

DUNGEONS & DRAGONS®

Official Game Adventure

IN SEARCH OF ADVENTURE

The best of the B-series modules, presented as
an epic adventure series set in the
Grand Duchy of Karameikos Setting



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THE LOST CITY

Wandering Monster Table: Level 1

Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL
1	Centipede, Giant	3	9	1/2	2	1	poison	20'	NM	7	N
2	Giant Locust	5	4	2	9	1	1-2 or 1-4	20'/60'	F1	5	N
3	Cynidicean	for details see New Monsters									
4	Cynicicean	for details see New Monsters									
5	Cynidicean	for details see New Monsters									
6	Ferret, Giant	4	5	1+1	6	1	1-8	50'	F1	8	N
7	Gnome	6	5	1+1	5	1	1-6	20'	D1	8	L
8	Goblin	7	6	1-1	4	1	1-6	20'	NM	7	C

Wandering Monster Table: Level 2

Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	MV	Save	ML	AL
1	Bat, Giant	7	6	2	9	1	1-4	60'	F1	8	N
2	Brotherhood of Gorm	8	5	1	5	1	1-8	20'	F1	8	L
3	Cynidicean	for details see New Monsters									
4	Hobgoblin	6	6	1+1	6	1	1-8	30'	F1	8	C
5	Magi of Usamigaras	5	9	1	3	1	1-4	40'	M1	8	N
6	Rock Baboon	6	6	2	9	2	1-6/1-3	40'	F2	8	N
7	Snake, Spitting Cobra	3	7	1*	5	1	1-3 + poison	30'	F1	7	N
8	Warrior Maidens of Madarua	8	5	1	5	1	1-8	20'	F1	8	N

Wandering Monster Table: Level 3

Die Roll	Wandering Monster	No	AC	HD	hp	MV	#AT	Damage	Save	ML	AL
1	Beetle, Giant: Tiger Beetle	5	3	3+1	14	50'	1	2-12	F2	9	N
2	Cynidicean	for details see New Monsters									
3	Cynidicean	for details see New Monsters									
4	Cynidicean	for details see New Monsters									
5	Giant Ant	4	3	4*	19	60'	1	2-12	F2	7	N
6	Lizard, Giant Tuatara	2	4	6	27	30'	3	1-4/1-4/2-12	F3	6	N
7	Rust Monster	1	2	5	24	40'	1	special	F3	7	N
8	Thoul	4	6	3**	13	40'	2	1-3/1-3	F3	10	C

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IN SEARCH OF ADVENTURE

The Grand Duchy of Karameikos Anthology



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אֶלְעָזָר
בָּנָי
בָּנָי



אֶלְעָזָר

Welcome to the D&D® adventure game world! You have in your hands a compilation of the best of the D&D® adventures, from the earliest days of the game to the present. The whole has been reorganized and re-edited to provide a continuing set of adventures for characters of levels 1-3.

This book is intended as a companion volume to the gazetteer GAZ1, *The Grand Duchy of Karameikos*. That book covers the affairs of the Duchy in depth, this one provides a series of detailed adventures taking place in that setting. The gazetteer is not required to play these adventures, but its background material is useful for extended campaign play.

Most of the material in this book has been previously published in the B-series of adventure modules. To keep as much of the original material in print as possible, we have created an anthology of connected adventures, much like a collection of short stories. In selecting the material for this anthology, we have tried to gather as many different types of adventures and styles of play as possible. The overall campaign framework herein allows a high degree of player choice and flexibility for the DM, while generally keeping the adventures in order of difficulty.

The early adventures are mostly exploratory in nature, while the last is a challenging adventure of political intrigue, with the characters likely to be working for opposing factions. All of the adventures are designed for 5-8 characters of level 1-3.

The setting of the adventures is the Grand Duchy of Karameikos, a wild land overrun with monsters that is only nominally under the sway of its ruler, Duke Stefan Karameikos. Towns are few and often isolated by hostile humanoids. Small farms and hamlets dot the countryside, threatened on every side. Only by the efforts of the powerful and heroic few can the Grand Duchy survive, grow, and prosper. It is among this powerful elite that the player characters strive to take their place.

The players' characters will begin in the small town of Threshold in the northern part of the Duchy. From here they will be able to proceed on any one of several adventures that will take them to the far corners of the Duchy and beyond, to return at last to the capital city of Specularum to prepare for even higher level adventures yet to come.

In order to play the adventures in this book, the players should have suitably low level characters, the D&D® Basic Players Book, pencils, dice, and some graph paper for mapping. The DM should have in addition to these, the D&D® Basic Dungeon Masters Book

and, optionally, gazetteer GAZ1.

How to use this book

Turn first to the section containing the Adventure Flow Chart to understand how the adventures fit together. Next, look at the descriptions of the Duchy of Karameikos and the town of Threshold to learn about the world in D&D adventures!

Getting started

Ask your players if they want to spend a session learning about the town or whether they want to adventure immediately. The introduction to the town can wait always wait if the players are anxious to begin play. If the players are ready for an in-depth campaign, tell them as much as the general background information on the duchy as you think they should know, then play out their arrival in town. Introduce the main NPCs they will meet and show them the general map of Threshold.

If the session will emphasize play over setting, read the selected adventure thoroughly before running it for the players. Note the important monsters, probable routes of travel, and any special traps or challenges the party will have to overcome. Be sure you understand how each piece of the adventure works to make the gaming session fun.

The Dungeon Master's "Adventure Background" explains the purpose of the adventure, and may include secret information about the setting or major NPCs in the adventure. This information is not available to the player characters at the beginning of the adventure, but they may discover some of it during play.

The "Players' Background" gives the information that the player characters are assumed to know before the adventure begins.

Most of the adventure is text that is keyed to a map of the area in which the adventure takes place. The number of the encounter matches the location of the encounter on the maps. Encounter information that appears in a box can be read aloud to the players at the proper time. This material represents what the characters can see, hear, smell or otherwise detect at the beginning of an encounter. The rest of the encounter information may or may not be revealed by the DM, based on the actions of the player characters. The DM can add more details to the encounter information, as desired: room dimensions, smells, sounds, monster actions if the party does nothing, etc.

Many adventures have a concluding section. This gives the long-term results of the players' actions and any notes any changes the

party actions will have on the setting. This also gives the DM a chance to evaluate the players and make any desired adjustments to the overall balance of the campaign.

The new monsters introduced in these adventures are summarized in a special section just before the map section. They include: the Archer Bush, Chameleon Man, Crone of Chaos, Cynidceans, Decapus, Wailing Fey, Bone Golem, Haunt, Lava Lizard, Werefox (lycanthrope), Pithana Bird, Polymar, Sirenflower, Steam Weevil, Vampire Roses, Water Weird, and the Witch Sisters. The section starts on page 124.

When a monster is described in an individual encounter description, its abilities are given in abbreviated form. While the exact statistics chosen and their order vary from adventure to adventure, the general form is:

Name (number appearing): Armor Class; Hit Dice or Class and Level; hit points; Movement per turn (per round); Number of Attacks per round; Damage per attack; Save as Class/Level; Morale; Alignment; Other abilities (where appropriate)

Spells (listed by level)
Weapons and equipment

Abbreviations

AC	= Armor Class
HD	= Hit Dice
hp	= Hit Points
MV	= Movement
#AT	= Number of Attacks
D	= Damage
SA	= Special Attacks
Save	= Save As
ML	= Morale
AL	= Alignment
L	= Lawful
N	= Neutral
C	= Chaotic
XP	= Experience Points
F	= Fighter
M	= Magic-User
C	= Cleric
T	= Thief
D	= Dwarf
E	= Elf
H	= Halfling
NM	= Normal Man
Str	= Strength
Int	= Intelligence
Wis	= Wisdom
Dex	= Dexterity
Con	= Constitution
Cha	= Charisma
d	= type of die

INTRODUCTION

cp = copper piece
sp = silver piece
ep = electrum piece
gp = gold piece
pp = platinum piece

Maps and Handouts

The general maps for Threshold and the Grand Duchy, the adventure maps for all the adventures, and some handouts for the players are combined into a single section at the back of this book. These pages are perforated for easy removal if desired. To remove, fold the page along the perforation, then carefully tear along the perforated edge (tearing against a straightedge, such as a ruler, is even better). Each adventure lists the page numbers of its maps and handouts.

If the players are mapping during play, you might consider starting their maps for them by indicating their starting location on a blank piece of graph paper.

The Grand Duchy (Map 130)

The Duchy of Karameikos came into being when Duke Stefan Karameikos III of the Thyatian Empire traded his ancestral lands for control of a wild border region west of the Empire known as Tralandara. For the last 30 years, he has been trying to develop it into a modern nation. Much wilderness remains.

The population of the country is divided between the Traladarans natives, who form the bulk of the population; Thyatian nobility, who emigrated to the Duchy with the Duke; and small communities of friendly demihumans: dwarves, gnomes, elves, and halflings. Internal threats include tribes of humanoid monsters (goblins, hobgoblins, orcs and bugbears) and the rebellious Baron Ludwig von Hendriks, who controls an area of the Duchy known as the Black Eagle Barony.

Other important factions in the Duchy include:

Churches: The Church of Karameikos (25%) is the favored church of the nobility, similar to religious institutions of late medieval times. The Church of Tralandara (70%) is the favored church of the natives, similar to religious institutions of early medieval times. The Cult of Halav (5%) is a fringe group that believes Stefan Karameikos is the reincarnation of an ancient hero who will restore the lost glory of Tralandara.

The Order of the Griffon is a military order open to higher level fighters and clerics that supports the Church of Karameikos.

Thieves' Guilds: Most thieves are indepen-

dent. The Kingdom of the Thieves is strong in Specularum. It is for neutral thieves, specializing in complex burglaries. The Iron Ring is a secret society of slavers and assassins (mostly chaotics of any class) that is very widespread.

Taxes and Tithes. Four times a year, a 25% tax is levied on everyone in Karameikos by the Duke. Sales taxes run 5%, merchants pay 1% on all valuable cargoes. Clerics are expected to tithe 10% to the church, and many give more. This may seem harsh, but that is what pays for the military and for developing the Duchy. The situation is much the same in other parts of the D&D® campaign world.

In the official coinage of Karameikos, a copper piece is a *kopek*, a silver piece is called a *crona*, and a gold piece is a *royal*.

The following are the major points of interest in a campaign in Karameikos:

Towns and Cities. Threshold (pop. 5,000) is the base for early adventures and has its own section. Specularum (50,000) is the capital, and many details of its life and politics appear in the last adventure. Kelvin (20,000) and Luin (5,000) are major population centers, ruled by Baron Desmond Kelvin II and Town-mistress Sascia (a high level fighter), respectively. Fort Doom (10,000) is the main population center of the Black Eagle Barony, the only place in Karameikos where slavery is legal. Highforge (6500 gnomes, 1000 dwarves) is a major demihuman community ruled by Dorfus Hilltopper, the Gnome-King. Rifllian (1700, mostly elves) is a trading post where humans and elves meet, run by the elven Chief Trader, Prestelle. The other small towns and villages are fairly typical and unlikely to figure in the adventures in this collection.

Forts: Castellan Keep, Duke's Road Keep, Radlebb Keep, River Fork Keep, and Rugalov Keep are military posts that guard the borders of the Duchy. Each has a garrison of about 240 men, led by a high (8th) level fighter with lower level officers. About 20% of each garrison can be mounted, and about 20% can take the field with crossbows.

Other places: Koriszegy Keep is haunted and very dangerous. Haven is the location of the Silver Princess adventure.

Threshold

Threshold is a logging community of about 5000, ably ruled by Sherlane Halaran, baron and Patriarch of the Church. The town is large for its population, filled with widely-spaced homes surrounded by vegetable gardens and livestock pens. The map of Threshold appears

on page 129. The local points of interest include:

Town Hall. This is a very large building in the center of town, used for confiscated weapon storage, town meetings, public declarations, trials and entertainments.

Fogor Isle. This island is the seamy side of town; it is not patrolled at night. On the north end of the island is the blackened ruin of the Old Mill, burned 15 years ago. The ruin often becomes infested by giant insects and must be cleaned out periodically.

Tarnskeep. Baron Halaran's castle is a small, sturdy fortress, just north of town. It has a curtain wall, four towers and a large manor house.

Dam and Weir. The dam keeps large boats from traveling upriver. The weir can be opened to allow lumber to be floated downstream.

Logging Camp. Most of the logs cut locally are floated downriver to Specularum, where they are used for building, ship construction, and so on.

Ruins. North of Threshold, on the west shore of the lake, are the quiet ruins of an ancient town where no one ventures.

The Adventurer's Threshold

Town Law. Threshold is usually peaceful, and its citizens want to keep it that way! Within town limits, no weapons other than daggers, swords, and staves may be carried. Other weapons must be turned in and will be kept in the town hall, to be returned when the owner leaves. Wearing armor, while not illegal, will result in repeated questioning of those not obviously arriving or leaving town. No public casting of magic-user spells is allowed, and penalties for causing property damage or injury with magic are severe. The laws are enforced by the town guard, who are mostly first-level fighters; high level support can be brought in if necessary. Most NPC adventurer's mind their manners while in town—few places on this frontier can match the services provided by Threshold!

Entering Town. New arrivals are met by Sergeant Arthol of the town guard, who outlines the local rules and regulations, collects weapons, and issues receipts. Take this opportunity to have the players identify themselves by class and profession, and state in their own words what their business in town is. Directions to local inns, merchants, and other points of interest can be given to the players at this time.

Inns. Threshold has many inns. Rates vary,

but private low-level adventurer lodgings average about 10 gp per week, including meals, while sleeping in the common room averages 1 sp per night.

Merchants. Most starting player characters will already have equipment when they enter Threshold. For those who don't, many individual merchants sell their wares in Threshold, and trade with Specularum is lively.

Items imported into Threshold cost 150-200% of the list price, including: metal armor/weapons, warhorses and other trained animals, oils, exotic cloths, glassware, metal goods (locks, etc.), parchments and inks, wines and ales. Magics, rarely available, are sold by private individuals; there are no magic shops. Merchants usually pay no more than half the value of an item brought in for sale by adventurers if they are interested at all. Ships other than rafts must be ordered in Specularum and brought upriver (these cost far too much for starting characters to buy).

Thieves' Guild. Neutral character thieves can join the Thieves' Guild (part of the Kingdom of Thieves), which offers certain advantages: fairly trouble-free fencing of goods, some expedition backing and other services, for which the thief is expected to turn over 15% of his or her income. Although most of the thieves in Karameikos are independents, character thieves who operate in town without guild consent might run afoul of the guild as well as the town guard.

Training. Although magic-users are rare, at least two or three 7th level teachers should be made available to player character magic-users in Threshold. These NPCs can also serve as expedition backers. Most other class-related special training is available here also.

The Church. The Church provides needed support for adventurers, and is most important as a source of aid when the character are badly wounded or find cursed items. The church can provide a useful control on excess cash or magical items in the campaign, and may occasionally sponsor major expeditions. Clerical aid for those not in good standing is usually more expensive, when available.

Banking: The standard fee for money-changing (including exchanging gems or jewelry for coins) is 10%. Funds can be stored without charge if they are left at least one month, otherwise there is a 10% charge. Borrowing more than the most trifling amount (5 gp) requires the starting character to put up an item of at least double value until the loan is repaid.

Additional details on Threshold and life in the Grand Duchy can be found in GAZ1, *The Grand Duchy of Karameikos Gazetteer*.

Adventuring from Threshold

The following rumors are immediately available to adventurers. Only those indicated will lead to immediate adventures.

1. The merchant Clifton Caldwell has purchased the Old Antilles Castle, five miles west of Threshold. He has posted advertisements in local taverns for "Qualified Eviction Personnel" (**CALDWELL'S CASTLE**).
2. A renegade cleric named Elwyn has been organizing a large raiding party of orcs three days ride to the east. The Patriarch himself wants it investigated (**ELWYN'S SANCTUARY**).
3. An elvish merchant named Sindar needs a package delivered to his partner in Selenica, far to the north (**RAHASIA**).
4. Goblins are raiding along the Black Eagle Barony border. The Baron is suspected.
5. A merchant has been making inquiries about something called "The Rock".
6. A foreign nobleman who owned a whole fleet of ships was assassinated a week ago in Specularum. The Iron Ring, a secret society of thieves and slavers, is being blamed.
7. A missing fighter of renown, Rogahn the Fearless, long missing, is believed alive and working for Baron Hendriks.
8. Gnomes are smuggling gems down the river in hollowed logs.

Note: The elvish merchant Sindar has a partner named Arnulf Armbruster in Selenica and is father to the elf maid Merisa (see *Rahasia*). Whenever the players follow up this rumor, he will ask the party to deliver a package to Merisa also (a wedding gift for Rahasia). He will make the characters swear to do everything in their power to deliver the packages.

Wilderness Movement

Normally, D&D® Basic adventures take place only in indoor or underground settings and do not deal with long overland journeys. Characters can be transported from adventure to adventure by assuming safe movement ("After three days you arrive at the Caves of Chaos..."), and this is recommended if you

are just starting out. The suggestions in this section can be used if you want more detailed wilderness play.

Movement in the Wilderness. The number of miles a character travels per day in the wilderness equals the normal movement rate divided by 5. For example, a character who moves 90' per turn can travel up to 18 miles per day in the wilderness. The movement rate for mounted travel is figured in the same way. A character on an unencumbered riding horse can ride 48 miles per day (240' divided by 5 equals 48).

Terrain	Movement is...
On a good road	3/2 Normal
Clear, city, trail, grasslands	Normal
Forest, hills, desert, broken	2/3 Normal
Mountain, jungle, swamp	1/2 Normal

A party can move through several different types of terrain in a single day if its movement rate is great enough.

Outdoor Scale. The basic measure of wilderness distance is the yard. The dungeon movement rate number for is also used for outdoor movement, but is read as yards instead of feet. The distance moved in a combat round is also read as yards.

Missile and spell ranges are also read as yards in the wilderness.

The area affected by a spell is not read as yards! Thus, a fireball spell cast in the wilderness would have a range of 240 yards, but still affect an area 40 feet in diameter.

Horse, Riding: AC 7; HD 2; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F2; ML 7; AL N

A riding horse only fights in self defense or if guided. While guiding a horse's attack, the mounted character cannot attack or cast spells, but can take other actions (such as changing weapons or drinking a potion). Any character class can ride a horse.

A riding horse can carry 3,000 cn of weight at the normal movement rate, or up to 6,000 cn of weight at half the normal movement rate.

A riding horse costs 75 gp in Specularum, and two to three times as much elsewhere in Karameikos. The cost in Specularum of a saddle and bridle is 25 gp (enc. 300) and saddle bags cost 5 gp (enc. 100). The saddle has a pouch that can hold 200 cn, the saddle bags can hold 800 cn.

The Adventure Flow Chart

The Adventure flow chart given on this page is a device that allows the DM to see at a glance where the adventurers are likely to go next, allowing the players to move from one adventure to the next with little difficulty. This book is divided into *adventures*, each part of an adventure published in the B-series, and *interludes*, which provide special connecting material that ties the main adventures together.

Each of the adventures given in this book is self-contained. If you have an original module for an adventure that does not appear here in full, you can expand the adventure in this book with material from the longer work with little difficulty.

The interludes deal with the consequences of adventures just completed, set up the next adventure, and suggest additional side adven-

tures and options for the players to pursue. It is thus possible for a party to start down one main path, decide to abandon it, return to Threshold, start down another path, get killed, and start up a new group that adventures from Threshold, without playing the same adventure twice!

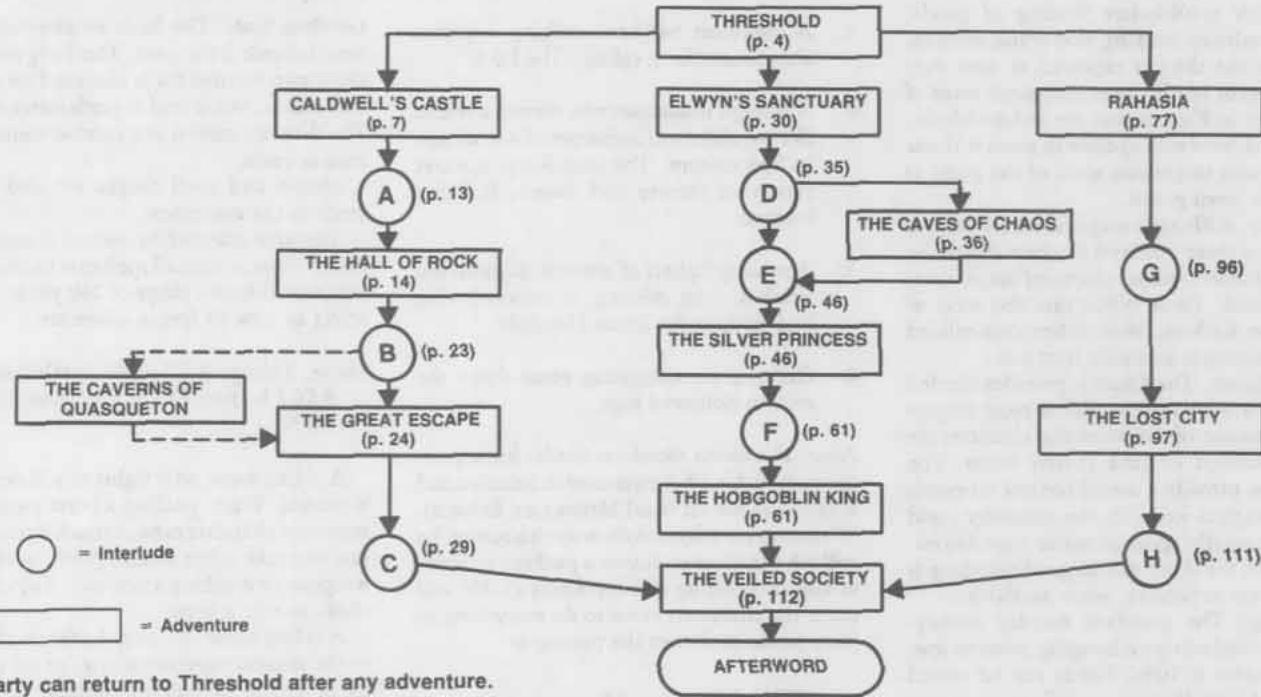
While all road lead eventually to Specularum, two options remain open at all times: the party can always arrange to return to Threshold, and the DM can always offer to take the party to the adventure of the Silver Princess via special teleport (as detailed in Interlude E).

Beyond this, there are three main routes. The first has the players operating west of Threshold. It begins with an elementary dungeon exploration, picks up with short overland expedition, continues to the town of Luln (with a wicked little surprise for the players), then comes back along the Westron Road to Specularum.

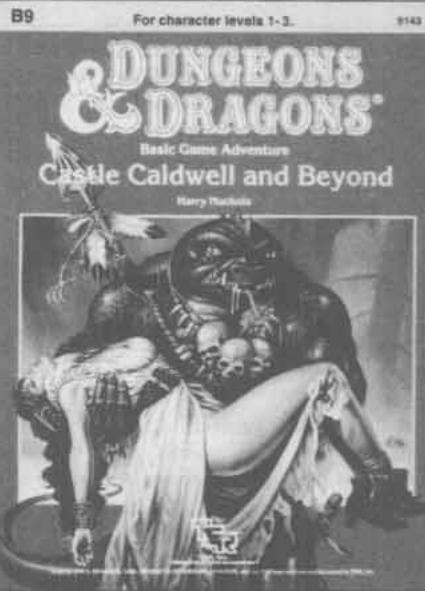
The second path sends the characters eastward, primarily in the employ of the Church of Karameikos. They first recover an ancient relic from the evil cleric Elwyn, then attempt to root out an evil temple from the Caves of Chaos far upriver by Castellan Keep. The Silver Princess adventure takes place in a valley far to the east. Finally, the characters are set adrift on one of the central rivers, to float down to Specularum dealing with the Hobgoblin King on the way.

The third branch sends the players northward out of Karameikos, as they aid an elven village along the Duke's Road. Turning eastward at the major trading center of Selenica in the country of Darokin, they will wander the great eastern Alasiyan Desert, discovering the Lost City of Cyndicea. When they have finished adventuring there, they will be flown by a friendly NPC back to Specularum for the finale.

THE ADVENTURE FLOW CHART



CASTLE CALDWELL



Design: Harry Nuckles
Editing: Michael S. Dobson
Graphic Design: Ruth Hoyer
Cover Artist: Clyde Caldwell
Interior Artist: Doug Watson
Cartographer: David S. LaForce
Typographer: Betty Elmore

General Notes: This module originally had five short adventures, two of which appear here and two of which appear later in this collection. The former, *The Clearing of Castle Caldwell* and *Dungeons of Terror* comprise a single adventure site. The monster statistics have been put into a special table at the end of the adventure, and the castle maps can be found in the map section at the end of this book. The adventures *The Great Escape* and *Elwyn's Sanctuary* also appeared in module B9, along with a further adventure, *The Abduction of Princess Sylvia*, which has been omitted from this collection.

Monster Statistics inside back cover
Castle Maps 132 & 133
Maps: *The Great Escape* 136
Maps: *Elwyn's Sanctuary* 137, 158

BACKGROUND

Clifton Caldwell, a local merchant, has recently purchased a small castle, located a few miles out of town. The castle had not been occupied for some time. Clifton had purchased the castle for a ridiculously high price, since he had always wanted to own one. But when he went to visit his new home, he found that it was overrun by monsters! He was lucky to escape with his life.

He has hired a party of adventurers (the player characters) to rid the castle of its monstrous inhabitants so that he can move in.

NOTES FOR THE DUNGEON MASTER

If you wish, you can roleplay Clifton's negotiations with the player characters for clearing out the castle. Although Clifton is wealthy, he is a shrewd bargainer, and initially offers the characters 100 gold pieces apiece, in addition, of course, to all the treasure they find. If pressed, he grudgingly increases his offer, but in no case offers more than 250 gp apiece. If you don't want to roleplay the initial bargaining, just tell the players that their fee is 100 gp apiece. Half the money is given in advance; the remainder when the castle is cleared out.

The characters should be given an ample opportunity to purchase supplies and equipment with the money they have on hand.

Clifton takes the characters to the castle and, if asked, furnishes them with a map of the outside of the castle (trace the outline of the castle for the players). You can place wandering monster encounters in the forest surrounding the castle if you wish.

All the rooms on the first level of the castle have windows, so the party will not need light. The windows are too high for monsters to look out, and too high and narrow for the party to climb through. The hallway is lit by skylights similar to those found in rooms 3, 5, 14, and 18. The walls, ceilings, and floors (except for room 31) are made of stone. The doors are all made of heavy oak, but are unlocked and open easily unless otherwise stated. The ceilings in all rooms are about 10 feet high, except for the four tower rooms at the corners (rooms 6, 12, 20, and 26), where they are about 25 feet high.

Except for those monsters that are living together, the monsters don't form a group; they happen to be using this otherwise-abandoned castle by chance. If one or more of the intelligent monsters should happen to discover the party without being detected, it will probably attempt to flee with its life and as much treasure as it can manage.

WANDERING MONSTERS

There are four goblins (hp 4, 5, 3, 6) wandering the hallways. They are armed with short bows and daggers. Roll 1d6 every turn that the party is in the hallway. On a roll of 1, the goblins appear, coming around the nearest corner.

The goblins are cautious, but not necessarily hostile. Roleplay their actions based on the situation and the actions of the party.

The goblins live with the rest of the goblins in room 2. They are carrying 6 ep, 7 ep, 10 ep, and 3 ep, respectively.

The adventure begins with the party standing outside the double doors leading into the castle. The doors are unlocked, and swing open easily...

1. ABANDONED DINING ROOM

This room appears to have once been used as a dining room. There are tables and benches scattered throughout the room, many turned on their sides or upside down. Everything is covered with cobwebs.

The room is empty of monsters, but there is a large sack under one of the tables. The party will find it if they take a turn to search the room. The sack contains 500 sp and three gems, one worth 300 gp and two worth 50 gp each. The gems cannot be seen unless the contents of the sack are dumped out.

2. GUARDROOM

If the party listens at the door before opening it, they hear sounds of an argument in a strange language. If anyone understands the goblin tongue, they realize that there are goblins in the room arguing about splitting up their treasure. When the party opens the door...

You see four small humanoids, each armed with a short sword. They are arguing with each other, evidently over two large piles of coins on the floor.

The room is inhabited by four goblins (hp 6, 6, 6, 4) each armed with a shortsword. A treasure of 3,000 cp, 4,000 sp, and one gem worth 50 gp are sitting on the floor, sorted roughly into two piles. The goblins will fight ferociously to defend their treasure.

In addition to the treasure on the floor, the goblins carry 4 ep, 7 ep, 8 ep, and 7 ep, respectively, in their pockets.

CASTLE CALDWELL

3. BEDROOM

NOTE: The traders in rooms 3, 4, and 5 want to save their treasure and their lives. They prefer to deal with the party rather than fight. For example, they might be willing to trade information about the other monsters in the castle in return for being allowed to leave in peace.

You see a man armed with a shortsword lying on a bed.

The room is lit by a skylight in the northeast corner of the room that lets in the light, but not the rain. The man lying on the bed is a human trader armed with a shortsword. He is allied with the traders in rooms 4 and 5. If he is in trouble, he pounds on the east wall with the butt of his sword to call the others. Similarly, he will respond to a signal from room 4 by first alerting the trader in room 5 and then going to his friend's aid. He has a large pouch with 8 gp and 20 sp in it.

4. BEDROOM

You see a man lying on a bed. He is armed with an axe. There is a door at the far end of the room. On either side of the door are windows high up on the wall.

See the note for room 3. The man lying on the bed is a human trader armed with an axe +1. He is allied with the traders in rooms 3 and 5. If he is in trouble, he pounds on either the east or west wall to alert his fellows. Similarly, he will respond to a signal from either room 3 or 5 by first alerting the other trader and then going to his friend's aid. He has a small pouch with three gems (worth 60 gp, 40 gp, and 10 gp) in it.

5. BEDROOM

You see a man lying on a bed. He is armed with a shortsword.

See the note for room 3. The man lying on the bed is a human trader armed with a shortsword. He is allied with the traders in rooms 4 and 5. If he is in trouble, he pounds on the east wall to alert his fellows. Similarly, he will respond to a signal from room 4 by first alerting the trader in room 3 and then going to his friend's aid. He has no treasure.

This room is lit by a skylight identical to the one in room 3.

6. TOWER ROOM

You see a circular room, about 40 feet in diameter, with eight openings spaced evenly about the outside wall. The windows extend from about waist height to about head height for a normal human. These are obviously ports through which arrows can be fired. The room appears to be empty.

The room is empty.

7. UTILITY ROOM

The east wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. The room appears to be empty except for a statue of a shepherd in the northeast corner.

The statue is made of stone. If there is a lawful character in the party when it enters the room, the statue says, "Greetings. May I help you?"

The statue is able to answer questions about the castle and its inhabitants. It will answer truthfully any three questions put to it by lawful characters once per day. It will not respond at all to characters of other alignments, and after it has answered three questions, it will not respond at all until 24 hours have passed. The statue has 100 hit points. If it is hit by an edged weapon, there is a 15% chance that the weapon will break (5% chance for magical weapons). A broken edged weapon is forever useless.

8. STOREROOM

The east wall of this room has a ledge about seven feet from the floor. There are two small windows above the ledge. Except for some trash on the floor, the room appears to be empty.

Except for the trash on the floor (which is worthless), the room is empty.

9. STOREROOM

The east wall of this room has a ledge about seven feet from the floor. There are two small windows above the ledge. Except for some trash on the floor, the room appears to be empty.

Except for the trash on the floor (which is worthless), the room is empty.

10. STOREROOM

The east wall of this room has a ledge about seven feet from the floor. There are two small windows above the ledge. Except for two long tables along the south wall, the room appears to be empty. As you enter the room, you hear the sound of small wings.

The ledge in this room is used as a nesting area by three stirges. The sound that the party hears is the sound of the stirges flying to attack. The party has a normal chance to be surprised by the stirges, but the stirges cannot be surprised.

A flying stirge gains a bonus of +2 on its first "to hit" roll against any opponent because of its speed in the air. Any successful hit by a stirge means that the stirge has attached itself to the victim. Each round after the first hit, the stirge automatically does 1-3 points of damage (blood drain) until either it or its victim is dead. If the victim dies, the stirge will attack another opponent.

Stirges like shiny things. On their ledge are three gems worth 500 gp, 100 gp, and 50 gp, respectively. The ledge can be easily reached if a character of normal human size stands on one of the tables.

11. CHAPEL

The east wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. There is a small altar on the diagonal northwest wall. There are several long benches in the room. Two of them have been pushed together in the southeast corner to form a rude bed. A woman wearing armor and carrying a mace kneels at the altar.

The woman is an acolyte (1st level cleric) of chaotic alignment. She is armed with a mace. She is wearing plate mail and receives an armor class bonus of +1 for high dexterity.

There are religious items on the altar, but none is worth more than a few silver pieces. There is a small cabinet under the altar that contains two vials, each a potion of healing.

If the characters do not immediately attack the acolyte, she offers to lead them in worship. She, like the traders in rooms 3, 4, and 5, is anxious to avoid fighting a large party.

12. TOWER ROOM

You see a circular room, about 40 feet in diameter, with eight openings spaced evenly about the outside wall. The windows extend from about waist height to about head height for a normal human. These are obviously ports through which arrows can be fired. The room appears to be empty.

The room is empty.

13. UTILITY ROOM

The north wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. The room appears to be empty.

The room is empty.

14. BEDROOM

Except for an unoccupied bed, this room appears to be empty.

This room is lit by a skylight in the southwest corner of the room that lets in the light, but not the rain. A crab spider is clinging to the ceiling when the party enters, and drops down on a party member (choose at random), surprising on a roll of 1-4 on a 1d6. If the crab spider makes a successful hit, the victim takes normal damage and must then make a saving throw vs. Poison (at +2 because the spider's poison is weak) or die.

15. STOREROOM

The north wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. Three men lie on pallets near the north wall. They are armed with swords. A beast that looks like a small horse stands near the east wall. The room contains a lot of what seems to be personal gear and equipment.

The three men are bandits (1st level thieves) who are using this room as a temporary hideout. All three men are armed with short swords. One bandit has a *cursed short sword* -1 that only inflicts 1-5 points of damage (1d6-1, but never less than 1) and gives its user a penalty of -1 on hit rolls.

The bandits have obviously been successful at their trade. In addition to their personal

gear (bedrolls, food, etc.), they have six large sacks, each containing 500 sp. They also have a small wooden box that holds six gems (worth 200 gp, 100 gp (x3), and 10 gp (x2), respectively), and two pearl necklaces worth 400 gp each.

The beast is a pack mule that the bandits keep in their room so that it will not be stolen. The mule fights only in its own defense, but is likely to get in the way of any combat in the room. If the party should win a fight with the bandits, they may, of course, use the mule for their own purposes.

The bandits, like the other intelligent monsters in this castle, will try to escape with their lives and treasure, in that order. If they should escape and the party takes their treasure, they may return to take revenge, at the option of the DM.

16. BEDROOM

This room contains three small humanoids armed with spears. There is a door at the far end of the room, flanked by small windows high up on the wall.

The door leads to the courtyard (room 31). The humanoids are kobolds. They have no treasure.

The kobolds do not speak the common tongue, and are very wary of a large party. They know about the wolves in room 31. If the party attacks, they open the door to the courtyard. The wolves, however, are as likely to attack the kobolds as they are the PCs.

17. STOREROOM

The north wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. The room appears to be empty.

The room is empty.

18. BEDROOM

Except for an unoccupied bed, this room appears to be empty.

The room is lit by an ingenious skylight in the southeast corner that lets in the light, but not the rain. The room is empty.

19. GUARDROOM

The north wall of this room has a ledge

about seven feet from the floor, with two small windows above the ledge. The room looks as if it might have been a guard post. There are a few beds, some pegs on the walls for clothing, a rack to hold weapons, and a long table with a drawer that might once have served as a desk. There are moth-eaten clothes on the bed, but the room otherwise appears to be empty.

If the party searches the room, it will find under one of the beds a small sack that contains 100 sp and 20 gp.

20. TOWER ROOM

You see a circular room, about 40 feet in diameter, with eight openings spaced evenly about the outside wall. The windows extend from about waist height to about head height for a normal human. These are obviously ports through which arrows can be fired. The room appears to be empty.

The room is empty.

21. UTILITY ROOM

The door to this room is *wizard locked*, and cannot be opened by anyone in the party. If the party asks the statue in room 7 about the door, it will say, "Much danger, strange magic, and great treasure lies behind the door, but it cannot be opened by any means such as you possess." See the second part of this adventure for more details about what lies behind this door. For the time being, make it an unsolvable mystery for the party to ponder.

22. STOREROOM

The west wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. Except for some trash on the floor, the room appears to be empty.

As soon as any character enters the room, he is attacked by a giant shrew. The giant shrew "sees" by sound, and is not affected by light or the lack of it. The creature is very quick, and automatically gains initiative on the first attack. It receives a bonus of +1 on its initiative roll for each subsequent round of combat. Because of the ferocity of its attack, any victim of 3rd level or less must make a saving throw vs. Death Ray or run away in fear.

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If the party searches the room after dealing with the shrew, it finds a hole in the west wall that the shrew used to enter and leave the castle. The hole is not large enough for a man-sized creature to climb through.

There is no treasure here.

23. LIBRARY

The west wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. Bookshelves line the north and south walls; a few moth-eaten books remain on them. Two huge beetles sit on the dusty carpet in the middle of the room.

These are fire beetles. They have been eating the carpet, and would love a real meal.

There is no treasure here, but the party might think to remove the glowing glands from the fire beetles to use as a light source. The glands give off light in a 10 foot radius, and glow for 1-6 days after they are removed.

24. PANTRY

The west wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. Cabinets and shelves line the wall. In the middle of the floor lies the body of a goblin with a horribly swollen arm. Trash and old sacks are scattered about the floor.

One of the sacks in the southwest corner contains a spitting cobra. The cobra attacks only if its nest is disturbed. If the cobra is disturbed, it spits at the nearest party member, automatically gaining initiative on the first round of combat.

There is no treasure here.

25. KITCHEN

The west wall of this room has a ledge about seven feet from the floor, with two small windows above the ledge. The room seems to be a kitchen. There are a number of tables, a pump, and an old stove. There is a large leather chest in the middle of the west wall.

The chest is closed and strapped with leather belts, but is not locked. The chest is trapped. If opened, a cloud of poison gas issues forth, catching the character who opens the chest and anyone else within five feet. Anyone caught by the cloud must make a saving throw

vs. Poison for half damage or receive 3-12 (1d10 + 2) points of damage.

The chest is empty, but is worth 50 gp if sold. It is large enough to hold 2,000 coins.

26. TOWER ROOM

You see a circular room, about 40 feet in diameter, with eight openings spaced evenly about the outside wall. The windows extend from about waist height to about head height for a normal human. These are obviously ports through which arrows can be fired. The room appears to be empty.

The room is empty.

27. BEDROOM

This trash-filled room contains an empty bed with ragged bed clothes. It appears to be otherwise empty. A door on the east wall is flanked by two small windows about seven feet from the floor.

There is a large sack under the bed clothes that contains 300 sp and 50 gp.

28. BEDROOM

This trash-filled room contains an empty bed with ragged bed clothes. It appears to be otherwise empty. A door on the east wall is flanked by two small windows about seven feet from the floor.

The room is empty.

29. BEDROOM

This trash-filled room contains an empty bed with ragged bed clothes. It appears to be otherwise empty. A door on the east wall is flanked by two small windows about seven feet from the floor.

The room is empty.

30. BEDROOM

This trash-filled room contains an empty bed with ragged bed clothes. It appears to be otherwise empty. A door on the east wall is flanked by two small windows about seven feet from the floor.

The room is empty.

31. COURTYARD

NOTE: The following information must be changed if the party has already encountered the wolves in room 16. If the party has already found out about the wolves (for example, by looking through the windows into the courtyard, or by asking the statue in room 7), they cannot be surprised here.

You see a grassy courtyard open to the sky. Six doors, including the one by which you entered, line the walls. There are two large wolves in the middle of the courtyard.

The wolves had been using room 4 to get into the castle, but the traders had barred the door when they arrived a few days ago. The wolves are very hungry.

THE DUNGEONS OF TERROR

This is the second part of the adventure in Castle Caldwell. When the characters cleared out the first level of the castle, they found a mysterious locked room (room 21) that was unopenable by any means available to the party. Clifton Caldwell, concerned about the locked room, hired a high-level magic-user to unlock the door.

The room behind the door was totally empty, except for a trap door in the floor. The windows in the room had been bricked up.

The trap door in the floor opened easily, but the area below was totally dark. When the magic-user cast a *light* spell through the trap door, she saw an empty room with an opening leading to a corridor. She was not willing to explore further, either on her own, or in the company of a larger party. So, Clifton has once again contacted the adventurers who cleared out the castle to tackle the dungeons down below...

Notes for the Dungeon Master

This adventure is designed as a follow-up to the previous adventure, but you may decide to have a different party explore the dungeons (especially if the first party did not survive!). In that case, Clifton must tell the new adventurers what took place in the previous adventure.

You can, if you wish, roleplay Clifton's negotiations with the party for this new mission. Claiming that the adventurers took so much treasure in the previous mission, and that there must surely be more treasure down below, he offers 100 gp apiece. If pressed for more money, he asks for a percentage of any treasure found in the dungeon.

If you don't want to roleplay the negotiations, tell the players that the fee for this mission is 100 gp plus treasure found in the dungeon. Half of the fee is paid in advance; the rest when the mission succeeds.

The characters should be given ample opportunity to purchase supplies and equipment with the money they have on hand.

The characters can travel to the castle and enter room 21 without incident, unless you choose to add wandering monster encounters. There are no wandering monsters on the dungeon level.

Except as noted in the text, none of the rooms on the dungeon level have light sources, so the party will need light. The hallways are also dark.

The walls and floors of the dungeon level have been cut from the rock. Some of the rooms (including 2, 3, and 9-13) are obviously uncompleted. All doors are made of heavy oak. Except as noted in the text, all doors are unlocked and open easily. The ceilings are about 10 feet high throughout, but the ceilings in the unfinished areas are irregular in height.

