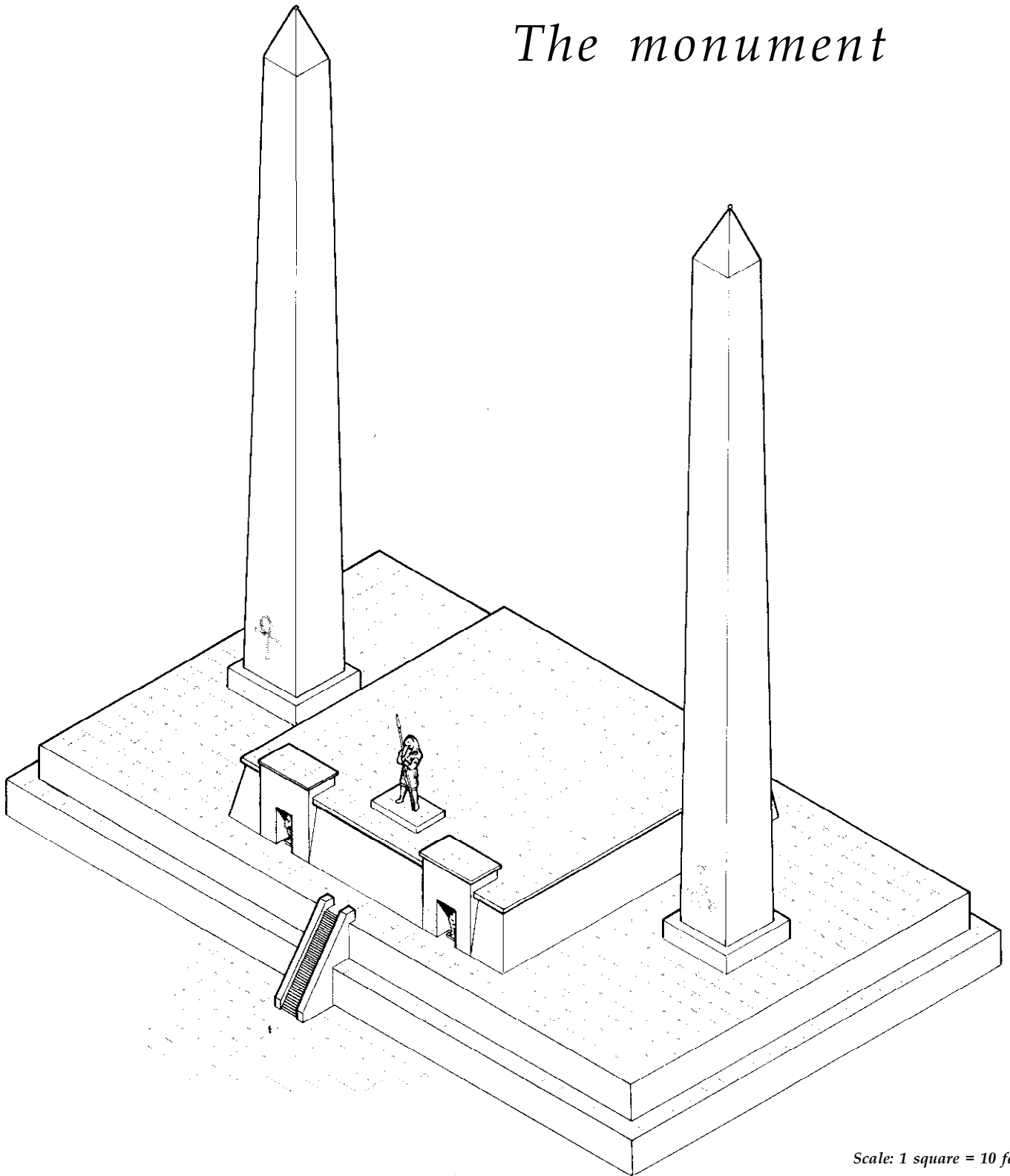
Gynosphinx: AC -1, MV 15"/24", HD 8, HP 43, 2 attacks for 2-8/2-8 damage.

Telketnatun is a rather bored sphinx who looks back on the "good old days" several centuries ago when there were more androsphinxes around. She is fascinated by bards and clerics, and will question them unceasingly for information about ancient history, religion, and where an androsphinx might be found. She will speak to adventurers only after the lamia has gone through her "spirit" routine, described below; if asked, she will say that the "spirit" was real (she wants to play along with the prank). Having heard from another source about the effects of casting divinatory spells, Telketnatun will only pretend to use such powers if asked to do so by adventurers.

Being somewhat vain about her looks, Telketnatun wears three silver necklaces (worth 250 gp each), a pair of gem-studded platinum anklets (worth 1000 gp each) about her forepaws, and has a small *ioun stone* flying silently about her head. The *stone* is a lavender and green ellipsoid that will absorb up to 28 levels of spells of up to the 8th level in power before burning out. The stone cannot be seen in the night unless one is very close to the sphinx, and she won't let anyone get that close. If attacked, she will cast a *symbol of pain* on the air at the top of the stairway and will fly off.

Lamia: AC 3, MV 24", HD 9, HP 49, special attacks. Feyodena considers herself an adventurous lamia, and wanders constantly from place to place. An accomplished and artful liar, Feyodena enjoys using magical devices and her own powers to appear as something other than she is, to lure humans, demi-humans, and humanoids to their doom.

The monument



Scale: 1 square = 10 feet

From her previous adventures, Feyodena has picked up four rings of various makes (worth 75, 120, 400, and 650 gp each), a tiara made from gold wire (worth 250 gp), and an ivory armband with silver inlays (worth 400 gp), all of which she wears. She recovered some magical items as well, including a *potion of growth*, a *ring of invisibility*, and a *rope of entanglement*. She will enter the ruins with the *ring* activated.

When adventurers appear, Feyodena will

use her powers to generate the *illusion* of a ghostly male figure in front of the party. The figure will greet the party in a soft voice, saying that he is a guardian of the monument. The "spirit" will take no offensive action against the party, instead questioning them as to their reason for coming to the ruins. When all have spoken, the "spirit" will ask that each person leave an offering to the god of the monument before they enter inside; offerings should be of

sufficient value, the "spirit" warns, so as not to offend the deity. If anyone refuses to do so, the "spirit" sadly notes that he cannot guarantee that character's safety inside the monument.

If the party complies, the "spirit" will bid them to climb the stairway and explore the monument. Then the spirit will fade away. Any attack upon the figure will cause it to be dispelled. Whether the ruse works or not, Feyodena will move out of the way of

the party as they ascend the stairs; a successful listen-at-doors roll, determined individually for each party member, will indicate that the character heard something moving at the top of the stairs. Feyodena will not attack at this time, preferring to catch the party as they leave the monument later. Once the party has entered the monument and is out of sight, she will descend the stairs, snatch up what treasure the party left her, and will prepare the greeting that she plans to offer the party when they leave the ruins (see "Leaving the monument" below). Remember that anyone using a *detect invisibility* spell will suffer the aftereffects noted in the section on spell alterations above.

KEY TO THE MONUMENT

1) Western Statue — This alcove contains a statue of a priest of Thoth, bearing a staff and an ankh (a cross with a loop on the top). The statue appears normal, though clerics and magic-users who worship a deity from the Egyptian pantheon will recognize a special hieroglyph on the statue's chest that means "evil." A sympathy spell has been cast upon the statue, so that any human of chaotic evil alignment who approaches within 10' of the figure will be attracted to it. All other alignments and beings will be unaffected by the statue. The person will be made by the spell to remain near the statue for 1-6 turns before being released by the spell. The person may then

leave, but approaching the statue again will trigger the spell effect once more. This effect cannot be dispelled.

2) Eastern Statue — Like area 1, this alcove also has a statue of a priest of Thoth. This figure, however, also has a permanent *magic mouth* on it. If anyone steps within 5' of it, the statue will say (in an ancient dialect of the common tongue): "All hail the wisdom and knowledge of Thoth, divine guardian of Andril, foremost of deities!" Characters have a 5% chance per point of intelligence of translating this speech correctly. If anyone inspects the statue, they have a chance of discovering a secret door behind it (roll to detect traps applicable).

FIRST LEVEL

General Note: The ceiling height throughout the monument's interior is generally 8'-9'. Rooms which are larger than 20'x20' have a 10' ceiling. The air in the monument is very stale, but breathable. In areas where corpses are found, the air will be worse than usual, but is still acceptable unless otherwise stated. The air is very dry, and the temperature is a constant 60 degrees F.

3) Stairway and Entry Hall — A 5' wide stairway descends 20' down into an open chamber, where the party will see the bones

and possessions of past adventurers lying about on the floor. There is a 10% chance per character that some old writing on the left stairway wall will be noticed; blurred by the passage of time, the writing says (in elvish): "Call out the name." Anyone who calls out "Thoth" before entering the chamber will temporarily deactivate the caryatid columns (see the FIEND FOLIO™ Tome) at the foot of the stairs.

The caryatid columns (located at A and B) will step down behind the first character who enters the chamber without saying the word "Thoth" in the melee round beforehand. They will not initially attack, instead reaching out to catch hold of the character's arms (roll "to hit" at -2 for each as a 5 HD monster) and prevent further movement. The figures will speak to their prisoner (by *magic mouths*), saying, "Go no further, or risk your death as a defiler of holy places." They will be speaking in an ancient form of the common tongue, with the same chances for successful comprehension on the characters' parts as given in area 2. If attacked, the caryatid columns will strike back with their swords, releasing their hold on the victim. They will fight until destroyed. If the victim agrees to leave, they will release their hold on him, wait until he (and anyone behind him) leaves, then will resume their old positions and their stoney forms. They won't leave area 3.

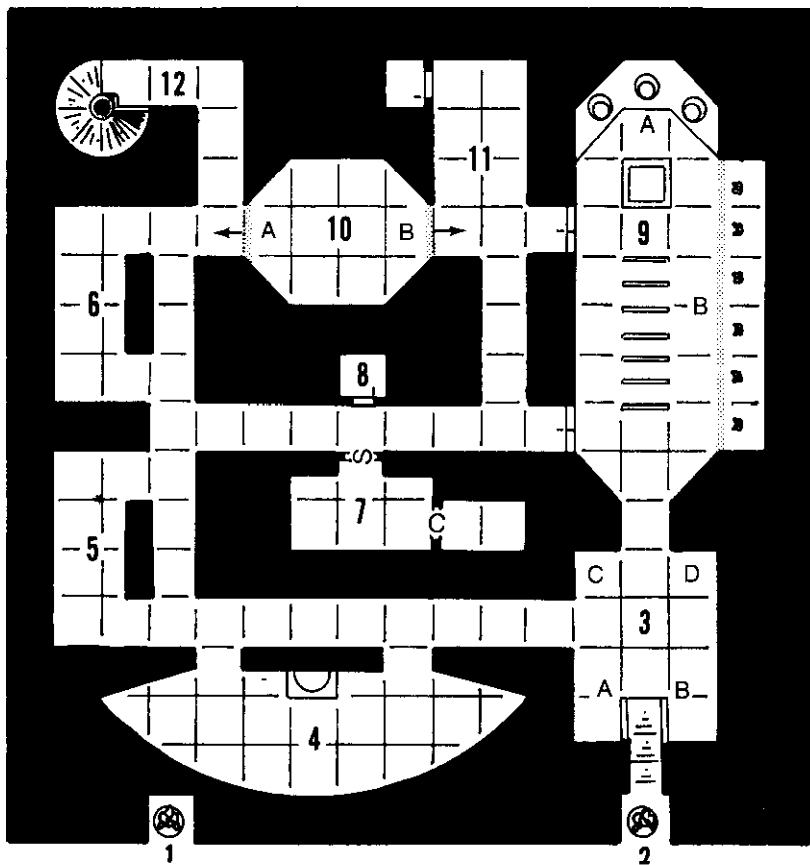
Across the room are two stone golems, each appearing to be an enormous statue of a priest of Thoth (similar to the statues at areas 1 and 2). If the caryatid columns are attacked, one of the golems will step forward and cast a *slow* spell at the nearest opponent, an effect which will last 20 rounds. The other golem will shout out in a loud voice (by *magic mouth*), "You tempt the wrath of Thoth the All-Knowing! Flee, fools, before judgement is wrought!" If the party flees up the stairs at this point, the caryatid columns will strike at them once before retiring to their old positions. The stone golems will move back into place, and all will be as before.

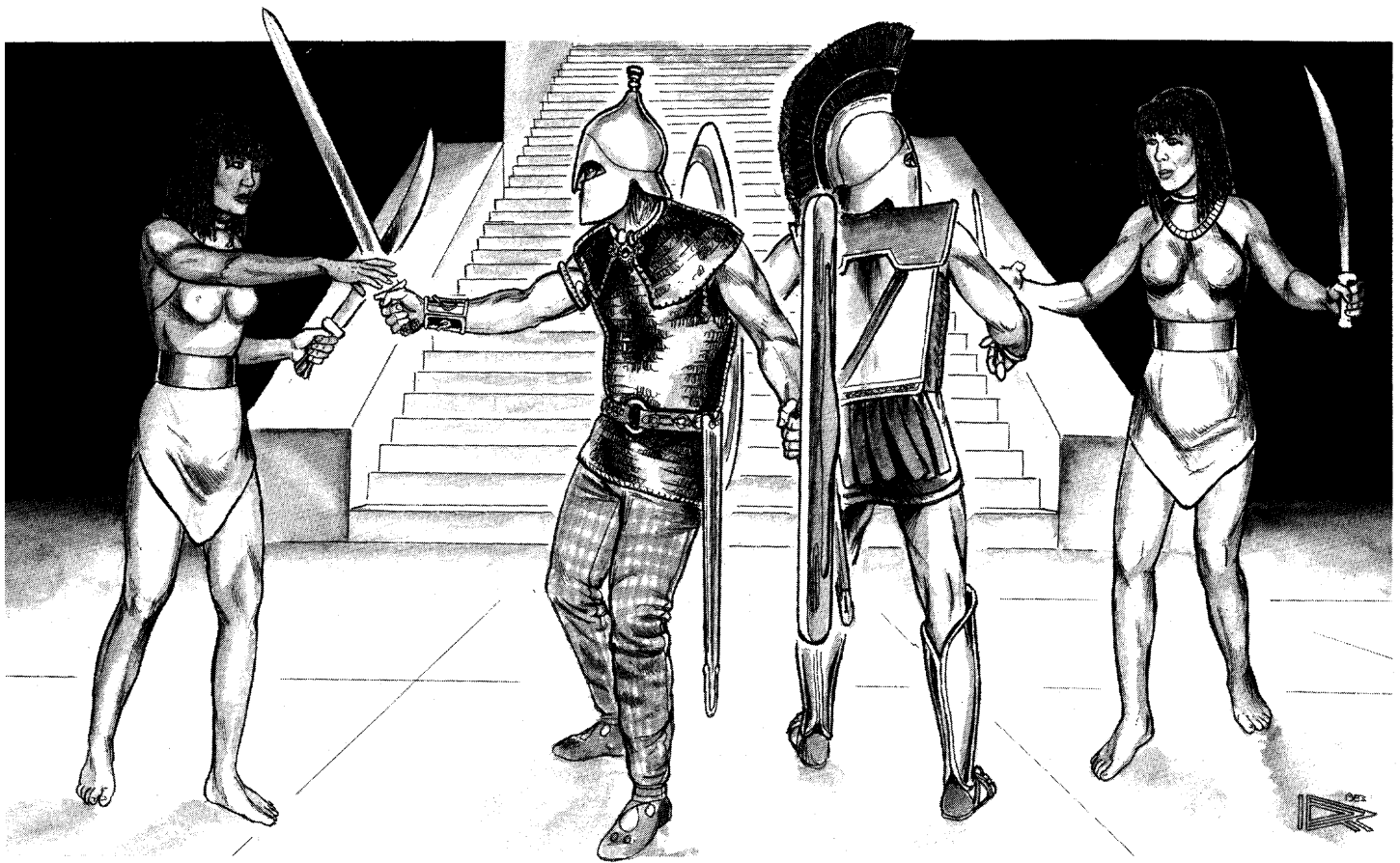
If the party continues to attack, both golems will activate and attack, not stopping until the party flees, is destroyed, or both golems are destroyed. They will use slow spells as frequently as possible, trying to slow everyone they can before using the spell again on already slowed characters. Both golems will pursue intruders throughout the first level, attempting to trap them in area 10 (which they themselves will not enter). The golems will also not go downstairs to any other level, and won't leave the monument.

Area 3, aside from being littered with the debris of previous battles, bears evidence that not everyone who came through here fared badly. Someone once built a campfire in the center of the room, and several old sleeping cots rest in the alcove behind point A. Most of the debris (broken weapons, bones, bits of armor) has been swept aside against the east wall. All debris is at least ten years old, if not more.

First level

Scale: 1 square = 10 feet





4) Room of Vision — Just down the hall from the entry chamber is an oddly shaped room. The southern wall is curved and has a beautiful mural painted upon it, depicting a view of Andril as it once was: a rich, peaceful city surrounded by jungle. The mural has been defaced somewhat by passing adventurers who have signed their names on it, marked off dates, and so forth. The city is shown as if viewed from a point high over the monument, looking to the south. A raised stone platform 1' high lies against the northern wall; upon it is a semicircle paved with obsidian. Anyone who stands upon the semicircle and faces the southern wall will feel very strange for 1-4 rounds. The character will then experience a vision of the ruins in front of the monument, seen from an angle above. The perspective is peculiar, as if the ruins and landscape were much smaller than they actually are.

The platform is actually a viewing device connected to the two crystal spheres atop each of the 200' towers outside. Each sphere acts as a magical camera, sending a picture of the front of the monument directly to the viewer on the platform. The wide separation of the spheres produces the unusual perspective of seeing everything as if much reduced. The viewing device gifts the viewer with *ultravision*, allowing clear sight at night to a range of one mile. While human-sized beings can be clearly seen, identifying persons is difficult unless the person dresses distinctively. Invisible, hidden, out-of-phase, ethereal, and astral objects cannot be detected using this device. This device will not show the area to the sides or behind the temple.

One unpleasant side effect of this device

is that the unusual perspective will cause the viewer to be disoriented for 1-4 rounds after leaving the platform. Disorientation means the affected character cannot attack or defend himself, and cannot use magical or psionic powers during that time. If the character fails a saving throw vs. paralysis, he will fall down (taking no damage, but being unable to stand up until the disorientation ends).

