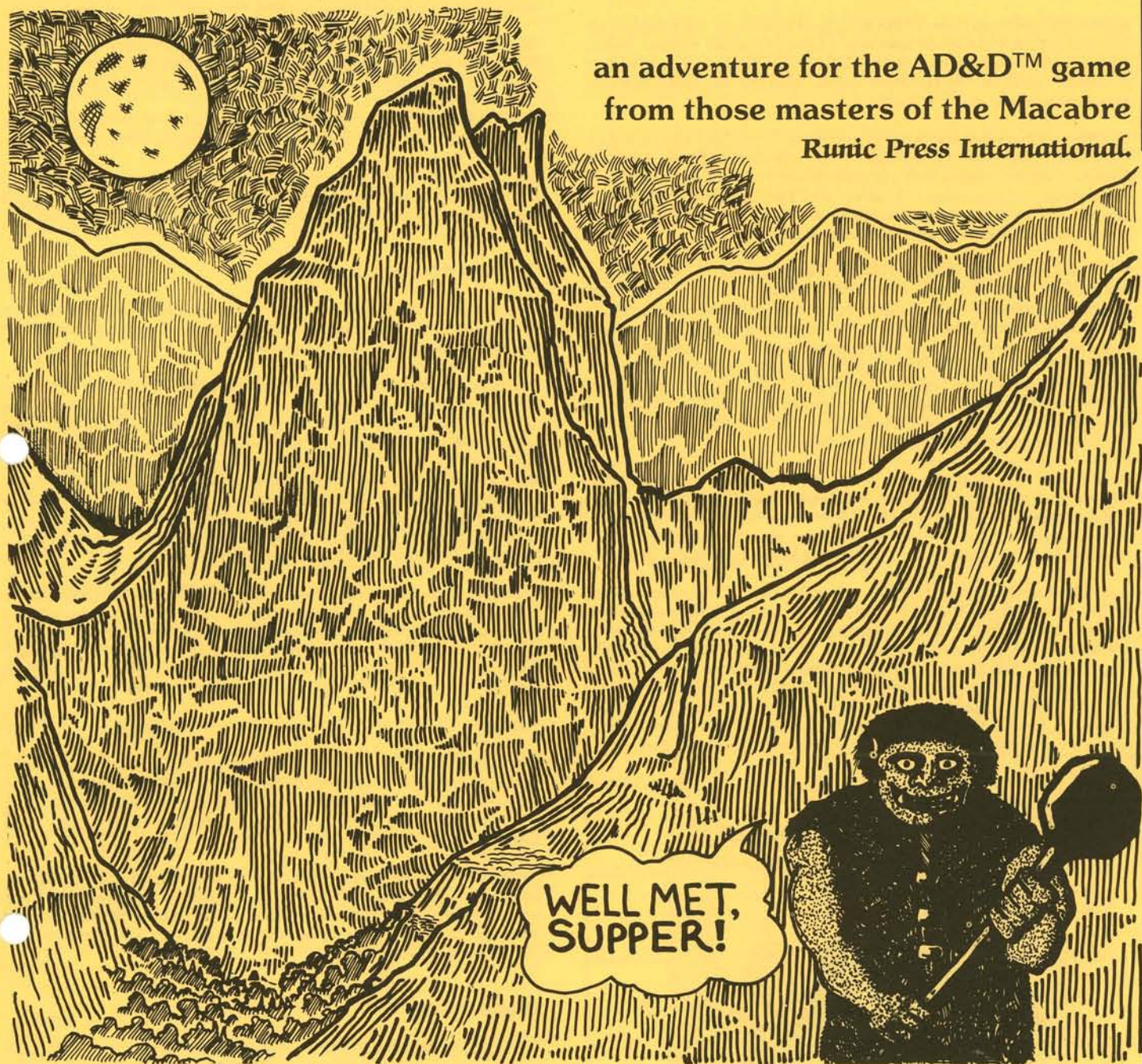


# THUNDER CRAG

an adventure for the AD&D™ game  
from those masters of the Macabre  
Runic Press International.



## PART 1: INTRODUCTION

This mini-module has been designed for a group of 4-7 characters of 5th to 7th levels of experience. It requires information only found in the AD&D game rules, and cannot be played without them.

Thunder Crag is divided into two sections:

Part 1 (this section) is an introduction to the mini-module including background information.

Part 2 is the detailed adventure key. All the information necessary to run the mini-module is provided in a series of area and room keys.

Two maps, one showing both levels of the workings beneath Thunder Crag, the other showing details of the conjuration chamber on Level Two, are provided.

Where monsters or Non-Player Characters (NPCs) are described in the text, statistics for them are presented in brackets in the following order:

Armour class (AC); movement rate (MV); hit dice (HD) or class/level; hit points (hp); number of attacks (# AT); damage caused by attack(s) (D); any other notes, eg special attacks (SA), special defences (SD), experience points (xp), alignment (AL), size (S).

**If you plan to play in this adventure, please stop reading here. The information in the rest of this mini-module is for your Dungeon Master (DM) only.**



## BACKGROUND NOTES

### The Town of Blackridge

Blackridge, principal town of the Barony of Ironfist, in the Kingdom of Dontaldor, is both a market town and a centre for silver mining. To the north are the Silverlode Mountains and the High Passes, through which run trade roads to the Northern Lands, guarded by Castle Ironfist, ancestral stronghold of the Barony.

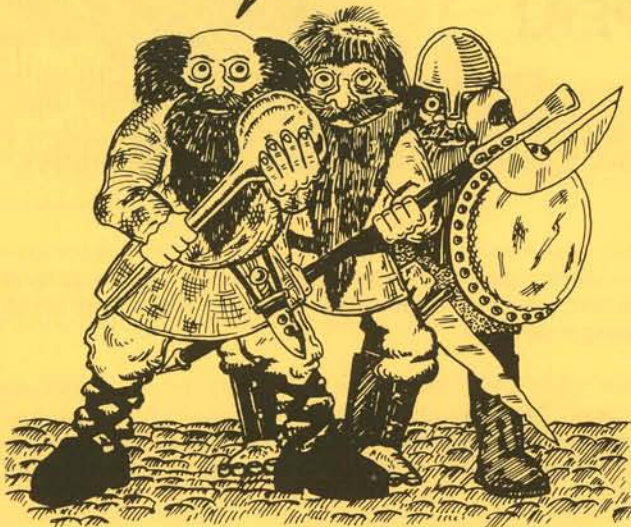
The Baron allows Blackridge some autonomy. It is ruled by a Council of Burghers, responsible for administration, the dispensation of justice (except in capital cases), and the maintenance of the King's Peace. A small force of Constables is kept up, and Baronial troops are at the disposal of the Council in emergencies. A small Royal Garrison is concerned with the security of the silver workings.

Mines are owned by individuals or small consortia, and the silver is sold in the Silver Mart. The miners are divided into two camps; humans, and dwarves/gnomes. On the whole the demi-humans are more successful, resulting in friction between the races. Any miner of one race walking into an area normally frequented by members of another has a 95% chance of being assaulted. The demi-humans use the Two Stoats public house, the humans the Rat and Bucket Inn. These are just around the corner from each other and trouble is frequent. The authorities do not interfere in these quarrels provided they are confined to the mining precinct and do not affect silver production.

