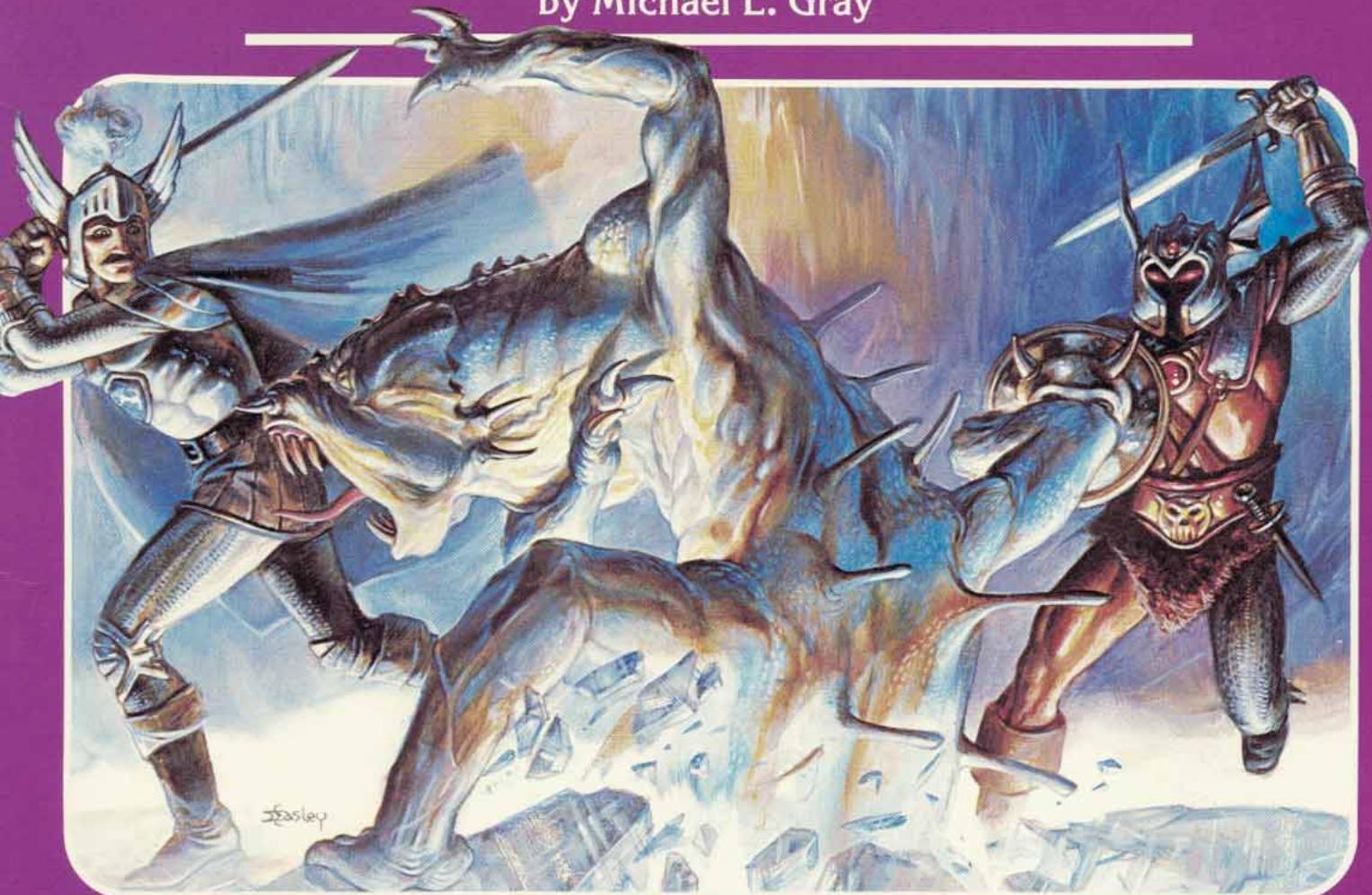


DUNGEONS & DRAGONS®

Expert Game Adventure

Quest for the Heartstone

by Michael L. Gray



The icy cavern is deathly quiet. Strange light gleams from a frozen pool. Suddenly, a huge reptile thunders from the depths of the pool, sending glistening shards of ice in every direction. Is this your final battle? For character levels 5-10.



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DUNGEONS & DRAGONS®

Expert Game Adventure



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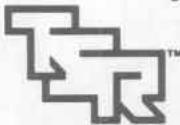
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by Michael L. Gray

A Wilderness/Dungeon Adventure for Character Levels 5-10

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PREPARING FOR THE QUEST

About this adventure

Quest for the Heartstone is a combined wilderness and dungeon adventure designed to be compatible with the official ADVANCED DUNGEONS & DRAGONS™ Action Toys produced by LJN Toys, Ltd., and the official ADVANCED DUNGEONS & DRAGONS™ Fantasy Adventure Figures produced by TSR, Inc. Character statistics have been provided in the center of the booklet for many of the LJN player character figures. Players may also use their own characters for this adventure.

Before beginning play, you should read the entire adventure carefully and become completely familiar with it. Most of the information given in the area descriptions is for your eyes only, although you should read all boxed text to the players as their characters enter specific areas. Feel free to use your imagination to embellish the encounters as you wish. Make sure you don't give the players too many clues or suggestions, however.

Unless a specific section directs otherwise, you should not roll for wandering monster encounters during this adventure. The characters will meet plenty of monsters along the way.

Maps and illustrations

This adventure features several encounter maps and illustrations. Unless otherwise noted, do not show maps to the players. The maps are on the adventure cover.

The numbered illustrations correspond to specific areas in the adventure. When the text directs you to show the players a specific illustration, turn to that page and let the players look at the illustration. They may look at it as long as they like, as the illustrations sometimes hold clues that are not hinted at in the boxed text. Many of the numbered illustrations are given in an eight-page pullout section in the center of the booklet. Be sure to cover the other illustrations on a page when showing players a certain picture.

Statistics and abbreviations

Monster statistics are listed in the following order:

Monster/NPC Name (No. appearing, if more than one); Armor Class; Hit Dice or Class/Level; hit points; Movement per turn (round); No. of attacks per round; Damage; Save As: Class/Level; Morale; Alignment; Experience Point value; and abilities for NPCs (such as spells), when appropriate.

The following abbreviations are used in this adventure:

AC	- Armor Class
hp	- hit points
#AT	- no. of attacks
Save	- Save As
AL	- Alignment
L	- Lawful
F	- Fighter
MU	- Magic-user
HD	- Hit Dice
MV	- Movement
D	- Damage
ML	- Morale
C	- Chaotic
N	- Neutral
T	- Thief
XP	- Experience Point value

"difficult" for them. Be careful to give the characters a reasonable chance of surviving, however. Try to be impartial and fair, but give the characters the benefit of the doubt in extremely dangerous situations.

Adventure background

The story of the heartstone

Sadness now reigns in the Kingdom of Ghyr. Old King Ganto, known as the Great Defender of Peace, died in his sleep 2 weeks ago at the age of 82. Best known for his victories in the Prism Wars, Ganto ascended to the throne of Ghyr nearly 37 years ago. As the countries surrounding Ghyr fought among themselves, Ganto kept his northern kingdom out of war.

Having no legal heirs, Ganto thought much about who would be the logical successor to his throne. Unfortunately, he did not share his thoughts with his young queen. Queen Leahra, now in her mid-thirties, had always been a faithful and loving wife; she had often refused the affections of the ambitious nobles of Ghyr.

Now that the king was dead, Leahra found herself in the awkward position of having to appoint (and marry) a new king. She called together the Royal Council to seek its advice. Some of the council members aspired to the throne themselves. Others had their own favorite candidates. The final decision, however, fell to the queen, who had no desire to rule the kingdom alone.

The party of adventurers

This adventure is designed for a party of 6-8 characters. Each character should be between the 5th and 10th levels of experience when the adventure begins. The party should have a total of 45-55 levels, and should also include at least two clerics. You may wish to adjust the strength of certain monsters and encounters, based on the makeup of the party.

The party may be able to finish this adventure in one session. If you feel the party is moving too quickly through the adventure, you may wish to make things a little more



Queen Leahra, acting on her own, also called on her close confidant, Loftos, the High Patriarch of Ghyr. Leahra asked the patriarch to come to her chambers one night and discuss the question of the new king.

"Political intrigue runs high tonight, my queen. I fear that the kingdom will be torn apart by political strife in the months ahead," advised Loftos. "Dark plots are being hatched at this moment—not only among the nobles, but also among Ghyr's neighbors."

"But how can I choose? Must I share my life and more with a stranger? Loftos, my heart belongs only to Ganto," the queen replied.

The old cleric offered to *commune* with He Who Watches in hopes of finding a solution to the crisis. Loftos snuffed all but one of the candles in the queen's chamber. He carried the single burning candle to the open window, placed it gently on the sill, and knelt before it. After Loftos blew out the flame, the queen could barely see him bow his head in prayer.

Minutes later, Loftos relit the candle and carried it toward the queen. "A heart of stone, beyond the mist you'll find," Loftos said softly. "The heartstone will tell you who should be your king."

"But where is this stone? How will I find it?" the queen asked.

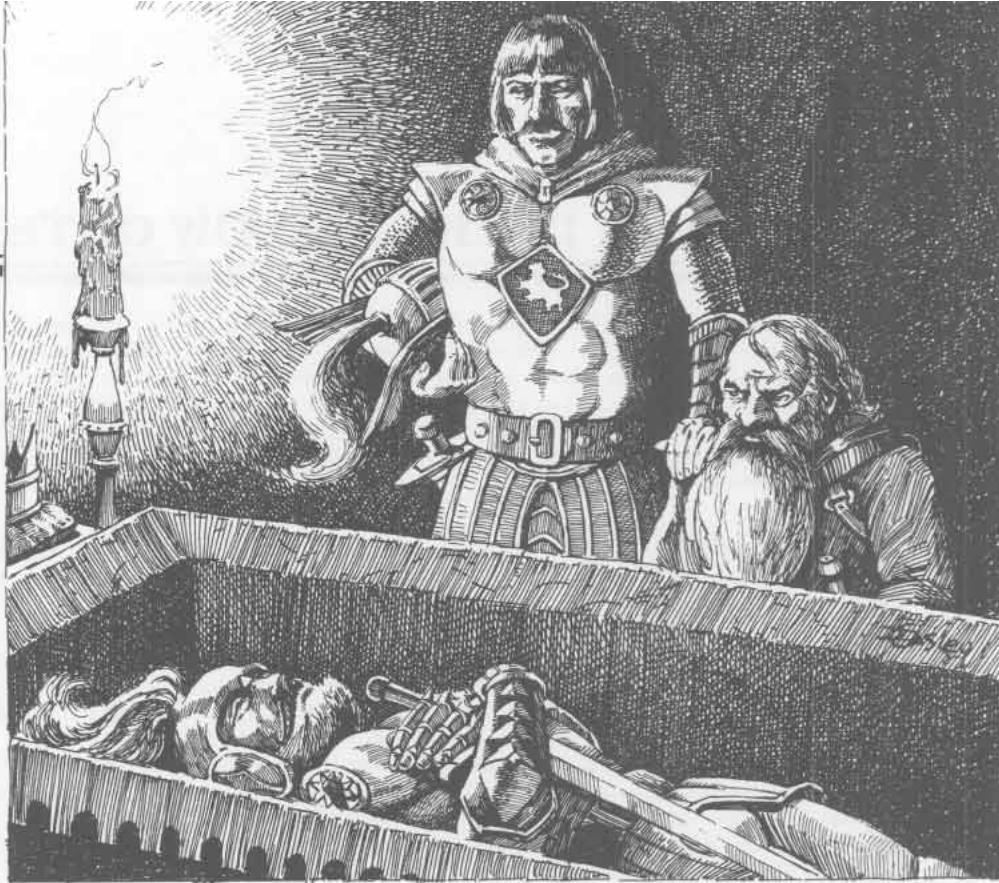
"The stone was stolen over 50 years ago by Dahnakriss the Master Thief. He Who Watches originally gave the tiny, heart-shaped stone to Qasmar, who was the King of Ghyr during the Prism Wars. During these wars, Qasmar used the stone to see into the hearts of men, and was so able to choose his friends and allies. Soon after the war, the magical stone vanished from Castle Ghyr's supposedly thief-proof vaults. Until now, no one knew what had become of the heartstone. According to He Who Watches, it lies north, in the great Mountains of Ice.

"We must convince a party of adventurers to retrieve the stone and bring it back to us. But we must be very careful. No one must know of the stone's power, especially not those who would aspire to the throne. Even those we hire to find the stone should not know of its strength!"

Beginning the adventure

The patriarch calls the player characters to Castle Ghyr. He tells the characters only that they have been called in the queen's name, and that they will be discussing important royal business.

Begin the adventure by reading the boxed text to the players.



The Great Hall of Castle Ghyr rises majestically before you. Two acolytes hold open the heavy double doors in the north wall. The High Patriarch of Ghyr sweeps through the doors, followed by six royal guards. The queen herself follows closely behind. The queen bids you to sit as the patriarch steps forward to speak.

"Thank you for coming," he says. "We have a very important quest for those of you who are willing. You would set out to the north, heading into the Mists. In case you're not familiar with it, this vast, foggy marsh lies at the foot of the Mountains of Ice. You are to search for a magical, heart-shaped stone that we believe gives off a bright red light. We also believe that Dahnakriss the Master Thief currently possesses this stone. Through *commune*, I was able to determine that the heartstone lies within the mountain beyond the Mists.

"If you succeed in this quest, the queen has authorized me to reward each of you with 10,000 gold pieces. As additional incentive, you are certainly welcome to any other treasures you might find during the quest."

If the characters ask about the stone's power and value, the queen replies, "It once belonged to King Qasmar. We want to bury it in Ganto's tomb."

The patriarch then continues, "The stone's powers are mostly unknown. We believe it may affect anyone who touches it, so we are providing you with a pair of tongs with which to pick up the stone, and a lead coffer in which to carry it."

The patriarch rises and tells those who wish to participate in the quest that they should assemble in the Great Hall at dawn the next day.

At dawn the next day, the characters assemble in the Great Hall. Royal servants provide fresh fruit and juices for the adventurers. Soon the patriarch enters and thanks the characters for agreeing to go on the queen's quest. He tells the characters that fresh horses and rations await them at the east gate. Before he sends them off, the patriarch gives the characters one last item. He slowly removes a gold ring from the index finger of his right hand.

"This is a *ring of spell storing*. I have had it for nearly half my life. If you return, I would like to have it back."

"The ring contains two each of the following spells: *neutralize poison*, *raise dead*, and *stone to flesh*."

The cleric asks that he may pray for the characters' success. He bows his head, recites a litany of unrecognizable words, and then looks up at one of the party's clerics. He hands the ring to this cleric and says, "Guard it well. It may save your friends' lives."

If the characters ask why the patriarch did not use one of the *raise dead* spells on King Ganto, the patriarch replies that the king's natural time to die had come.

An acolyte enters the room carrying a small pair of iron tongs and a small lead coffer. He lays them on a table and leaves without saying a word.

"Good luck," the patriarch tells the characters. "The queen's and my prayers go with you."

ADVENTURE IN THE SHADOW OF THE MOUNTAIN

Characters must travel through two areas on their way to the mountains. The first is a misty marsh that tests the characters' strength and courage in battle. The second is a cliff face peppered with holes that lead into the heart of the cliff (and eventually to the heart of the adventure).

Mists of the northern marsh (Use Map 1.)

Traveling through the marsh

Because of the mist and rain in this area, and because the trail leading through here takes many winding turns, the characters' horses must move slowly through the marsh. At some points, the trail is only wide enough for one horse. Use your judgment about the trail's width when characters get into a sticky situation.

If the characters try to leave the path, the lead horses begin to sink in quicksand. If the characters do not return to the path, they lose their lead horses in the quicksand (the riders are able to escape the quicksand, however).

Wandering monsters in the marsh

If the characters decide to spend the night somewhere in the marsh, roll for wandering monsters every 4 hours (see Table 1).

TABLE 1
MARSH WANDERING MONSTERS

Die Roll	Monster
1-2	White Dragonflies (6): AC 2; HD 3; hp 18 each; MV 60' (20') on land, 240' (80') flying; #AT bite +breath; D 1-6 + 3 (cold damage); Save F3; ML 8; AL N; XP 35
3-4	Ghouls (8): AC 6; HD 2*; hp 12 each; MV 90' (30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3 + paralysis; Save F2; ML 9; AL C; XP 25
5-6	Troglodytes (8): AC 5; HD 2*; hp 12 each; MV 120' (40'); #AT 2 claws/1 bite; D 1-4/1-4/1-4; Save F2; ML 9; AL C; XP 30
7-8	Hobgoblins (12): AC 6; HD 1+1; hp 6 each; MV 90' (30'); #AT 1 weapon; D by weapon; Save F1; ML 8 or 10; AL C; XP 15

If the action bogs down, or if the party spends too much time searching for treasure, have the characters encounter six white dragonflies. For a complete description of these monsters, turn to the New Monsters section at the end of the adventure.

Combat in the marsh

Because of the rain and mud in the marsh, characters suffer a -1 penalty on their hit rolls as long as they stay in the marsh.

During any combat, roll for morale each round, and reduce the monsters' morale by 1 each round. As soon as the monsters fail their morale check, they stop fighting the characters and run back to their lair.

There is a 50% chance that monsters in the marsh attack a mounted character's horse instead of the character. If a horse loses more than half of its hit points, it throws its rider and uses its hooves to defend itself.

Riding Horse: AC 7; HD 2; hp 12; MV 240' (80') - 1/2 speed in mud; #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; XP 20

Encounter key

1. RIDING INTO THE MARSH

The journey through the eastern forest passed quietly. Now, the wind is still, and heavy clouds have darkened the afternoon sky. The forest slowly gives way to a vast marshland. The trail from the forest leads into a sea of tall grass and thick fog. Patches of mist hug the ground, and the Mountains of Ice stand in the distance. The cries of marsh birds and the croaking of frogs come from all directions.

Slowly, rain begins to fall. The tails of giant leeches and snakes occasionally slither across the trail and wind into the marsh.

As the trail twists inward, the fog grows thicker. Finally, a stone bridge rises above the mist, offering the first sign that more than animals live in this bleak swamp.

Show the players Illustration 1. The stone bridge is one of four bridges that dot the marsh. These bridges are quite sturdy.

Characters cannot use a boat in this marsh, because fresh water termites have infested the marsh. If any character enters the waters of the marsh, two termites instantly spray him. A sprayed character must make a saving throw vs. poison or be paralyzed for 1 turn. If a character is paralyzed, he falls into the water and drowns if others do not save him.

Fresh Water Termites (2 or more): AC 6; HD 2+1; hp 12 each; MV 120' (40'); #AT spray or bite; D paralysis or 1-4; Save F2; ML 8; AL N; XP 25

2. LAIR OF GOHLS

The rotting carcass of a giant leech lies in a small clearing to the right of the trail. Two dark figures scramble off the top of the leech and disappear into the marsh grasses.