5) Storage Room — This room contains numerous crates and kegs filled with dried, spoiled food. Consumption of any of it will require a saving throw vs. poison, or the character will develop nausea and cramps (-4 "to hit" in combat, one-half normal movement rate) for 2-5 hours, starting 2-8 minutes after eating.

One large stone urn in the southwestern corner of the room is marked "Holy Water," and is loosely sealed with a copper lid. The skeleton of a humanoid figure in leather armor lies against the base of the urn. A careful examination reveals the character died of a crushing blow to the skull.

If anyone opens the lid, a colony of algae will be revealed inside (appearing not unlike green slime in dim light). Any exposure to noise or light will cause the algoid inside (AC 5, MV 6", HD 5, HP 28, #ATT 2 or 1, D/ATT 1-10 per fist or psionic blast with 110 psionic ability points) to rear up abruptly and deliver its psionic attack. It will then strike out at anyone within 5' of it, dropping back into the urn when everyone has gotten out of reach.

Scattered on the floor around the urn are bits of treasure the algoid inadvertently collected when it bashed the half-arc assassin lying in front of the urn: 122 cp, 30 sp,

203 ep, 55 gp, 8 gems worth 50-300 gp each, and a *necklace of adaptation*. A flask of *oil of slipperiness* has rolled behind the urn, out of immediate view, and a *dagger of venom* lies at the bottom of the barrel, where it fell when the half-arc tried to attack the algoid (and lost).

6) Storage Room — This storage room is much like the one at area 5, though there are fewer items about. One of the kegs of drink has become poisoned with toxic bacteria; if someone goes through the trouble of opening all six kegs present, the poisoned keg will explode from the extreme pressure of gases produced by the bacteria. Anyone within 10' of the explosion will take 5-20 points damage from flying splinters and bolts, and must make a saving throw vs. poison or develop a severe, acute gastrointestinal disease (as per the DMG) within 3-12 hours. The disease will reduce the character's hit points by half within a 30-minute period, causing violent nausea, cramps, and other problems.

Unless cured by magic, the disease will last for 7-12 days, with a reduction of strength and constitution by 1 point each permanently. This loss can be recovered by a heal spell or a *wish*. After the 7-12 day period of severe sickness, another 4-16 days will be required to become fully recovered. Once the disease develops, a character will be completely incapacitated and cannot perform any actions except to crawl or stagger at half-normal speed.

7) Mage's Quarters — The secret door to this room may be detected in the usual manner. It consists of a carefully balanced block of stone attached to a pulley-and-

counterweight system. All one has to do is reach down, grab a secret handhold at the base of the door, and pull up. The entire section of stone wall will risk up into the ceiling in one segment (like a modern garage door) and one may enter the room. It takes a roll to open doors normally to lift the block of stone.

There is, of course, a problem. If one fails to detect the special catch that must be released when the door is opened (roll to detect stonework traps required), then a mechanism will sever the pulley rope when the stone door is completely raised, dropping it immediately back to the ground. The stone block weighs several tons easily; anyone standing next to or directly underneath the door must save vs. paralyzation in order to dodge aside as the door comes down. Those who fail to save will take 10-100 points of damage; anyone killed by the drop is assumed to have been crushed under the stone. The great mass of the stone prevents anyone from lifting it, even with a giant's strength, though other methods may remove it (*disintegrate*, *rock to mud*, etc.)

The room itself appears to have been the living quarters for a magic-user of some sort. Tapestries of an man wearing a kilt and a conical hat hang on the walls; the man is shown casting rivers of fire from his fingers, directing lightning upon an enemy army, slaying demons with a glance, and so forth. A well-kept bed (now rather dusty) and a number of tables and shelves fill the room as well.

A careful examination of the room will reveal that the aged books and scrolls are in good condition, and could bring a total of some 500-800 gp if sold in a large city. They are on a variety of topics (astronomy, botany, myths and legends), and date from the time of the destruction of Andril. In a secret compartment in one of the bedside tables is a scroll of seven spells, each of 5th to 8th level power (determine spells randomly or assign them as desired). Adventurers might also wish to pry out some of the various gemstones mounted in the headboard of the bed. This will garner some 20-80 gems, each of 20 gp value and of many types.

A large cabinet filled with colorful rocks and minerals sits against the eastern wall of the room. Behind it is a concealed door to a storage room, filled with worthless old furs, antique furniture (worth 2,000 gp total), a collection of non-magical staves; and a small chest in the easternmost end of the room. Sitting on the chest is a dark-colored cat that appears quite alive.

The cat is a guardian familiar (as per the FIEND FOLIO Tome) and was the property of a 17th-level magic-user who lived here many years ago. It has an 85% magic resistance. The familiar will prevent the chest from being opened, chasing characters out of the storage room if they start to approach the chest. Characters can see that something has been written in tiny print over the lock on the chest; anyone who manages to deal with the guardian familiar

and reads the words will trigger the *explosive runes*, which will not affect the chest. Anyone attempting to pick the lock will activate a magical trap that will do 16 points of damage (saving throw vs. spells for 8 points damage) from electrical shock; to make it worse, the chest has been *wizard locked* and the "shock lock" is actually false, having nothing to do with opening the chest.

If the chest is finally opened, it will be found to contain a number of old, rather racy love letters from a girlfriend of the magic-user, a huge (9,000 gp) diamond in a small box (labelled "Break In Case of Emergency"), a *portable hole* completely filled with mud, and a spindle-shaped clear *ioun stone* that sustains a character without food or water. A secret compartment in the bottom of the chest contains a strange metallic item, shaped like a small steel box. If the lid on the box is opened, some peculiar projections can be seen, along with a tiny stone wheel that can be manipulated with one's thumb. There is a chance equal to one's intelligence score expressed as a percentage that a character will discover that the device will produce flame when the wheel is rotated quickly (on the bottom of the device is the inscription "Zippo"). The lighter is good for 60 uses.

The giant diamond is enchanted, as per the spell *trap the soul*, and contains the life force of an unfortunate thief who once ran afoul of the magic-user and paid for it. The thief, a gnome (level 9, S13, 114, W7, D17, C15, CH13, HP 37, chaotic neutral) named Grumbamm, will be released from the gem if it is broken, appearing with no possessions whatsoever. He will be extremely thankful to whoever released him, and will try to help them out for a few days before leaving on his own. Of course, "helping out" may take on many meanings to a chaotic gnome thief, and may include stealing from other party members in an attempt to make his benefactor richer. Communicating with Grumbamm will be a problem, as he speaks only archaic tongues. He will be able to make himself understood if the character he speaks with rolls his intelligence x5 as a percentage; likewise, Grumbamm will understand characters 70% of the time.

8) Hall Storage Room — This small room appears empty at first glance. It actually has some tools inside it that have been rendered *invisible* by spells. None of the tools are particularly valuable, though they are well preserved and rust-free. One of them strongly resembles a *saw of mighty cutting*, though it is not.

9) Hall of the Tribunal — This large hall has a series of seven benches in the middle of the room, a raised platform in the northern end for speakers, and three ivory-inlaid wooden seats at the area marked A, where the high priest, high priestess, and temple mage formerly sat in judgement on various matters. Previous adventurers have taken

almost all of the ivory from the three northern chairs, leaving only some 50 gp worth left. The floor in this room is of dark gray stone, polished smooth.

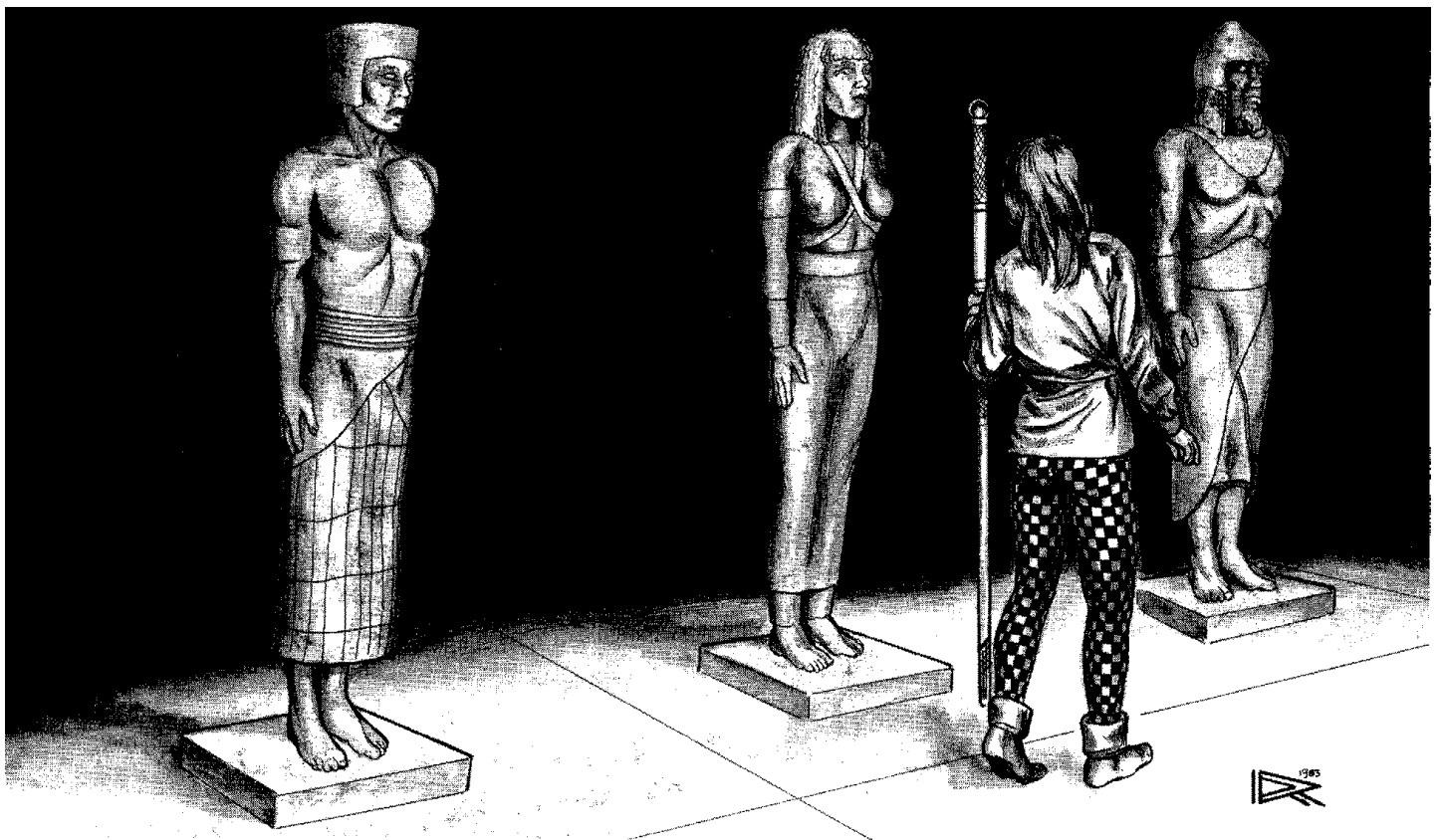
Along the far eastern end of the room at area B is an alcove lined with tapestries depicting the history of Andril, up to (but not including) its destruction. In front of the tapestries are six statues of various past priests and priestesses of Thoth, who were regarded as particularly powerful rulers. Each statue is decorated with gems, jewelry, and precious metals. However, a *wall of force* separates the statues from the viewers. Apparently, no one has ever managed to bring the *wall* down; unlike the *walls of force* at area 10, this *wall* will disappear permanently once it has been *disintegrated*. Each statue has 5,000-8,000 gp worth of gems, jewels, and metals on it. Removal of such items will take 2-8 hours per statue.

10) Trap — This room is not normally visible to anyone who stands beyond the eastern or western ends of the room and peers "into it." A special magical effect exists at points A and B, such that someone looking eastward from the hall by area 6 will look directly into area 11; someone in area 11 will see the entrance to area 6 (as shown in the diagram). Appearances are deceiving, however; anyone who tries to pass from the hall by area 6 to area 11 (or vice versa) without the special protections described below will become trapped in room 10. The room is covered with the bones of long-dead adventurers who found no way to escape. Various items of old equipment (well preserved in the dry air of the monument's interior) lay scattered about, as well as some minor treasures.

Once inside, both the eastern and western walls at points A and B will be transparent and people can see out of the room clearly. However, *walls of force* at A and B prevent all escape. *Disintegrate* spells will cause a *wall* to be-dropped for 10 rounds, but a *dispel magic* must be cast in the round immediately afterward to negate a *dimension door* effect for 2-8 rounds, or anyone leaving the room from one side will reappear on the other side, still trapped within the room. Both spell effects will return after the noted periods of time.

The bones of 17 adventurers fill this unlit room, most of them being human in nature. Scavengers will find assorted usable weapons, pieces of adventuring gear, and some 370 gp worth of assorted coins and small (10 gp) gems. Three silver daggers, a +2 *battle axe*, and a *wand of illumination* with 31 charges left may be discovered among the remains after 3 turns of careful searching. Unless rescued or able to rescue themselves, persons trapped here will die of thirst and hunger within 10-40 days after their food runs out.

To prevent being trapped in room 10, one must have an abjuration spell of any sort cast upon him in the same round that he crosses points A and B. The person will then be *dimension doored* from either A to



B or B to A, as if room 10 never existed. Abjuration spells include *protection from evil* and *dispel evil*, as well as spells like *cure blindness* or *protection from normal missiles*. Casting an abjuration spell will not enable one to escape from the room if one has already become trapped within it. An exception to the above concerns those characters of true neutral alignment; these persons get a saving throw vs. spells each time they cross the *dimension door* points. Failure to save means the person is trapped within the room. Escape for such persons is conducted as for all others.

Anyone who examines the room's contents for longer than one turn will note that some of the remains have been carefully arranged, apparently after their deaths. Whether this was done by their companions or by someone else cannot be told.

11) Robing Area — This chamber contains cabinets and pegs for assorted clerical garments (purple cotton tunics) covered with hieroglyphs and symbols that pertain to the worship of Thoth. None of the garments, though well-preserved by the dry air, are in very good shape. One tunic has a dormant goldbug (see FIEND FOLIO Tome) in a side pocket, along with three gold and live silver coins.

There is a side closet in the northeastern part of the room in which the clerical vestments of a high priest and a high priestess of Thoth (recognizable to anyone worshipping a deity from the Egyptian pantheon) may be found. Less damaged than the other garments, these are worth about 250 gp apiece. Hanging in the back of the closet is a black robe with a golden serpent woven into the back. This is a souvenir of a suc-

cessful raid against a temple of Set long ago; if worn by someone of lawful evil alignment, the robe will add +2 to saving throws vs. all magical effects. Anyone else wearing it will suffer as if the robe were a *cloak of poisonousness*.

12) Stairwell — This circular stairway descends 30' to the second level. It is lit in three places by *continual light* spells along the ceiling.

SECOND LEVEL

13) Minor Library — This was a combination library and discussion room for the lower level clerics who inhabited the monument. There are very few books left on the shelves, most of them having been taken long ago or destroyed by passing adventurers. What books remain are in good condition, though useless to adventurers. There is one scrap of parchment, much handled, that appears to have been a note left by an adventurer who speculates that the clerics fled the monument after the disaster, as he can find no sign of their bodies within the building.

14) Study Carrels — Six small niches lie in a row here, each with its own desk and chair. All paper here has been destroyed by past adventurers, and a few random scribbles may be found on the wall to the east behind the study carrels.

15) Minor Clerics' Dormitory — Screened by faded curtains, this area once housed from ten to twelve lesser clerics of Thoth's religion. There are no food prepa-

ration facilities here, since the clerics simply used their spells to create it. The bedding and furniture in this room has been much damaged by passing adventurers, but is still usable as a resting spot. Indeed, judging from the amount of random equipment left here, many adventurers have used area 15 for just that.

The Dungeon Master should prepare a list of a large number of random items that may be found after a careful search of this room. Most items should be useless (boots with holes in them, burned-out wands, broken amulets, spoiled food, skeletal remains of an adventurer or two). There can be some valuables like coins, small gems, and the like. One or two minor magic items may be included here as well.

16) Restroom — This surprisingly clean facility is arranged so that garbage and wastes are dropped into a 10' by 10' chamber below the floor that contains a gelatinous cube. The monster cannot escape its confinement (not that it cares). However, anyone who tries to climb down the 3' diameter garbage chute in the north wall will find that the walls of the chute are perfectly slick, and the character will be dropped directly onto the gelatinous cube. The character will be automatically struck by the gelatinous cube, and must make a saving throw vs. paralyzation in that round and every round thereafter in order to "stay afloat." Failure to make the roll means the character sinks into the gelatinous cube and is dissolved shortly thereafter. Contained inside the gelatinous cube, no worse the wear for their long stay, are 12 gems (worth 20-120 gp each) and a set of *bracers of defense* (AC 2).

17) Gymnasium — This large room has a number of old pieces of exercising equipment sitting about (weights, tumbling mats, bars, etc.). The skeletal bodies of three adventurers lay about the room, having obviously been beaten by something with incredible strength. Standing with arms folded in the center of the west wall is a huge, heavily scarred human male. The man wears a ragged set of robes belted at the waist, extending down to his knees.

The “man” is actually a flesh golem that has become altered somewhat from its long stay underground. It has become tougher as its skin dried out, making it AC 3 now, and it will take only half damage from blunt weapons used against it. The golem has also developed a low intelligence, and can regenerate its wounds at a rate of 1 point per turn. It is a normal golem in other respects (MV 8”, HD 9, HP 40, #ATT 2, D/ATT 2-16/2-16).

When anyone enters the room, the golem will walk over to the nearest character and nod at him. It will attempt to speak, but nothing it says makes any sense. If anyone

tries to communicate with the golem, it will smile and follow that character around wherever he goes. It will do nothing more than follow, however, and will obey no commands. If attacked, the golem will immediately go berserk and attack everyone close to it. It may be noticed that the golem is wearing a ring on one hand; the ring is one of contrariness.

18) Major Clerics’ Living Quarters — This chamber was once the personal quarters for the high priest and high priestess of Thoth. However, the southern 20’ square section of this room is now covered by a large patch of witherweed (see the FIEND FOLIO Tome). The weed has grown over a bed, some bookshelves, and a wooden chest.