On the east side is the market place, around which are shops, the Council Hall, the Silver Mart, the Jail and the Royal Garrison barracks. There are two inns on this side of town, the Hop Poles, where the locals drink, and the Golden Lion Inn, an excellent, expensive establishment favoured by the upper echelons of Blackridge and by wealthy visitors.

**Balbo Sackbelly** (AC 8; MV 12"; Th 10; hp 40; # AT 1; D by weapon type; S 15, I 17, W 16, C 14, D 16, Ch 16, 1910xp, AL LE, S M), host of the Golden Lion, is Master of the Blackridge Thieves' Guild, and is ideally placed to gather information about likely victims. He normally informs the three ogre brigands at Thunder Crag (see Level One, Room 1). The information is carried by **Humboldt** (AC 6; MV 12"; HD 3+1; hp 16; # AT 1; D 1-8; SA surprises on 1-4, SD need silver or +1 weapons to hit; 214xp; AL LE; S M), Sackbelly's gnomish wererat cellarman, whose Lycanthropy allows him to move swiftly and discreetly after dark.

LOOKING FOR TROUBLE,  
BIG BOY?



### Bron and Rovis Akkor

Bron Akkor, a Blackridge Councillor, is offering a reward of 5000gp for the safe return of his son Rovis. Rovis set out to spend the night at the base of Thunder Crag on a drunken wager two weeks ago and has not been heard of since.

Thunder Crag is a high cliff in the mountains, some 10 miles north of Blackridge. It has an evil reputation in local folklore, for old workings there are associated with The Soulcatcher, a creature of legend said to have fed upon souls of men, 'sucking their spirits as a rat sucks eggs'.

No one is known to have penetrated the tunnels beneath the mountains. Bron Akkor awaits adventurers of sufficient calibre to search for his son, since the locals fight shy of an undertaking to a spot of such ill-repute.

Bron Akkor will give a description of his son and stress that Rovis habitually wore a gold ring with an onyx intaglio depicting a boar's head.

The DM should note that Bron Akkor will keep his word and pay the full sum if his son is returned alive. However, if his son is dead he will still pay 2000gp, but only for definite proof — such as the return of the body.

### Of the Archmage Famulus

Five centuries and more past, when Arun was king in Dontaldor, the Archmage Famulus was High Priest of Asmodeus, Grand Chancellor of the Realm and served the Kingdom well.

That was a troubled time, an age of new beliefs and religious strife. The memory of Cuthbert was still fresh in the minds of the people, and in the time after his revelations and martyrdom, the devotees of Evil and Chaos were bloodily persecuted, and their worship driven into secret. To King and his advisors, the Gods a man chose to worship were of little account so long as he served the Kingdom well, but such was the mood of the people that even Famulus was dismissed from his high office and the King embraced the faith of Asura. In truth, the fall of Famulus was contrived as much by jealousy as by zeal for the Bright Order, for many joined the Asurites the better to advance themselves.

Silent in his disgrace, yet afire with bitter rage, Famulus passed into the north and out of human knowledge. With him went the great warrior Anguisei, and other proud, able men who chose exile rather than submit to the rabble. As they left the city, Famulus stopped his horse beneath the balcony from which the King watched and spoke to him in voice scarcely louder than a whisper, yet it carried to all who listened.

'I will return,' he said. 'And my vengeance will be terrible.'

The King fell back at these words, as though bitten by a serpent; that the crowd, come to jeer, dispersed in silent terror; that no man dared hinder the exiles. This much is known: Arun died before the year was out and, he being childless, the throne passed to his sister's son, Sard Strombrow.

Of Famulus no more was heard, save in tales muttered by travellers, tales which brought grey hair to the heads of the wise. For it is whispered that Famulus passed from Life to Unlife and that, bloated with evil in some demon-haunted fastness, he yet contrives vengeance on the world.

### Thunder Crag

The workings beneath Thunder Crag were the stronghold of Famulus in his exile. Here, devoured by his lust for vengeance, he began to revere new deities to the detriment of his power. He courted the Great Demons.

Famulus died summoning Telkroth (a Type VI Demon), whom he believed to be sympathetic towards the aims of Lawful Evil. Anguisei perished at the entrance to the stronghold while covering the flight of Famulus's followers, most of whom escaped into the wilderness. So great was the conflict that it seemed as though the sky itself had cracked apart, and so to this day the place is known as Thunder Crag, though none can now say why. Telkroth, sorely hurt by Anguisei, was diminished and haunted the place as a spirit of evil, until he regained his strength. This gave rise to the legends of The Soulcatcher.

For many years the stronghold was a lair for those dark and evil things that are denizens of the wilderness. Then, with the expansion of Dontaldor and the discovery of silver in the mountains, the area was opened to settlement, the Barony of Ironfist established and the town of Blackridge built.

Hill farmers soon learned of the old workings beneath Thunder Crag, but also heard rumours of their grim past. From the beginning of organised settlement the Crag has been shunned, and has had a dark place in local tales.



## Glati and His Companions

A few weeks before the disappearance of Rovis Akkor, a small party of adventurers passed unnoticed through Blackridge and entered the workings beneath Thunder Crag. They were led by Angbor, a fighter. He died in Trap A on Level One. The party's cleric, Ferdinand, was petrified when the survivors encountered Hermione, a medusa. Glati, a magic user (see Room 11, Level One), took over the leadership of the party.

He managed to persuade Hermione to co-operate with what remained of the party, and proposed to 'recover the treasure of the lower levels'. Following Hermione down the steps at B on Level One, Glati pushed her into the pit trap, which he had discovered before. Glati then took Hermione's gold and left the medusa trapped in Room 2 on Level Two.

Glati and his companions have explored Rooms 1, 9, 10, 11, 12, 13 and 15 on Level One and the associated corridors, but have discovered only one secret door — that leading to the eastern entrance of Room 9. Their eventual aim is to secure the stronghold by killing all the other inhabitants, and use it as a base for further adventures. They will tolerate no competition, but will dispose of it with cunning, feigning friendliness — the better to catch their victims off-guard.

They have constructed a secret spyhole and hatch in the north door of Room 1 on Level One, which allows them to come and go as they please and to keep the ogres under surveillance....

Glati considered the ogres a useful front, but he and his companions plan to destroy them one week from now.

## General Points

The construction of the stronghold is uniform, and conforms to the following specifications, unless otherwise stated:

Walls and ceilings are of fine mortared masonry, floors are stone flagged.

The walls of any room will be 7 feet high, and the ceiling will be a single vault rising from the angles of the room to an apex 12 feet above the centre of the floor.

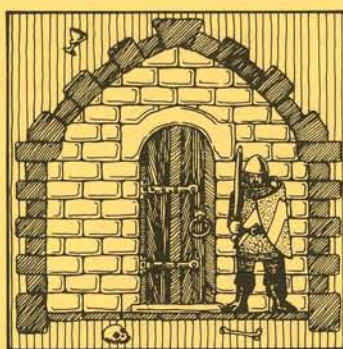
Corridor walls are 6 feet high. Corridor ceilings are arched to a height of 10 feet.

Every 10 foot long section of steps will ascend/descend 5 feet.