Except for those monsters that are living together, the monsters on this level do not form a cooperative group. In general, they do not work together against the party. All the intelligent monsters know how to get out of this level, but none are willing to tell the party how to leave, even on threat of death or under torture.

Ideally, the party should first clear all the rooms in this dungeon except for rooms 5 and 14, and then find the key that opens room 5. If possible, avoid letting the party into that room until all the other areas of the dungeon have been explored.

If the party should take heavy damage and seem in danger of not surviving this level, you should place several potions of healing in one of the rooms. Do this no more than once.

Prepare copies of the treasure map and other materials to hand out to the players in advance of the game. It is best to copy them using a separate sheet of paper for each one.

1. DUNGEON ENTRANCE

NOTE: The monster that is about to appear is a doppelganger. He chooses as his first victim the weakest member of the party (probably a magic-user). Choose the doppelganger's victim first, then fill in the blanks when you read aloud the copy below.

The room appears to be empty. As the last party member comes through the trap

door, the door slams shut above you. At the same moment a (man/woman) enters the room from the corridor to the north. (He/She) is dressed in (robes/armor/leather) and looks quite a bit like (intended victim). (He/She) says, "Oh, don't worry about that old trap door. There's an exit at the end of this corridor. What are you down here for?"

Play the part of the doppelganger carefully. It appears to only want to help the party, and may actually fight alongside them against other dungeon monsters. Its objective is to find an opportunity to "talk" to its intended victim alone. It might tell its "friend" that it knows of a special treasure that they can steal together—but it will be ruined if the other party members find out about it.

If it can get its victim alone, it attacks. If it kills its victim, it changes its shape to that of its victim and rejoins the party, making up the best excuse it can for what happened to the "other" person. It might even say, speaking as the person it is now impersonating, that it killed a doppelganger that tried to impersonate it. Use your best judgement and skill in handling this, should it occur. The doppelganger then tries to get each member of the party alone in turn, and attacks them when they are alone.

If the doppelganger should impersonate one of the party members, talk to that character's player privately and persuade him to play the part of the doppelganger without letting any other player know what is going on.

The doppelganger has no treasure with it, but it knows that a treasure of 500 gp is concealed in the west wall of this room, near the northwest corner. It is covered up and looks so much like the rest of the wall that it is nearly impossible to find without the help of the doppelganger or the treasure map that the characters may discover later. Even with knowledge of where the treasure is, the characters must spend at least two turns digging into the wall to reveal the treasure.

The trap door above is a magical one-way door. Once the final party member is inside, the door slams shut, and then disappears! It does this even if special means were used to prop the door open. Knock spells, thief abilities, other magic, or other skills cannot open the trap door from the inside. The party must find the secret exit from the dungeon or else remain forever stuck.

The doppelganger's "escape route" does not exist. It knows of the secret exit, but will not reveal it to the party under any circumstances.

2. MAGIC-USER LAIR

This room contains a sleeping area with two pallets, a couple of chairs, and various other pieces of furniture in the southwest corner. There is a crude laboratory along the north wall. It has a work bench with a few basic tools for doing experiments and an assortment of common chemicals. There is a faint odor of marsh gas in the air. A few candles provide light. Two men, dressed in ragged robes, sit at the bench.

The men are mediums (1st level magic users). They have high dexterity, which gives them a +1 bonus to armor class. Each is armed with a dagger. The first has a *magic missile* spell, the other has a *sleep* spell.

These magic users are insane. They speak softly and appear to be gentle, but they have murder on their minds. They approach the party with seeming friendliness, but if they get close enough, they try to bury their daggers in someone's ribs. They use spells only after melee has begun. Their morale is 12 because of their insanity, so they fight to the death.

Each of the mediums carries a gem worth 20 gp. The laboratory equipment is worth 50 gp to a magic user.

3. UNFINISHED ROOM

NOTE: If any party member listens at this door, a low humming sound is heard.

This room is 80 feet wide, but only about 10 feet deep. The north wall is unfinished and honeycombed with natural-looking holes and indentations. The floor has several coins scattered about. You hear a faint humming sound.

The holes and indentations in the north wall are the nests of four robber flies. There are two exit passages that lead to the outside, but they are much too small for any party member to use.

The flies are hiding in their nests when the party enters, and surprise them on a roll of 1-4 on 1d6 unless the party has listened at the door.

There are 10 gp, 50 sp, and 100 cp scattered on the floor.

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4. EMPTY ROOM

This room appears to be empty.

The room is empty.

5. TELEPORTATION CHAMBER

NOTE: The key to this room is located in either room 9, 10, 11, 12, or 13—whichever the characters search last—even if the room is otherwise empty. Any attempt to pick the lock fails, regardless of dice roll (make the roll secretly and tell the player the attempt failed). The door is imbued with a special *dispel magic* spell that will foil any *knock* spell cast on it.

The door to this room is securely locked. There is an ornate keyhole in the door.

Characters can see nothing if they look through the keyhole.

When the characters finally manage to enter the room, they see the following:

The room appears to be empty except for an open corner cabinet in the southeast corner. The shelves of the cabinet are heaped high with treasure—brilliant gems and elaborate pieces of jewelry. Three large sacks on the bottom shelf are overflowing with shiny coins. The cabinet and the area around it seems to be bathed in a pale green glow.

The cabinet is an illusion. Any character who approaches within 10 feet of the cabinet is instantly *teleported* to room 14. Other characters in the room see the character vanish in a burst of green light.

There is an invisible barrier that extends 10 feet from the northeast corner of the room as long as the cabinet appears to be in the southeast corner. If the invisible barrier is struck, it yields slightly and then returns to its original position.

Rooms 5 and 14 are connected by a special teleportation device. The two "terminals" of the teleporter are the illusory cabinet in room 5 and a coffin (called the "switching coffin") in room 14. The direction of the teleporter (from room 5 to 14 or *vice versa*) is dependent on the location of the cabinet and the switching coffin.

When the illusory cabinet is in the southeast corner of room 5 and the switching coffin is shut, the teleporter operates from room 5 to room 14. The invisible barrier in the northeast

corner of the room is operating.

If the switching coffin in room 14 is opened, the teleporter switches directions and operates from room 14 back to room 5. The illusory cabinet in room 5 instantly moves from the southeast to the northeast corner and the invisible barrier stops operating. Any character who steps into the glowing green circle in room 14 (see the description of that room) is instantly teleported back to room 5, and appears to walk out of the illusory cabinet.

Whenever any characters are *teleported* away from the rest of the party, separate those players from the others. Tell the rest of the group only that the teleported characters have mysteriously vanished. The rest of the group should not know what happened to the vanished characters, or whether they are alive or dead. Keep the group separated until they all end up again in the same room.

See the description of room 14 for more detail.

6. ANTECHAMBER

This room appears to be empty. There is a door on the far wall.

The room is empty.

7. STOREROOM

This room appears to be empty.

In fact, the room contains a gelatinous cube that surprises the party on a roll of 1-4 on 1d6. Inside the cube are 72 sp and a *dagger* +1.

8. STOREROOM

This room appears to be empty.

The room is empty.

9. EXCAVATION

The ground in this area is covered with rubble from excavation work. Quite a few shiny coins are visible throughout the rubble.

If the party spends one turn gathering coins, they find 400 sp and 100 gp. If the party spends two or more turns, they find 600 sp and 150 gp.

There is a 1 in 6 chance the first turn, a 2 in 6 chance the second turn, a 3 in 6 chance the

third turn, and so on, as long as the party is searching the room, that the berserkers from room 10 discover the party and attack.

10. CAVERN

NOTE: The following description is what the characters see from room 9.

There seems to be a feeble light coming from the westernmost of the three openings in the south wall.

This is the lair of four berserkers. Three are armed with shortswords. One, the leader, is armed with a sword +1, +2 vs. undead (D 2-9).

This area is dimly lit by a single torch stuck into the west wall. There are 7,000 cp scattered on the floor here.

11. CAVERN

The floor here is covered with rubble. Except for a large, poorly defined shape near the south wall, the area appears to be empty.

The shape near the south wall is a chest, latched but not locked. It is trapped with three spring darts that fire at anyone who opens it unless the trap is successfully deactivated or other precautions are taken. The darts (D 1-4 each) hit as if they were fired by a 4 HD monster. Roll separately for each dart.

The chest contains 700 sp and 100 gp.

12. CONSTRUCTION

This area appears to be empty.

The area is empty.

13. CAVERN

A long, narrow passageway opens up into a rough-hewn chamber in the rock. Three humanoid figures are near the far wall.

The humanoids look exactly like hobgoblins, but are actually thoul.

The northeast corner of this chamber holds two large sacks. One sack contains 500 ep. The second contains 500 ep and four gems worth 100 gp (x2) and 50 gp (x2), respectively.

14. TOMB

This rectangular chamber contains ten stone sarcophagi with ornately carved lids. Each is about seven feet long and four feet wide. There are no doors, windows, or visible exits from the room. A decorated circle is inscribed on the floor.

The coffins themselves are far too heavy to be moved. The stone lids can be slid aside only by a group of characters whose strength scores total 29 or higher. A character attempting to slide a stone lid must use both hands, and so must put down weapons and shields.

The contents of the coffins are as follows:

Coffin 1 or 10 (whichever the party opens first): This coffin is the switching coffin that changes the direction of the teleporter. When the lid is removed, there is a flash of light and the floor within the inscribed circle (see map) glows a pale green for about 30 seconds, then fades. Back in room 5, the illusory cabinet moves from the southeast corner of the room to the northeast corner. The coffin is empty.

Coffin 1 or 10 (whichever the party opens last): The coffin contains 1,000 sp.

Coffin 2: The coffin contains 1,200 sp.

Coffin 3: The coffin contains a wight, which attacks immediately. It surprises on a roll of 1-3 on 1d6. The coffin also contains 200 pp.

Coffin 4: The coffin contains 1,000 sp.

Coffin 5: This coffin is trapped with a special spray that affects metal as if a rust monster. All non-magical weapons and armor are affected unless the player makes a saving throw vs. Death Ray. Magical armor and weapons and precious metals (silver, gold, or platinum) are not affected. The spray affects all metal in a 5 ft. radius. The coffin also contains 300 gp.

Coffin 6: The coffin contains 1,000 ep.

Coffin 7: A treasure map showing the location of the treasure in room 1, a scroll of floating disc, and the piece of paper (see below) with the instructions for escaping the dungeon level. The floating disc spell can carry most of the coins found in this room. It will go through the teleporter circle with its owner.

Coffin 8: The coffin contains a wight, which attacks immediately. It surprises on a roll of 1-3 on 1d6. The coffin also contains two bracelets worth 300 gp and 500 gp, respectively, and 5 gems worth 100 gp (x3) and 50 gp (x2), respectively.

Coffin 9: The coffin contains 1,100 sp.

15. ESCAPE TUNNEL

Copy the scroll that tells the characters how to

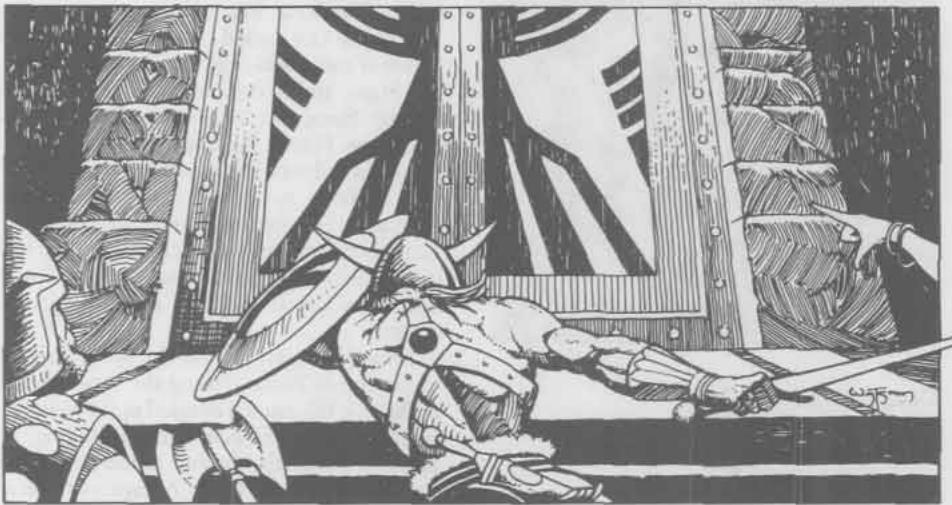
escape the level, and give it to the players when they discover the scroll in the coffin.

The magic words "OWAH TAGOO SIAM" are pronounced "Oh, what a goose I am." The phrase must be pronounced correctly for the magic to work.

Whenever any character in the corridor outside rooms 4 and 5 chants those words, the ten foot section of the east wall of the east corridor marked on the map disappears, revealing the

exit corridor. The wall returns after two turns have passed, but disappears again whenever the magic phrase is said.

The corridor leads to a door to the outside. The door is not locked. Brush and scrub covers the doorway, but once the characters clear it away, they are able to look up and see the castle above them. There is a faint path around the outside of the castle, but the area to the east is heavily forested.



Whenever the characters return to town during the adventure, they will have time to rest, heal and so on. The players should not be put under too much time pressure to complete the project quickly; they should be allowed to move at their own pace unless the action has slowed to the point of boredom. As long as everyone is having fun, the other opportunities from the Threshold section will remain become available.

If the unpursued adventures must be delayed or made unavailable for a short time and you wish to maintain the illusion of campaign time passing, NPC parties can try and fail. For example, a party investigating the renegade cleric might leave with loud fanfare, then turn up missing a few weeks later. Likewise, the local thieves' guild might steal Sindar's package and later sell it back to him after several days or weeks of negotiation.

However, if the players abandon the castle adventure on a whim for an extended period of time, Clifton will complain about their breaking the agreement, and this word will spread—much to the player characters' woe! For example, others who might hire them will need much convincing (let the players do their own fast talking). Another variation is that Clifton might hire an NPC party (which shortly starts bringing out big treasures). Such gentle hints are a time-honored tradition of good judging, and should

only be used when players who should know better start getting sloppy.

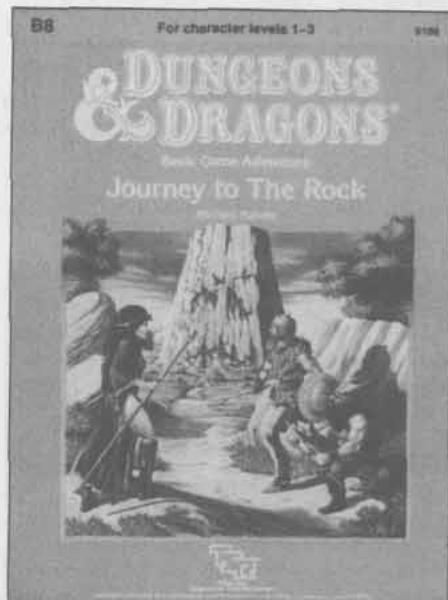
When the Castle is Cleared

When Caldwell's Castle is finally cleared, word of the characters' exploits will spread all over town. Play up the Hero angle for the benefit of the players (small children approach on the street and ask if its true they fought a lich...etc.) This will lead directly into the Hall of Rock adventure, if the players are interested. The merchant Hakeem will approach them as outlined in the introduction to that adventure on page 14.

If the players refuse Hakeem's offer, the other rumors from Threshold (p.5) are still available. In addition, the following rumors can be learned:

1. The Black Eagle border raids must be getting worse. A mysterious messenger from there arrived in Specularum last week.
2. A small hamlet only a day's ride to the east was overrun by hobgoblins several days ago. Everyone was killed.
3. The frost giants in the Altan Tepe Mountains have been too quiet. Reinforcements are being sent to Castellan Keep.

THE HALL OF ROCK



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General Notes: The original adventure, B 8, Journey to the Rock, was a one-round tournament with three different trails to the Rock. The most direct route has been selected for this collection.

Maps 134-135

Player Handout 159

INTRODUCTION

The following is DM information. Please read the adventure thoroughly before trying to run it for the players.

Adventure Background

Thousands of years ago, Tuma was a city of wealth and glory, and its people lived by a code of wisdom, honor, justice, and peace. This city of Law roused envy and hatred in the hearts of those who followed the ways of Chaos. Many times evil armies attempted to destroy Tuma, but its defenders were always victorious. Finally, the enemies of Tuma used powerful evil sorceries to remove the inhabitants of Tuma to another dimension, where they are still trapped. Over the centuries, Tuma became a forgotten city, the subject of superstition and whispered legends. Only one man knows its true story—Lirdrium Arkayz.

Arkayz was once part of the ruling council of the city of Tuma. During the final defense of the city, the council decided that two members of the council would go into hiding, so that if the city fell, the two hidden members could continue the fight. Arkayz was one of the two, but he was not allowed to know the identity of the other, so that he could not betray his colleague if captured. The council created a magical talisman which would give the chosen ones the power they needed to fight evil. The talisman was in two parts that had to be joined for its magic to be used. The talisman was the way the chosen ones would recognize each other, for no impostor would be able to use the magic of the amulet. The amulet also kept the chosen ones from aging. Arkayz' half was hidden in the Hall of the Rock.

The enemies of Tuma could not find or destroy the talisman, but they cast a spell that made it impossible for anyone from Tuma to recover it from its hiding place. Arkayz has hired adventurers to get the talisman for him, but all have failed. Although he is a just and honorable man, Arkayz never reveals the nature of the talisman or his own true identity. As far as anyone else is concerned, Arkayz is a wise and eccentric wizard who long ago gave up adventuring to study philosophy and write poetry. If the player characters reach the Hall of The Rock, the magic that prevents Arkayz from entering The Rock will be broken. He can then recover the talisman even if the player characters do not. If the player characters succeed in their mission, Arkayz will at last have a chance to free his people. Once his part

of the talisman is recovered, Arkayz will know how to find his hidden colleague, and Arkayz and his colleague will work together to save the people of Tuma. Although the talisman has considerable magical power, its secrets are beyond the reach of the player characters.

STARTING THE ADVENTURE

The player characters begin the adventure in Threshold, which is several hours travel south of the Forest of Carm. When the party decides to visit The Manor, start them at the south edge of the map, at any of the three trails leading into the Forest of Carm. The player characters will not have any encounters on the trail leading to The Manor.

All boxed text in the "Player's Background" and elsewhere in the module is encounter or event description for the players. Boxed text usually comes before the DM's information for the encounter.

Read the boxed "Players' Background" to the players to start the adventure.

Players' Background

As you're finishing breakfast at a cheap inn in Threshold, a traveler walks into the common room. In a loud voice he says, "Peace be upon you all! I, Hakeem the merchant, seek worthy friends in search of adventure!"

If anyone decides to talk to Hakeem, he says:

As I passed through Sylvanhome forest on the way here, I stopped at The Manor, a fine palace owned by the wizard Lirdrium Arkayz. His servant Jenlar Temlin paid me to deliver his message here. The wizard needs adventurers to undertake a quest, and he is willing to pay well anyone who answers his call. The letter of his servant explains all. Good day, my friends." He lays a scroll on your table, then turns to leave.

Tell the player characters that they have heard local people talking about Jenlar Temlin—he has a reputation as a brave, honorable, and trustworthy fighter. Then give them Jenlar Temlin's letter and Jenlar Temlin's map. If the characters follow Hakeem out of the inn, they will see him preparing to ride away on a mule. If they question him further, he says that he believes Jenlar Temlin and Lirdrium Arkayz to

be trustworthy, but he knows nothing else about them.

Hakeem the Merchant, normal human: AC 9; HD 1; hp 4; MV 120' (40'); #AT 1; D 1-6; Save NM; ML 6; AL L; XP 5

Hakeem is armed with a short sword, but he is not wearing armor. He carries 35 gp.

If player characters ask others (such as tavern patrons or innkeepers) about Jenlar Temlin or Lirdrium Arkayz, they will be told that both are highly respected. Arkayz is a philosopher, sage, and advisor. The characters can get directions to The Manor from anyone they ask.

THE FOREST

With Jenlar Temlin's map to guide you, you head for The Manor. Soon you enter the forest, following a narrow trail that leads to the north. Sometimes you catch a fleeting glimpse of a rabbit or squirrel that flees at your approach. However, you see nothing, animal or monster, that could threaten you. The trail seems peaceful and safe. As dusk approaches, the trail opens into a large clearing. A majestic building of white marble stands in the middle of the clearing. The elegant house is not fortified or protected by a defensive wall. An open courtyard decorated with statues of heroic adventurers and fierce monsters surrounds the house. From the descriptions of the villagers, you know at once that this is The Manor of Lirdrium Arkayz—the start of your adventure.

No one is in sight. If the characters scout clearing, they will find nothing threatening. When they call out or try to enter, the doors of the house open silently.

THE MANOR

Two fighters answer the door. They say, "We have expected you. Jenlar Temlin is waiting to see you." They escort you into a lavishly-furnished room with a long table in the middle. A middle-aged man in a red robe sits at the head of the table. He rises when you enter. His hair and long, drooping mustache are red, and his eyes are green. He has the look of a tough, experienced warrior. He says, "I trust you had a safe journey. Evil creatures have learned not to bother us here. Welcome to The Manor. I am Jenlar Temlin. The terms for hiring you are these: If you go to The Rock

and bring its secret back, Master Arkayz will pay 300 gold pieces to each of you. You will also be able to keep whatever treasures you find along the way. Master Arkayz only wishes to have the secret of The Rock; he has no need for more wealth. We will provide riding horses for all of you, if you do not already have them. You can start now or rest here overnight and set out in the morning."

Jenlar Temlin, Champion (7th Level Fighter): AC 6; F7; hp 42; MV 120' (40'); #AT 1; D 1d4 (+2 for magic weapon); Save F7; ML 9; AL L; XP 450

Combat Rolls: The "to hit" rolls of a 7th level fighter are given in the D&D Expert game rules. If you do not have these rules, use the "4+ to 5" line on the Basic Game Monsters' Hit Chart. The saving throws of a 7th level fighter are given in the Basic Game Saving Throw Chart.

Magical Items: *dagger +2, ring of protection +1*

Other Notes: Jenlar Temlin is not wearing armor. His AC is due to a +2 dexterity bonus and to his magical ring.

2 Guards (2nd Level Fighters): AC 4; F2; hp 16, 14; MV 60' (20'); #AT 1; D 1-8; Save F2; ML 8; AL L; XP

If the player characters bargain for a higher price, you can raise the payment. The maximum Jenlar will pay is 500 gp. If they ask to speak to Lirdrium Arkayz directly, Jenlar tells them that "Master Arkayz is engaged in some magical experiments that cannot be interrupted."

Whenever the characters are ready to leave, Jenlar Temlin speaks to them a final time.

I have a warning to give you, one that might help you on your way. Master Arkayz wrote it himself and hopes that you will be wise enough to remember it, and use it when you need it."

Jenlar Temlin reaches into his robe and brings out a small scroll. He unwinds it, clears his throat and begins to read. "Golden dreams can quickly turn to nightmares filled with flames that burn. Dark clouds may not bring you light, but watch for silver linings bright. Strength is not as strength might look; remember falsely-covered books! Simple treasures won't grow old, and all that glitters is not

gold!" Jenlar winds up the scroll and adds, "Legends also say that the secret is in two parts, visible and invisible. Good luck to you all!"

THE FOREST TRAIL

FOREST TRAIL OPTIONAL ENCOUNTER TABLE

DAYTIME (roll 1d8)

Die Roll	Optional Encounter
1	Goblins
2	Sprites (in forest only)
3	Ogre
4	Boar
5	Wolf
6	Elves (in forest only)
7	Goblin Hunting Trap
8	Rat Pack

THE HALL OF ROCK

monsters. Each is armed with a longbow, 20 arrows, and a spear. They all wear leather armor and have a -1 bonus on their armor class due to high dexterity. The elves have secretly followed the party. If the characters were kind to the sprites, the elves say that the sprites told them about it. They will also give a potion of healing to the party if a character is wounded. Otherwise, treat this as a normal encounter. The elves will reveal themselves and demand to know why the characters are in the forest. If the characters claim to be adventurers seeking to slay evil monsters, the elves will be satisfied. If the party talks to the elves about The Rock, they say that they know nothing about it. The elves will then disappear into the forest. Characters will not be able to follow them.

Goblin Hunting Trap. This is a pit 20' square and 15' deep, intended to trap animals not adventurers. Dwarf, elf, and thief characters have an 80% chance to spot this pit; other characters have a 40% chance to spot it. Make the spotting roll even if no one is searching for a trap, because this trap is not hard to find. (If the characters took a goblin prisoner in an earlier encounter, he will tell them how to spot this pit automatically.) If the pit is not spotted, the lead player character automatically falls in and suffers 1d4 points of damage.

Rat Pack. (20) AC 9; HD 1 hit point each; MV 60' (30'); #AT 1; D 1-6 (no disease); Save NM; AL Neutral; XP 5 per pack). These rats live in a hollow log in the trail. If anyone rides or walks over the log or tries to move it, they will swarm out and attack. Their only treasure is a small gem worth 10 gp.

NIGHTTIME (roll 1d6)

Die Roll Optional Encounter

1	Giant Bats
2	Giant Rats
3	Wolves
4	Ogre
5	Goblins
6	Dire Wolf

Giant Bats. (2d4) AC 6; HD 2; MV 30' (10')/180' (60'); #AT 1; D 1d4; Save F1; ML 8; AL N; XP 20.

Giant Rats. (2d6) AC 7; HD 1/2; hp 3 each; MV 120' (40'); #AT 1; D 1-3 (no disease); Save NM; ML 8; AL C; XP 5 each.

Wolves. (1d4+1) AC 7; HD 2+2; MV 180' (60'); #AT 1; D 1-6; Save F1; ML 6; AL N; XP 25 each.

Ogre. AC 5; HD 4+1; hp 19; MV 90' (30'); #AT 1; D by weapon; Save F4; AL C; XP 125. The ogre is wearing a helmet made

from the skull and antlers of a large stag. He carries two giant spears (D 1d6+2) as well as a club (D 1d4+2). If possible, he will throw both spears before closing to attack. He carries 52 gp and 5 pp.

Goblins. (2d4) AC 6; HD 1-1; hp 3 each; MV 90' (30'); #AT 1; D 1d8; Save NM; ML 7 or 9; AL C; XP 5 each. If the characters killed all the goblins in the optional daytime encounter, these goblins are a specially-organized band out for revenge (ML 9). If the optional daytime goblin encounter did not take place or if the characters freed any prisoners, these goblins are a wandering bandit gang (ML 7).

Dire Wolf. (1) AC 6; HD 4+1; hp 25; MV 150' (50'); #AT 1; D 2d4; Save F2; ML 8; XP 125.

Forest Trail Encounters

All encounter descriptions in this section assume that the characters are traveling in daylight. If the characters decide to travel at night, you will have to modify encounter descriptions accordingly.

W1. HARPY CLEARING

The trail is about 20 feet wide. Overhanging trees block out most of the bright blue sky. The sun is still hidden by the tall trees, and only the bright sky lights up the forest. Rabbits, squirrels, and other small animals run among the trees, bushes and scrub. A few deer show their faces for a moment, then turn and run until their white tails vanish in the thick forest. The trail seems to be opening up just ahead. To your right the line of the forest is moving away to the north. You come to a clearing with bright green grass and some patches of fragrant wild roses. Suddenly, you hear singing, soft, fair voices singing to you, calling you to leave the trail and come to them.

All characters must roll a saving throw versus Spells. Those who fail their saving throw will become confused and immediately stop, taking no other action. They have been charmed by the song of four harpies (AC 7; HD 3*; hp 19, 15, 15, 12; #AT 2 claws/1 mace; D 1-4/1-4/1-6; MV 60' (20')/fly 150' (50'); Save F6; ML 7; AL Chaotic; XP 50 each) hidden in the tall trees of the Sylvanhome. Characters making a successful saving throw will not have to roll any further saving throws against the continued singing. The harpies will charge into the clearing and attack even if no one has been

charmed. Harpies will ignore any charmed characters and attack the others first. They will still be singing even as they attack. Charmed characters will try to prevent others from attacking the harpies but charmed characters will not attack other player characters. The first harpy to attack will be the one with the most hit points. She drank a potion of growth before attacking. The potion doubled her size, and doubles the damage done by her attacks. Her hit points are not doubled. As she attacks she screams, "I am mighty Helgarth, queen of harpies! Who dares to attack the Wings of Death?" Helgarth wears a tiara worth 200 gp. The other harpies have no treasure.

Any character who searches the clearing for clues or further dangers will find a trail on the north side of the clearing that leads to encounter W2.

W2. LAIR OF THE HARPIES

As you search the clearing, you find a narrow trail leading north out of the clearing, in the direction from which the harpies came. This trail is narrow, about 5 feet wide, and is overgrown with weeds and brambles.

Some time ago, the harpies ordered their charmed victims to build a lair for them and cut a narrow trail from this clearing to the monsters' lair. The harpies themselves seldom used this trail, since they are able to fly. The trail makes it easier to get to get the harpies' victims back to the lair. Characters will have to go in single file on the trail. Those with horses will have to lead them by the bridle. A player character will not be able to take an unbarred horse along this trail, as the thorns and brambles would injure the horse.

The trail is tough going. Several times, fighters must use their weapons to clear the trail ahead. After twenty minutes of travel, the trail opens out slightly. Blood, feathers, and a broken mace lie on the trail.

The characters will find the harpies' latest victim in the lair. Twenty minutes after the characters find the signs of battle, the trail opens up again.

One mile from the trail, an irregular clearing 80' in diameter has been cut and

burned into the forest. Broken saplings and charred logs litter the ground. A cave about 40' square stands in the middle of the clearing, 20' away from you. The cave is built of boulders heaped around the overhang of a rocky outcropping. As you study this ugly scene, you realize that you no longer hear the sounds of small forest creatures that were so common elsewhere in the forest. Here, all is silence.

The cave entrance is 10' wide and is on the west side of the cave. The interior of the cave is dark. Anyone who approaches within five feet of the entrance will smell a foul stench from the filth and rotteness within the cave. Anyone who looks inside with infravision or normal light will see three small creatures inside the cave.

Filth, garbage, and gnawed bones are strewn about the cave. Three newborn harpies live amid this squalor. When they see you, the ugly creatures utter shrill cries and hop toward you, feebly flapping their tiny wings.

The little harpies (AC 9; HD 1/2; hp 1 each; MV 15' (5'); #AT 0; D None; Save NM; ML 7; AL Chaotic; XP 5) cannot harm anyone. However, they have all the evil instincts of an adult harpy.

A dead cleric lies in the back of the cave. His backpack contains three vials of holy water and a scroll with a *cure light wounds* spell.

The cave contains 80 gp, 700 ep, 400 sp, and 2 50 gp gems.

The characters should now return to the trail. This side trip to the harpy lair took forty minutes to travel a distance of one mile. The difficulty of traveling in untracked wilderness should be apparent to them.

W3. GNOMES IN THE WILDERNESS

The horses seem to hear it first, stopping and turning their ears to the wind. Gradually your ears pick it up, too—singing! At first the sound is hard to identify, distant and faint. Soon you can pick out snatches of melody, the sound of many voices singing what seems to be a work song. As the singing grows stronger, you can barely make out...something big...being pulled along the trail by a team of several dozen humanoids.

At this point, ask the players what their characters are doing: standing in the trail and peering at the strange object, pressing on toward the mountains, or trying to conceal themselves somehow. If the characters stick around to find out what the object is, read the following description:

As the object draws closer, it begins to take shape. It's a large, flat-bottomed wooden hull with a single mast, hitched to a double rope harness and being pulled by several dozen small humanoids. A dozen or so more humanoids are picking up round logs from the rear of the ship and carrying them as quickly as they can to the front of the ship, where they drop the logs in the ship's path to serve as rollers. Even so, the weight of the ship pushes the logs into the soft earth, and the pullers are straining with all their might against the obstinate bulk. Standing atop the foredeck is a small humanoid with a beard almost as long as he is tall. He is shouting through a megaphone, exhorting his workers to pull harder and sing louder.

The person on board the ship is Robern Sternslate, known to his friends as "Stubborn Rob" and to his detractors as "Rob the Rube." (AC 5; HD 2; hp 11; MV 60' (20'); #AT 1; D 1-4; Save D1; ML 10; AL L; XP 10). Robern is armed with a belaying pin (treat as club).

Robern and his companions are gnomes, but they are a long way from home. As soon as the ship is within shouting distance of the characters (assuming the characters are out in the open), Robern hollers at the gnomes pulling the ship to stop and take a rest. From the foredeck he hollers down to the party, "Ahoy there! This be the Motherlode Rover! Ye wouldn't by any chance know where I could find an ocean round these parts, would ye? I've come a long way, and have yet to run across one!"

If the characters respond in a friendly manner, Robern has his bosun (asleep on the deck) pipe them aboard. The bosun blows a few shrill notes on a whistle and tosses a rope ladder over the side of the ship.

Robern and his crew are, in fact, searching for an ocean. Their trek began when a wandering merchant stopped by the clan stronghold and sold Robern a book about shipbuilding and ocean navigation. Being unnaturally adventurous (for a gnome), Robern decided the ocean was something worth seeing. A group of gnomes from the clan bet him that he couldn't even find his way to an ocean,

much less sail on it. Never one to back down from a challenge, Robern gathered as many trusted friends as he could, built his ramshackle ship (sort of a cross between a longboat and a barge), and set out in search of the ocean. It's been several months since he left the clan stronghold, and he has no idea where to look for an ocean, but he isn't about to turn back in disgrace.

In telling his story, Robern stresses the bravery and determination of his crew. He desperately needs directions to an ocean (any large body of water will do!), but he can't come right out and ask for help without admitting that he's lost. This puts Robern in a somewhat awkward position. He presses the characters for "news of the ocean" or any nautical charts they might be willing to sell.

Besides directions, Robern is interested in expanding his crew. Quite a few of his original supporters have deserted the expedition, leaving him shorthanded. A few drunks and loiterers have been hired along the way, but Robern really wants to buy some draft animals. He offers the characters 60 gp apiece for their horses; not as much as they could get in a town, but a fair offer.

The ship is loaded with food and water. Robern and his crew have been pulling the ship for several days.

Robern has 40 gnomes in his crew (AC 5; HD 1; hp 3; MV 60' (20'); #AT 1; D 1-6; Save D1; ML 10; AL L; XP 10). Each crewman has a boarding pike (treat as spear) but only 10 are armed at any one time. The rest are working the rollers that keep the ship moving.

W4. THE CHAMELEON MEN

The trees of the Western Bough rise up on your right, tall and beautiful. Likewise, Rendwood on your left is filled with color: red and yellow leaves, brown tree trunks covered with green moss, the blue of wildflowers, deep black shadows. After 3 1/2 miles, the Western Bough forest rolls away to the north; one half mile away, across a flat plain, stand tall mountains with snow-capped peaks shining in the sun. Your trail turns south and west, following the edge of Rendwood and heading for a narrow strip of flatland between the woods and the mountains. You travel for another mile when, suddenly, 10 strange looking humanoid creatures clamber clumsily out of the brush ahead of you. With awkward swiftness they form a line

across the trail, blocking your path. They look like living rainbows, their tall and thin bodies striped with red, blue, green, orange, yellow, brown, black and white. Those closer to the trees of Rendwood are harder to see; they seem to blend right in with the forest. They wear loin cloths, and carry long daggers. Each has a very small sack tied to his waist. One of the creatures holds up his broad hand. In halting Common, he says in a rasping voice, "This place is ours. Strangers pass only by leave of the Lord of Shade. Surrender your weapons and come with us. You cannot escape the judgment of the Omnerubesk."

The thin, awkward humanoids are chameleon men (AC 9; HD 2; hp 11, 11, 10, 9, 9, 9, 9, 8, 7, 6; #AT 1; D 1-4; MV 120' (40'); Save F2; SA disappearance; SD +2 initiative bonus; AL Neutral; XP 45 each).

The chameleon men will wait for the reaction of the player characters; they will not fight until the characters attack, try to force their way past the roadblock, or try to escape. If that happens, the chameleon men will display a very unusual power. Five of the chameleon men will suddenly vanish and reappear behind the characters, cutting off any retreat; the other five in front will charge the party, ready to attack. When combat is joined, the attacking chameleon men will vanish and reappear off to the left or right of the character attacked; this "vanishing move" gives the chameleon men +2 on initiative die rolls. They will use this vanishing move every combat round. There is no chance of chameleon men colliding with characters or with each other.

Throughout the battle, the chameleon men will call on the party to surrender or be killed for trespassing. If a chameleon man is killed, he will fall to the ground like a heap of old rags. When there is only one chameleon man left, he will vanish, but not reappear (unless he is killed before he can escape).

If the bodies of the dead chameleon men are searched after the battle, the characters will find 20 ep, 10 gp, and 2 pp on each.

If the player characters agree to surrender, the chameleon men will disarm them and take them, blindfolded and bound, to the mountain cavern of the chameleon men, encounter W5. If the characters defeat the chameleon men, ignore encounter W5.

W5. THE CAVERN OF THE CHAMELEON MEN

The chameleon men disarm you, and bandage your wounds. All of you are blindfolded, and your hands are bound behind you. You for what seems that a long time, but you cannot tell how long or how far. When your blindfolds are removed, you see that you are in a cave 60' long and 30' wide, with the entrance in the 30' side. There are two torches, in brackets, on each wall. Daylight shines outside the cave's entrance. Two chameleon men stand guard within the cave.

The two guards in the cave are named Kanreon and Thronik (AC 9; HD 2; hp 11, 9; #AT 1; D 1-4; MV 120' (40'); Save F2; SA disappearance; SD +2 on initiative die rolls; ML 7; AL Neutral; XP 45). Two additional chameleon men (hp 9, 7) stand guard outside the cave. Kanreon and Thronik will not be hostile; they will even talk with the party, if any character wishes to talk with them. Allow the characters to speak with Kanreon and Thronik as long as they like. When they are finished, Kanreon leaves and talks to the Omnerubesk for a half-hour. When Kanreon returns, he and Thronik will take the characters into the main cavern to be judged.

The cavern is hundreds of feet wide and at least forty feet high; you cannot tell how long it is. Sunlight streams into the cavern from shafts cleverly cut into the rocky ceiling, and from these slices in the rock the sunlight fills the cavern. You know you are far underground, for the air is chilly, and no wind stirs. Veins of precious metal and gem-bearing ores stripe the walls of the cavern like rocky rainbows. The floor of the cavern is filled with many different kinds of vegetable growth, from mushrooms as tall as houses to rainbow-colored trees that touch the very ceiling of the cavern. A waterfall roars in the distance, and you can catch a glimmer of it as the cleverly directed sunlight dances on its tumbling waters. The inhabitants of the cavern are tilling soil, picking fruit, and running errands—a typical day in the life of the chameleon people.

You are led into a small chamber off the main cavern. In the small chamber, a chameleon man sits on a throne carved from the rock itself. The stripes on his skin are

faded with age, and he bears himself with dignity. Twenty armed guards protect him. He gazes silently at you, and Kanreon introduces him as Lemullar the Omnerubesk, Lord of Shade and Hue.

The Omnerubesk (AC 9; HD 4; hp 21; #AT 1; D unarmed; MV 120' (40'); Save F4; ML 9; SA disappearance; SD +2 on initiative die rolls; AL Neutral; XP 90) and his twenty spear-armed guards (AC 9; HD 2; hp 9 each; #AT 1; D 1-6; MV 120' (40'); Save F2; ML 7; SA disappearance; SD +2 on initiative die rolls; AL Neutral; XP 45 each) never speak. Kanreon does all the talking for Lemullar; the Omnenubesk merely nods his head to show approval or disapproval of what is being said by both the characters and Kanreon.

You stand for a few silent seconds in the middle of the cavern. Then Lemullar gestures, and Kanreon speaks. "You were in our territory without the prior approval of the Omnerubesk. This is a crime and an insult against our people. But the Omnerubesk is generous; he offers you a chance to win your freedom. You have two choices: you can either pay a fine for what you have done, or one of you can duel one of our people in single combat.

The chameleon men demand that the party pay 80-180 gp (2d6 + 6 x 10) for each chameleon man killed in the previous encounter. Characters may try to bargain, but the minimum the chameleon men will accept is 70-120 gp (1d6 + 6 x 10). If this price is still too high for the characters to pay, the chameleon men will accept one player character as a hostage until the rest of the party gets enough money to pay the fine. All characters except the hostage will be freed. The hostage will be kept as an honored prisoner and will not be mistreated. The hostage will be released when the party returns with enough money to pay the fine.

If the characters are unable or unwilling to pay a fine and unwilling to allow a character to be held prisoner, a character must fight in single combat. Allow them as much time as they need to decide. If they choose combat, Kanreon explains further:

This will be an "honor duel," an old way of settling disputes among our people. The two combatants will fight with duelling clubs that only wound, not kill. You will be allowed to wear armor. No spells or magic

are permitted for you. Nor can anyone else interfere in the honor duel. If you defeat our champion, you will be set free. If you lose, one of you will remain as hostage until the others return to pay the fine. Which one of you will be the champion?

After the characters choose their champion, they will be led out to an arena area 30' square in the main cavern. The arena is guarded by 10 of Lemullar's guards and is surrounded by spectators. When the chameleon champion (AC 9; HD 2; hp 12; #AT 1; D 1-4; MV 120' (40'); Save F2; SA disappearance; SD +2 on initiative die rolls; ML 12; AL N) appears, there is a rousing cheer. The player character chosen as champion will be untied, and the two will fight it out. The chameleon champion will use his disappearing powers while the character is allowed armor. The chameleon champion will not surrender. The clubs cause 1d4 points of damage, but are not lethal. Anyone who is reduced to 0 hit points is unconscious, not killed. An unconscious character will revive in 2d10 minutes, and damage caused by the club will heal at the rate of 1 point per hour.

Whatever the outcome, the chameleon men will take the party back blindfolded and tied up to the place they first met (encounter location W4). If the characters left a hostage behind, the chameleon men will watch daily for the party's return.