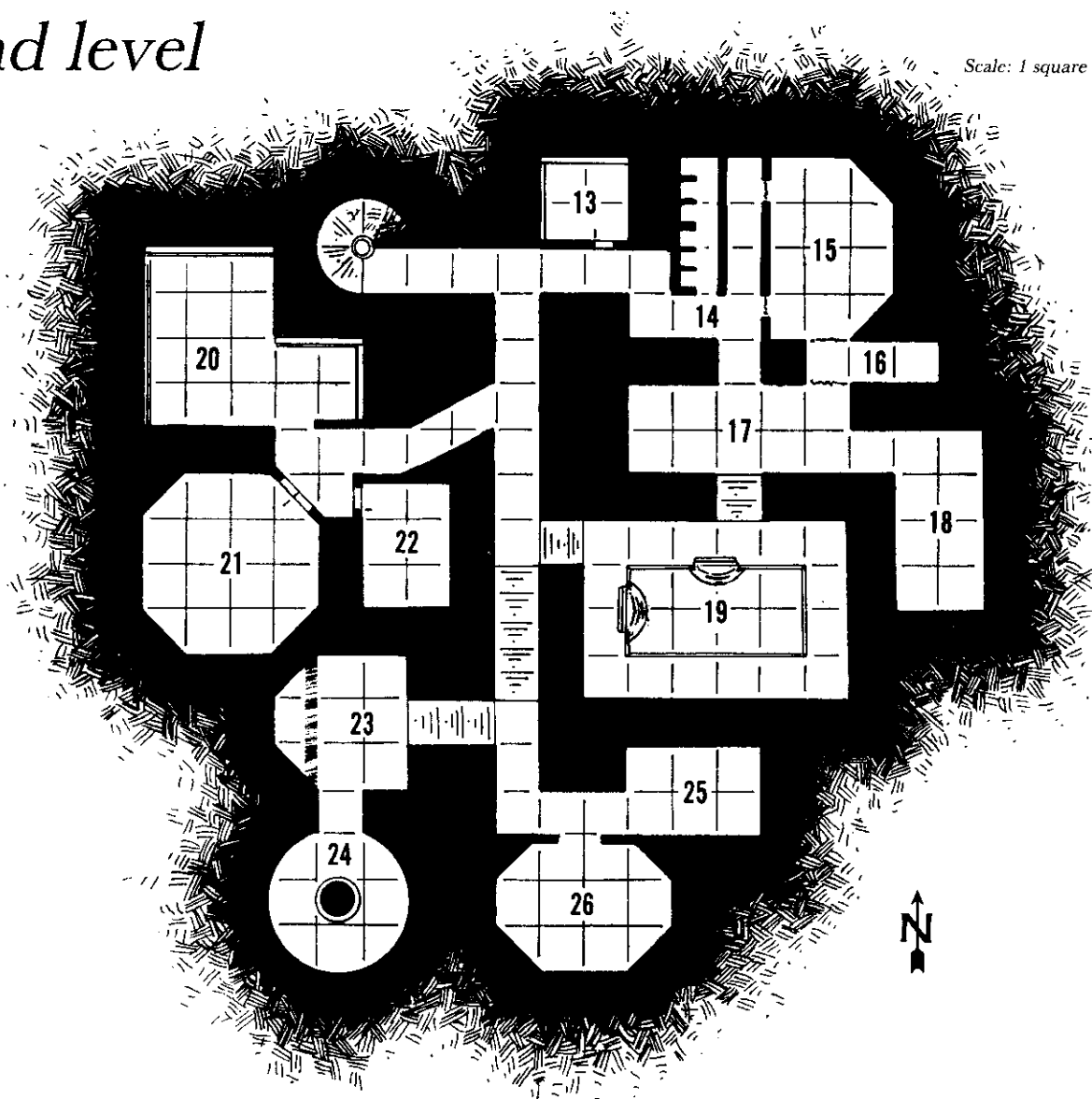
Unfortunately for intruders, an evil illusionist once cast a *permanent illusion* over the witherweed, so that the room appears to be in perfectly normal and undamaged condition. Anyone who walks over to investigate will walk directly into the witherweed and be attacked by it. If someone manages

to destroy the weed without burning it off, then the chest may be opened. Inside is a large stack of papers, including three random magical scrolls (if they contain spells, the spells will be clerical in nature) and a diary kept by the high priestess of Thoth. The priestess describes the day-long destruction of the city in careful detail, and finally notes that the clerics planned to escape through the “gates below” with the help of the deity Geb (see the DDG book for information on this god). There is very little in the way of information on the monument; most of the diary is concerned with financial matters and with the priestess’s relationship with her spouse, the high priest.

19) Pool — Adventurers will note that this pool has no drainage pipes to fill it or empty it with (clerics used create water, *destroy water*, and *purify water* spells on it). The pool is now dry, though there is a layer of dried material around the edges and along the bottom, similar to salt in taste. Anyone who actually tastes this material

Second level

Scale: 1 square = 10 feet



will be healed of 1-4 points of damage. This material will only do this the first time a character tastes it, and will have no further effect on the character afterward.

20) Major Library — The shelves and tables in this room are littered with the remains of books, papers, and scrolls that have all been defaced and burned. Graffiti on the walls indicates that previous adventurers have looted this place thoroughly, and destroyed whatever was left. Lying under a table in the center of the room is the body of a dead adventurer, who was apparently killed in his sleep, possibly by another adventurer. Though there is a lot to investigate in this room, there is nothing further of interest.

21) Laboratory/Workroom — The huge bronze doors to this workroom area are locked with three locks. Because of the powerful enchantments placed upon them, no magic can undo the locks; only thieves can open them. However, each lock will place a different curse upon any thief who is bold enough to try opening it. The uppermost lock will cause any thief who tries to pick it to save vs. polymorph or be turned into a non-poisonous snake of small size. The second lock causes everyone within 20' to save vs. spells at -4 (with wisdom bonuses applicable) or be struck with *fear*. Those who fail to save will flee back to the first level of the dungeon, and will not descend willingly any further. The third lock causes the thief to save vs. spells; while no immediate effects will be noticed, the thief will have a permanent invisible brand upon his or her forehead that will only be clearly visible to clerics. The mark identifies the thief as such, but does not force any clerics to react unfavorably toward the character. Near the base of the door are two snake skeletons, killed by sword blows.

Inside the room is a laboratory and workshop designed for building enchanted creatures, particularly golems. A partially completed clay golem stands in one corner, and tables around the room are filled with various sculpting tools, metalworking implements, surgical materials, and so forth. The total resale value of these materials would be considerable if sold to temples or wizards who wanted them (1,200-1,800 gp value).

The room is guarded by a special enchantment. If anything is taken from the room, an aerial servant will be summoned from the Elemental Plane of Air to recover all stolen items as soon as anyone leaves the room with something. The aerial servant (AC 3, MV 24", HD 16, HP 98, #ATT 1, D/ATT 8-32) will not fight, but will not leave unless it is destroyed or unless it recovers all items taken from the laboratory.

22) Storage Room — This room contains a large amount of material that clerics of 9th level and above will recognize as useful for building clay golems. Wizards of 11th level and above will note materials good for

building other sorts of golems as well. Most of this material is difficult to transport, but could bring fairly good prices if sold in a major city (totalling 1,000-4,000 gp).

23) Guardian's Chamber — The western end of this room is covered by a permanent illusion of a stone wall. Standing behind the illusionary wall, and able to see through the illusion clearly, is a clay golem (AC 7, MV 7", HD 11, HP 50, #ATT 1, D/ATT 3-30). Two skeletons of adventurers lie at the foot of the stairs, clutching swords. One wears +2 *plate mail*, and the other has two 500-gp gems in a belt pouch, as well as a scroll tube with a *protection from devils* scroll inside. Both adventurers seem to have been killed by great blows, and have been dead many years.

The clay golem is under the control of a chaotic evil spirit. Formerly it guarded the entrance into area 24, but during the fight with the two adventurers, it was possessed and will now attack anyone who reaches the foot of the stairs. The clay golem will pursue adventurers through the monument, and will even leave the monument to attack anyone else it can find. The golem will surprise opponents when it steps from the illusionary wall on a roll of 1-4 on d6.

24) Shaft to Third Level — This circular chamber is devoid of all ornamentation, except for a suit of plate mail hung on the south wall of the room. The armor was obviously seared in the past by great heat. Close examination will reveal nothing else.

In the center of the room is a 10' diameter shaft that drops down for 120' to the third level. Anyone stepping out into the shaft will slowly float downward to the next level, as if having received a *feather fall* spell for the duration. The descent will take exactly one minute. However, during that time anyone in the shaft will find all of their metallic belongings abruptly heating up to searing temperatures. The character will take 1 point of damage for every 10 gp weight of metallic equipment carried. (The encumbrance tables in the back of the newer editions of the DMG will provide weights for most metallic items; weapon weights are given in the Players Handbook, and armor weights in the DMG.) Thus, a man wearing plate mail armor would take 45 points of damage from that alone, since platemail weighs 450 gp. A saving throw vs. spells permits one to take half damage (rounding fractions down) from the heat. Any of the precautions listed as negating the effects of the druid spell *heat metal* will be effective in negating the effects here.

The only way to avoid taking damage is to send metallic items down the shaft separately from living beings. The items will float to the bottom like everything else will. Though metallic items become extremely hot, they need not save vs. magical fire, and will remain effective and useful.

25) Conjuring Room — This chamber seems to be devoid of all furnishings and

tapestries. The remains of a pentagram and a protective circle lie on the floor. A magic-user can tell that they were designed to conjure elementals, and can judge the age of the scribbles to be about equal to that of the rest of the monument. The scribbles are useless now; if anyone tries to summon an elemental or other creature using these protective drawings, the summoning may well succeed, but the drawings will be found to be ineffective, and the elemental or other summoned being will attack the summoner at once.

26) Unused Room — This room seems to have been used as a storage area, and later as a garbage dump by adventurers. The referee should feel free to fill the room with items from the "Dungeon Dressing" tables (Appendix I) in the back of the DMG, keeping the number of useful items to a minimum. A few coins or minor treasures might be included as well. Over the years, a small colony of yellow mold has sprung up in the southern end of the room, and there is a 5% cumulative chance per turn of searching through the junk-laden room that the mold will burst. Adventurers have a separate 5% cumulative chance per turn of searching of finding the mold before it blows up. A complete search of the room will take 12 turns.

THIRD LEVEL

27) False Elemental Hall — Adventurers who arrive in this area from the second level will see an octagonal room with four 14'-by-14' alcoves in the northeast, northwest, southeast, and southwest corners. The alcoves are sealed from the octagonal room by *walls of force*. The four alcoves (labeled A through D) are described below. Careful observers may notice that the arrangement of the alcoves and their contents is not consistent with the arrangement of the Elemental Planes. Four secret doors may be discovered in the north, south, east, and west ends of the room, two leading to other major areas of the monument complex and two (located between "planes" that do not normally touch one another, at the Fire/Water junction and Earth/Air junction) lead to traps.

A: This area is filled with roaring flames. Though the heat from them cannot be felt, this area illuminates most of area 27. If someone casts a *disintegrate* spell at the *wall of force* here, flames will burst out into area 27 for one round, doing 10-100 points damage to each person there (save vs. dragon breath for half damage). The flames will go out immediately afterward.

B: This alcove appears to be full of solidly packed sand. If the *wall* is brought down, sand will pour into area 27, forcing all within to make saving throws vs. wands or be buried in the sand, helpless to save themselves. The victims will be crushed for 3-30 points of damage, and will suffocate unless dug out within 2 rounds. Those who are not

Third level

so trapped can search for buried victims, with a 5% chance per segment (6 seconds) of uncovering them (cumulative over time).

C: This area is completely filled with pure green water. Dropping the *wall* will cause everyone in the room to save vs. paralysis or take 4-16 points of damage from the resulting wall of water. The water will fill area 27 to a depth of 3', and will pour into other areas of the complex as doors are opened.

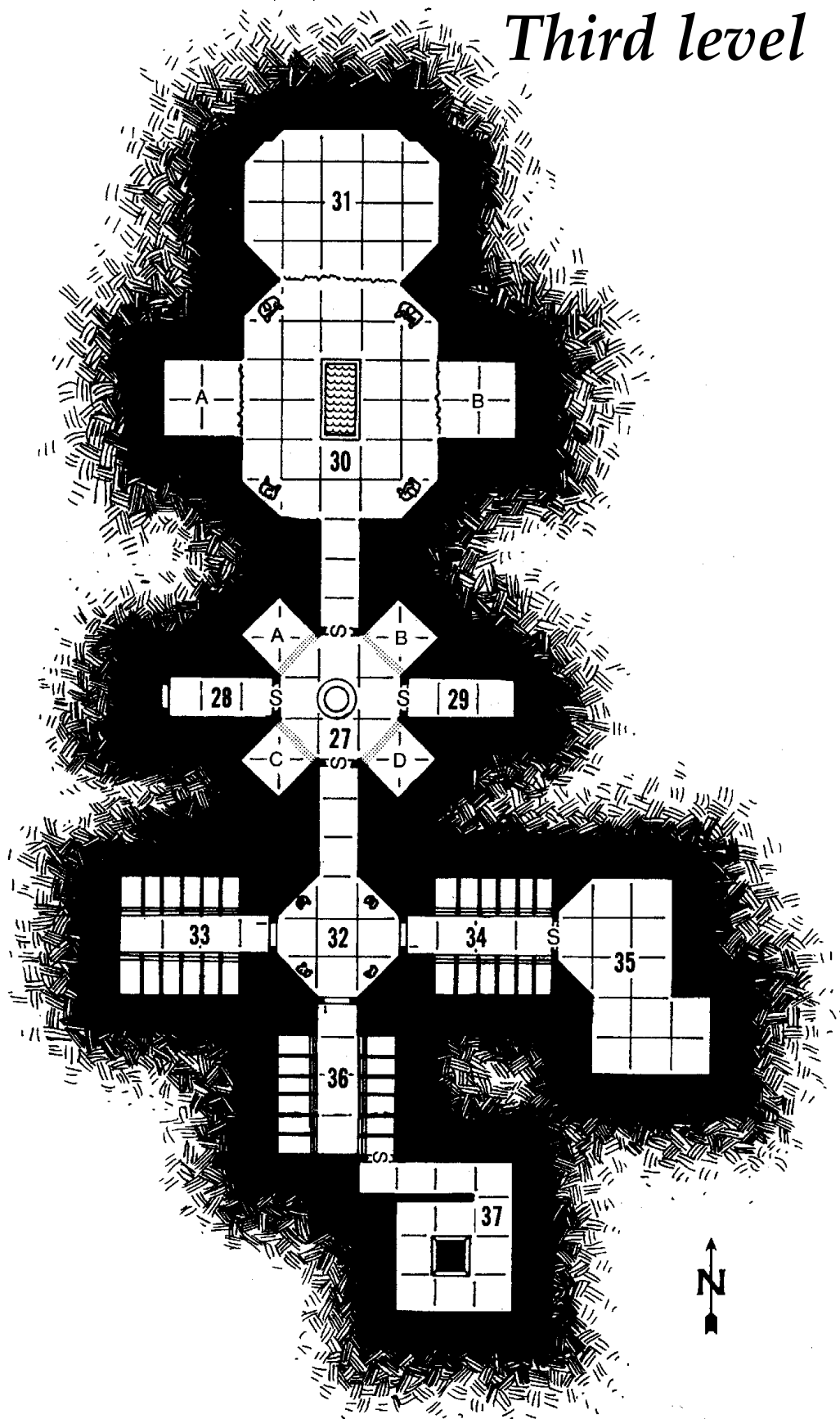
D: This room appears completely empty. It is, almost. Contained inside is a vortex (AC 0, MV 15", HD 2+2, HP 17) that, if released, will immediately turn into a whirlwind centered under the shaft to the second level. It will also try to capture one character at a time and spin him around in it, lifting the victim some 30' up the shaft. If the vortex is killed, the character will drop 30' and take damage from the fall.

Finally, if anyone walks away from the center of area 27 after dropping down through the shaft from the second level, and then walks back underneath the shaft and stands still for longer than one round, that character will be *levitated* directly up the shaft to area 24 within one minute. The character will *not* be subject to the *heat metal* effect on the trip up.

28) Steam Trap — Anyone who opens the secret door to this room will see a door at the far end. The moment that someone opens the far door, the secret door into the room will lock shut (as per *wizard lock*, 17th level). The far door is false, opening to a rock wall behind it. In the round after the one in which the secret door shuts, the room will magically begin to fill with steam. Those trapped inside will begin suffering from the scalding mist, taking 1-4 points of damage every round they are exposed to it. The steam bath will last for 2-20 rounds, after which time the secret door will again open, and survivors may flee.

Fire resistance potions or rings, *protection from fire* spells, and similar powers, or spells will protect the trapped characters from harm. Any sort of cold-producing spell, such as an *ice storm* or *cone of cold*, will also negate the steam's effect, as well as causing none of the damage that would normally be taken from the cold spell. However, cold-producing spells will only negate the steam's effect for as many rounds as the level at which the spell was cast (i.e., a *cone of cold* cast by a 9th-level magic-user will negate the steam for 9 rounds).

29) Dust Trap — Anyone opening the secret door to this room will find a thin layer of sand and dust on the floor inside. Nothing else is visible at first. Anyone who steps inside the room, however, will be trapped as the secret door slams shut behind him, locked as if by a *wizard lock* of 17th level power. In the round afterward, a trap in the ceiling will release *dust of sneezing and choking* into the room. The secret door will open again in 21-30 rounds, after the *dust* has dissipated and is harmless.



Scale: 1 square = 10 feet

30) Foyer — This large octagonal chamber has three curtained exits leading off from it. In the four diagonal corners of the room are giant statues of *Thoth*, in four different colors of stone (red, brown, blue, green).

They are arranged in "correct" order, if the colors are taken to be related to the four elemental planes of fire, earth, air, and water. In the center of the room is a long pool of water, level with the floor. If anyone

stands at the side of the pool and concentrates on the water, there is a percentage chance equal to that character's intelligence score that a vision will be seen in the pool. Such a vision will come only after a round of concentration. It will last for 2-9 rounds, and can only be generated once per day per character.

Visions that will be seen will vary from character to character. Most visions (70%) will be of a past event in the character's life, drawn at random (the Dungeon Master may also invent brief episodes that occurred in the character's life prior to taking up adventuring). Other visions will be of the character and his party as they are now inside the monument's tunnel system (25%). This type of vision will reveal one member of the party at random, showing his location, his actions, and so forth.