Doorways are arched, 3 feet wide x 7 feet high. Doors are of brass bound oak 3 inches thick.

Secret doors are rectangular, 2 feet wide x 6 feet high.

Trapdoors comprise 4 spring loaded triangular panels hinged along one side and meeting at their apices to form a 10 foot square. They will be activated by a pressure of 25lbs or more on any of the panels and will snap shut after activation.



a typical door compared to a 5'10" fighter

## PART 2: THE WORKINGS BENEATH THUNDER CRAG

### LEVEL ONE

#### Trap A

The passage north from Room 1 leads to a false door. The trapdoor at A opens onto a stone-lined pit 10 feet square and 60 feet deep. The last victim of this trap was a gelatinous cube (AC 8; MV 6"; HD 4; hp 27; # AT 1; D 2-8; SA paralyzation; SD immune to some attacks; 258xp; AL N; S L) which has been making its way back up the shaft and is now 10 feet from the top.

Any character falling into the pit will hit the gelatinous cube, doing 1-6 points of damage to it and dislodging it. Both character and cube will fall

to the bottom of the pit, each suffering 5-30 points of damage. The effects of being hit by the cube operate for every round during a character is in contact with it, starting at the moment of impact.

The gelatinous cube contains a coat of mail, a longsword and a helmet. These are all that remain of Angbor, erstwhile leader of Glati's expedition, whose remains were found and consumed by the cube during its sojourn in the pit.

#### Trap B

The stairs lead down to a false door, in front of which a trapdoor opens onto a stone lined shaft 10 feet square which descends steeply for 40 feet to a trapdoor in the ceiling of Room 2 on Level Two. Any characters falling through this trapdoor (which will snap shut behind them) into Room 2 below, will take 5-30 points of damage in the process.

This is the trap into which Glati pushed Hermione.

## The Magic Mouths at C and D

On the south wall of the passage at C is a **magic mouth** placed there by Glati. It has instructions to yodel loudly if any being other than Glati and his companions — and who is larger than a rat — passes it.

On the west wall of the passage at D is another **magic mouth** set by Glati. It has identical instructions to that at C, save that it will shout 'Intruders!' continually, rather than yodel.

Glati will seek to renew the magic mouths as soon as possible after they have been discharged.

## The Entrance

A rough-hewn archway in the cliff-face, 10 feet wide x 8 feet high, leads onto a flight of stone steps which descend at an angle of 45 degrees. The northernmost 10 foot section of the stairway has been quarried to the level of the floor of Room 1, leaving a 10 foot drop from the level of the surviving stairs to the level of the floor. The rubble obtained has been used to construct a dry-stone wall 5 feet high and 5 feet thick, across the 10 feet wide by 8 feet high archway leading to Room 1.

Close inspection of the ground outside the entrance, and of the stairway, by a ranger will reveal that the entrance has been used regularly by not more than ten humanoids in the recent past.

## Room 1

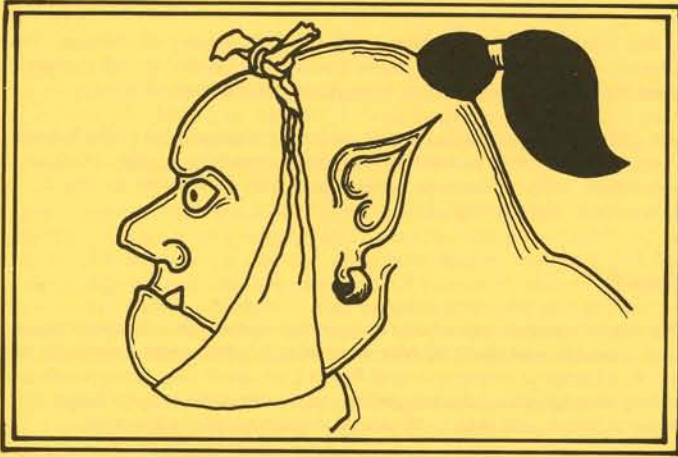
This chamber is the lair of **three ogres**, Enog, Pogo and Grunt (AC 5; MV 9"; HD 4+1; hp 20 each; # AT 1; D 1-10; xp 190 each; AL CE; S L). They are identical triplets, who have an empathy which manifests itself in a tendency to finish each others' sentences. It also allows them an instinctive understanding and co-ordination (the DM must decide how this will affect combat). Each carries a large club (D 1-10); only Enog carries anything else: the key to the lead strongbox on a brass chain around his neck.

There is a 75% chance that the ogres will be encountered in their lair, in which case they will be sitting around the fire roasting an elf, with their clubs to hand. If they are absent, warm ashes and a smoke blackened ceiling will confirm that the hearth has been used recently.

The ogres work in association with Balbo Sackbilly, who provides them with information on likely victims, then uses his Thieves' Guild connections to dispose of stolen goods far from Blackridge. The ogres have operated from Thunder Crag for some eight months but have explored no farther than this room, being content to have made their lair secure by constructing a dry-stone wall and by barring the doors. They are unaware of the presence of Glati and his companions, and of the spyhole and hatch which have been cut through the northern door (see below).

The ogres are fond of human flesh, but value their own safety and are amenable to intimidation or bribery unless their opponents are obviously a 'soft touch'. Pogo is suffering from toothache, which makes him highly irascible, and due to their empathy Enog and Grunt are suffering too. They will all be well disposed, at least temporarily, to anyone who cures Pogo of his toothache. They are unlikely to agree to let anyone close enough to yank it out....





There is a 10% chance that Humboldt (see **THE TOWN OF BLACKRIDGE**) will be encountered in the ogres' lair, whether or not the ogres themselves are present. If so encountered he will be carrying information to the ogres, and will be in his gnome-form, but he will assume his were-form at the first sign of intruders, in order to avoid recognition (if the player characters have brought themselves to the attention of Balbo Sackbelly or the Thieves' Guild, the information may well be about them. The DM must decide what information is being conveyed and, if the ogres are absent, whether they have yet to receive the information, or are acting upon it). If encountered alone, Humboldt will seek to escape. Otherwise he will aid the ogres, seeking to escape only if combat goes against them.

Neither Humboldt nor the ogres have any knowledge of the whereabouts or fate of Rovis Akkor.

From walls 10 feet high the ceiling springs to an apex 20 feet above the floor. At this apex is carved a grinning skull. The floor is covered with a thick layer of dried bracken. In the centre of the room, there is a stone hearth about four feet across, above which is an iron spit. Three verminous bear pelts are laid around the hearth, and cracked marrow bones are strewn around and across these. In the northwest corner are five large sacks, four barrels and a large stack of firewood. Four of the sacks contain turnips, the other contains loaves of coarse, hard grey bread. This owes its colour and texture to being made with ground human bone mixed into the flour. If the lids of the barrels are removed, two will be found to contain ale, the other two, joints of meat (halfling) pickled in brine. A thin rope emerging from one of the barrels of pickled meat is attached to the handle of a small, watertight lead box which is concealed in the bottom of the barrel. The box is locked (Enog has the key), but not trapped, and contains 123gp, 28sp and a ruby worth 102gp.

The three doors all open into the room, but are securely barred from within. A thief examining the north door carefully will have a chance equal to his chance of detecting traps of discovering the 2 foot square hatchway and spyhole, cut through the door from outside the room.