W6. THE STONE BRIDGE

The land on both sides of the trail is hard and rocky. Jagged boulders and sharp stones litter the ground. The trail remains smooth, however, and you have no trouble riding along it. A swift-flowing river crosses your trail, spanned by a bridge made of dull gray stone. An arch made of the same stone stands at the mouth of the bridge. Odd runes are carved into the arch. The runes are ancient, yet somehow familiar. Beyond the bridge the trail leads into a small stand of trees, which blocks your view of the terrain beyond it.

The bridge is guarded by two monsters placed long ago by the magicians of Tuma. Characters can cross the bridge safely only if they perform a simple ceremony known by all the people of Tuma. The arch was built as a warning to all who would try to cross. The characters will have to fight the guardians unless they decipher the runes and guess what they

must do.

The inscription is in an ancient form of the common language. A character who casts a *read languages* spell can automatically read the runes. However, it is possible to read the runes without using magic. If a character tries to read the runes without using a spell, roll 3d6 and subtract 1. If the result is equal to or lower than the Intelligence ability of the character, the character can read the inscription. If the roll is higher than the Intelligence ability, the character cannot understand the runes. Each player is allowed only one try at deciphering the inscription without magic. The runes read: "Let no man cross the bridge without first giving to the water that which is its due."

All dwarf, elf, halfling, and female human characters can safely cross the bridge. However, a male human character can cross safely only if he pours some water into the river when he steps onto the bridge. If he tries to cross without doing this, the guardians of the bridge will attack.

The guardians are two snake-shaped water weirds (AC 5; HD 3*; hp 14, 12; #AT 1; D 1+ drowning; MV 60' (20') in water only; Save F6; ML 12; AL Chaotic.) They attack from both sides of the bridge, one per side, and they attack only human males and any other characters who attack them. They will also fight any character that tries to stop them from attacking the human males.

Any character who is hurt by a water weird will be able to read the runes on the arch automatically, even if the character had tried to read them before and failed. If such a character tries to read the inscription, read the following:

The arch, which was dull gray, is now as blue as the river and the strange monsters! You can now read the mysterious runes on the arch! They read, "Let no man cross the bridge without first giving to the water that which is its due."

When destroyed, the water weirds lose their snake shapes and collapse into the river as a spray of water. They have no treasure.

W7. THE STEALTHY CRAFTSMAN

The trail narrows as you enter the rugged foothills of the Barkel Mountains. The trail sometimes winds or slopes upward, but the going is still fairly easy. After a few minutes

of travel through this rugged landscape, you hear the quiet movement of someone or something else in the rocks about forty yards to your right. There is definitely something moving, something that does not want to be seen.

A character who goes into the rocks to investigate hears the creature run briefly, then stop. After five rounds, the creature begins moving again. This game of cat-and-mouse continues for 5 rounds. At that point, roll for surprise. If the party surprises the opponent, they will see him as he runs between two rocks. If the opponent is not surprised, he will come out of hiding unless the party has tried to use spells or missile weapons on him. Before he shows himself, he shouts, "Don't shoot! I'm coming out!"

You see a middle-aged dwarf with an iron-gray beard emerge. He is wearing a hooded brown cloak that matches the terrain. He does not seem to be wearing armor, and his only weapon is a hammer. He has a small sack and a large chisel thrust into his belt.

The dwarf's name is Dunnak Ironhammer, (AC 9; Dw 3; hp 18; MV 60' (20'); #AT 1; D 1-4; Save Dw 3; ML 8; AL L; XP 35) and he is the armorer for a small clan of dwarves living in the Krayzen Mountains. He is here to mine some semi-precious gems (value 10 gp each) he uses to decorate the weapons and armor he makes. The gem vein is in a surface layer of rock; he simply chisels them out. He was moving through the rocks to lead the characters away from the gem vein; the characters will not be able to find it. Dunnak left most of the gems in a secure hiding place that only he can find, but he is carrying four of the gems with him.

If the party attacks, run the combat normally. Dunnak will surrender if he fails a morale check.

If the party does not attack, Dunnak will be friendly and apologize for frightening the party, saying, "I had to be sure I'd be all right before I showed myself." Dunnak will not admit why he is here, saying that he is an adventurer himself. He offers to drink with the characters, and challenges a fighter (or dwarf, if there is one in the party) to a weapon-throwing contest. If the party agrees, he bets his gems against the party's money. Let the players decide how the contest will be run, as long as it is fair to both. If the character wins, Dunnak pays up cheerfully.

THE HALL OF ROCK

If the characters ask him about The Rock, Dunnark says only, "I've never been there, but I've heard that going there is a bad idea." The DM decides if the dwarf will or will not accompany the party following this encounter (he should not unless the party is weak).

THE END OF THE TRAIL

You're approaching the end of your journey. Jenlar Temlin's map indicates that The Rock is less than two miles away. Barring any trouble, you should reach The Rock soon. The trail slowly bends until it is heading due north. About a half-mile from the bridge, the trail ends in a tangle of boulders and rubble. Ahead of you lies a land filled with huge boulders and thousands of rocks of every size and shape.

During the final battle, the defenders of Tuma caused avalanches and rockslides here, to slow the advance of the evil armies. The rubble has been partially cleared. Movement through here is still possible, although it will take the characters three hours to exit the square in which the trail ends. They will have to dismount and lead their horses, as this area is strewn with small sharp rocks that could injure a horse's hooves. After a slow journey through the mountains the party will arrive at The Rock.

After their various trials and battles, the party has reached its destination—The Rock itself. However, to gain entry to The Rock, they must first defeat the defenders. The party's true goal is obtaining the talisman hidden within The Rock. Evil spells prevent anyone native to Tuma (like Lirdrium Arkayz) from entering The Rock; this is the reason Arkayz was forced to hire the party. However, if the characters gain the talisman, Arkayz will know immediately, and the party will magically vanish and reappear at The Manor, their mission complete.

The Rock is defended by elaborate illusions. If the characters recognize this, their final battle will be much easier.

R1. CRONE OF CHAOS

You stand before a solitary peak in the center of a plain one-half mile square. Your hearts tell you this is your goal, this is The Rock. This mighty pillar of stone is 150' tall from the base to its flat summit. The base is roughly rectangular, 50' wide on its

northern and southern sides, and only 15' wide on the east and west sides. The Rock becomes more circular near the summit. The sides of the peak are steep, and it would be difficult to climb them, if possible at all. You ride closer and see a lovely young woman chained to The Rock. Her clothing is purple and yellow, but frayed and tattered; her golden hair is dirty, and she wears a tarnished silver tiara. Her face is blotched with grime, her features pale and drawn with pain and loneliness. In a shrill voice she shouts to you. "Flee for your lives! An old hag who loathes my beauty has imprisoned me here until I die, old and ugly. Flee before she returns to punish you for daring to come near me!"

The party is confronted with the first of the evil illusions that guard The Rock, for the seeming "damsel in distress" is actually an inhuman monster, the Crone of Chaos (AC 7; HD 6*; hp 20; MV 120' (40'); #AT 2; D 1-6/1-6; SA magical attack; Save F6; ML 12; AL Chaotic; XP 500). The crone uses the illusion to disguise her true repulsive appearance. She is magically aware of all who approach The Rock, so the characters will see the disguised crone regardless of which side they approach from.

The crone is not a true magic-user or cleric, but she has several magical attacks she will use on the party, in the order given below. She maintains the illusion of herself as bound and helpless until the final attack. The magical attacks are not cast in the way that normal spells are, and the illusion prevents anyone from knowing that the crone is responsible for them (although anyone using a detect magic spell will see that there is some kind of magic in the area where the woman stands). To further deceive the characters, the young woman will call piteously for help and shout encouragement to the player characters.

Animal Control. The crone can control all normal and giant animals automatically (no saving throw). She causes the characters' horses to throw their riders and run away. Any horse without a rider will also run. A character thrown to the ground must spend the next round getting up and cannot attack. While characters are getting up, the crone uses her second attack.

Daggers of Sorcery. This attack causes a ghostly white dagger to appear in the air before each character and attack by itself. The attack looks as if the daggers were wielded by invisible hands. A dagger moves on its own and keeps up with a character as the character

moves until either the dagger or the character is destroyed. If a character was shown from his horse in the previous round, the attacking dagger automatically has initiative and a +2 bonus "to hit" as the character gets up. The daggers are magical constructs; they can be attacked and destroyed in the same way as living creatures. Each dagger has the following characteristics: AC 2; hp 1; #AT 1; D 1-4; Save F1. Any hit scored by a character destroys a dagger.

As each dagger is destroyed, all characters who fought that dagger must roll a saving throw vs. Spells. Those characters failing their rolls become dizzy and weak for 6 rounds (-2 on Hit Rolls and saving throw rolls). Characters who make successful saving throws are unaffected.

The Crone Revealed. After the last of the four is destroyed, the form of the young captive woman changes. In mere seconds, the beautiful young woman becomes a withered, hideous old woman with sparse white hair, leathery skin, fangs, long inhuman arms, and large hands with claw-like fingers. The crone will attack the character nearest her.

The crone is an ancient creature, given unnaturally long life by the magic of the enemies of Tuma. When they learned of the talisman and its power, they tried to destroy it and found that they could not. So they set warding spells over The Rock and placed this creature there as a guard. She can exist only as long as the talisman remains in The Rock and would die if it were removed. She knows this, and is therefore the perfect guardian.

If the characters examine the area of The Rock where the crone first stood, they see narrow crack in the rock. The crone stood in front of this through most of the battle. Examining the crack further, they find a golden sword wedged in the far end of the crack. This is *The Sword of The Rock*, a magical sword +2 that cannot be used by evil creatures. Along the blade of the sword the following words are written in the common tongue: "Broad and wide the path to nowhere; thin and narrow the way to true riches. Unravel the riddle the riches to win." Either write these words down for the players to read, or read them for the players to hear. If you choose to read them, repeat them whenever the characters ask, for the characters will have the sword with them and will be able to read the words whenever they please.

The riddle's meaning is that The Rock can be entered through either of its narrow sides, east or west. The entrances are hidden by powerful illusions; no character will find a secret door or a magical door; *detect magic* will not

penetrate the illusion. But a mere placing of the hand on either the eastern or western face of The Rock will result in the hand passing through solid stone. The northern and southern exposures are only rock, and any character touching these faces will feel only stone. The party cannot take their horses into The Rock.

When the party discovers how to enter The Rock, go to encounter R2.

R2. THE HALL OF THE ROCK

The stone is not solid! Anything that touches this side of The Rock passes through as if through air! Is this the entrance you seek, or yet another deadly trap?

When the characters gather their courage and enter The Rock, continue with the description.

You find yourselves in a large hall 380' long and 240' wide. The hall is brightly lit, as if the light of the noon sun were shining down into it. The walls are 50' high, and from there the ceiling curves upward until it is approximately 350 feet high overhead. You stand in the center of the hall, looking forward. At the far end of the hall you see four raised platforms on the floor, grouped in two pairs, and seven chests between the pairs of platforms. Each platform has a statue of a crowned king on it. The walls of the hall are made of white marble filigreed with gold and silver in various natural forms: trees, flowers, wildlife, clouds; and human life: warriors, builders raising cities, market place scenes, etc. Letters of silver and gold are etched into the floor in front of you. They read, HUBRELIS TUMASSEN. To your left, the hall seems to be run-down and battered, as if time and weather had eroded the splendor of that side. The right side of the hall, however, glows and sparkles with beauty and wonder, as if it were still newly made. You stand in a group at the very heart of this magnificent hall!

This hall is too large to be the inside of The Rock that was seen from the outside; in truth, The Rock is merely a concealed magical portal lead leads to this hall, which once held all the greatest treasures of Tuma.

The words, HUBRELIS TUMASSEN, are written in a style similar to the inscription on the arches of the Stone Bridge. A character can read them automatically with a *read language*

es, or can read them if the character's Intelligence is high. When a character tries to read the words, roll 3d6 and subtract 1. If the result is equal to or less than the character's Intelligence, he or she can understand the words. When translated, they read, "THE GREAT PRIDE OF TUMA."

Now that the party has finally reached The Rock, there are 2 possible conclusions for this module, each one depending on the strength of the party when it reaches The Rock. The party may have all its original members, but each character may have only a fraction of original hit points left; the party may be small, but with each character left alive having all original hit points; or the party may be large and strong, or small and weak. Whatever the case, *Journey to The Rock* provides two endings: one for a strong party, and one for a weak party. Ending A will describe what a strong party encounters in the Hall of The Rock; Ending B will detail what a weak party encounters. As DM, you choose the ending that is appropriate for your players.

Give the players their copy of the Hall of The Rock Map.

ENDING A

In this ending, the player characters will have to fight the kings of ancient Tuma, all statues that are far more than they seem at first.

The statues on the platforms are living statues made to resemble the kings of the ancient city of Tuma. Although each is made of white marble and looks like a normal, non-magical statue, the four have the powers and statistics of the type of living statue it is. Living statues normally attack with their fists and get two attacks per round. These kingly living statues, however, will attack with weapons instead. The weapon each carries is the weapon on that the king, a mighty fighter, gained fame with in life. As long as they use their weapons, each living statue will get only one attack per round. If by some means a statue loses its weapon, it will then strike twice per round, as a normal living statue does.

Although these living statues are powerful opponents, they have a secret weakness that a lucky player character may discover. The magic that animates each of these living statues is in the crown that each statue wears. If a character rolls a "20" on the die when rolling "to hit" for a missile or melee attack, the blow has knocked the crown off the statue's head. The statue immediately stops attacking and becomes immobile. If a character is foolish enough to replace the crown on the statue's head, the statue will animate and attack again!

The crown also determines the type of living statue each is. For example, a statue with an iron crown is treated as an iron living statue.

In addition to its special weakness, each statue can be destroyed normally in combat, as with any other living statue.

Read the following description to the party when they get within 90' of any platform or any chest. Once the characters are within 90' the statues will animate and attack. They continue to attack even if the party retreats.

As you approach the platforms and the chests, you can see the royal statues more clearly. The platforms are the pedestals for each statue. The king on the left is the oldest of the four, the one next to him is younger, the two on the right are younger still. Perhaps they are a dynasty, a family of kings. All of them have a proud and noble appearance, as if each fully deserved to wear a crown....

Wait! Suddenly the statues move! Their heads turn slowly as they survey you with sightless eyes. Each raises a weapon as if to salute you and welcome you to this great hall. Then, to your horror, you realize that the salute is a challenge to you all, for the kings are stepping off their platforms and moving toward you!

The following paragraphs describe each kingly statue. You can give the physical description of the statue to any player character who is fighting that statue.

King Alcidaxes. This statue is of an old man, full of years and wisdom. His face is lined with the worries of kingship, and even his graven eyes seem to show sadness. He wears a plain iron crown, with no decoration. His weapon is a mighty battle axe. King Alcidaxes has the abilities of an iron living statue (AC 2; HD 4*; hp 12; MV 30' (10'); #AT 1 (with axe) or 2; D 1-8 (with axe) + special or 1-8/1-8 + special; Save F4; ML 11; AL Neutral; XP 125). Attackers with non-magical metal weapons must make a saving throw versus Spells when the statue is hit; failure means that the weapon is stuck until the statue is killed. If Alcidaxes' crown is knocked off, stuck weapons can be removed. *The Sword of The Rock* will not get stuck in Alcidaxes' body.

King Belkazar. This king has a serene, happy, expression on his face, as though he was at peace with himself and with the world. The statue is carved to show a holy symbol around the king's neck. His crown is of granite, carved

THE HALL OF ROCK

to look like a circular city wall. His weapon is a mace. King Belkazar had the abilities of a rock living statue (AC 4; HD 5*: hp 15; MV 60' (20'): #AT 1 (with mace) or 2; D 1-6 (with mace) or 2-12/2-12; Save F5; ML 11; AL Chaotic; XP 300). A rock living statue normally attacks by shooting magma from his fingers. King Belkazar will not do this as long as he has his mace.

King Calobanes. This king is young, and has a carefree, happy expression on his face. He looks like a young man who has learned how to enjoy life. His crown is of quartz crystal, with agates, and semi-precious stones set in it. His weapon is a long dagger. King Calobanes has the abilities of a crystal living statue (AC 4; HD 3; hp 9; MV 90' (30'); #AT 1 (with dagger) or 2; D 1-4 (with dagger) or 1-6/1-6; Save F3; ML 11; AL Lawful; XP 35).

King Delophanes. This king is obviously the brother of King Calobanes, and the two look about the same age. Closer examination reveals that they are twins, but where Calobanes was fun-loving and carefree, Delophanes looks studious and somber. His weapon is a long dagger. King Delophanes has the abilities of a crystal living statue (AC 4; HD 3; hp 9; MV 90' (30'); #AT 1 (with dagger) or 2; D 1-4 (with dagger) or 1-6/1-6; Save F3; ML 11; AL Lawful; XP 35).

If all three statues are slain, they will crumble into powder, leaving the party with the weapons and crowns of the statues. If the party examines the pedestals from which the statues came, they find the name of the king engraved on each pedestal. From further inscriptions on the pedestals, they learn the following:

Alcidaxes was the father of Belkazar.

Calobanes and Delophanes were Belkazar's sons. Each of them passed suffered in life because they were foolish and made bad judgements in time of crisis.

The only treasure the kings have is their crowns. If a dwarf or other character wants to know how valuable each is, estimate that each is worth approximate 1000 gp. This is another illusion, for the crowns were made to reflect the king's splendor. When the crowns are removed from the Hall of The Rock, each is worth only 50 gp.

ENDING B

The chests against the wall with the balconies are all made of wood; but the first is a simply constructed chest while the 7th is

richly decorated with gems and silver and gold metalwork. The chests also vary in decoration so that the first is the simplest chest and the last is the most ornate.

Having read the description of the Hall of The Rock to the players, describe the appearance of the seven chests to the characters, using the description supplied above. After this, divide the party into two groups, one having the highest Wisdom and one having the lowest Wisdom, without telling them how the division is made. Take the group with lower Wisdom aside and privately read them the following description:

You hear quiet voices calling to you. They tell you to look at the glorious side of the hall, saying, "This is Tuma! This is the greatness that was once lost but can now be yours. For long years its glory has waited for bold adventurers like yourselves to come and claim that which your daring and bravery has earned you. This is yours by right of valor, by might of arms, by sleight of hand and by keenness of mind. Others have tried, but they have failed—all because they would not take the riches they had earned. Come, now. Take your due. The wealth of Tuma is yours; you deserve it more than any other. Behold the folly of those who have ignored Tuma's greatness! See the worn and weary section of this great hall! It has been brought so low by fools who mistook poverty for humility, simplicity for piety, who called wealth and riches greed and avarice. These fools thought honor meant lowering one's self when one should have elevated one's greatness. Do not be a fool! Let the trumpet of your true worth ring out! The great deserve the best! The bravest demand the finest! You have made it to The Rock; do not walk away empty-handed, a pauper forever! Be not a fool; be not a fool!"

Try to be as persuasive as possible in order that the characters truly believe the words of the soft voices.

To the other group, the ones with the highest Wisdom, say nothing except the previous description of the hall, except to call their attention again to the glorious side of the hall. This is not the proper choice, for the chest containing the treasure of Tuma and the Secret of The Rock is not the fanciest chest, but the simplest. Having tried to sway the party towards the richer side of the hall, read the

following to the players.

You stand gazing at the seven chests lining the wall beneath the balconies. The first chest is elegant in its sheer simplicity, but each succeeding chest surpasses it in value and design. The last chest is by far the best of the lot. Its jewels sparkle in the mysterious light of the hall; its gold and silver glitter with light. And then, from nowhere, a deep, rich voice calls out to welcome you to the Hall of The Rock. "You are indeed brave heroes to have reached this great Hall! To you a reward shall be given for your great courage. In one of these seven chests lies the goal of your journey, and much more! But you can choose only one of these chests and must be content with what you find. You have done well thus far; choose well and your journey shall be a success. What you have experienced on the way here will prove to be a guide beyond measure. Think, then, and choose; think and choose!" The voice falls silent, and you are left with only your thoughts.

The voice's reference to "experiences on the way here" is meant to get the party to reflect on how appearances have been deceptive throughout the journey. Now the characters must use their wits instead of their muscles.

For Ending B, the fighting mentioned on the golden sword refers to the battle to make the right decision. If the party is being overly suspicious or paranoid, explain this interpretation of the sword's riddle to them. But this interpretation applies only to Ending B; in Ending A the fighting is quite literal.

There is only one chest that the party can choose in order to be successful in learning the secret of The Rock, and that one chest is the first chest, the simple, wooden chest. Should the party select any other chest, the voice will shout out in an angry tone: "Foolish, greedy creatures! You dare presume to discover the Secret of The Rock! Never shall so great a secret be learned by the likes of you! Begone! Nothing have you learned from your troublesome journey here! Begone and bother this place no more!" The hall will then fade from view, and the characters will find themselves outside The Rock and facing a perilous journey back to the Manor.

Failure in this quest produces some very interesting results. If the party had been captured by the chameleon men and had struck an agreement, then payment will still have to be made. If the payment is too much less than what the party had promised, then you will

have to choose what is to be done. At the very best, the party will be forbidden passage along the trail and will have to return to the Manor by another way.

But this happens *only if* the wrong chest is chosen. If the party picks the right chest, the following will occur. The wooden chest will not be locked even though it appears to be locked; all the other chests are locked in fact. Upon opening the wooden chest the characters will find these items within it: 100 pp; 1,500 gp; 4 gold wristbands worth 100 gp each; a *ring of protection +1*; 2 potions of *healing a tope of climbing*; 2 *daggers +1*; and a curiously fashioned talisman that looks like a capital T with a short diagonal stem hanging off the right side of the crossbar of the T. At the tip of the diagonal stem there is a small red stone, not a ruby, and whose worth can't be estimated by any character. When the contents of the chest have been thoroughly examined, the voice will again cry out to the party.

"Well done, brave heroes! To you shall the secret of The Rock be revealed. And this be that greatest of secrets: A soul falls into judgement when a soul climbs high enough to sit in judgement's seat; judge not by what is seen, but by what is truly there. Let the eyes of the heart guide and counsel the eyes of the body. Glitter does not make a golden prize; hidden in the heart the answer lies. How a creature looks never changes what's inside. Judge with righteous judgement; be wise. Be wise!"

The talisman in the chest is magically intelligent, and it is the source of the mysterious voices. The Hall of the Rock is intended to deceive foolish or greedy adventurers and keep them from obtaining the talisman. The talisman will activate the magical portal when the party tries to open a chest, but the characters will have enough time to collect the treasure (if they choose the correct chest). If they made the wrong choice, they will not have a second chance to re-enter the Hall of The Rock; the talisman will keep the magical portal closed.

Payment due the chameleon men, had the party been forced into a bargain, will be taken from the total of treasure gathered from the start of the game, *not* from where the party met the chameleon men. If a set price had been the bargain, then the characters have no problems; if the price was a percentage of the treasure found, then the players will have to work this out.

RETURNING TO THE MANOR

After the party has settled accounts with the chameleon men (if necessary), Lirdrium Arkayz will find the characters (wherever they are) and magically return them to the Manor of Lirdriam Arkayz. Jenlar Temlin will come down the wide steps to ask if the journey has been successful; he will ask for the Secret of The Rock. The Secret consists of the Talisman's last words to the characters. If someone recites the Secret, Jenlar Temlin smiles and says:

You have indeed done well, but the Secret of The Rock is a twofold secret. What else have you brought back from your journey to The Rock?"

He will, in essence, be asking for the strange talisman. If the characters are at a loss to understand what Jenlar means, he will ask outright for the talisman with the large T on it. When given the talisman, Jenlar will bow, and give each character the reward they negotiated at the beginning of the adventure. If the characters are curious about the talisman or The Rock, Jenlar says:

Master Arkayz is engaged in secret labor and the talisman is necessary for the work's completion. It was to have been his long ago, and you have restored it to him. The Secret of The Rock is wisdom you may benefit from in the future. I am glad that you have succeeded where so many others have failed. This bodes a bright future for all of you.

If the party entered The Hall of The Rock but failed to obtain the talisman, Jenlar will be unconcerned, since Lirdrium will be able to obtain the talisman by other means. He praises the bravery of the player characters, saying that no one else has done as well.

The party can then leave or spend the night at the Manor and set out for Threshold the following day.

This interlude links the Hall of Rock adventure to the Great Escape. A side trip to the Caverns of Quasqueton is also possible, if you wish to prepare that adventure.

As the characters return to Threshold from the manor of the mage Arkayz, they will find an old man with a staff camped on the trail. If they talk to him, they will learn his story of the Black Eagle Barony.

The old man claims to be Anton Turino, a spy in the service of Duke Stefan. He has been seeking evidence that Baron Hendriks is causing unrest in the Duchy by secretly sponsoring goblin raids along the western border. He has learned that spies from the Black Eagle Barony are everywhere. He is meeting a contact with the final proof he needs to expose the plot at Lone Tree Hill, a day's ride east of Luln, however, there is a problem. He can't take the proof to Specularum personally and needs help. The job doesn't pay anything, but when he talks to the Duke, he will arrange for the Duke to grant them a personal favor.

The story is a complete lie. Anton is an agent for Baron Hendriks whose job is rooting out threats to the Baron. There haven't been any for awhile, and Anton has devised this plan to make himself look good. In fact, a goblin force, secretly backed by the Baron, will shortly raid Luln. Anton wants to trick the players into going west, then turn them over to the Baron's men as captured spies. He has met them outside Threshold to avoid interference.

If the party attacks and kills Anton, (fake a combat: Anton is AC 7 and dies on the fourth hit—he makes all saving throws and *sleep* will not work, further, he should not cause more than 10 points of damage to the party) they will find a map marked with the note "Lone Tree Hill, meet soon." If you have stocked the Caverns of Quasqueton, Anton will have a map to this location marked "Quasqueton? Check later."

This is a trap for players who take NPCs at face value. Anton has no identification or proof that his story is true. He will answer questions with questions and misdirection, pausing a moment before each evasion. His story has weak points (such as how he can talk to the Duke if he can't go to Specularum). A *detect evil* spell will reveal his evil intentions toward the characters. There is no problem if the party refuses to go with Anton, he will just make another plan that doesn't involve them.

If the characters go with him (or decide to investigate around Luln on their own) go to the Great Escape Adventure.

B1 Note: Module B1, In Search of the Unknown featured a "Stock-your-own" complex run by Rogahn, fighter of renown, and Zelligar, a powerful mage. The maps to this adventure are given on page 150.

THE GREAT ESCAPE

Background

Investigating rumors of goblin raids in the vicinity of Luln, the party's camp is surprised one night by a horde of goblins (arranged by Anton if he is there). Tell the players as DM that their characters will probably die if they resist, and kill characters whose players force the issue. (This is something of an intelligence test, unintelligent play will cost a character at this point. Obviously, characters who surrender should not be killed). If Anton is there, he will gloat about having caught agents of the Duke. The characters will be forced marched several days to an outpost of the Barony.

If the players complain that their capture was unfair, gently remind them that if adventuring was easy, anyone could do it—they can't always expect things to go their way—and that there were clues. They will have ample opportunity to escape and recover their equipment, if they play well.

Notes for the Dungeon Master

The party members start this adventure with no armor or weapons. The spell books of any magic users have been taken away. However, all spell casters in the party have memorized spells, and can cast them normally. All obvious magic items have been removed from all characters. There is a 20% chance that small, inobvious magic items (such as rings) may have been missed when the enemy soldiers searched their prisoners.

Once the characters have escaped their cell, they can search for their equipment (stored in room 13) or attempt an immediate escape. If they escape without recovering their equipment, and make it back to Luln, the townmistress Sascia will equip the party with non-magical weapons and armor (and possibly a few scroll spells for magic users) so they can go back and clear out the enemy outpost. They can then recover their equipment. If this occurs, replace all the men and monsters that the party killed during their escape. The entire outpost will be on alert when the party returns, and surprise will be impossible. This has no great campaign effect; border skirmishes are common.

Rooms that are empty or in which someone is sleeping are considered dark unless the room has windows or the text specifically states the room is lit. Rooms that are occupied by people who are awake always have light, either through a window or by a candle or lantern. Doors are not locked unless the text specifically says otherwise, and open easily.

The occupants of the outpost are intelligent

soldiers. They work together, and once the alarm is raised or the escaping prisoners are sighted, they pursue the party in the most efficient way possible.

Remember, the players cannot map the outpost until (or unless) their characters find mapping implements and supplies.

The corridors and hallways of the outpost will be empty for exactly 10 turns after the party escapes from room 1. After that, the men and women currently eating a meal in room 2 leave the dining room by ones and twos, with one group leaving every other turn. There is a 1 in 6 chance each turn that the party will have an encounter with 1 or 2 veterans (F1, AC 9, hp 7 each, dagger D 1-4, ML 8). The veterans will attempt to sound the alarm if they get initiative and are not surprised. If the alarm is raised, the chance for an encounter increases to 3 in 6 each turn. If the party is already engaged in combat, there is a 1 in 6 chance each melee round that 1 additional veteran arrives to join the fight. *Monster statistics are given on page 28.*

1. PRISON CELL

The flickering torchlight barely illuminates the prison cell that you have occupied for the past two days. Talking quietly amongst yourselves, you have pooled a pitifully scant amount of information about your plight. You were captured by goblins and brought to this outpost, somewhere just beyond the Black Eagle border. You were blindfolded, herded through corridors and finally shackled in leg irons in this narrow cell.

It is important that you escape, and quickly. You have learned that a large raiding force of goblins, backed by the Black Eagle Barony, will soon descend on Luln. The town must be warned.

Once you were securely shackled, your blindfolds were removed, and you could see your surroundings. Your prison cell is about 20 feet wide and 80 feet long. Iron double doors, securely locked, are along one of the long walls. The leg irons are attached to each other with a sturdy chain, about five feet long. The chain passes through a ring that is securely embedded in the floor of the cell. The torches that light the room are in brackets high on the wall—too high for you to reach.

You have heard human voices from time to time, but until this morning, the only creature you have seen is a large humanoid

who bears a strong resemblance to a hyena. He has brought you food and water three times each day. He is armed with a dagger and a mace, and carries a large key ring with several keys on it. He has muttered and complained in the common tongue because the commander has not let him torture you.

This morning, the human commander of the outpost and a visitor, a female officer from another Black Eagle unit, came into your cell and bragged about the trusted Black Eagle agent, Anton Turino, having captured you. He told the visitor that instead of being slain as spies, you are about to be taken to the slave markets of Fort Doom. There, you will have no hope of escape.

If you are ever to see your home again, you must act soon. Soon, it will be time for your noon meal...

Give the players up to 10 minutes of real time to create a plan. If they decide on a plan in less than 10 minutes, the jailer arrives as soon as the plan is set. If the players have not finished their planning when their time is up, the jailer arrives anyway. When the jailer is about to enter the room, read the following:

You hear heavy footsteps approach, and the sound of a key turning in the door. It is your jailer, coming with your noon meal. He enters alone, grumbling about something under his breath. He appears distracted.

The jailer is a gnoll armed with a dagger and a mace. It carries a key ring with six keys on it. Only two are used in this adventure: one unlocks all the leg irons, and the other opens the prison door.

The gnoll is not particularly bright, and will go along with any reasonably subtle trick, such as feigned illness on the part of a party member. If captured and threatened, it will cooperate with the party, but will look for the first opportunity to doublecross them. It knows the party's equipment is in room 13, but does not have a key to that room.

In order to give the party a fighting chance, the first magic spell that any party member casts in this adventure automatically succeeds, even if the victim is entitled to a saving throw. This benefit only happens once for the entire party.

If the party's plan does not succeed, the jailer leaves, taking the noon meal with him. He

does not report the escape attempt because he doesn't want to look bad. He returns with the evening meal, this time very alert.

If the party does not escape within two days (six meals), a party of armed human guards escorts them out of their cell, and they are taken (in leg irons) to the Fort Doom.

Any further escape attempt are at the discretion of the DM (remember that magic users cannot re-learn spells without a spell book). One possible rescue is given at the end of this adventure in Interlude C.

If the party escapes the room, read the following aloud:

As you carefully peer out the door of your cell, you see a corridor stretching to the left and right. You hear the sounds of conversation and laughter coming from the left. In both directions you see branching corridors and several doors.

2. KITCHEN AND COMMON DINING ROOM

NOTE: There are two openings (no doors) leading into the dining room, and one door (closed) leading into the kitchen. If the party peers through either door into the dining room, read the following:

You see a large room with many tables and benches. About 20 people are sitting at the tables; they are laughing, talking, and eating. Both women and men are present; all are dressed in leather armor and seem to be soldiers. There is an open kitchen in one section of the room; a door leads out of the kitchen.

If the party opens the door into the kitchen, read the following:

An open kitchen reveals a dining room beyond, filled with people. Two women are preparing and serving a meal. A delicious aroma of cooking meat comes from the kitchen.

The two women in the kitchen and ten of the people seated at the table are non-combatant servants. The rest are fighters wearing leather armor and armed with daggers.

There are 6 male servants, 6 female servants, 8 veteran fighters (1st level fighters), and 2 warriors (2nd level fighters). Two of the veterans are women. Each of the warriors has a key to the armory (room 13).

3. MEN'S COMMON QUARTERS

This room contains a number of beds and wardrobes, a few chairs, and a couple of tables. It otherwise appears to be empty. There is an open doorway on the far side of the room.

This room provides quarters for the male servants. There is no one here at the moment. Under one mattress can be found 12 sp and 14 cp. Under a second mattress can be found 6 sp and 15 cp. A third mattress conceals 8 sp and 6 cp. A fourth holds 3 sp and 19 cp.

4. MEN'S BATH

This long, narrow room has an open doorway at the far end. There are several wooden tubs on the floor, and what looks like a stove in the middle of the room. The floor is wet, and there is a soap smell. The room appears to be empty.

This room is a bath. The stove is used to heat water for the tubs. The room is currently empty. The floor is very slippery; any character searching here must roll his Dexterity or less, using 3d6, or slip on the floor and turn an ankle. A turned ankle cuts a character's movement rate by half for 1d6 turns.

5. MEN'S DRESSING ROOM

NOTE: The following description assumes the party enters this room from the east. If they enter from room 6, you must make the appropriate adjustments. The small entranceway to the east of this room is currently empty. Both doors are swinging doors, and can easily be pushed open.

The left wall of this long, narrow room seems to be a curtain. The right wall is lined with pegs. One of the pegs has some clothing on it. There is a basket near the far end of the room that has some cloth things on it. Otherwise, the room appears to be empty.

This area is used by the men to change clothes before using the bath or the exercise room (room 6). The curtain has several gaps through which one can enter room 6. The clothing belongs to the man in room 6, and includes leather armor and a belt with a dagger. The basket is filled with wet towels.

6. MEN'S EXERCISE ROOM

NOTE: The following description assumes the party enters this room from the south. If they come from room 5, make the appropriate adjustments.

This looks like a work-out room. There are mats on the floor, weights, and other equipment. A man dressed only in short pants is doing push-ups near a rack in the near left corner of the room.

This man is a veteran (1st level fighter). He is AC 8 because of good dexterity. When he sees the party, he grabs a weight from the rack and uses it like a mace (D 2-7, due to strength). He is too far from the dining room to call to the others, but he fights as best he can. He runs to alert the others if he can.

There is nothing of value in this room. If party members choose, they can use the weights as maces, but they are -1 to hit rolls and to damage when using them.

7. WOMEN'S COMMON QUARTERS

This room contains a number of beds and wardrobes, a few chairs, and a couple of tables. It otherwise appears to be empty. There is an open doorway on the far side of the room.

This room provides quarters for the female servants. There is no one here at the moment. Under one mattress can be found 7 sp and 5 cp. Under a second mattress can be found 8 sp and 20 cp.

8. WOMEN'S BATH

This long, narrow room has an open doorway at the far end. There are several wooden tubs on the floor, and what looks like a stove in the middle of the room. The floor is wet, and there is a soap smell. The room appears to be empty.

This room is a bath. The stove is used to heat water for the tubs. The room is currently empty. The floor is very slippery; any character searching here must roll his Dexterity or less, using 3d6, or slip on the floor and turn an ankle. A turned ankle cuts a character's movement rate by half for 1d6 turns.

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9. WOMEN'S DRESSING ROOM

NOTE: The following description assumes the party enters this room from the east. If they enter from room 10, you must make the appropriate adjustments. The small entrance-way to the east of this room is currently empty. Both doors are swinging doors, and can easily be pushed open.

The left wall of this long, narrow room seems to be a curtain. The right wall is lined with pegs. There is a basket near the far end of the room that has some cloth things on it. Otherwise, the room appears to be empty.

This area is used by the women to change clothes before using the bath or the exercise room (room 10). The curtain has several gaps through which one can enter room 10. The basket is filled with wet towels.

10. WOMEN'S EXERCISE ROOM

NOTE: The following description assumes the party enters this room from the north. If they come from room 5, make the appropriate adjustments.

This looks like a work-out room. There are mats on the floor, weights, and other equipment. The room otherwise seems to be empty.

There is nothing of value in this room. If party members choose, they can use the weights as maces, but receive a -1 to both hit and damage rolls when using them.

11. PANTRY

This room is lined with shelves, and two additional rows of shelves are in the middle of the room. Sacks and barrels are stacked along the left wall.

The sacks contain flour, potatoes, beans, and other food. The barrels hold pickles, dried fish, dried meat, and other preserved food. The shelves are not very well stocked, but there are wooden boxes filled with vegetables and bottles. On one shelf, together with bottles of vinegar, oil, and other common liquids, are five vials. Three contain potions of healing, one contains a potion of invisibility, and one contains a potion of poison.

12. TRAINING ROOM

At the far end of this room is a window, and three more windows line the long wall to the left. All are barred. The floor is covered with straw, bales of hay, and padded posts.

This room is used for combat practice. The party cannot escape through the windows. Two battered, but serviceable, shields have been tossed into the northeast corner of the room.

13. ARMORY

Both doors to this room are locked. The commander and all the warriors (2nd level fighters) have keys.

This room is full of racks on which hang a large assortment of armor and weapons.

This room contains leather and chain mail armor in all human sizes, and a large number of short bows and arrows, short swords, spears, and shields. The party's equipment is here.

All the party's equipment, including magic items, are stored here.

14. TORTURE CHAMBER

The straw on the floor of this room is discolored. A number of strange devices line the west wall. In the middle of the wall is a shallow pit.

This is an interrogation and torture chamber. The stains on the floor are blood. The pit is a fire pit, with branding irons resting in the ashes of an earlier fire. The room contains a rack and two wicked-looking whips (D 1-2).

15. JAILER'S QUARTERS

This messy bedroom contains a bed, a table, a chair, and a lot of tagged clothing.

The gnoll jailer lives in this room. He has a large chest hidden under the floorboards beneath his bed. It is trapped with a poison needle. Anyone who opens the chest without first finding and removing the poison needle must make a saving throw vs. Poison or die. The chest contains 300 gp.

16. WINE STORAGE ROOM

This room contains barrels and kegs of various sizes. Several racks around the room are filled with bottles lying on their sides.

This room is used to store liquor. The barrels are filled with ale, and the kegs and bottles are filled with wine. A wine rack in the southwest corner doubles as a secret door to the treasury (room 42). To operate the door, one must pull on the second wine bottle from the left on the bottom shelf.

17. COMMON LIVING ROOM

NOTE: The following description assumes the party enters this room from the west along the north wall. If they enter from another direction, adjust the description accordingly.

This is an enormous room with many tables and comfortable chairs. The wall to your left and the far wall each have four windows. There is a door in the middle of the far wall that seems to lead outside. Two men dressed in leather are seated at a table in the far left corner, rolling dice.

The two men are veterans (1st level fighters) armed with daggers. They are completely absorbed in their game, and are surprised on a roll of 1-5 on a 1d6. The gambling stakes on the table consist of 24 gp and 52 sp.

If the fighters are attacked but not killed or silenced immediately, they yell for help. Make an immediate check to see if any of the wandering fighters come to help. Wandering fighters arrive in 1-3 rounds.

18. COMMANDER'S DINING ROOM

This appears to be a dining room. There is a large oval table in the middle of the room surrounded by straight chairs. The floor is carpeted. A closed cabinet is in the near left corner. Two large windows are on the far wall, and there is a door in the right wall, near the entrance.

This room is used by the commander when entertaining visitors. Inside the cabinet is a set of silverware (worth 600 gp) and fine china (worth 200 gp). There is nobody here now.

19. COMMANDER'S LIVING ROOM

This seems to be a living room. There are some tables and a number of comfortable chairs around the room. The floor is carpeted. There is a window along the left wall and a door in the far wall directly opposite the entrance. There are three people seated in chairs around a table across from the door through which you entered. You recognize two of them as the commander and the visiting officer. They are wearing leather armor. The third person is a woman dressed in ordinary clothes. Each holds a glass of wine.

The three people are the commander, his wife, and the visiting officer. Both the commander and the visiting officer are armed with daggers. Their AC and damage reflect bonuses from dexterity and strength. The commander's wife does not fight.

If the alarm has been raised, the commander is armed with a *short sword +1* and is wearing plate mail and a *shield +1*. Both these items are located in room 20 when not worn. The visitor carries a short sword. They cannot be surprised once the alarm has been given.

The commander is wearing a gold bracelet set with diamonds, worth 750 gp. He also carries two keys: one unlocks room 1, the other room 13.

20. COMMANDER'S BEDROOM

This is obviously a bedroom. There are two large beds, two wardrobes, a desk, a table, and several chairs. There are ornate rugs on the floor. There is a large window in the outside wall, a door directly across from the door by which you entered, and an open doorway in the wall opposite the window.

If the commander was not alerted, a *short sword +1*, plate mail armor, and a *shield +1* are hanging on the wall.

If the party goes through the open doorway into room 20a, read the following:

This area appears to be a bath. There is a small stove at the far end and a large metal tub nearby. Closer to the door is a dressing table with a mirror.

A drawer in the dressing table has a false bot-

tom that conceals 94 pp, 17 gp, and a *cursed dagger -1*.

21. VISITOR'S QUARTERS

This is obviously a bedroom, with a large bed, a wardrobe, a desk, a table, and several chairs. There are a few small rugs on the floor. There is a large window in the left wall, and an open doorway to your right. Otherwise, the room appears to be empty.

The room is empty. If the party goes through the open doorway into room 21a, read the following:

This area appears to be a bath. There is a small stove at the far end and a large metal tub nearby. Closer to the door is a dressing table with a mirror.