Twelve ghouls attack the characters as soon as they move through this clearing.

Ghouls (12): AC 6; HD 2*; hp 12 each; MV 90' (30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3 + paralysis; Save F2; ML 9; AL C; XP 25

These ghouls carry no treasure, but they do have treasure hidden in their lair. Characters have a 1 in 6 chance of finding the lair (elves have a 2 in 6 chance). Each searching character may check only once.

The ghouls' treasure includes 3,241 cp, seven pieces of jewelry worth a total of 750 gp, a shield +1, and a small lead box containing a heart-shaped stone. The stone gives off a yellow glow, and is magical. Touching the stone negates the effects of paralysis. It has 6 charges left.

3. MAZE OF TROGLODYTE LAIRS

A second stone bridge lies ahead, rising above the mists that hug the marsh ground. A foul stench hangs in the air near this bridge. Beyond the bridge, the trail leads to a four-way intersection. The skull of a goblin is set on a stake near the right path. The skull of a troll rests on a pile of rocks near the left path. Straight ahead, a dozen sharpened stakes stick out of the muddy trail. The trail ahead is wider than the trails to the left or right.

The characters must remove some of the stakes from the path ahead of them if they want to go in that direction. The rain has made the stakes easy to remove.

No matter which trail the characters take, they eventually come upon troglodyte lairs. These family lairs are scattered along the many branching paths. Each lair appears as a 15-foot clearing. The soggy remains of a campfire lies in the center of each clearing. Various bones are strewn about.

ADVENTURE IN THE SHADOW OF THE MOUNTAIN

Troglodytes (12): AC 5; HD 2*; hp 12 each; MV 120' (40'); #AT 2 claws/1 bite; D 1-4/1-4/1-4; Save F2; ML 9; AL C; XP 30

You may use the Troglodyte Adventure Figure produced by TSR, Inc. for this encounter.

Once the characters have fought two families of troglodytes, the other troglodytes in the area know that something is wrong. They gather up their belongings and hide in the marsh. They do not attack the characters anymore.

The troglodytes carry no treasure, but they have buried some treasure in their lairs. The characters have a 1 in 6 chance of finding the treasure (elves - 2 in 6). Each character may search only once.

The first troglodyte treasure the characters find contains 369 gp and one 500 gp gem. The second treasure contains 2,483 sp, a 500 gp gem, four 100 gp gems, and a crude map of the maze. Show the players Illustration 2 if they find the second troglodyte treasure. The runes in this illustration spell the word "map" in Troglodyte.

4. THE GIGANTIC MARSH CREATURE

Just past a third bridge, the trail begins to arc slowly to the right, skirting the western half of a very large pond. The falling rain is all that disturbs the pond's surface. A screech suddenly splits the air as a three-headed, flying monster glides toward you over the surface of the pond. The creature has the heads of a lion, a goat, and a dragon. Seconds later, a gigantic, translucent crocodile head bursts from the depths of the pond. Then two giant basilisk heads on long, snakelike necks rise out of the marsh pond to the south. Behind them, a large orb covered with eyeballs on short tentacles pops up 20 feet out of the water.

Have the characters roll for surprise as soon as they see the crocodile head. Show the players Illustration 3.

All of the monster heads are part of an insane water elemental that can change its great shape to any form. It sits in this pond feeding on whatever comes near. Most of the elemental remains underwater. A chimera flies overhead just as the elemental rises from the pond.

On the first round, the basilisk heads attack the party. The crocodile head snaps the

three-headed chimera out of midair and pulls it underwater. As soon as the elemental takes 30 points of damage, it pulls its appendages back underwater and disappears.

Water Elemental (1): AC -2; HD 16; hp 89; MV 60' (20'); #AT 2 bites; D 2-12/2-12; Save F15; ML 10; AL N; XP 0

Only magic and magical weapons can harm this monster. *Charm monster* and *cloudkill* do not affect it.

5. HOBOGLIN LAIR

The trail leads northeast, as the land to the left of the trail rises slowly. The fog conceals the land's true height. The smell of roast meat floats across the trail from the northeast, and the sound of clamoring and gruff conversation rises through the reeds ahead.

If the party scouts or rides ahead, they see the following:

The trail leads into a large clearing that sits next to a rock-strewn cliff. The trail cuts through the middle of the clearing and leads out on the other side. Six crude, three-sided huts stand around the clearing. Smoke rises out of the huts' chimneys.

Twenty-four hobgoblins live in this area. The hobgoblins sound the alarm and attack as soon as they see the characters. They carry clubs and knives.

Hobgoblins (24): AC 6; HD 1+1; hp 6 each; MV 90' (30'); #AT 1 weapon; D by weapon; Save F1; ML 8 or 10; AL C; XP 15

After 2 rounds of battle, some of the hobgoblins run away. Ask the players if their characters continue to fight, or if they stop to watch the fleeing hobgoblins. Any character who stops to watch cannot attack that round. If a hobgoblin is attacking that character, however, the creature gets a +4 on hit rolls against that character. Roll on Table 2 for any character who watches fleeing hobgoblins.

TABLE 2
FLEEING HOBOGLINS

Die Roll	Character sees . . .
1-2	hobgoblin fleeing into marsh
3-4	hobgoblin run north up the hill
5-6	hobgoblin hide behind a rock

If a character searches behind the rock, the hobgoblin is gone. If the character successfully searches for a secret door, he finds the hobgoblin king's cave (area 5a).

If the characters capture and question any hobgoblins, the creatures claim to know nothing, but they do say that the king might know. If characters promise a hobgoblin freedom, the creature tells the characters where they can find the king.

Characters may find a hidden cache in the camp that contains 1,500 gp, four 100 gp gems, and four potions of *healing*. The hobgoblins have dug an 8-foot by 15-foot hole near the eastern end of the camp. The trap is 10 feet deep. Sharp spikes line the walls and floor of the pit. These spikes kill any horse that falls into the pit. There is a 2 in 6 chance that the spikes do 10 points of damage to a character.

5a. Hobgoblin king's cave

The rocky door swings inward. The sound of scurrying animals, mingled with the sound of growling and gnashing teeth echoes off the walls. A sputtering torch dimly lights the small cave. A hobgoblin, dressed in chain mail and holding a dangerous-looking sword, stands in a corner by a bed. The growling erupts into snarls as four large creatures leap forward.

The hobgoblin wearing the chain mail is the hobgoblin king. As soon as the characters enter his cave, he retreats to his private cave ("X" on Map 1). Four thoul act as the king's bodyguards.

Hobgoblin King: AC 6; HD 5; hp 22; MV 90' (30'); #AT 1 weapon; D by weapon +1; Save F5; ML 10; AL C; XP 15

The king wields a sword +1.

Thouls (4): AC 6; HD 3**; hp 18 each; MV 120' (40'); #AT 2 claws; D 1-3/1-3 + paralysis; Save F3; ML 10; AL C; XP 65

ADVENTURE IN THE SHADOW OF THE MOUNTAIN

If the characters capture and question the king, he reluctantly tells them about an amazing human who wears a glowing red stone around his neck. The king tells the characters that this strange man has visited him several times. The man has asked the hobgoblins to watch for and kill any strangers that travel through the marsh. In return, the man has given the king good food and many gifts. The king explains that the man is a friend of the giants that live in the face of the cliff.

The hobgoblin king keeps a chest hidden under his bed. The chest is trapped with a poison needle. Inside the chest are pieces of jewelry worth a total of 2,000 gp, a scroll of *protection from elementals*, and a potion of *undead control*.

6. THOUL LAIR

A fourth bridge comes into view ahead as the trail winds lazily toward the southeast. A faint rumbling rolls far in the distance to the north. Eight large creatures burst suddenly from the cover of the marsh and attack savagely.

The attacking creatures are thouls.

Thouls (8): AC 6; HD 3**; hp 18 each; MV 120' (40'); #AT 2 claws; D 1-3/1-3 + paralysis; Save F3; ML 10; AL C; XP 65

Hidden in the thoul lair is a cache containing 2,437 sp, pieces of jewelry worth a total of 350 gp, four potions of *healing*, and a scroll of *water breathing*.

7. TROLL POND

The trail winds slowly to the northeast. The marsh turns muddier as the rain continues to fall. Many small ponds lie to the sides of the trail. Up ahead, large bubbles rise to the surfaces of the ponds. Just as another bubble plops, three huge, filthy creatures burst from the grass by the trail.

Roll for surprise when the trolls attack. Before attacking the characters, these vile creatures sink their claws into the three horses nearest them.

Trolls (3): AC 4; HD 6+3*; hp 30 each; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10 (8); AL C; XP 650

You may use the TERRIBLE TROLL™ Adventure Figure produced by TSR, Inc. for this encounter.

The troll lair contains the following treasure: 3,244 gp, eight 100 gp gems, a sword +1, leather armor +1, and a small lead box. Inside the box is a small, heart-shaped stone that gives off a blue glow. Any character who touches the stone is fully healed. The stone has 3 charges left.

If the characters manage to start a normal fire in this area, the marsh gases in the ponds explode, doing 6d6 points of damage to all creatures that fail to make saving throws vs. spells. Because of the rain, the characters have a difficult time starting a fire here. If any character casts a *fireball* spell, however, the exploding gases do 12d6 points of damage to all creatures that fail to make a saving throw vs. spells.

If the characters do a great deal of damage to the trolls, they are able to leave this area before the trolls regenerate. The trolls are fully healed (and even meaner), however, if the characters pass through this area on the journey back to Castle Ghyr.

8. GRIFFONS OF THE NORTHERN SKIES

The trail leads gradually uphill to the northeast. The winds carry faint rumblings from the west. Thick mists shroud the marsh.

The trail eventually ends at a "T" intersection. One trail leads to the northwest; the other leads to the southeast. The sound of flapping wings rises from the north and draws closer. Screeching winged creatures suddenly fill the sky above. The creatures circle once and then descend.

Griiffs (12): AC 5; HD 7; hp 42 each; MV 120' (40') on land, 360' (120') flying; #AT 2 claws/1 bite; D 1-4/1-4/2-16; Save F4; ML 8; AL N; XP 450

The griffs attack, trying to take the characters' horses, but not the characters themselves. There is a 50% chance that, whenever a character is hit by a griffon, the character is knocked off his horse. The griffs automatically catch any riderless horses, carrying them off to the west. The griffs do defend themselves if the characters attack them. Once the griffs have all of the characters' horses, however, they leave the party alone.

If the characters follow the eastern path, they find their way blocked by an avalanche.

9. ABANDONED CABIN

The trail winds around to the northwest, skirting a cliff face to the north that rises higher and higher as the trail twists further along. The sound of a waterfall thunders in the distance. Just ahead, a small log cabin sits on the trail's right side. No light comes from its windows, and no smoke rises from its chimney. Cobwebs hang over the rotting porch.

Just beyond the cabin, the trail leads downward into a massive patch of dense fog.

Two giant crab spiders live in this cabin. On a roll of 1-4 on 1d6, they surprise the first character who enters the cabin.

Giant Crab Spiders (2): AC 7; HD 2*; hp 12 each; MV 120' (40'); #AT 1 bite; D 1-8 + poison (victims get +2 on their saving throws); Save F1; ML 7; AL N; XP 25

These spiders have no treasure.

The cabin is very dirty, but it provides the characters with a safe place to spend the night (if, of course, they have defeated the spiders). The characters are only able to spend one night here, however. If they return to the cabin a second night, they find it has burned to the ground.



Illustration 1

ADVENTURE IN THE SHADOW OF THE MOUNTAIN

Perils of the icewater falls (Use Map 2.)

Exploring the cave openings

If characters follow the trail that runs to the northwest past the cabin at area 9, they find themselves at the foot of a cliff face. An arrow on Map 2 that points to area 9 shows the relationship of Map 2 to Map 1.

This cliff face is sheer. In most cases, characters cannot leave the trail, which has been cut into the side of the cliff. Characters cannot ride horses on these rocky trails. Characters may climb vines to reach a cave opening, however, or they may use magic to reach an opening.

The rocky trail is wet and slippery, but the air at the foot of this cliff is not cold enough to freeze the trails.

Encounter key

10. FOOT OF THE CLIFF

Patches of fog float through the area. A waterfall thunders nearby. The trail has become very wet and slippery. Soon, the trail gives way to wide ledge that hugs the foot of a cliff.

To the west, a great waterfall cascades down from hundreds of feet above. The spray from the falls is icy cold. Straight ahead, a huge cliff rises into the mists. Cave openings riddle the face of the cliff.

Show the players Map 2. The characters must now choose which cave opening they want to explore first. To reach area 13, they must climb 50 feet up a pile of boulders to a ledge that leads to the cave mouth. To reach other cave openings, characters can either follow the trail, climb vines, or use magic.

If the characters make a great deal of noise, or if they spend more than 5 minutes deciding what to do, six dire wolves emerge from area 10a and attack the characters (see area 10a for dire wolf statistics).

10a. Dire wolves' den (Map 2a)

If characters walk by this cave opening, six dire wolves emerge and attack. If characters stop and stand before the opening, read the following boxed text to the players.

Many doglike animal tracks lead in and out of this 6-foot-wide cave opening. The sound of snarling draws closer to the opening, and six large wolves suddenly leap from the darkness.

The characters may already have fought these creatures (see Exploring the Cave Openings above).

Dire Wolves (6): AC 6; HD 4+1; hp 24 each; MV 150' (50'); #AT 1 bite; D 2-8; Save F2; ML 8; AL N; XP 125

11. LOWER CAVE

Several muddy pathways lead out into the marsh from this opening. Some of the paths have been used recently. Claw tracks lead into the cave. A fetid odor pulses out of the opening, almost as if the cave were breathing.

If characters enter this cave opening, they see a tunnel that winds back into darkness. This tunnel leads to Level I: The Tunnels of Death (areas 19-42).

12. ENTRANCE TO THE FROST GIANTS' LAIR

If characters enter this cave, go to area 43 of Level II: Frost Giants' Lair (Map 4).

13. MANTICORES' LAIR (Maps 2b, 2c)

This tunnel is dark and cold. The tunnel ascends slowly as it leads back. The walls are rough and cold. The passageway is 6 feet wide.

The tunnel runs for 100 feet, and then ends at a 20-foot-high wall. When characters have moved 40 feet into the tunnel, they notice the wall, but as they move closer (another 10 feet), they see that a cave opens up above the wall.

At this point, the characters hear the flapping of wings. If they look at the top of the "wall," the characters see two pairs of human eyes staring down at them. Two manticores lie in the cave above the "wall." As they peer over the edge, they ready their spiked tails for a clean shot at the characters. As soon as the characters have moved 60 feet into the passageway, the manticores shoot their spikes at the characters. Each spike has a chance of hitting one random character.

Manticores (2): AC 4; HD 6+1*; hp 45; MV 120' (40') on land, 180' (60') flying; #AT 2 claws/1 bite or breath; D 1-4/1-4/2-8 or 1-6 each; Save F6; ML 9; AL C; XP 650

The manticores fire six spikes each for 4 rounds. Then they attack, using their claws and teeth. If the characters retreat, the manticores follow them until the manticores fail a morale check.

An alcove in the west end of the manticores' lair is the receiving end of a teleporter located at area 21.

Characters may find the manticores' treasure under a bed of dry marsh grass along the north wall. The treasure includes 459 gp, four 50 gp gems, and two potions of *healing*.

14. WHITE DRAGON'S LAIR (Map 2d)

Ice covers the walls, floor, and ceiling of this frigid cave. The tunnels in the cave are 20 feet wide and 20 feet high.

Forty feet into the cave, the floor gives way to a frozen pool that glows dimly. A great mound of ice lies beyond the far edge of the pool. The ice mound slowly begins to turn around. A large, white reptilian head looms up from the mound, and says, "Argort! We have uninvited guests!"

A gruff voice, booming from around the corner, answers the first. "Are they coming for dinner or were they just leaving?"

The characters have entered the lair of a white dragon. The ice on the pool is strong enough to support the characters' weight.

The dragon is the only creature in the lair when the characters enter. The dragon uses *ventriloquism* to make the characters think he is not alone.

If the characters leave immediately, the dragon does not pursue them. However, if the characters try to talk to the dragon, it becomes angry and gives the characters the option of leaving. If the characters attack the dragon, or if any character utters any magical words, the dragon breathes a cone of cold that does 40 points of damage to anyone within range (standing on the pool of ice). Characters who make successful saving throws vs. dragon breath suffer 20 points of damage. The dragon uses its cone of cold even if the characters do no more than step off the ice-covered pool toward it.

White Dragon: AC 3; HD 6**; hp 40; MV 90' (30') on land, 240' (80') flying; #AT 2 claws/1 bite or breath; D 1-4/1-4/2-16 or special; Save F6; ML 8; AL N; XP 725

Spells. First Level: *charm person*, *detect magic*, *ventriloquism*

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If the characters seriously wound the dragon, and if the dragon fails its morale check, the dragon tries to fly away over the characters' heads.

If the characters investigate further into the dragon's lair, read the following boxed text to the players.

Around the corner to the southwest, a 30-foot-long, dimly lit tunnel leads into a brightly lit cavern. The air grows colder and colder as the tunnel leads closer to the light. The tunnel opens up into a frigid, oval-shaped cavern. Huge icicles hang like stalactites from the ceiling. A frozen pond covers the cavern's floor. An eerie glow comes from beneath the ice of this pond, lighting up the cavern. Beyond the pool, the tunnel appears to continue to the south.

If characters scrape the surface of the pond, they discover that treasure is frozen at the bottom of the 6-foot-deep pool. A *continual light* gem illuminates the pool. As soon as the characters try to cut through the ice, or if they try to walk across it, read the following boxed text to the players.

The ice on the pond begins to crack. Stalagmites and stalactites crack, fall, and shatter on the pond's surface. Seconds later, the pond erupts, sending shards of ice flying in all directions. A flash of white surges up through the ice as cold water rushes out over the pond's surface.

A blast of searing cold fills the cavern, and a six-legged reptile slithers out of the pond onto the ice. It approaches slowly, then rears up on its hind legs to attack.

As long as this frost salamander is alive, each character within 20 feet of the creature takes 1d8 points of cold damage per round. If the salamander fails a morale check, it dives beneath the pond surface and lies still at the bottom, as if it were dead. If the characters then try to recover the treasure at the bottom of the pond, the salamander attacks again.

Frost Salamander: AC 3; HD 12*; hp 88; MV 120' (40'); #AT 4 claws/1 bite + cold; D 1-6 per claw/2-12 + 1-8; Save F12; ML 9; AL C; XP 1,900

An underground passageway connects this pond with the first frozen pond in the lair. The salamander can swim freely between the two ponds, and, if it is still alive, it makes one final attack on the characters at the first pond as they leave the lair. In this final attack, the salamander fights to the death.

The treasure beneath the second frozen pool includes 3,241 cp, 4,255 sp, 82 ep, 673 gp, 301 pp, *chain mail* +1, and a *ring of protection* +1. Any character who goes in the water of this pond suffers 1d4 points of cold damage per round.