## Room 2

The floor of this sunken chamber is 5 feet below the floor level of the surrounding passages. Sprawled across the floor of the room are two human skeletons, shrouded in the crumbling remains of their clothing.

Within the room are **three shadows** (AC 7; MV 12"; HD 3+3; hp 21, 18, 17; # AT 1; D 2-5; SA strength drain; SD +1 or better weapons to hit; xp309, 297, 293; AL CE; S M) two of which are part of the remains of the bodies on the floor. Characters entering the room will notice that it is cold in comparison with the surrounding passages, and it will grow colder for two melee rounds before the shadows attack. The shadows are bound in perpetuity to this room, the place of their corporal deaths, and are unable to move from it.

The only object on either skeleton is a jade figurine of a crocodile 4 inches long, hidden in the remains of a leather pouch at the waist of one of the bodies. This figurine is worth 350gp, and is magical, appearing to be very similar to a **figurine of wondrous power**. However, its only property is to weep for a day when its owner dies.

Two spyholes in each of the north, east and west walls, 5 feet 6 inches above floor level, afford an excellent view of the surrounding corridors from just above floor level. They can only be opened from inside the room and are almost undetectable from outside. All are closed.

## Room 3

Both doors open into the chamber. They are not locked, but both are stiff. The chamber is quite empty.

## Room 4

The door opens outwards, and is locked but not trapped.

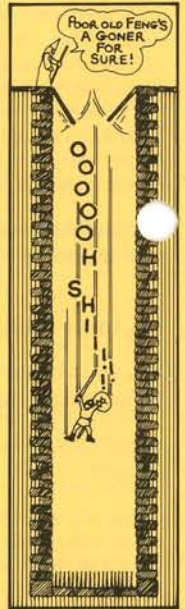
The chamber is 10 feet high, with a flat ceiling. The north and east walls are stepped to form shelves 2 feet deep at heights of 2, 4, 6, and 8 feet above the floor. On these shelves are the smashed remains of wooden chests, scattered coins, two ceramic flasks (one smashed) and fragments of parchment. The coins total 83gp, and 148sp. The unbroken ceramic flask contains a red liquid (one dose of a **potion of healing**). The parchment fragments are clearly from a record of accounts, but only two entries are still legible. These read 'Received from Boggis the Bard sum of 16 pieces of silver' and 'Paid to He of The Ineffable Name the sum of 7 pieces of copper'.

The entire floor is a trap, opening onto a stone lined pit 10 feet square and 60 feet deep. Two foot high iron spikes are set into the floor of the pit at 6 inch intervals. Any creature hitting the bottom of the pit will take normal falling damage, and must also make a saving throw against poison or contract chronic blood disease (DMG p14). In addition, any victim of the trap will take a point of damage for every round spent impaled on the spikes.

Among the spikes at the bottom of the pit are the skeletal bodies of two hobgoblins. Scattered around them is their rotten and rusting equipment, 25gp, 47sp, and an emerald worth 57gp.

This chamber was Famulus' treasury, but only the chests and parchment date from those days. Other objects have been teleported from the Idol in Room 20 on Level One. The coins and gem in the pit fell in when the trap was sprung by the two hobgoblins.

In Famulus' day treasure was moved in and out of the chamber by magical means.



## Room 5

The doors open into the chamber and are unlocked but stiff. The chamber seems empty apart from the broken figure of an elven warrior, petrified by Hermione, which lies in pieces in the centre of the floor.

Shrouded in cobwebs on the ceiling, lurks a colony of **20 large spiders** (AC 8; MV 8"/15"; HD 1+1; hp 2 each; # AT 1; D 1; SA poison; xp 69 each; AL N; S S). Any creature bitten must save vs. poison (at +2 due to the poison's weakness) or die within 1-6 turns. The spiders attack dropping onto their victims, and so will usually have surprise.

## Room 6

The unlocked door in the south wall opens on the passageway.

The hall is choked with thick cobwebs, reducing visibility to 10 feet. These will not burn, but melt if naked flame is applied, giving off choking fumes (characters must save vs poison or remain helpless with nausea for 1-6 rounds). Eight cubic feet of space may be cleared of web per round by the application of flame.

This is a great hall, aisled and with a floor of black and white marble tiles laid in a chequerboard pattern. The walls and pillars are 15 feet high. At the north end is a two foot high dais with a single step in the middle of its southern edge. In the centre of the dais stands a polished, black granite throne. On either side stands a five foot high brass candelabra with sockets for ten candles. They are worth 120gp each, or 350gp for the pair.

The door between Room 6 and Room 7 is open, towards Room 6.

## Room 7

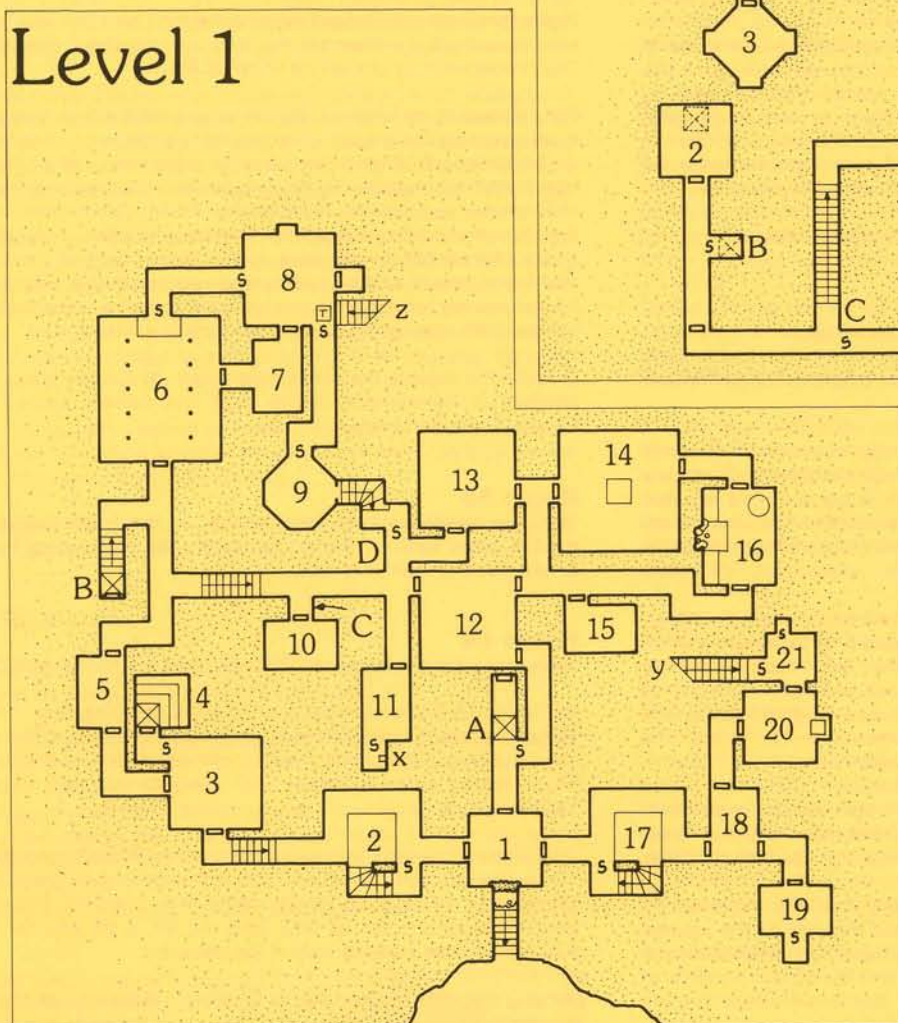
Like Room 6, this chamber is choked with webs. It is the lair of a **giant spider** (AC 4; MV 3"/15"; HD 4+4; hp 26; # AT 1; d 2-8; SA poison; 445xp; AL N; S L) which has the ability to move through the web-choked rooms at normal speed. There is no treasure in this chamber, but the floor is littered with remains of small animals.