This room is empty.

22. VISITOR'S QUARTERS

This is obviously a bedroom, with a large bed, a wardrobe, a desk, a table, and several chairs. There are a few small rugs on the floor. There is a large window in the left wall, and an open doorway to your right. Otherwise the room appears to be empty.

The room is empty. If the party goes through the open doorway into room 22a, read the following:

This area appears to be a bath. There is a small stove at the far end and a large metal tub nearby. Closer to the door is a dressing table with a mirror.

This room is empty.

23. VISITOR'S QUARTERS

This is obviously a bedroom, with a large bed, a wardrobe, a desk, a table, and several chairs. There are a few small rugs on the floor. There is a large window in the left wall, another across the room from the door, and an open doorway to your right. Otherwise, the room appears to be empty.

The visiting officer is quartered here. Her

things are in the wardrobe. In addition to clothing, there is plate mail armor, a shield, and a long sword. There is also a *bag of holding* that contains 2,000 gp and 6,000 sp.

If the party goes through the open doorway into room 23a, read the following:

This area appears to be a bath. There is a small stove at the far end and a large metal tub nearby. Closer to the door is a dressing table with a mirror.

This room is empty.

24-41. OFFICERS' QUARTERS

All the officers at this outpost have private quarters. The rooms in this section are all identical. They contain a single bed, a wardrobe, a table with a chair pulled up to it, a low table near the bed, and chair near the low table.

24. FEMALE VETERAN'S QUARTERS

There is a sword on the low table and chain mail armor draped over the chair. A woman in leather armor is asleep on the bed.

The woman is a veteran (1st level fighter). The sword is a short sword. She has hidden 4 gp, 4 sp, and 4 cp under her mattress.

25. FEMALE VETERAN'S QUARTERS

The woman who lives in this room is currently in the lunchroom. There is chain mail armor in the wardrobe. There is a false bottom in the table drawer that conceals 7 gp, 5 sp, and 10 cp.

26. FEMALE VETERAN'S QUARTERS

The woman who lives in this room is currently in the lunchroom. There is chain mail armor in the wardrobe.

27. FEMALE WARRIOR'S QUARTERS

This room is slightly different from the others. Set apart from the rest of the room in the near left corner is a low table surrounded by four comfortable chairs. There

THE GREAT ESCAPE

is a desk in the far left corner, and a sword hangs on the wall beside it. Seated at the desk is a woman dressed in leather, writing a letter.

This woman is a warrior (2nd level fighter). In easy reach of her is a *short sword +1*. Because of her strength, she does 1 extra point of damage per attack. She carries a large pouch on her belt containing 10 gp, 21 sp, and 20 cp. She has a key ring with two keys: one to her room and one to the armory (room 13).

28. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is short sword. There is chain mail armor in the wardrobe.

29. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is short sword. There is chain mail armor in the wardrobe. The drawer in the table contains 1 gp and 3 sp.

30. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is short sword. There is chain mail armor in the wardrobe.

31. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is short sword. There is chain mail armor in the wardrobe. There are 4 gp and 7 sp hidden under the mattress.

32. MALE VETERAN'S QUARTERS

There is a sword on the low table and chain mail armor draped over the chair. A man wearing leather armor is asleep on the bed.

The man is a veteran (1st level fighter). The sword is a short sword. The drawer in the table contains 6 gp, 8 sp, and 2 cp.

33. EMPTY QUARTERS

This is identical to the other bedrooms, but it appears to be unused.

This room is empty.

34. EMPTY QUARTERS

This is identical to the other bedrooms, but it appears to be unused.

This room is empty.

35. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The occupant of this room is working out in the exercise room (room 6). The sword is a short sword. There is chain mail armor in the wardrobe.

36. MALE VETERAN'S QUARTERS

There is a sword on the low table and chain mail armor draped over the chair. A man wearing leather armor is asleep on the bed.

The man is a veteran (1st level fighter). The sword is a short sword. A pouch attached to his belt contains 3 gp, 4 sp, and 2 cp.

37. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

THE GREAT ESCAPE: Monsters

Room	Monster	No.	Hit Roll	AC	HD	hp	MV	#AT	D	Save	ML	AL	SA/SD	XP
WM	Veteran (F1)	1 or 2	19	7	1	7 each	120'(40')	1	1-4	F1	8	N	No	10
1	Gnoll	1	18	5	2	8	90'(30')	1	1-4 or 1-6+1	F2	8	C	No	20
2	Male Servant	6	19	9	1	3 each	120'(40')	0	0	NM	6	N	No	5
2	Female Servant	6	19	9	1	2 each	120'(40')	0	0	NM	6	N	No	5
6	Veteran (F1)	1	19	8	1	7	120'(40')	1	1-6 + 1 ST	F1	9	N	No	10
17	Veteran (F1)	2	19	7	1	6,5	120'(40')	1	1-4	F1	9	N	No	10
19	Commander (F4)	1	16	6	4	24	120'(40')	1	1-4 + 2 ST/DX	F4	10	L	No	75
19	Wife (NM)	1	19	9	1	3	120'(40')	0	0	NM	8	L	No	5
19	Visiting Officer (F3)	1	17	6	3	16	120'(40')	1	1-4 + 1 ST	F3	9	N	No	35
24	Veteran (F1)	1	19	7	1	6	120'(40')	1	1-6	F1	8	N	No	10
27	Warrior (F2)	1	19	6	2	8	120'(40')	1	1-6 + 2 ST	F2	9	N	No	20
32	Veteran (F1)	1	19	7	1	6	120'(40')	1	1-6	F1	8	N	No	10
36	Veteran (F1)	1	19	7	1	6	120'(40')	1	1-6	F1	8	N	No	10
41	Warrior (F2)	1	19	6	2	8	120'(40')	1	1-6	F2	9	N	No	20

The man who lives in this room is currently in the lunchroom. The sword is a short sword (D 1-6). There is chain mail armor in the wardrobe. The wardrobe also holds a small pouch containing 6 gp and 2 sp.

38. MALE VETERAN'S QUARTERS

There is a sword hanging on a rack on the wall.

The man who lives in this room is currently in the lunchroom. The sword is a short sword (D 1-6). There is chain mail armor in the wardrobe.

39. MALE WARRIOR'S QUARTERS

This room is different from the other bedrooms. Set apart from the rest of the room in the left corner is a low table surrounded by four comfortable chairs. There is a desk in the far left corner, and a sword and a shield hang on the wall beside it.

The man who lives in this room is currently in the lunchroom. The sword is a short sword; and the shield is of normal make. There is a set of *chain mail +1* in the wardrobe. A small purse hidden in a chair contains 7 gp and 12 sp.

40. MALE WARRIOR'S QUARTERS

This room is different from the other bedrooms. Set apart from the rest of the room in the left corner is a low table surrounded by four comfortable chairs. There is a desk in the far left corner, and a sword and a shield hang on the wall beside it.

The man who lives in this room is currently in the lunchroom. The sword is a short sword; and the shield is a *shield +1*. There is a set of chain mail armor in the wardrobe. A secret compartment in the bottom of the wardrobe conceals 8 gp and 20 sp.

41. MALE WARRIOR'S QUARTERS

This room is different from the other bedrooms. Set apart from the rest of the room in the left corner is a low table surrounded by four comfortable chairs. There is a desk in the far left corner, and a sword and a shield hang on the wall beside it. A man dressed in leather is asleep on the bed.

This man is a warrior (2nd level fighter). His

superior strength gives him +1 to damage in any attack. He is wearing leather armor and has a dagger in his belt. The short sword and shield are of normal make. There is plate mail armor in the wardrobe. A key on the bedside table unlocks the armory (room 13). A locked metal box in the bottom of the wardrobe contains 19 gp and 20 sp.

The west wall of this room is paneled with wood. If the panel nearest the north wall is pressed just above eye level for a normal human, the secret door to the treasury will open. One of the chairs surrounding the table in this corner is backed up into this corner, so the chair must be moved in order to open the door.

42. TREASURY

This room is empty except for a number of sacks along the far wall.

This room contains most of the valuables of the outpost. Two small sacks contain 200 pp

each. Six large sacks contain 500 gp each. Three large sacks contain 500 sp each. Among the sacks is a medium-sized iron box that is securely locked. It weighs 100 cn, and cannot be opened by force. A thief can pick the lock, or a *knock* spell will open it, but it cannot be forced open. The box contains three vials, each containing a potion of growth, a ring of fire resistance, and a rod of cancellation.



The result of the Great Escape scenario depends on how the characters do. If they fail to escape from the outpost, they will be placed in a wagon under heavy guard and their journey to Fort Doom begins. The first night out, the wagon will be ambushed by a raiding force from Luln and the characters will be rescued. The forced march back to warn Luln will fail; the raid will have caused heavy damage. Sascia will have other uses for her men-at-arms, but will outfit the player characters if they want to recover their equipment from the outpost.

If the party successfully escapes from the outpost, they will arrive at Luln in time to warn the town against the attack. Sascia and her guards will prepare an ambush and drive off the goblins with heavy losses. The situation will remain tense, and Sascia will make out a full report on the situation. When the party is ready to leave Luln, she will ask them to deliver the report to the scribe Franz Dublois, who can be found with the military garrison in Specularum. The party will receive a small sack of gold for traveling expenses and will be able to deliver the message without difficulty. See the Veiled Society adventure for more details about Specularum.

The Town of Luln

Luln is a frontier town about the size of Threshold, but much more crowded, and its

living conditions are slightly more primitive. The general services provided are much the same, but the quality is generally inferior to that of Threshold. Part of this is due to the fact that the Black Eagle Barony is close by, and continual humanoid raids have prevented the development of the land, which is rich.

The Baron's role in the town's troubles is something of an open secret, but the fact remains that Duke Stephan has his hands full with other matters and little short of a blatant invasion by the Baron's regular forces will bring outside aid. The Baron's strategy is to keep the area worn down by continual harassment while he builds his own forces. Then, when the Duke becomes involved in a major conflict elsewhere, the Baron can seize the town and hopefully conclude a separate peace with the Duke.

The Duke knows this, of course, and has placed the ambitious Townmistress Sascia (a high level fighter) in charge of the place. Her job is to preserve the town and build up the local economy in the face of the Baron's interference.

The nearby Radlebb Keep assists Luln when it can, which is not often—the area its garrison must patrol is large, and the haunted Koriszegey Keep must be constantly watched. Also, Sascia has her eye on a knighthood, and is interested in proving her leadership without resorting to the Duke's soldiers.

ELWYN'S SANCTUARY

Background

The following legend is very well known. All the player characters should be quite familiar with it. The information in this section can be freely given to the players.

The Church of Karameikos is widespread and popular mainly among the ruling classes of the Grand Duchy. However, one of its lesser orders most popular with the common folk is the Order of Chardastes. The Order grew out of an incident that happened more than 300 years ago. At that time there were many places in Karameikos dedicated to Traladarion worship. A small sanctuary in Marilenev (later renamed Specularum) was one of those sites.

One day, a woman who was very sick went to the sanctuary and prayed to have her health returned. While she was praying alone in the sanctuary, a being called Chardastes appeared to the woman. He told her that the religion of her people was false, and that his way was the only true religion. To prove this, he laid his hands on the woman and cured her of her illness. He also left behind on the altar a wonderful magical bell.

The bell, of ordinary size and shape, had been made of purest platinum. What made it so remarkable was that it had no clapper. Instead, it rang magically whenever it was picked up. When the Thyatians settled in Karameikos, they incorporated the sanctuary into the Church of Karameikos.

The story of the bell has spread far and wide. Each year, on the anniversary of the miracle, hundreds of people flock to its small building, hoping to be cured by Chardastes. They crowd into the sanctuary, a hundred or so at a time, and pray as the clergy sings the sacred words and lifts the magical bell. Most are disappointed, but so many have had their prayers answered that the Order has flourished ever since.

All that changed about five years ago. At that time, there was a cleric in the Order whose name was Elwyn. Elwyn was very dedicated to the Church, and had been well rewarded by the Patriarchs and Matriarchs of the Church. But that, apparently, was not enough. There were rumors that Elwyn had begun practicing with edged weapons and researching the spells of the magic-users, trying to learn the abilities of the other classes. This was a serious charge, indeed. But before anyone could prove the charges, Elwyn vanished without a trace. And to the horror of the people, the sacred bell of Chardastes that was kept in the sanctuary was gone, too!

The Order has been in a state of crisis ever since. The faithful still come to the sanctuary

on the holy day, but there have been no miraculous cures since the bell vanished. The numbers of the faithful have decreased in recent years.

Some time ago, rumors of a powerful hostile force began to spring up. It was said that someone had built a large, monstrous fortress in a distant section of the county, and that those who attempted to investigate it had not returned. Recently, rumors have been circulating that Elwyn might be behind this mystery. The Patriarch Sherlane is interested in having the fortress investigated. He will have the party investigate the fortress, determine if Elwyn is involved, recover the sacred bell if it can be found, and bring Elwyn to justice if possible.

The party will be promised 500 gp apiece to investigate the fortress, 1,000 gp apiece to recover the bell, and an additional 1,000 gp if they are able to bring Elwyn alive to justice. If the party so requests, they are given an advance payment of 50% (250 gp each) with which they can buy non-magical equipment and supplies.

A local guide is provided to take the party through the wilderness to the mysterious fortress. The guide will not, under any circumstances, accompany the party into the fortress.

The party arrives on the anniversary of the miracle.

Notes for the Dungeon Master

Elwyn is a woman, but the information above has been written in such a way that the party will assume Elwyn is male. Allow the party to believe this so that they will not realize immediately that the woman's voice they hear when exploring the fortress is actually the voice of Elwyn.

Note that the fortress is built as a double spiral. There is a secret corridor that runs alongside the rooms and corridors through which the party will travel. This corridor is used by Elwyn to observe the party along the way. She occasionally provides hints to the party when they get bogged down (always, of course, in a derogatory voice accompanied by a diabolical laugh), feeling secure in her power and ability to defeat the party anytime she chooses.

Unless otherwise stated, the rooms are not lit. The only doors in the fortress (except for the entrance and the iron door between rooms 1 and 2) are secret. Once detected, they open easily.

The DM should copy the two treasure maps ahead of time and be prepared to hand them out to the players. The treasure maps need not be drawn to scale (page 158).

There will be no wandering monsters in Elwyn's fortress. If desired, you can add wandering monster encounters in the wilderness through which the party travels to reach the fortress, but it is important not to have the party seriously weakened before the adventure begins! Monster stats are given on page 34.

OUTSIDE THE FORTRESS

You have traveled far into the wilderness, and finally you have arrived at your destination—the mysterious fortress that you suspect may harbor Elwyn and the mystic bell of Chardastes. Your guide has turned back after pointing out the final direction you must travel.

You follow a path that leads out of the forest and into a clearing. There, before you, is an enormous building. It is nearly black, and looks as if it might be made of iron.

Suddenly, there is a horrid smell as four ugly humanoids emerge from the forest to your left!

The humanoids are troglodytes. Because they have the ability to blend in with their surroundings, they surprise on a 1-4 on d6. Their smell is nauseating, giving their opponents a -2 penalty to their hit rolls unless the opponents make a saving throw vs. Poison.

The lair of the troglodytes can be found in the forest a short distance from the path. It consists of a hollow in a small clearing with an opening that leads to an underground lair. The troglodytes' treasure consists of five large sacks, two vials, and a piece of parchment with some faded writing on it. Two of the sacks contain 500 sp each, two contain 500 gp each, and one contains 500 pp. The two vials each contain potions of healing. The parchment is Treasure Map #1 (give a copy of the map to the players at this time), showing the location of the treasure in room 5.

The party must defeat the troglodytes before they can enter the fortress. It is important that they find the lair and locate the potions and the treasure map. Give the players hints, or even a little advice, to get them to look for the lair.

1. ENTRANCE

As you emerge once again from the forest, you finally get a good look at the fortress. The walls are fully 30 feet high, and the jagged shape of the outside looks like a

black dragon's teeth when it opens its mouth to breathe. The walls are indeed made of iron. There is a door visible in the southwest corner.

The only entrances to the building are the visible entrance and the secret door near it. (The secret door between rooms 2 and 3 on the map leads to the lower level, not to the outside.) It is recommended that you not allow the party to find the secret entrance at this time—if they do, they avoid all the traps, tricks, and encounters, and find Elwyn at room 16a.

The visible entrance opens easily. The corridor behind the door is dark.

The corridor proceeds north from the door. After about ten feet, it opens up into a wide area to your left about 30 feet north-south by 20 feet east-west. The area appears to be empty.

The area is empty. When the party has assembled in this room, read the following:

A musical, low-pitched female voice fills the air, saying, "Who dares to enter the Shrine of Elwyn unbidden? Turn back! TURN BACK NOW, for ahead lies certain death!" The voice then breaks into a diabolical laugh.

This is the voice of Elwyn, speaking from her secret observation corridor. The party is free to take her advice and leave—but this ends the adventure. If the party continues, wait until the entire party has crossed the area on the map indicated by a dotted line (between rooms 1 and 2), then read the following:

Suddenly, you hear a resounding "BOOM!" behind you. When you turn around, you see that a solid iron door has descended into the corridor, blocking your avenue of escape. You also notice that a small panel in the east wall has opened.

The open panel reveals an obvious keyhole. When the proper key is inserted into the hole and turned, the door will rise. Elwyn has the only key. The lock and the door cannot be opened by a thief's *open lock* skill, or with a *knock* spell.

2. DAIS

To your left you see an open area about 30

feet north-south by about 20 feet east-west. The area seems to be empty except for a raised area occupying the middle of the west wall. The raised area is about half a foot above the floor and looks like polished stone. There is a pedestal in the middle of the raised area. It is about three feet high and two feet square, and appears to be made of wood. On top of the pedestal is a black bell.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of wrought iron, and is worth about 1 gp.

The secret door between rooms 2 and 3 leads to a stairway that is more fully described under room 5. It is better if the party does not discover it at this time.

3. ALTAR

If the party has been quiet as they proceed north through the corridor, read the following:

You hear a low murmur of voices coming from the north.

As the party enters the room:

To your left you see an open area about 30 feet east-west by about 20 feet north-south. The entire length of the west wall is occupied by an altar. The room is dimly lit by a few candles on the altar. Kneeling at the altar are six human figures wearing plate mail armor; they are making a low, chanting sound.

These are six acolytes (1st level clerics) armed with maces. They are followers of Elwyn. If the door trap was triggered or the party was noisy coming down the corridor, the acolytes are aware of their coming; otherwise the party can surprise the acolytes. If the party tries to sneak past this room without alerting the acolytes there is a 25% chance they can do so. If the acolytes notice the party, they attack.

There is nothing of value in this room and the acolytes are not carrying any wealth.

4. DAIS

To your left you see an open area about 30 feet east-west you about 20 feet north-

south. The area seems to be empty except for an altar similar to the one you saw earlier. There is a pedestal in the middle of the altar. On top of the pedestal is a bell that appears to be made of a reddish metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of copper, and is worth about 5 gp.

5. TREASURE OF THE TROGLODYTES

To your left you see an open area about 30 feet east-west by about 20 feet north-south. The area seems to be empty.

This is the room indicated on the treasure map found in the lair of the troglodytes. The room is empty except for the secret treasure located at the spot on the map marked with an "X." The floor in the room is hinged along the south wall. When the entire party has entered this room, Elwyn, who is observing from her corridor, triggers a mechanism that causes the floor to open up under the party . . .

Suddenly, you feel the floor begin to move beneath your feet. As the floor swings down from a hinge near the south wall, you fall into the darkness, landing on the floor below. The floor swings back into position above you, creating a strong gust of air that extinguishes all torches and lanterns.

5a. TRAP ROOM

No one in the party takes any damage from the slide. Party members with infravision can see. When light is restored, the remaining party members also see the following:

You are in a room about 30 feet square. It appears to be empty. A corridor leads off in one direction.

The room is empty. The party is now on the lower level of the fortress. The corridor leads to room 5b, and then to a series of steps that will return the party to the upper level, as shown on the map of the lower level.

EIWYN'S SANCTUARY

5b. ORC LAIR

You see a large room, perhaps 50 feet long and 30 feet wide. There are a number of pallets about the room. Standing among the pallets are six small, ugly humanoids that look like a combination of animal and man. They are armed with short swords.

These are five orcs armed with short swords, and an orc leader armed with a *short sword +1*. The orcs attack the party as soon as they spot them.

If the party is using light, the orcs cannot be surprised. If there is no light, the orcs can be surprised, but all humans without infravision receive a -4 penalty to hit rolls, and opponents who can see them receive a +4 bonus to hit rolls.

The room contains six small sacks. One contains 200 gp, the others contain 200 sp each. The orc leader carries a small pouch containing 7 gems (worth 200 gp, 100gp (x5), and 50 gp, respectively). The floor is littered with an assortment of bones, mostly human and humanoid. These are the remains of previous adventurers.

The corridor leads to a stairway. The stairway ends in a door that opens easily. This is the secret door between rooms 2 and 3. Do not tell the party where they are; let them discover it. As the party passes through rooms 3 and 4, read the descriptions of the rooms, modified by whatever has happened in the meantime. For example, if the party killed the acolytes in room 3, they find corpses. If they did not, the acolytes are still there, praying.

When the party returns to room 5, they find that there is a visible border around the collapsing floor that is about three feet wide. If they wish, they can easily and safely move in single file to the spot marked with an "X" on the map.

At the spot marked "X," there is a loose stone about three feet from the floor. When the stone is removed, a cavity behind the stone is found, containing the following: a clerical scroll with three *cure light wound* spells, a potion of *polymorph self* (labeled), a potion of *growth* (also labeled), a *war hammer +1*, and another treasure map (this one leading to the treasure in room 9, Treasure Map #2).

The potion of *polymorph self* is from the D&D® Expert Set. It allows the user to change shape into that of any living creature with hit dice or level equal to or less than his or her own. The transformation does not change the user's ht points, hit rolls, or saving throws. The user gains the physical abilities of the new shape, but none of the special abilities (spell use, breath weapon, paralyzation attacks, etc.) The effect of the potion lasts for 7-12

(1d6+6) turns. If the user is a spell caster, he cannot use his own spells while *polymorphed*.

6. EMPTY ROOM

To your left you see an open area about 30 feet north-south by about 20 feet east-west. The area seems to be empty.

This room is empty.

7. DAIS

To your left you see an open area about 30 feet north-south by about 20 feet east-west. The area seems to be empty except for an altar similar to the one you saw earlier. There is a pedestal in the middle of the raised area. On top of the pedestal is a bell that appears to be made of shiny metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of brass, and is worth about 10 gp.

8. GOLEM CHAMBER

You see an area to your left about 30 feet north-south by about 20 feet east-west. The room contains a strange humanoid creature about three feet tall and apparently made of wood. It is moving stiffly toward you.

The creature is a wood golem. A golem is a monster created by a high-level magic-user or cleric. Golems can be hit only by magical weapons. Magical attacks will work, but the golem is immune to *sleep*, *charm*, and *hold* spells, and to all gasses. Because it is clumsy, it has a penalty of -1 on its initiative roll, and because it is made of wood, it has a penalty of -2 on its saving throw vs. fire-based attacks. If it is hit by fire, it also takes an extra point of damage per die.

The room is otherwise empty.

9. TREASURE ROOM

To your left you see an open area about 30 feet east-west by about 20 feet north-south. The area seems to be empty.

The room is empty, except for the secret treasure marked with an "X" on the map. The treasure map (Treasure Map #2) found in

room 5 will reveal its location to the party. As in room 5, the treasure is hidden behind a block of loose stone at waist height. Behind the stone is the following treasure:

A smooth stick about 18 inches long. This is actually a *wand of paralyzation* (3 charges)—any elf or magic-user recognizes it for what it is, and only an elf or magic-user can wield it. The command word is written on the wand.

A sword. This is actually a *sword +1*.

A piece of rolled-up parchment. This is actually a clerical scroll containing a *cure light wounds* spell and a *silence 15' radius* spell. The *silence 15' radius* spell is described in the D&D® Expert Set. It will make an area 30 feet in diameter totally silent for 12 turns. Conversation and spell use in the area of the *silence* spell are prevented. If cast on a person, the victim must make a saving throw vs. Spells, or the spell effect will move with the victim. If the saving throw is successful, the spell still works, but it stays in one place. The victim can then leave the area and speak normally.

A ring. This is actually a *ring of spell storing*. Its operation is fully described in the D&D® Expert Set. Once the ring is put on, the wearer knows what spells are in the ring and how to cast them from it. After a spell is used, the ring may be recharged by a spell caster, who must cast the replacement spell directly at the ring. The ring will not absorb spells cast at the wearer. The spells in the ring have the duration, range, and effect equal to the lowest level of magic use needed in order to cast them. This ring has two *magic missile* spells, a *web* spell, and a *lightning bolt* spell. The *lightning bolt* spell creates a 5 foot wide, 60 foot long bolt of lightning anywhere within its range (180 feet). Any creature in the area of effect takes 5d6 points of damage. If the victim makes a saving throw vs. Spells, damage is halved. If the *lightning bolt* strikes a solid surface before reaching its 60 foot length, it rebounds back toward its caster until it reaches full length. If it hits its caster, the caster takes full damage (or half damage if the caster makes a saving throw vs. Spells).

10. DAIS

To your left you see an open area about 30 feet east-west by about 20 feet north-south. The area seems to be empty except for an altar similar to the ones you have seen throughout this strange sanctuary. There is a pedestal in the middle of the altar. On top of the pedestal is a bell that appears to be made of a silvery metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of silver, and is worth about 50 gp.

11. STATUE

To your right you see an open area about 10 feet east-west by about 20 feet north-south. The area seems to be empty except for a large stone statue in the northeast corner. The statue is an image of Chardastes.

The statue is a living rock statue. It attacks by squirting magma from its fingertips as soon as any party member enters the space. A woman's diabolical laughter (Elwyn, again) is heard as the creature attacks. There is no treasure here.

12. EMPTY ROOM

To your right you see an open area about 10 feet east-west by about 20 feet north-south. The area appears to be empty.

When the first character enters the room, a pit trap covering the entire 10x20 area opens up. The pit is 10 feet deep, and the victim takes 1-6 points of damage from the fall. The room is otherwise empty.

13. STATUE

The corridor widens here to form a room about 30 feet north-south by about 20 feet east-west. The corridor continues off to the east. The room appears to be empty except for a statue of a small horse in the southeast corner. The statue is made of a yellowish metal.

The statue is made of solid bronze, and cannot be moved. It is immune to any damage. If it is struck by a hand-held metal weapon, the wielder of the weapon suffers 2-5 points of damage from electrical shock (no saving throw). There is nothing else in the room.

14. DAIS

The corridor widens here to form a room about 30 feet north-south by about 20 feet east-west. The corridor continues off to the

east. This area contains an altar identical to the ones you have seen before. The bell on the altar is made of a golden metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is a normal bell made of gold, and is worth about 500 gp.

15. CELL

To your right you see an open area about 10 feet east-west by about 20 feet north-south. The area appears to be empty.

The area is empty. If the entire party enters the room, an iron grate suddenly descends (triggered by Elwyn, who is watching, as usual), trapping the party in the room. Elwyn laughs diabolically. A panel opens up in the east wall of the corridor, across from the cell. Behind the panel is a keyhole with a key stuck in it. "Just turn the key, and freedom is yours," she says mockingly. The key, when turned, causes the portcullis to raise.

There are several solutions available to the party. A *knock* spell cast on the keyhole causes the key to turn magically. If the party has the *polymorph self* potion, one member can drink it, change into a creature small enough to slip through the bars, exit the cell, wait for the potion to wear off (or change to a larger or normal form), then turn the key. A character can attempt to lasso the key and turn it in the lock by twisting the rope. This requires a successful hit roll with a -3 penalty, but unlimited attempts are allowed. Characters with a combined strength of 36 or more can bend the bars of the cell enough to allow passage; however, each character helping to bend the bars must make a saving throw vs. Paralysis or strain a muscle. The effect of a strained muscle is to give a character a -2 penalty to hit rolls for the rest of the adventure.

Creative players may come up with other unusual methods to escape this trap. Reward clever and creative thinking by allowing any reasonably good suggestion to succeed. Give a special award of 100 experience points to the player who comes up with a workable and creative solution to the trap.

16. BLACK DRAGON

The corridor widens here to form a room about 20 feet square. The corridor continues off to the west. A huge, black lizard-like creature with wings is asleep and snoring in the corner. It has an iron collar around its neck and it is chained to the wall. There are several large sacks in the northwest corner.

The creature is a young black dragon, asleep. The party gets one round of free attacks, with a +2 bonus on all hit rolls. The chain on the dragon allows it to move up to 30 feet in any direction. If the party tries to sneak past the dragon, it automatically wakes up.

The area on the map marked 16a is a secret door leading to the corridor from which Elwyn has been spying on the party. It is better if the party does not find the door at this time. If they do, proceed to the final encounter with Elwyn. Otherwise, the party will meet Elwyn here after they have been to area 21. The final encounter with Elwyn takes place here when the party tries to leave.

17-21. THE INNERMOST SANCTUARY

Read the following to the players as they enter the corridor that leads to area 21.

You see a large open area, about 20 feet wide and more than 100 feet long. It is dimly lit by a few candles in sconces along the walls. There are four niches that extend out from the center aisle: two about 30 feet from this end of the hall and two more almost at the end. The far end seems to fade away into darkness. The walls that you can see are painted with abstract designs in soft colors.

This is the innermost sanctuary of Elwyn's fortress. The party will presumably explore the area as they approach area 21. Note that the woman portrayed in the murals located behind the curtains is the same in each mural. If the party does not realize this, tell them after they have seen the third mural.

17. ALCOVE

The west wall of this area is covered by a black curtain.

If the party looks behind the curtain, they see:

ELWYN'S SANCTUARY

You see a mural depicting a woman in a bright yellow robe with a drawn sword in her hand. She is surrounded by human victims.

18. ALCOVE

The east wall of this area is covered by a black curtain.

If the party looks behind the curtain, they see:

You see a mural depicting a woman in a lavender robe kneeling at an altar. She is flanked by six men wearing black robes and armed with maces. They are standing at attention. The glint of metal armor can be seen under their robes.

19. ALCOVE

The west wall of this area is covered by a black curtain.

If the party looks behind the curtain, they see:

You see a mural depicting a woman in a white robe. She is about to shoot an arrow from a longbow at a being who is beginning to disappear into the sky. You recognize the being as Chardastes.

20. ALCOVE

The east wall of this area is covered by a black curtain.

If the party looks behind the curtain, they see:

You see a mural depicting a woman in a black robe about to descend into a great chasm. Leading her into the chasm is an enormous male humanoid figure covered with short, dark fur. Only his hands and feet are uncovered. He wears no clothing.

The party member with the highest intelligence recognizes this being as Leptar, a chaotic Immortal who was long ago defeated by Chardastes.

21. ALTAR

Until the party has examined all four murals, this area is shrouded in darkness, caused by the clerical spell *darkness*, cast by Elwyn. (*Darkness* is the reverse of *light*, and creates a 30 foot circle of darkness.) As soon as the party has examined the last of the four murals, the following occurs:

As you turn away from the mural, the darkness in the area to the north dissolves, revealing an area about 20 feet square. The entire area is raised about half a foot above the floor and looks like polished stone.

There is a pedestal in the middle of the raised area. It is about three feet high, five feet deep, and ten feet wide, and appears to be made of wood. On top of the pedestal is a bell that appears to be made of a silver metal.

The altar is made of marble, too heavy to be moved. The pedestal is a solid block of mahogany; it can be moved, although it is extremely heavy. At least four party members are needed to move it. It would be worth 500 gp on the open market. The bell is, of course, the sacred platinum bell for which the party has been seeking. If someone picks it up, the following occurs:

As you pick up the sacred bell, it begins to ring. At almost the same time, four creatures appear and swoop down upon you, as if called by the sound of the bell. Two of the creatures are ugly things with horns and long fangs. The other two are dark and hard to make out. Their outlines seem to shimmer and you can almost see through them.

The horned creatures are flying gargoyles; the other two creatures are shadows. They have emerged through the one-way secret doors in areas 19 and 20, and immediately attack the party.

Gargoyles can only be hit with magic or magical weapons. They are not affected by *sleep* and *charm* spells. Shadows can only be

ELWYN'S SANCTUARY: Monsters

Room	Monster	No.	Hit Roll	AC	HD	hp	MV	#AT	D	Save	ML	AL	SA/SD	XP
—	Troldyte	4	18	5	2	12,14,10,10	120'(40')	3	1-4/1-4/1-4	F2	9	C	Yes	30
3	Acolyte (C1)	6	19	2	1	6 each	120'(40')	1	1-6	C1	7	C	No	10
5b	Orc Leader	1	18	5	2	9	120'(40')	1	1-6 + 1 sword	F1	9	C	No	20
5b	Orcs	5	19	5	1	6 each	120'(40')	1	1-6	F1	8	C	No	10
8	Wooden Golem	1	17	7	2+2	14	120'(40')	1	1-8	F1	12	N	Yes	35
11	Rock Living Statue	1	16	4	5	23	60'(20')	2	2-12/2-12	F5	11	C	Yes	300
16	Black Dragon	1	16	2	7	28	90'(30') or 240'(80') fly	3	2-5/2-5/2-20	F7	8	C	Yes	1250
21	Gargoyle	2	16	5	4	18,15	90'(30') or 150'(50') fly	4	1-3/1-3/1-6/ 1-4	F8	11	C	Yes	125
21	Shadow	2	17	7	2+2	9,12	90'(30')	1	1-4 + special	F2	12	C	Yes	35
16	Elwyn (C6)	1	17	1	6	24	120'(40')	1	1-6 + special	C6	12	C	Yes	500

hit by magical weapons. When a shadow scores a hit on an opponent, it drains one point of Strength from its victim in addition to causing normal damage. The loss of Strength lasts for eight turns, but any creature whose Strength is reduced to zero becomes a shadow. Shadows, like gargoyles, are unaffected by *sleep* and *charm* spells.

16a. ELWYN THE ARDANT

If the party defeats the monsters and recovers the sacred bell, they can then leave the fortress. However, as they leave, Elwyn the Ardent leaves her secret corridor and is waiting for the party in area 16a.

You see a woman standing in the corridor to the east. She is wearing a striped robe of bright yellow, lavender, white, and black, and she carries a glowing shield. She is clearly the woman depicted in the murals. There is a glint of metal armor beneath her robe, and on her belt is a key ring and a mace. As she begins to speak, you recognize the voice that has taunted you throughout this expedition:

"In the name of Leptar, welcome to *MY* holy sanctuary. You have done very well; much better than all the other miserable wretches that have tried to assault my fortress. I presume you found their bones after you defeated my orcs. Oh, well, orcs are easy to find, and they like working for Elwyn the Ardent. The new ones will enjoy feasting on *YOUR* bones when I get through with you!"

Elwyn is wearing plate mail armor and carries a *shield +1*. The key ring on her belt opens the iron door between rooms 1 and 2. She is armed with a *mace of draining +1*. In addition to normal damage, this mace will, on command, drain one experience level from the character hit, as a wight. It can only absorb a total of three levels. After those levels are used up, it becomes a normal *mace +1*.

Note that Elwyn has superior strength, which gives her an additional *+1* to damage on any attack.

Elwyn's spells are as follows:

1st level: *cause fear*, *darkness* (used)

2nd level: *blight*, *hold person*

3rd level: *curse*

Most of these spells are contained in the D&D® Expert Set.

Cause fear is the reverse of *remove fear*. It will make any one creature flee for two turns. This reversed spell has a range of 120 feet.

Darkness is the reverse of *light*. It creates a

circle of darkness 30 feet in diameter. Elwyn has already used this spell on the altar.

Blight is the reverse of *bless*. It places a *-1* penalty on enemies' morale, hit rolls, and damage rolls. Each victim may make a saving throw vs. Spells to avoid the penalties. It affects all creatures within a 20 foot square area, and lasts for six turns. Elwyn casts this spell on the party when they first leave the altar. The DM should make a secret saving throw for each party member before they reach Elwyn.

Hold person affects human or human-like beings. Each victim must make a saving throw vs. Spells or be paralyzed for 9 turns. The spell may be cast at a single person or at a group. If cast at a single person, a *-2* penalty applies to the saving throw. If cast at a group, it will affect up to 4 persons (at the cleric's choice), but with no penalty to their rolls. The paralysis can only be removed by its reverse or the *dispel magic* spell.

Curse is the reverse of *remove curse*. It causes a misfortune or penalty to affect the victim. Curses are limited only by the caster's imagination, but if an attempted *curse* is too powerful, it may return to the caster! Elwyn is considering a curse to make one of the party's boots turn to glue and stick to the floor. The DM, of course, may think of a more ingenious curse. The victim is entitled to a saving throw vs. Spells against the curse.

Elwyn's strategy is to cast *blight* before the party arrives. She will then cast *hold person* followed by *curse*. Then, she will cast *cause fear*. Afterward, she will pull out her *mace +1* and attack the party. If the black dragon is still alive, she frees it from its chain and it also attacks the party.

Unaware that the party has acquired a *web* spell, she is standing in the narrow corridor and can be quickly imprisoned if the party is clever. If the party uses the *lightning bolt*, they should be careful, because the rebound can cause a great deal of damage to their own side.

Elwyn should be a tough opponent, but not impossible to defeat. She will never surrender. Once she is defeated, the party automatically sees the slightly-open secret door behind her. Just inside the secret door is Elwyn's treasure: a small wooden chest containing 11 gems (worth a total of 1,650 gp), and 2 pairs of matching bracelets (one worth 1,000 gp each and the other worth 1,100 gp each). Beside the chest is a *staff of healing*.

The party can use the key on Elwyn's belt to open the iron door between rooms 1 and 2, and exit through the front door, or they can follow Elwyn's secret corridor to the door that leads to the outside.

Following the adventure at Elwyn's Sanctuary, the adventurers return to Threshold with the bell. Word rapidly spreads about the party's deeds. For the next week or so, the party will not be able to keep up with the invitations — this is a good time to have the characters drop a few hundred gold pieces for fancy dress, presents for the hosts, and similar items. This also a good time to introduce more NPC contacts if the players are interested.

Eventually things will quiet down. The bell will be put away pending a decision to build a new shrine in Threshold or return it to Specularum (the former will call for a special tax, the latter could lead to a new adventure). At this time the players may either be called in by the Church or receive an unusual dream visit. The first leads to the Caves of Chaos, the second is detailed in Interlude E.

Further investigation of Elwyn has revealed that Elwyn recently concluded a secret alliance with an evil temple hidden in some caves near Castellan Keep. The area is filled with humanoids, but the temple must be found and destroyed. The characters must travel upriver past Kelvin by boat, to the military post called Castellan Keep. If they agree, they will receive a letter of introduction from Sherlane.

The trip to the fort, though long, is uneventful. The party will leave the boat in a wilderness of wooded hills and complete their journey on foot.

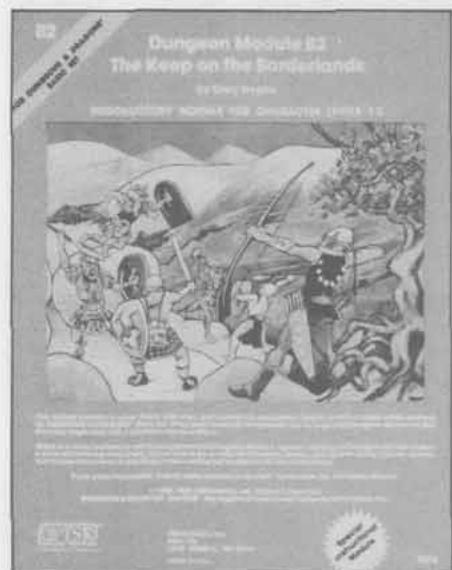
The keep looms atop a sheer-walled mount of stone, reachable only by means of a narrow rocky track. Its gatehouse opens on an outer bailey, which contains stables, barracks, a tavern, a chapel, and similar structures. Through a second gatehouse is the inner bailey and main keep, forbidden to all except those on official business.

The commander will be polite, but formal. He is worried about giants, not evil temples. He has no time, men or equipment to spare for the concerns of a patriarch in another part of the realm. Supplies can be drawn from the quartermaster at twice list price, subject to availability—and it's a shame you didn't bring some recruits with you. The interview ends as an aide interrupts with some important papers to be signed. (If the party is rude, the commander will become less cooperative.)

The tavern keeper can give the party the location of the cave complex, which has been pretty quiet lately. Since there are no giants there, patrols have been few. These rumors are available from soldiers in the tavern:

1. Tribes of different creatures live in the caves.
2. All of the cave entrances are trapped. (False)
3. If you get lost, beware the eater of men!
4. "Bree-yak" is goblin language for "we surrender!" (False)
5. There is more than one tribe of orcs within the caves.

THE CAVES OF CHAOS



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*General Notes: This module, originally titled B2, *The Keep on the Borderlands*, has been the standard introductory module from the earliest boxed editions of the D&D® rules. The adventure consisted of a detailed Keep, to be used as a base, and a cave complex known as the Caves of Chaos. The latter has been included here.*

Cave Maps 138-139

START: The forest you have been passing through has been getting more dense, tangled, and gloomier than before. The thick, twisted tree trunks, unnaturally misshapen limbs, writhing roots, clutching and grasping thorns and briars all seem to warn and ward you off, but you have forced and hacked your way through regardless. Now the strange growth has suddenly ended — you have stepped out of the thicket into a ravine-like area. The walls rise rather steeply to either side to a height of about 100' or so — dark, streaked rock mingled with earth. Clumps of trees grow here and there, both on the floor of the ravine and up the sloping walls of the canyon. The opening you stand in is about 200' wide. The ravine runs at least 400' west (actually 440') to where the western end rises in a steep slope. Here and there at varying heights on all sides of the ravine, you can see the black mouths of cave-like openings in the rock walls. The sunlight is dim, the air is dank, there is an oppressive feeling here — as if something evil is watching and waiting to pounce upon you. There are bare, dead trees here and there, and upon one a vulture perches and gazes hungrily at you. A flock of ravens rise croaking from the ground, the beat of their wings and their cries magnified by the terrain to sound loud and horrible. Amongst the litter of rubble, boulders, and dead wood scattered about on the ravine floor, you can see bits of gleaming ivory and white — closer inspection reveals that these are bones and skulls of men, animals and other things. . . .