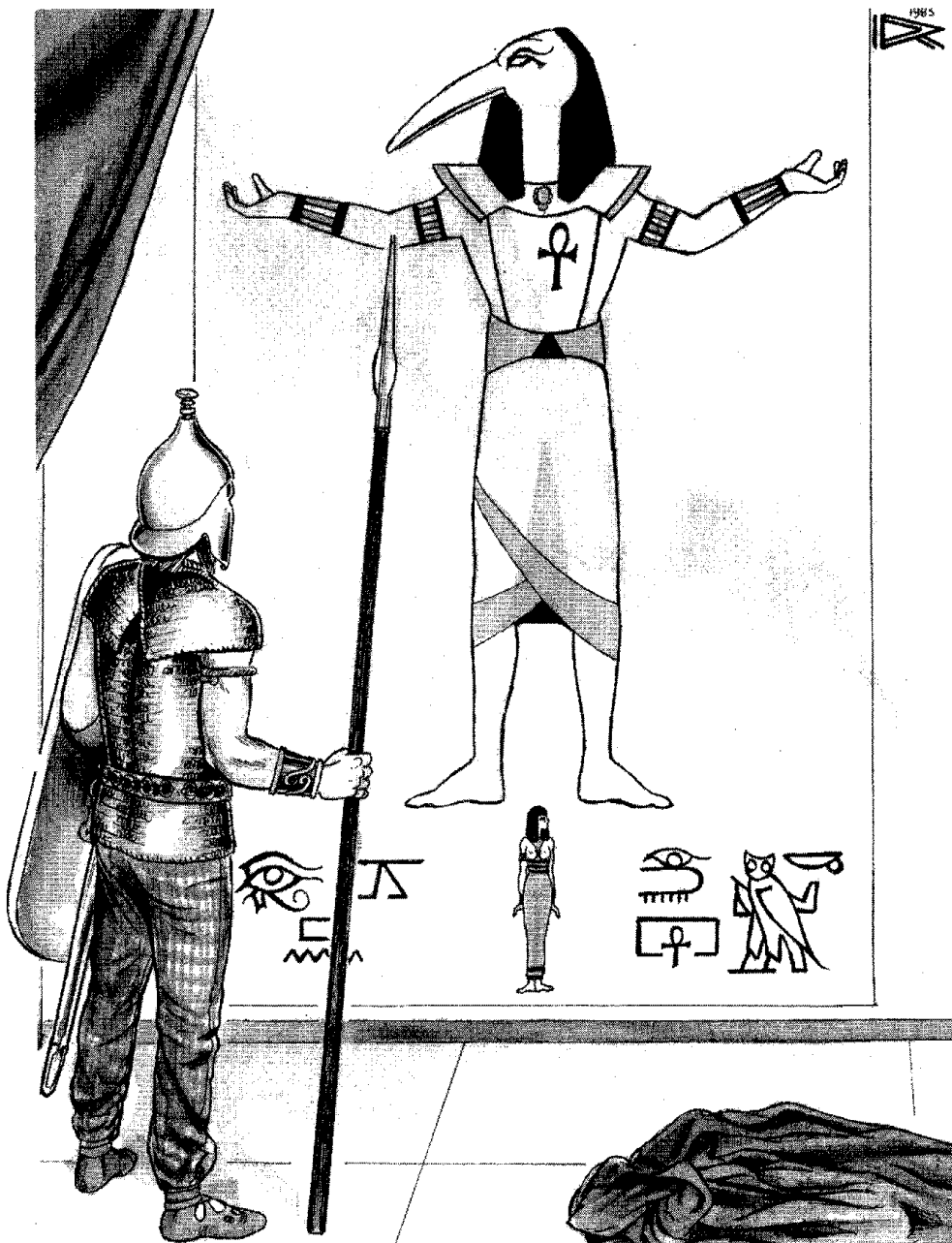
Finally, 5% of all visions seen here will depict some future episode in the character's life. Such future events only serve as possible futures, and are not fated to occur. For example, the character might see an assassin creeping up and backstabbing him in a local inn. The character can prepare for the event by having bodyguards with him, and the assassin may be captured or slain before the prediction comes true. DMs may become very creative when using this "prediction" power, and should not feel constrained to make things come true in a certain way.

The two chambers to the east and west have hieroglyphic writings upon the floor and walls around them, warning everyone to stay out of them. The hieroglyphs may be read and understood by a cleric or magic-user who worships an Egyptian-pantheon deity. The rooms, A and B, are described below.

A: This area, screened by a thin purple curtain, is bare of all furniture and ornamentation except for a huge painting on the western wall. The picture shows the god Thoth, arms outstretched, standing over and behind a tiny human male figure. Some hieroglyphs on the wall, next to the human figure, may be read by any cleric or magic-user who worships an Egyptian-pantheon deity. The message indicates that this was the return point for the high priest of Thoth when he used a *word of recall* spell.

B: Much like area A, this chamber is also bare of all but a picture showing Thoth standing over a female human figure. The hieroglyphs indicate that the high priestess of Thoth teleported here with her *word of recall* spell.

31) Chamber of Meditation — This room is a soft gray color, and has a thick carpet on the floor. The only thing that adorns the plain walls is a single word in the center of the northern wall: *Meditate* (written in ancient common, but clearly understandable to all). Any cleric who rests here in meditation for as many hours as he or she has levels will be magically affected by this room. Clerics who are of the neutral alignments (true neutral, lawful neutral, etc.),



including all druids, will be affected as if they had inhaled *incense of meditation*. Clerics of lawful good, chaotic good, lawful evil, and chaotic evil alignment will be affected as if they had been exposed to *incense of obsession*. All clerics and druids will be able to tell from the magical "feel" of the room that it may have some effect upon them, though they won't know what effect.

32) Chamber of the Dead — This small octagonal room has a *silence, 15' radius* spell cast upon it. It was cast at the 16th level of ability, for purposes of deciding if *dispel magic* will work upon it. If anyone does manage to dispel the *silence*, that character will be automatically stricken with a curse (no saving throw) to have to make a saving throw vs. spells whenever confronted with an undead being. If the saving throw is failed (wisdom bonuses apply), the character will flee from the undead creature in fear for 5-8 rounds, dropping everything that he holds. This curse can only be removed by a

cleric of 9th level or higher using a *remove curse*, or by the use of a *wish, limited wish*, or *alter reality* spell.

Three doors lead to the south, east, and west. In the diagonal corners of the room are four statues of the gods Thoth, Anubis, Ra, and Osiris. Each is made from colored marble, and appears virtually lifelike.

33) Western Vaults — This area is one of three burial vaults in this end of the underground complex. The walls have sealed chambers for the burial of dead priests and priestesses of Thoth, as well as other important religious officials of Andril. This area, as well as areas 34 and 36, has 24 burial chambers; roughly two thirds of the chambers in each area contain mummified bodies, dressed in funeral clothing with ceremonial items with them. Few items buried with the dead are worth anything. Allow a 5% chance per chamber that some minor item, such as a non-magical ring, gem, or the like will be found (maximum value of such items will be 100 gp).

34) Eastern Vaults — This area is just like area 33 in all respects, except for the secret door in the far eastern end of the room. The secret door is sealed with a *wizard lock* of 17th-level power. The door may be detected as either a stonework trap (by dwarves) or as a secret door (by elves). Other characters have 1 chance in 12 to detect it, per turn of searching. If the *wizard lock* is dispelled, it will reappear the next time the door is shut (and the door will shut automatically within 1-4 rounds if it is left alone).

35) Embalming Room — Embalming and necromantic materials of all sorts fill this room, covering tables, cabinets, and

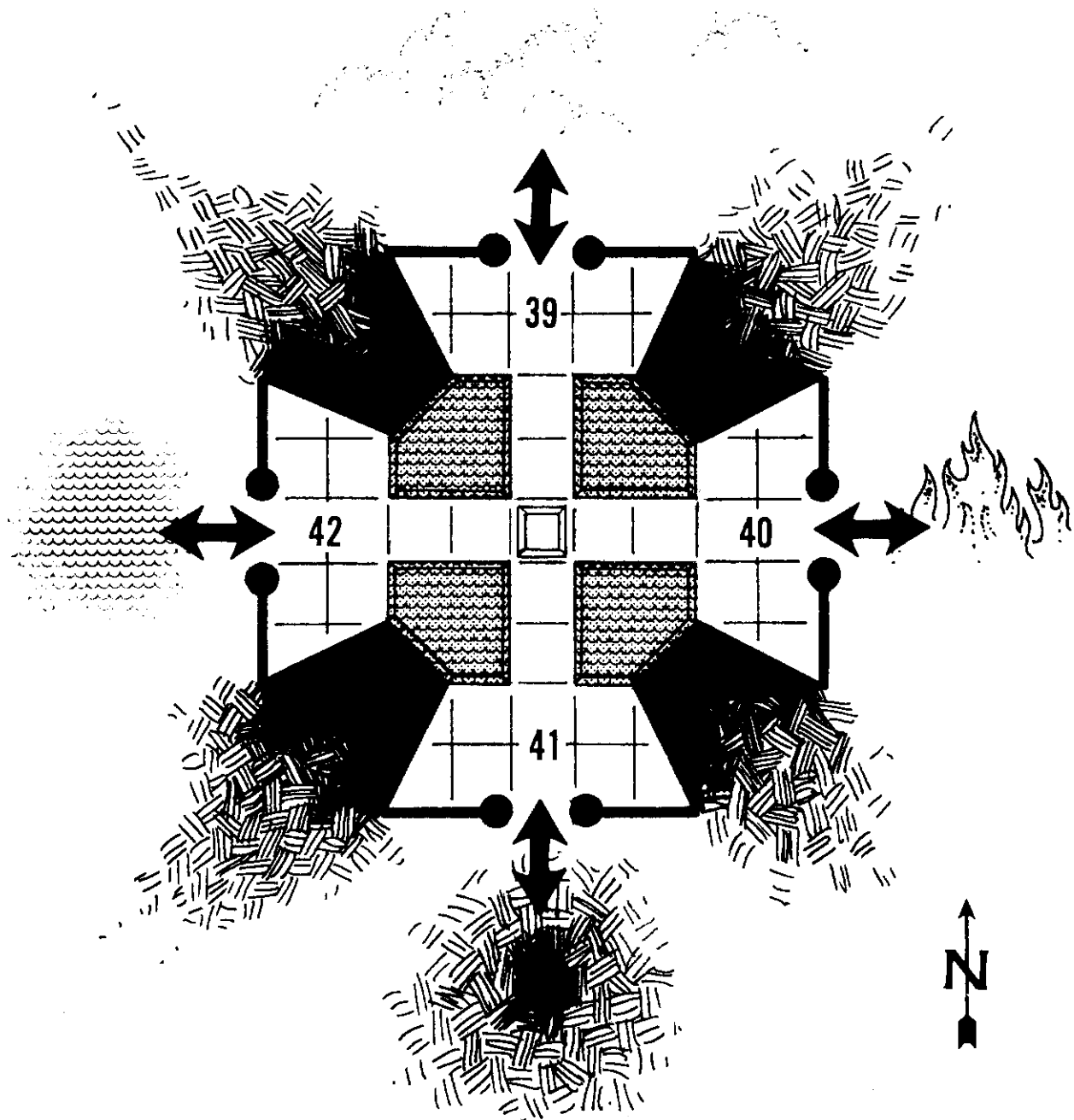
walls. The smell of some of the chemicals is quite strong, and will make characters nauseous for 1-4 rounds if they fail to save vs. poison upon entering the room. However, anyone who stays here for longer than one turn will be overcome by the fumes, and will fall into a deep trance-like sleep. This sleep will last for as many weeks as the character has hit points, and at the end of this time period the character must make a system shock roll or die. If the roll is made, the character will awaken with 1 hit point, barely able to move (half normal speed) and unable to attack or defend himself. The character must eat and drink within 24 hours of awakening or will quickly perish.

In this room are three adventurers who

came into the ruins two years ago; two of them are dead, but one is still alive. Lying between a dwarven male in leather armor and a human male in plate mail is a human female, wearing bracers and carrying a dagger. She is dressed in flowing green robes, belted at the waist with two side pouches (containing items like copper coins, candles, tinderboxes, etc.). The woman is Karamel Andrigson, a paladin who prefers the use of daggers to other weapons and enjoys bracers for armor over more encumbering sorts. Karamel was trapped in this room with her companions while searching for a legendary "gateway to other planes" rumored to exist in this monument. She is near death, though it is obvious at a glance

Fourth level

Scale: 1 square = 10 feet



(comparing her to the state of her companions) that she still lives. She is a 10th-level paladin: HP 108 (currently 3 left); S15, I17, W17, D7, C18, CH17; no spells currently, Her *bracers of defense* are of AC 2, and she uses a +3 *dagger*. The religion she belongs to is that of Ukko, chief of the Finnish deities (see the DDG book). If taken out of the dungeon and given proper treatment, Karamel will reward the adventurers with 5,000 gp each from her temple. She will only truly befriend good characters, particularly lawful good ones.

36) Southern Vaults — Much like areas 33 and 34, there is one anomaly that may be noticed in this room. The lowest burial crypt in the southeastern corner of the room is slightly open. Investigation will reveal that the crypt here is empty, and that there is a secret door in one side of it. The secret door can be opened easily with a catch on the floor. On the northern wall of the crypt is the inscription (in ancient common, but clearly understandable) "Through the halls of the dead, to the halls of the elements."

37) Shaft to Fourth Level — This is an unadorned little chamber with a 10' square pit in the center of it. The pit drops 110' down to area 38. On the southern wall of the room is written the word "Trust."

Anyone who jumps into the pit will fall immediately at full speed toward the bottom. However, the character will not strike the sides of the pit and will receive a *feather fall* spell just 10' above the bottom of the shaft, enabling the trusting character to land safely, even if somewhat shaken up.

FOURTH LEVEL

38) Crossroads — The drop shaft from area 37 will land characters onto a crossroads-like structure, surrounded by four pools of violet-colored liquid. The crossroads path is 10' wide, and has no railings to prevent one from falling into the liquid. The liquid acts as a *potion of delusion* if consumed (it tastes like fine wine). A deluded person will believe that he or she knows everything there is to know about the area he or she is in, and will rush off madly toward either area 39, 40, 41, or 42, crossing through the doorways there without stopping.

The four areas that can be seen from area 38 are all transdimensional gateways to the four major elemental planes. The doorways that can be seen are black in color, but are not solid; anyone may walk through them and will emerge somewhere on the elemental planes. A small pedestal sits 10' in front of each door, each bearing an item upon it. The clerics of Thoth used these gateways to further their knowledge of the Elemental Planes. It was through such contact that certain clerics came to know one of the Elemental Princes of Evil (most likely Olhydra, as listed in the FIEND FOLIO Tome), and became corrupted.

The DM should sketch out a small portion of each plane, in case some adventurers decide to try their luck thereon; remember, though, that the monument won't stay above ground forever, and characters might not be able to escape if they dally too long on other planes. Also, entry into any elemental plane without proper protection means the abrupt death of the character from drowning, burning, suffocation, or wind blasts (depending upon the plane traveled to).

Anyone who stands directly beneath the opening in the ceiling at area 38 and says, "up!" in any language will be lifted into the air by rapid *levitation*, and will rise up to area 37. The *levitation* will be dispelled once the character enters room 37 and moves away from the shaft, landing the character on the floor again.

39) Gateway to the Plane of Air — This chamber is sky blue in color. The pedestal is of a clear blue crystal (*glassteed* glass worth 500 gp) and has a *ring of air elemental command* upon it. The ring will initially function as a *ring of invisibility* when first worn by anyone. The hieroglyphs and other writings on the ring make it clear the ring is to be worn only by a cleric of Thoth.

In order to activate its powers, the ring must be blessed by a cleric of Thoth. However, if anyone takes this ring from the monument without having it so blessed, the ring will be cursed and will function as a *ring of -3 protection*, worsening all saving throws that character makes. The ring will not then be removable unless a cleric of Thoth casts a *remove curse* on the ring. The cleric will recognize the ring as belonging to the priests of Thoth, and will also take the ring back in addition to any other payment for the spell casting. Note that no cleric of Thoth will bless the ring unless it will be worn by another priest of Thoth. Also note that every time the ring is removed, it must be *blessed* again in order to function at full power.

40) Gateway to the Plane of Fire — This chamber is fiery red in color, and the small pedestal before it appears to be of *glassteel* but is actually of regular glass (worth 350 gp) and is rather fragile. Upon it is a *ring of fire resistance*. If anyone touches the ring without speaking the name of the glyph of fire (*fah*, as per the DMG) will trigger the *glyph of warding* placed on the tabletop. The burst of flame will do 30 points of damage to the character grasping the ring (half of that if a save vs. spells is made). The glass table must save vs. magical fire or it will shatter. The ring, of course, will not be affected.