A small treasure room lies to the south of the second pond. The white dragon keeps its treasure here. The dragon's hoard includes 800,231 cp, 87,115 sp, 7,340 gp, a *wand of secret door detection* (12 charges), a *staff of healing*, three potions of *healing*, one poison potion, a *sword* +2, and several nonmagical wands, weapons, and staves. Characters must use a *detect magic* spell to tell the magical items from the other items.

15. DRAGONNES' CAVE

If characters climb the vines that lead to this cave opening, the DRAGONNE™ Monsters that live here emerge and roar.

All characters within 120 feet of the Dragonnes must make a saving throw vs. dragon breath or flee in fear for 2 rounds. The Dragonnes' roars deafen any characters within 30 feet. These characters suffer a -2 penalty to their hit rolls for 2d6 rounds (no saving throw). The Dragonnes roar once every 3 rounds. A character who stays within 30 feet of the Dragonnes after they roar again does not suffer any additional hit roll penalty. The Dragonnes cannot bite the same round they roar.

Dragonnes (2): AC 3; HD 8*; hp 50; MV 150' (50'); #AT 2 claws/1 bite or roar; D 1-6/1-6/4-24 or special; Save F8; ML 8; AL N; XP 1,200

You may use the DRAGONNE™ Monster produced by LJN Toys, Ltd. for this encounter. For a complete description of these monsters, turn to the New Monsters section at the end of the adventure.

The Dragonnes' roars alert Dahnakriss the Master Thief, who now knows that intruders are near.

If characters continue into the Dragonnes' cave, they find a tunnel that leads out of the north wall of the cave. This tunnel leads to areas 54 and 55 on Level III: The Wizard's Home.

16. CHIMERA LAIR (Map 2e)

The tunnel that leads into this cave winds for 50 feet before it empties into a large cavern. A 10-foot-wide alcove stands to the right of the cavern. The cavern itself is 20 feet long and 20 feet wide. The strange light of twelve eyes glimmers in the dim cave. Two goats, two lions, and two dragons stare out from the center of the cavern.

This cavern is the home of two chimerae. Each creature has the heads of three different animals: a goat, a lion, and a dragon. Each also has the forebody of a lion, the hindquarters of a goat, and the wings and tail of a dragon.

If the characters stop to investigate the alcove, the monsters rush out and attack from behind. They attack as many of the characters as they can at one time.

Chimerae (2): AC 4; HD 9**; hp 58 each; MV 120' (40') on land, 180' (60') flying; #AT 2 claws/goathead butt/lion fangs/dragon bite or breath; D 1-3/1-3/2-8/1-10/3-12 or 3-18; Save F9; ML 9; AL C; XP 2,300

You may use the Chimera Bendable Monster produced by TSR, Inc. for this encounter.

The chimerae hide their treasure at the bottom of an icy, 5-foot-deep pool at the far end of the lair. One of the dragon-heads melts the ice so that the monsters can throw their treasure to the bottom. Then the pool freezes back up. The pool contains 244 sp, 528 gp, 330 pp, a *shield* +2, two poison potions (frozen, but still usable), and a cursed *sword* -2. The character who uses the cursed sword will think it is +2, and, until the curse is removed, is compelled to use the sword in combat. Once the curse is removed, the sword is +2.

The alcove in the lair is the receiving end of a teleporter located at area 22.

17. CARRION CRAWLER

The cave opening here winds back 20 feet and empties into a 30-foot by 30-foot cave. The ceiling is 12 feet high.

As soon as characters enter the cave from the tunnel, a carrion crawler creeps forward to attack.

Carrion Crawler: AC 7; HD 3+1*; hp 20; MV 120' (40'); #AT 8 tentacles; D paralyzation; Save F2; ML 9; AL N; XP 75

You may use the CARRION CRAWLER™ Bendable Monster produced by TSR, Inc. for this encounter.

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The crawler has 200 gp and three 50 gp gems in its lair. There is nothing else in this cave.

18. CAVE OF THE DRAGONFLIES (Map 2f)

A corridor of rough-hewn rock narrows slightly as it winds inward. After 40 feet, the corridor opens into a roughly circular cavern. The sound of buzzing grows louder and louder as dozens of colorful dragonflies fill the air. Each of the creatures is at least 3 feet long.

The dragonflies immediately attack the characters.

Dragonflies (12): AC varies; HD** varies; MV 60' (20') on land, 240' (80') flying; #AT 1 bite + 1 breath; D 1-6 * varies; Save varies; ML varies; AL N; XP varies

Statistics for these creatures vary, depending on the color of the dragonfly. Four of the

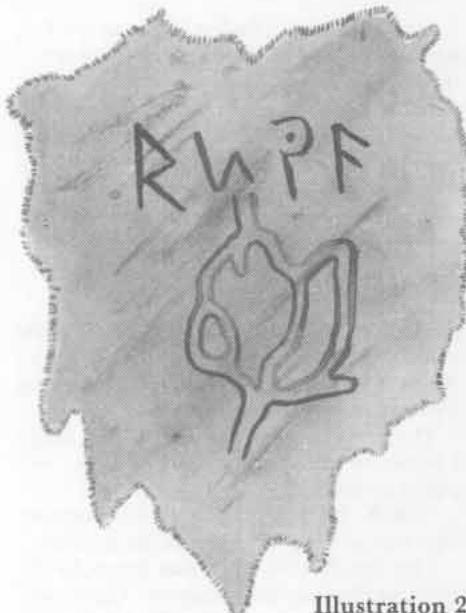


Illustration 2

attacking dragonflies are white (hp 18 each), two are red (hp 36 each), two are blue (hp 26 each), two are green (hp 24 each), and two are black (hp 20 each). For a complete description of these creatures, turn to the New Monsters section at the end of the adventure.

Inside the cavern, the characters find the remains of several unlucky adventurers. Among the debris is a pouch containing 14 ep, 89 gp, and 21 pp. A gold ring rests on the hand of one skeleton. The ring is cursed. If a character puts the ring on, he comes under the influence of a *slow* spell. The character cannot remove the ring or negate the spell's effects until the curse is removed.

If the characters search for a secret door, they find a hidden alcove along the northwest wall of the cavern. In this alcove, the characters find a *ring of fire resistance*, four potions of *healing*, and a faded piece of parchment. Show the players Illustration 4 if the characters find the parchment. The parchment shows the wellevator, which is explained in area 41.



Illustration 5

ADVENTURE IN THE HEART OF THE CLIFF

Dahnakriss the Master Thief makes his home in the heart of this cliff in the Mountains of Ice. There are four levels to Dahnakriss' home. See the Cliff Diagram for the relationship of the levels to one another.

The tunnels of death (Use Map 3.)

Water and oil seep into these tunnels, making the floors and walls slick. Each time a character walks through an oily area (marked by cross-hatches on the map), there is a 1 in 6 chance that he falls and becomes covered with oil.

If the Dragonnes alert Dahnakriss that intruders are in his home, Dahnakriss lights oil fires in areas 25, 28, and 31 to smoke the characters out. If a character's boots are oily and he is caught in a fire, he takes 1d4 points of damage before the fire burns out. Oil-soaked characters who get caught in a fire take 1d6 points of damage the first round, 2d6 points the second round, 3d6 points the third round, and so on. This damage accumulates until someone or something puts the fire out. There is a 50% chance per round that the characters are able to put any fire out. All oil fires burn out after 5 minutes.

If characters get caught in a tunnel between two oil fires, they pass out in 10 rounds.

Torches carried through oily areas may also start fires (1 in 6 chance per torch).

Encounter key

19. DARK INTERSECTION

Read the following boxed text to the players if the characters enter this area from area 11.

Strange clicking noises come from deep within the cave. The constant plop of dripping water comes from every direction. Two rats run by and scurry toward the cave opening.

An intersection lies 50 feet into this tunnel. Other tunnels run to the left and right. The left tunnel appears to curve around to the right, while the right tunnel appears to curve around to the left. Twenty feet straight ahead, five large reptile skulls hang mysteriously in midair.

Show the players Illustration 5. The skulls are hydra skulls. If the characters step up to examine the skulls, they fall into a trap (go to area 20).

Strong threads hanging from the roof of the cave suspend the hydra skulls in midair. If the characters examine the cave floor, they notice that the tunnels to the left and right do not seem to get much use. Clawed footprints mark the floor to the south of the hanging skulls. If characters go around the skulls, moving along the south wall of the tunnel, they do not fall into the trap.

20. SKULL TRAP

Characters who inspect the hanging skulls here fall through a trapdoor in the floor. The characters do not get a chance to notice that the skulls hang by threads.

The pit is 10 feet wide and 40 feet deep. Characters who fall into the trap suffer 4d6 points of damage.

HOOK HORROR™ Monster carcasses litter the pit floor just beneath the trapdoor.

The trapdoor springs shut immediately after swallowing its victim(s). Characters who try to pry the door open must use a wedge to do so.

The characters are now in a subterranean passageway. The tunnel ends to the west. To the east, the tunnel appears to continue into darkness. If characters walk east, they discover that the passageway bends to the northeast, and runs for 50 feet. The tunnel then turns to the east for 80 feet before twisting around to the north again. The passageway rises gradually as it leads toward the east. Characters may follow this passageway to area 29.

21. MANTICORE FEEDER

If the characters wander down this dark hallway, the front rank of the party (no more than two characters) suddenly disappears. A pressure-activated teleporter set into the floor of the tunnel teleports its victims to the spot marked "T" in the manticore's lair (area 13). See Map 2b for the spot marked "T." Be sure to keep track of how many 10-second rounds pass before other characters use the teleporter. Doing so tells you how many rounds the first characters spend fighting the manticores before other characters arrive.

Dahnakriss put this teleporter here to weed out the large number of Hook Horrors in the area.

A secret door stands in the north wall of this tunnel. The door is extremely hard to detect. Elves have a 1 in 6 chance to find the door, while other character classes have a 1 in 10 chance.

22. CHIMERA FEEDER

This area is similar to area 21, except the teleporter sends its victims to the spot marked "T" in the chimera lair (area 16). See Map 2d for the spot marked "T."

23. TUNNEL BRANCH

Ten feet beyond the hanging skulls, this tunnel branches off to the left. The walls here are slimy and cold. The tunnel also appears to continue straight ahead.

If characters go to the left, they enter area 24. If they go straight, they enter area 25.

24. PIT TRAP

A wooden door stands at the end of this tunnel. Long claw marks mar the door's surface. The scratches start about 5 feet up the door and run all the way to the ground.

A trapdoor lies in the floor at the end of this tunnel. A distance of 2 feet lies between the wooden door and the trapdoor. If characters walk along the west wall of this tunnel, they do not fall through the trap. The wooden door is false.

Characters who walk down the center of the tunnel fall through the pit if they come within 12 feet of the wooden door. They fall 40 feet and take 4d6 points of damage. The trapdoor immediately springs back shut.

Characters who have fallen through the pit are in a damp, 15-foot-wide subterranean passageway. If characters walk toward the southwest in this passageway, they eventually come to the area beneath the trap at area 20. If they follow the passageway to the east, they eventually come to area 29.

If characters examine the passageway floor, they notice clawed footprints.

25. TUNNEL FORK

The tunnel forks here. One tunnel runs northeast. The other runs southeast. No sound comes from the northeast, but strange clicks echo down the hallway from the southeast.

26. HOOK HORROR LAIRS

Just before characters enter this area, read the following boxed text to the players.

ADVENTURE IN THE HEART OF THE CLIFF

Oily, clawed footprints extend toward the north and south here. Oil drips into the tunnel from small cracks in the walls. Shallow pools of oil lie on the tunnel floor. The sound of clicking grows slowly louder.

No matter which path of footprints the characters follow, continue reading the boxed text to the players.

The tunnel opens into a large, pear-shaped cavern. Huge, vulturelike creatures stand around the cave, growling and squawking. Each creature is 7 feet tall. Each has the head of a vulture and the hide of a black rhino. The creatures walk on clawed feet, and they have thick, single talons instead of hands. They turn suddenly, raising their talons to attack.

Each of these areas contains six Hook Horrors.

Hook Horrors (6): AC 2; HD 5; hp 24 each; MV 90' (30'); #AT 2 claws/1 beak; D 1-8/1-8/3-18; Save F5; ML 8; AL N; XP 175

You may use the HOOK HORROR™ Monster produced by LJN Toys, Ltd. for this encounter. For a complete description of these monsters, turn to the New Monsters section at the end of the adventure.

Each lair contains a small amount of treasure. Roll percentile dice for the number of silver pieces, electrum pieces, and gold pieces the characters find here.

27. HOME OF THE HEAD HORRORS

Stalactites and stalagmites fill this odd-shaped cave. A large pool of oil fills the south end of the cave. A blood-curdling squawk splits the silence as huge yellow claws swoop down from above.

Five extremely strong Hook Horrors jump down from ledges that run around this cave's walls. They attack as soon as the characters are in the center of the room. They automatically surprise the characters.

Hook Horrors (5): AC 2; HD 5; hp 36 each; MV 90' (30'); #AT 2 claws/1 beak; D 1-8/1-8/3-18; Save F5; ML 8; AL N; XP 175

You may use the HOOK HORROR™ Monster produced by LJN Toys, Ltd. for this encounter.

These tough birds are the top of the Hook Horror pecking order. They hide their treasure in a dry alcove behind the pool of oil. The treasure consists of 444 sp, 211 ep, 325 gp, a potion of *healing*, a potion of *fire resistance*, and a silver-headed hammer worth 500 gp. The hammer is useless as a weapon.

28. OIL TRAP

A wall-to-wall pit trap is hidden under a pool of oil in this area. Because the trap is hidden, the first characters to cross the trap have no chance of detecting it before falling through it. These characters fall 30 feet and take 3d6 points of damage. They are also covered from head to foot with oil.

Characters who have fallen through the trap are in a dank, 10-foot-wide passageway. This pit trap and the traps described in areas 20 and 24 are all part of a subterranean passageway that leads to area 29.

29. CAVERN OF STATUES

Characters arrive in this tunnel area by falling through pit traps in areas 20, 24, and 28, or by coming through the rubble in the south wall of area 32. Just as characters approach this area, read the following boxed text to the players.

A loose jumble of rocks blocks the north end of this tunnel.

To the south, the tunnel widens to an opening of 25 feet. Standing in the 30-foot-tall cavern are twelve humanoid statues made of dark stone. Six statues have human heads, and six have vulture heads. All of the statues face south. The cavern appears to continue to the south.

The six vulture-headed statues were once Hook Horrors. Basilisks that live to the south beyond this cavern petrified these creatures. The human-headed statues are living rock statues. They do not attack if the characters leave them alone. If the characters go on to attack the basilisks in area 29a, the statues attack the characters as they move back through this area.

Living Rock Statues (6): AC 4; HD 5*; hp 32 each; MV 60' (20'); #AT 2; D 2-12/2-12; Save F5; ML 11; AL C; XP 300

The statues have no treasure.

If characters successfully search for a secret door along the north wall of this cavern, tell them that they have picked their way through the rubble into another cavern (area 32).

29a. Basilisk cavern:

A short, 10-foot-wide tunnel leads from the cavern of statues to a 30-foot-wide dead-end cave. A deep pool of water, partially covered by an oil slick, lies in the center of the cave. A pile of treasure sits at the far side of the pool.

The pool is the home of two basilisks. If any characters come within 10 feet of the treasure, the basilisks attack immediately.

Basilisks (2): AC 4; HD 6+1**; hp 42 each; MV 60' (20'); #AT 1 bite/1 gaze; D 1-10/petrification; Save F6; ML 9; AL N; XP 950

The basilisks' treasure includes 4,000 gp, a shield +1, a quiver of 20 arrows +1, and a heart-shaped stone that gives off a green glow. The stone removes curses from any character who touches it. The stone also heals a maximum of 25 hit points. The stone has three charges left.

30. OIL SLIDE

The footing here is treacherous. Oil drips from the walls and runs down, forming shallow pools all over the floor. A large opening lies in the center of the floor at the end of this tunnel.

Characters must stand in pools of oil if they want to look through the hole. Characters who stand in the oil here automatically slip and fall, sliding down into a cold, dark lake (area 38).

31. BLACK PUDDING

Black oil floods this area. The oily slime coats the walls and ceiling, and the oil pools that stand on the floor are at least a foot deep.

A black pudding makes its home here. Characters can avoid fighting the pudding only by flying over this area, or by devising some other way to move through without touching the walls, floor, or ceiling.

ADVENTURE IN THE HEART OF THE CLIFF

Black Pudding: AC 6; HD 10*; hp 64; MV 60' (20'); #AT 1; D 3-24+ special; Save F5; ML 12; AL N; XP 1,600

31a. Green slime

Pools of oil cover the floor here, but a slimy green substance coats the walls.

The substance on the walls is green slime. If characters ignite the oil pools, the fire kills the green slime.

Green Slime (3): AC can always be hit; HD 2**; hp 12 each; MV 3' (1'); #AT 1; D special; Save F1; ML 7; AL N; XP 5

32. EMPTY CAVE

This cave is completely empty. A loose jumble of rocks blocks the south wall. Characters may search the south wall for a secret door. If they find one, tell them that they have picked their way through the rubble into another cavern ([area 29](#)).

33. TRIP WIRE

Dahnakriss has placed a trip wire just below the surface of the oil pool here. If a character walks through the oil, the trap is triggered and the oil bursts into flames (see *Traveling Through the Tunnels* for information about oil damage).

34. HYDRA LAIR

The tunnel here is very wet and foul-smelling. The passageway opens up into a small cavern filled by a murky pool. Suddenly, a large reptilian head pops out of the water, swaying on a long, flexible neck. Then another head pops out. Then another, and another, and yet another!

This lair is the home of six five-headed hydrae. Only one hydra surfaces at a time. If characters have already fallen into the lake ([area 38](#)), they may already have fought some of these monsters.

Hydra (6): AC 5; HD 5; hp 24 each; MV 120' (40'); #AT 5; D 1-10 each; Save F5; ML 11; AL N; XP 175

You may use the Five-headed Hydra Bendable Monster produced by TSR, Inc. for this encounter.

35. SLIDE TRAP

If characters step onto this trap, they fall through the door and slide down an oily chute. The chute deposits the characters in a large, icy lake ([area 38](#)).

If characters walk along the east wall of this tunnel, they do not fall through the trap.

36. BRIDGE OVER NASTY WATER

Characters who walk down the center of this bridge are able to safely cross it. Any character who walks on the left or right side of the bridge falls into the lake ([area 38](#)). The sides of the bridge are rigged to collapse whenever someone walks on them.

Show the players Illustration 6. This is the characters' view from the center of the bridge, looking toward the west.

37. SUPPLY/DRAINAGE ROOM

Show the players Illustration 7 if the characters enter this room from the north.

A spiral staircase made of stone connects this room to [area 71](#) on Level III: The Wizard's Home.