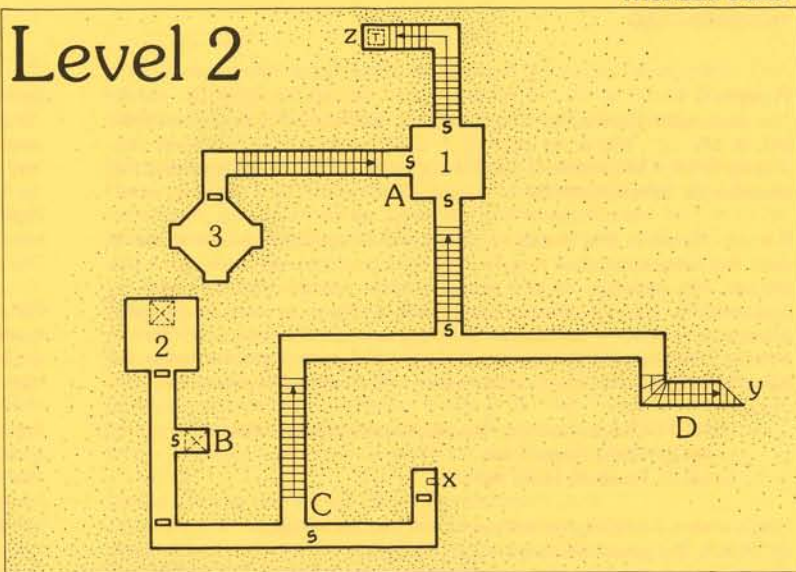
# THUNDER CRAG

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FEET

## Level 1



## Level 2



-  Door
-  Secret Door
-  False Door
-  Pit Trap (floor)
-  Pit Trap Exit (ceiling)
-  Trapdoor (floor)
-  Trapdoor (ceiling)
-  Stairs Up
-  Rock

### Room 8

This was Famulus' private chamber. The walls are panelled with oak and the floor is paved with glazed tiles. There is a fireplace in the north wall, choked with rubble from a rock fall that has destroyed its chimney. Hangings conceal the secret doors in the south and west walls. There is a couch in the north west corner and a chair and desk in the south west corner of the room. Some of the original furnishings survive in the main chamber, but they are very fragile.

On the desk is a dagger, its hilt of ebony and its blade of untarnished steel. It is a **dagger +1** with an Evil alignment. Any creature of Good alignment touching or being touched by the dagger will take 1-10 points of damage, and must make a System Shock survival roll or die. Creatures of Neutral alignment take normal damage from the weapon. It cannot be used to inflict any damage on beings of Evil alignment.

Beneath a rug in the south east corner of the chamber is a trapdoor four feet square. This is concealed by a **permanent illusion** of solid floor.

If the trapdoor is discovered, it will be seen to have no handle or visible opening mechanism. **Detect invisibility** will reveal a Rune on the trapdoor, and **read magic** will allow it to be read as 'Durath'. If this is spoken the trapdoor will open upwards, revealing a flight of steps descending to the east. It will remain open for one minute before closing again. The rune will only cause the trapdoor to operate from above — the secret of operating it from below died with Famulus. No other magical means will open the trapdoor.

The door in the east wall opens towards the main chamber. Behind it is a small chamber which contains a privy and a basin of marble set into the wall. From the shaft of the privy can be heard the murmur of the underground stream into which it empties.

### Room 9

This was Famulus' library, and all the walls, except the eastern one, are covered with bookcases to their full height. The secret door in the north wall is in fact a hinged bookcase.

In the centre of the room stands a blackened lectern with an area of fire damage 20 feet in diameter around it. Fragments of books and parchment are spread about the room, but most are in a sorry state, and quite illegible. A careful search through the debris, however, will reveal eight intact scrolls.

These are rolled up, but their labels identify them as each bearing one spell: **wall of fire, prismatic spray, passwall, flame strike, hypnotic pattern, spider climb, rope trick** and **leomund's trap**. Unfortunately, the first five mentioned of these scrolls are so fragile that they will crumble to dust as soon as any attempt is made to unroll them. The last three scrolls, however, are usable if unrolled by a character with a Dexterity of 14 or more. If handled by a character with a Dexterity of 13 or below they will also crumble into dust.

The fire damage was caused by Glatis. His excitement at discovering Famulus' Spell Book caused him to forget basic precautions. He set off the exploding runes left by Famulus, destroying the priceless grimoire and many other books and parchments.

The DM should note that Glatis is unaware of the secret door in the northern wall.

### Room 10

The unlocked door opens towards the passage. The chamber is empty.



**Room 11**

The door opens towards the passage. It will be locked unless **Glatis** (AC 9; MV 12"; MU 6; hp 28; # AT 1; D by weapon type; SA spell use; 749xp; S 14, I 18, W 16, C 17, D 14, Ch 16; AL CN; S M) is within the chamber, a 70% probability.

If encountered in this chamber, Glatis will be meditating on the couch with the lamp shuttered to give little light and incense burning on the brazier. His reaction to any but obviously hostile intruders will be dissembling. He will use his considerable charm to seek to gain the adventurers' trust — to discover their purpose and to dispose of them in a more convenient way with the help of his companions. However, he will meet force with force, and has the following spells available:

- Level 1: **Charm Person, Magic Missile, Sleep, Shield**
- Level 2: **Web, Rope Trick**
- Level 3: **Fireball, Hold Person**

Glatis wears a **ring of protection +1** and carries a **dagger +1** in a sheath at his belt. In a pouch at his waist he has the keys to the chamber and the chest (see below), 5sp, 3cp, a rabbit's foot (non-magical) and a small pot of venom to renew the trap on the chest.

Glatis knows nothing of Ravis Akkor. The couch upon which Glatis is lying is piled high with pelts (the DM should determine if any are valuable) and stands against the west wall. A brass-bound wooden chest stands against the south wall, with a roughly fashioned stool beside it. A brass lamp stands on the chest, and a brass brazier stands in the south east corner of the room.

The chest is 2 feet by 2 feet by 2 feet. It is locked, and the lock is trapped with a poisoned needle. Within it are two sets of grey robes, a small leather bag containing incense, seven leather bags each containing 500gp (total value 3500gp) — 2000gp of which belonged to Hermione the medusa, Glatis' Spell Book and two ivory tubes. One contains Glatis' wand (which is non-magical), made of ebony and worth 150gp. The other contains a scroll bearing the spell **fireball**.