41) Gateway to the Plane of Earth — This chamber is a deep brown in color. The dark wooden pedestal before it is quite broad and massive, much moreso than the other pedestals. A smooth black stone rests upon the tabletop. Anyone who picks up the stone will immediately discover that the

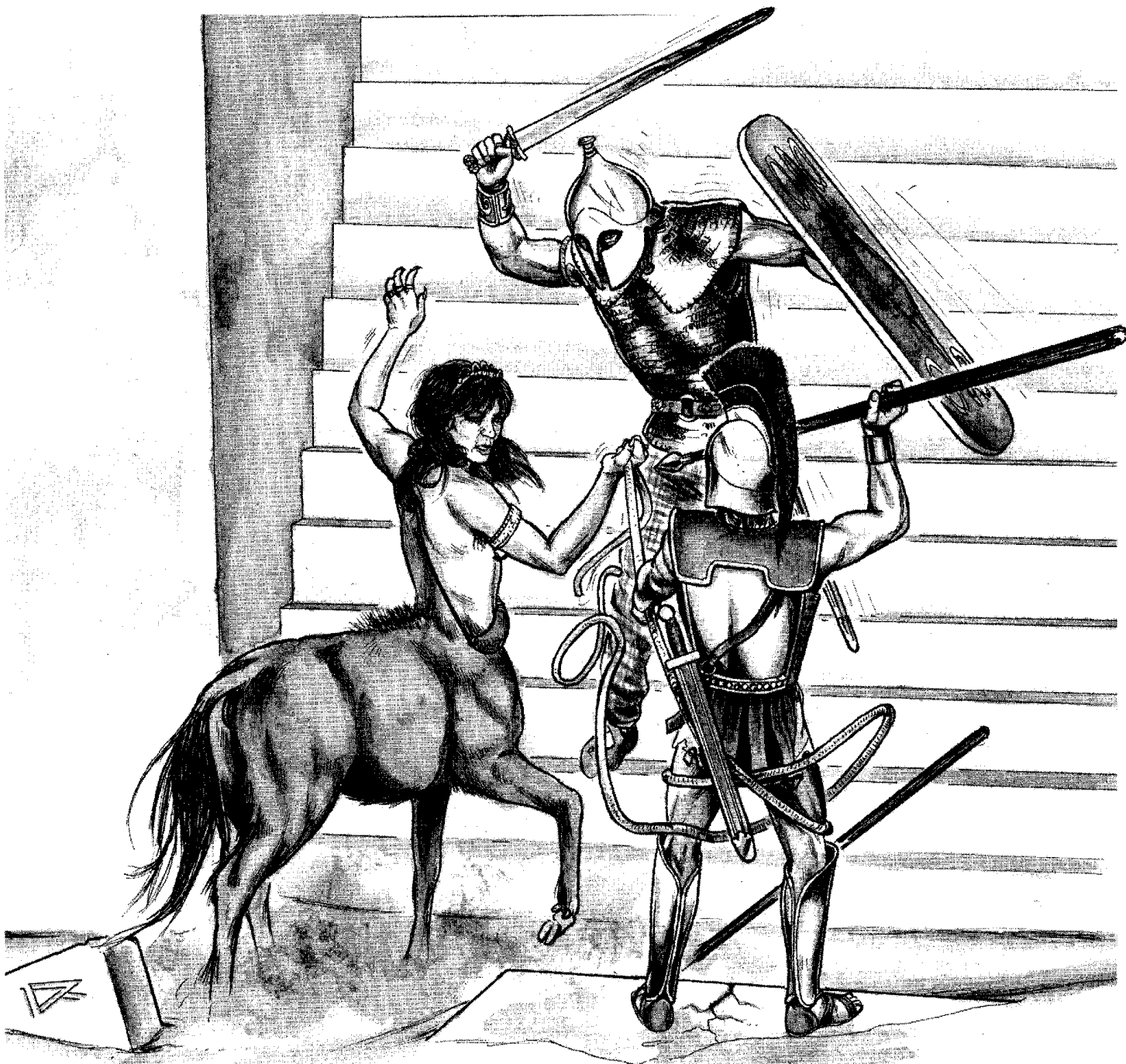
pedestal is actually a killer mimic (AC 7, MV 3", HD 10, HP 66, #ATT 1, D/ATT 3-12). There is a 90% chance that whoever picks up the stone will also get his fingers stuck to the mimic, rendering that hand useless. The stone is a *loadstone*, and will cut the movement rate and number of attacks per round of the victim by half even if the mimic is slain. The mimic will not attack anyone who tosses some food on the tabletop first. The priests of Thoth were able through costly rituals to invoke the favor of the deity Geb (see the DDG book), who lives on the Elemental Plane of Earth, in order to cross into that plane without other magical assistance. The table and stone, of course, were only traps for the unwary.

42) Gateway to the Plane of Water — This chamber is a deep sea green in color. The pedestal before the door is made of brilliant jade, and is worth 10,000 gp if removed intact. In pieces, the table is worth about 1,000-4,000 gp altogether. On top of the table is a *ring of water breathing*, with a 5' effective radius. The ring is unremarkable in appearance, being a plain silver band. However, if anyone wears this ring within 60' of a fire elemental (or an efreet, salamander, or other denizen of the Plane of Fire), the fiery creature will immediately sense the presence of the ring and will attack the wearer instantly, regardless of any other orders (this will occur even with fire elementals under a magic-user's personal command). This peculiar curse cannot be removed from the ring without destroying the ring.

Leaving the monument

While the adventurers are exploring the monument, Feyodena the lamia (and Telketnatun the gynosphinx, if the party has attacked or been rude to her) will be preparing an ambush for them outside. Feyodena will station herself at the foot of the stairway leading up to the statue of Thoth, magical potion in hand. The magical rope will be left coiled in a heap at the top of the stairway, out of immediate view. As soon as the party emerges and starts down the stairs, the lamia (still invisible) will drink her *potion of growth*. As soon as the party starts down the stairs, she will call out the command word to activate the *rope of entanglement*. This will also render Feyodena visible, and the party (now most likely entangled in the rope) will be confronted by a 30' tall lamia!

Feyodena will immediately start using her *charm* power on any character who attacks her. If reduced to below half her hit points, Feyodena will turn *invisible* using her ring, and will flee into the desert. If she can *charm* attackers into submission, she will move within reach of the party (easy enough for her to do, in her enlarged form) and will begin touching them and draining their wisdom points away. Once the party has been completely brought under her



control, she will command the *rope of entanglement* to release them, and will bid the party to follow her away, where she will dine on them at her leisure


If Telketnatun is involved in the ambush, she will assist Feyodena by inscribing a *symbol of stunning* on the first step of the stairway down from the monument (beside the rope). She will then use her *dispel magic* power on anyone who appears to be a spell caster (having a genius intelligence, Telketnatun has a 90% chance of accurately picking out spell casters, even in disguise). Knowing that Feyodena will be trying to *charm* those caught in the *rope of entanglement*, she will concentrate on uncaptured spell casters, maintaining this power from round to round until everyone is captured, escapes, or is slain. If she takes more than

half damage in hit points or is in danger of losing her life, Telketnatun will fly away for good. If the gynosphinx and her ally win, they will divide the party up between them (Telketnatun getting all the clerics and bards) and have an informal luncheon.

Ending the scenario

If time runs out and the monument starts to descend into the sands again, the characters will know about it only if they are outside the monument or have a guard stationed somewhere who can warn the group; the descent of the monument will be completely silent. The monument will sink into the sands at a rate of 30' per round, and no magical force or power can stop it. Characters standing on top of the monu-

ment will be able to leap off onto the sand and escape. Those inside the monument will be trapped (the secret entranceway shuts and locks one round after the descent starts, with a 17th-level *wizard lock* in effect upon it) and will have to wait for two years to escape — unless they leave through the gates into the Elemental Planes.

Any characters who manage to survive the dangers of the monument and return to Ruatha will be treated as heroes by the villagers. They will get free food, free lodging, and other courtesies. The townspeople will ask only that the characters describe, in great detail, all of their adventures within the monument. Refusal to do so will be taken as an insult, and the characters will be escorted forcefully out of town. 

Valley of the Earth Mother



Valley of the Earth Mother

An AD&D® game adventure for PCs of 4th-6th level

Designed by Lise Breakey

Valley of the Earth Mother is an AD&D® game adventure for good or neutral-aligned characters of 4th to 6th level. The party should include a magic-user, cleric, and druid for optimum success. In many ways, this module is ideal for parties with strong Celtic ties, particularly druids and rangers, though such are not required for play. Use is made of an article from DRAGON® issue #65, "Tuatha De Danaan," which described a revised Celtic pantheon. The Earth Mother in this module is the goddess Danaan, whose statistics are given at the end of the module. Any worshiper of a neutral Celtic deity will certainly pay homage to Danaan as well.

DM's overview

The player characters are asked to help a village that will shortly be attacked by a major orc tribe. To insure victory in the coming battle, the PCs must go to a former stronghold of the local druids, the Valley of the Earth Mother, and recover a minor relic which will hopefully drive away the orcs. The Valley, now called the Tor, has been taken over by a rival cult, supporting the death god Arawn.

A new, evil NPC class, the huntsman, appears in this module. It is described in detail at the end of the text. The Torc of the Gods that the characters are seeking is also detailed at the module's end.

This area is ideal for developing as part of a druid-oriented campaign. The referee will need to create the village of Dungaalen and the surrounding territory, but it should be relatively easy to fit it into any campaign setting. If used as part of an ongoing campaign, the introductory section may be modified as desired to fit the campaign circumstances.

Players' introduction

The wanderings of your party in search of adventure have brought you to the small fortified village of Dungaalen, a town very much in need of heroes. Dungaalen is south of a large mountain range on the Daan River, on the outskirts of human habitation. Lately, it has been unceasingly raided and harassed by hordes of orcs from the mountains. At first the raids were infrequent and the raiders few in number, but the orcs are beginning to realize how much they outnumber the fighting population of Dun-

gaalen. Soon the fort will be under an all-out attack. Brave though their warriors are, the people of Dungaalen do not believe they can long defend their log ramparts against the enemy.

Now the war leader of the village, Lord Vortimax, has asked your party to come to his home and confer with him about the situation. Over horns of strong mead, he tersely explains the problem and suggests a solution. At his side is Avanthus, the aged leader of the much-reduced druidic community in the region. Lord Vortimax is a 9th-level fighter (hp 44); Avanthus is an 8th-level druid (hp 28).

"To the north, two days' travel up the Daan River," says the warrior, "is a religious stronghold which once was called the Valley of the Earth Mother. It was built under a hill, out of which flowed a sacred spring possessing great powers of healing. The spring was blessed by the goddess of life herself. The druids of the valley followed the old ways of the Earth Mother, holding all life sacred and striving to preserve it.

"That was many years ago. The stronghold was taken by force a decade ago by priests of the lord of death, whose name I shall not utter. The druids were slaughtered, and evil rules there now. The stronghold is now called the Tor.

"You may wonder what all this has to do with us. The druids of the Valley possessed a magical relic of great power: a *Torc of the Gods*. It is said that in addition to the usual powers of such a sacred object, this torc also possesses magical powers which could be of great assistance in driving off the orcish hordes."

"It is as m'lord says!" whispers the aged druid by Vortimax's side. "Were I to wear the torc, no foul thing that harms the forest could stand against me — including the orcs!"

"The problem is," continues Lord Vortimax, "the evil priests now have the torc. Though they cannot use it, I am sure they have not thrown it away. Perhaps they have even made an alliance with the orcs.

"We must ask you to help us by retrieving the torc. We can send none of our own men; few of them are seasoned, and even now we can barely hold our own against the orcs. We need every warrior. Will you aid us?"

You look at each other, quickly reaching a consensus. The people of Dungaalen have been very hospitable to you, and you feel you cannot desert them in their hour of

need. Besides, evil religious strongholds usually have plenty of treasure. . . .

The approach

As directed by Lord Vortimax, the party must travel north up the river for two days. The terrain consists of forested rolling hills which gradually become mountains. The river winds its snaky way through the terrain. There is no road, and the river is much too strong and fast to take boats upstream, so the party must either walk or purchase horses at Dungaalen. The foliage is too thick to allow horses to move at better than a 12" movement rate. The villagers will supply the party with as much food as they ask for, within reason. They have little to offer, because the orcs have razed their crops. Except for two predestined encounters, the trip will be uneventful.

1. Sirine

At some point on the first day, the party will encounter a sirine if they are traveling by the river. (Sirine: HD 7, hp 40, AC 3, MV 12"/24", #AT 1, DAM short sword, NG, other information may be found in *Monster Manual II*). The sirine will smile at the party and approach as close as she can without leaving the water. If convinced that the party intends to drive out the evil priests at the Tor, the sirine will give them the information that "blood runs where water ran," and that dead men are said to wander about the Tor. If the party attacks or threatens the sirine, she will scream in mock alarm and dive for the deepest part of the river. The party will suddenly find itself surrounded by thick greenish fog, resembling that created by a *cloudkill* spell. All the fog does is obscure vision for 11 rounds, as per *fog* cloud. The sirine has no lair or treasure.

2. Orc scouts

As the player characters come within a five-mile radius of the Tor, they will see that the trees in this area have been systematically cut down, trampled, burned, and left to rot. If the party is on horseback, mounted movement returns to normal. The river banks quickly enlarge into a canyon. At the canyon's entrance, the party will encounter a group of eight orcs (each HD 1, hp 5-8, AC 6, MV 9", #AT 1, DAM scimitars, LE) who are on a scouting mission to Dungaalen. If the orcs find it at all possible to avoid a fight, they will, but they will not

surrender. If any are captured and questioned, they must make a morale check or tell everything they know to avoid execution. Their tribe is preparing the attack on Dungaalen, and their forces consist of over 300 orcs. An alliance between the orcs and the Tor is being considered, but nothing more is certain. The orcs know nothing about the inside of the Tor, although they know where it is. They have 2-12 sp each. If freed, the orcs will immediately split up and try to warn their tribe and the Tor of the PCs' coming.

3. The valley

The party will soon arrive at the point where the canyon widens into a valley raze of all large animal and plant life by men and orcs. In its center is a broad, foreboding hill of stark stone, obviously the Tor, crowned with a circle of huge stone monoliths. A dark opening lies 60' up the southern slope of the hill with steps leading up to it. A stream of thick, red liquid flows out the opening through a special channel cut down the middle of the steps, through the valley, and eventually into the river. No further details can be made out from this point.

4. Monoliths

If the party wishes to investigate the monoliths, they will find the going a steep climb. At the top of the hill is an 80' circle of stones, which was used by the druids to predict eclipses and maintain their seasonal calendar. (The monolith arrangement strongly resembles that at Stonehenge.) The monoliths are 6' x 8' at the base and rise 18'. Some of them have smaller horizontal monoliths on top of them. The entire structure is obviously very old. In the center of the circle is a 10' x 10' pit lined with stone which drops 150' into room 25. Before the pit stands a bloodstained slab of stone 4' x 4' x 8'. Four 2nd-level huntsmen are on guard here (hp 12-18, AC 7, MV 12", #AT 1, DAM by weapon type, LE, surprise as rangers). They are armed with swords and spears, and have 4-16 gp each.

5. Entrance

Sixty steps lead up to a platform and the entrance. A stream of blood flows out the center of three openings and down the steps in a channel cut in the rock. It is 10' wide and 5' deep, and enchanted so that it will not coagulate quickly. The Blood River was created by the evil priests to replace the pure spring water that used to flow here. Four 2nd-level huntsmen in wolf-head hoods, each armed with a sword and two javelins, are on guard at the top of the steps (hp 12-18, AC 7, MV 12", #AT 1, DAM by weapon type, LE, surprise as rangers). Unless attacked at long range from the bottom of the steps, they cannot be surprised where they are. If they are attacked, they will throw javelins and retreat to area 6 to make a stand. They dare not interrupt the ceremony going on in room 7. They have 4-16 gp each. The entrance itself is a



post-and-lintel structure ornamented with human skulls set into niches about it.

The Tor

All floors, walls and ceilings, unless stated otherwise, are made of stone. Doors are of wood and usually open easily. Ceiling height (CH) and illumination (IL) are given for each area described below.

The DM should be aware that the evil high priest of the Tor, Gershus Koch, has disappeared within the last three days (see areas 16 and 45). Most of the activities of the priesthood are centered around locating him. Most priests will immediately believe that the party had something to do with his disappearance, and they will do all in their power to capture the party and force the characters to reveal the high priest's location. Random encounters take place on a roll of a 1 on a d6, rolled every 2 turns.

Random encounters:

- 1 — Three orcs (HD 1, AC 6, MV 9", #AT 1, DAM 1-8, LE) looking for their fellows in room 11.
- 2 — Two 3rd-level huntsmen (hp 18 and 16, AC 5, MV 12", #AT 1, DAM 1-8, LE, surprise rangers) returning from a patrol.
- 3 — One scarecrow (HD 5, AC 6, MV 6", #AT 1, DAM 1-6, LE, touch and glance cause *charm*), a guardian of the Tor which will attack all intruders. It is only encountered once unless destroyed.

4 — Five 4th-level clerics (AC 10, MV 12", #AT 1, DAM clubs, LE, use spells) on their way to room 7.

5 — One kobold (HD ½, hp 3, AC 7, MV 6", unarmed, LE), who will instantly flee and raise an alarm upon seeing the party.

6 — Two skeletons (HD 1, AC 7, MV 12", #AT 1, DAM 1-6, N), that wandered away from the barrows (see "The Barrows" below).

6. Entrance hall

(CH: 10', IL: daylight, if any)

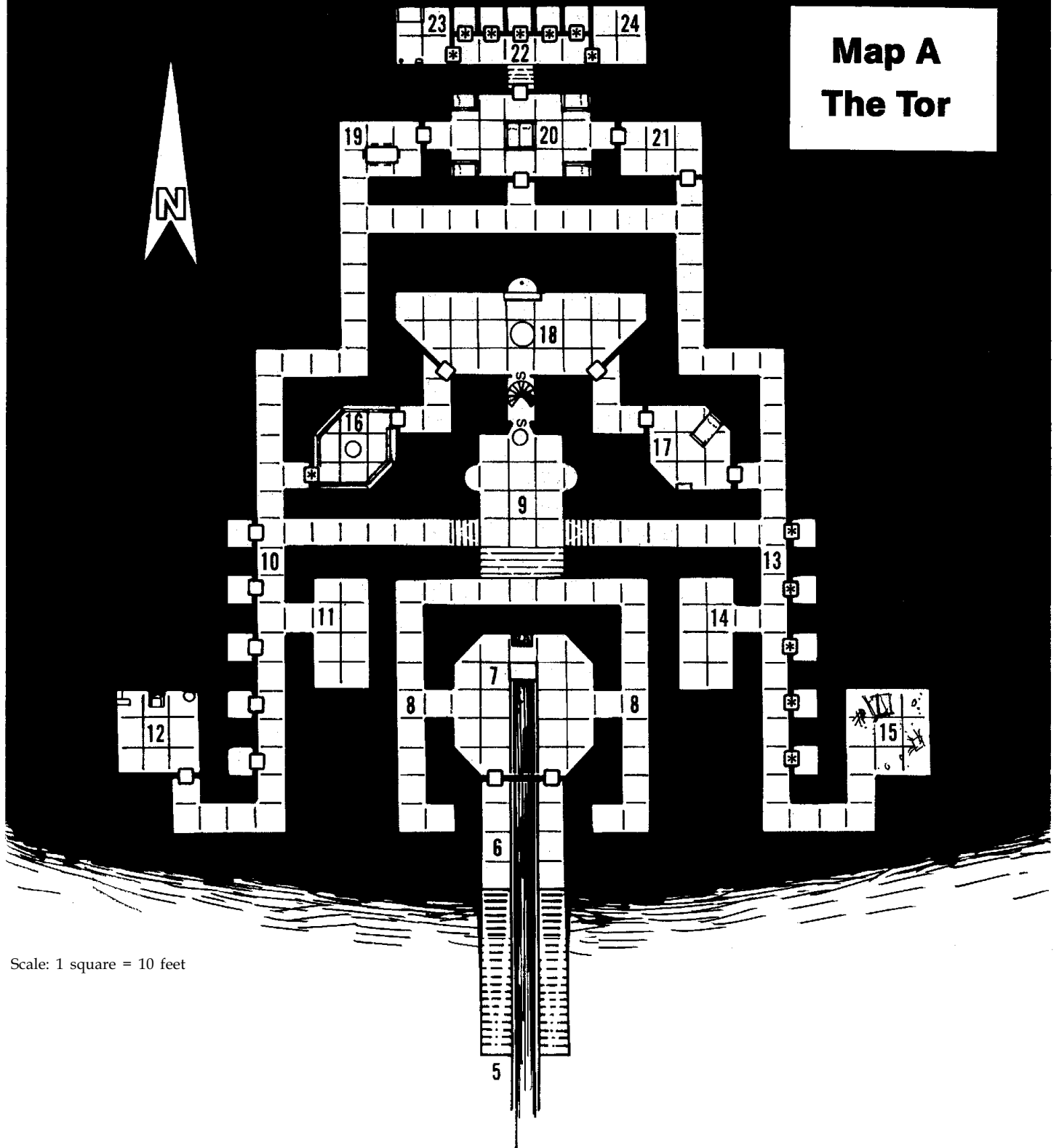
The Blood River flows through the center of this room from under the north wall. Directly above it, between the two doors, is a recently made bronze plaque, which reads in Common: "Ye who come to reverence the Deathlord may speak and enter." The two doors each have a *glyph of warding* on them. The first person to touch either door without first saying the name of the *glyph* ("peh") must save vs. spell or be *paralyzed*. It is possible to swim upstream under the wall into room 7. However, good characters would consider this distasteful at best, and the party would attract attention afterward because of their bloody footprints and foul smell. Characters listening at either door will hear a low, guttural chanting.