If Dahnakriss or Tharadodus the Wizard floods [area 71](#), the water washes down the staircase into this room. Any character on the steps when water rushes down from above takes 4d6 points of damage. The water then carries the character into a drainage area that lies to the south of the stairs in this room. This drainage area empties into the lake ([area 38](#)).

Two metal doors stand along the east wall of this room. These heavily-latched doors open into a supply room. The doors are *wizard locked* shut. If characters get the doors open, read the following boxed text to the players.

The stench of carrion fills the air. A body lies among several boxes and kegs. The person has obviously been dead a very long time. A lantern, a book, and a quill lie next to the body.

The book is a diary of sorts. It contains the final thoughts of the man who now lies dead here. He was a thief in search of his master. He came here to impress his master by finding Dahnakriss' hideout, which, he writes, no one else has ever found.

He writes how, upon entering these tunnels, he found a secret door in the north wall of the first left hallway. He climbed a flight of

stairs to a landing. He writes that he chose to descend another set of stairs that led east from the landing. There was no exit at the bottom of these stairs. He searched for and found a secret entrance into a room with a spiral staircase and a large drain. A supply room was built into the room's east wall.

The thief then relates how he left the room and walked north to a stone bridge. There he stared at a beautiful underground lake where water fell from the wall and ceiling into a deep pool. Suddenly, the bridge gave way and he fell into the icy, oil-covered water. A large lizard having many heads then slithered into the water. The thief, covered with oil, was barely able to climb up the sheer rock wall and onto the bridge. As he examined the trapped bridge, he heard humming coming from the north. A robed figure approached, and he fled south, back into the room. He hid in the supply room and kept the door cracked open so he could see who was coming.

The robed man entered the room, he writes, and walked past the supply room doors. Then the doors slammed shut! The man had kicked them shut from behind. Then the man cast a spell in some unknown language, and said, "Rest well, intruder, for you shall spend the rest of your days within!" And then he left. The voice seemed vaguely familiar to the thief.

The thief found that he could not escape. He eventually ate all of the food and drank all of the ale that was stored in the room. His lantern was running low.

On the final pages of his book, the thief writes about his initiation into the Thieves' Guild. He was teleported, he writes, to an unknown place by a great mage and Dahnakriss the Master Thief. They appeared in a large room lit only by a heart-shaped stone that gave off a bright red glow. The mage cast a spell and disappeared. The Master Thief put his right hand on the stone and put his left hand to his lips to command silence. Red rays from the stone beamed out between the fingers of the Master's hand.

The thief felt sick. The Master, he felt, was entering his mind. Then the thief blacked out. He writes that he awoke in a room at an inn. He later discovered that the room was his for 1 year. He was now a full apprentice in the Thieves' Guild.

The thief's story ends here. If characters search the room, they find the thief's short sword, two daggers, a coil of rope (30 feet), and a pouch containing 10 gems (each worth 100 gp).



Illustration 3

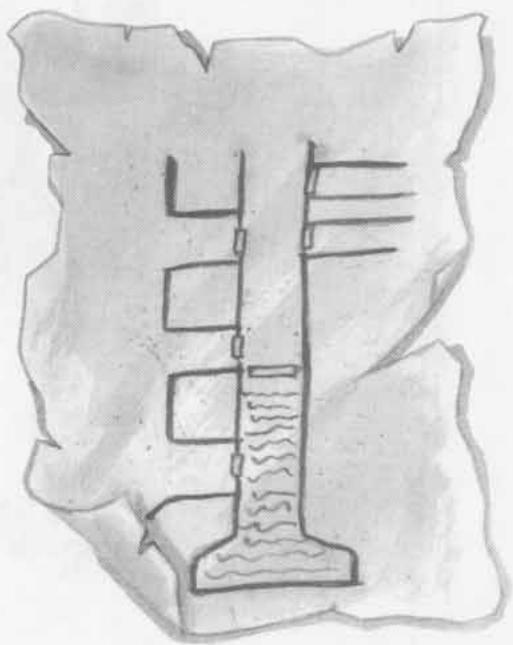


Illustration 4



Illustration 6

To remove maps and illustrations, open the staples carefully and pull out the center eight pages. Then bend staples back.



Illustration 7



Illustration 9

PREROLLED * These characters are based on the Official ADVANCED DUNGEONS & DRAGONS™ Action Toy figures produced by LJN Toys, Ltd.



STRONGHEART™

Good Paladin*

Lawful 10th Level Lord (fighter)

Strength	13	Dexterity	12
Intelligence	12	Constitution	11
Wisdom	13	Charisma	17
Armor Class	2	Hit Points	68

Weapons: dagger; intelligent lawful sword +2 (Intelligence - 8, detect evil, healing - 6 hit points per day)

Armor: plate mail; shield; helmet



ELKHORN™

Good Dwarf Fighter*

Lawful Dwarven Champion (7th level)

Strength	9	Dexterity	13
Intelligence	9	Constitution	16
Wisdom	10	Charisma	11
Armor Class	2	Hit Points	67

Weapons: sword +1; hand axe; dagger

Armor: plate mail; shield, helmet



RINGERUN™

Good Wizard*

Lawful Sorcerer (7th level magic-user)

Strength	9	Dexterity	10
Intelligence	14	Constitution	9
Wisdom	13	Charisma	11
Armor Class	9	Hit Points	23

Weapons: dagger +1; staff power (21 charges left)

Armor: ring of protection +1

Additional Language: Hobgoblin
Spellbook:

First level: charm person, detect magic, magic missile, read magic, sleep

Second level: ESP, knock, levitate, web

Third level: dispel magic, fireball, haste

Fourth level: ice storm/wall



MERCION™

Good Cleric Female*

Lawful Elder (7th level cleric)

Strength	10	Dexterity	9
Intelligence	12	Constitution	9
Wisdom	17	Charisma	17
Armor Class	2	Hit Points	35

Weapon: mace +1

Armor: plate mail; shield



PERALAY™

Fighter Mage Elf*

Lawful 10th Level Lord Wizard (elf)

Strength	14	Dexterity	14
Intelligence	15	Constitution	17
Wisdom	10	Charisma	14
Armor Class	1	Hit Points	72

Weapons: sword +2; dagger; longbow and 15 arrows

Armor: chain mail +3; shield

Additional Language: Ogre

Spellbook:

First level: charm person, light, magic missile, read languages, read magic, shield

Second level: detect invisible, invisibility, mirror image, web, wizard lock

Third level: dispel magic, fireball, hold person, lightning bolt, water breathing

Fourth level: charm monster, confusion, wall of fire

Fifth level: cloudkill



FIGGEN™ Halfling

Lawful Sheriff (8th level halfling)

Strength	13	Dexterity	13
Intelligence	10	Constitution	12
Wisdom	9	Charisma	10
Armor Class	2	Hit Points	45

Weapons: dagger +2; short sword; sling and 20 stones

Armor: plate mail; shield; helmet; elvencloak



MOLLIVER

Lawful Thief (8th level)

Strength	9	Dexterity	16
Intelligence	10	Constitution	16
Wisdom	9	Charisma	17

Armor Class 7 Hit Points 40

Weapons: sword +2; two daggers
Armor: leather +1; boots of levitation



HAWKLER™

Good Ranger*

Lawful Myrmidon (6th level fighter)

Strength	13	Dexterity	16
Intelligence	11	Constitution	13
Wisdom	10	Charisma	12

Armor Class 7 Hit Points 45

Weapons: long bow; 12 arrows +1;
 sword +1; dagger

Armor: leather



DEETH™

Good Fighter*

Lawful Superhero (8th level fighter)

Strength	12	Dexterity	13
Intelligence	11	Constitution	16
Wisdom	13	Charisma	14

Armor Class 2 Hit Points 58

Weapons: flail +2 (damage 1d8+2);
 sword +2

Armor: plate mail; shield; helmet;
 scarab of protection



BOWMARC™

Good Crusader*

Lawful Champion (7th level fighter)

Strength	11	Dexterity	12
Intelligence	9	Constitution	13
Wisdom	10	Charisma	12

Armor Class 2 Hit Points 45

Weapons: battle axe +1; sword +1
Armor: plate mail; shield; helmet;
 gauntlets of ogre power



VALKEER™

Good Norseman*

Lawful Swashbuckler (5th level fighter)

Strength	16	Dexterity	16
Intelligence	12	Constitution	12
Wisdom	11	Charisma	12
Armor Class	6	Hit Points	39

Weapons: sword +1; war hammer;
 hand axe

Armor: leather; shield; helmet

GRIMSWORD™

Evil Knight*

Chaotic Champion (7th level fighter)

Strength	15	Dexterity	13
Intelligence	10	Constitution	12
Wisdom	9	Charisma	7

Armor Class 2 Hit Points 52

Weapons: sword +1 (energy drain); flail

Armor: plate mail; chain mail; shield; helmet



ZARGASH™

Evil Cleric

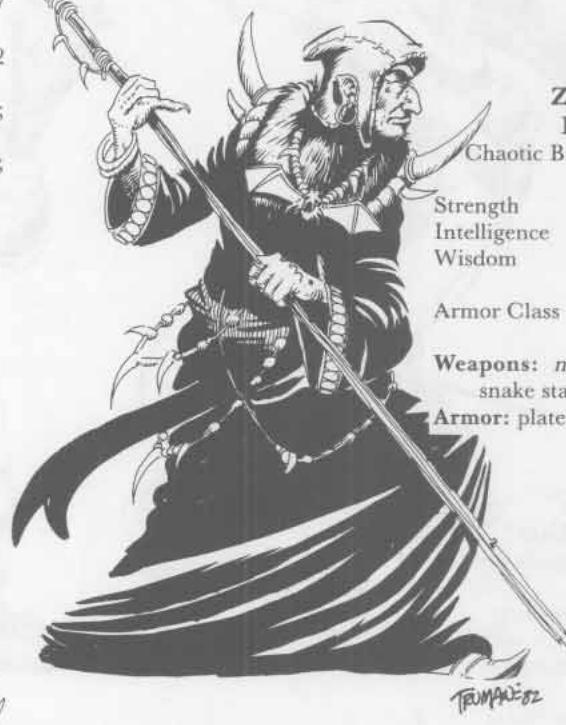
Chaotic Bishop (7th level cleric)

Strength	8	Dexterity	10
Intelligence	10	Constitution	10
Wisdom	15	Charisma	16

Armor Class 2 Hit Points 38

Weapons: mace +1; war hammer; snake staff

Armor: plate mail; shield; helmet



KELEK™

Evil Sorcerer*

Chaotic Sorcerer (7th level magic-user)

Strength	15	Dexterity	10
Intelligence	15	Constitution	14
Wisdom	13	Charisma	7

Armor Class 9 Hit Points 33

Weapons: dagger +1; wand of cold (5 charges left); staff of striking (12 charges left)

Armor: ring of protection +1

Additional Languages: Orc

Spellbook:

First level: charm person, magic missile, read magic, shield, sleep

Second level: ESP, knock, mirror image, web

Third level: fireball, fly, haste

Fourth level: charm monsters



WARDUKE™

Evil Fighter*

Chaotic Superhero (8th level fighter)

Strength	16	Dexterity	11
Intelligence	9	Constitution	14
Wisdom	11	Charisma	11

Armor Class 2 Hit Points 59

Weapons: sword +1 (flames on command); battle axe; dagger

Armor: plate mail; shield; magical helmet (infravision 60 feet, causes wearer's eyes to glow red)





SKYLLA™

Evil Magic-User*

Chaotic Warlock (6th level magic-user)

Strength	9	Dexterity	11
Intelligence	12	Constitution	10
Wisdom	15	Charisma	11

Armor Class 9 Hit Points 22

Weapons: dagger +1; staff of commanding (10 charges left)

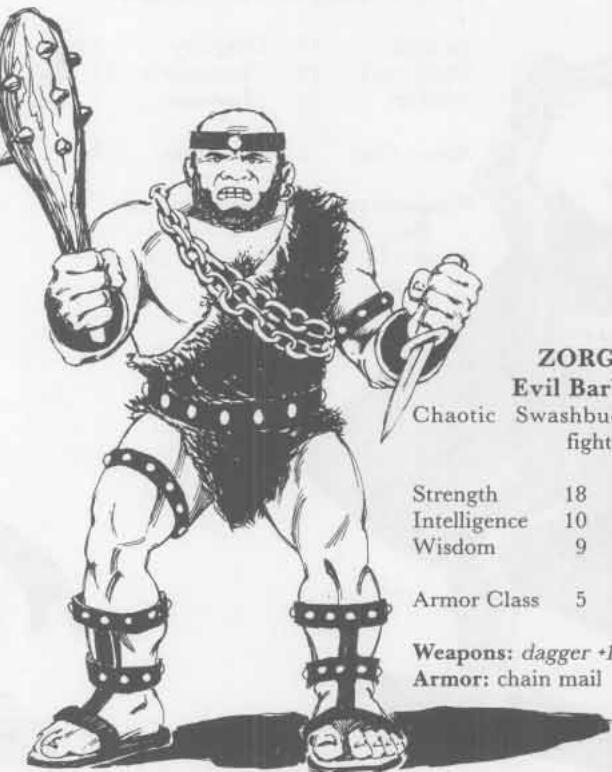
Armor: ring of protection +1

Spellbook:

First level: charm person, floating disc, light, magic missile, read magic

Second level: detect invisible, knock, levitate, wizard lock

Third level: hold person, lightning bolt



ZORGAR™

Evil Barbarian*

Chaotic Swashbuckler (5th level fighter)

Strength	18	Dexterity	13
Intelligence	10	Constitution	16
Wisdom	9	Charisma	12

Armor Class 5 Hit Points 37

Weapons: dagger +1; club
Armor: chain mail



DREX™

Evil Warrior*

Chaotic Myrmidon (6th level fighter)

Strength	15	Dexterity	14
Intelligence	9	Constitution	11
Wisdom	10	Charisma	10

Armor Class 6 Hit Points 39

Weapons: sword +1; dagger
Armor: leather +1; shield; helmet



ZARAK™

Evil Half-Orc Assassin*

Chaotic Cutpurse (5th level thief)

Strength	13	Dexterity	12
Intelligence	11	Constitution	16
Wisdom	15	Charisma	6

Armor Class 7 Hit Points 27

Weapons: throwing dagger +1 with magical returning (boomerang) ability

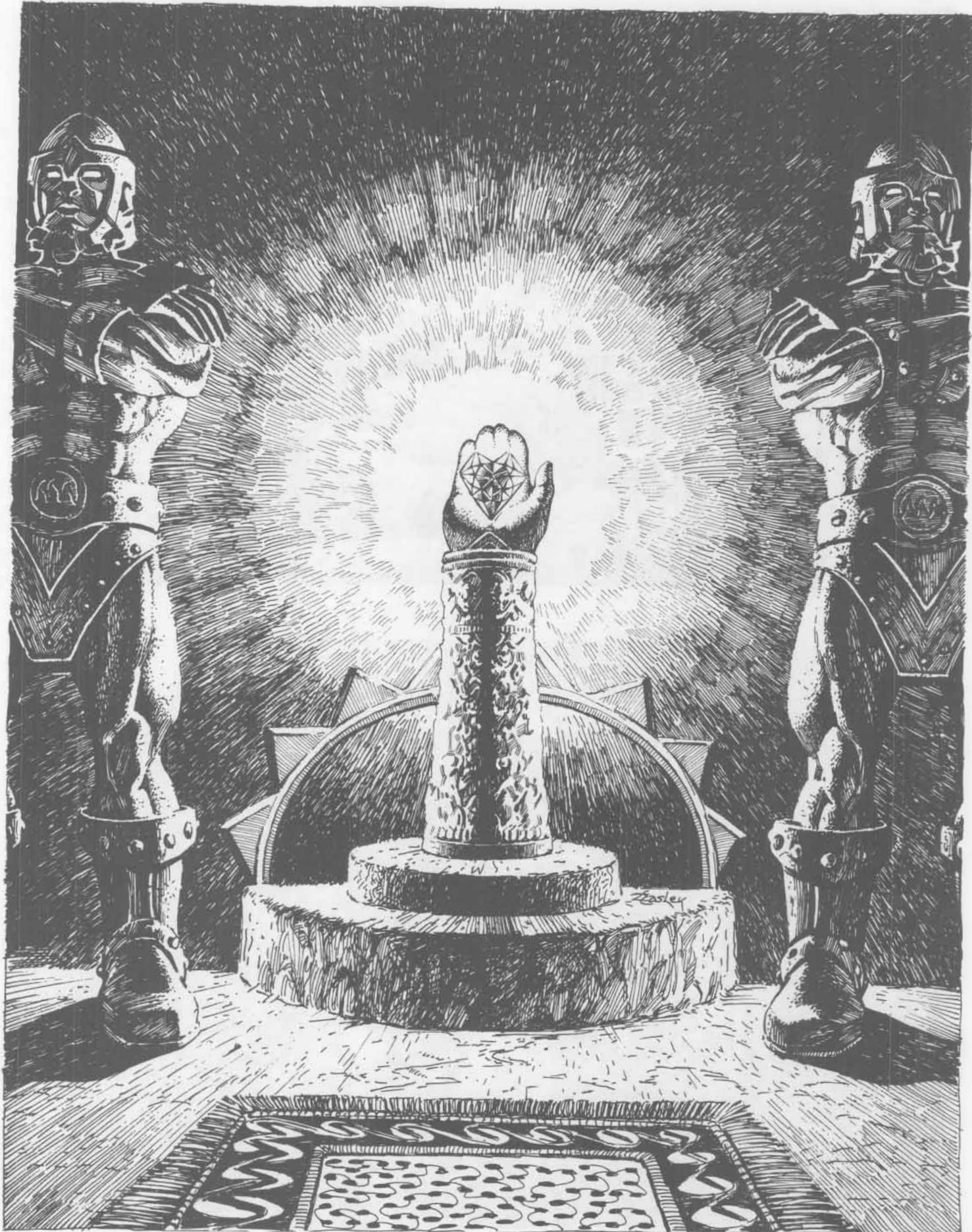
Armor: leather; potion of invisibility



Illustration 10



Illustration 11



ADVENTURE IN THE HEART OF THE CLIFF

38. ICY LAKE

This lake is deep and very cold. A thin slick of oil covers the water. If anyone falls into the lake, a hydra from area 34 slithers from its lair and splashes into the water. The hydra attacks 10 rounds after characters fall into the water.

Most characters can escape the lake only by climbing one of the steep banks to the north, although thieves are able to climb the walls. A light-emitting fungus that feeds on oil keeps this area dimly illuminated.

39. ROPER

This cave is the home of a roper that guards the entrance to the welllevator beyond (area 41).

Roper: AC 0; HD 12***; hp 50; MV 30' (10'); #AT 1 bite/6 strands; D 5-30/weakness; Save F10; ML 10; AL C; XP 3,500

You may use the RAGING ROPER™ Bendable Monster produced by TSR, Inc. for this encounter. For a complete description of these monsters, turn to the New Monsters section at the end of the adventure.