There is a secret door in the south wall (of which Glatis is unaware), behind which a stone-lined shaft 10 feet square falls 70 feet to Level Two. Brass rungs are set into the face of the shaft at one foot intervals.

This was originally the chamber of Anguise, and was inhabited by Hermione until she was tricked by Glatis and trapped on the second level. Glatis now uses it as a private chamber for study, meditation and recuperation after magic-use.

**Room 12**

All three doors open into the chamber. Those in the east wall are locked.

In the centre of the room three men sit around a low table, smoking pipes and playing dice. They wear coats of mail as though accustomed to them, and their shields and longswords are at hand. These are Glatis' companions, **Dirk** (AC 3; MV 9"; F4; hp 32; # AT 1; D by weapon type; SA +1 to hit, +1 to damage; 290xp; S 17, I 14, W 13, C 15, D 15, Ch 17; AL CN; S M), **Hayo** (AC 4; MV 9"; F4; hp 43; # AT 1; D by weapon type; SA +1 to hit; 345xp; S 16, I 12, W 12, C 17, D 14, Ch 14; AL CN; S M) and **Egil** (AC 1; MV 9"; F4; hp 33; # AT 1; D by weapon type; SA +1 damage, +2 to hit with missile weapons; 295xp; S 16, I 16, W 15, C 15, D 17, Ch 14; AL CN; S M), all professional warriors. If Glatis is not in his private chamber (see Room 11 on Level One) he will also be present.

Dirk, Hayo and Egil, like Glatis, will greet all but the most hostile approaches with friendliness, seeking to gain their opponents trust

before disposing of them. All three are inveterate gamblers, and after courteous preliminaries may invite strangers to share ale and pipeweed over a game of dice. However, they will be alert and ready for action at any time during an encounter.

These three wear nothing of value about their persons, but Dirk has the keys to each of the chamber doors on a brass chain around his neck. They know nothing of the fate of Ravis Akkor.

The room is lit by lanterns. By the west wall are four bedrolls. In the south west corner is a pile of stores and equipment — kegs containing ale and salt pork, boxes of hard biscuit, dried meat and pipeweed, three flasks of oil, four backpacks, two long bows and a crossbow (with quivers of 20 arrows and quarrels respectively). There is also a charcoal-burning brazier with spits and two skillets. There are no items of real value. In the south east corner, by the door, is the stone figure of a cleric. This is Ferdinand, one of Angbor's party who was petrified by Hermione when he mistook her for a spectre and tried to turn her. He was not liked by his companions, who consequently use him as a hatstand.

Outside the door in the south east corner of the room is a stone orc, another of Hermione's victims. Egil has carved 'stoned again' in Common across its snout.

**Room 13**

The door opens towards the chamber. In the north wall are set two marble hand basins. Along the west wall are ten privy cubicles. Otherwise the room is empty.

**Room 14**

Both doors open towards the chamber, and are unlocked but stiff.

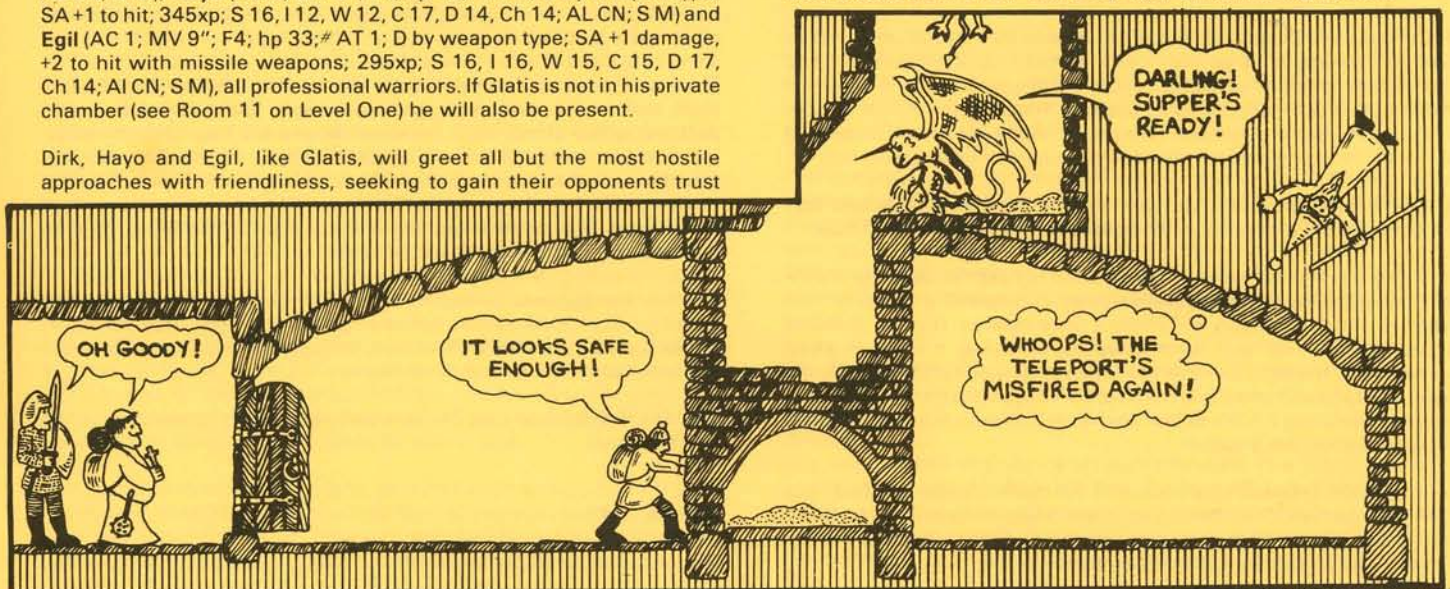
In the centre of the chamber is a 10 foot square fireplace from which a 10 foot square chimney rises to the centre of the ceiling. The chimney is supported by a pillars at each corner of the fireplace, and above the level of the ceiling twists a further 150' upwards to a vent in the face of Thunder Crag.

Just above the level of the ceiling the chimney jinks eastwards, leaving a 10 foot square stone platform. This is the lair of **two gargoyles** (AC 5; MV 9"/15"; HD 4+4; hp 23, 26; # AT 4; D 1-3/1-3/1-6/1-4; SD +1 or better weapons to hit; xp 280, 295; AL CE; S M) who foray into the outside world at night by way of the chimney.

Among the filth in their lair is a human skeleton, whose condition suggests recent death. The only treasure on the body is a gold ring set with an onyx intaglio depicting a boar's head. Inside the ring is engraving which reads 'Happy Birthday, Son, Love Dad'. These are the mortal remains of Ravis Akkor, caught by the gargoyles outside the stronghold and tortured to death. The ring is worth 100gp.

**Room 15**

The door opens towards the chamber. Inside the room is empty, but the floor is covered in a half-inch deep layer of harmless grey dust.





**Room 16**

All three doors open towards the chamber, and are unlocked but stiff.

This chamber was clearly a kitchen. The remains of a great oven range and fireplace run the length of the west wall, giving onto a chimney now blocked by a rock fall. In the north east corner is a well, 100 feet deep. The bucket and winding gear have long since disappeared and the water is fouled with algae and **green slime** (AC 9; MV 0"; HD 2; hp 13; # AT nil; D special; SD immunity to attack; 636 xp; AL N; S S), which also lives on the side of the well shaft. Anyone foolish enough to drink the water will suffer the terrible effects of the green slime internally.