You know you have certainly discovered the Caves of Chaos.

NOTES FOR THE DM

CAVE AREA MAP: There are woods overlays and rough contour lines shown on the map. These are only for surface movement reference, and once your players are underground you should ignore these markings.

WOODS: The small groves and copses are thick growths, tangled and forbidding. You may, at your option, have characters encounter occasional monsters herein — stirges, humanoids (kobolds, orcs, etc.) from the caves nearby, or the like. Movement through these wooded areas is slow and difficult. Characters must move in single file. Even though not shown, there are single trees, shrubs, and bushes elsewhere.

UNDERGROUND: The caves, passages, and rooms of the complex are on different levels.

Passages slope upwards and downwards between the contours, even where stairways are not shown. Areas are rooted by at least 5' of solid rock.

INTERIORS: Except where noted otherwise, all underground areas are natural or hewn from living rock. All surfaces are rough (and easy to climb for a thief) with small ledges, minor cracks, and small openings, etc.

RANSOMING PRISONERS: Organized tribes can optionally be allowed to take player characters prisoner, freeing one to return to the Keep in order to bring ransom back to free the captives. Set the sums low — 10 to 100 gp (or a magic item which the ransoming monster would find useful) per prisoner. If the ransom is paid, allow the characters to go free. Then, without telling the players, assume that this success brought fame to the capturing monsters, so their numbers will be increased by 2-12 additional members, and the tribe will also be very careful to watch for a return of the adventurers seeking revenge for their humiliating captivity. The period of extra alertness will last 1-4 weeks; the increase in numbers is permanent.

TRIBAL ALLIANCES AND WARFARE: You might allow player characters to somehow become aware that there is a constant skirmishing going on between the goblins and the hobgoblins on one side and the orcs, sometimes with giant allies, on the other — with the kobolds hoping to be forgotten by all, and the bugbears picking off any stragglers who happen by. With this knowledge, they might be able to set tribes to fighting one another, and then the adventurers can take advantage of the weakened state of the feuding humanoids. Be careful to handle this whole thing properly; it is a device you may use to aid players who are few in number but with a high level of playing skill. It will too easy if there are too many players, or if the players do not actually use wits instead of force when the opportunity presents itself.

MONSTERS LEARNING FROM EXPERIENCE: Allow intelligent monsters (even those with only low intelligence) to learn from experience. If player characters use flaming oil against them, allow the monsters to use oil as soon as they can find some. If adventurers are always sneaking up on them, have the monsters set warning devices to alert them of intruders. If characters run from overwhelming numbers have the monsters set up a ruse by causing a few to shout and make noise as if

there were many coming, thus hopefully frightening off the intruders. This method of handling monsters is basic to becoming a good DM. Apply the principle wherever and whenever you have reason.

EMPTIED AREAS: When monsters are cleared out of an area, the place will be deserted for 1-4 weeks. If no further intrusion is made into the area, however, the surviving former inhabitants will return or else some other monster will move in. For instance, a troll might move into a minotaur's cave complex (1.), bringing with him whatever treasure he has.

Encounter Areas:

A. KOBOLD LAIR: There is a 2 in 6 chance that as the group enters the cave-like tunnel, 8 kobolds will come out from hiding in the trees above and attack first. Kobolds: (AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV 40', Save NM, ML 6). Each carries d8 sp.

Note: 30' inside the entrance is a pit. There is a 3 in 6 chance that each person in the front rank will fall in unless they are probing ahead. There is a 1 in 6 chance that individuals in the second rank will also fall in, but only if they are close to the first rank and the character ahead has already fallen in. The pit is 10' deep, and those falling in will take 1-6 points damage. The pit lid will close, and those persons within cannot escape without aid from the outside. The noise will attract creatures from areas 1. and 2. Planks for crossing the pit are stored at #1., beyond.

1. GUARD ROOM: 6 kobold guards, (AC 7, HD 1/2, hp 3 each, D 1-4). They will throw spears the first round if they have initiative. Each carries d6 sp. One will run to alert areas 4. and 6. The guards will be alerted by loud noises or lights.

2. GIANT RATS (amidst garbage and waste): There are 18 giant rats (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3 plus disease, MV 40', Save NM, ML 8). Each time a character is bitten there is a 1-in-20 chance of getting a disease unless a save vs. Poison is made. If the saving throw fails, there is a 25% chance the character will die in 1-6 days. Otherwise the character will be too sick to adventure for one game month. These monsters are the pets of the kobolds, living off the garbage and waste of their hosts. They will rush to the sound of the

trap door closing or battle. They have nothing of value in their lair or on their bodies, but their leader (rat #18) who will be at the back of the pack, a huge fellow (AC 5 due to speed and cunning, HD 1-1, hp 4, #AT 2, D 2-4/2-4, i.e. 1-3 + 1, MV 40', Save F1, ML 8) wears a thin silver chain set with 5 small gems (jewelry value 400 gp, chain value 50 gp, each gem worth 50 gp). The weight of a few rats will not trigger the pit trap.

3. FOOD STORAGE ROOM: The door is locked. This place contains various sorts of dried and salted meat, grain, and vegetables in sacks, boxes, barrels, and piles. There are also bits and pieces of past human victims. There is nothing of value here; even the wine in a large cask is thin and vinegary.

4. GUARD ROOM: Here are 3 very large kobold guards with chain mail and bows to fire down the passage at attackers (AC 5, HD 1+1, hp 5 each, #AT 1, D 1-6 MV 40', Save F1, ML 6). The guards will hide behind the corner for cover, so all missiles fired at them will be at -2 "to hit". Each carries an axe in his belt and a purse with 2d6 gp.

5. KOBOLD CHIEFTAIN'S ROOM: This huge kobold is equal to a 2 hit dice monster, has 8 hit points, chain mail and shield (AC 4), with a large gem on a great golden chain about his neck (value 1,200 gp). He has the key to the storage room (#3). He hits for 2-8 (2d4) points of damage with a large battle axe. (AC 4, HD 2, hp 8, #AT 1, D 1-8, MV 40', Save F2, ML 8). There are 5 female kobolds in the room also, (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, MV 40', Save NM, ML 8 due to the chief). There are heaps of cloth and bits of battered furniture in the place. Hidden in an old blanket hanging on the wall are 50 gp (sewn into the hem). Each female has d6 gp. A locked chest holds 203 cp, 61 sp, and 22 ep.

6. COMMON CHAMBER: The bulk of the kobold tribe dwells here. There are 17 males (AC 7, HD 1/2, hp 3 each, #AT 1, D 1-4, MV 40', Save NM, ML 6), 23 females (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3, MV 40', Save NM, ML 6), and 8 young (which do not attack). If their caves are invaded, those able will help in its defense. Males have d6 sp each, females d4 sp each; the young have nothing. Amidst

the litter of cloth and bits and scraps of odds-and-ends there is a piece of silk worth 150 gp. (If the party does not search, it will not be located.)

DM NOTE: Kobold losses will not be replaced, though injured kobolds will heal. If the attackers hurl oil at the kobolds, they will retreat if possible, rather than suffer damage. (Should they have the opportunity to find any flasks of oil, the kobolds will use them against attacking characters!)

B. ORCLAIR: Upon entering, the party will see that the wall 30' to the north is decorated with heads and skulls (human, elven, dwarven) in various stages of decay. These cheerful greetings are placed in niches that checker about 100 square feet of the surface of the wall. Close inspection will show that one is orcish (see g. below). Sounds of activity can be heard from the west, but all is quiet to the east.

Area g: This narrowing area is a guard post, the watcher (Orc: AC 7, HD 1, hp 5, #AT 1, D 1-6, MV 40', Save F1, ML 8) having a small window-like opening from which he can observe the entrance to the lair. A piece of gray canvas behind gives the impression that the guard's head is another of the ghastly trophies that decorate the wall. If adventurers enter, he will quickly duck down, slipping a goblin head into the place his own was, and alert the orcs at 7.

7. GUARD ROOM: 4 orcs: (AC 7, HD 1, hp 5 each #AT 1, D 1-6, MV 40', Save F1, ML 8). These guards are armed with spears. Each carries one for hurling and one to melee with. They have d8 ep each. When alerted they will rush to engage intruders, raising a hue and cry when they see them. There is nothing of value in their chamber, only pallets and shabby clothing hanging on pegs.

8. The watcher (g.) will alert the 4 guards here (exactly as in 7. above) who will rush west and then south to flank or surround the intruders threatening area 7. or 9. or approaching their own quarters.

9. BANQUET AREA: There is a great fireplace on the south wall and many tables and benches in this 30' x 50' chamber — the table at the north end having a large chair at its head where the orc leader usually holds court. The place is empty of orcs, although there is a small fire of charcoal

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burning in the fireplace.

10. COMMON ROOM: Here are quartered 12 male orcs (AC 7, hp 4 each, #AT 1, Save F1, ML 8) and 18 females and 9 young (who do not fight). The males have 2d6 sp each, the others have nothing of worth. The few furnishings in the room are likewise of no value.

11. STORAGE CHAMBER: The door is locked. Amidst the stacks and heaps of supplies and goods here (see 3., above), there are 3 shields, 17 spears, and 2 axes in excellent condition (by some quirk of fate). A small crate in the far northeast corner contains a long-forgotten light crossbow and 60 bolts. There is nothing else of value in the place.

12. ORC LEADER'S ROOM: This large creature is clad in chain mail, has a magic shield +1, and carries a mace. He fights as a 4 hit dice monster, has 15 hit points, and adds +2 to damage he causes when successfully striking an opponent (thus, 3-8 points of damage) due to his strength and skill. He carries 31 gp, and wears a ring set with a gem (total value 700 gp).

The room is carpeted, has tapestries upon the walls (note one of these covers the entrance to the small cave to the west), and battered but still serviceable furniture and a cot. His two mates sleep on cushions at the foot of his resting place. The two females in the place fight as males (HD 1, hp 3 each, #AT 1, D 1-6, Save F1, ML 8), and each has 2d6 gp on her person. The chests and other furniture have nothing of value.

If hard pressed, the leader will wiggle behind the tapestries on the south wall and attempt to work the catch on the secret door to the south and go to the rival tribe for help, but his very life must be in great peril before he will do so. (Adventurers can only spring this catch by rolling a 1 (on a d6) twice in a row, or having two characters do so simultaneously.)

Area t: This alcove is used by the orc leader to store arms and treasure. There are two complete suits of chain mail here (man-sized and dwarf-sized), 4 swords, and a locked iron chest which holds 205 cp, 386 sp, 81 gp and 13 pp. A small niche in the back wall, with a boulder in front covering it, hides a potion of *healing* and a scroll with a 6-die *fire ball* spell on it.

(DM Note: Orc losses cannot be replaced, but

after an initial attack by adventurers, four of the males at location 10. will move to area 9., arm themselves with light crossbows, and lay an ambush for intruders. If the leader is slain, all surviving orcs from this locale will seek refuge with the tribe at C. (see below), taking everything of value with them, and B. will thereafter be deserted).

C. ORC LAIR: Similar to the orcs at area B., these monsters inhabit cave areas 14-16. These orcs, however, do not rely upon a continual watch being kept; instead, they have a series of nearly invisible strings running across the entry passage, about 11' from the entrance. When any of these strings is tripped, a heavy, weighted net suspended from the ceiling will drop upon the intruders, and metal pieces tied to it will create an alarm sound. (The trip strings will be spotted only if careful observation is asked for, each observer having a 1 in 6 chance of seeing the devices. The camouflaged net is 10' wide and 18' long, made of thick tarred ropes, and will entrap the victim for 1-4 rounds. Meanwhile, orcs from area 14. will be there in 1 round. . . .)

13. FORGOTTEN ROOM: Only the two orc leaders (from this area and from B.) know of this place. They secretly meet here on occasion to plan cooperative ventures or discuss tribal problems, for although the separate tribes are not exactly friendly, both leaders are aware of the fact that there is strength in numbers. A small table and two chairs are in the middle of the room. A wooden chest to one side holds a bow, a quiver of 20 arrows, 2 swords, and 2 daggers. Two shields are hung on the south wall. There are only odds and ends otherwise, except that in the southeast corner, hidden beneath an old bucket (which is filled with black, stagnant water) are two small pouches, each holding one gem of 50 gp value, 10 gp, and 20 sp. Nesting under these small pouches, are 2 giant centipedes: (AC 9, HD 1/4, hp 2 each, #AT 1, D illness, MV 20' Save NM, ML 7).

14. COMMON CHAMBER: Here are quartered 9 male orcs with shields and swords (AC 6, HD 1, hp 3 each, #AT 1, D 1-6, Save F1, ML 8) and 8 females and 3 young who do not fight. The males have d20 sp each, the females d4 cp, the young have nothing. The place is a mess, and there is nothing of value in it. The males will go to the entrance if they hear the net falling, arriving in 1 round.

15. COMMON HALL: General meetings are held here, and food is likewise cooked and eaten here. There are 6 males here, 2 with light crossbows (AC 6, HD 1, hp 3 each, #AT 1, D 1-6, Save F1, ML 8) and 4 females (non-combatant), dwelling in the western forepart. Each has treasure on their person equal to 14. above. The males here will also go to the entrance if they hear the noise of the net falling, arriving in 3 rounds.

16. LEADER'S ROOM: A guard (g.) is always posted just inside the door, and he cannot be surprised. (Orc: AC 5, HD 1+1, hp 6, #AT 1, D 1-6, Save F1, ML 8, carries 2d6 sp and d4 gp.) He immediately shouts an alarm if any intruders attempt to enter. Behind him are stacks of barrels and boxes and sacks — extra supplies for the tribe. (One small wine barrel, 400 coins in weight, contains a good quality wine worth 55 gp.) None of the other items here have value, and the foodstuffs are not up to human standards.

The area to the east houses the leader (AC 2, HD 3, hp 16, #AT 1, D 1-6, Save F3, ML 10). He is a very large orc who wears plate and carries a shield, uses a sword, and attacks as a 3 hit dice monster. At his belt is a magic axe +1 which he can hurl at an opponent, and he can do so and still attack normally in the same round of combat. His belt is of silver, with a gold buckle (total value 160 gp), and his sword has a 100 gp gem set in its pommel. In his purse are 8 gp, 17 ep, and 5 sp. His mate is equal to a male orc in combat (AC 7, HD 1, hp 5 #AT 1, Save F1, ML 10), and she has a bracelet of ivory which is worth 100 gp. The area is well furnished, and a small chest of drawers contains a sack with 50 pp tied shut with a rope of climbing. There is also a copper bowl, finely wrought and chased with silver, on a small table near the bed. It is filled with garbage and very tarnished, so it looks only as if it were worth 10 sp, rather than the actual 50 gp, unless it is closely inspected.

(DM Note: Orc losses cannot be replaced. If this tribe is attacked, they will have the males at area 15. watching the entrance, ready for a second try by the adventurers. If the leader is slain, the survivors will seek safety in area B., if possible; otherwise, they will flee the place entirely, carrying their goods away.)

D. GOBLIN LAIR: The natural cave quickly

turns into the worked stone tunnels typical of this whole complex. The passageways here are very busy, and for every 10' distance covered by the party there is a 1 in 6 chance that they will encounter a group of goblins (see below). Check each time the party travels 30' (a 3 in 6 chance) until wandering goblins are encountered, then check no further. When an encounter occurs, the entire bunch of goblins will attack and cry out an alarm (Bree-Yark!) at the same time. Wandering goblins are in addition to those found in numbered areas.

Wandering Goblins: 6 males, (AC 6, HD 1-1, hp 3 each, #AT 1, D 1-6, MV 20', Save NM, ML 7). Each will have d6 sp. (They are patrolling and carrying messages back and forth. The group will also be carrying several bags (d6) of fairly good foodstuffs — not worth much, but quite suitable for human fare.)

17. GUARD CHAMBER: 6 goblin guards with several spears each (AC 6, HD 1-1, hp 3 each, #AT 1, D 1-6, Save NM, ML 7) are alertly watching both passages here for intruders of any sort, including hobgoblins from the south. They each have d4 x 10 cp and d4 sp. The chamber has a barrel with 60 small spears, a small table, 2 benches and a keg water.

18. GUARD CHAMBER: This is the same as 17., above, except the goblins watch mainly to the east. If there is a cry of "BREE-YARK" ("Hey, Rube!"), two of these guards will rush to the secret door, toss a sack with 250 gp in it to the ogre (E., 22., below) and ask him to help them. The ogre will accept payment and will enter the goblin's lair and move to attack intruders immediately, if possible. The sack of gold coins is hidden in a water barrel in the corner by the secret door.

19. COMMON ROOM: There are 10 males (AC 6, HD 1-1, hp 3 each, #AT 1, D 1-6, Save NM, ML 7) and 12 females and 6 young (who do not fight) dwelling here. Food is prepared and eaten here, and general meetings are likewise held here. There are heaps of bedding, tables, stools, benches, etc. all around the whole place, making it very cluttered. Each male has d6 sp, each female has 2d6 cp. If the wandering group of goblins has not been encountered when the adventurers enter this area, be certain to have those 6 additional males in this chamber.

20. CHIEFTAIN'S ROOM: The goblin leader (AC 4 due to chain mail and shield, HD 3, hp 11, #AT 1, D 2-7 due to strength and skill, Save F3, ML 9), 3 guards (AC 5, HD 1+1, hp 7 each, #AT 1, D 1-6, Save F1, ML 9 due to presence of chief), and several females are quartered here. The chief and the guards have bows hung on the wall, and if there is time, they will take them down and use them. If hard pressed, 2 of the female goblins can fight as well as males, and will do so (AC 7, HD 1-1, hp 2 each, #AT 1, D 1-6, Save NM, ML 9 due to the presence of the chief); the other females do not fight. The chief has a purse with 18 gp and 2 pp in it; each of his guards has 8 ep and d6 sp. There is a silver cup (value 90 gp) under his bed.

This place has quite a bit of furniture in it — all scaled goblin-size, of course. A low bench near the bed has a secret drawer door under the seat, and inside is stored the treasure of the goblins: a tapestry with silver and gold threads which is worth 900 gp. Nearby is a stand with a pewter bowl which holds 273 sp and 321 cp.

21. STORAGE CHAMBER: Note that at position g there are 4 goblin guards on duty (AC 6, HD 1-1, hp 4 each, #AT 1, D 1-6, Save NM, ML 7) armed with ready crossbows and swords. Many bales, boxes, crates, barrels, and sacks are stacked and heaped in the large chamber. They contain cloth, food, beer, and wine — all of no special worth. The hard-working but not-too-bright goblins continually bring supplies of stolen and looted goods to this place. They do not realize that their large cousins, the hobgoblins at area E., below, use a secret door known only to them to steal the best foodstuffs and drink. If the adventurers stay in this chamber for more than 1 turn, a party of 4 hobgoblins will come through the secret door:

4 Hobgoblins: AC 6, HD 1+1, hp 6 each, #AT 1, D 1-8, MV 30', Save F1, ML 9). Each carries d4 gold pieces.

(DM Note: Goblin losses cannot be replaced. If they are being soundly defeated by intruders, the goblins will attempt to hide or flee east. Those who do so will go from area 17. to area 23., inform the hobgoblins, and join forces with them, so adjust encounters appropriately.)

E. OGRE CAVE: Persons entering this place

will notice a strong, sour odor and then notice what appears to be a huge bear sprawled asleep in the southwest part of the cave. This is nothing more than the skin of a huge bear which the ogre killed and uses as a bed, making it comfortable by heaping leaves underneath. The ogre sits in the eastern portion of his lair, and noises will certainly bring him ready to do battle. This huge ogre has AC 4, due to another thick bearskin he wears for protection. He strikes opponents for 3-12 (1d10 + 2) points of damage (AC 4, HD 4+1, hp 25, D 3-12, MV 30', Save F4, ML 10). The ogre has grown wealthy by serving as a mercenary — generally on the side of the goblins (and their occasional allies, the hobgoblins), although he has been bought off by the orcs and gnolls from time to time. He will rush to aid the goblins when they toss him a sack of coins (see 18., above). If anyone offers him a greater fee — one which he can actually see and feel — it is 90% likely that he will simply take it (and the goblin's money too!), and return to his lair.

22. The ogre sits here on top of a great leather bag. In this bag are seven large sacks which contain:

#1: 287 sp; #2 a hard cheese; #3: 182 cp and 91 ep; #4: 289 gp; #5 a keg of brandy (value 80 gp); #6: 303 cp; #7: 241 gp (actually lead coins with a wash of gold, so value of each is only 1 copper!).

If intruders offer him a bribe of 20 or more gold piece value, the ogre will be 90% likely to allow them to leave unmolested, but if he catches them again, he will attempt to kill them, whatever the offers. Hidden under a heap of old bones in the southern portion of his cave are 6 magic arrows +1, a potion of invisibility, and a magic scroll with 2 clerical spells — *cure light wounds*, *find traps*.

F. HOBOGLIN LAIR: Seldom are these fierce creatures troubled by marauders, for the entrance to their lair is guarded by a stout, barred door at the back of the entry cave. Skulls are lined along the walls, and several are affixed to the oaken door to highlight a warning written in common runes: "Come in — we'd like to have you for dinner!" (Which could be misinterpreted as a cordial invitation to dine. . . .) Careful inspection of the barred door has a 1 in 6 chance per person examining it of detecting a secret mechanism which allows

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a person outside to slide the bar back so the portal can be entered. If it is forced open, it will require three 1s (on a d6) to break the bar, and the noise will alert the six hobgoblins in area 26. If a *knock* spell is used to open the door, the noise of the falling bar will be heard, but the guards will not have time to react — the intruders will have two rounds before the guards come.

23. COMMON ROOM: This place quarters 5 males (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, MV 30', Save F1, ML 8) with d4 x 10 sp each; 8 females (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, MV 30', Save F1, ML 7) with 2d6 sp each, and 3 young which do not fight and have no treasure. There are heaps of cloth and skins for beds, some odds and ends of furniture, a small barrel of beer, buckets, etc. in the place, all worthless. The males are watching the east door which communicates with the goblin lair (D., above) and are battle-ready.

24. TORTURE CHAMBER/PLAYROOM/FOOD STORAGE: There are 2 very large, ugly hobgoblins here. Each is equal to a 2+1 hit dice monster, one having 10 hit points, the other 8 hit points, and both wear chain mail (AC 5). One also has a whip, as well as a sword, so that he can strike at opponents up to 15' distant, and if a hit is scored, the whip will jerk the victim off his or her feet for and stun (paralyze) him or her for 1-2 melee rounds. However, once closely engaged the hobgoblin cannot make use of his whip, so he will cast it aside. Each of these monsters has a purse with d6 cp, sp, and ep. The larger also has a silver armlet worth 135 gp. They guard 6 prisoners who are chained to the walls. There are two chairs, a small table, a central fire pit, and various implements of torture in the chamber. The keys to the prisoners' chains are hanging on the wall in the southwest corner. The prisoners are:

#1: A plump, half-dead merchant, scheduled to be eaten tonight in a special banquet. If he is rescued and returned to the Keep, the Guild will pay a 100 gp reward, grant the rescuers honorary Guild status, and exempt them for one year from any fees, dues, taxes, and the like which the Guild would normally collect.

#2: An orc (AC 7, HD 1, hp 4, ML 8) who will fight goblins and hobgoblins gladly, if handed a weapon (of course, he

will seek to escape from the adventurers at first chance, taking whatever he can with him, and informing his fellows at B. (above) of what happened).

#3: A man-at-arms (AC 9, F1, hp 5, ML 7) who formerly served as a guard for the merchant. He will take service with rescuers for 1 year if an offer is made, for room and board only, if given armor and weapons.

#4: A normal female, the merchant's wife, in fact, who is also slated for the big feast. She will personally reward her rescuers by giving them a magical dagger +1 she has in her room back at the Keep.

#5: A crazy gnoll (AC 9 due to no armor, HD 2, hp 9, #AT 1, D 1-6, Save F2, ML 8) who will snatch up a weapon and attack his rescuers if he is freed. (He will cause only 1-6 points of damage due to his weakened condition.)

#6: Another man-at-arms as #3 above who will behave the same way his companion will.

25. COMMON CHAMBER: This large place is used for meals, meetings and general revels of the hobgoblin tribe. There are many tables and benches set out now, as the place is being readied for the coming feast. 4 males (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, MV 30', Save F1, ML 8), 5 females (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F1, ML 7), and 9 young (who will not fight) are working here. Males have d4 gp each, females have 2d6 sp. The head table has a set of pewter dishes on it, and their value is 25 gp for the set.

26. GUARD ROOM: 6 hobgoblins (AC 6, HD 1+1, hp 6 each, #AT 1, D 1-6, Save F1, ML 8), 3 with crossbows which they'll fire once before dropping and taking their maces for close combat. Each carries d4 each gp, sp, cp. If they hear the door being battered, or the bar falling, all but one will immediately rush to the entry, while the other will alert area 27., and then join his fellows. It takes two rounds for them to reach the entry, and the sixth will join the other guards on round four.

27. ARMORY: 3 hobgoblin guards (AC 5 due to chain mail, HD 1+1, hp 6 each, #AT 1, D 1-8, Save F1, ML 8) are on duty here at all times. If warning comes, two will move to the door to wait in ambush,

and the others will pass through the secret entrance (to area 31.) to alert the chief. Each guard has 2d4 each of sp and ep. In the chamber are the following:

- 1 suit man-sized plate mail
- 1 suit of dwarf-sized plate mail
- 3 suits man-sized chain mail
- 2 suits elf-sized chain mail
- 7 suits man-sized leather armor
- 11 shields
- 6 daggers
- 1 axe
- 4 maces
- 3 swords
- 2 bows (short)
- 1 longbow
- 13 crossbows
- 11 score arrows (14 arrows have silver heads)
- 9 score bolts
- 51 spears
- 19 pole arms
- 42 helmets of various sizes

Armor-type items are standing or hung from racks. Weapons are in chests or on pegs or racks.

28. STOREROOM: Goods stolen from the stupid goblins are kept here until needed above. There will be a single guard (AC 6, HD 1+1, hp 5, #AT 1, D 1-8, Save F1, ML 8) on duty here at all times. He has 2d8 ep. (If the hobgoblin looting party does not encounter adventurers in area 21., they will also be here: 4 hobgoblins (AC 6, HD 1+1, hp 6 each, #AT 1, D 1-8, Save F1, ML 8). Each of the four carries d4 gp.

29. GUARD ROOM: 2 hobgoblin guards with crossbows and swords stand here (AC 6, HD 1+1, #AT 1, D 1-8, Save F1, ML 8.) With them are 2 females who will fight (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F1, ML 7). Males have 2d6 each sp and cp, females have no treasure. There are two cots, a bench, a stool, and a large box (filled with soiled clothing) in the room. If attackers are seen, one female will alert area 30., the other area 31.; then both will fight.

30. HOBOGLIN CHIEF'S QUARTERS: This great ugly creature is particularly tough (AC 2 due to plate and shield, HD 5, hp 22, #AT 1, D 3-10 due to strength and skill, MV 30', Save F5, ML 10). He has 5 pp and 31 gp in his purse. He wears a silver and gem studded belt (value 600 gp).

With him are 4 large female hobgoblins, each equal to a male (AC 6, HD 1+1, hp 6 each, #AT 1, D 1-8, Save F1, ML 10 due to the chief), and each has 2d6 gp. The room is crowded with furniture and junk — all of no real worth, except that there is a false bottom in a huge iron box filled with many animal skins. The secret portion of the iron box holds 25 pp, 200 gp, 115 ep, and 400 sp plus a 100 gp gem and a potion of poison. Amidst a heap of kindling wood near the fireplace (southeast corner) there is concealed a *wand of paralyzation*, with only 17 charges left.

31. GUARD ROOM: 4 hobgoblins (AC 5 due to chain mail, HD 1+1, hp 5 each, #AT 1, D 1-8, Save F1, ML 8), each with 2d6 ep, sp, and cp. They are alert for danger, and when notified, they will pass the word to areas 29., 30., and/or 27., as required. The room is rather bare, having only two pallets, a stool, and a large water barrel.

DM NOTE: As usual, hobgoblin losses cannot be replaced during the course of normal play, which is a period of only several days or weeks of action. The hobgoblins are fairly smart, well-organized, and alert. If their chief is killed, they will typically seek to escape alive, unless their opponents are obviously weak and inferior. Survivors will reinforce the goblins at D., above, unless their attackers are very dangerous and the hobgoblins can see that the whole Caves' area is in trouble.

G. SHUNNED CAVERN: Even the normal inhabitants of this area, including the ogre, stay away from here, for the creatures that dwell herein are exceptionally dangerous. Any creature foolish enough to venture out at night becomes fair game. A horrible stench is noticed as soon as creatures enter the cavern area.

32. EMPTY GALLERY: The odor of these places is awful. Bones and rotting corpses are spread here and there amidst a litter of dead leaves and old branches. If a careful search is made, adventurers will find a coin every round: 1-2 = 1 cp, 3-4 1 sp, 5-6 1 ep. The sound of such searching might bring visitors! Roll on the table below for an encounter:

- 1 Owl bear from 34., below
- 2 2-12 giant rats (AC 7, HD 1/2, hp 2 each, #AT 1, D 1-3 plus disease, MV 40', Save NM, ML 8)

- 3 Gray ooze from 33., below
 4-6 Nothing is attracted to the noise
33. SHALLOW POOL: This portion of the cavern is very wet, and all the walls and floor have a sheen from the dampness. There is a large pool of shallow water (as shown), and a few white, blind fish are swimming therein. There is a jewel encrusted goblet worth 1,300 gp in the water. There are 3 gray ooze monsters in this place (only 2 if 1 has already been encountered in a 32., area). Each causes 1-8 hit points damage on the first round, unless attacking from above, because half of their damage will be taken up in destroying the foot and leg protection of the victim. Thereafter, attacks cause 2-16 points damage, as do any attacks from above (AC 8, HD 3*, hp 15 each, #AT 1, D 1-8 first round and destroys armor, then 2-16, MV 3', Save F2, ML 12). The pair always in the place are located at the south edge of the pool and the on the ceiling in the southwestern portion of the area. There is only a 1 in 20 chance of noticing either unless a pole or other device is used to prod the area before the pool, or unless two or more torches are held aloft so as to fully light the ceiling area. The third gray ooze will be on the ceiling to the left of the entrance, if present.
34. OWL BEAR'S DEN: Owl Bear: AC 5, HD 5, hp 30, #AT 3, D 1-8/1-8/1-8, MV 40', Save F3, ML 9). It sleeps in the most southern part of its den, digesting a meal of gnoll it just caught at dawn. If aroused, the beast will roar and rush out, striking with its two great paws, and toothy beak for 1-8 points of damage per hit, with three such attacks per round, i.e. a claw, another clawing attack, and then a snap of its beak. It has no treasure, but amidst the many sticks and bones it sleeps on is a bone tube (1 in 6 chance of noticing it for each person searching the heap, with a check for each once per round) with a protection from undead scroll within it.
- H. BUGBEAR LAIR: The group of bugbears is not numerous, but what it lacks in numbers, it makes up for in strength and cunning. There are signs beside the entrance cave in kobold, orcish, goblin, etc. Each says: "Safety, security and repose for all humanoids who enter — WELCOME! (Come in and report to the first guard on the left for a hot meal and bed assignment.)"
35. GUARD ROOM: 3 bugbears (AC 5, HD 3+1, hp 11 each, #AT 1, D 2-8, Save F3, ML 9) with 2d10 gp each. These creatures lounge on stools near a smoking brazier that has skewers of meat roasting over the coals. Each will ignore his great flail when intruders enter, reaching instead for the food. Though they do not speak common, they will grab and eat a chunk, then offer the skewers to the adventurers — and suddenly use them as swords to strike first blow (at +2 bonus to hit due to surprise!) unless the victims are very alert. There are two cots in the place and a large gong. If the battle goes badly, one will smite the gong to warn the others in the complex.
36. CHIEFTAIN'S ROOM: This tough old bugbear is equal to an ogre (AC 5, HD 4+1, hp 18, #AT 1, D 3-12 (d10+2), Save F4, ML 9). He has a pouch holding a key, 29 pp, and three 50 gp gems. With him is a female bugbear equal to a male (AC 5, HD 3+1, hp 12, #AT 1, D 2-8, Save F1, ML 8, Save F3, ML 9). She has gold earings worth 100 gp. The furnishings of the room are battered and crude, but several pieces of silk are mixed up with the bedding, in all 6 may be found; the party will be able to sell them for 20 gp each. There is a gray chest stuck up on a ledge near the ceiling which will only be spotted if the room is carefully searched. It contains 1,462 sp, a 30 pound statue of alabaster and ivory (worth 200 gp) and 2 potions of healing (which will break if the chest is roughly handled). It will take three or four strong characters to bring this down safely. There is a hand axe +1 on the wall, and if the chieftain has the chance, he will take it down and hurl it first, then close for full melee. He knows of the secret door — it is his escape route in desperate situations.
37. SPOILS ROOM: The heavy door is locked and the key is in the pouch of the chieftain (36., above). Inside are a magical shield +1 being used as a tray to hold a heap of dried herbs (catnip, something these particular bugbears relish), various boxes and crates of high quality dried or salted foodstuffs, leather hides in a stack, 3 barrels of ale, a tun of wine, and a small keg of oil (20 flask capacity). (If all but the shield and oil are sold at the Keep, the value will be 400 gp.) Breaking the lock or smashing the door will bring guards from 35. and the chieftain and his mate from 36.
38. COMMON ROOM: 3 males (AC 5, HD

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3+1, hp 12 each, #AT 1, D 2-8, MV 30', Save F3, ML 9) with 2d8 each of gp and sp, 7 females (AC 6, HD 2, hp 8 each, #AT 1, D 1-8, Save F2, ML 8), and 3 young bugbears (AC 7, HD 1, hp 3 each, #AT 1, D 1-4, Save F1, ML 7) dwell here. There are piles of bedding and old garments here and there. Blackened by soot, there is a silver urn worth 175 gp near the fireplace, but only close examination will reveal its true value.

39. GUARD ROOM: Watching here are 2 males (AC 5, HD 3+1, hp 10 each, #AT 1, D 2-8, Save F3, ML 9) with 2d8 gp each and 3 females (AC 6, HD 2, hp 7 each, #AT 1, D 1-8, Save F2, ML 8) each with d10 gp. Each has a spear in addition to normal weapons, so they can hurl this missile and then close to fight hand-to-hand. These bugbears tend to the slaves as well as help to guard the entrance to their lair. There are bedrolls, a bench, a long table, a water pail, and sacks of meat scattered here and there in the chamber. Keys to the doors to 40. and 41. are on the wall opposite the stairs. Both corridors to the slave pens have meal sacks and small boxes and barrels of provisions and watered wine along their length.

40. SLAVE PEN: The iron door is secured by a bar, a chain, and a heavy padlock. Inside is a litter of straw, a bucket, and the following slaves: 3 kobolds (AC 9, HD 1/2, hp 2 each, MV 40', Save NM, ML 6), 1 goblin (AC 9, HD 1-1, hp 3, MV 20', Save NM, ML 7), 4 orcs (AC 9, HD 1, hp 5 each, MV 40', Save F1, ML 7), and 2 human fighters (AC 9, F1, hp 4 each, MV 40, ML 7) — optionally add 1 dwarf (AC 9, D2, hp 12, MV 40', ML 8) and 2 elves (AC 9, HD 1+1, hp 7 each, MV 40', ML 8) in place of 2 of the kobolds and 1 of the orcs. They are chained to the wall with a common chain and a heavy padlock. All will fight against the bugbears if given weapons. (Treat as AC 9 unless protection is provided.) The humans will serve as those noted in E.24., above. The dwarf and elves, if used by the DM, may agree to help the adventurers as long as they stay in the Caves' area continuously and fight. The other creatures will desert at the first opportunity.

41. SLAVE PEN: Another barred, chained, and padlocked iron door keeps safe the following slaves: 3 hobgoblins (AC 8, HD 1+1, hp 6 each, MV 30', Save F1, ML 8), 2 gnolls (AC 8, HD 2, + 1, hp 9 each, MV 30', Save F2, ML

8), 1 (rebel) bugbear (AC 7, HD 3+1, hp 14, MV 30', Save F3, ML 9) and a huge human — a seeming wildman, with mighty muscles, shaggy hair and beard, and staring eyes. He is a Hero (a 4th level fighter). His 18 Strength and +1 for his level give him a total of +4 "to hit" bonus and +3 damage (AC 9 due to no armor, F4, hp 24, #AT 1 at +4, D 4-9, ML 10). He is prone to fits of berserk fury due to his enslavement, and if armed and in combat it is 50% likely per round that he will strike a friend instead of a foe in his lust to slay! If freed, these slaves will attempt to flee, although they will attack bugbears who are in the way of their escape. There are two exceptions: the big bugbear hates his fellows, and will take arms and fight against them or any other inhabitants of the whole area; he will continue to do so for as long as the party stays there. The hero is chaotic and evil; once he is armed, and after the battle madness leaves him, he will either kill the adventurers who freed him to have all their treasure for himself, or else he will steal whatever is most valuable and then sneak off — but only if he knows the party is too strong for him.

(DM Note: There are 2 bugbears out hunting, and they will return with a human corpse and 83 gp the day after adventurers first enter the bugbear lair. They will be placed on guard duty at 35., if appropriate, and their statistics are the same as the guards there. Bugbears will stay in place until all are dead, save the chieftain, who will seek help from the minotaur I.45.)

I. CAVES OF THE MINOTAUR: This labyrinth houses a number of nasty things, but the worst is a fiendishly clever minotaur who abides herein. Immediately upon entering the place, adventurers will feel slightly dizzy — the effects of a powerful spell which will cause them to lose all sense of direction.

The minotaur will agree to help the bugbears against invaders at the cost of one human slave every three days of service — of course, the slave is eaten in that period. The minotaur keeps only the choicest of treasures, tossing unwanted loot to whom-ever happens to find it at the mouth of the labyrinth.

(DM Notes: You may allow players to find a few low-value coins, normal equipment, weapons, or armor at the entrance. After 30' past the cave mouth, the spell of *direction confusion* will begin to function, so start to misdirect them by naming incorrect directions, i.e. southeast instead of northeast, east instead of west, etc.

Don't worry about calling the same passage as a different direction should they travel over the same route twice — that's the effect of the magic on *them*. You may wish to allow the mapping character a secret saving throw every couple of turns, a 19 or 20 indicating that effect has been thrown off.)

42. STIRGE CAVE: There are 13 of these flying monsters here: (AC 7, HD 1, hp 3 each, #AT 1 at +2, D 1-3 the first round plus 1-4 per additional round, MV 60', Save F1, ML 9). After an opponent is hit, the stirge will automatically suck blood each round thereafter, doing 1-4 hit points of damage until the victim is dead or the stirge is killed. The minotaur loves to catch and eat these creatures, so they avoid him, and they are quite hungry. In fact, this hunger makes it 90% likely that they will be squeaking and hooting to one another, so the party won't be surprised. They have no treasure.

43. FIRE BEETLES: Three dwell in this area: (AC 4, HD 1+2, hp 7 each, #AT 1, D 2-8 (2d4), MV 40', Save F1, ML 7). They, too, are hungry and will hasten to attack any persons entering this area. They have no treasure, but two glands above their eyes and one in their abdomen will glow with a red light, 10' radius, for 1-6 days after the beetle is killed.

44. FIRE BEETLES: There are 2 of these creatures here, in all respects like those in 43., above.

45. THE MINOTAUR: This huge monster has AC 4 due to a great chain mail coat he wears, and carries a magic spear +1 (AC 4, HD 6, hp 35, #AT 1 or 2, D 4-9 or 1-6/1-6, MV 40', Save F6, ML 12). When he attacks, the minotaur first rushes and stabs with the spear for 4-9 points damage (d6+3 due to his strength). The next round he will gore and bite for 1-6 points of damage for each successful attack. The minotaur may only use his spear or his horns and bite.

When intruders enter the area, the minotaur immediately moves to attack. He knows this area so well that the only way for victims to escape is to go through the secret door into area 36., or else to run out of the place and climb a large tree.

The cave the minotaur dwells in has skulls and bones arrayed in decorative patterns. The secret door is actually a slab of stone which takes not less than 3 humans

to move. (It will be noticed by careful checking of the walls, but discovering how it is moved requires a roll of 1 on a six-sided die to find where it can be grasped. All of the minotaur's treasure is behind this slab of rock. It hides:

- 1 locked chest (with poison needle in lock) — contents 930 gp and 310 ep
- 1 staff of healing
- 1 man-sized (optionally elf-sized) magic plate armor +1
- 1 locked coffer — contents 3 potion bottles (*gaseous form, delusionary healing, giant strength*)
- 1 locked chest — contents 3 pieces of jewelry worth 1,600 gp, 900 gp, and 600 gp, respectively
- J. GNOLL LAIR: The entry into this place is a small cave — and only at the end will worked stone be visible. If the adventurers have a light or make too much noise, the gnoll guards (46.) will certainly be alerted and ready.
46. GUARD ROOM: There are always 4 gnolls (AC 5, HD 2, hp 9 each, #AT 1, D 2-8, MV 30', Save F2, ML 8) on duty here. Two have bows, will shoot at intruders until melee takes place; they will then run for help while the other two fight. Each gnoll has d8 each ep, sp and cp.
47. GUARD ROOM: 3 males (AC 5, hp 8 each, #AT 1, D 2-8, MV 30', Save F2, ML 8) and 5 females (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, MV 30', Save F1, ML 7) are quartered here. They will be ready to fight immediately. The males have d6 gp each, the females have d4. There is a scattering of rude furniture in the place, heaps of bedding on the floor, several hides and pelts on the walls (one is a valuable sable cloak worth 450 gp), and a barrel of water in the southwest corner of the room.
48. LOCKED ROOM: This chamber is a store room and armory. Besides the usual provisions, there are 7 shields, a suit of dwarf-sized chain mail, 12 battle axes, 3 longbows, 5 quivers of arrows (20 in each), and a magic sword (-2 cursed). One barrel of exceptionally fine ale is leaking and the odor will tempt adventurers to taste it. It is so good, in fact, that there is a 5 in 6 chance per taste that he or she will draw a healthy draught and then spend the next 1-4 turns drinking. (If this occurs, be sure that you have the appropriate characters

sing, make noise, and act foolishly. Any of their attacks will be at -2 to hit; this will continue for as many turns as they spend drinking i.e. 1-4).