The roper has hidden its treasure nearby. It includes 204 ep, 38 gp, 151 pp, a 500 gp gem, and a black heart-shaped stone. The stone does not glow or do anything special.

40. BYPASS

This tunnel runs to the north of the roper's cave (area 39). It is empty.

41. THE WELLEVATOR

The wellevator is a platform that floats on water. The water rises and falls to match the various levels of Dahnakriss the Master Thief's home.

Tharadodus the Wizard had the wellevator constructed for Dahnakriss many years ago. He conjured an elemental to hollow out the space for the wellevator. The elemental then opened up a breach in the top of the cliff so that the water flowing over the cliff could be used to fill the wellevator from above. A magically controlled *wall of force* regulates the flow of water into the wellevator.

Golems created by Tharadodus built the large platform that rides the water in the shaft. Air fills a space just beneath the platform, cushioning the platform as it rises and falls on the water's surface.

The water can be set at four levels: Level I: The Tunnels of Death; Level II: Frost Giants'

Lair; Level III: The Wizard's Home; and Level IV: Home of the Heartstone.

Each level has a door, except level II. On level II, the platform stops just below the opening in the frost giants' bathroom (area 47a). If characters go from the platform to the giants' bathroom, go to area 47a.

Water constantly flows from the breach in the top of the cliff down the walls of the welllevator shaft. A waterfall from the bottom of the shaft empties into the lake (area 38), balancing the amount of water that flows in from above. When the water level is set to rise to another level, more water flows from the top, pushing the platform up. When the water level is set to lower to another level, more water flows out of the bottom of the shaft into the lake.

When the water level is set for a specific level, the water sinks below the door on that level. The door then opens easily inward. A narrow gap of 2 feet separates the platform and the surrounding wall. The door automatically closes if the water level rises.

Three glowing gems sit in the center of the platform. The gems are red, white, and blue. If a character touches the red gem, the platform rises to the next level. If a character touches the white gem, the platform lowers one level. If a character touches the blue gem, an alarm sounds, alerting Tharadodus and Dahnakriss that intruders are near. In this case, one of them immediately shuts off the welllevator. The platform then sinks several feet below Level I and tilts outward as it hits bottom. Any characters on the platform at this time fall into the lake (area 38), and take 3d6 points of damage from the fall. The platform then rises to Level IV.

See the Cliff Diagram for a side view of the welllevator.

42. WELLEVATOR CONTROL BOXES

These small boxes are found on all levels of Dahnakriss the Master Thief's cliff home. They activate the welllevator (area 41). Each is mounted on the wall, 5 feet from the floor. A thick metal door stands just beyond each of these boxes. These doors actually open onto the welllevator platform.

If the door on a certain level is knocked open, and if the water level is currently above that door, water bursts forth, knocking characters back. The water does 3d6 points of damage to each character. If characters do not close the door or get out of the rushing water's way, they drown.

Each of the control boxes contains a magical gem that regulates the force field controlling the water. As soon as a character touches the gem, it begins to glow, and the water

begins to rise or lower to that level. When the water reaches that level, the gem stops glowing.

Level II: Frost Giants' Lair (Use Map 4.)

Encounter key

43. ENTRANCE TO THE FROST GIANTS' LAIR

This huge tunnel is 20 feet wide and 20 feet high. Colorful paintings of frost giants dot the tunnel walls. The paintings show the giants throwing large pieces of meat to various winged monsters. One scene shows a giant earth creature carving a cave in the side of a cliff, while a chimera hovers above the cave entrance.

A huge pair of double doors stands at the end of the 80-foot-long tunnel. The doors are made of sturdy wood and are crossed by iron bands. Heavy iron pullrings, 14 inches in diameter, are centered on each door. The pullrings are at least 9 feet from the ground. Another 8 feet above the pullrings, dark horizontal slits, each 14 inches wide by 2 feet high, have been cut into the center of each door.

This area is the entryway to the frost giant's lair. Four giants live within.

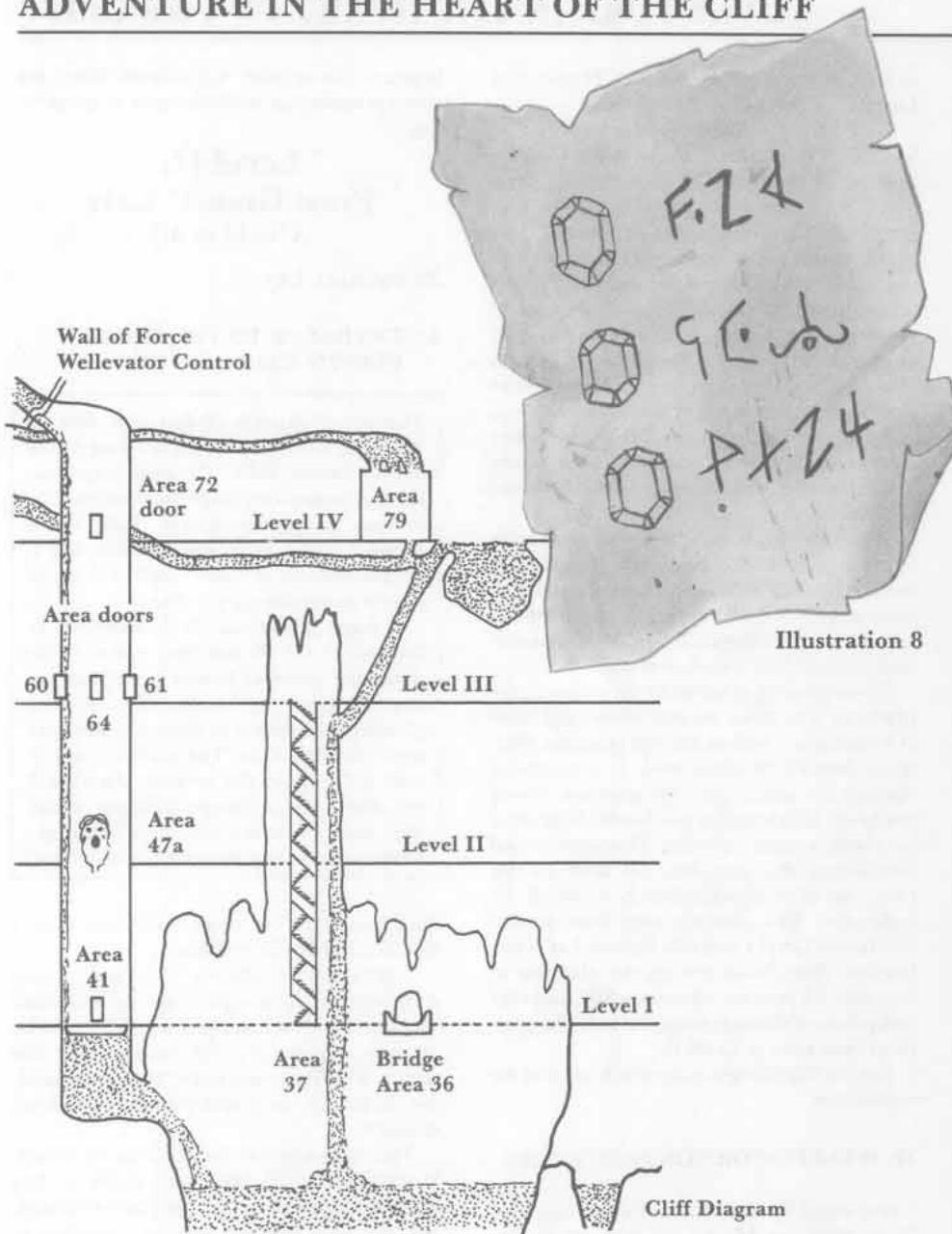
Dahnakriss the Master Thief has made a deal with the frost giants. He has provided the giants with a luxurious dwelling, and he actively acquires winged creatures for the giants, who like to use large "birds" for hunting. In return, the giants guard the cliff from invaders.

The doors here are bolted from the inside. If characters make too much noise as they approach these doors, a giant peers through one of the eye slits and tells the characters to go away. If characters cannot convince the giants to open the doors, they must either chop a hole in the doors or use magic to open them. To open other doors in the frost giants' lair, it takes a combined Strength of 40 points.

44. HALLWAY

If characters used force to enter this area, three of the giants attack, throwing boulders at the characters (the giants take the boulders from area 45). If a character utters any words of magic after entering this area, the giants stop throwing boulders and run to grab scrolls of protection from magic, which are

ADVENTURE IN THE HEART OF THE CLIFF



stashed in a vest that hangs along the south wall.

If any character uses magic to open the doors from area 43, the giants are standing in a far corner of the room, clutching their scrolls.

Frost Giants (3): AC 4; HD 10+1*; hp 64, 53, 48; MV 120' (40'); #AT 1 weapon; D 4-24; Save F10; ML 9; AL C; XP 1,600

If the giants are not here when the characters enter, read the following boxed text to the players.

Smooth stone walls rise to a 30-foot-high ceiling in this area. Two gems illuminate this massive, 80-foot by 30-foot room.

A large wooden closet stands out from the center of the north wall. Several giant-size fur cloaks and vests hang from pegs along the south wall. Three pairs of huge fur boots lie beneath the cloaks.

Several giant-size weapons also line the south wall. Two wooden clubs and one hammer are on the floor, leaning against the wall. Four iron-tipped spears, two bows, and two quivers of arrows hang from pegs above the other weapons.

The gems are *continual light* gems. They are cemented into the east and west walls. Each is centered 20 feet up. Characters would have to spend at least 1 hour to pry a stone loose. Each gem is worth 100 gp.

Inside the closet along the north wall is a crossbow trap. The trap can only be triggered by levers located on the walls in areas 45 and 46 (marked "L" on Map 4). The trap fires two volleys of six giant-size bolts, each aimed at the south door. Each bolt does 3d6 points of damage, and should be considered to have been fired by a 5 Hit Dice creature. One pull of the lever releases one volley of bolts.

45. KITCHEN

A gigantic wooden table surrounded by four stools stands near the north wall.

In the southeast corner of the room, the carcass of a freshly slain moose lies on a high table. A huge iron cleaver is imbedded in the table. A pile of throwing boulders lies under the table.

A large metal cabinet stands in the southwest corner of the room.

The throwing boulders are too large for characters to throw. The metal cabinet is a cold meat storage locker. If characters open one of the metal doors to the locker, they find that it is full of rotting meat. Characters in the kitchen when the locker is opened must make a saving throw vs. death ray. Characters who fail their throw become ill for 1d4 turns. These characters have a -1 penalty to their hit rolls for the rolled number of turns.

46. COMMON ROOM

Four crude chairs are arranged in a circle in the center of this room. A small pile of throwing boulders lies next to each chair.

Several torches light this clean room. Color drawings of flying creatures grace the smooth stone walls of this room.

Several large cockroaches scurry around near a door in the western wall.

If characters did not encounter the giants in area 44, they meet three of them here. See area 44 for the giants' statistics. There is nothing of value in this room.

The drawings are of a dragon (drawn in white chalk); a three-headed flying creature (chimera); a flying, lionlike creature that has a spiked tail and a man's face (manticore); and a large, eaglelike creature that has a lion's hindquarters (griffon). There are several different renditions of this last creature.

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Another drawing depicts a clifftop next to a waterfall. The drawing shows a great wooden cage standing open atop the cliff. A robed human stands near the open cage, his arms outstretched. Several other large cages have been drawn in the background. Each appears to hold a great winged creature of some sort.

If characters lift up any of the chairs in this room, they find a scroll that gives instructions for working the wellevator (**area 41**). If characters find this scroll, show the players Illustration 8.

Characters who can read Giant can decipher the crude runic letters on the scroll. The first word is "up," the second is "down," and the third is "flush."

47. BATHROOM

Show the players Illustration 9.

A great fountain adorns the north wall of this huge, torch-lit room. Water gushes from the mouth of a three-dimensional relief. The relief is of a bearded frost giant's head. The icy water spills down into a semicircular, 30-foot-wide pool. A 6-foot-high, smooth stone wall surrounds the pool.

Two 8-foot-tall cylinders stand on each side of the pool. The floor around them is very wet and slippery.

Four large, sheepskin-like pelts hang on pegs along the south wall. Large doors lead out of the east and west walls of this room.

A large wooden cabinet stands in the southeast corner of the room, its door slightly ajar.

This is the giants' bathroom. The water in the pool flows out through a drain hole in its floor. If characters peer into the pool, they see a large, flat rock on the bottom. The giants use this rock to plug the drain hole.

The 8-foot cylinders are hollow; they hold the giants' soap.

The wooden cabinet is 12 feet tall and 10 feet wide. Folded towels rest on an upper shelf inside the cabinet. In the lower part of the cabinet, a long, wide towel hangs draped over a rod. Two huge bottles and a dirty sponge lie on the cabinet floor. The bottles are partially filled with cleaning solution. Characters who ingest any of this solution suffer 4d6 points of poison damage.

The towel in the lower part of the cabinet

hides a secret, human-size door. Dahnakriss uses this door when he wants to use the wellevator on this level of his home (see **area 41** for a complete description of the wellevator).

47a. The water spout: If anyone lowers the wellevator level to Level I: The Tunnels of Death or to Level II (this level), the water stops flowing from the sculpture of the frost giant's head. If the wellevator level is at Level II, characters may climb up the sculpture's beard and into its mouth. The oval, 4-foot-high mouth hole opens onto the wellevator's circular platform (**area 41**).

48. THE INSIDE OUTHOUSE

A 5-foot-high, 5-foot-wide platform rises up 10 feet against the east wall.

Two circular holes have been cut into the top of the platform. Each hole is 3 feet in diameter. If a character climbs up the platform and looks into one of the holes, he sees nothing but darkness. The sound of running water comes from far below.

49. SECRET PASSAGEWAY

This long hallway runs behind the giants' kitchen. Three secret doors lead to and from this passage. The northwest door leads to the giants' bathroom (**area 47**). The southeast door stands at the bottom of two flights of stairs. This door opens into **area 37**. The southwest door stands at the bottom of two more sets of stairs. The door leads out of the cliff through **areas 19** and **11**.

A small, 6-inch-square box is set into the northeast corner of the passageway, 5 feet from the floor. It is one of the wellevator control boxes (**area 42**).

50. HALLWAY

A pair of dark brown boots stands against the south wall in this hallway. Large cockroaches skitter about the floors, walls, and ceiling. A large wooden cabinet stands along the north wall. Doors lead into the hallway from the east and west.

A crossbow trap, similar to the one in **area 44**, is set in the cabinet. A lever in **area 51** triggers the trap.

51. GIANTS' BEDROOM/WORKROOM

Four beds covered by huge animal pelts stand along the walls of this room. Three beds line the west wall, and one stands in the northeast corner. Two large tables stand against the east wall. A few stools rest before each table. A shelf holding rolls of paper is bolted into the wall above the southernmost table. Tall, narrow paint urns are scattered about the floor. Long sticks protrude from each urn. Crude pens and brushes litter the tables' surfaces.

Wood shavings carpet the floor. Four tree trunk sections rest against the north wall. Partially completed statues of giants, trolls, and upright, vulture-headed creatures stand between the beds along the north wall. Various carving tools are scattered about the room. A torch is mounted on the wall over the northernmost table.

Two large, covered vats rest under this table. A large mastodon rug lies on the floor in the center of the room. The walls and ceiling of this room are beautifully painted with pictures of flying creatures and birds.

Sitting on his bed in the northwest corner, a frost giant whittles away on a long piece of wood.

The frost giant in this room is deaf, but he sees the characters as they enter. He throws large chunks of wood at the characters. If the characters still come fully into the room, he attacks, using a huge iron-headed axe. If some characters stay in the hallway (**area 50**), the giant pulls the lever, releasing the crossbow trap in the hallway. The lever is located 14 feet up the east wall.

Frost Giant: AC 4; HD 10+1*; hp 53; MV 120' (40'); #AT 1 weapon; D 4-24; Save F10; ML 9; AL C; XP 1,600

If characters lift up all of the stumps that line the north wall, a leather sack falls out of the last stump. The sack contains 943 gp and 167 pp. This is no easy discovery, however. Each stump weighs 500 pounds.

If characters search under the bed in the southwest corner of the room, they find giants' clothing, old boots, a bloodstained cloak, and a wooden box. The box appears to contain 5,000 gp. However, the gold pieces are actually gold-colored pieces of iron.

ADVENTURE IN THE HEART OF THE CLIFF

If a character manages to climb up on the shelf above the table, he finds four wooden boxes and a large roll of paper tied with rope. Each box contains the feathers and claws of a different "bird." The roll of paper is 5 feet long and contains three huge scrolls. The innermost scroll is cursed, and it turns the character who reads it into a pixie for 1 week. A *remove curse* spell immediately returns the character to normal form, however. The other two scrolls contain *charm monster* spells.

The two vats beneath the northernmost table are 5 feet high and made of stone. It takes the combined Strength of three characters to slide one of the stone lids aside. The north vat contains gray ooze. If characters put anything in the vat, or if they leave the vat open for 5 minutes, the creature begins oozing out.

Gray Ooze (3): AC 8; HD 3*; hp 18 each; MV 10' (3'); #AT 1; D 2-16 + special; Save F2; ML 12; AL N; XP 50

The south vat contains a sticky black substance that resembles oily tar. The vat is $\frac{1}{3}$ full. The substance is actually a black pudding. The giants dump their garbage into this vat, and use the torch on the wall to keep the pudding in its vat.

Black Pudding: AC 6; HD 10*; hp 64; MV 60' (20'); #AT 1; D 3-24 + special; Save F5; ML 12; AL N; XP 1,600

Under the pelts on the bed in the northeast corner of the room is a bag that contains the following: 714 gold-colored pieces of iron (worthless), 668 gp (mixed in with the iron pieces), 456 pp, and a copper tube containing a scroll of four clerical spells. The spells are *raise dead*, *resist fire*, *speak with the dead*, and *sticks to snakes*.

52. STORAGE ROOM

Large boxes, sacks of grain, and huge kegs of ale are stacked here. Dozens of piles of furs, hides, and sponges stand around the room.

The only thing of interest in this room is a wooden box that sits near the door in the west wall. If characters open the box, they find that it is filled with straw. A ceramic bottle capped by a wooden stopper is buried beneath the straw. The bottle holds a gallon of noxious liquid. A black spider is painted neatly on the side of the bottle, which is filled with black widow spider antidote.

53. BOULDER CAVERN

A large pile of throwing boulders lies in the center of this cave. Webs fill the room from one end to the other. What appears to be an exit to the south is obscured by webs.

As soon as a character enters this room, a black widow spider drops from above. Two more spiders wait in webs above the boulder pile. The boulders are too large for characters to throw.

Black Widow Spiders (3): AC 6; HD 3*; hp 16 each; MV 60' (20'); #AT 1 bite; D 2-12 + poison; Save F2; ML 8; AL N; XP 50

The spiders normally feed on stirges that live in the southern part of this cave. They are delighted at the prospect of a more filling meal, however.