**Room 17**

This chamber is a mirror-image of Room 2 on Level One and is identical to it in all other respects, save that it is empty.

**Room 18**

This chamber is empty.

**Room 19**

The door opens towards the chamber and is unlocked.

The chamber is empty save for a block of stone two feet square and three feet high in the centre of the floor. If touched, this will reveal itself as a **mimic** (AC 7; MV 3"; HD 7; hp 32; # AT 1; D 3-12; SA glue; SD camouflage; 1320xp; AL N; S L). This creature has discovered the secret panel in the south wall and the chest behind it, but is suffering from a mental disturbance brought about by loneliness and is convinced that the chest is its 'friend'. Consequently the mimic will seek to guide intruders away from the secret chamber with all the guile it can muster. If the secret panel is opened and the chest discovered, the mimic will fight to the death in defence of its 'friend'.

The chest is two feet wide by two feet high by four feet long, of brass bound oak. This belonged to Akropomarithinikon of R'Shptah, an ogre mage who failed to return from his last adventure 150 years ago. It is locked, and the lock is trapped with a poisoned needle. Attached to the underside of the lid is an ordinary mirror — the same size as the lid. Within the chest are folded robes of black linen, but if these are removed a **mirror of life stealing** will be revealed, forming a false bottom half way down the chest. Beneath this are two leather sacks, each containing 1000gp, a **dagger of venom**, a ceramic flask which contains a red liquid (two doses of a **potion of healing**) and a sheet of rolled parchment.

The command necessary to call forth trapped entities from the mirror is written upon this parchment in ogre mage and is 'In the name of the Sacred Heifer of the Endless Pastures, I, Akropomarithinikon of R'Shptah, command the occupant of cell.... to come forth.' The command must be spoken in the language of the Ogre Magi.

The mirror has eighteen cells, which the DM must populate as he or she sees fit.

**Room 20**

The door opens towards the passageway. Within the apse in the eastern end of the room an idol sits atop a cubic stone plinth 3 feet high. The idol depicts a plump, benevolent-looking deity in human form sitting cross legged with his cupped hands resting upon his pot belly. The idol is life size. Upon the face of the plinth is graven the name 'Urizen'.

A spell cast upon the idol by Famulus has the effect of causing any creature gazing upon it to feel that 'Urizen' regards him/her with particular approbation and expectancy. If any gifts of magical items, precious metals or gems are placed in the cupped hands of the idol they will be suffused in a pleasant blue glow and then disappear (teleported to Room 4 on Level One). The donor will feel that the idol regards him/her with especial favour. The idol represents a bogus deity. Its only powers are the **dweomer**, which will only function within the chamber, and the teleportation ability. Famulus encouraged its worship as a means of recouping expenses paid to his followers.

**Room 21**

The chamber is empty. However, a secret panel in the north wall gives onto a small niche in which hangs a **chime of opening**.

This chime will open the secret door in the west wall, which is otherwise undetectable from this side, but will operate upon no other object.

**LEVEL TWO****Trap A**

Immediately to the west of the secret door a **cockatrice** (AC 6; MV 6"/18"; HD 5; hp 20; # AT 1; D 1-3; SA touch turns to stone; 415xp; AL N; S S) is suspended by its feet from a 5 foot long rope tied to a hook in the ceiling of the corridor. The cockatrice is in temporal stasis, and thus still alive, and both it and the rope are invisible.

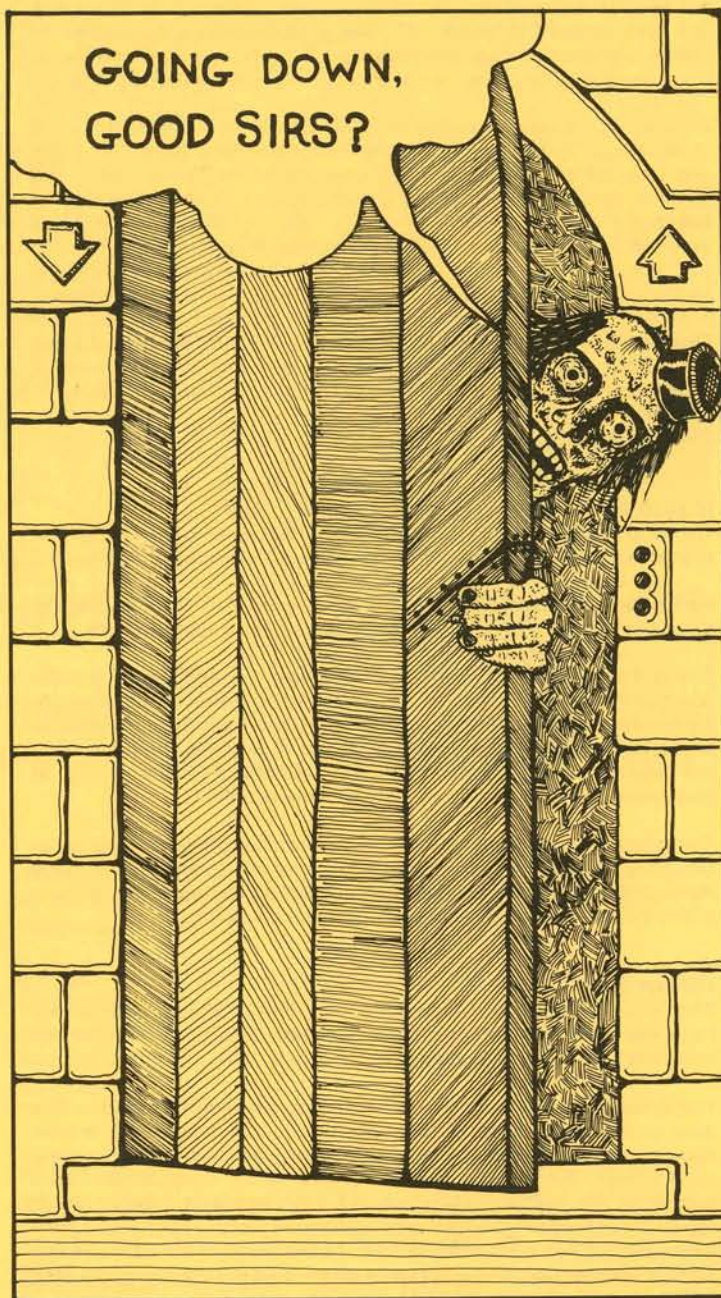
The cockatrice was hung up by its feet, and then the spells **temporal stasis**, **invisibility** and **permanence** were cast upon it and the rope. Any creature touching the cockatrice will suffer the petrifying effects of its touch, subject to the usual saving throw.