49. COMMON ROOM: This place quarters the gnoll tribe — 6 males (AC 5, HD 2, hp 8 each, #AT 1, D 2-8, MV 30', Save F2, ML 8), 11 females (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, MV 30', Save F1, ML 7), and 18 young who do not fight. Males have d6 each of ep and sp, females d10 sp each. There is the usual clutter of worthless furniture in the room.
50. GNOLL CHIEFTAIN'S QUARTERS: The gnoll leader wears pieces of plate mail (AC 3, HD 3, hp 17, #AT 1, D 4-10 (2d4 + 2) due to his strength, Save F3, ML 10). With him are his two sons (AC 4 due to chain mail and shield, HD 2+1, hp 10 each, #AT 1, D 3-9 (2d4 + 1), Save F2, ML 10), and 4 females (AC 6, HD 1+1, hp 5 each, #AT 1, D 1-8, MV 30', Save F1, ML 9). The chieftain has a pair of silver armbands worth 50 gp each, and there are 39 gp in his belt pouch. His sons have d10 each gp, ep, and sp. Each female wears a silver neck chain worth 30 gp and has 2d6 ep in addition. The furnishings of the place are crude and battered. A large metal pot beneath a flagstone in the fireplace alcove hides 200 cp, 157 sp, 76 ep, and 139 gp.
- The secret door and passage to area K., 63., is unknown to all parties. Just inside the entrance is the skeleton of a human thief; his leg broken, he must have died here trying to escape through the secret door. The rotten leather armor and corroded weapons are valueless, but the purse at his belt holds 12 gems of 50 gp base value each, and the *elven boots* upon his bony feet are still in usable shape.
- (DM Note: Losses by the gnolls cannot be replaced. They have a loose alliance with the orcs, so any surviving gnolls will move to the orc areas and vice versa. If you wish, allow the chieftain to be able to escape by climbing up the chimney of the fireplace in his area.)
- K. SHRINE OF EVIL CHAOS: A faint, foul draft issues from the 20' wide cave mouth which is the entrance to this place. The worn path through the copse of obscenely twisted and oddly bloated trees gives those approaching along its length an eerie sense of unease, and as soon as they enter the cave mouth a dim awareness of lurking evil will pervade their senses. Red strata inter-
- twines with bulging black veins running through the hewn rock walls beyond the entrance. The wide corridors and chambers are deathly still. A faint groaning sound, and a shrill piping may be occasionally heard, barely perceptible even if the party is absolutely silent and listening.
- The floors are smooth and worn by the tread of countless feet of the worshipers at this grim place. The footsteps of intruders will echo alarmingly in these vaulted halls (+2 chance of being surprised if no precautions are taken), and extreme care must be taken to muffle such sounds if the party has any hopes of remaining undetected until the moment of their choosing. Continual noise will bring a group of zombie guards to investigate:
- 8 zombies: (AC 8, HD 2, hp 8 each, #AT 1, D 1-8, MV 30', Save F1, ML 12). These ghastly monsters are clad in filthy red and black striped uniforms. Each carries a cleaver-like battle axe. (Each wears an amulet of protection from turning, so attempts by a cleric to turn them are made as if they were ghouls rather than zombies.)
51. BOULDER FILLED PASSAGE: Large rocks and boulders have been placed here in order to seal off this tunnel. It will take 100 man-turns to open a way large enough for a human to pass through into the area beyond (possibly outside and southwest of the Caves of Chaos).
52. HALL OF SKELETONS: This unusual audience chamber has a dais and throne-like chair set with 4 large red gems (500 gp each) at the south end. It is otherwise empty except for a dozen skeletons, clad in rags of chain mail and bearing battered shields and rusty scimitars, propped against the walls. These bony guards do not move, and any attempt to turn them immediately upon entering the chamber will have no effect, as they are obviously not animated. However, as soon as intruders touch the dais or throne chair, these monsters will spring into action from their positions on either wall of the chamber. Each has an amulet of protection from turning on it, so they are turned by a cleric as if they were zombies. (AC 7, HD 1, hp 3 each, #AT 1, D 1-6, Save F1, ML 12). They have no treasure.
- Once the skeletons are disposed of, it is an easy task to pry the 4 garnets (gems) from the back of the chair.

THE CAVES OF CHAOS

53. GUARD ROOM: There will always be 8 zombies (AC 8, HD 2, hp 8 each, #AT 1, D 1-8, Save F1, ML 12), turned as if they were ghouls due to *amulets of protection from turning* hulking silently here, 4 at either end of the hall. Anyone entering will be attacked unless they are robed (see area 54., below) and have an amulet identical to the ones which the undead guards or priests wear. There is no treasure here.

54. ACOLYTES' CHAMBER: There are 4 acolytes (1st level clerics) here (AC 5, C1, hp 4 each, #AT 1, D 1-6, ML 8), all dressed in rusty red robes with black cowls. Under these robes, each wears chain mail and a mace at his belt. Each carries 10 gp in his purse, and the leader wears an *amulet of protection from good*. This amulet circles the wearer with a magical barrier against attacks by characters or creatures of other alignments by subtracting 1 from the "to hit" rolls of these opponents and adding +1 to the wearer's saving throws. The amulet will also keep out melee attacks from enchanted (magical) monsters (such as gargoyles), but not missile attacks from these creatures. Their room contains four hard pallets, a brazier, a table, four stools, a cabinet for clothing, a water pail, a waste bucket, and a flagon of wine and four cups. There is nothing of value amongst these items.

55. EVIL CHAPEL: This place is of red stone, the floor being a mosaic checkerboard of black and red. The south wall is covered by a huge tapestry which depicts a black landscape, barren trees, and unidentifiable but horrible black shapes in silhouette — possibly demons of some sort — holding aloft a struggling human. A gray sky is torn by wisps of purple clouds, and a bloody moon with a skull-like face upon it leers down upon the scene. Four black pillars support the domed ceiling some 25' overhead. Between these columns, just in front of the tapestry, is a stone altar of red veined black rock, rough-hewn and stained brown with dried blood. Upon it are 4 ancient bronze vessels — a shallow bowl, a pair of goblets, and an ewer, a vase-shaped pitcher. They are also bloodstained but obviously worth a great deal of money. (The value is 1,000 gp for each cup, and 2,000 gp for each of the other items, but these are relics of evil, and any character possessing them will *not* part with them or sell them nor allow others to handle them. For each character who picks up one of the-

se objects, the DM should roll a secret saving throw vs. Spells at -2. Any who save successfully will get a "feeling of great evil" about the object, and he or she may voluntarily put it down. If the save fails, the characters will rapidly fall under the influence of a demonic spell and within 6 days become a servant of chaos and evil, returning to this chapel to replace the relics, and then staying as a guard forever after. If someone attempts to destroy these relics, the great bell (see 58., below) will sound and the Shrine's residents will come running in 3 rounds. If a *detect evil* spell is cast upon these items, they will glow an ugly purple, and all good characters will feel an instant loathing for them. If the character who has taken them has a *dispel magic* and then a *bless* spell cast upon him or her, there is a 60% chance of removing the evil on the first day, 50% on the 2d, 40% on the 3rd, 30% on the 4th, 20% on the 5th, and 10% on the 6th. Otherwise, *nothing* will be able to save the character!).

56. ADEPTS' CHAMBER: There are 4 adepts (2nd level clerics) here, each clad in a black robe with a maroon colored cowl (AC 2, C2, hp 8 each, #AT 1, D 1-6, ML 8), wearing plate mail beneath their garments, and each bearing a mace. Their waists are circled with copper chains (worth 40 gp each) with skull shaped clasps fashioned of bone. Each carries a purse with 20 gold and 5 platinum pieces, and each wears an *amulet of protection from good*, which makes their effective armor class 2 vs. good creatures. The first and second have *cause light wounds* spells (does 2-7 points of damage to creature touched; normal "to hit" roll must be made to touch victim), the third a *light* spell, the fourth a *cause fear* spell (the victim touched must save vs. Spells or flee in terror for 1 turn; a normal "to hit" roll must be made to touch victim). They will use their spells first, if possible, before engaging in combat with weapons. In the room are four beds, four small stands, a table, four chairs, four chests for clothing, and various books and scrolls of evil nature — nothing of value. However, on the table are copper dishes and vessels (total weight 300 gp) of exceptional craftsmanship which are worth 175 gold pieces. (If the party opts to destroy the evil writings, they should receive an additional 600 experience points for the act, unless they are themselves evil, in which case they should receive points for keeping and reading these works.) If hard

pressed, these evil clerics will attempt to flee and warn their master by striking the great bell (58.).

57. HALL OF UNDEAD WARRIORS: There are four files of the undead here, two of 10 skeletons each, two of 10 zombies each. The former face south, the latter north.

20 skeletons: AC 6 (due to chain mail rags & shields), HD 1, hp 3 each, #AT 1, D 1-6, Save F1, ML 12, turned as zombies.

20 zombies: AC 5 (due to chain mail), HD 2, hp 8 each, #AT 1, D 1-8, Save F1; ML 12, turned as if they were ghouls.

Upon the striking of the great iron bell at 58. below, the skeletons will issue forth from the south door of the place and march into the temple (58.) to line the south wall, while the zombies plod out the north exit to line the north wall of the temple. If intruders enter room 57., are in the passage to the temple, or are within the temple itself, these undead warriors will attack. Proper garments and amulets worn by the characters will prevent attack unless the cleric commands the undead to do so. They have no treasure.

58. TEMPLE OF EVIL CHAOS: This huge area has an arched ceiling some 30' or more in height. The floor is of polished black stone which has swirling patterns of red veins through it. The walls behind the draperies, and the ceiling as well, are of dull black rock, while the west wall is of translucent red stone which is seemingly one piece, polished to mirror-like smoothness. A great bell of black iron stands near the entrance point, with a pair of mallets beside its supports. To the south are several long benches or pews. There are three stone altars to the west: the northwest of pure black, the middle one of streaked red and black, the last of red with black flecks. At the western end of the temple area is a dais of black stone, with four lesser chairs on its lower tier and a great throne above. The chairs are of bone; the ivory throne is set with gold and adorned with gems of red and black (10 black stones each worth 100 gp, 10 red stones each worth 500 gp, and one large red stone worth 1,000 gp). The signs and sigils upon these seats are of pure chaos and evil. The other walls are covered by draperies of deep purple with embroidered symbols and evil sayings, done in scarlet and gold and black thread. As soon as the party enters the place, black candles in

eight great candelabras on either side of the place will come alight magically, shooting forth a disgusting red radiance. Shapeless forms of purple, yellow and green will dance and sway on the western wall, and if anyone looks at them for more than a moment, they must save vs. Spells or be mesmerized into chanting a hymn to chaotic evil. Should three or more voices be so raised, the iron bell will sound automatically by magic, but even one such chant will alert the guards of the head cleric (see below). Zombie guards will enter here in 3 rounds after the party, even if the party is quiet.

59. THE CHAMBERS OF THE EVIL PRIEST:

PRIEST: Location 59.g is the anteroom where special visitors are entertained by the chief cleric. There are lavish furnishings here, although none are of particular value except for a golden flagon and cups (flagon worth 500 gp, each of the nine cups has 100 gp value). Three zombies are on guard here (AC 2 due to plate mail and shield, HD 2, hp 13 each, #AT 1, D 1-8, Save F1, ML 12). They stand unmoving unless they are summoned by a chant from the temple area, someone enters their area, or they are commanded by the evil priest.

Location 59. is the private chamber of the evil priest. He is 3d level, wears magical armor +1, has a shield +1, and wears an amulet of protection from good which adds a further +1 to his armor class when attacked by good creatures (AC 0 or -1, C3, hp 14, #AT 1, D 2-7 (staff) or 1-6 (mace), ML 10). He attacks with a snake staff, which is +1 to hit. On command, the staff will turn into a snake and coil around a person hit. The victim is held helpless for 1d4 turns, or until the cleric recalls the staff. The staff then crawls back to the cleric on command. He also has a normal mace hanging from his belt. He has a gold ring with a black gem (value 1,400 gp) and a purse with 51 pp in it. He wears a black cape and cowl, with red robes beneath. His spells are: *cause light wounds* (inflicts 2-7 points of damage) and *cause fear*. The priest must touch the intended victim, and successfully roll to hit, for the spells to take effect. He also has a scroll with three cleric spells on it: *detect magic*, *hold person*, *silence, 15' radius*. He has a potion of *gaseous form* which he will use to escape through the boulder-filled corridor, 51., when all else fails.

His room is furnished lavishly, with red carpet, furniture of black wood with velvet upholstery of scarlet, and a large bed cov-

ered with silken covers of black and red cushions and pillows. A demon idol leers from the wall to the north, directly over the bed. If anyone other than the priest touches it, it will topple over upon the character, causing 2-12 points of damage. It has two gem eyes (100 gp value each). The evil priest will dart behind a screen in the southeast corner, enter a wardrobe there, slip through a secret door in its back, and then down a short passage and out into the corridor through another secret door, should his life be in danger. When the secret door in the back of the wardrobe is opened by the party, 500 gp and 50 gems of 10 gp value each will spill from the wardrobe into the room to hopefully cause pursuers to stop for the loot. The priest will meanwhile either try to rally his forces, or else escape (assuming that most of his fellows have been eliminated already).

60. GUEST CHAMBER: This lower room is for important guests of the place. It contains a large bed, table, chairs, etc. There is nothing of value within, although the tapestries adorning the walls (things picturing evil cruelties and obscene rites) appear expensive. Beneath a velvet cloth on the table is a polished mirror.

61. TORTURE CHAMBER: There are various implements of torture here, both large and small — a rack, iron maiden, tongs, pinchers, whips, etc. Comfortable chairs are scattered along the walls, evidently so placed to allow visitors an enjoyable view of the proceedings. The torturer lives in the forepart of the place, and he will attack unauthorized persons who enter. He is a 3rd level fighter, hp 19, with chain mail under his black leather garments (AC 5, F3, hp 19, #AT 1, D 3-8 (1d6 +2 due to Strength), ML 8). His weapon is a huge axe. Hidden in his mattress are 135 gp and a bracelet worth 700 gp.

62. THE CRYPT: The door to this room is bolted shut. This long hall is of roughly hewn stone, with a low ceiling. In it are many coffins and large sarcophagi with the remains of servants of the Temple of Evil Chaos. The sixth tomb opened will contain a wight: (AC 5, HD 3*, hp 13, #AT 1, D drains one level, MV 30', Save F2, ML 12). There is a secret compartment in the wight's tomb; this contains a sword +2 a scroll of protection from undead, a helm of alignment change, and a silver dagger worth 800 gp because of the gems set into

its pommel.

63. STORAGE CHAMBER: There are many piles of boxes, crates, barrels, sacks, and so forth here — the supplies of the temple. There is nothing of value, and if the party stays within the place for longer than 3 rounds, a gelatinous cube will move from the corridor into the place and block it: (AC 8, HD 4*, hp 22, #AT 1, D 2-8, plus paralyzation, MV 20', Save F2, ML 12). Inside the creature are d12 each of cp, sp, ep, gp, and pp, as well as several bones — evidently parts of a victim not yet wholly digested. (One of the bones is actually a wand of enemy detection with 9 charges left. If it is not gotten out of the monster within one turn, it will be ruined by digestive juices.) The secret door in the room leads to the gnoll chieftain's cave. (50., above).

64. CELL: The door is of iron, locked and barred, but a window is set in the door. This is the place where prisoners are kept until tortured to death or sacrificed in the area above. There are several skeletons still chained to the wall, and one scantily clad female — a fair maiden obviously in need of rescuing! As she is partly around a corner, at first only her shapely legs and body up to the shoulders can be seen. Those who enter and approach closer are in for a rude shock! This is actually a medusa recently taken by the evil priest's zombie guards. (AC 8, HD 4**, hp 20, #AT 1, D 1-6 plus poison, MV 30', Save F4, ML 8). An opponent hit by the medusa's attack has been bitten by the asp-hair and must save vs. Poison or die. Those looking at the creature — including those fighting her from the front — must save versus being Turned to Stone by the medusa.

Not being above such things, the cleric had plans for removing its snakes, blinding it, and then eventually sacrificing it at a special rite to a demon. The medusa will spare one or two of the adventurers from her gaze, promising them she has magic which will turn their companions back to flesh again, if they will free her from her chains. She does, in fact, have a special elixir, a potion of stone to flesh in a small vial, enough liquid to turn six persons back to normal, but she does not intend to give it away. If freed she will attempt to "stone" her rescuers.

Unlike the other adventures in this book, this one begins when an Immortal intervenes directly in campaign affairs. Thus, the adventure of the Silver Princess can occur at any time the DM desires.

Direct contact with an Immortal is an unusual and highly significant affair. Special care should be taken to impress the players with the signal and wonderous trappings of such contact.

The Immortal

An immortal is a superior being, seldom seen, who influences and manipulates campaign events in pursuit of higher goals. Some are benign, some are malevolent, but all tend to work indirectly. In this adventure, the party will be contacted by Thendara, Protector of the Valley of Haven, whose words are given at the beginning of the Silver Princess adventure.

The party can be anywhere at the time of the contact. First, they will experience a chill wind, although there will be no visible signs (even torches will not flicker). Motion outside the party starts to slow, and their surroundings become hazy and indistinct. Other people and creatures seem to stop, and the party's own motions become dreamlike and slow. A glow of light appears, growing and finally resolving into a tall woman with dark brown hair and faintly green skin. Her features have a slightly elvish cast. She has no weapons they can see, but an aura of power overlayed with gentleness emanates from her. As she smiles, the light that surrounds her expands to surround the party and they discover they can move freely within it. Upon close examination, the being seems slightly transparent. At this point the adventure begins.

If any of the party accepts the Immortal's offer, all will be instantly transported to the palace of the Silver Princess. Any wounds will be instantly healed, and spell casters can rechoose spells if they wish. Effectively, they will be starting a new adventure at full strength.

Note: This encounter can be used to save a party that faces total destruction. However, such intervention must remain very rare if the players are to remain the driving force in your campaign. Think carefully about the effect of such intervention on play before you decide to use it—players lose interest if the DM pulls them out of trouble every time they foul up. Save this for a time when they play well, but are beaten by poor luck (though this, too, is part of the game!) If you do use this encounter to save the party and they won't accept it, let them take the consequences.



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General Notes: An early version of this module has become a rare item; the later version has been adapted for this collection. The special programmed introduction has been replaced by boxed text, but this adventure is presented intact.

Maps 140-141

Player's Background (Read to players)

This is narrated by the Protector, when she appears to the players:

"The valley of Haven was a peaceful land. Its crops were abundant, its citizens prosperous. Elves, Dwarves, Halflings, and Humans lived together in harmony. Hidden away in the heart of the Altan Tepe Mountains, Haven was a safe place to live. The rivers were sweet and pure; the weather was pleasant and warm."

"One reason Haven was so peaceful was due to my presence. I am Thendara, and I am known to the people of the valley as the Protector. I am an Immortal and patron of the valley. For years without number I have warded off evil and helped the crops to grow and the valley of Haven to prosper. Hear now the tale of Haven."

"The ruler of Haven was the fair Princess Argenta. She lived in a palace made of white shining marble, which, when the sun set, glowed like silver. Princess Argenta was beloved by all her people. She was just, fair and friendly to all."

"One day, the dwarves of Haven found a ruby the size of an apple while digging in a new mine. As a token of their devotion, they gave the ruby to Princess Argenta. The dwarves named the ruby "My Lady's Heart". The princess was so pleased with the gift that she invited all the valley to attend a celebration to see the wondrous gem. The dwarves were to be the guests of honor. It was to be a grand day of feasting and fun."

"The day before the celebration a strange visitor arrived. He flew into the valley tiding a white dragon. The rider was dressed all in black. He had pale skin, long blond hair, and a short blond beard. Since Haven was noted for its hospitality, the princess invited the stranger to stay at the palace. She also granted his request to escort her to the celebration."

"At midnight, disaster struck. Dark clouds hid the moon and a freezing wind blew through the valley. The crops withered in the fields. Cattle grew sick. The valley began to die. I could do nothing."

"From the palace came an explosion and parts of the walls came tumbling down. When the dust cleared a ruby glow surrounded the entire palace."

"Haven now lies in chaos. Raiding bands of orcs, goblins, and hobgoblins terrorize the countryside. The disaster happened so suddenly that the people are con-

fused and helpless. Without their leaders, who are trapped in the palace, they have no courage to fight back. The situation has become desperate.

"Haven is in dire trouble. I do not know what caused the disaster, but I do know that the reason can be found somewhere in the palace. Allies of the evil that has attacked Haven have challenged me and I am under siege. I cannot help Haven, but you can. The princess needs you; the people of Haven need you. You are Haven's only hope. Find the source of the evil that has overtaken Haven, and destroy it. If you will go, I will open the way into the palace for you. I will also give you all the help I can, but my power is limited. The future of Haven is in your hands."

"Please decide quickly, my time here is nearly ended. Already evil forces have detected my sending. Will you come now?"

Dungeon Master's Background

The disaster that has struck Haven has been caused by the magical ruby that the dwarves found. While it was called "My Lady's Heart" by the people of Haven, its true name is "The Eye of Erik".

Arik is an ancient, evil being of great power. He is also known as Arik of the Hundred Eyes, and is sometimes worshipped as a god. For his many crimes, Arik was banished to a special dimension centuries ago to be imprisoned there for all eternity.

Arik has been seeking to escape from the prison dimension through the ages. And he desires to take over Haven and enslave all its people. He has at last managed to send one of his eyes across the dimensional barriers into the heart of the mountains. There, the dwarves found Arik's ruby eye and brought it to the palace, not knowing the evil they were bringing to their beloved valley. The ruby, though larger than most gems, looks like any other ruby and though the Protector would have sensed the evil, by the time the ruby's influence was felt, it was too late. Arik had already struck.

The ruby is linked to Arik. It has allowed him to channel some of his evil magical power past the dimensional barriers into Haven and the power of the ruby attracts evil, chaotic monsters. Arik hopes to use the ruby "eye," when the time is right, to open the way and cross the dimensional border.

The power of the ruby has killed the crops and brought disease to the animals. It has drawn orc, goblin, and hobgoblin hordes into Haven to fight for its master. It has even brought the evil cleric, Catharandamus into

the palace, to prepare the ceremony that will allow Arik to cross the dimensional barriers. The ruby has turned many of the palace inhabitants to stone and trapped the princess and the mysterious stranger inside itself. Finally, the ruby has created a magical field around the palace to prevent help from arriving and stopping Catharandamus.

The Protector will open a way through the ruby glow, and will also open a safe passage out, if the party chooses to leave the palace to rest and recover spells and hit points. The Protector will, however, state that it is a drain of power and the way can only be opened a few times.

Ellis the Strong and Ariksbane

The mysterious stranger in black armor who arrived just before the disaster struck is named Ellis the Strong (AC 2; F 3; hp 21; #AT 1; D 1-10+3; MV 20'; ML 9; AL L; S18, I9, W12, D13, C16, Ch15). Ellis is a Knight of the White Drakes, a special band of fighters from Thyatis who ride white dragons and are dedicated to defeating evil wherever it exists. The characters have heard stories of them. He wears black plate mail armor and wields a two-handed sword. His dragon steed is known as Ariksbane (AC 3; HD 6; hp 30; #AT 3; D 1-4/1-4/2d8; MV 30'; Fly 80'; ML 8; AL N). Ellis and Ariksbane came to Haven because they had heard of the great ruby and suspected that the ruby was one of the legendary eyes of Arik. Before they could be sure, they were caught by the power of the ruby and defeated. Ellis is now trapped inside the ruby with Princess Argenta. Ariksbane has been banished to another dimension.

Destroying the Ruby

The party must, at some point during the adventure, discover or figure out how to destroy the ruby Eye of Arik. There are several clues and aids throughout the dungeon. However, if through bad luck the party appears to be missing most of these, "a vision from the Protector" can be used to give hints to steer them in the right direction.

There are three ways that the party can destroy the "Eye of Arik" and defeat the evil. The name Ariksbane means "the ruin of Arik." And if the dragon is freed it can use its frost breath, if the dragon wishes, to destroy the ruby without harming anyone near the ruby (or trapped inside it). The ruby can be shattered by using the Sword of Arik, if this can be found. Catharandamus is using the sword as part of the ceremony to free Arik. If the sword is used to shatter the ruby it will be destroyed at the same time. Finally, two notes played on the Ice Harp will summon the minstrel Rowena (see room 32). Rowena is one of

the legends of Haven. She was a famous minstrel who left Haven years ago to visit the Protector. Time does not flow the same with the Protector as in the rest of the world. Though she has lived with the Protector for many years, she is little older than the day she left Haven. Rowena knows the proper notes to play on the Ice Harp to shatter the ruby.

If the ruby is destroyed, by any one of the three possible means, the evil curse which has befallen Haven will be lifted. Those people turned to stone by the ruby will return to normal. Princess Argenta and Ellis the Strong will be freed and return to normal size. If Ariksbane has not already been freed, the dragon will be freed when the ruby is destroyed. The hordes of chaotic monsters invading Haven will flee in terror. The crops will grow again and the animals will be cured. A grateful Princess Argenta will reward the characters with a special medal of honor plus 3,000 gp each.

DUNGEON LEVEL ONE

The DM may expand on the detail of this adventure by describing what rooms and items found look like: what do the floor and walls look like, what are they made of, what is in the room? He or she may also wish to change or add things to this dungeon. But be careful that any changes made do not make the dungeon too dangerous or give the players treasure that makes them too powerful.

WANDERING MONSTERS

Every other turn, the DM should make a check for a wandering monster. A roll of 1 on 1d6 indicates an encounter has occurred. The monster will first be seen 20-120 (2d6x10) feet away when encountered, though the monster may surprise the party by stepping through a door, or waiting around a corner. Use the special table given below to determine the type of monster encountered.

Acolyte: Acolytes are 1st level NPC clerics. The acolytes encountered as wandering monsters will all be clerics of Arik. If there are 4 or more encountered they will be led by either a 2nd or 3rd level cleric. To determine which, roll 1d6. A roll of 1-4 indicates a 2nd level leader. A roll of 5-6 indicates a 3rd level leader. The DM can choose any clerical spells for the leader, or they may be rolled at random.

The clerics of Arik all wear blood-red robes with large hoods that hide the faces of the clerics. The robes are decorated with 100 eyes. Beneath the robes the clerics wear plate mail. They all carry shields painted with a single large red eye.

THE SILVER PRINCESS

Wandering Monster Table: Level 1 (Roll 1d6)

Die Roll	Wandering Monster	NO	AC	HD	Damage	MV	Save	ML	AL
1	Acolyte	1-8	2	1	1-6	20'	C1	7	C
2	Bandit	1-8	6	1	1-6	40'	T1	8	C
3	Bear, Black	1	6	4	1-3/1-3/1-6	40'	F2	7	N
4	Kobold	4-16	7	1/2	1-4	40'	NM	6	C
5	Orc	2-8	6	1	1-6	30'	F1	8	C
6	Skeleton	3-12	7	1	1-6	20'	F1	12	C

Bandits: Bandits are NPC thieves who have joined together to rob others. Bandits will act as normal humans, lost and wandering in the palace, to surprise their intended victims. These particular bandits have been drawn to Haven by the Eye of Arik. If the DM chooses, the bandits may be led by a 2nd or 3rd level thief.

Bear, Black: Black bears have black fur and stand about 6' tall. They are omnivorous (will eat almost anything), but prefer roots and berries. A black bear will not usually attack unless it is cornered and cannot escape. This particular black bear has wandered into the caverns below the palace and was trapped there by the red glow from the ruby. The bear is extremely hungry. If the party gives him food, he will not attack.

Kobold: These kobolds have been attracted by the "Eye of Arik." They hope to join in the looting and pillaging when Arik takes over the valley.

Orcs: These orcs have gathered to fight for Arik when he finally enters Haven. They will help any clerics of Arik, if the clerics are in trouble.

Skeletons: The Eye of Arik has released hordes of undead usually kept away by the Protector.

PLAYER'S START

Approximately a half-mile from the palace you can see that part of the structure's left side has been destroyed. Stone blocks and rubble cover the mountain side. Almost all of the castle and many parts of the surrounding land glow a soft red. All plant life, except some strange-looking thorn bushes with white roses, has died where the ruby glow radiates.

As you travel closer to the palace, a trail untouched by the ruby glow appears. The trail leads directly to the entrance of the palace. The main entryway into the palace is the only part of the palace that does not glow red. The massive, barred portcullis that usually blocks the entrance is raised.

There is a quick, furtive movement to your right, as your party startles a rat near the entrance. The small beast darts out into the glowing area, suddenly stops, shakes a bit, and dies. You notice the remains of other small unfortunate creatures inside this red zone.

Any player characters who enter or touch the red area must make a save vs. Spells. If successful, the character takes no damage. If unsuccessful, the character takes 1-6 points of damage. A new saving throw is required each round the character is in the red area. Evil creatures of Arik are immune to the effects of the red glow.

If the player characters search the entrance, they will find a small, almost invisible wire stretched across the 30-foot wide entrance, 3 inches above the ground. If the wire is tripped (automatic if the party just walks in without searching), a small dart shoots out of a concealed niche in the rocks. If there is a target in the entranceway, the dart will hit a character on a 10 or better rolled on a 20-sided die, inflicting 1-4 points of damage.

1. ENTRANCE HALL

You pass beneath the raised portcullis and enter the palace proper. The gateyard is a large open area surrounded by 20-foot tall rock walls, running 30 feet from east to west and 40 long. There are doors to the east and west, 20 feet from the entryway. Both doors are made of wood and reinforced with iron bars. There are two smaller portcullises in the south wall, 10' wide and 20' high. One is set in the westernmost ten feet of the south wall, the other in the easternmost ten feet of the south wall. There is 10 feet of solid stone wall between the two portcullises.

As soon as the last character enters the palace, read the following to the players:

As the last member of your band passes beneath the gates, the portcullis crashes down behind the party, removing any chance of escape by that means. The ruby glow you noted before now covers the path to the palace and the portcullis, but does extend into the palace itself.

Any character trying to move the portcullis will find it will not budge, and will in addition suffer the effects of touching the red zone.

Both wooden doors are shut. If the characters successfully try to hear any noise behind the door, they will hear scratching and squeaking behind the western door (room 3) and the slow clank of chains behind the eastern door (room 4), respectively.

The southern portcullises cannot be raised by hand, though they will not harm the character touching them. Each of the portcullises are marked with the letters "A+B" and an arrow pointing upward. These refer to the levers found in rooms 2 and 3. When both levers in these rooms are in the "up" position, a grinding noise occurs and the portcullises will retract into the ceiling, allowing the party to enter the palace proper.

2. EAST ROOM

You open the door to reveal a 20 foot by 20 foot room. There is a lever in the center of the south wall. At the center of the room is a 3-foot long gray rat who regards you with reddish eyes.

There is a single giant rat in the room (AC 7; HD 1; hp 4; MV 40'; #AT 1 D 1-3+ disease; ML 8; AL N). It is very hungry. If the party throws the rat some food, it will ignore the party and gobble down the rations. Otherwise it will attack.

The lever in the south wall can be moved up or down. Its current position is down. The "up" position is marked by an "A" carved into the rock. For the effects of this lever, see room 1. Remember that the gates south will raise only if both levers are in the "up" position.

3. WEST ROOM

You open the door to reveal a 20 by 20 foot room with a large wooden lever in the southern wall. In the center of the room are a pair of skeletons. Long iron chains dangle from their wrists, and they carry curved swords.

The two skeletons (AC 7; HD 1; hp 5 each; MV 20'; #AT 1; D 1-6; Save F1; ML 12; AL C) are undead, and cannot be affected by sleep or charm magics, though they can be turned.

The lever on the southern wall is similar to that in room 2, except that the "up" position is marked by a "B" instead of an "A". If the levers in this room and room 2 are both moved to the "up" position, the gates to the south will raise.

4. SECRET ROOM

The secret panel slides back to reveal a 10 by 10 room littered with equipment: 2 sets of chain mail, a shield, a sword, a crossbow, and 20 crossbow bolts.

The equipment is in good condition, and was left by a previous group of adventurers as a storage cache that they never returned to.

5. LIBRARY

Reed pens, dried ink wells, and scraps of paper litter this large room. There are several huge oak tables overturned in the southeast corner. This room appears to have been some kind of study, classroom or library. You do not see any books or scrolls, however.

Hidden behind the tables is a family of five kobolds (AC 7; HD 1/2; hp 3 each; MV 40'; #AT 1; D 1-4; Save NM; ML 6; AL C). If the party decides to search the room, or they discover the kobolds by accident, the kobolds will fight to defend their lair. Otherwise, they will remain hidden until the danger passes. Buried in the litter are 50 copper pieces.

6. STOREROOM

This room looks like a storeroom. Its shelves are filled with large sacks. A dozen barrels are stacked against one wall.

If the players examine the sacks, they will find the sacks are filled with grain. The barrels are filled with beer. Except for the stored goods, the room is empty.

7. PANTRY

This area looks like a pantry. Wooden plates, spoons, knives, and other utensils are scattered around the room. Broken pots litter the floor. You see five small, incredibly ugly, human-like beings opening drawers and cabinets and tossing things on the floor. The creatures have pale earthy colored skin. Their eyes are red and glow in the dark.

The 5 human-like creatures are goblins (AC 6; HD 1-1; hp 4 each; MV 20'; #AT 1; D 1-6; Save NM; ML 7; AL C). The goblins are looting the kitchen for valuables. So far they have found nothing. As a result, they are very angry.

Goblins normally live underground. In full

daylight they fight with a penalty of -1 on their "to hit" rolls. Torch light, lantern light or a *light* spell is not equal to full daylight and will not affect them. Goblins hate dwarves and will attack them on sight.

8. DINING HALL

This room appears to be a dining hall. Seated around a large table are twenty statues. The statues look like men and women eating supper. One statue is cutting meat, another is drinking from a wine cup, and so forth. The food on the table is not stone. The food is cold and stale, but no moldy or decayed.

When Arik sent his power to this dimension through the ruby, his power turned most of the palace inhabitants into stone statues. This group of people were eating supper at the time. There is neither monster nor treasure in the room.

9. HOBGOBLIN BARRACKS

If the party listens at the door first, they will hear arguing, which any who speak hobgoblins will recognize as that language. No roll for listening needs to be made.

This room holds six beds. Musty, ragged blankets lie on the beds. Six footlockers (small wooden chests) rest at the foot of the beds. A half-dozen creatures sit on the beds arguing. The six creatures are human-like and man-sized, though incredibly ugly. Their skin is an earth color and they appear very brutish.

The six creatures are hobgoblins (AC 6; HD 1+1; hp 6 each; MV 30'; #AT 1; D 1-8; Save F1; ML 8; AL C). The hobgoblins have moved into the old barracks which once housed the palace guards.

10. DESERTED BARRACKS

This room contains the remains of bunks, blankets, wooden tables and stools which have been broken. Five corpses litter the floor. Two of the bodies are human, dressed like palace guards. The other three corpses are of a small human-like race with grotesque faces and livid gray skin.

This room was a barracks for palace guardsmen. The two dead men had been patrolling outside the palace when the disaster struck. They managed to rush back inside before the red glow surrounded the palace. Unfortu-

nately they ran into a party of goblins who sneaked into the palace through the lower caverns and were looting the barracks.

After a short, bloody fight both men were killed, but not before they killed three goblins. The remainder of the goblins, in a fit of rage, smashed all the furniture in the room. The room is presently empty of treasure and live monsters.

11. CAVERN ENTRANCE

Wind whistles softly through this dark damp cave carrying with it a musky smell. Straw is scattered about the floor, along with jagged bones. Chained to one wall is a large ape with pale white fur. As soon as it sees you it begins to rattle its chain and roar.

The white ape (AC 6; HD 4; hp 18; MV 40'; #AT 2; D 1-4/1-4; Save F2; ML 7; AL N) used to guard the entrance to the caverns. It was fed regularly and became something of a pet. It would not attack anyone wearing a guard uniform. Unfortunately, the white ape has not been fed for many days. If the party gives the ape food, the white ape will not attack. The ape's chain is long enough that there is not enough room to pass without being attacked.

12. OAKEN CABINET

An oaken cabinet sits against the west wall of this hexagonal room. The cabinet is carved with scenes of springtime in Haven. The floor of the room is white marble, veined with black and gold.

The cabinet is filled with pale green towels and pink bars of soap carved into dolphins. Hidden under the towels is a spitting cobra (AC 7; HD 1; hp 3; MV 30'; #AT 1; D 1-3 + poison; Save F1; ML 7; AL N). The cobra is asleep. It will attack if it is disturbed, otherwise it will remain quiet.

A spitting cobra is a 3' long, grayish-white snake that can spit a stream of venom up to 6'. It aims for its victim's eyes. If the spit hits, the victim must save vs. Poison or be blinded. If the DM wishes, he or she can have the cobra bite, instead of spit poison. The damage caused (1-3 points) refers only to when the cobra bites. If the cobra bites instead of spitting, the victim must save vs. Poison or die in 1-10 turns (instead of being blinded). Next to the spitting cobra is a large golden key worth 150 gp.

13. SUNKEN BATH

This hexagonal room contains a large sunken bath filled with water. The sunken bath is made of white marble veined with black and gold. The walls of this room are lavishly decorated with murals of water nymphs, ponds with long reeds, and hunters stalking water birds. In one corner of the room are seven flasks and a large peacock feather fan. Flying above the bath you see five birdlike creatures. The creatures resemble small feathered anteaters, with long noses.

The 5 birdlike creatures are stigres (AC 7; HD 1; hp 5 each; MV 60'; #AT 1; D 1-3; Save F2; ML 9; AL N). When a sturge attacks a creature, it thrusts its beak into the victim's body to suck out blood for 1-3 points of damage. A successful hit means that it has attached itself to the victim and will automatically suck blood for 1-3 points of damage per round until either it or its victim is dead. If its victim dies, it will leave. A flying sturge gains a bonus of +2 to hit on its first attack against any one opponent, due to its speed.

If the party investigates the seven flasks, they will find that six of the flasks contain scented bath oil in different colors. The last flask is a potion of *ESP*.

14. PINK PEDESTAL

Upon entering this room, the first thing you notice is a small, pink marble pedestal five feet tall. Light gleams from a small object atop the pedestal. The object is silver in color. Other than the pedestal the room seems to be empty.

When a character gets within one foot of the pedestal, a green glow will surround the pedestal. In the midst of the glow you see the transparent face of the Protector. The Protector warns the party to "Beware!" then disappears along with the green glow.

On top of the pedestal is a small silver pendant on a silver chain. If a character reaches out to touch the pendant he or she will hear hysterical laughter which seems to come from the pendant. Any character who actually touches the pendant must make a save vs. Spells or be driven insane. The insanity will mainly consist of suicidal bravery, always charging into deadly battles, accompanied by hysterical laughter. There is no known cure for the madness (unless the DM chooses to make one up).

The silver pendant once belonged to Silverheart, the alchemist. When used by

Silverheart, the pendant was magical because it contained part of his spirit. The power of the Eye of Arik warped the magic of the silver pendant. Through Arik's evil influence, it drove Silverheart insane.

At the time that Silverheart went insane, he was in the midst of an important alchemical experiment. Because of his insanity, the experiment produced disastrous results. The entire section of the palace (on level 2) where he was working exploded. Silverheart and those people in that section of the palace at the time were killed. All that remains of the section of the palace where Silverheart worked is rubble. The only thing to survive the explosion was the pendant which was teleported to the pedestal by the power of the Eye of Arik. The pendant lies and waits for more victims.

15. MOSAIC ROOM

This hexagonal room is decorated with mosaic tiles. The mosaic covers the entire room, the walls, the floor and the ceiling. One scene shows a man in black plate armor riding a white dragon. A young woman wearing a golden crown is riding in front of the man. Another scene shows elves playing in some woods while a white dragon watches them from a hiding place behind two tall pines. On another wall is a scene showing a pool of bright blue water. Several mermaids swim and frolic in the water. The design on the floor shows the crowned maiden, the man in black armor, and the white dragon asleep around a key hole. All the mosaics look new.

Once the party has entered the room, if they examine the mosaic, the keyhole in the floor will emit a blue white glow which will last until a key is placed into the keyhole. If the players use any key other than the gold key from room 12, or fail when trying to pick the lock, a stone slab will fall from the ceiling over the spot where the keyhole is located. Any character caught by the stone will suffer 2-12 points of damage.

If the gold key is placed in the keyhole, another keyhole will appear on the east wall. The second keyhole is also opened by the gold key. Once the key is placed in this second lock and turned, the mosaic, keyhole, and key will vanish. A long silvery sword, floating in the air, will appear in their place. The sword glows with a bright blue white light. If a character reaches out to touch the sword, the man in black plate mail will suddenly appear beside the sword and attack the character attempting to take the sword. The man will attack like a 10 hit dice monster.

The man is an *illusion* and will disappear after 4 rounds or when it is touched by a character. Touch does not mean hitting it in combat, it means touching the illusion with a bare hand. Characters hit by the illusion will believe that they have actually taken damage and will feel "hurt," though no damage will actually be taken. The illusion cannot be hit in combat.

Once the illusion disappears, the sword will drop to the floor. It still glows. All characters will immediately discover that they took no damage, and characters who may have been "killed" will discover that they are actually alive and were only asleep. If the characters decide to touch the sword again, nothing will happen to them and the sword will "feel good" in their hands. The sword will always glow when not sheathed. There is no sheath for it in this room, nor will it fit into a sheath not specifically made for it. The magically glowing sword is a +1 weapon. It casts enough light to see for 30'. The weapon belonged to Ellis. He still wears the sheath (he is trapped inside the Eye of Arik).

16. STEAM ROOM

This room is filled with a thick mist. The room seems hotter than normal.

The mist is actually steam and is safe to walk through. This is a steam room. The steam rises from a geyser underneath the room. Once inside the room, the party will find that there are wooden benches along the walls. The room holds no monsters, traps, or treasure.