Large, sticky webs block the cave's southern exit. These webs are the equivalent of a magic-user's *web* spell. If characters burn away the webs, the stirges from the area to the south swarm into the cave. Many of them may fly into area 52, if characters leave the door to that area open. The characters should not become aware of the stirges until after they have burned away the webs. If they do burn the webs, read the following boxed text to the players.

Out of the darkness beyond, a deadly swarm of flying creatures flies into the cave. The beasts look like crosses between giant bats and mosquitos.

Have the players roll for surprise as the stirges fly into the cave.

Stirges (24): AC 7; HD 1*; hp 4 each; MV 30' (10'); #AT 1; D 1-3; Save F2; ML 9; AL N; XP 13

The stirges attack any characters in the cave one at a time. The stirges buzz around, waiting until the character is engrossed in something else. Then they zero in on the character and bite him. If a stirge misses its hit roll, it flies away, temporarily out of the character's range. The stirges attack the same way if they fly into area 52 and find characters there.

The stirges normally leave this cave through small openings in the front of the cliff face. The openings are too small for humans to use.

Level III: The wizard's home (Use Map 5.)

Encounter key

54. LAIR OF THE DRAGONNES

Two Dragonnes inhabit this large cavern. If characters enter this area from area 15, they may already have fought these creatures. If not, the Dragonnes attack as soon as characters enter their lair.

Dragonnes (2): AC 3; HD 8*; hp 50 each; MV 150' (50'); #AT 2 claws/1 bite or roar; D 1-6/1-6/4-24 or special; Save F8; ML 8; AL N; XP 1,200

You may use the DRAGONNE™ Monster produced by LJN Toys, Ltd. for this encounter. For a complete description of these monsters, turn to the New Monsters section at the end of the adventure.

These creatures carry no treasure.

Two holes pierce the north wall of this cave. The holes funnel into the rock like giant cones.

If characters inspect the 2-foot-wide holes, they see that, after a distance of about 8 feet, the holes shrink to 6 inches in diameter. These openings transmit the sound of the Dragonnes' roars to Dahnakriss and Tharadodus. The small tunnels created by the holes extend back to Dahnakriss' residence (area 88), and Tharadodus' residence (area 69). The holes also provide a last-ditch means of escape for Dahnakriss and Tharadodus, if they are in gaseous form.

55. OILY PATHWAY

If characters approach this area from the southeast, show the players Illustration 10, and read them the following boxed text.

A 10-foot-wide tunnel of rough-hewn rock runs to the northwest for 90 feet. The tunnel then opens up into a huge, 50-foot-wide cavern.

Oil covers the floor of the cavern. The rough walls extend to a 70-foot-high ceiling. A long, snakelike mound of earth winds its way through the oil-filled cavern. This raised pathway leads to a dry area beyond the cavern. From there, the tall tunnel appears to continue on into the mountain.

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56. TRAP OF FLAMES

If the characters walk through the oil in this area, they trigger a tripwire that ignites all of the oil in areas 55-59. The entire cavern explodes in flame. Burning oil covers everyone in the area, causing 2d6 points of damage to each character. For guidelines on dealing with oily situations, see Traveling Through the Tunnels in Level I: The Tunnels of Death.

57. SECRET DOOR

If character approach this area from the southeast, read the following boxed text to the players.

The hallway before you splits to the left and right. Oil fills both passages. An earthen mound stands directly ahead, slanting slightly to the north as it rises up to the ceiling.

If characters try to climb the mound, they find several handholds and footholds. If they search for a secret door at the foot of the mound, they find a tunnel that leads through the mound. Characters may use this tunnel to avoid walking in any more oil.

There is a space between the top of the earthen mound and the ceiling of this cavern. Do not mention this fact if the characters do not climb the mound.

58. DRAGONNES' TREASURE

A golden chest rests in a bowl-shaped depression at the top of this earthen mound. Dust and oily soot cover the chest.

The chest contains a gold crown and sceptre. Each is worth 5,000 gp.

59. CAVERN OF SECRET DOORS

If characters come into this area from the northwest, read the players the boxed text for area 57. Otherwise, there is nothing unusual about this cavern.

If characters successfully search for a secret door along the northeast wall, they find area 60.

60. DARK CORRIDOR

This dark passageway leads to the Level III wellevator control box (area 42). If characters touch the gem in the control box and

open the metal door, they see two more metal doors across the platform. A door to the east opens onto area 61. A door to the south opens onto area 64. For more details about the wellevator, see area 41.

61. TRAP ROOM

The wellevator control box mounted on the wall of this room is a fake. As soon as characters enter this room, the door through which they entered closes behind them. Only a knock spell reopens the door to area 41. If characters open the door to area 62, gas begins filling the room, putting all characters below 5th level to sleep for 4d6 hours. Characters above 5th level must make saving throws vs. poison or be paralyzed for 2d6 rounds.

As soon as characters open the door to area 62, the golems in that room move toward the door to attack the characters.

62. GOLEM STORAGE

Show the players Illustration 11.

Six strange creatures stride toward the open door. The three figures in front are short humanoids. They carry no weapons, but they look mean and dangerous. The three figures in the back are tall, skeletonlike figures. Each has four arms and carries four swords. The rest of the room is empty.

Tharadodus created these golems. They attack anything or anyone, except him.

Wood Golems (3): AC 7; HD 2^{2*}; hp 10 each; MV 120' (40'); #AT 2 fists; D 1-8/1-8; Save F1; ML 12; AL N; XP 35

Bone Golems (3): AC 2; HD 6*; hp 32 each; MV 120' (40'); #AT 4 weapons; D 1-8/1-8/1-8/1-8; Save F4; ML 12; AL N; XP 500

These golems wield broadswords.

None of the golems has any treasure.

63. ILLUSION TRAP

If characters look through the south door of area 62 into this room, read the following boxed text to the players.

Tables and cabinets fill this room. Various pieces of equipment cover the tables. Gold coins are scattered about on the floor. Jars and boxes filled with strange items fill the cabinets. Two half-built bone golems stand in the southwest corner. This is definitely a wizard's workroom.

If characters enter this room, they fall through an illusionary floor and splash into the lake (area 38). Each falling character takes 2d6 points of damage (a lucky fall!).

Once characters have fallen through the "floor," the entire illusion is dispelled. The room then appears as it really is, a rocky shaft having doors in the east and west walls. The air in the shaft is very cold. A steady stream of water flows out of a large opening in the shaft below the doors in the east wall. This water falls from area 91 (the reservoir on Level IV). See the Cliff Diagram for a side view.

If characters enter this room from area 65, they see only the shaft and the water running from the east wall.

The door on the east wall of the shaft is false. The door on the west wall leads to area 65.

64. DEADLY CORRIDOR

This hallway forms a capital "T," and runs south and east. A wellevator control box is mounted on the wall in the northeast corner of the hallway.

Two 10-foot-wide sections of illusionary wall make up part of the wall that borders area 65. Both sections open into area 65. If a character touches one of these illusionary walls, the wall disappears and the amber golems in area 65 attack.

The door opening into area 66 is locked. Once characters unlock it, the door may swing inward or outward. If the characters swing the door inward, the illusionary walls bordering area 65 vanish, and the amber golems in that area emerge and attack.

A large eye is painted on the door to area 69. If characters approach this door, Tharadodus may cast a spell at them through a small hole in the pupil of the eye.

A false door stands at the south end of the hallway. If a character opens the door, a wall of stone begins pushing out from the door that opens into area 69. The wall pushes down the east-west hallway, shoving anyone in its way out toward the north-south hallway. The wall stops moving when it reaches the north-south hallway. The wall remains until dispelled or until characters break through it.

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If the characters enter this hallway from the welllevator or from the illusionary walls in **area 65**, read the following boxed text to the players.

Standing at the south end of the hallway is a tall man in robes who appears to be a magic-user. He says, "This is my home. You do not belong here. Whatever your quest, you must leave. I am a very powerful man who wishes to be left alone. Return to the well and descend now with your lives, or I shall make golems of you all!"

If the characters immediately attack, the wizard casts a 14 Hit Dice *lightning bolt* at them. Those who make their saving throws suffer 1/2 damage. The wizard then warns the characters again. If they do not take his advice, he casts another *lightning bolt*. The wizard continues to cast spells at the characters, until they either approach or retreat.

If the characters strike or touch the magic-user, he disappears. He was only a *projected image*. Tharadodus is actually sitting in his workshop (**area 66**). The wizard knew when the characters entered his home, and he cast a *clairvoyance* spell to monitor the characters' actions. When the characters entered the hallway, he cast a *projected image* spell.

If characters talk to the image and do not approach it, the wizard talks to them and freely explains what is going on: Dahnakriss the Master Thief provides him with funds and special items with which he can do his research. In return, the wizard writes scrolls for Dahnakriss, and he has *conjured elementals* to help build this hideaway. Many times, he has aided Dahnakriss in selecting new members for the local Thieves' Guild. The wizard says nothing else about Dahnakriss other than the fact that he lives upstairs. If characters ask the wizard what his name is, he does not reply.

65. GOLEM STORAGE

Four amber golems make their home here. As soon as characters enter this room, the golems attack.

Amber Golems (4): AC 6; HD 10*; hp 42 each; MV 180' (60'); #AT 2 claws/1 bite; D 2-12/2-12/2-20; Save F5; ML 12; AL N; XP 1,600

The golems carry no treasure.

66. WIZARD'S WORKSHOP

If characters enter this room, read the boxed text from **area 63** to the players. The rooms are exactly alike, except that this room is not an illusion. Also, the door on the west wall is false, and the door on the east wall leads to **area 68**.

Tharadodus the Wizard is here, sitting in the northwest corner of the room. If characters enter, he tells them that they should leave immediately. If characters attack the wizard, he defends himself.

Tharadodus the Wizard: AC 9; MU 14; hp 45; MV 120' (40'); #AT 1 weapon or spell; D 1-6 *2 or by spell; Save MU14; ML 12; AL C

Spells. First Level: *charm person*, *detect magic*, *magic missile* (2), *shield*, *sleep*

Second Level: *detect invisible*, *invisibility*, *knock*, *wizard lock*

Third Level: *clairvoyance*, *dispel magic*, *lightning bolt* (2)

Fourth Level: *confusion*, *ice storm/wall*, *dimension door*, *wizard eye*

Fifth Level: *conjure elemental*, *teleport* (2)

Sixth Level: *anti-magic shell*, *projected image*

Tharadodus may attack with a poison-tipped dagger *2 and a *wand of paralyzation*. He defends himself with an *amulet vs. crystal ball* and *ESP*, a *ring of protection* +1, and a *ring of spell turning*.

There is a small chance that characters may defeat the wizard and obtain his spell book. This should only be a remote possibility, however. After a few rounds of battle, the wizard again insists that the characters leave, while they still have their lives. If they do not, the wizard attacks for another round, weakening the characters further, and then retreats to his sanctuary vault (**area 67**).

A total of 89 gp is on the floor. The rest of the items in the room are used for magical research. Magic-users who search here for 6 turns find anything they need for their research. If the characters search here for 2 rounds, they find two scrolls among the scattered papers. One is a scroll of *teleport*. The other is a scroll of *dimension door*.

67. SANCTUARY VAULT

This room can only be entered magically. Tharadodus retreats here if the characters seem to be too strong. A simple bed and a

small table are the only furnishings here. The wizard's spell book lies on the table. It contains all of the first, second, and third level spells (Expert rule book, p. 11), as well as the following fourth, fifth, and sixth level spells:

Fourth Level: *charm monster*, *confusion*, *dimension door*, *hallucinatory terrain*, *ice storm/wall*, *polymorph self*, *remove curse*, *wizard eye*

Fifth Level: *conjure elemental*, *hold monster*, *pass-wall*, *teleport*, *wall of stone*

Sixth Level: *anti-magic shell*, *invisible stalker*, *projected image*

If characters continue to explore the wizard's home, he monitors their actions from this room by using *clairvoyance* or *wizard eye*. If things get really sticky for him, he teleports into town, taking his spell book with him.

Tharadodus can trigger the trap described in **area 71** from this room. A metal lever rests 5 feet up in the center of the west wall. The lever is in the UP position. If characters pull the lever down, go to **area 71**.

The wizard keeps all of his magical treasures here. If characters check under the bed, they find a box containing one potion of every type (p.36, Expert rule book), a scroll of *protection from undead*, a crystal ball, an efreeti bottle, *gauntlets of ogre power*, a *horn of blasting*, a *rope of climbing*, a dagger *2, a sword *1 (*3 vs. dragons), a staff of healing, and a *wand of secret door detection* (12 charges left). Characters may also find a pouch containing 350 sp, 522 gp, and 278 pp.

68. CORRIDOR

Tharadodus uses this hallway to get from his bedroom (**area 69**) to his workshop (**area 66**). A secret passage leads from the south end of this hallway to a set of hidden stairs (**areas 70 and 71**).

69. THARADODUS' BEDROOM

This room is warm and cozy. A plush bed sits in the northeast corner, covered by beautiful blankets and quilts. Majestic tapestries depicting strange creatures line the walls, and thick fur rugs carpet the floor. Gems set into the walls illuminate the room.

A 16-foot-tall giant statue stands along the south wall. The statue looks like a fire giant. Its eyes follow you around the room. It holds a 4-foot-long staff.

This is Tharadodus' bedroom. He is not here when the characters enter. Characters even-

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tually notice that the room's heat source is the giant. The giant does not move or attack unless the characters attack it. It stands in front of the hole that transmits the sound of the Dragonnes' roars from areas 54 and 15. The giant blocks the hole from view. The gems in the walls are *continual light* gems.

The giant is a bronze golem. It cannot leave this room. If a character hits it with an edged weapon, there is a 30% chance that its fiery blood starts the rugs and tapestries on fire. The golem holds Tharadodus' *staff of wizardry* in its hands.

Bronze Golem: AC 0; HD 20**; hp 65; MV 240' (80'); #AT 1 fist + special; D 3-30+ special; Save F10; ML 12; AL N; XP 4,300

70. SECRET PASSAGE

This passage leads to the stairs in area 71.

71. HIDDEN STAIRCASE

The staircase in the passageway leads down to area 37. Beyond the staircase, the passageway slopes upward to the east. The walls here are very wet.

The passageway is a trap that Tharadodus can trigger from area 67. Dahnakriss the Master Thief may also trigger this trap from area 88.

If either one releases the trap (by pulling the lever down), a great sheet of water tumbles down from a reservoir on Level IV (area 91). Any character on the stairs when the water is released is washed down the stairs (area 37) and into the lake (area 38).

Level IV: The home of the heartstone (Use Map 6.)

Encounter key

72. GRAY OOZE

This hallway is 30 feet long and 20 feet high. A door stands at the end of the hallway.

A secret door that leads to area 73 stands in the middle of the east wall.

The northernmost 10 feet of the hallway in front of the door provides a home for gray ooze. The ooze lies in a depressed area of the floor.

Gray Ooze: AC 8; HD 3*; hp 18; MV 10' (3'); #AT 1; D 2-16 + special; Save F2; ML 12; AL N; XP 50

The door at the end of the hallway is a one-way door that opens onto area 74.

73. BYPASS

This passageway has secret doors on both ends. The east door leads to area 86. *Continual light* gems along the south wall illuminate the passageway.

74. THE GAUNTLET

This long hallway runs east and west. To the west, the hallway runs for 20 feet and then apparently ends. A large statue of a fire giant stands in a niche at the west end of the hallway. The niche has been carved so that the giant fits perfectly into it. The giant's eyes stare straight ahead.

To the east, the hallway stretches for 60 feet before ending in darkness. The ceiling here is 20 feet high. Hundreds of 1-inch holes dot the floor and ceiling. A 6-inch-wide curb runs along each wall, rising 2 inches above the floor. The hallway seems to slope upward slightly.

The curb is too narrow for characters to walk along normally. A character cannot walk on the curbs by straddling the hallway, either, as the hallway is 10 feet wide. If characters want to walk along the curbs, they must come up with a unique manner of doing so. Use your judgment concerning the characters' success in maneuvering along the curbs.

75. BRONZE GOLEM

This creature is hot to the touch. It does not move at all until the stone roller from area 84 rolls down to this end of the hallway. The golem steps from its niche and uses its hands to push the roller back up the hallway. It pushes the roller until it locks in place at area 84. The golem walks only on the curbs. It can do so because it is 16 feet tall and is very strong.

The golem cannot talk. If a character hits the golem with edged weapons, the attacking character must make a saving throw vs. death ray. If the character's throw fails, he takes 2d6 points of damage from the golem's fiery blood.

Bronze Golem: AC 0; HD 20**; hp 110; MV 240' (80'); #AT 1 fist + special; D 3-30+ special; Save F10; ML 12; AL N; XP 4,300

The golem carries no treasure.

76. PIT TRAP

This pit trap extends across the hallway from curb to curb. If a character walks on the trap, he falls through it into an icy stream that flows rapidly into the reservoir (area 91). The trapdoor springs shut as soon as someone has fallen through it. Characters cannot detect the trapdoor's presence by tapping on the floor, because the trapdoor does not open unless at least 100 pounds of weight crosses it.

Allow each character a 50% chance to jump back or get pulled back from the trapdoor before falling through it.

The icy stream runs down from an opening in the top of the cliff.

77. DART TRAP

False wooden doors stand on each side of the hallway here.

If characters hit or jar the doors in any way, darts shoot out of the floor and ceiling in the 20-foot-long area just to the west of the doors. On Map 6, the area of darts is denoted by shading.

Up to four darts may hit each character. Roll to hit as if a 5 Hit Dice monster had fired the darts. Each dart does 1d4 points of damage.

78. ROLLER TRAP

False wooden doors stand on each side of the hallway here.

If characters hit or jar the doors in any way,

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the stone roller at **area 84** starts rolling slowly down the hallway at the rate of 20 feet per round. If characters start the roller down the hallway, Dahnakriss is alerted to the characters' presence in his home.

Because the roller is so far away, the characters do not immediately see it. However, they do hear the sound of grinding stone growing louder and louder.

The only things that might possibly stop the roller are a *conjured elemental*, a bronze golem, or a *disintegrate* spell. To avoid the massive stone, the characters must either *fly* or *levitate*. They may also duck into the room in **area 79**.

The roller is 15 feet in diameter. Handholds are carved into its outer circumference at 3-foot intervals. The stone rolls along the curb so that it does not get stuck in the other traps in the hallway.

When the roller reaches the west end of the hallway, the bronze golem begins pushing it back to **area 84** at the rate of 10 feet per round.

Any character caught under the roller loses most of his height and all of his hit points.

Characters may find a safe spot to avoid the roller at the feet of the golem (**area 75**), as the roller stops 10 feet in front of the golem. The spot won't be safe for long, though, as any characters at the golem's feet when it begins pushing the stone roller back up the hallway take 2d6 points of damage.

79. WATER TRAP

"Turn the dial," is written in Common on the door to this room. The door is made of wood, and has no knob or pullring. A wooden dial rests in the center of the door, and an arrow pointing to the left has been scratched on the dial.