**Secret Door at B**

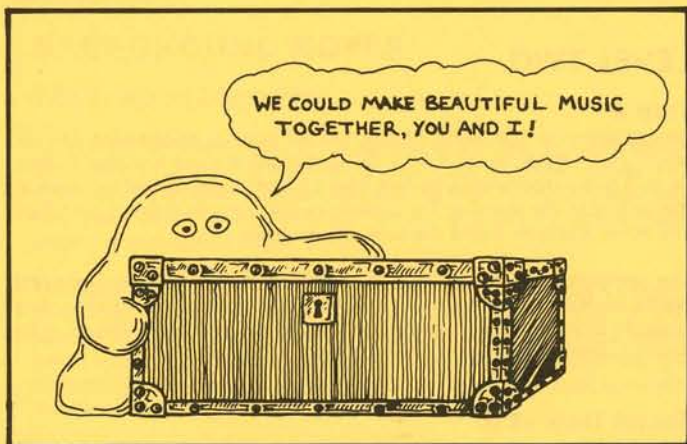
This opens towards the passage, and can only be operated from this side. Behind it is the base of the pit trap underlying Room 4 on Level One.

**Glyph at C**

An area 10 feet square directly east of the secret door is protected by a **glyph of insanity**. To determine the type of insanity, refer to the DMG p13, and roll d12. If result is 1-8, ignore it and roll again. If the victim saves vs. death magic the effect of the glyph is temporary (1-6 days), otherwise the effect is permanent.







### Stairs at D

Upon the steps at D lurks an **ochre jelly** (AC 8; MV 3"; HD 6; hp 34; # AT 1; D 3-12; SD immune to some attacks; 354xp; AL N; S M).

### Room 1

This was Famulus' workshop.

In the centre stands a **flesh golem** (AC 9; MV 8"; HD 40 hit points; # AT 2; D 2-16; 2-16; SD need magical weapons to hit; 2380xp; AL N; S L), which has been ordered to destroy all who enter, unless accompanied by Famulus, and to pursue and destroy them if they should remove material from the room. The golem has been taught to operate the secret doors.

A stone bench, marble topped and 3 feet wide, runs the length of the eastern wall. On this are many glass flasks, alembics, tubing, crucibles and other paraphernalia of a magician or alchemist. There are also two ceramic flasks, one containing a red liquid (a dose of a **potion of healing**), the other an amber liquid (a dose of a **potion of hill giant strength**). Three small cedarwood boxes also lie on the bench. The first contains black opal and diamond dust (the material components of the spell **symbol**, worth 5000gp), the second contains a miniature sword of platinum, copper and zinc (the material component of the spell **Mordenkainen's sword**, worth 500gp) and the third contains a small flat ivory statue inlaid with gold and studded with gems (the material component of the spell **duo-dimension**, worth 7,500gp).

All three secret doors open into the room.

### Room 2

This was the stronghold's dungeon. Rusted fetters and gyves hang from the walls, and the floor is strewn with the skeletal remains of prisoners.

Hermione the **medusa** (AC 5; MV 9"; HD 6; hp 34; # AT 1; D 1-4; SA gaze turns to stone plus poison; 929xp; AL LE; S M) is trapped in here.

She has been brooding on Glatis' treachery; her one desire is to be revenged upon him. She will try to persuade any character she meets to assist her in this aim, offering half the gold that Glatis stole from her as an inducement (see Room 11 on Level One). If this fails, she will employ her single dose of a **potion of human control** in a further attempt at persuasion. If this also fails she will become hostile.

The extent to which Hermione is familiar with the stronghold is up to the DM to determine, but she should know of no secret doors. Since Hermione is of Lawful Evil alignment, she will adhere rigidly to the letter of any bargain struck, though she may twist the spirit.

### Room 3

This was Famulus' conjuration chamber. The shattered door of this room lies in the corridor, as though some terrific force from within the room has burst it from its hinges.

Walls, floor and ceiling of this room are constructed of black marble. The apex of the ceiling vault is 20' above the floor. A burned out brazier stands in the centre of the room, within a pentacle of white marble inlaid in the floor. Around the brazier lie five ebony candlesticks, each containing the stump of a black candle. Each candlestick lies at one of the points of the pentacle (the candlesticks are worth 750gp each). Next to the brazier lies a small silver dish. To the north of the pentacle is a **circle of protection**, and just to one side of this is a gold ring (see **THE RING** below for further details).

Note that the floor of the chamber, and everything upon it, is covered in a fine layer of black soot, which makes everything appear dull black. Details such as the inlaid pentacle will be noticed only if the soot is brushed aside. The soot is all that remains of Famulus, who was destroyed by the Demon Telkroth when a **cacodemon** spell went completely wrong.

Speaking Telkroth's name within the chamber has a 50% probability that Telkroth, the **Type VI Demon** (AC -2; MV 6"/15"; HD 8+8; hp 72; # AT1; D by weapon type; SA whip & flame for 4-24 damage; SD +1 or better weapons to hit; 4464xp; AL CE; S L) will materialise in a hostile mood. He wields the equivalent of a **two-handed sword +2**, Nine Lives Stealer. There are seven chests of iron around the walls of the chamber. Upon the lid of each is graven a pentacle. All are locked.

**CHEST 1** is not trapped, and apparently empty, but a compartment in the false bottom contains tiny leather pouches and miniature candles (the material components of the spell **monster summoning**).

**CHEST 2** has a poison needle trap in the lock (save vs. poison or die in 1-10 rounds). Within the chest, wrapped in black silk, are 30 black candles. There are also 5 ivory boxes containing bat's hair, sulphur, lard, soot, mercuric-nitric acid crystals and mandrake-root powder (this last is worth 150gp). There is also a small glass bottle of pure alcohol. These are the material components of the spell **cacodemon**.

**CHEST 3** is not trapped. It contains 3 vials of unholy water, an incense burner and some incense.

**CHESTS 4 and 5** are not trapped and empty.

**CHEST 6** has a fire trap cast upon it. If this is set off the contents of the chest must save vs magical fires, or be destroyed. The chest contains 3 ivory tubes, each containing scroll bearing the spell **spiritwrack** for Telkroth. Each scroll is worth 6,000gp to an interested magic user capable of 6th level spells, and the name of the Demon, contained in the scrolls, is worth another 10,000gp. (Thus, if the three scrolls were all sold to different magic users the sellers could realise up to 48,000gp, but if all were sold to one the price would be no higher than 28,000gp.)

**CHEST 7** is not trapped, but **misdirection** spell cast upon it indicates a gas trap. Within the chest are three robes of black linen. The chest has a false bottom, but this is empty.

### The Ring

This is a plain gold band, and belonged to Famulus. It is highly magical, acting as a **ring of protection +2** and conferring upon its wearer the power to **teleport** without error twice per day and **cause serious wounds** by touch once per day. However, the ring's side effects will pollute any holy water within 10 feet, and the touch of its wearer kills green plants.

The ring is cursed, and once put on cannot be removed except with the aid of a wish or a remove curse from a cleric of the 18th Level or above.

Anyone putting on the ring will immediately become aware of its useful powers, but not of its side effects or of the curse.

There is a 1% chance every day that the ring is worn that the Demon Telkroth, destroyer of Famulus, will become aware that Famulus' ring is being used again, in which case he will materialise before the wearer of the ring and seek to destroy him. Likewise, there is a 1% chance every time the teleport or cause serious wounds power are used that Telkroth will notice.

The DM should note that if Telkroth becomes aware of the ring while its teleport power is being used, the ring wearer will find that he has teleported to Telkroth's abode in the Demonic Abyss, there to be confronted by Telkroth.

### Credits

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