7. Main shrine

(CH: 20') IL: four braziers)

This room is occupied by five 4th-level clerics in black robes who are chanting in a

Map A The Tor



Scale: 1 square = 10 feet

strange tongue, in front of a bronze statue of a tall, grim-faced man in an iron crown. This is the god Arawn. The Blood River flows through this room from under a large altar before the statue. The Blood River appears to originate here, but actually it is being teleported to a cistern under the altar from room 43. (Priests: hp 12-20, AC 10, MV 12", #AT 1, DAM clubs, LE, use

spells.) Today, their spells are *command*, *cause light wounds*, *sanctuary*, *augury*, and *spiritual hammer*.

On seeing the party, two of the priests will attack with clubs, and two will cast offensive spells such as *command* ("sleep!") or *spiritual hammer*. The last one will cast *sanctuary* on himself and attempt to retreat to room 9 and warn the huntsmen there.

The priests have been attempting by prayer to find out what happened to their high priest. This vigil is maintained around the clock. If the PCs re-enter this room after an hour, there is a 30% chance it will be again occupied by five more priests. The priests have no treasure, but there is a set of 13 gem-inlaid sticks worth 50 gp each lying in a strange pattern on the altar.

8. Vestry

(CH: 10', IL: none)

Hanging on pegs along this corridor are ten black robes on each side. There is nothing unusual about them.

9. Commemoration hall

(CH: 10', IL: two braziers)

At the top of the steps are four 2nd-level huntsmen in bear hoods on guard duty (each hp 12-18, AC 7, MV 12", #AT 1, DAM long sword, LE, surprise as rangers). They will attack the party on sight. They have 4-16 gp each.

The room contains four tapestries. Two of them depict a grey star on a black background. The other two show scenes of black-robed priests plunging corpses into a huge undead cauldron, after which the corpses walk away. In the center alcove is a bronze statue of Arawn in an iron crown. Player characters inspecting the statue will notice that the crown is removable. The secret door behind the statue opens onto a stairway which leads down to room 34. The door can be opened by twisting the crown. On a spike driven into the east wall next to the arched exit, an intricately worked horn of silver inlaid with jet dangles from a leather thong. This horn is the alarm system for the Tor. Blowing it will alert the whole level and bring the huntsmen in room 19 and 20 running. It has had a *Nystul's magic aura* placed on it and is worth 200 gp.

10. Priest chambers

(CH: 10', IL: none)

Each of these rooms contains two reed mat beds, two chests and two 4th-level clerics (each hp 12-20, AC 10, MV 12", #AT 1, DAM clubs, LE). They are either sleeping (50%) or meditating (50%). In either case, surprise is automatic. The priests have only bless and *chant* spells. The chests contain personal items of no interest. From the hallway, loud noises can be heard from room 11. It sounds like an argument in an extremely guttural language.

11. Converted storeroom

(CH: 10', IL: one torch)

This room is a storeroom, but it is being used to house nine large orcs in black chain mail and rounded black helmets. They are with Strengul in area 12. As is typical of orcs with nothing to do while in a strange place, two of them have started a fight. The PCs will hear one call the other a "brown-nosed kobold punk." They have drawn swords, and, with the other seven orcs looking on and yelling encouragement, are about to have at it. On seeing the party, all the orcs will forget about the fight and attack the party instead. (Orcs: each HD 1, hp 5-8, AC 5, MV 9", #AT 1, DAM long swords, LE.) The room contains several crates full of torches and braziers, an empty cabinet, and two large cagelike wicker baskets, used for holding sacrificial victims for burning. The orcs have 2-12 sp each, as well as backpacks full of jerky and uncured wolfskin bedrolls.

12. Meeting hall

(CH: 10', IL: two braziers)

A large, impressive-looking stone chair against the north wall is occupied by a figure shadowed in a dark cloak. Before him, seated on a fur-padded stool, is an extremely ugly half-orc in black leather armor and spiked *bracers of AC 4*. The shadowed figure is Cathbad, a 6th-level illusionist and the current leader of the Tor (hp 24, AC 7, MV 12", #AT 1, DAM dagger, LE). His spells are *color spray*, *darkness*, *detect invisibility light*, *blur*, *mirror image*, and *suggestion*. Cathbad possesses a *ring of human influence* with 3 charges left. The half-orc is Strengul, a 5th-level fighter/5th-level assassin, leader of the orcs in room 11 and of the tribe preparing to attack Dungaalen. He is here to discuss the possibility of an alliance between his tribe and the Tor. (Strengul: hp 32, AC 4, MV 12", #AT 1, DAM long sword, NE, sword poisoned.)

Cathbad's first reaction after seeing the party will be to restrain Strengul from attacking while he uses his *ring of human influence* to *charm* the party. He will attempt to keep the party enthralled while Strengul tries to assassinate the most powerful-looking member; if this attempt takes place, allow another saving throw for the *charmed* characters. Strengul's sword is poisoned, causing the first victim struck with it to save vs. poison or take 5-20 hp damage more.

The room contains two chests full of clothing, four pieces of jewelry worth 50 gp each, and four stoneware urns (with *permanent illusions* cast on them to make them appear empty) that each contain 150 gp. Cathbad purchased the urns in a nearby city. Strengul has 20 gp and a 100 gp gem on his person.

13. Priests' chambers

(CH: 10', IL: none)

These rooms are identical to the ones in area 10, except the doors are locked and the rooms are unoccupied.

14. Storeroom

(CH: 10', IL: none)

This room contains a stack of crates holding torches and braziers. It also has a cabinet which contains ten gold-plated scythe-like daggers worth 15 gp each, and ten amber bowls worth 25 gp each. There are also two large cagelike wicker baskets. They are used for holding and sometimes torturing man-sized prisoners.

15. Boggle's room

(CH: 10', IL: none)

This room bears all the telltale signs of having once been a bedroom, but its furnishings have been smashed and burned into uselessness. A boggle (HD 4 + 3, hp 28, AC 5, MV 9", #AT 3, DAM 1-4/1-4/1-4, CN, naturally resists fire, *spider climb* and *dimension door* through any complete frame at will) lurks in this room. If surprised, it will be kicking back on the re-

mains of a bed, cleaning its toenails. If not surprised, it is on the ceiling just above the archway, waiting to drop on the first character who enters. In either case, it will try to steal some small, valuable item from a PC. After attempting the theft, it will *dimension door* beyond the party down the hall and run for the exit. It crept into the Tor looking for treasure. It will fight only if cornered. It has no treasure yet.

16. Library

(CH: 10', IL: none)

Shelves line the walls, books stacked neatly on them. Charts of various astrological configurations are tacked to the fine oak-paneled walls. Luxurious black furs cover the floor, and two unlit braziers hang from the ceiling. In the center of the room stands a small round table with a clean, burnished human skull resting on it. A large raven, actually a *polymorphed* imp, perches on the skull. (Imp: HD 2 + 2, hp 14, AC 2, MV 6"/18", #AT 1, DAM 1-4, LE; 25% magic resistance; poisoned tail; can *detect good*, *detect magic*, *polymorph self* into raven or giant spider, and become *invisible* at will; can use *suggestion* once per day.)

A former familiar, this imp was driven permanently insane when its master (the high priest Gershus Koch) attempted to turn himself into a lich and failed (see area 45). It now thinks it is a talking raven and will not attempt to leave the room. It will not attack unless attacked first. If left alone, it will use *detect good* on the PCs and verbally abuse those that it detects as good. It will respond to all questions with absurd phrases such as "Nevermore!" or "Won't you come home, Bill Bailey?"

Most of the books here are local histories, religious treatises, and philosophical novels on subjects that would interest any evil high priest. However, there are two books that the party might find fascinating. One, entitled "Politics of the Eighth Hell," has a scroll with a *wizard eye* spell tucked within it. The other is an unnamed volume bound in black leather that details the process of achieving lichdom in exacting detail. Player characters reading it will notice that certain key paragraphs have been underlined, and the name Gershus Koch is written in the front of the book. The book is *almost* completely accurate and usable; a magic-user with intelligence of 17 or better will note that the work fails to tell the reader that any magic-user wishing to become a lich must be at least 18th level. The work implies that a magic-user of *any* level may become a lich, which is not true. The results of attempting to achieve lichdom without being of sufficient level vary widely, but they are invariably bad (see area 45). The party has a 10% cumulative chance per turn of searching to find either book.

17. High priest's chamber

(CH: 10', IL: none)

This was the high priest's bedroom before he disappeared. The name Gershus Koch is painted on the door in gold leaf. Furs cover

the floor and two unlit braziers hang from the ceiling. The large fur-filled bedstead has a screaming devilkin (HD 3, hp 12, AC 2, MV 12", #AT 1, DAM 1-6, LE, screams) hiding under it, acting as guard. It will attack the party when encountered, and its screams will automatically attract a wandering encounter in 1-4 rounds. The room also has a chest containing black robes, a gold torc worth 50 gp, and a leather pouch with 6 pp. Two tapestries of a gray star on a black background cover the walls; each is worth 75 gp.

18. Wizard's lab

(CH: 10', IL: none)

The first thing the party notices about this room is the knotted, writhing pile of nine, sickly yellow larvae (each HD 1, hp 5-8, AC 7, MV 6", #AT 1, DAM 2-5, NE) which disentangle themselves and move to attack in a mindless frenzy. This room contains a clutter of things typical of a sorcerer's laboratory.

A cauldron set in the burned-out fireplace is steaming slightly, and contains the fermenting ingredients for a *sleep* potion. After the PCs have been here one turn with the doors closed, they must save vs. poison or suffer extreme grogginess from the fumes. They will receive a -3 on "to hit" and armor class. Magic-users and illusionists will find it very difficult to concentrate, and each spell they cast will have a 50% chance of failure. Magical counters such as *neutralize poison* will work. The effect lasts 2-8 turns.

A work bench sits against the north wall with several vials and a small locked box. The vials are clearly labeled with what they contain: "Arsenic," "Belladonna," "Phase Spider Venom," "Wyvern Venom," "Vampire Blood," and "Giant Moth Glands." The box contains a large, luminous gem that will drain the soul of the first person who touches it into itself, unless he or she saves vs. spell at -3. The body of the person will fall to the floor, apparently lifeless. The gem's effect is similar to a *magic jar* spell, except that the character cannot possess anyone or return to his own body. *Dispel magic*, successfully cast vs. 10th-level magic, will restore the soul to its body; so will bathing either the body or the gem in the Waters of Life in room 43. The gem only works once. It is worth 1,200 gp. In the center of the room is a stone platform, 10' in diameter and 2' high. This is one end of a two-way teleport once connected to room 43; it has been deactivated.

On a stand against the south wall is the high priest's magic-user spellbook, marked with his name and chained to its stand. A *glyph of warding* has been placed on the cover which will *blind* the first person touching it, unless he saves vs. spell. The book contains the spells *find familiar*, *Nystul's magic aura*, *read magic*, *write*, *darkness*, *ESP ray of enfeeblement*, *shatter*, *fireball*, *monster summoning I*, *slow*, *polymorph other*, *polymorph self*, *cloudkill*, and *magic jar*. The page with the *cloudkill* spell

on it also has notes in the margin regarding the process of becoming a lich (duplicating some of the material from the black book in area 16).

In one corner of the room is a large wicker cage with several holes 'chewed in it. This is where the larvae were confined before they escaped. Shelves and cabinets against the north wall hold an uninteresting clutter of vials, tripods, bowls, rods, tongs, and other equipment. The secret door opens easily onto a staircase which leads down to room 34.

19. Guardroom

(CH: 10', IL: two torches)

Five huntsmen in cougar hoods are seated around a table. If surprised, two of them are occupied playing chess while the others look on. They are drinking mead, occasionally calling for refills from the kobold sulking in the corner. They are not yet intoxicated and will attack the party on sight. Two huntsmen are 4th level (hp 22 and 27), two are 3rd level (hp 16 and 17), and one is a 7th-level warrior (hp 49). (Huntsmen: AC 8, MV 12", #AT 1, DAM long swords, LE, surprise as rangers). The huntsmen in room 20 will come in at once if they hear the sounds of combat in this room (and vice versa; see area 20).

The kobold (HD 1/2, hp 2, AC 7, MV 6", unarmed, LE) will not attack the party. It will just sit on top of its cask of mead muttering angrily about how it has been mistreated and what it would do if it was bigger. In any case, it knows nothing of interest. The huntsmen have 4-16 gp each. The chessmen are made of bronze and are worth only 1 sp each.

20. Barracks

(CH: 10', IL: six torches)

Nine huntsmen in boar hoods are lounging around on their bunks, telling stories of past battles. They will attack the party at once, astonished that intruders have gotten this far into the Tor. One huntsman is 8th level (hp 50) and wears *bracers of AC 2*; he carries a *battleaxe* + 2. Another is 6th level, wears *leather armor* + 2, carries a shield, and uses a *longsword* + 1. The other men are 2nd level, and wear leather armor and use long swords. (Huntsmen: AC 8, MV 12", #AT 1, DAM long swords, LE, surprise as rangers.) The room contains 16 bunk beds and 32 chests. All the chests contain extra animal-head hoods, grooming brushes, and personal items. The locked door to area 22 has a small barred window in it, through which the loud complaints of the prisoner in room 24 can be heard.

Note that any sounds of battle here will attract attention from those huntsmen in room 19.

21. Warlord's chamber

(CH: 10', IL: none)

The first thing the DM needs to know about this room is that there is a night hag in it (HD 8, hp 46, AC 9, MV 9", #AT 1, DAM 2-12, NE, see *Monster Manual* for

powers). She recently arrived from the Ethereal Plane to look for the huntsman warlord, in order to strangle him and take his soul back to Hades. This is the third time she's missed him, and she is in a foul mood. If the PCs don't attack her within two rounds of seeing her, she will leave for home, planning to try again a few days later. If threatened, she will attack, but if reduced to less than a quarter of her hit points, it will occur to her that she is wasting her time and she will leave through the Ethereal Plane.

The room contains a bed, a chest, and a desk and chair. Two non-magical swords and a shield are hanging on the wall. The chest contains animal-head hoods and a pair of *boots of striding and springing*. On the desk is a wire cage that holds a live stirge, furiously rattling its proboscis against the bars (HD 1 + 1, hp 7, AC 8, MV 3"/18", #AT 1, DAM 1-3, N, drains blood). It is voraciously hungry.

There is nothing to indicate where the warlord went beyond a few scribbled pages in Common on the desk, speculating on where the high priest might have gone. The warlord was obviously trying to locate him.

22. Cell block

(CH: 10' IL: none)

All the doors to this area are locked. The small rooms are unoccupied cells used for holding sacrificial victims until the time for their sacrifices. They are small, dirty, full of wet straw and infested with vermin. Characters searching through the straw have a 30% chance of contracting a mild parasitic infestation of the skin (no saving throw). Characters captured in the Tor will be confined here for 1-4 days, then taken to room 27 and dropped into the barrows without weapons, armor, or equipment. Loud complaints from the prisoner in room 24 can be heard through the tiny barred window.

23. Special cell

(CH: 10', IL: none)

Although the door to this room looks exactly like the others in room 22, the room itself is spacious and clean. It is furnished with a bed, a chair and a washbasin. It is used for special sacrificial victims, such as a paladin or druid. Grafitti has been scrawled all over the walls by previous captives. The DM should invent a number of suitable scrawlings, none of which are helpful to the party, in case someone wants to read them.

24. Ogre's cell

(CH: 10', IL: none)

A ranting and raving ogre is locked up in this room. He is swearing in a mixture of common and ogrimish. This burly creature is destined to be the next sacrifice. On seeing the party through the tiny barred window; he will demand his freedom, using the logic that if the party does not let him out, he will smash them. The door's lock must be picked and the bar across it removed to open it; otherwise, the "bend bars" roll must be used (one chance only). If the ogre

is released, he will immediately look for huntsmen to kill. He will not attack the party unless they either attack him, enter his cell without releasing him, or encounter him again in the complex. (Ogre: HD 4 + 1, hp 24, AC 7, MV 9", #AT 1, DAM 1-10, CE.)

Chambers of Preparation

The floors, walls and ceilings are of stone, just as in the previous section. Also, doors are wooden and open easily unless locked or otherwise impeded.

The activity of the priesthood on this level is involved in the creation of an undead army under the priests' control, for the purpose of conquering unbelievers, expanding the priests' sphere of influence, and all other goals typical of evil priesthoods. Normally, undead are created by the priests by putting the corpse of a sacrificial victim into the undead cauldron in area 44. The undead cauldron is a magic item that turns ordinary bodies into undead corpses; it was enchanted to be easily portable as well. However, the cauldron disappeared at the same time as the high priest. The priests are now simply dropping live victims into room 37 from room 27, in the hope that they will be slain by the undead and thus become undead themselves.

Random encounters take place here on a roll of 1 on a d6, checked for every two turns.