17. CAVERN TEMPLE

The cavern opens into a large cave. The cave floor and walls have been polished smooth. Several statues once rested on a raised platform along the west wall. The statues seem to have been of three people kneeling in front of the Protector. They are bestowing gifts on the Protector. Now, however, the statues have been smashed. In their place is the crude clay statue of a large eye. The eye has been painted blood red.

Hidden under the rubble of the broken statues is a giant centipede (AC 9; HD 1/2; hp 2; MV 20'; #AT 1; D poison; Save NM; ML 7; AL N). If a character tries to move the rubble by hand, the giant centipede will be disturbed and attack. If the rubble is moved from a distance (with a spear, pole or similar item), the centipede will scurry out of the room without attacking.

18. UNDERGROUND POOL

Most of this cave is filled with a pool of water. A small ledge circles the pool, running along the east wall of the cave. The ledge is only wide enough for one person to walk along it without falling into the water. In the middle of the pool you see a disturbance in the water. There are several 3' long creatures swimming toward you. The creatures look like weasels.

The disturbance is caused by 3 giant ferrets (AC 5; HD 1+1; hp 6 each; MV 50'; #AT 1; D 1-8; Save F1; ML 8; AL N). Giant ferrets usually hunt giant rats underground. Unfortunately, they are highly unpredictable, and they may attack the party if their reaction to the party is low enough.

The water in the cave is fresh. The pool is fed by a stream which enters from the south. The ledge ends where the stream enters the pool. The party can go no further along the stream, for it has the same red glow as the land outside.

19. GREEN SLIME

The walls of this room are covered with green, oozing slime. Except for the slime, the room appears to be empty.

The oozing slime is green slime (AC can always be hit; HD 2*; hp 9; MV 1'; #AT 1; D special; Save F1; ML 12; AL N). Green slime can be only harmed by fire or cold; it cannot be hurt by any other attacks. It dissolves wood and metal (in 6 rounds), but cannot dissolve stone. Once in contact with flesh, green slime will stick and turn the flesh into green slime. It cannot be scraped off, but must be burnt off. If it is not burned off, the victim will turn completely into green slime 1-4 rounds after the green slime first came into contact with the flesh. Burning green slime while it is on the victim causes 1/2 damage to the slime and 1/2 damage to the victim.

20. SULFUR POOL

This small cave is largely filled with a bubbling gray pool of liquid. The cave smells foul. The pool is surrounded by coarse red sand. The sandy ledge surrounding the pool on the south and west sides, is only wide enough for one person to stand on without touching the liquid.

The liquid is water, but the water has a very high content of sulfur. Because of the sulfur

bubbles, the air here is not safe to breathe for long periods of time. Anyone staying in the room for one full turn will begin to feel dizzy. If they do not leave in the next round they will take 1 point of damage for each round they remain in the room without getting fresh air. If the party searches the room they will find that some unfortunate individual once fell into the pool. The victim is now nothing but bones. The victim clutches a leather bag. The bag is filled with 133 gp and a silver wolf-headed ring with two small sapphires for eyes (worth 300 gp).

21. STOREROOM

This room contains shelves along the south and west walls. The shelves are filled with wooden crates. Otherwise, the room appears to be empty.

The crates are filled with iron rations. Each week's worth of iron rations is packed in a separate tin. The iron rations were used by the palace guards when they went on long patrols through the countryside. Except for the iron rations, the room is empty.

22. BLOCKED EXIT

This area seems to have been in some kind of explosion or earthquake. Stairs once led up out of this area. Rubble covers the floor and blocks the stairs. Through cracks in the rubble, you catch a faint glimpse of a red glow outside the palace.

This is part of the area devastated by the alchemist Silverheart when he went insane and his experiment proved a disaster (see room 14). Though this area is actually below the experimental rooms, it was still caught in the explosion. Even if the characters clear the rubble, they would still have to face the red glow which surrounds the palace if they tried to use this exit.

23. SECRET ROOM

Four statues dominate the room, one in each corner. Each statue is of a young girl in a different pose. No two statues look alike. Between the two statues on the east wall is a plush chair. Four smaller chairs surround the central chair. A leather-covered book rests on the central chair. Between the statues on the north wall you see a 4' long beetle with a striped shell resembling a tiger's skin.

The monster is a giant tiger beetle (AC 3; HD

3+1; hp 15; MV 50'; #AT 1; D 2-12; Save F1; ML 9; AL N). Tiger beetles are carnivorous (meat-eaters) and have been known to attack humans when starving. They attack with a pair of powerful mandibles. The book on the chair is the diary of Princess Argenta. It stops on the day before disaster struck Haven. The final entry reads:

"Today my love arrived riding his noble dragon like the great hero he is. He swept me into his arms and proposed marriage. Naturally I acted reluctant. It wouldn't do to seem too enthusiastic. But when I saw the forlorn look on his face I immediately relented. We kissed, then set the wedding date. We will be married in two weeks, when Ellis' service with the Knights of the White Drakes ends. We will invite the entire valley."

This was one of the rooms where Argenta often went to escape the duties of court life. When the disaster struck Argenta, along with Ellis, were magically shrunken and trapped inside the ruby. Both of them are still alive and will return to normal if the ruby is destroyed. The four statues in the room are Argenta's ladies in waiting who were turned to stone when the disaster struck.

24. FOUNTAIN ROOM

There is a small fountain of water in one corner of this room. Tapestries hang along both the north and south walls; one shows a scene of a young maiden with golden hair sitting on a silver throne. Upon her head rests a crown of silver and rubies. In one hand she holds a silver scepter and in the other she holds a large ruby. The other tapestry shows a warrior in black plate mail resting casually in a wooden chair decorated with carvings. His feet are propped upon a stool.

The two tapestries show Princess Argenta and the warrior Ellis the Strong. Except for the fountain, the rest of the room is empty. The fountain contains only water.

25. ANTEROOM

In this room is a 10' wide semi-circular alcove. On either side of the alcove stands the statue of a warrior.

The two statues are actually living crystal statues (AC 4; HD 3; hp 14; MV 30'; #AT 2; D 1-6/1-6; Save F3; ML 11; AL L). Living crystal statues are life forms made of crystals, instead of flesh. While they look just like normal statues, they are actually living beings. Whenever this room is entered the DM should

THE SILVER PRINCESS

roll a monster reaction (2d6). On a roll of 5 or less, the statues will attack.

26. SCHOOLROOM

The room contains several wooden desks and chairs. Against one wall is a blackboard.

This room was a schoolroom for the children in the palace. It is empty of monsters or treasure.

27. TRAPPED PASSAGE

This small chamber is more of a passageway than a room. It is very cramped and there are several sets of empty shelves on the walls.

The pit trap in the floor of this storage passage will be activated by the first person to step onto it, and triggered by the second one who steps onto it. Once triggered, the floor will swing open and drop whatever is on it into a 10' deep pit. The cover will then swing back and lock shut. Anyone falling into the pit will take 1d6 points of damage.

If the first person who walks across the trap door reaches the other side before the second one tries, only the second person will fall in, otherwise both will fall in.

After one round, small openings will appear in the pit walls, and oil will pour into the pit. The oil will continue to pour forth until it fills the floor of the pit 1' deep. Another wall opening will now appear and a torch (unlit) will fall into the oil. (When the palace was occupied, the torch would have been lit.)

The pit cannot be opened from inside. It can be opened from the outside using release mechanisms hidden inside secret compartments on the inside of either doorway. Check to see if any party member discovers the secret doors of the compartments. The release mechanism is a simple button that needs to be pressed. The stone cover will then slide back. If the party decides to try to smash the stone cover, it will take 10 turns to do so; roll for wandering monsters five times before the pit is opened.

28. LIBRARY

You see shelves covering most of the walls. The shelves are filled with books and scrolls. There are also a number of wooden tables and chairs in the room. You notice that the room has more candles to light it than is usual. The candles are not lit at present. Against the south wall is a fireplace which is also unlit.

This room is the palace library. Since the stu-

dents sometimes used the library both day and night, there are extra candles in the room.

Clinging to the ceiling is a giant crab spider (AC 7; HD 2*; hp 9; MV 40'; #AT 1; D 1-8 + poison; Save F1; ML 7; AL N). Giant crab spiders have chameleon-like powers and can change their color to blend into their surroundings. They will surprise the party on a roll of 1-4 on 1d6. After the first attack, a crab spider can be seen and attacked normally. Crab spiders are carnivorous (meat-eaters). Any victim bitten by a crab spider must save vs. Poison or die in 1-4 turns. However, their poison is weak, and the victim may add +2 to the saving throw roll.

If the party searches the books and scrolls carefully (which will take a full 3 turns), they will find that one scroll is a magic-user/elf spell scroll. The scroll contains the second level spell: web.

29. FITTING ROOM

In the center of this room is a folding screen with three panels. The screen is five feet high and six feet wide. From behind the screen you hear a forlorn wailing sound. Behind the screen you see two vaguely human shadows. The shadows are about four and one half feet tall and have no heads or arms. Their legs are indistinct. The eerie shadows dance wildly about.

The shadows are caused by a lit lamp behind the screen, shining on two dressmakers' dummies. Each dummy has a sleeveless dress on it ready for alteration. The dummies themselves are merely carved wooden torsos mounted on platforms of metal rods so that they stand roughly the height of a woman. Since the dummies have no heads or arms they do not cast shadows of heads or arms. The shadowy legs are indistinct because of the dress hanging down. The shadows are dancing because a breeze is blowing through the open door making a forlorn wailing sound.

The screen is a dressing screen. Members of this palace family and their retainers dressed behind it during fittings. The rest of the room contains bolts of cloth, ribbons, pin cushions, needles, etc.

30. BUTCHER'S ROOM

The floor of this room is covered with blood-stained sand. A rack on the north wall holds a number of large knives and meat cleavers. In the center of the room is a large wooden block about 2' high, 3' long, and 2' wide. The wooden block is also bloodstained.

This room is a butchering room. Meat is butchered here, then stored in the ice cavern (room 31). Underneath the sand is a pit trap door in the floor. The trap door stands in front of the butcher's block. Anyone who walks on the door has a chance of accidentally causing it to open. Roll 1d6 for each character walking over the trap door. It will open if a 1 or 2 is rolled. The trap door is used to get rid of refuse. The door opens to a chute which leads below to an underground river. Anyone opening the door will fall down the chute to the river below. The river is only 2' deep, but anyone falling down the chute will take 1d6 damage from the fall.

The underground river channel is blocked by a heavy iron grill. Anyone falling into the river will be swept against the grill by the powerful current. Fortunately the grill is too small for characters to be swept through.

Three giant rats (AC 7; HD 1/2; hp 3 each; MV 20'; #AT 1; D 1-3; Save NM; ML 8; AL N) are also trapped in the underground passage. They are desperate and in a state of panic. They will immediately attack. There is a 1 in 20 chance that any one of the giant rats carries a disease. If an individual is bitten by a diseased rat the victim must make a save vs. Poison. If the save fails, the victim will either die in 1-6 days or be sick in bed (unable to adventure) for one month. Roll 1d4; the disease is only deadly on a result of 1.

If the underground passage is searched, the characters will find the dead body of an unfortunate victim. The body will be only a skeleton. The individual was carrying a sack of mixed coins (10 gp, 8 sp; and 9 cp) plus a jade ring with dragons carved into it worth 250 gp.

31. ICE CAVE

As you walk down the stairs you notice a rapid drop in temperature. The temperature is nearly freezing at the bottom of the stairs. You notice that the walls of the large cave at the foot of the stairs are covered with a thin layer of ice. Hanging from hooks in the ceiling are slabs of meat.

This room is an ice cavern, a natural underground cave which stays cold all year round. Except for meats and other foods stored here, the room is empty.

32. ROWENA'S ROOM

Upon entering this rectangular room, the first thing you notice is a tapestry hanging on the wall; they show scenes from the life a female minstrel. In front of each tapestry

is a couch. Pillows of various sizes are scattered on the couches. Empty wine goblets and wine bottles are piled into one corner of the room. Decorative candle holders filled with candle stubs sit on small tables near each couch. In the center of the room is a decorative wheel painted on the floor. The wheel is 5' in diameter. In the middle of the wheel is a small lap harp made of crystal with strings of spun silver.

The crystal harp is known as the Ice Harp. It belongs to the minstrel Rowena. Rowena is one of the legends of Haven. Her music was so melodic that she was invited to live with the Protector. Time does not flow the same there as in the rest of the world. Though Rowena has lived there for many years, she is still a young woman.

If the party plays two notes on the Ice Harp, Rowena will appear. She will know about the Eye of Arik and will be able to tell the characters what happened to cause the disaster to Haven. She also knows the proper sequence of notes to play on the Ice Harp to shatter the ruby. She will show the party which notes to play.

Rowena cannot remain here for long or her real age will catch up with her and she will wither away to dust. She will explain what needs to be done, then she will return to the Protector's realm. If the party attacks her for some reason, she will return there immediately. The proper sequence of notes which destroys the ruby is too complicated for the party to accidentally discover. For the short time she is in this world, Rowena is protected against all attacks. Thus it makes no difference what her characteristics or statistics are. She will not attack, nor can she be harmed. If the party attacks her she will leave because she deems the party unworthy of her help.

The Ice Harp is magical. If the phrase "For the memory of Rowena" is chanted, the Ice Harp will play some of her most famous tunes. Princess Argenta often held parties in this room. The guests sat and drank wine while listening to the Ice Harp.

33. ZOMBIE CHAMBER

This room has been partly cut from the surrounding rock. The stone work is cruder than is usual for the rest of the palace. On a table in the corner of the room is the small silver statue of a dragon readying for flight. In front of the statue, acting as guards, are five humans. Each human guard has a gaping wound. The wounds look serious enough to kill any person who suffered them.

The five guards are zombies (AC 8; HD 2; hp 9; MV 30'; #AT 1; D 1-8; Save F1; ML 12; AL C). Zombies are undead monsters and may be "turned" by a cleric. They are not affected by sleep or charm spells or any form of mind reading. Zombies are slow fighters and always strike last in a round (no initiative roll is needed). The zombies are guarding the silver dragon statuette and will attack on sight and fight to the death if not turned (no morale roll necessary).

The silver dragon statuette is one of three identical statuettes. On the base of the statuette is the phrase "Ariksbane, Destroyer of Evil." If any two statuettes are brought within 30' of the Eye of Arik, the dragon Ariksbane will be released from his imprisonment and appear. The dragon's frost breath can destroy the ruby Eye of Arik without harming anyone near the ruby (or trapped inside the ruby).

The silver statuettes are worth 500 gp each. If two of them are used to free Ariksbane, the statuettes will disappear. Ellis the Strong and Ariksbane will give the party 1,000 gp to pay for the statuettes that disappear.

34. CAPTAIN OF THE GUARD'S ROOM

This room contains a bed, a small oak table, a wooden chair, a wooden footlocker and a pile of papers. The table has been toppled over, the chair has been smashed into pieces, the footlocker has been broken open, the papers are scattered over the floor, and the bed covers are smeared with blood stains.

This room used to be the quarters for the captain of the guard. Just before the disaster struck, the captain was murdered by one of his own men. The murderer, Travis, had been driven mad when he saw the Eye of Arik. He now serves Arik, leading some of Arik's orcs. The papers scattered on the floor are weekly reports which the guard captain had to fill out.

35. BARRACKS

You see five double bunk beds in this room. At the foot of each bed are two footlockers. On the east wall, near one of the beds, a message has been scrawled. The letters of the message are too small for you to read at this distance.

The message has been scratched onto the wall with the point of a dagger. It reads: "Beware of Travis." Except for the beds and footlockers, the room is empty when the party enters. The footlockers contain spare guard's uniforms.

The footlockers show signs of having been searched.

One round after the party enters the room, the crazed guard Travis will enter. Travis has been driven insane by the sight of the Eye of Arik. Travis (AC 3; F3; hp 16; MV 20'; #AT 1; D 1-4 (+2) or 1-8 (+2); Save F3; ML 12; AL C; S17, I13, W9, D12, C15, Ch8) will attack the party on sight. First he will throw his magical throwing dagger +2. The dagger is, of course, +2 to hit. On the second round of combat, Travis will draw his sword and attack. He still wears his guard's uniform over plate mail (hence his armor class of 3).

While Travis fights, he will scream at the characters, "You'll never get my treasure! Thieves! Everywhere I look, thieves are trying to steal my treasure. You all must die! I'll never let you steal my treasure!"

Travis will fight to the death. The only treasure that can be found on him or in the room is the magical throwing dagger. The throwing dagger +2 is +2 only when thrown. If used in melee it is +1.

36. SPY ROOM

You see a small room here. The only furniture in the room is a wooden stool. There is a small spy hole in the secret door that lets someone inside the room see the corridor outside. A rope bell pull hangs from a hole in the ceiling.

This is the room where Travis was hiding. The room is normally used as a watching post in times of invasion. The bell rope runs up through the rock to a bell in room 78. When a guard pulls the rope, the bell will ring, alerting the court of danger. The room is now empty. If the party should open the secret door before going into room 35, Travis will still be in this room and will attack. (for details of the encounter see room 35).

37. ARMORY

Inside this room you see ten statues of guardsmen standing at attention. On the floor is the corpse of a guard captain. Along the walls of the room are empty racks which look like they might have once held weapons.

This room was the armory. The ten statues are guardsmen who were turned into stone by the Eye of Arik. The dead guard captain was murdered by Travis (see room 34). The room holds no treasure nor monsters.

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38. TRAVIS' ROOM

As soon as you open the door, the character who opened the door is attacked by a wild-eyed wolf.

The wolf (AC 7; HD 2+2; hp 11; MV 60'; #AT 1; D 1-6; Save F1; ML 12; AL C) used to be Travis's pet dog. When Travis was driven insane by the Eye of Arik, his dog was turned into a wolf. Since the dog was magically transformed into a wolf who serves Arik, the animal has a Chaotic alignment instead of the usual Neutral alignment for wolves. The wolf is as insane as Travis. Travis is the only one who is safe with the wolf. The wolf will attack the party on sight and fight to the death. It has heard the party outside the door and was waiting to attack as soon as the door was open. This is a special case where the DM need not roll for surprise, and even listening at doors will not be successful, since the surprise element has been determined in advance. It is still a good idea for the DM to pretend that he or she has checked for surprise and/or listening at doors by rolling a few dice. If the party kills the wolf and looks into the room read them the following room description:

A small bed of fresh straw lies in the north-western corner of this room. A wooden plate, a pair of eating knives, and a bronze wine goblet rest on a table in the center of the room. Under the table is a wooden bowl filled with meat. Several old tapestries have been hung on the walls, and bits of fur and other types of floor coverings form a makeshift carpet. A lit lantern hangs over the table.

This is the room where Travis and his wolf live. Most of the furniture in the room has been brought here by Travis. The wooden bowl is filled with food for his wolf. On the east wall, behind one of the tapestries is a peephole Travis uses to spy out into the hallway. If the party has not yet encountered Travis (see room 35), he will be following them. Travis will attack the rear of the party on round 2 of the combat with the wolf. For details of an encounter with Travis see room 35.

Travis' treasure is concealed in this room. His treasure is hidden beneath the bed, under a loose stone in the floor. The treasure is kept in a small wooden case. The treasure consists of two sapphires each worth 300 gp, one large emerald worth 2,000 gp, and a gold ring with the initials "DB" carved on the inside. The treasure once belonged to his fellow guardsmen.

39. TRAVIS' OFFICE

Directly across the room from the door in the north wall is a huge wooden table. Behind it is set an ornately carved wooden chair. On the table is a candlestick, a feathered quill pen, and several pieces of parchment.

Travis used to hold court in this room. He would review his orc troops here. Since Travis had seen his captain fill out reports, he too has filled out reports on the condition of his troops. But Travis does not know how to write his reports, and they are a meaningless jumble of scribbles which no one can read (except Travis). The room is empty of monsters and treasure.

40. ORC BARRACKS

This room holds four double bunkbeds. Seated on the beds are eight human-like creatures who look like a combination of animals and men. Despite their weird looks, the creatures are all wearing the uniforms of palace guards. The uniforms do not fit properly.

The human-like creatures are orcs (AC 6; HD 1; hp 4 each; MV 30'; #AT 1; D 1-6; Save F1; ML 8; AL C). The orcs were led by Travis who had them dress up in the uniforms of guards.

Orcs are nocturnal, usually sleeping in the day and active in the dark. When fighting in full daylight, they must subtract 1 from their "to hit" roll. The orcs' treasure totals 12 gp, 38 sp, and 56 cp.

41. JAIL CELLS

This area is a group of jail cells. In the aisles between the cells you see two large apes with white fur.

The large apes are white apes (AC 6; HD 4; hp 18 each; MV 40'; #AT 2; D 1-4/1-4; Save F2; ML 7; AL N). The white apes will beat their chests and growl as the party enters the room. If their threats are ignored, they will attack.

Three of the cells contain statues of men dressed in everyday clothing. The rest of the cells appear empty. Hidden behind a statue inside one of the cells is a small wooden chest. The chest holds 1,000 cp, 400 sp, and 200 gp. This money is used to pay the guards. Travis hid the chest in the cell.

42. CAVE OF THE STATUES

A number of life-sized stone statues of humans and dwarves have been piled in this cave. No attempt has been made to store the statues in any order. Some statues lean against the walls, others have fallen down, and some have been stacked on top of other statues.

The statues piled in this cave are humans who were turned to stone when the disaster struck. The orcs, goblins, and hobgoblins have been clearing out the rooms and carrying the statues to this cave. If the party takes the time to search the cave (5 turns) they will find a chest containing weapons, beneath a pile of statues. The chest holds 4 swords, 2 maces, and a battle axe. One of the swords is a sword +1. It is indistinguishable from the rest of the swords unless a *detect magic* is cast on it. If the party decides to use the swords, number the swords 1-4 and let the magic sword be number 3. Make sure each character who is using a sword (or any other weapon from the chest) tells the DM which weapon he or she is using. For example, sword #2 or mace #1. Any character using sword #3 will discover it is magical the first time the sword is used in combat.

43. FUNGUS CAVE

This room is filled with a number of clay pots of different sizes. Plants were once planted in the pots but all the plants are now dead. Withered stalks, dead leaves, and brown dried flowers litter the floor. Though all plant life in the clay pots is dead, a vile-looking yellow fungus grows on the west walls.

The yellow fungus is yellow mold (AC can always be hit; HD 2; hp 9; MV 0'; #AT 1; D 1-6 + special; Save F2; ML no applicable; AL N). Yellow mold can only be killed by fire. A torch will cause 1-4 points of damage to it each round. Yellow mold will eat through wood and leather, but does not harm metal or stone. It does not actually attack, but if it is touched, the mold will squirt out a 10' x 10' cloud of spores. Anyone caught within the cloud must save vs. Death Ray or choke to death within 6 rounds.

44. CAVE OF THE LOCUSTS

This huge cave is filled with stalactites and stalagmites that glow blue. The stalactites and stalagmites in many places have grown together to form a single column, growing

together so closely, that in some places, they almost form a wall from floor to ceiling. It looks difficult, but not impossible, to move through the cave.

This cave is the home of 8 giant locusts (AC 4; HD 2; hp 9 each; MV 60'; #AT 1; D special; Save F2; ML 5; AL N). Giant locusts are 3' long, giant gray grasshoppers that live underground. They are herbivorous (plant-eaters) and often eat fungus such as yellow mold or shriekers. They cannot be harmed by most poisons. Giant locusts are stone gray and may not be noticed until they move or until the party approaches within 20'. They are very nervous and will flee most of the time rather than fight. They flee by jumping up to 60'. Unfortunately, when they panic their only thought is to escape. There is a 50% chance that they will try to flee by jumping right through the party. If they try to jump through the party, choose a character at random and roll to see if that character has been hit. If so, the character takes 1-4 points of damage from being battered. The locust then flies away.

Giant locusts can also attack and bite for 1-2 points (but not when they are fleeing). When frightened or attacked, giant locusts make a loud shrieking noise to warn their fellows. This shriek has a 20% chance per round of attracting wandering monsters to investigate.

If cornered, a giant locust will spit a brown gooey substance up to 10' at its attackers. To hit a character, the locust need only make an attack against armor class 9, no matter what type of armor the individual is wearing. A character hit by giant locust spittle must save vs. Poison or be unable to do anything for 1 turn due to the awful smell. After this time he or she will be used to the smell, but any character approaching within 5' of the victim must also save or be violently ill. This effect will last until the spittle is washed off.

The blue glow of the stalactites and stalagmites is caused by a type of moss. The moss is harmless. It can be used as a weak light source, casting light up to 10'. If the players search the cave they will find a small silver statuette of a dragon readying for flight. The statuette is in a niche along the north wall. The statuette looks the same as the one found in room 33 (for more details see room 33).

45. CAVE POOL

A large pool of pitch black water fills the room. You see the glint of gold coming from the far side of the pool. A hot wind blows through the cave. Moisture fills the air and

tiny beads of water form on clothing, skin, and hair. The floor is damp and slick.

Once the characters have entered the cave they will be able to see the crowned head of a large statue of a man. The statue seems to be made of bronze. The eyes of the statue are small rubies (value 50 gp each). The glint of gold comes from a crown on top of the statue's head. The crown appears to be made of gold. The statue really is bronze, but the crown is only gold paint.

The liquid in the pool is a kind of ink. The water of the pool is heated by hot springs. The hot water absorbs color from a particular kind of mineral lining the pool. The result is a deep purple ink. Anything that comes in contact with the ink will be stained purple. Since the ink is permanent it will have to wear off naturally (1-6 days). It will not stain non-porous surfaces which do not absorb water very well (such as steel). The ink will not harm characters.

Once the characters reach the statue they will find that the rubies can be pried out easily. If the party carefully examines the statue, there is a 50% chance they will discover that the head of the statue can be unscrewed. Hidden inside the head, packed in a protective oilskin bag, is a *ring of protection +1*.

46. BLADE TRAP

At the corner of the corridor is a trap. When a character walks over a pressure plate in the floor the trap might be sprung. Roll 1d6. The trap will be sprung on a roll of 1. Roll separately for each character that walks around the corner. If the trap is sprung, a weighted blade (like a guillotine blade) will fall from the ceiling causing 1-10 points of damage to the person who sprung the trap. The blade is hidden in the ceiling.

47. TROGLODYTE ROOM

In the center of the room you see three human-like reptiles with short tails, long legs, and a spiny "comb" on their heads and arms. They block the way out.

The human-like reptiles are troglodytes (AC 5; HD 2*; hp 9 each; MV 40'; #AT 3; D 1-4 each; Save F2; ML 9; AL C). Troglodytes are intelligent. They hate most other creatures and will try to kill anyone they meet. Hence they will attack on sight. Troglodytes have a chameleon-like power to blend into their surroundings (normally they surprise on 1-4 on 1d6), but they are not using the ability at the moment. Troglodytes secrete an oil when fighting which smells so bad that characters

will be nauseated unless they save vs. Poison. Nauseated characters have a penalty of -2 on their "to hit" rolls while in melee combat with the troglodytes.

48. WATCH ROOM

This room is higher than the surrounding countryside so that guards could look out on the surrounding land when standing watch. There are windows in the west and south walls. You notice that the red glow still surrounds the palace. In the center of the room is an iron ladder. The ladder leads to a trap door in the ceiling. By the south wall you see a statue that looks like a cleric. He looks frightened and had apparently just finished scratching a message into the wall. The inscription reads:

Evil red eye, malefaction!
Sweet music from strings;
Priceless Blade of Destruction,
Salvation rides on dragon's wings!

The chief palace cleric had divined the evil intent of Arik when disaster struck. He hurriedly left the inscription — clues as to how to destroy the ruby — in the faint hope that it might help rescuers.

This trap door is the only way the party can reach the second level of the dungeon. It is important that the party reach the second level and finish their mission, but it is also important that they encounter a number of monsters and traps before reaching the second level. If they reached the second level too easily the adventure would not be a challenge. On the other hand, since they must reach the second level, the DM might consider sending the vision of a Protector to the party if they cannot find the way to this trap door leading to the second level.

SECOND DUNGEON LEVEL

Wandering Monsters

The second dungeon level has its own wandering monster table. Check for wandering monsters every other turn. Roll 1d6: the party will encounter a wandering monster if a 1 is rolled. The wandering monster will be first seen 20-120 feet (2d6x10') away from the party when encountered, in any direction and doing anything the DM chooses. To determine exactly which monster is encountered, use the Wandering Monster Table: Level 2.

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Wandering Monster Table: Level 2 (Roll 1d6)

Die Roll	Wandering Monster	NO	AC	HD	#AT	Damage	Move	Save	ML	AL
1	Ghoul	1-6	6	2*	3	1-3 ea.	30'	F2	9	C
2	Goblin	2-8	6	1-1	1	1-6	20'	NM	7	C
3	Harpy	1-3	7	3*	3	1-4/1-4/1-6	20'	F3	7	C
4	Hobgoblin	1-6	6	1+1	1	1-8	30'	F1	8	C
5	Medusa	1	8	4**	1	1-6 +special	30'	F4	8	C
6	Zombie	2-8	8	2	1	1-8	40'	F1	12	C

It is suggested that the monsters *Harpy* and *Medusa* be encountered no more than once as wandering monsters. If the DM rolls a wandering monster encounter with a second Harpy or Medusa, a wandering monster from the Level One table should be chosen instead. Both monsters are very difficult challenges, might upset the play balance if encountered too many times.

All the monsters on the second level wandering monster table appear in the D&D® Basic rules. Only those with unusual powers are described below.

Ghoul: A successful attack by a ghoul will paralyze any creature of ogre-size or smaller, except elves, unless the victim saves vs. Paralysis. Elves are immune to the paralysis, but still take normal damage from a ghoul's attacks. Paralysis lasts for 2-8 turns.

Harpy: Any character hearing the harpy's song must save vs. Spells or be charmed. Charmed individuals will move toward the harpy, resisting any attempt to stop them, but not otherwise attacking. If a character successfully saves the character will not be affected by the harpy song for that encounter. Harpies are resistant to magic and have a +2 on all their saves.

Medusa: Looking at a medusa will turn a character to stone unless the victim saves vs. Turn to Stone. A medusa can also attack with her snaky hair. The bites of the snakes are poisonous (save vs. Poison or die in one turn) and when the snakes hit they cause 1-6 points of damage. Anyone who tries to attack a medusa without looking at it must subtract 4 from their "to hit" roll. A medusa is resistant to magic and gains +2 on saves vs. Spells only, other saving throws are normal.

Key to Dungeon Level Two

49. WATCH TOWER

This watch tower has 6 windows overlooking the surrounding lands. There is a trap door in the center of the floor. A stone statue of a guard stands looking out each window. Except for the statues the room looks empty.

The room is empty except for the statues.

50. PASSAGEWAY

As soon as you open the door, bright lights flood the hallway. You see three swords fighting each other, as if being held by invisible men.

The fighting swords and bright light is an illusion placed there by the palace magic-user to frighten intruders who might enter the palace through the tower. The illusion is triggered by the door opening without the password "Argenta" being spoken. If any character touches the illusion it will be dispelled.

51. LABORATORY

You see a room filled with stuffed animals, shelves filled with books and scrolls, and jars of powders and herbs. Strange symbols are painted on the walls. An iron statue of a warrior stands in the southeast corner of the room. A polishing cloth is draped over the warrior's shield.

This room was the palace magic-user's laboratory. The iron statue is actually a living iron statue (AC 2; HD 4; hp 18; MV 10'; #AT 2; D 1-8/1-8; Save F4; ML 11; AL N). Living iron statues have bodies which can absorb iron and steel. When hit, they will take normal damage, but if a non-magical metal weapon is used, the attacker must save vs. Spells or the weapon will become stuck in the body of the living iron statue, and can only be removed if the statue is killed.

52. STOREROOM

This small room appears to be empty.

The room once held stores of various sorts but has recently been cleaned out.

53. MIRABILIS' ROOM

A plain bed and a huge wooden desk dominate this sparsely furnished bedchamber. A broom lies in one corner near a pile of dirt. A tattered pair of silk bedroom slippers lie on the floor near the bed. A small nightstand has been overturned. While you watch, a small black kitten comes out from under the bed, bats one of the slippers around, then runs back under the bed.

The room is the bedroom of the palace magic-user, Mirabilis. The black kitten is his familiar and pet. Three times a day the kitten can transform itself into a panther (AC 4; HD 4; hp 18; MV 70'; #AT 3; D 1-4/1-4/1-8; Save F2; ML 8; AL L). The transformation lasts 10 rounds. When in kitten form the creature is harmless. Note that while panthers are usually neutral in alignment, the kitten/panther is lawful because this magical animal is the familiar of a magic-user.

If the party carefully searches the desk, there is a 50% chance that they will find a secret compartment. The secret compartment holds a potion of *invisibility*.

54. WASHROOM

A mirror is hung on the east wall. In front of the mirror is a wash stand. On top of the wash stand is a porcelain bowl filled with water. A statue stands in front of the wash stand. The statue is of an old man with long hair and beard. The man wears robes covered with magical symbols. The statue looks like a man trimming his beard with a pair of scissors.

The statue is actually Mirabilis, the palace magic-user, who was turned into stone by the Eye of Arik. Mirabilis was trimming his beard at the time.

55. STUDY

A statue of a young girl playing with a dove is in the southeastern corner of this oddly shaped room. A large hand-carved bookcase stands next to the northeastern wall. Two wooden benches, one in front of each of the two southwestern windows, have scrolls lying upon them. Two women stand next to one of the benches. Both women wear leather armor and carry swords. One of the women has just unrolled a scroll and is reading it.

The statue in this room is one of Princess

Argenta's ladies in waiting who was turned to stone. None of the scrolls in the room are magical, they are merely blank parchment on which court officials sometimes write letters.

The two women appear to be fighters, but are really thieves. They were trying to loot the rooms of Mirabilis before the disaster struck. Mirabilis caught them and put them to sleep with a sleep spell. He was going to clean up and then report them to the guards, but disaster struck first. The women thieves were not affected by the disaster. They have only recently awakened and are setting out to loot the palace. The two women are named Candella (AC 5; T/2; hp 8; MV 40'; #AT 1; D 1-8; Save T2; ML 7; AL N; S12, I15, W13, D17, C15, Ch 14), and Duchess (AC 5; T/2; hp 11; MV 40'; #AT 1; D 1-8; Save T2; ML 7; AL N; S11, I12, W15, D16, C18, Ch15). Because of their wisdom ability scores, both women gain a bonus of +1 on magic-based saving throws. The two thieves are both very attractive and will attempt to use this to their benefit.

These two thieves will act friendly toward the party. They will pretend to be young inexperienced fighters in search of adventure. They will politely ask to join the party, saying that they are not quite as tough or as prepared for adventuring as they had originally thought.

If they join the party the two thieves will wait for a good chance to steal whatever they can (either by trying to pick pockets or just grabbing any loot in sight), and then run away.

If the thieves are not allowed to join the party, but are not attacked, they will try to get close enough to a character to try to pick that person's pockets. If discovered, they will claim that the person made a mistake, that they merely bumped into the person by accident. If successful they will leave with their loot.

The thieves will each have the following: a backpack, 50' rope, 12 iron spikes, mirror, wineskin, rations, 4 small sacks, 21 cp, 7 sp, 15 gp, wolfsbane (Duchess only), and a string of pearls worth 600 gp (Candella only).

When playing the roles of NPCs the DM should keep in mind that NPCs are reasonably normal persons. They seldom act suicidally, usually fighting only if there is a chance to win. While they will take risks, they will seldom take unreasonable risks. In this particular encounter, the two thieves want loot. They are likely to try whatever method offers the best possibilities for gaining the most loot at the least risk.

56. MAGIC USER'S BEDROOM

In this room is a large canopy bed with heavy dark red curtains, all closed. Three

matching rugs lie side by side on the floor. The room also contains a long wooden dresser, a matching chest of drawers, and a large stuffed easy chair.

If the party opens the curtains to the bed they will see an old man lying in the bed. The old man has a long white beard and hair. He is wearing robes embroidered with magical symbols. If the party asks, let them know that the man looks exactly like the statue in room 54. Even the clothing is similar.

The creature on the bed is not really a man, it is a doppleganger (AC 5; HD 4*; hp 18; MV 30'; #AT 1; D 1-12; Save F10; ML 10; AL C). Dopplegangers are man-sized, shape-changing creatures that are intelligent and evil. A doppleganger is able to shape itself into the exact form of any human-like creature (up to 7' tall) it sees. The creature is imitating the statue of Mirabilis. While the doppleganger can speak, it cannot cast spells (as Mirabilis could, if he were not stone). The doppleganger will try to join the party. Then, when it gets a chance and no one is watching, it will single out a victim. Just before it attacks, the doppleganger will turn into a duplicate of the victim. The doppleganger will try to secretly kill its victim so that it can take the victim's place.

If Duchess and Candella are with the party, the doppleganger may choose one of them as a victim or one of the party members. Of course, if the doppleganger succeeds in killing its victim, and hides the corpse, it will pretend to be the new character. Sooner or later someone should notice that Mirabilis has disappeared. The doppleganger will continue to kill characters secretly until caught.

Sleep and *charm* spells do not affect dopplegangers. When killed, a doppleganger will turn back to its original form, that of a human-like creature with blank features.

57. ALCOVE

This small alcove contains two large cushioned chairs. A small book lies on the floor between them.

The small book is a book of prayers. Someone has slashed the pages with a knife. The prayer book was slashed apart by the bugbears in room 59.

58. SANCTUARY

This large room looks like a temple where the patron Immortal of Haven is worshipped. A statue wearing clerical robes

stands in front of an altar. More statues of people of many different ages, all dressed in normal clothing, sit on the wooden pews. Someone has splashed red paint over the altar and all the statues.

This room is the palace chapel. A service was being held at the time when the disaster struck. The cleric Branaur and the people attending the service were all turned into stone. The bugbears in room 59 have splashed red paint on the statues. If they check, the party will discover that the paint is still fresh.

59. CHAPEL

This room is filled with symbols holy to the gods of Haven. Three large, human-like individuals are splashing red paint on the holy symbols using large buckets of paint. The three creatures are extremely hairy and ugly-looking.

If the party has encountered goblins or hobgoblins, they will recognize a family resemblance between goblins, hobgoblins and the three bugbears (AC 5; HD 3+1; hp 14 each; MV 30'; #AT 1; D 1-6+1; Save F3; ML 9; AL C). Bugbears are giant hairy goblins. Because of their strength, they add +1 to all damage rolls with weapons (but not on their "to hit" rolls).

60. SECRET CLOSET

You see a number of clerical robes and fighting gear hanging in this closet.

Branaur keeps his spare robes and fighting equipment in this secret closet. His armor is plate mail +1 and his mace is a mace +1.

61. GAME ROOM

A game table has been set up in the middle of the room. A chess set sits upon it, with a game apparently in progress. Two statues sit on either side of the chess board. One statue is of a man, the other is of a woman. On the north wall of the room is a mosaic map of Haven. The area on the map which represents the palace glows with a red light. The red light seems to be slowly expanding outward, covering more of Haven as you watch.

The wall map magically depicts the spreading influence of the Eye of Arik. It indicates that if the player characters do not succeed in their mission, Haven is doomed.

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62. BALLROOM

This large ballroom is decorated in silver, red and blue. The two huge fireplaces are stacked with logs. A bell-shaped wire framework hangs from the ceiling, supported by four white marble columns. The framework is decorated with intertwined leaves and flowers. You hear the strains of eerie music. Two pale, shadowy apparitions are dancing to the sounds of the strange music. The two figures are dressed in clothing that was popular more than three hundred years ago.

The ballroom had already been decorated for the grand dance to celebrate the finding of the ruby when the disaster struck Haven. The two ghostly dancers have haunted the ballroom since their tragic deaths nearly 300 years ago. The ghostly dancers were lovers who died on the eve of their marriage just before a grand ball to celebrate their marriage. Ever since then, they have haunted the ballroom at times right before a grand ball. They leave when the dance begins, but since the celebration has been postponed indefinitely, they continue to haunt the room.

Characters who look at the ghostly dancers must make a saving throw vs. Spells or run from the room in fright. Anyone who fails to save will run into room 63 (the garden). The ghostly dancers have no actual physical bodies. They cannot attack, nor can they be hurt by weapons or magic. If attacked, they will continue to dance on, completely ignoring the party.

63. PALACE GARDEN

This area is the palace garden. The garden is roofless and is lit from above by a blood red light. The garden has become completely overgrown with weeds. Except for a large stand of white rose bushes in the center of the garden, all the flowers that once grew here have died. One type of weed seems most common in the garden. The weed is a large bush. It has a dwarf-sized central trunk covered with sickly-looking green leaves. Growing out of the central mound-like trunk is a tangle of many thorny branches. You see about a dozen of these plants. Beneath the weeds you can just barely see a cobblestone path that wanders through the garden.

Where Arik rules, normal plants do not grow. The normal flowers in the garden have all died. In their place now grow weeds and two monstrous types of plants.

The garden introduces two new monsters: archer bushes and vampire roses. The bushes with the sickly green trunks and thorny brown branches are archer bushes (AC 7; HD 2; hp 9 each; MV 1'; #AT 1; D 1-4; Save F1; ML 12; AL C). Archer bushes are carnivorous and can move slowly to reach dead prey. Hidden in the trunk, beneath the leaves, is a large mouth. The mouth holds extra hard thorns which the archer bush uses like teeth to devour prey once the prey is killed. Archer bushes attack by shooting a spray of thorns at their victims. The thorn spray is composed of several small thorns which become embedded in the victim's flesh on a successful "to hit" roll. The thorn spray causes 1-4 points of damage, and can only be directed at one target at a time. Archer bushes can shoot their thorn spray up to 20 feet away. Each bush can only fire three such sprays in a day.

The white rose bush at the center of the garden is a vampire rose bush. Vampire roses (AC 7; HD 4; hp 18; MV 10'; #AT 1 + blood drain; D 1-8; Save F2; ML 12; AL C) look like normal white rose bushes. Like the archer bushes, however, they can uproot themselves to move about slowly. Each 4 hit dice worth of vampire roses represents a single rose bush. There is only one vampire rose bush in this garden. The 10' long thorny stalks of a vampire rose can whip around a victim, inflicting 1-8 points of damage on a successful hit. Once the thorn stalk has struck and wrapped around a victim, the vampire rose will inflict 1-8 points of damage (blood-drain) each round automatically. The vampire rose also injects a hypnotic anesthetic into the victim's bloodstream. The victim must save vs. Spells or lose all willpower, allowing the vampire rose to continue sucking blood until the victim dies. If the victim saves successfully, any character with normal strength can break free and try to run away. After a vampire rose has completely drained a victim, the roses will be colored blood red instead of white for 1 day.