If characters turn the dial so the arrow points to the right, they can push the door open. If they do so, read the following boxed text to the players.

The fungus-covered walls of this 30-foot-square room extend 15 feet to the ceiling, which is also covered with fungus. A 5-foot-square wooden door has been built into the ceiling. This trapdoor has a circular dial similar to the one on the door to the room. Dark scratches mar the ceiling near the trapdoor. A 2-foot-square iron grate lies in the floor along the east wall. The sound of rushing water gurgles up from below.

As soon as characters enter this room, the door springs shut and water starts rushing in from holes in the northwest corner of the ceiling. The characters could not see these holes because they had been covered with fungus.

The iron grate is actually a drain. This drain cannot handle all of the water that is rushing in, so the water level in the room begins to rise at the rate of 1 foot per round. The water level continues to rise until it reaches 14 feet. It rises no higher than that. Characters wearing plate armor sink if they do not take the armor off. All other characters can tread water.

If a character turns the dial on the trapdoor in the ceiling, the door falls down, doing 1d6 points of damage to anyone who was beneath it. A large zombie crocodile falls into the room from a small stone compartment above.

Large Zombie Crocodile: AC 3; HD 7; hp 35; MV 90' (30'); #AT 1 bite; D 2-16; Save F3; ML 12; AL C; XP 275

The crocodile is immune to *sleep* and *charm* spells.

The compartment from which the crocodile fell is empty.

The water level in the room begins to lower after 10 minutes. It lowers at the rate of 1 foot per minute.

As soon as all of the water is gone, the characters can open the door to the hallway. If characters enter this room a second time, the door does not stick, and the room does not fill up with water.

80. DARTS AGAIN

A wooden door stands on each side of the hallway here. Small circular holes dot the walls to the west of these doors.

If characters hit or jar the doors in any way, darts shoot out of the wall in the 10-foot-long area just to the east of the doors. On Map 6, the area of darts is denoted by shading. Use the details in **area 77** for dart damage.

81. MORE OOZE

The floor here may look like stone, but it is actually another gray ooze, just pretending to be an area of floor.

Gray Ooze: AC 8; HD 3*; hp 16; MV 10' (3'); #AT 1; D 2-16 + special; Save F2; ML 12; AL N; XP 50

The ooze has no treasure.

82. PIT TRAP

This trap is the same as the one in **area 76**.

83. DUCK!

This area is the same as **area 80**, except that, if characters hit or jar the doors, the darts fly out of the walls in a 10-foot-square area 20 feet west of the doors. On Map 6, the area of darts is denoted by shading. Use the details given in **area 77** for dart damage.

84. STONE ROLLER

If characters hit or jarred the doors at **area 78**, they started this huge stone roller on its path down the hallway. The bronze golem from **area 75** slowly pushes the roller back up the hallway after it reaches the west end.

When the roller is in place, it blocks the entrance to a locked door that leads south into the Home of the Heartstone (**area 87**).

85. BRONZE GOLEM

This bronze golem is hot to the touch. He does not move at all until all of the characters have passed through the door that leads to **area 86**. Once characters have passed, the golem slams the door shut and stands in front of it, allowing no one to pass. The golem does not move away from the door for any reason.

If a character hits the golem with edged weapons, the attacking character must make a saving throw vs. death ray. If the character's throw fails, he takes 2d6 points of damage from the golem's fiery blood. See **area 75** for bronze golem statistics.

86. ENTRANCE CORRIDOR

Continual light gems illuminate this clean, 30-foot-long hallway. The words, "Make peace with yourself now, before it is too late" are shaped into the metal door that stands at the south end of the hallway.

A secret door in the west wall of this hallway opens into a secret passageway (**area 73**).

87. HOME OF THE HEARTSTONE

Show the players Illustration 12 if the characters enter this room from the north. If characters enter this room from **area 89**, they are probably chasing Dahnakriss. However, the characters still have the same encounter in this area as they would if they had entered from the north. The only change would be that Dahnaight would not be present.

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Read the following boxed text to the players as the characters enter the room.

A burst of hot air rushes out of the room. A bright glow fills the hallway, and burning red light bathes the room. There is no furniture in this room, except for a semi-circular platform that stands against the south wall.

The platform stands 1 foot off the floor. A circular dais rises 2 feet from the center of the platform. Atop the dais rests a black stone obelisk.

The obelisk appears to be an ornately carved totem. A sculpted hand rests atop the totem, its palm open. Imbedded in the palm of the hand is a glowing, red stone. The stone is heart-shaped. Two bronze statues stand on each side of the dais. They do not move.

A feeling of warmth seems to rush through the room. A voice coming from the direction of the obelisk says, "Enter, brave ones. You have run the gauntlet and so deserve to bathe in the healing rays of the heart."

Tell the characters at this point that they indeed begin to feel very good, and that their wounds begin to heal. Then continue reading this description to the players. (If characters enter from area 89, skip this boxed text. Tell the characters that red humanoid figures begin to form in the red light of the heartstone.)

Minutes later, a dark form steps from behind the obelisk. The human figure is thin and muscular. He has a short beard and mustache. He places one hand on the heartstone. As shadowy fingers of darkness divide the room, red humanoid figures begin to form in the red light.

The bearded figure is Dahnakriss.

Dahnakriss the Master Thief: AC 9; T 14; hp 49; MV 120' (40'); #AT 1 weapon; D by weapon; Save T14; ML 12; AL C

Dahnakriss may attack with a *sword* +1 (*locate objects*), a poison-tipped *dagger* +2, and a scroll with two 14 Hit Dice *lightning bolts*. His defenses include *leather* +3, a *ring of protection* +1, a scroll of *teleport*, and a *ring of spell turning*.

The characters begin to feel sick. What feel like electric shocks wrack their bodies. The humanoid figures have gelled into exact duplicates of the characters.

All of the characters have healed 100%. The wave of nausea passes, and they feel better. They know that some mysterious force has healed them.

A sudden compulsion overtakes the characters. Each character feels drawn to fighting his double. Characters cannot resist this compulsion, no matter how hard they fight it. The magic of the heartstone has caused this awful dilemma.

Each character's double has an alignment opposite to that character's alignment. Lawful and Neutral characters have Chaotic doubles, while Chaotic characters have Lawful doubles.

Secretly tell the characters who can cast spells that they suddenly remember all of the day's spells, but that they should not tell this to the other characters.

Just before the characters engage their doubles in combat, read the following boxed text to the players (ignore if characters entered from area 89).

The dark figure standing near the obelisk mutters, "Darn! Never thought I'd have to leave the stone behind. Guess I'll have to steal it again . . ." Then he disappears behind a secret door in the south wall and says to the golems, "Let no one pass through this door!"

The characters' compulsion to attack their doubles grows to fever pitch. Loyalty to the quest now depends upon each character's alignment. Explain to Lawful characters that if they defeat their doubles, their alignment remains Lawful, and they continue to help the group fulfill its quest. Explain to Chaotic characters that if they defeat their doubles, their alignment remains Chaotic, and they wish to take the heartstone for themselves. If a Lawful character loses to his double, that character's alignment becomes Chaotic. If a Chaotic character loses to his double, that character's alignment becomes Lawful.

From this point on, characters are unable to distinguish their friends from their friends' doubles. Characters should not discuss their actual alignments from now on.

Duplicate characters have all of the same equipment and abilities as the actual characters, except that duplicates have 10 fewer hit points than actual characters. Once a character or double is slain, the victim vanishes forever. But, if the double is victorious, that character's alignment changes, and he gains back all of his hit points (including the 10 point bonus characters had over their doubles). Victorious characters are fully healed, but not until after all of the battles have ended.

If, for some reason, a character and his double are prevented from fighting, the double vanishes mysteriously.

Run these unique combats so that in each case, either a character or his double survives the battle. Characters may suffer a change of alignment because of this encounter, but they should not be totally eliminated.

As soon as a character has resolved his individual battle, he may either pursue Dahnakriss or try to steal the heartstone for himself (depending on his alignment).

With some difficulty, the characters are able to remove the heartstone from the hand atop the obelisk. Any character who touches the stone has the power of *ESP*, and is able to read the thoughts of the other characters. The character touching the stone is then able to indirectly determine if any of the characters have new alignments. The character cannot figure out any of the stone's other powers.

The two bronze golems defend to the death the secret door that leads to area 88, but they do not stray from the door. A hole in the wall next to the secret door also leads to area 88. Dahnakriss uses this hole if he needs to escape the heartstone room in gaseous form.

Bronze Golems (2): AC 0; HD 20**; hp 100, 98; MV 240' (80'); #AT 1 fist + special; D 3-30 + special; Save F10; ML 12; AL N; XP 4,300

These golems have no treasure.

As the characters leave this room for the last time, the heartstone fully heals them one last time.

88. LAIR OF THE MASTER THIEF

Riches and rarities fill this luxurious room. The sweet smell of incense fills the air. Expensive tapestries and carvings hang on the wall, and exotic furs cover the floor. A carved wooden bed sits in the northwest corner, covered with fine silk and satin sheets.

A metal lever is set into the south wall. It is in the UP position.

If characters pull the metal lever down, the trapdoor in area 90 flies open, and water from the reservoir (area 91) washes anyone in areas 90, 71, and 37 into the lake (area 38). If the secret door to area 89 is open, water floods that area also.

If the characters enter this room from area 87, Dahnakriss is gone. If the characters enter from area 89, Dahnakriss flees through areas 87, 86, 73, and 72, and heads for the welllevator. He then tries to escape through the openings on the cliff face.

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If Dahnakriss has had a chance to take his treasure (while characters are fighting their doubles in area 87), the characters may ransack this room. The entire contents of the room is worth about 37,000 gp. There is no way that characters can get away with everything in this room. Allow the characters to take any number of coins they can carry. There are no magic items in this room. Discourage the characters from trying to get away with bulky objects like tapestries, however.

If Dahnakriss did not get a chance to take his treasure (if characters surprised him by entering from area 89), the characters may find a secret compartment in the east wall behind a tapestry. It contains a pouch that holds 123 gems (each worth 1,000 gp), a *ring of x-ray vision*, and a *ring of invisibility*. Also in the compartment are *boots of speed*, and a neatly folded *displacer cloak*.

Behind a tapestry that hangs on the south wall, a hole leads to area 89.

89. THIEF'S PASSAGE

This passage connects areas 88 and 90. A fist-sized hole in the south wall leads to the Dragonnes' lair (area 54). A secret door in the west wall leads to area 90. Several boxes are stacked along the east wall of this area.

If he is in gaseous form, Dahnakriss may escape through the hole in the south wall to the Dragonnes' lair.

Dahnakriss keeps the following items in boxes here: two 50-foot coils of rope, two days' worth of dried rations, two bottles of wine, a large blanket, a knife, a *short sword +1*, two flasks of oil, a tinderbox, a torch, a leather backpack, four large sacks, and a very moldy loaf of what might have been bread.

The large blanket is a *flying carpet*. Characters must use *detect magic* to determine that the blanket is magic. Characters may use the same spell to determine that the rug's command word has been sewn with thread into a seam on the rug (make up your own command word for the blanket).

Rolled up inside the blanket are two complete changes of men's clothing, and an ordinary cloak.

If Dahnakriss escaped through this area, the following items are no longer here: the *flying carpet*, the clothes, the rations, the wine, and the *short sword +1*.

90. WATER TRAP

A wide hallway leads from a landing in this area down toward the southwest. A huge, 6-foot-square trapdoor is fit into the northwest wall of this room. The door is hinged at the top, and it is leaking water at the bottom. The water drips down into a drainage crack in the floor.

If any character tries to open the trapdoor, there is a 1 in 6 chance per round that it bursts open, gushing water and washing

everyone down the hallway. The water carries the characters to area 71, and then down to the lake (area 38).

91. RESERVOIR

The only way characters could have gotten into this area is by falling into a pit at area 76 or 82.

Allow characters who are in heavy armor to remove their armor and swim in the reservoir. These characters permanently lose their armor.

A glowing fungus that grows on the 10-foot-high ceiling above the reservoir dimly illuminates this area.

The water that flows into this area spills out over a rock rim to the west and in through a hole in the shaft at area 63. The water then spills down that shaft through a hole in the ceiling of the lake (area 38).

A narrow tunnel runs from the reservoir south to a large, 6-foot-square wooden door. If a character swims underwater near this door, he finds pullchains in the water. If he pulls the chains, the door opens, letting loose a torrent of rushing water. If this happens, anyone in the reservoir is washed all the way down to the underground lake (area 38). Each character who is washed down to the lake takes 2d6 points of damage.

Opening this door only lowers the reservoir 5 feet, and this new water level is only temporary.

NEW MONSTERS

DRAGONNE™ Monster

Armor Class: 3
Hit Dice: 8*
Move: 150' (50')
Attacks: 2 claws/1 bite or roar
Damage: 1-6/1-6/4-24 or roar
No. Appearing: 1 (1-4)
Save As: Fighter: 8
Morale: 8
Treasure Type: E
Alignment: Neutral
XP Value: 1,200

The Dragonne has the head of a lion and the body of a small gold dragon. It fights with its claws and bite, but its greatest weapon is its fearsome roar.

Any character within 120 feet of a Dragonne when it roars must make a saving throw vs. dragon breath or flee in fear for 2 rounds. The Dragonne's roar deafens any creatures within 30 feet. Deafened creatures suffer a -2 penalty to their hit rolls for 2d6 rounds. Dragonnes can roar once every 3 rounds. Anyone who stays within 30 feet of a Dragonne after it roars again does not suffer any additional hit roll penalty, but he may suffer the original penalty for up to 12 rounds. The Dragonne cannot bite in the same round it roars.

ROPER

Armor Class: 0
Hit Dice: 12***
Move: 30' (10')
Attacks: 1 bite/6 strands
Damage: 5-30/weakness
No. Appearing: 1-3 (2-5)
Save As: Fighter: 10
Morale: 10
Treasure Type: Lx5
Alignment: Chaotic
XP Value: 3,500

A roper is a long (or tall) bloblike creature that has one eye, a mouth below, and six long tentacles along the body. Ropers usually live in rocky caverns where they can take the shape of tall rocks or stalagmites, but they may occasionally be found in woods, imitating trees. Ropers eat anything that moves, but they prefer humans and humanoids.

A roper has six long tentacles. Each can shoot out 60 feet to grab prey. The touch of a roper's strand causes weakness, which cuts the victim's Strength in half for 3 turns (no saving throw). The strand wraps tightly around the prey, pulling the victim toward its

mouth; only the bite causes damage. Characters can cut a strand only if a single blow from an edged magic weapon inflicts 5 or more points of damage. Such a blow makes that strand useless, but the damage does not count against the monster's hit points. Damaged strands grow back in 24 hours.

Ropers are immune to all first, second, and third level spells, to all forms of cold and lightning, and to normal and silver weapons. Characters may occasionally find treasure in ropers' stomachs.



HOOK HORROR™ Monster

Armor Class: 2
 Hit Dice: 5
 Move: 90' (30')
 Attacks: 2 claws/1 beak
 Damage: 1-8/1-8/3-18
 No. Appearing: 2-12 (0)
 Save As: Fighter: 5
 Morale: 8
 Treasure Type: K
 Alignment: Neutral
 XP Value: 175

This large, powerful creature has a vulture-like head and thick, rhinolike skin. Its arms end in one sharp, hooking talon. It lives mostly in underground dungeons and caverns.

The Hook Horror's vision is poor, but its hearing is extremely good (only a 1 in 10 chance of being surprised). Hook Horrors do not speak, but communicate with each other by making codelike clicking noises with their talons. Hook Horrors are not very smart.



DRAGONFLY

	White	Black	Green	Blue	Red
Armor Class:	2	1	0	-1	-2
Hit Dice:	3	3+2	4	4+2	5
Move			60' (20')		
Flying:			240' (80')		
Attacks:			1 bite/1 breath		
Damage:	1d6/3	1d6/3	1d6/4	1d6/4	1d6/5
No. Appearing:			1-4 (3-18)		
Save As:	Fighter:3	Fighter:3	Fighter:4	Fighter:4	Fighter:5
Morale:	8	8	8	9	9
Treasure Type:			Any		
Alignment:			Neutral		
Exp. Pts:	35	50	75	125	175

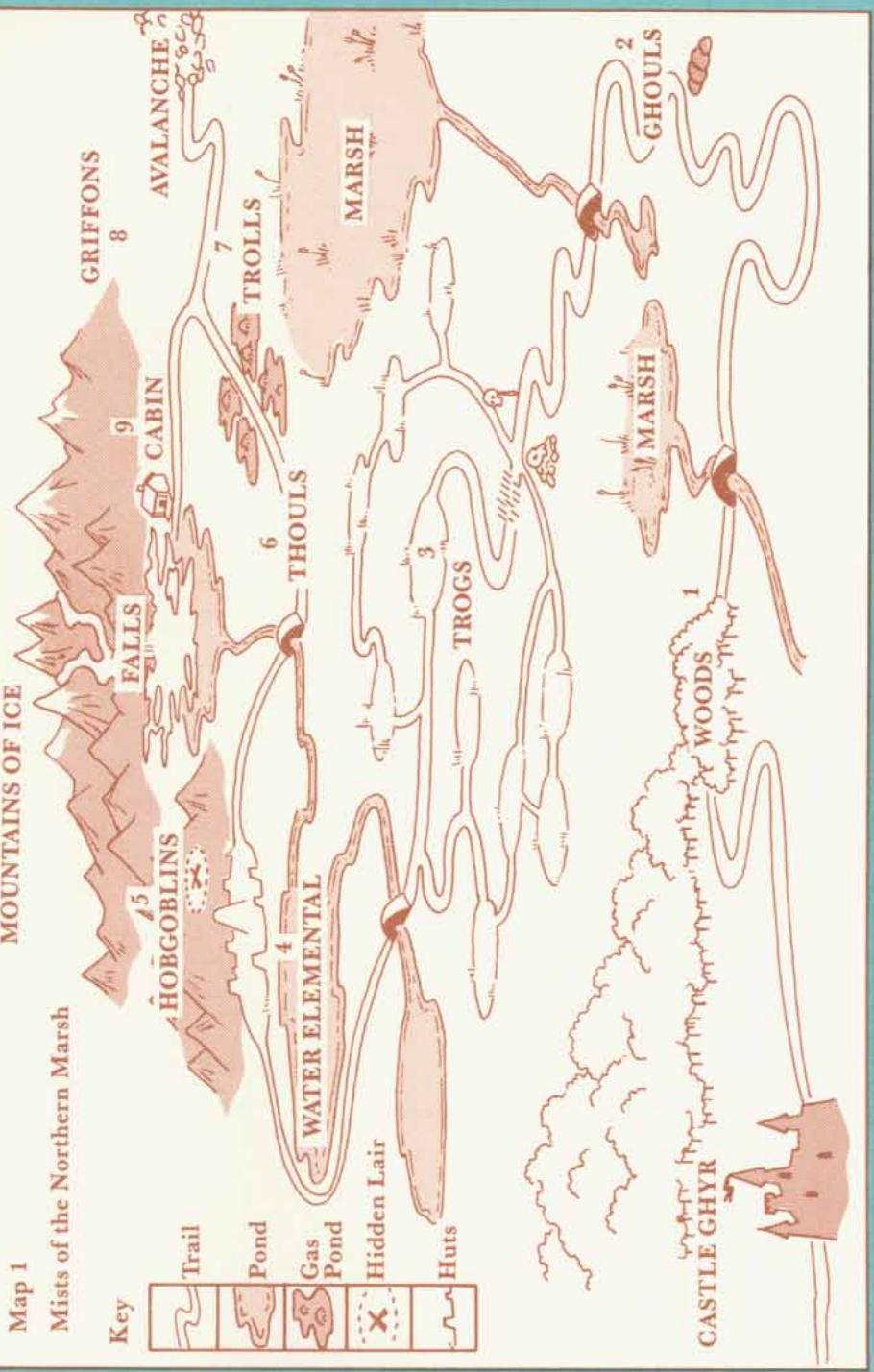
A dragonfly is a magical crossbreed between the insect form of the creature (1-4 inches long) and normal dragons of all types. A monster dragonfly appears similar to a normal dragonfly, but is 3 to 4 feet long. There are five different colors of giant dragonfly, each having a breath weapon that corresponds to the larger dragon version (red—fire, blue—lightning, etc.).