Random encounters:

1 — Two 2nd-level huntsmen (AC 7, MV 12", #AT 1, DAM long swords, LE, surprise as rangers) dragging a male human peasant (0 level, AC 10, MV 12", unarmed, LN) to room 27.

2 — One scarecrow (HD 5, AC 6, MV 6", #AT 1, DAM 1-6, LE, touch and glance causes charm). If the party has already destroyed the scarecrow, disregard this roll.

3 — Five 4th-level clerics (AC 10, MV 12", #AT 1, DAM clubs, LE, use spells) on their way from room 27 to area 13.

4 — One kobold (HD 1/2, hp 4, AC 7, MV 6", unarmed, LE) who will instantly flee and raise an alarm upon seeing the party.

5 — Four zombies (HD 2, AC 8, MV 6", #AT 1, DAM 1-8, N) that wandered away from the barrows (see below).

6 — Two ghouls (HD 2, AC 6, MV 9", #AT 3, DAM 1-3/1-3/1-6, CE, cause *paralysis*) that escaped from the barrows (see below).

25. Pit

(CH: 20' IL: daylight, if any)

The light in here is very dim, as it is coming from 150' up through a 20' x 10' shaft in the center of the ceiling (leading up to area 4). The floor is coated with dried blood. In the center of each wall, 10' up from the floor, is an alcove. Each alcove has a bronze statue of Arawn in it, with a club and an iron crown. The southern statue's

crown may be twisted to open the secret door behind the statue.

26. Morgue

(CH: 10', IL: none)

This room is filled with crude wooden coffins. Most of them are unoccupied, although five have ordinary human corpses in them (victims of a recent rockslide that killed several huntsmen). The entire room reeks of carrion. In the northwest corner, four ghosts are leaning over a coffin, ripping the occupant into bite-sized chunks. They will attack the party with deranged enthusiasm (HD 4, hp 19, AC 4, MV 15", #AT 3, DAM 1-4/1-4/1-8, CE, stench, cause *paralysis*).

27. Shrine

(CH: 10', IL: four braziers)

Five black-robed priests are conducting a ceremony in this room. An unconscious figure is stretched out prone on a stone altar with two priests holding his wrists and ankles. The other three priests stand before the altar, holding gold-plated, curved daggers and chanting in a strange language. Behind the altar is a small, bronze statue of Arawn. In the center of the room gapes a dark 10' x 10' pit. It drops 40' into room 37. If left uninterrupted, the priests will finish the ceremony by dropping the figure into the pit. The (4th-level) priests will defend themselves with spells and clubs if attacked. (Priests: hp 12-20, AC 10, MV 12", #AT 1, DAM clubs, LE.) Their spells are *curse*, *detect good*, *protection from good*, *augury*, and *hold person*.

If given the chance, the priests will retreat to room 34 and up the steps to warn the Tor's inhabitants of intruders, killing the victim with their daggers before they leave. (Note: Arawn is assumed to approve of the use of sharp-edged weapons for sacrificing victims or slaying captives in this manner, though he would not approve of the regular use of daggers or the like by his priests.) The party will have to act quickly in order to rescue the victim. If the PCs succeed, they will learn that he is Ferdian, a 4th-level half-elven thief who was caught sneaking around looking for treasure. (Ferdian: hp 20 (now 4), AC 10, MV 12", unarmed, N, 17 dexterity.) Having been severely beaten in the process of being captured, his only goal is to escape the Tor alive. Toward this end, he will offer the party some information he overheard in exchange for a weapon he can use. He heard that a large treasure is hidden at the southern end of this level. He can draw a crude map of how to get to room 34, but that is the extent of his knowledge. If he acquires a weapon, he will thank the party and head for the nearest exit.

28. The forgotten room

(CH: 10', IL: none)

Both doors to this room are locked, and the room's contents are covered with dust. There are two fireplaces in the east wall, filled with ash and soot. Two bronze cauldrons, once used for heating water, lie on

the earthen floor. Cloth and clothing are scattered all over the floor. Against the western wall, between the two dark openings of the staircases, is a patch of disturbed earth marking a shallow grave. Beside it kneels the shadowy figure of a woman with elfin features, dressed in a pale robe. The woman seems to be digging at the dirt with her hands, but is unable to affect the earth. The faint sounds of weeping may be heard.

When the party enters, the woman will look up at them with a pleading gaze. It will become immediately apparent that she is undead, and is 90% likely to be mistaken for a groaning spirit. In truth, she is the haunt (see *Monster Manual II*) of a half-elven druid who was slain when the forces of Arawn took over the temple. She was trying to hide the magical torc when she was caught and killed by a huntsman. Now, she continually digs at the earth where her body is buried. She will arise and attempt to possess the body of a player character, preferably a female, in order to find the stolen torc and give it to a druid. If this act has already been accomplished, the haunt will need to see proof of this before "giving up the ghost."

29. Room of healing

(CH: 10', IL: none)

Dust covers the room. A table stands in the center of it. Shelves line the walls, filled with boxes and jars containing first-aid equipment, torn-up bandage strips, and most of the herbs listed in the *Dungeon Masters Guide*, Appendix J (75% chance that any particular one is present). If the party searches the room for one turn, a jar with six applications of *Keoghtom's ointment* will be found.

30. Linens

(CH: 10', IL: none)

Although dusty, this room is reasonably neat. White and blue robes hang from pegs on the walls. Linens of various sorts are folded and stacked on the floor. There is nothing of value here, and the room hasn't been entered since the druids were present.

31. Kitchen

(CH: 10', IL: five torches)

This is obviously a kitchen. The contents of two cauldrons bubble and steam over their fires. Cabinets and shelves of utensils stand against the walls. A kobold is standing in front of a low counter slicing up meat. A second kobold scampers hither and yon, fetching various items to pop in the soup. Both are frantically hurrying through their tasks at the direction of a large, bulbous female bugbear (HD 3 + 1, hp 22, AC 5, MV 9", #AT 1, DAM 2-8, CE), who is sitting comfortably beside a table between the two dark openings in the floor. Between bouts of shouting at the hapless kobolds, she is sharpening her claws with a file. Upon seeing the party, she will seize a huge meat cleaver from the table and charge.

The first kobold will attack with his knife (HD 1/2, hp 4, AC 7, MV 6", #AT 1, DAM

dagger, LE). The other kobold will stand back and throw pots and pans at the party. These cause no damage, but a character struck by one will suffer a -2 on all "to hit" rolls made in the same round because of the distraction. (Second kobold: HD 1/2, hp 3, AC 7, MV 6", #AT 1, DAM special.) There is no treasure here.

32. Wine cellar

(CH: 10', IL: none)

Wine bottles and mead barrels line the walls. Wine bottles also line the floor, mostly empty. An unmade bed stands in one corner; it reeks of drunken bugbear. Next to the bed is a locked chest containing 60 sp, 15 gp, and two pieces of jewelry worth 10 gp each.

33. Pantry

(CH: 10', IL: none)

This room is filled with boxes and crates stacked from floor to ceiling. Hidden up among the crates lurks an executioner's hood, a large one (HD 4 + 4, hp 36, AC 6, MV 6", #AT 1, DAM 1-4, N) that has been well fed on a steady diet of kobold. It will drop on some unlucky party member when he investigates the crates. The crates contain dried and fresh food, most of which is lit for human consumption. The hood will not attack its master, the bugbear.

34. Nexus point

(CH: 10', IL: none)

This room is empty except for the steps leading up to room 9 (or room 18) and for the unusually ornate door in the south wall. It is completely carved with strange runes. It radiates both magic and evil. Human and demi-human skulls are set into the thirty-four niches in the stone wall about it.

The door to the south has a *glyph of warding* cast upon it, such that anyone who does not pronounce the *glyph* ("coo") will be struck with *confusion* for 3-12 rounds.

35. Guardian shrine

(CH: 20' IL: four torches)

The floor, walls and ceiling of this room are faced with black marble. There are three alcoves in the south wall. The center one has a bronze statue of Arawn wearing a gold torc that is actually a *polymorphed* poisonous snake, created by a special ceremony once performed by the high priest (snake: HD 2 + 1, hp 12, AC 6, MV 15", #AT 1, DAM 1, N, creature bitten must save vs. poison or take 3-12 points of damage). A touch will dispel the *polymorph*. The alcove has a semi-circle of niches over it, each one containing a skull. An altar rests before the alcove with two handles sticking out of the top. Anyone except a halfling, gnome, or dwarf must kneel to grasp them comfortably. The four torches on the walls cannot be put out or removed from their sockets by ordinary means. They radiate magic.

If a character grasps the handles of the altar, a *magic mouth* spell on the topmost skull will activate and say "If ye come to

reverence our god, then speak his name." The DM should then glance discreetly at his watch. If the character does not say "Arawn" within 15 seconds, the four torches will shoot out flames which will combine in a single *flame strike* on that spot. Unless the PC has stated, within the 15-second delay, that he is moving away, he must save vs. spell or take 6-48 hp damage. Remember, the party may not have heard of Arawn; try not to give the name away unless they have been in a situation in which they might have heard it.

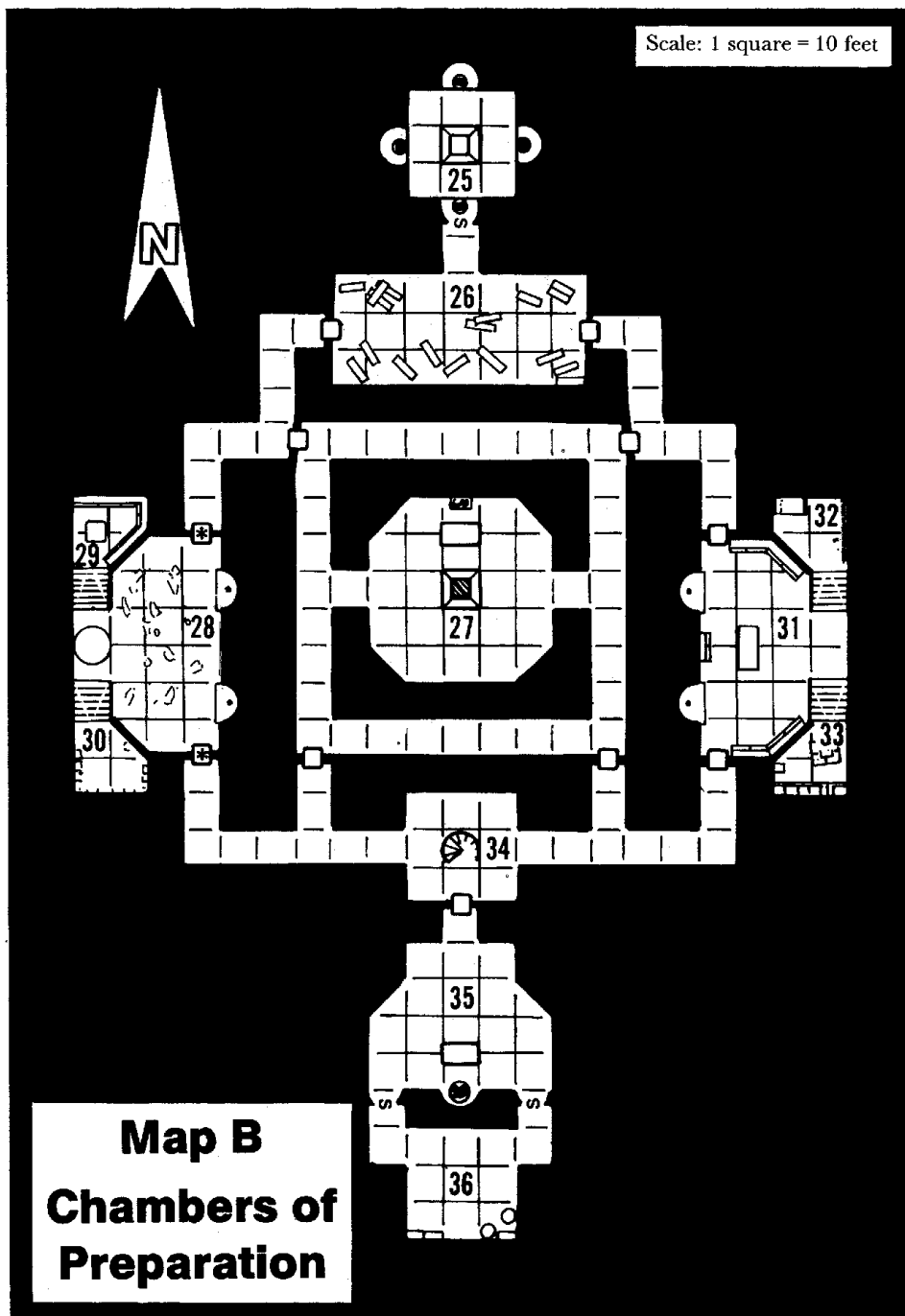
If the character does say "Arawn" in the time given, he will notice that the handles will now move. Each one controls the opening and closing of the secret door adjacent to it. The handles will now work for anyone, but after one turn the doors will automatically close and the trap will reset itself.

Operating the handles is the only way to open the doors.

36. Treasure room

(CH: 10', IL: none)

This room is where all the treasure taken from sacrificial victims is kept. Neatly stacked in locked chests and sealed pottery jars are 2,000 cp, 1,200 sp, 800 gp, and 100 pp. A box contains 20 gems worth 50 gp each. Other boxes contain eight pieces of jewelry worth a total of 400 gp. Hanging on the walls are four swords, a morning star, six daggers, ten javelins, eight shields, and a silvered mace. There are also three sets of scale mail, two sets of chain mail, a suit of *studded leather* + 2 (to be given to the huntsman who kills the old druid in Dungaalen), and a rack containing seven vials of colored water and one *potion of frost giant*



Map B
Chambers of
Preparation

strength for use in emergencies. Lying in a corner is a small ivory box containing a cursed *ring of weakness*. This will cause its wearer to slowly lose strength at a rate of 1 strength point per day, a rate not immediately noticeable. The ring also grants *protection* + 3. If the ring is not removed before the wearer's strength reaches zero, the wearer will die. The ring cannot be removed except by casting both a *remove curse* and a *dispel magic* upon it, after which the ring may be removed and the character will regain his strength at the same rate. It will take the party at least two turns to search through all this stuff. Note that the doors will close in one turn.

The Barrows

Much of this level is inhabited by undead. These vile creatures were created by the priests using the undead cauldron (see room 44) and dropped into room 37 until they are needed. They wander about the barrows preying on hapless living creatures that fall into their clutches. Clerics will suffer a -3 on attempts to turn them until the Water of Life is restored (see room 43).

Only doors with magical protections on them still exist on this level. The undead have torn the rest into splinters. Random encounters take place on a roll of a 1 on a d6, rolled every turn.

Random encounters:

1 – Four skeletons (HD 1, AC 7, MV 12", #AT 1, DAM 1-6, N).

2 – Three zombies (HD 2, AC 8, MV 6", #AT 1, DAM 1-8, N).

3 – Two ghouls (HD 2, AC 6, MV 9", #AT 3, DAM 1-3/1-3/1-6, CE, cause *paralysis*).

4 – Ten giant rats (HD 1-4 hp, AC 7, MV 12", #AT 1, DAM 1-3, N).

5 – One coffer corpse (HD 2, AC 8, MV 6", #AT 1, DAM 1-6, CE, causes *fear*).

6 – Two ghouls (HD 4, AC 4, MV 15", #AT 3, DAM 1-4/1-4/1-8, CE, cause *paralysis*, stench).

37. Landing

(CH: 10', IL: none)

This room is 3' deep in wet straw. Those falling into it from room 27, 40' above, will only take 1-6 hp damage instead of the normal 4-24 hp damage. If Ferdian was dropped here from room 27, he will be found crumpled in the straw; the fall killed him. A scrawled charcoal message is on the wall next to the archway, saying "point of no return" in Common. The room is otherwise empty.

38. Preparation chamber

(CH: 10', IL: none)

A 3' x 3' x 8' slab of stone lies in the center of this room. An empty fireplace is in the north wall. Broken glass, pieces of rotten wood, ash, and straw litter the floor. The walls and ceiling are blackened with

soot. The door to room 40 is *wizard locked* (11th level) and covered with claw marks. Light can be seen shining around the edges of it.

39. Alchemist's bedroom

(CH: 10', IL: none)

Six ravenous ghouls (HD 2, hp 9, AC 6, MV 9", #AT 3, DAM 1-3/1-3/1-6, CE, cause *paralysis*) are in this room searching the trash on the floor (for the umpteenth time) for something edible. The room contains more pieces of wood, straw, cloth, and feathers. There are also several highly polished human bones, all that's left of the alchemist who was killed when the temple fell. Under all this trash is a gem worth 100 gp.

40. Alchemist's lab

(CH: 10', IL: *continual light* in ceiling)

This room looks like a small laboratory. It smells of formaldehyde. The room is dusty, but neat and orderly. There is a chest in the room with a small black cat lounging on top of it; it is a guardian familiar (HD 1 (9), AC 8, MV 12", #AT 3, DAM 1-6/1-4/1-4, NG, 40% magic resistance). It is guarding the treasure of its master, who was an alchemist as well as an 8th-level magic-user. It will talk to those characters able to *speak with animals*, but it will not believe its master is dead, nor will it allow the characters to touch the chest. If the chest is left alone, the familiar will be fairly friendly. The chest contains a book of alchemy worth 2,000 gp to any alchemist or magic-user of 11th level or higher. The room also contains a rack of bowls, tripods, rods, tongs, and other equipment. A locked cabinet stands against the east wall; it contains racks of vials, all empty except for three. One contains a liquid that smells strongly of formaldehyde and is poisonous (save vs. poison or take 4 - 16 hp damage). The other two are *potions of undead control*, one for ghouls and one for zombies. The guardian familiar will not object if the party takes these.

41. Barrows

(CH: 10', IL: none)

All these rooms are round and have round stone slabs 10' in diameter and 2' thick in the center of them. These stones are seals for pit graves; only the top 6 inches of each stone can be seen. Each was emplaced by magic (*wall of stone*, stone shape), and they are not movable by normal (non-magical) means, due to their weight and the fact that they are partially merged with the surrounding stone. The stones are marred with claw marks – obviously the undead have tried to pry them up. Under each one is a shaft 10'-20' deep, divided into 2' sections by tough wicker partitions. Each section contains the remains of either a warrior or a druid. They have been buried with their weapons, armor, and holy symbols. None of these are magical, and they have been buried too long to be of any use.