Unlike full-sized dragons, the breath weapon of a dragonfly inflicts only 1 point of damage per Hit Die of the monster, and each breath is only 3 feet long. Each breath normally affects only one creature, but a saving throw (for $\frac{1}{2}$ damage) is only allowed if the victim is not fighting the monster in melee; those in hand-to-hand combat have no saving throw against the breath. Each dragonfly can breathe and bite during each round of combat, and there is no limit to their number of breaths.

Dragonflies dart around very quickly, and are hard to hit. They have only animal intelligence, and never talk or use spells. They may be found nearly anywhere except mountains; they prefer warm climates that have plenty of water.

MOUNTAINS OF ICE

Map 1
Mists of the Northern Marsh



Maps 2a-2f
Cave Openings
Scale: 1 square = 10 feet

Key:

- Wolf
- Ice Pond
- Secret Door
- Teleporter
- Subterranean Passage

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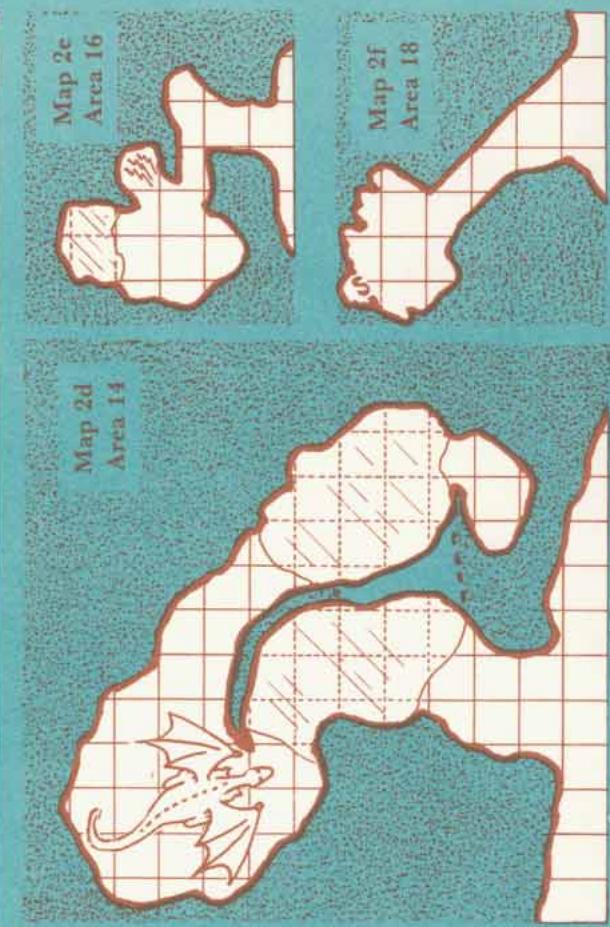
Map 2a
Area 10a



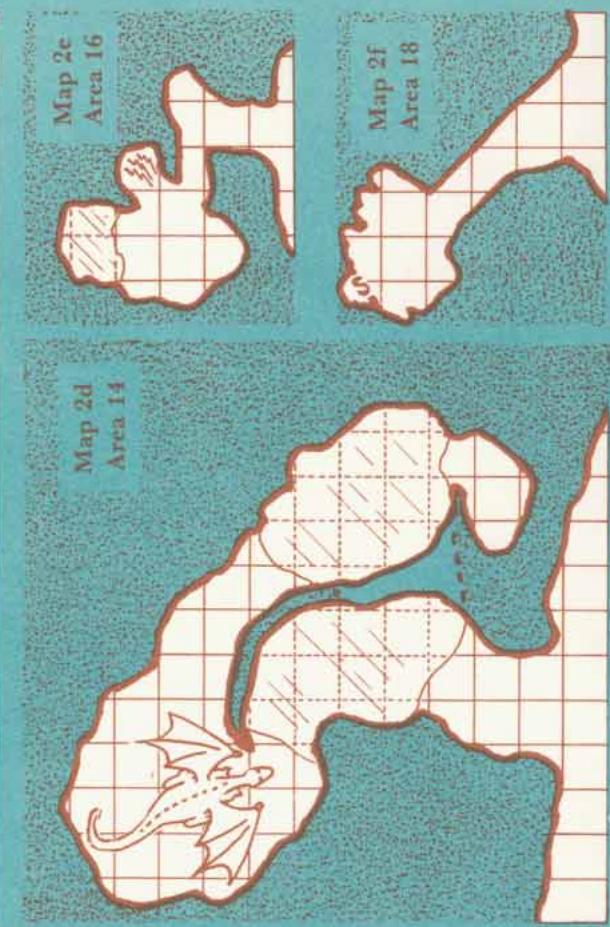
Map 2b
Area 13



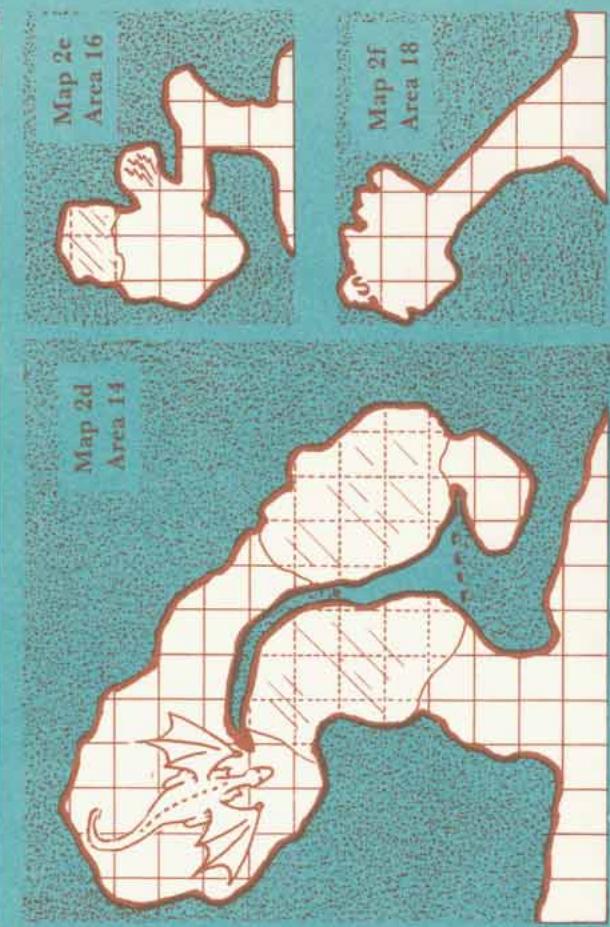
Map 2c
Area 14



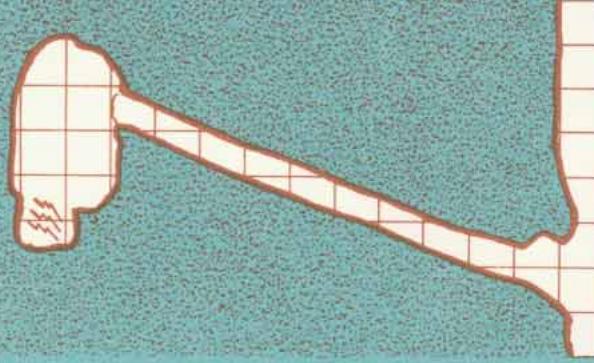
Map 2d
Area 16



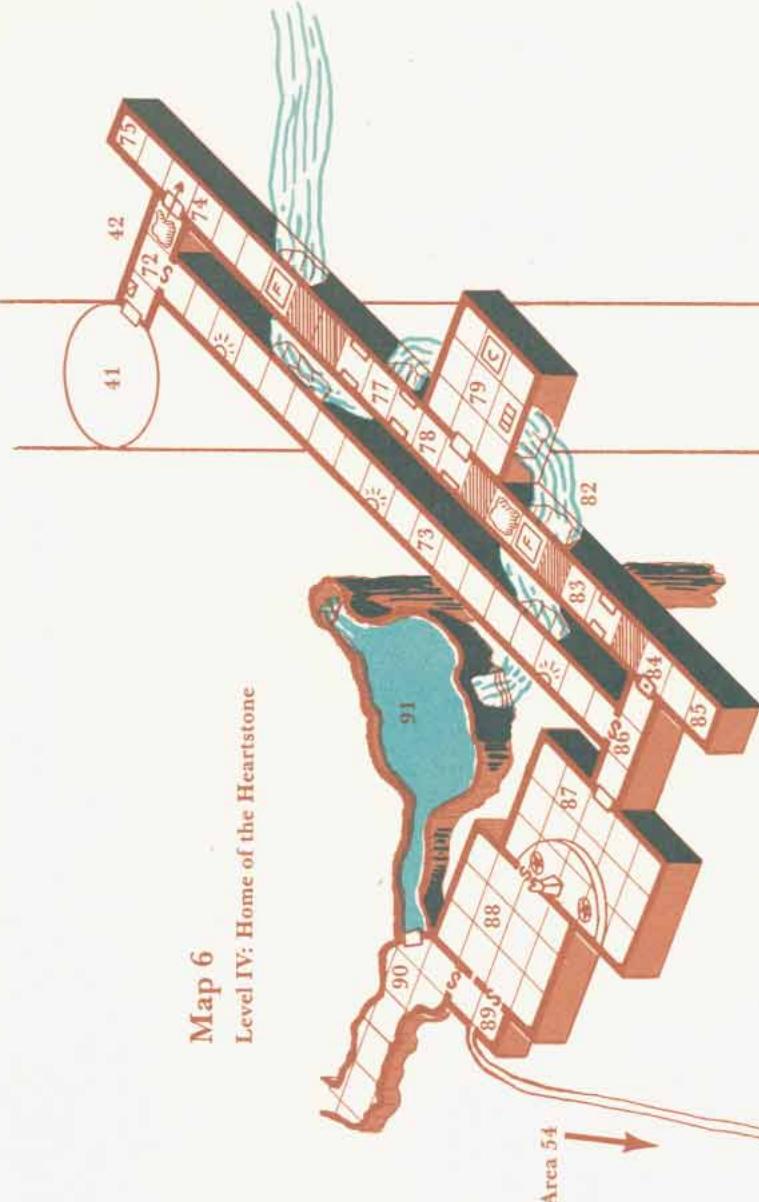
Map 2e
Area 17



Map 2f
Area 18

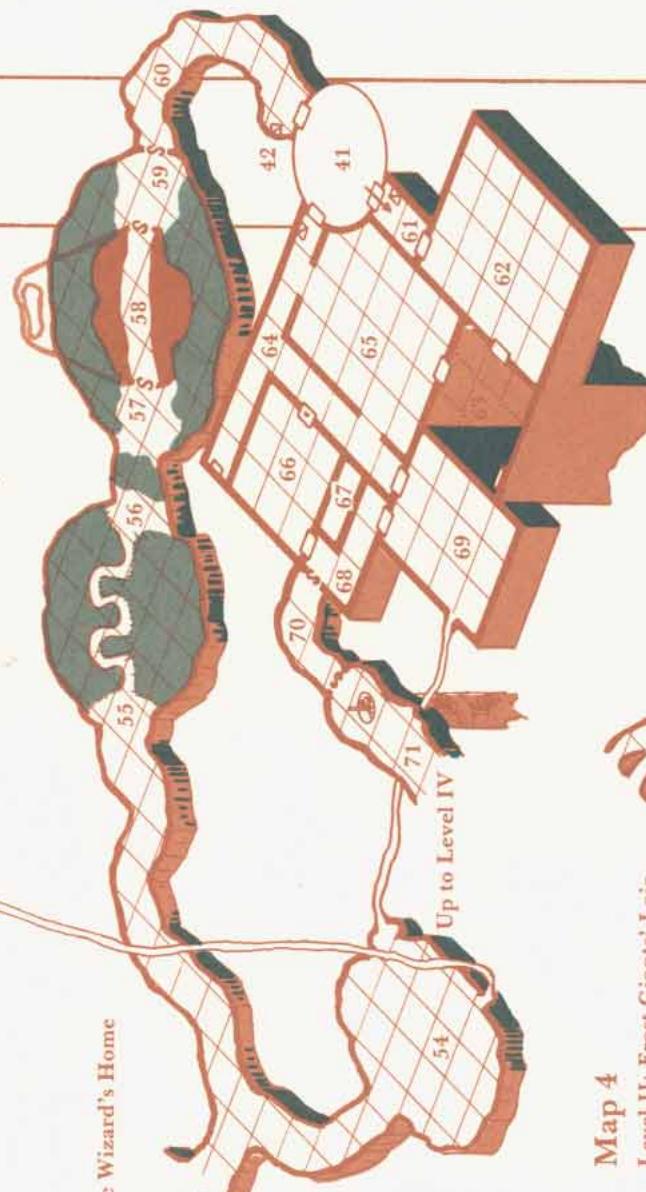
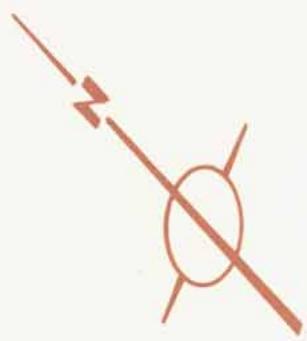


Map 2g
Area 19



Map 6

Level IV: Home of the Heartstone



Map 5
Level III:

10

The image shows a 3x5 grid of 15 icons, each with a corresponding letter label below it:

- D**: Door
- DD**: Double Door
- L**: Locked Door
- SD**: Secret Door
- FD**: False Door
- OWD**: One-Way Door
- TF**: Trapdoor in Floor
- TC**: Trapdoor in Ceiling
- S**: Stairs
- SS**: Spiral Staircase
- CB**: Control Box
- L**: Lever
- IW**: Illusionary Wall
- T**: Teleporter



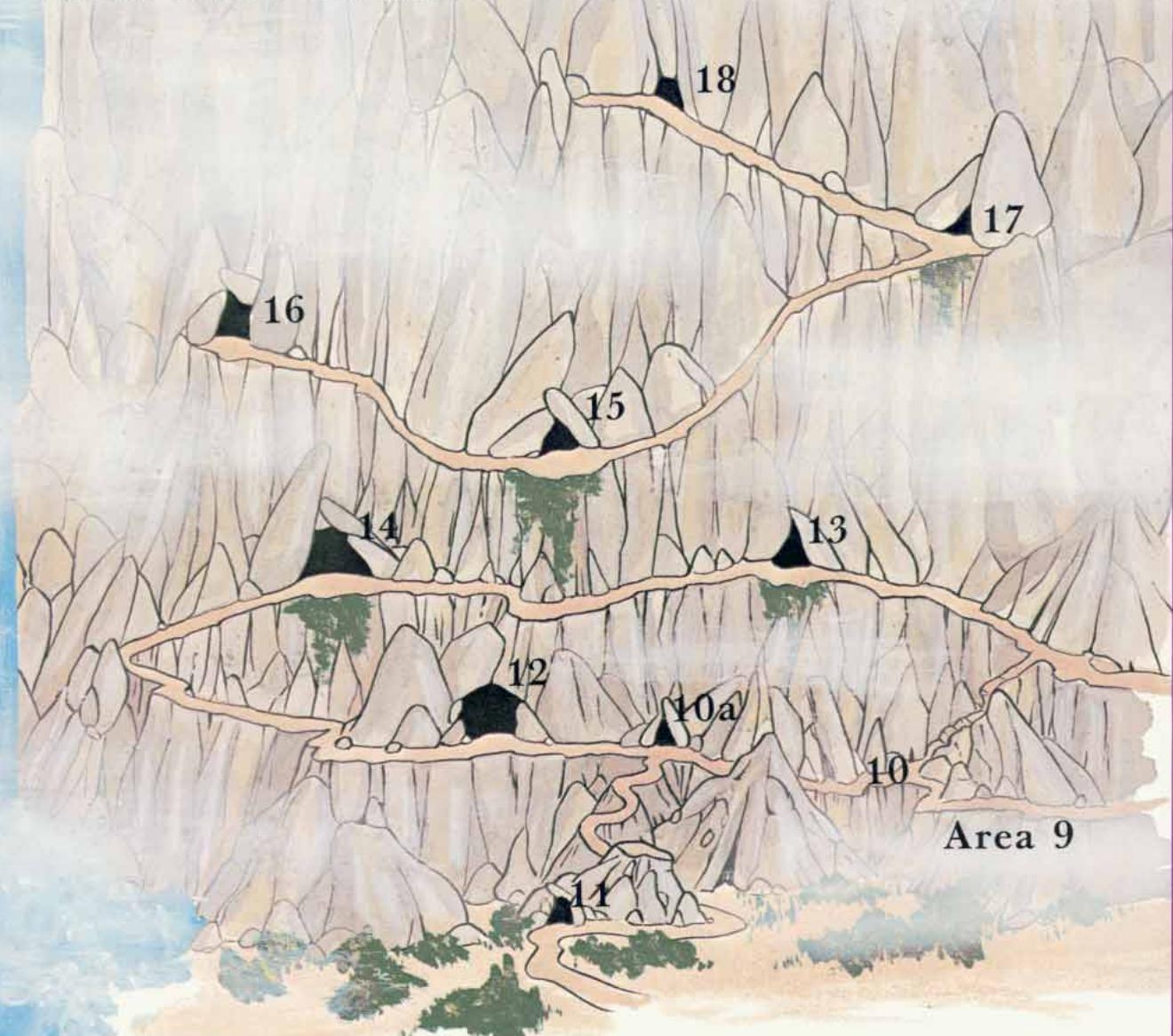
Map 3
Level I: The Tunnels of Death

Map 2

Perils of the Icewater Falls

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Scale: 1 inch = 20 feet





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