41a. A coffer corpse lies flat on its

back in this room (HD 2, hp 13, AC 8, MV 6", #AT 1, DAM 1-6, CE, cause *fear*). It will attack.

41b. This room has a group of four ghouls (HD 2, hp 8-11, AC 6, MV 9", #AT 3, DAM 1-3/1-3/1-6, CE, cause *paralysis*) and three ghouls (HD 4, hp 15-20, AC 4, MV 15", #AT 3, DAM 1-4/1-4/1-8, CE, cause *paralysis*, stench) who are trying to pry up the sealing stone in this room. They will attack.

41c. This room is empty.

41d. Five zombies stand around in this room (HD 2, hp 6-13, AC 8, MV 6", #AT 1, DAM 1-8, N). They will attack any intruders.

41e. One monster zombie (an ogre) lurks in here (HD 6, hp 30, AC 6, MV 9", #AT 1, DAM 4-16, N). It will attack intruders.

41f. An unusually powerful wight (HD 6, hp 40, AC 3, MV 12", #AT 1, DAM 4-1 1 or 1-4 plus life drain, LE) staggers around the room here. It was once the huntsman warlord, who entered the barrows looking for the missing high priest and wound up as an undead; the wight that killed him was slain in the fight, so the warlord is now free-willed. The warlord is still wearing his *chain mail* + 2 and is armed with a *sword* + 3. He will attack anyone he sees, maddened at his condition. He is crying the name of the high priest (Gershus Koch) in hopes that the priest will help him.

41g. This room is empty.

41h. Four wights lurk here (HD 4, hp 15-20, AC 5, MV 12", #AT 1, DAM 1-4, LE, life drain). They will attack.

41i. This room has two wights in it (HD 4, hp 19 and 22, AC 5, MV 12", #AT 1, DAM 1-4, LE, life drain). They will attack.

42. Entrance shrine

(CH: 20' IL: *continual light* in ceiling)

The light keeps the undead away from this room. It appears to be a ruined shrine. In the center of the room is an altar marred with claw marks. Seated comfortably on top of it is what appears to be a small, immature kobold. It is actually a boggart (HD 6, hp 32, AC -6, MV 18", #AT 1, DAM 2-12, CE, causes *confusion*). If it is surprised, it will attack with its electrical charges. If not, it will turn, grin at the party, and begin its *confusion* attack. The three alcoves in this room each have a toppled, broken-up statue in them. Characters inspecting the rubble notice that the statues were of beautiful, robed women carved in white stone. The double doors behind the altar are *wizard locked* at the 11th level.

43. Hall of Life

(CH: 20' IL: 38 braziers)

This room is menacingly evil in appearance. The white marble walls were recently painted black, as were the two double rows of columns. The columns now resemble twisted, withered, and blackened trees.

Each one has a brazier hanging from it that burns with blood-red flame. At the southern end of the room is a 10' -diameter black marble platform, 1' high. This was the other end of the two-way teleporter that once connected with room 18. At the northern end of the vast hall is a semicircular pool filled with blood; it is 30' in diameter and 3' deep. Four more treelike columns line it, equipped with flaming braziers.

In the center of the blood pool, against the wall and up on a pedestal out of the pool, is a black stone statue of Arawn, grim-faced, wearing an iron crown and holding a club. The statue radiates magic and is fixed in place. Two stone obelisks, one on each side of the statue, stand against the wall; each one is 1' x 3' x 6' in size. They are blocking the flow of the Water of Life, the sacred spring water that used to flow in place of the Blood River. This pool is the source of the Blood River. Volumes of liquid are constantly being teleported from this pool to room 7, using a special spell devised by the druids who once lived here. Any large volume of liquid spilled into the pool will be *teleported* to the area by the altar in room 7, where it will then flow out of the temple.

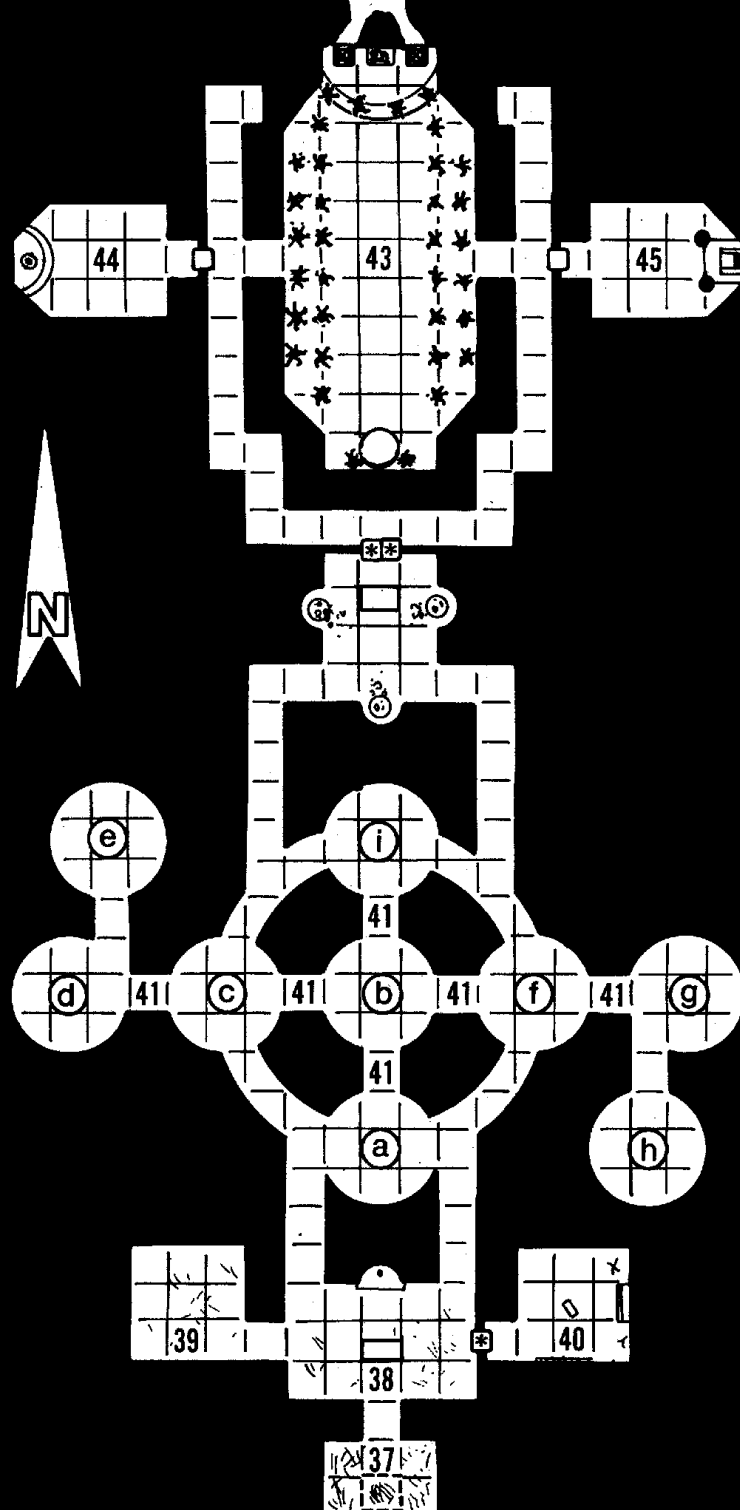
A slight leakage of water may be detected around both obelisks. If they are removed (requiring a "bend bars" roll for each, one attempt per hour per person), the spring water will gush forth, washing away sufficient blood for the PCs to see a small decanter lying at the bottom of the pool. Fresh blood is pouring out of the decanter at a rate of five gallons per round.

This item has the basic characteristics of a *decanter of endless water*, with the obvious difference described above. The decanter can be stoppered; fortunately, it has its stopper lying next to it.

Once the *decanter of blood* has been stoppered and the blood has been washed away (taking 6 turns), the Water of Life will act as a *restoration* spell and heal 2-20 points of damage for anyone who drinks it or bathes in it. This will work one time per character only. The *Torc of the Gods* is hidden on the statue of Arawn. If the characters pour the Water on the statue, an amazing transformation takes place. The black stone first becomes gray and then white. Its form writhes and warps. It becomes softer, slender, curved and graceful — the form of a beautiful woman carved in white stone. Ringed around her neck is the *Torc of the Gods*, which can easily and safely be removed by a neutral character. It will not budge for an evil or good one.

As the statue changes form, the appearance of the rest of the room changes as well. The black walls become white, and the columns become real wood and put out leaves — they are actual living trees. The flames go out and soft pearly light in the room radiates from the statue itself. In addition, the *teleport* platform is now returned to its original purpose. Anyone stepping on it will be teleported to room 18, and vice versa.

Map C The Barrows



Scale: 1 square = 10 feet

44. The undead cauldron

(CH: 10', IL: none)

The door to this room is unlocked and there are no traps (except for the cauldron). The north and south walls are draped with two large tapestries of a grey star on a black background. On a platform at the western end of the room is the undead cauldron. It is an ordinary-looking iron cauldron, 3' in diameter and rather battered and stained with blood. It strongly radiates both magic and evil. All living creatures who go within 5' of it feel an icy chill go through them. Good beings who touch it take 2-8 points of damage, no save, from frostbite. Special enchantments have reduced the cauldron's weight to only 50 gp, though it is bulky to carry.

The corpse of a mortal creature placed in the cauldron will emerge as a random undead monster, under the control of the cauldron's current owner. The undead type will be one with a corporeal, physical form, and less than 7 HD. A living creature who enters the cauldron must save vs. death magic at -4, or its soul or life force will be devoured and forever gone. Those who make the save will take 2-8 points of damage and lose two life levels. The cauldron has a magical link with the Negative Material Plane. Those who try to possess it will quickly turn evil, if they were not already. Eventually, the possessor of it will, by a DM-arranged "accident" or his own cauldron-influenced desire, become undead himself. The cauldron can only be destroyed by washing it in the Waters of Life.

The cauldron was brought here by the high priest, who planned to use it to create his personal undead army. When his plans to turn into a lich failed, the cauldron simply remained here and collected dust.

This room was once a place of worship for the druids.

45. Barrow of the high priest

(CH: 10', IL: none)

On a platform against the east wall is a large, thronelike stone chair. Seated in it is a rotted, robed skeleton, slumped as if in death. Its jaws gape open in a hideous grin, and its eye sockets are pits of blackness. One taloned bone hand weakly clutches the handle of a large mace. This is all that remains of the high priest, who tried and failed to turn himself into a lich. He was an 12th-level cleric/11th-level magic-user. His soul has gone on to its punishment, but his undead body remains, possessing all the physical characteristics of a lich, but none of the mental ones. Scattered about the room is the high priest's treasure, consisting of 7,600 cp, 5,000 sp, 2,200 gp, 345 pp, 10 gems worth 100 gp each, a *potion of animal control*, a *wand of polymorphing* with 6 charges left, a *staff of striking* with 8 charges left, and a *sword + 2*. If the corpse or its treasure is disturbed, the corpse will animate and attack. (Semi-lich: HD 10, hp 60, AC 0, MV 6", #AT 1, DAM 1-10, + 1 or better weapon to hit, immune to *charm*, *sleep*, *enfeeblement*, *cold*, *insanity*, and



death magic, turned by clerics as a ghost.) Being mindless, the corpse is immune to all illusion/phantasm and enchantment/charm spells. Once animated, the corpse will fight until destroyed.

Scattered papers on the floor, written by the high priest before he died, describe his plans to become a lich and rule an army and nation of undead. The high priest was not insane; he was a very calculating, determined man who made only one mistake.

Conclusion

With the release of the Water of Life, the power of the Tor is broken. Most of the

priesthood and all the huntsmen will panic and flee upon beholding the returning water. The priests who are caught will be imprisoned and sacrificed by NPC druids in a major cleansing ceremony designed to restore the Tor to its old state. Any huntsmen and orcs captured will also be executed; the NPC druids will point out religious justification for such actions. The Water of Life, flowing in its original channel, will soon make the land green again. The surviving druids from Dungaen will return to the Valley of the Earth Mother.

The power of the torc will liberate Dungaen. The old druid there is of sufficient power to wield it, and he will cause the assault to fail miserably by using his

entangling powers and other spells. If the PCs assist him, the whole battle may be played out by the DM and players using the BATTLESYSTEM™ Supplement rules. About 470 orcs will be involved in the assault on the town, which is defended by 260 humans with only moderate arms and armor. The DM should detail the rest of the orcs and Dungaalen forces as desired.

Huntsman

The huntsman NPC class may be used for devising opponents for the player characters involved in a long-term campaign in this area. Because the class is evil-aligned and offers little variation from the standard ranger class, it is not recommended for use as a PC class.

FREQUENCY: *Rare*
NO. APPEARING: 2-12
ARMOR CLASS: *By armor type*
MOVE: 12"
HIT DICE: 2 *and up*
% IN LAIR: *Variable*
TREASURE TYPE: M, Q
NO. OF ATTACKS: 1, 3/2, or 2 (*as per weapon and level*)
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Surprises on 1-3*
SPECIAL DEFENSES: *Surprised on 1*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to genius*
ALIGNMENT: *Lawful evil*
SIZE: M
PSIONIC ABILITY: *Possible in special individuals*
Attack/Defense Modes: *Possible in special individuals*

Huntsmen are humans of an anti-ranger class. They have the tracking skills of a ranger of equivalent level, and the surprise and magic-user spell-casting abilities of one as well. No druidic spells may be cast, and no special followers of any sort are gained. Huntsmen may employ scrying devices at 10th level as rangers do. Their attacks per round, experience-point and hit-dice tables, saving throws, and so forth are otherwise the same as rangers, though they have no level titles. A huntsman gains a +1 bonus "to hit" against all human, demi-human, and humanoid opponents for every three levels of ability the huntsman possesses.

Huntsmen oppose all that rangers stand for: they hunt for sport, destroy things of nature, lay waste to good communities, and support evil humanoids. They especially hate rangers, druids, elves, and elf-like beings, and will attack them in preference over other opponents.

Huntsmen are often found in the service of evil clerics, particularly those who worship death gods. They act as guards and as hunters for the stronghold's food supply. They enjoy fighting as much as hunting and seldom need check morale.

The huntsmen in the Tor are dark-haired human males, clad in brown or black

leather armor. All of them worship Arawn. They frequently wear hoods made of the heads of predatory animals, wolves and wildcats being favorites. No limit exists on the number of huntsmen who may gather in any one spot, though their rarity ensures that such gatherings are few.

Danaan, the Earth Mother

The following information on the Earth Mother has been slightly modified from the original article in which it appeared ("Tua-tha De Danaan," DRAGON issue #65). Under no circumstances will this deity (or any other) appear in this adventure. The statistics may be useful for campaign play, however.

ARMOR CLASS: -4
MOVE: 12"
HIT POINTS: 400
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: *Spells and devices*
SPECIAL DEFENSES: *Spells and devices*
MAGIC RESISTANCE: 80%
SIZE: M (6' tall)
ALIGNMENT: *Neutral*
WORSHIPER'S ALIGN: *Neutral*
SYMBOL: *Wreath of mistletoe*
PLANE: *Concordant Opposition*
CLASS ABILITIES: *23rd-level druid, 30th-level magic-user, 15th-level bard*
PSIONIC ABILITY II
S: 19 I: 25 W: 25
D: 20 C: 25 CH: 24 CO: 26

Danaan is the queen and ruler of all the Celtic deities, though her worship is not widely practiced. She appears as a mature, beautiful woman with auburn hair and leaf-green eyes, cloaked in white robes and garlanded with mistletoe and oak leaves.

Danaan's motherly aspect makes her sympathetic to all living things, especially young beings like saplings, baby animals, and children. In her dual role as the Goddess of Magic, she can animate trees, stones, and sods of earth to fight for her by turning them into armed soldiers. From 10-100 such soldiers will be created each round within a 10" radius around her, each man wearing leather armor, using a shield (AC 7), and being 6th level. These men are variously armed with spears, short swords, and hand axes, and will fight until Danaan says otherwise.

Danaan can summon the Wild Hunt once per day, which will appear in the evening of that particular day. She often carries a magical staff that has the spell-casting powers of a 12th-level druid and 12th-level magic-user. Around her neck, she wears a *Torc of the Gods* (see the *Legends & Lore* book, page 30).

Both men and women may become priests of Danaan, but only women may achieve 12th level or higher in her cult. Priests wear white robes and leave their heads uncovered; leather armor may be

worn in battle, but it should be dyed white. The day of the new moon is Danaan's monthly holy day, and sacrifices of animals are made to her in a grove consecrated to her.

The Torc of the Gods

The *Legends & Lore* volume describes a typical torc as a ornamental neck ring. Certain torcs are given magical protective powers, such *protection + 1*, and are often encrusted with jewels and made from precious metals. A *Torc of the Gods* is a special torc imparted with the power to allow its wearer to *shapechange* without limit and to cast a *polymorph others* spell once per round when the wearer chooses, except when in *shapechanged* form. This kind of torc is always made of precious, rare metals and has a large gem of any type mounted on the front. The gem must be worth at least 5,000 gp.

The *Torc of the Gods* at the Tor has several additional powers. It allows the wearer to function as a 10th-level druid if he is below that level, adding the capability to cast the extra spells after the torc is worn for a full month. In addition, the torc will cause all vegetation within a 240-yard radius of the wearer to attack any targets the wearer designates as per the *entangle* spell. This power may be used once per day.

However, the torc's spell-increasing and *entangling* powers will only function if the wearer dedicates himself to the restoration and preservation of the druid's temple at the Tor. The wearer must give up all adventuring so long as he possesses the torc, or else he must give the torc to another druid who will carry on the task. Taking the torc with the intent to use it on adventuring, or hiding the torc without giving it to another druid, is cause for divine punishment; the DM may cause the offending druid to lose all spell-casting powers until such time as he makes amends. Note that a PC druid who keeps the torc may do so with the willing permission of the NPC druids in the area, regardless of the level of the possessor — so long as he agrees to stay and protect the druid's temple.

The torc at the Tor grants its wearer *protection + 2*. It has a gold piece value of 50,000 gp, but confers no experience point value since it is considered to be a relic.

Further reading

The editors recommend the following books for those who are interested in developing a Celtic campaign derived from this adventure.

Stonehenge Decoded, Gerald S. Hawkins, Dell Publishing Co., New York, 1968. If you've wondered how a bunch of stone blocks could serve as an advanced astronomical observatory, read this.

The Druids, Stuart Piggot, Penguin Books, London, 1968. An excellent resource text for those wondering what druids really did. 