The archer bushes and the vampire bush work together. The vampire rose needs a victim's blood and the archer bushes need the victim's flesh. On a pedestal 5' away from the vampire rose bush is a silver statuette of a dragon about to fly. The statuette is similar to the ones in rooms (33 & 43). The silver statuettes can be used to return the dragon Ariksbane to Haven. Ariksbane can destroy the Eye of Arik (see room 30 for details).

64. SILENT ALARM

Corridor: As the party steps under this archway, they will step on a hidden pressure plate that rings an alarm bell in room 65, warning the monster there of the party's presence.

65. GREAT HALL

This large dining hall is panelled with rough wood. Wooden bracing beams run from floor to ceiling along all four walls. Crossbeams run from the bracing beams, supporting the wooden ceiling. A large fireplace is set in the north wall. A long U-shaped wooden table dominates the center of the room. Stuffed animal heads, obviously hunting trophies, hang on the walls.

This dining room was used for grand feasts. The wooden beams were intended to give it a "rugged" look. Hanging from the ceiling beams, waiting for the party, is a new monster, a decapus (which was warned of the party's approach when they stepped on the pressure plate in area 64).

The decapus (AC 5; HD 4; hp 18; MV 1' or 30'; #AT 9; D 1-6 or 1-3 each; Save F2; ML 9; AL C) is a creature usually found in forests. It looks like a bloated, hairy globe with ten tentacles. Its hair is brown, and its body is green. In the center of the decapus's 4' wide body is a huge, toothy mouth.

Decapus usually live alone, preferring to hunt by themselves. They hunt by swinging through trees and scooping up their prey in their tentacles. The tentacles are 10' long. They extend from all parts of its body. The tentacles are covered with suckers which the decapus can use not only to grasp prey, but to climb walls and ceilings.

The decapus attacks with nine of its tentacles, using the tenth tentacle to hang from the ceiling (or trees). When the floor or ground, the decapus is much more helpless. Its tentacles are not strong enough to support its weight upright for long periods of time. On the ground, the decapus can only manage six attacks, and these attacks do only half normal damage. When swinging through trees, the decapus can travel at 90' per turn, or 30' per round. On the ground the decapus can only move 3' per turn or 1' per round.

If the party searches the room they will find on the mantle a book, which the orcs who serve Arik took from the library and brought to the decapus to guard. The book details what happens when Arik tries to break into another dimension. The party will recognize the description as similar to what has befallen Haven. The book also details methods of destroying an Eye of Arik, including those methods given in the introduction. If the party is not already aware what their true mission is and how the mission can be accomplished, the DM should take this opportunity to inform them.

66. WASHROOM

This room contains a counter along the east wall. Beneath the counter top is a pair of sliding cabinet doors. The room otherwise appears to be empty.

This is a room where hunters clean up after the hunt. Beneath the counter are shelves filled with basins for holding water, bars of soap, and clean towels. The room is empty of monsters or treasure.

67. LOUNGE

This room holds piles of broken furniture. Standing among the remains of the furniture is a huge fearsome, human-like creature about 9' tall. The creature is wearing skins for clothing.

The human-like creature is an ogre (AC 5; HD 4+1; hp 19; MV 30'; #AT 1; D 1-10; Save F4; ML 10; AL C). The ogre is on a rampage and has just destroyed the furniture here for the fun of it. The ogre is carrying a leather sack with 300 gp in it.

68. SUMMONING ROOM

When you open the door you see a man chanting in some unknown language. The man is standing inside a blood red circle. Strange symbols have been painted around the circle. The man has long black hair and wears red robes. Hanging from his belt is a mace. A red eye has been painted in the center of his forehead. Inside the circle, in front of the man, is a strange-looking sword. The sword, which appears to be made of ruby, rests on a plush black velvet cushion. As the man continues to chant, the sword begins to pulse with a crimson light.

The man inside the circle is Catharandamus, a cleric who worships Arik (AC 2; C3; hp 15; MV 30'; #AT 1; D 1-6+2 or by spell; ML 7; AL C; S16, I12, W17, D12, C10, Ch14). Right now, he is in the middle of a ceremony that will permit Arik to teleport from his prison dimension to Haven. The focal point of the ceremony is the ruby sword, which is the Sword of Arik. This sword will act as a gate through which Arik will enter Haven if the ceremony is successful. As soon as Catharandamus sees the party he will yell "Help!" A voice from behind the left inner door (to room 69) will answer "Hang on, we're coming." Two rounds later the 7 orcs and the werewolf from room 69 will burst into the room.

Catharandamus has two spells: *darkness* and *cause fear*. *Darkness* is the reverse of the spell *light*. It will block all sight except infravision within a circle of darkness 30' in diameter. It will cancel a *light* spell if cast against it and vice versa. If cast at an opponent's eyes, it will cause blindness until cancelled, or until the spell duration is reached (12 turns). *Cause fear* is the reverse of the spell *remove fear*. It will make any one creature flee for 2 turns unless a successful save vs. Spells is made. The spell has a range of 120'.

Beneath his robes, Catharandamus wears a suit of plate mail armor. He carries and will fight with his magical *mace* +2.

69. BEDROOM

This room contains a bed, a large wooden chest, a stool, and a wooden wardrobe.

The bedclothes are crumpled, as if a number of people had been sitting on the bed. The chest is filled with old nightshirts packed in mothballs. The wardrobe is empty. Normally this room is a guest bedroom. Recently, the room has been occupied by the bodyguard of Catharandamus, the cleric in room 68. The bodyguard is 7 large orcs (AC 6; HD 1; hp 6 each; MV 40'; #AT 1; D 1-6; Save F1; ML 8; AL C). The orcs all carry shields with a red eye painted on them. The leader of the orcs is Alha, a werewolf (lycanthrope). When first encountered, she will be in human form, but she will change into a werewolf to attack if she can. Alha (AC 5 (9 in human form); HD 4*; hp 18; MV 60'; #AT 1; D 2-8; Save F4; ML 8; AL C) will also be wearing a red robe and has an eye painted on her forehead.

If Catharandamus yells for help (from room 68), Alha and the orcs will yell back that they are on their way and rush to his aid. Alha will turn into a werewolf and attack. Any human character who is severely hurt by her (losing more than half of his or her hit points) will become a lycanthrope of the same type in 2-24 days. The victim will begin to show signs of the disease (such as an appetite for raw meat) after only half that time. The disease will kill non-humans instead of turning them into were-creatures. However, if the Eye of Arik is destroyed as a result of the party's actions, any character with the disease of lycanthropy will automatically be cured.

70. TREASURE ROOM

This room appears to be bare except for a table and four chairs. A wooden chest sits on top of the table.

The wooden chest is a treasure chest. It is trapped with a poison dart trap. A close inspection of the chest will show that the lock is in the form of a screaming face. The two eyes of the face can be pushed in. If both eyes are pushed in at the same time, the chest will be safe to open. If not, a poison needle will shoot out of the mouth when opened. Anyone opening the chest without precautions will be hit by the needle and must save vs. Poison or die within 2 rounds. Inside the chest are 650 gp, 1,000 sp, and a pouch holding 10 fire agates (a type of gem stone) each worth 50 gp. The treasure belongs to Catharandamus and his bodyguard.

71. SITTING ROOM

Several chairs and tables form a semi-circle in front of the fireplace in this room. A worn rug lies rolled up in one corner. A knitting basket sits next to the rug. On a small table near the fireplace is a small tea cup on a saucer and a tea pot. Hanging over the fireplace is a portrait of Princess Argenta. She is holding a beautiful blood red ruby the size of an apple.

The tea cup is magical. If any character touches the tea cup it will speak, reciting a riddle-type poem which gives the party hints on how to stop the disaster that has befallen Haven. The riddle is:

Three crystal notes;
Two Silver drakes;
One ruby sword;
All will smash the Demon's Eye,
And lift the curse from Haven.

The riddle refers to the Ice Harp (room 32), the silver statuettes of the dragon Ariksbane (rooms 33, 43, and 63), and the Sword of Arik (room 68).

72. BATHING ROOM

The walls of this bathing room are painted with peaceful scenes of spring and summer. An ornate marble and silver bathtub sits against the eastern wall. A silver enamelled towel rack standing next to the tub holds a towel and wash cloth. A soap container of carved ivory sits on a stand next to the tub. At the head of the tub is a delicately sculpted tray. Sitting on the tray are three small gems. One gem is red, one is blue, the other is yellow.

This particular bath tub is magical. If the red stone is placed in the tub, the tub will fill with

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hot water. If the yellow stone is placed in the tub, the tub will fill with cold water. If both stones are placed in the tub at the same time, the tub will fill with warm water. If the blue stone is placed in a tub full of water, the water will disappear. These gems are only worth 100 gp each, and they will only work in this bath tub.

73. ARGENTA'S BEDROOM

A large ornate canopy bed sits in the middle of the room. The bed posts have been carved to resemble twining vines. The bed is covered with dull red velvet. Tapestries line three walls. They show typical scenes of life in Haven before the disaster struck. To either side of the double door is a hand-carved wooden chest of drawers. Both chest of drawers have mirrors on top of them. A small cushioned chair and matching footstool are at the end of the bed.

This was Princess Argenta's room. It is currently empty.

74. GUARD ROOM

The room contains a wooden table and several wooden chairs. Standing next to the fireplace is a man dressed in the uniform of the palace guard. The man's body has more than a dozen stab wounds, which would normally kill an individual.

The man in the guard uniform is a corpse. Living in the corpse is a particular kind of undead spirit known as a wight (AC 5; HD 3*; hp 13; MV 30'; #AT 1; D Energy drain; Save F3; AL 12; AL C). Wights can only be hit by silvered or magical weapons, or turned by a cleric. On a successful hit from a wight, it will drain life energy. Each hit drains one level of experience or hit die and any abilities gained for that level are lost. For example, a 3rd level fighter struck by a wight becomes a 2nd level fighter, keeping only enough experience points to be at the

midpoint of 2nd level, and losing one hit die of hit points. Any person totally drained of life energy by a wight will become a wight in 1-4 days, and will be under the control of the wight who drained him or her.

Hidden behind a loose stone in the north wall is the wight's treasure: 2,000 gp and a crystal ball.

75. ALE ROOM

On a stand in the southeast corner of the room sits a cask that has been tapped with a spout. A cabinet next to the cask holds dozens of glasses. The room also contains a half-dozen wooden chairs.

This room is an ale room. It is empty of monsters or treasure at present.

76. THRONE ROOM

An ornate throne of silver and oak sits atop a dais along the center of the north wall. On either side of the dais is a tapestry showing the changing seasons in Haven. Spring and Summer are shown on the tapestry to the left of the throne. Fall and Winter are shown on the tapestry to the right of the throne. The room is filled with statues of men, women and dwarves. The statues are arranged to resemble a typical court scene (one statue kneels in front of the throne, statues of guards flank the throne, a statue of a councilor is leaning over, as if whispering to a person on the throne, etc.) Resting in the middle of the throne is a glowing ruby the size of a large man's fist.

This is Princess Argenta's court room, the heart of the palace. The statues are people who were turned to stone when the Eye of Arik took control. If the party looks closely at the ruby, they will notice what appears to be two people trapped inside. One is Princess

Argenta, the other is Ellis the Strong, Knight of the White Drakes.

As soon as the first character touches the ruby, red vapors will billow up from it and surround the dais, momentarily obscuring vision. When the smoke clears, several fighters in glowing red plate mail with red swords and shields will be standing there guarding the dais. The number of guards will always be exactly equal to the number of party members present when the encounter begins.

The glowing guards are *illusions*, similar to the fighter in room 15. However, they will not go away for 10 rounds or when they are actually touched by a hand (not hit in combat). They attack as 3 hit dice monsters (inflicting 1-10 points per hit), and no attacks from the party will hit or harm them. As soon as one illusion is touched with a hand, they will all disappear and the "dead" and "wounded" characters will realize that the damage they took in this battle was imaginary.

This is the key room in the party's quest. Their mission is to smash the ruby, thus freeing Haven from the disaster that has overtaken the valley. The ruby can only be destroyed in three ways: (1) Three particular notes played on the Ice Harp will shatter the ruby; (2) If the party brings two (or more) statuettes of the silver dragon into the room, the dragon Ariksbane will be freed and the dragon's breath will disintegrate the ruby (without harming anything else in the room); (3) If some character touches the ruby Sword of Arik to the ruby Eye of Arik, both will crumble into worthless powder.

As soon as the ruby Eye of Arik is destroyed, the disaster that has befallen Haven will not only end, it will begin to reverse. Sick cattle will recover, withered crops will grow green again. The orcs, goblins, hobgoblins and other evil creatures that invaded Haven at the call of the ruby will flee. The forces besieging the Protector will be scattered. Those people turned to stone will become flesh. Only those individuals unfortunate enough to die as a result of the disaster will not be restored to life. Otherwise, Haven will return to normal.

The characters can stay in Haven until they are completely rested. The Princess Argenta and Ellis will be wed, and the characters will be honored guests. At the conclusion of the celebration, Thendara appears. Everyone is suitably impressed—there were a growing number of people in Haven who were beginning to doubt her existence. The princess will ask Thendara if the characters can stay. The Immortal will smile, shake her head no, and say that the characters have more adventures ahead of them.

When the characters are ready, Thendara will transport them to the bank of a river. With a wave of her hand, she creates a boat large enough to hold all of them, and fully provisioned for a journey of some days. Thendara tells them that the way back to civilization lies downstream. She also gives them a sealed scroll, and instructs them to open it only when Karameikos has become too small for them.

The scroll is the title to a ship that will be waiting for them in Specularum (to be used for adventure X1, *The Isle of Dread*). If the scroll should be lost, stolen or destroyed before it is used, it will reappear within 24 hours. If it is given away or sold, it will disappear forever.

Since the characters don't know where they are, sailing downstream is their only option. Shortly after they set out, it begins to rain. The rain continues for several days, and the nights are cold and wild. Worse, the food starts to spoil. Just as everyone is starting to feel pretty miserable, a small settlement and fort comes into view on the east side of the river. On the west bank is a towering, fog-shrouded hill of rock that rises over 400 feet into the air.

If the party tries to land at the settlement, they will run aground and damage their boat. It will require at least a week to repair. In the meantime, they can go to the Lion's Den Inn, the only inn in town. There, they will begin the adventure of the Hobgoblin King.

If the party decides to continue on their way to Specularum, the food will go bad (and must be purified daily), the weather will stay bad, and all must make a successful Constitution check or become ill (lose half of total hit points, -1 on all rolls for a week). The hit points must be recovered by bed rest, which will be possible once the characters reach the Barony of Kelvin. While they are recuperating, word comes that a small settlement some distance upriver named Guido's Fort has been overrun by hobgoblins and destroyed. (It will be a campaign year before the site is resettled.) The rest of the journey to Specularum is uneventful.



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General Notes: This adventure was originally published as B5, Horror on the Hill. Its action is fairly continuous once the players descend past the first level, which can be dangerous for very low level characters. The adventure in the Hill itself is presented here; nineteen minor encounter areas on the slopes of the Hill have been excluded.

Maps 142-145

Beginning the Adventure

Characters begin their adventure at Guido's Fort, at the Lion's Den Inn. The inn has a large common room filled with many benches and tables, a bar, and a large fireplace. The common room is a smoky, dimly-lit place, and tends to be rather quiet. The inn also has sleeping quarters for rent. One sp per person buys a night's lodging on a straw pallet in the back room. The quarters are so dirty that characters who sleep here have a 75% chance of becoming flea-infested during the night! (Fleas won't affect a character's play; they're just a temporary nuisance.)

At any given time of day or night, 2-12 (2d6) persons can be found in the Lion's Den. Player characters can learn two of the rumors on the table below from any of these patrons or the innkeeper. For your own information only, the table shows whether the rumors are true or false. To see which two rumors the characters learn, roll 2d8, repeating if necessary until the second roll is different from the first. Note that the players must state that they can begin to hear the rumors.

If the characters express an interest in learning more about The Hill, they are referred to the "Old Timer." For each cold beer the party buys him, he will divulge another rumor, until they have heard all eight. Note that the Old Timer goes through the rumors randomly (roll a 1d8), and although he will not repeat a single rumor twice, he will probably repeat the two rumors that the party has heard elsewhere.

TABLE 1

RUMORS AT GUIDO'S FORT

Die Roll	Rumor	True or False
1	Many centuries ago, an old monastery was located on top of The Hill.	True
2	A fire-breathing dragon lives in the caves below The Hill.	True
3	A band of slave-trading ogres is using The Hill as a base for forays into the civilized lands.	False
4	Man-eating ghouls prowl The Hill for food.	True
5	There is a haunted graveyard on The Hill.	True
6	An evil witch lives on The Hill. Her house appears to	

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be a small hut, but in reality is an extravagant palace where she keeps the tortured souls of all who have trespassed on the slopes.

7 A huge orc army is entrenched on The Hill, waiting for orders to begin a massive assault on Guido's Fort.

False

8 A bubbling lake of lava lies below The Hill. The lake is the source of the steam columns that often rise into the air from many vents on the slopes' summit.

False

False

Purchasing Equipment

The trading post in Guido's Fort is well-stocked, and the characters may want to purchase some supplies there before embarking. Because the outpost is isolated, however, prices are a little higher than usual; and there is no guarantee the players can find what they need.

To determine the availability of any item on the Equipment List in the Basic rule book, roll 1d4. Any result other than a one means that a character can find the item. Then roll a 1d6 if a character wishes to purchase that item. A result of one or two means that the price is the same as that listed in the Basic rule book; a three or four means that the price is 150% of the listed amount; and a five or six means that it costs twice as much. Note you follow this procedure for each item purchased: even though one player found a shortsword, for example, there is no assurance the next player can find one also.

Getting to the Hill and Back

Characters can cross the River Shtrill to begin their adventure on The Hill by seeking out one of the fishermen in Guido's Fort. Since times are hard for the fishermen, any of them are willing to ferry the party across the river. Since The Hill is so dangerous, though, the cost of the ferry is high: 20 gp.

The party might also try to rent a boat from a fisherman, but without success. A fisherman might agree to sell the party a boat, but no fishermen is willing to rent one. Everyone in Guido's Fort is convinced the party is doomed—and renting a boat to people you'll never see again doesn't make any sense! If the party decides to buy a boat, the cost is 50-80 gp (1d4 + 4 x 10).

As long as the party is adventuring on the surface of The Hill, the party may return to Guido's Fort as often as they want or can. If they haven't bought their own boat, though, they must make arrangements for returning to Guido's Fort before they leave. Even if they choose to stay on and under The Hill throughout the adventure, they need return passage when the adventure is ended. So in any case, without their own boat, the party must plan ahead for at least one return passage.

Perhaps they want to arrange for a fisherman to pick them up at a specified time and place. Any of the fisherman are willing to do so—for another 20 gp—but the party must be on time or the fisherman leaves.

The party might also arrange for a fisherman to pick them up when he sees a smoke signal the party sends. Once the party builds its smoke signal fire, there is only a 20% chance per turn someone in Guido's Fort sees the signal. The fisherman begins crossing the river 1-4 (1d4) turns after someone notices the smoke signal.

If the party has talked to the Old Timer at the inn, they find him waiting for them at the waterfront as they are getting ready to leave. Impressed by the party's courage and determination, he offers them a bottle of clear liquid as a parting gift. He tells them a drink of the liquid helps to heal wounds, and he cautions them to use it sparingly. The bottle contains three doses of potion of healing.

About Monsters

Many goblins and hobgoblins are on and under The Hill, organized into a loose army under the leadership of a hobgoblin king. This king lives in the dungeon under The Hill but is not extremely powerful or effective. His troops are numerous but cowardly; and if combat with goblins or hobgoblins goes badly for the monsters, they try to escape. If the party prevents such an escape, the monsters surrender to save their own lives.

Note that if the characters return to town between sorties on The Hill, certain monsters are not idle in their absence. In particular, ogres, hobgoblins, and goblins replenish their garrisons three days after the party cleans them out. In fact, there is a 33% chance the number of ogres, hobgoblins, or goblins is actually 50% larger than the number first encountered! Wandering monsters do not replenish themselves, however.

Important!

Encounters with wandering monsters are

designed to keep the PCs on their toes. They are not designed to be the ultimate challenge or climax of the adventure. If the dice call for an encounter that you feel would seriously deplete the party strength, you should ignore that encounter.

The Mage

At the end of the adventure the characters will encounter a red dragon that they might subdue. Because of this, and because the latter parts of the adventure are dangerous, you might set up an encounter with a wandering mage who offers aid (or, alternately, the following items: potion of invisibility, two potions of healing, and a scroll with the spells web, detect magic, and magic missile) in exchange for first choice of the booty. If attacked, he disappears in a puff of smoke. The mage should not aid them more than once.

TABLE 3

WANDERING MONSTERS IN THE RUINED MONASTERY

Die Roll Creature Encountered

1	Rock Baboons (1-4): AC 6; HD 2; hp 10, 9, 7, 7; MV 120' (40'); #AT 1 club/1 bite; D 1-6/1-3; Save F2; ML 8; AL N.
2	Ogre (1): AC 5; HD 4+1; hp 5 each; MV 90' (30'); #AT 1; D 1-10; Save F4; ML 10; AL C.
3	Hobgoblins (1-6): AC 6; HD 1+1; hp 5 each; MV 90' (30'); #AT 1; D 1-6; Save F1; ML 8; AL C; each carries spear and shortsword.
4	Dire Wolf (1): AC 6; HD 4+1; hp 20; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 8; AL N.
5	Zombies (1-6): AC 8; HD 2; hp 12, 10, 9, 8, 7, 7; MV 120' (40'); #AT 1; D 1-8; Save F1; ML 12; AL C.
6	Giant Centipedes (1-8): AC 9; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N.

Key to Areas in the Ruined Monastery

20. GARRISON QUARTERS

In ages past, this building quartered a small garrison of fighters who protected the monks of the monastery. The building has withstood the ravages of time fairly well, though its insides have been looted repeatedly. In the large room, which was the dining room for the

guards, the long tables and benches have been overturned, and shattered pottery lies over much of the floor. The small room off the dining room was a kitchen; a few cracked pots and an oven are all that remain.

Each of the four small rooms off the hallway on the eastern wing of the garrison quarters has a pair of well-rotted wooden beds, and other pieces of rot that might have been tables and chairs in some forgotten age.

21. HUGE POOL

This large, dark green expanse of water is rimmed by moldy, well-worn stone, which reveals still the pool's artificial origin.

The water is uncomfortably warm to the touch. The pool is fed by the same geothermal forces that yield the blasts of steam in and around The Hill. The water's depth varies from about two feet around the rim to six feet in the middle.

Along the east end of the pool is a crumbled mass of stone that was at one time a luxurious bathhouse. No ceiling stands over these four rooms, and the walls have crumbled to only three or four feet of height. Large cracks can be seen, and many of the stone slabs that had been used as the ceiling are supported by debris. Lurking in these cracks and crevices are eight giant centipedes, which rush forward to attack any creatures passing the east rim of the pool.

Giant Centipedes (8): AC 9; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1, 1; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N.

22. STEAM VENT

This wide crevasse is apparently bottomless. Greenish mold and fungi grow thickly along the lip of the opening.

As is true of the other vents of The Hill, there is a 5% chance per turn that the vent erupts in a column of steam. As usual, one round before it erupts, any character standing on the rim of the vent can hear a gurgling sound. The sound gets louder throughout the round and culminates in a column of boiling steam shooting into the sky. Any character standing on the rim when the geyser erupts takes 1-6 (1d6) points of damage for each round he is engulfed in steam. The blast lasts 2-12 (2d6) rounds.

23. OLD TOMB

The double doors of this building are elaborately carved with a leering face and grotesque torso. The creature's mouth is gaping open to display row upon row of hideously pointed fangs. Two long, claw-tipped arms are carved in relief: they seem almost to be reaching out to gather in anyone standing before the doors.

This carving depicts an old pagan deity, a fat, squatting, vaguely humanoid figure whose face is twisted into a hideous leer. The door it guards are locked. Once inside, the group sees a large room lined with many doors. Occupying a position opposite the door is a large granite statue of the same creature pictured on the doors. This statue is carved in much more detail, and two gems still glitter from its eyesockets. The statue is about 12 feet tall, but its protruding belly prevents any character wearing metal armor from climbing up the statue and removing the gems, each worth 100 gp.

As soon as any character touches the statue or opens one of the doors on the perimeter of the room, 12 guardians of the tomb burst from the doors and attack. The guardians are 12 skeletons, and one comes from each door.

Skeletons (12): AC 7; HD 1; hp 8, 7, 6, 6, 5, 5, 4, 4, 3, 3, 2, 1; MV 60' (20'); #AT 1; D 1-6; Save F1; ML 12; AL C.

Each of the skeletons is armed with a shortsword and carries a shield.

The doors from which the skeletons emerge lead to 12 individual tombs, each a broad slab of stone set in the middle of an otherwise barren room. Behind the slab in room 23C is a dagger +2, visible only if a character enters the room and circles the slab.

24. TANGLED GARDEN

This garden is a tangled and thorny mass of brambles—virtually impenetrable by humans. Many types of plants have overrun each other here.

This garden once grew the many potent ingredients the monks used for brewing foul potions, or for ingesting as part of ghastly rituals. Since the monastery has been abandoned, the garden has grown wild.

The three spots marked with Xs on the map are entrances to tunnels that goblins have carved into the tangle. The tunnel entrances

have been carefully masked with bushes, but they may be detected by rolling for a secret door. Behind each pile of brush lurk three goblins, waiting to ambush the party as they approach the temple door to room #31. The ambush is sprung only if the party is obviously moving toward the door, or if they begin to inspect the garden too closely.

Goblins (9): AC 6; HD 1-1; hp 7, 6, 6, 5, 4, 4, 3, 2, 1; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C.

The goblins are armed with short swords and shields. The seven hit point goblin carries a shield +1 (AC5).

25. INITIATES' BARRACKS

This long room contains the rotted remains of many wooden bunks. The room once housed 60 of the monks striving to become worthy of the monastic order.

26. DINING HALL

This room holds rows of long tables and benches, covered by a sickening greenish-yellow mold.

The mold is harmless.

27. SECOND INITIATES' BARRACKS

This room is in the same condition as room #25. The only difference is that it contains the remains of only 20 bunks.

ADVENTURE IN THE RUINED MONASTERY

28. MONASTERY KITCHEN

A shattered oven and much broken pottery lies about the room. In the southeast corner of the room is a large pile of what appears to be garbage. Atop this pile are two giant rats, squeaking loudly upon hearing the door to the room open.

In two rounds, eight more rats charge into the room through a small hole in the kitchen wall that leads to the forest outside the monastery.

Giant Rats (10): AC 7; HD 1/2; hp 4, 4, 3, 3, 3, 2, 2, 2, 1, 1; MV 120' (40'); 1 bite; D 1-3 + disease; Save F1; ML 8; AL N.

THE HOBGOBLIN KING

The rats have been using the kitchen as a lair, storing their pile of apparent garbage here. Most of the pile consists of tattered pieces of leather, old bones, and many shiny pebbles, but characters willing to dig through the filth can find a few valuable items: three gems (60 gp, 40 gp, and 30 gp), 7 gp, 12 sp, 2 pp, and an arrow +2.

29. MONASTIC LIBRARY

The walls of this chamber are lined with debris-laden shelves. In the center of the floor is a large pile of garbage.

The library was a storehouse of books and papers—information gathered by the monks over many centuries. Now the paper and leather has crumbled; even the tables and chairs have rotted and decayed. The garbage pile was once more than 100 books of ancient lore. Apparently, the rats have been using it as a bed. No rats are currently in the room, and nothing of value is hidden in the pile.

On a shelf at the end of the room (opposite side from the door), however, hidden beneath tattered works of literature, is an ivory tube, worth 50 gp. The tube can only be discovered through close examination of the shelves. A screwed-in cap may be removed easily from the tube to reveal a well-preserved piece of parchment. Upon removal, any cleric recognizes the parchment as a clerical scroll. It contains the following spells:

First Level: *cure light wounds* (x2); *detect magic*
Second Level: *bless*

30. GARDEN OF THE FOUNTAIN

No roof blocks the sun's rays from this part of the monastery, where the atmosphere is peaceful and quiet. Around the perimeter of this restful spot, placed in an orderly fashion, are nine large birch trees. The ground is covered by a thick cushion of grass and flowers. In the center is a pool at whose south end a fountain splashes into a shallow bowl. From a spout in the bowl, the water flows back to the long pool. The water is cool and crystal-clear. The stones lining the sides and bottom of the pool are glistening white, and reflections of the birch leaves dance in the shimmering surface.

This garden was a place of great sacredness to the monastery's original inhabitants. As part of his rite of initiation, each monk would be allowed to take a drink from the fountain. He

would then be judged according to the effects the water had upon him. The magical properties of the fountain still exist, and characters wishing to drink from it may benefit or suffer from its effects. A *detect magic* spell can identify a strong aura of enchantment from the water in the shallow bowl. The water in the pool, however, is quite mundane; even though it flows from the fountain, somehow its enchantment vanishes before the water drops into the pool.

If a character takes a drink from the fountain, calculate the effects by rolling 1d8 and comparing the result to Table 4 (see below). Each character may gain only one effect from the water; any further drinks are simply thirst-quenching.

All effects take place immediately; they are permanent (except #3). Note that if a character's constitution or dexterity is changed, adjustments may need to be made to hit points or armor class.

If the characters wish to rest in the garden, or even spend the night here, they encounter no wandering monsters.

TABLE 4
THE MAGIC FOUNTAIN

Die Roll Effect of Drink

- 1 Character subtracts one from all ability scores.
- 2 Character loses one hit point. Subtract this hit point from the character's total: the loss is not a wound!
- 3 Character is paralyzed for 2-20 (2d10) hours.
- 4 Character gains two hit points.
- 5 Character adds one to prime requisite score.
- 6 Character adds two to dexterity score.
- 7 Character adds two each to strength and dexterity scores.
- 8 Character adds one to each ability score.

31. ANCIENT SANCTUARY

The door to this huge chamber bears the same leering visage that was found on the door of the tomb.

In this room, five giant statues of a long-forgotten pagan god support the 20-foot high ceiling with their heads. The floor is smooth stone and very clean.

The two secret doors leading out of this chamber may be discovered with the normal rolls. Each of them can be opened by a simple push.

32. EMPTY ROOM

The door to this chamber is stuck and must be smashed open. Smashing the door open yields a 20% chance that ogres in room #33 hear the disturbance and come to investigate.

Wooden and leather debris litters this chamber; a thick layer of dust covers the floor and all the room's contents.

33. OGRE GUARDROOM

This room is inhabited by a pair of the ugliest and meanest ogres to ever walk The Hill. They spend most of their time drinking and gambling, so there is a 50% chance that characters who stop to listen can hear their raucous bellows and heated arguments. The door to their room is locked, and the key hangs on the belt of the largest ogre.

Ogres (2): AC 5; HD 4+1; hp 21,19; MV 90' (30'); #AT 1 club; D 1-10; Save F4; ML 10; AL C.

When discovered, the ogres are seated at a large table in the middle of the room. (It may be, of course, that they heard the party enter room #32 and went to investigate.) Because they are concentrating on rolling knucklebones (crude, bone dice) on the table before them, add one to their chance of being surprised (i.e., they are surprised if you roll one, two, or three on 1d6).

The ogres fight savagely, but if they fail a morale check, the surviving ogres surrender.

Three sturdy wooden beds are placed along the north wall of the room; a jumble of old bones—some of which look disturbingly human—are piled against the south wall, and a solid bar holds a door on the west wall firmly shut. The large table, three chairs, and an old trunk are the only other objects in the room.

Scattered about the top of the table, among the knucklebones and spilled wineglasses, are 35 gp, 81 ep, and 124 sp. The trunk is locked; the key is on a ring on the largest ogre's belt. The keys to rooms #33 and #34 are also on this ring. Inside the trunk are five huge jugs of wine, a sack holding 400 gp and 1,000 sp, and a dirty leather sack that is actually a *bag of holding*.

34. PRISON OF THE NEANDERTHALS

The door to this room is barred on the outside and locked. If it is opened, four male Neanderthals within are crouching belligerently, as if prepared to fight with their bare hands. They are quite surprised if any creatures other than ogres open the door, and wait to see what develops before attacking.

Neanderthals (4): AC 8; HD 2; hp 9 each; MV 120' (40'); #AT 1; D 2-8; Save F2; ML 7; AL L.

These cavemen have been captured by ogres in one of the frequent skirmishes between these bands of mortal enemies. The peaceful Neanderthals have been trying to settle on The Hill for several years, but the ogres' depredations during this time have made this difficult.

Since these four Neanderthals were captured but a week ago, and since they doubtless would not have survived long in the hands of ogres, they are grateful to anyone who frees them. Although they will not understand the PCs' language, they try to communicate that they consider the party to be valuable friends (assuming the party doesn't attack them, that is!). If the party successfully rescues these prisoners, all of the Neanderthals on The Hill are grateful, offering aid to the party whenever an opportunity presents itself.

35. HOBGOBLIN SUPPLY ROOM

The door to this room is locked; the hobgoblin leader in room #38 carries the key. The lock may be picked or the door smashed if the characters wish to gain access.

This room contains a collection of supplies that look sufficient for a small army. Six bins, a dozen barrels, two crates, and three racks are crammed into the large chamber.

The bins contain many bushels of dried beans, grain, and fruit. The barrels hold the same cheap wine that the ogres in room #33 were drinking. The racks hold an array of weapons, including 20 shortswords, 25 swords, 30 spears, 10 crossbows, and 200 quarrels. Each of the crates holds two dozen suits of leather armor, and 40 shields hang on the walls of the room. All of the weapons and armor are of a size that humans could use; there is nothing to suggest that it is hobgoblins who are collecting and preparing to use these supplies.

In truth, this room is a major collection

point for the supplies the hobgoblins are gathering for a planned assault on Guido's Fort. Since the destruction of this trove would be a considerable setback to the attack plans, consider awarding the PCs 200 experience points if they successfully destroy the contents of the room. They can do so by burning the supplies, but in this case the hallway outside fills with smoke two turns after the fire is lit, and cannot be occupied for the next 12 turns. Smoke spreads through the entire corridor, right up to the doors to rooms #32 and #33, but it does not penetrate into any rooms whose doors are closed.

Note that the experience point bonus is appropriate only if the characters take the initiative to destroy the supplies. It's important you not give the party any suggestion to do so. Even a question such as: "What are you going to do with this stuff?" might be too suggestive.

36. ABANDONED CHAMBER

Except for a thick layer of dust on the floor, this chamber appears totally empty.

This chamber is empty.

37. ANCIENT PAGAN ALTAR

This room is dominated by the image of the leering pagan god, carved from a block of granite. The gems that occupied its eyesockets have already been plundered. Before this statue is a shallow stone pit, about 6 feet long, 3 feet wide, and 1 foot deep.

The bloody cult of monks who once inhabited the monastery used the pit for human sacrifice.

38. HOBGOBLIN GARRISON

Three hobgoblins and two goblins are greedily feasting on a shank of meat at a dirty table. Their weapons are close at hand and they leap quickly to defend the room.

This chamber serves as a guardroom and line of defense to prevent unwelcome intruders from discovering the entrance to the dungeon below the monastery. Six hobgoblins and six goblins are on duty here, protecting the approach to their lair and hideout. Four of the hobgoblins and four of the goblins are sleeping when the party discovers this room; the sleeping monsters require two rounds to arm

and prepare for battle.

Hobgoblins (6): AC 6; HD 1+1; hp 9,8,6,6,5,4; MV 90' (30'); #AT 1; D 1-8; Save F1; ML 9(8); AL C

Goblins (6): AC 6; HD 1-1; hp 7,6,5,4,3,2; MV 60' (20') #AT 1; D 1-6; Save NM; ML 9(6); AL C

The nine point hobgoblin carries a shield +1 (AC 5); his morale is 9 (instead of 8), and as long as he is alive to spur the others on, all of the hobgoblins and goblins also have morale 9.

The room has plain wooden bunks along each wall; in the center are a table and two benches. Each of the hobgoblins has a belt pouch containing 1d10 gp and 2d12 sp. The goblins also have belt pouches, but they hold only 2d6 sp apiece. The nine point hobgoblin carries the key to the supply room (room #35) and the access room (room #39) on a ring on his belt.

39. DUNGEON ACCESS ROOM

This small room contains only a stone stairway leading downward into darkness. Characters who have infravision may stand at the top of the stairs and look down, but all they see is that the stairway continues for more than 60 feet. The stairs lead to the dungeon below the monastery.

ADVENTURE IN DUNGEON LEVEL I

This level of the dungeon is the stronghold of the goblins and hobgoblins preparing an army. Although the troops have not been assembled yet, there are enough goblins, hobgoblins, and their large cousins the bugbears here to keep the characters on their toes!

Since these humanoids dominate this level of the dungeon, few other monsters are found. Check for wandering monsters in the normal way; if an encounter is indicated, roll a 1d6 and compare the result to the table below.

Any monster encountered automatically attacks the party, fighting until either the PCs are defeated, all the monsters are dead, or the monsters fail a morale check. In the latter case, any surviving creatures flee toward room #66 to alert the hobgoblin king.

TABLE 5
WANDERING MONSTERS
IN DUNGEON LEVEL I

Die Roll Creature Encountered

1-2	Bugbears (1-3): AC 5; HD 3+1; hp 16, 14, 13; MV 90' (30'); #AT 1; D 2-8; Save F3; ML 9; AL C.
3-4	Goblins (2-8): AC 6; HD 1-1; hp 7, 6, 5, 5, 4, 3, 2, 1; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C.
5-6	Hobgoblins (1-4): AC 6; HD 1+1; hp 8, 6, 6, 6, 5; MV 90' (30'); #AT 1; D 1-8; Save F1; ML 8; AL C.

Key to areas in dungeon level I**40. BUGBEARS' SITTING ROOM**

In this dirty, vile-smelling chamber, a smoky fire is dying in a large fireplace, and a kettle holding some greenish-black stew simmers over the coals. Three large wooden benches, two chairs, and a table fill the room. On the table is a large jug and three wine-stained goblets, two of which are tipped over next to a sticky pool of wine. The goblets are crusted with dried wine and dirt.

The wine goblets are made of silver, discernible only if a character wipes the surface clean. Each goblet is worth 30 gp.

41. EMPTY CELL

This room is empty except for a pair of wooden bunks.

At one time, this cell held a pair of dwarves that bugbears were fattening for a sinister purpose. The secret door on the side of the room is simply a block of stone the dwarves removed to tunnel to freedom some years ago. The bugbears don't know how the dwarves got out. If the bugbears take any of the characters prisoner, the bugbears place at least two of the characters in this cell.

42. BUGBEARS' QUARTERS

The door to this chamber is locked; three bugbears reside within. They have just finished a tiring shift of bullying goblins, so all three are sound asleep.

If the characters can pick the lock, or smash the door on the first try, they automatically gain initiative. If they hit the door once with-

out breaking it open, however, the bugbears are armed and waiting for them on the next round.

Bugbears (3): AC 5; HD 3+1; hp 15, 13, 10; MV 90' (30'); #AT 1; D 1-8 +1 or 1-8 +2; Save F3; ML 9; AL C.

One of the bugbears carries a battle axe +1; the other two carry swords.

The room contains six large beds, a table on which lie three empty bowls, and an old but sturdy chest. On three of the beds lie three large, apparently sleeping creatures.

The key to the chest and the key to this room are on a thong around the neck of the 15 hit point bugbear. Inside the chest is a suit of leather armor; a shortsword; a bow, quiver, and 16 arrows; a sack containing 120 sp, 30 cp, and 50 gp; and a backpack containing a coil of rope, two flasks of oil, and a set of thieves' lock-picking tools.

43. PRISON CELL

In this dingy chamber is found one hapless thief, captured by the bugbears on the outskirts of Guido's Fort three weeks earlier. He used to own most of the equipment found in the bugbears' chest (room #43).

Cullen DeFilch: AC 7; T2; hp 7; #AT 1; D by weapon; Save T2; ML 9; AL N; S 10; 18; W 13; D 16; C 9; CH 10.

If the characters release Cullen from his prison, he is most grateful, happy to join the party for the duration of the adventure. He does not ask for a share of the loot, claiming that his freedom is reward enough. If, however, he should be left alone with a bag of jewels for example, there is no guarantee that the bag remains as full as it was to begin with . . .

If the characters are not interested in the services of another thief, Cullen doesn't try to change their minds. He asks if the party has seen any sign of his equipment, and if they have he asks to have it returned. He does not become hostile, however, feeling his position to be too precarious to risk antagonizing his rescuers. He simply leaves and tries to make his way back to Guido's Fort if he is not invited to join the party.

44. SUBTERRANEAN STREAM

This natural cavern is blocked by a solid wooden door—watertight but unlocked.

A shallow stream runs through this room, falling from a spout in the ceiling, running through a trench in the cavern floor, and rushing out through an opening in the floor. The stream is about eight feet wide and one foot deep.

Lurking in the shadows where the stream disappears through the floor are three giant centipedes. As soon as they catch sight of intruders in the room, they rush forward to attack.

Giant Centipedes (3): AC 9; HD 1/2; hp 3, 2; MV 60' (20'); #AT 1; D poison; Save NM; ML 7; AL N.

Although the level of the stream is low now, stains on the walls indicate that it often fills the room to a depth of three or four feet. The spout in the ceiling is only one foot in diameter, and the stream disappears through a four-foot diameter hole in the floor. The hole in the floor drops through 60 feet of a winding, narrow shaft, before entering a large cavern totally filled with water.

If any characters are foolish enough to drop into this shaft, roll 3d6 to see how much damage they take before they enter the flooded chamber. If they are still alive, they certainly drown there.

45. TORTURE CHAMBER

A torture rack, an iron maiden, and a huge pot of bubbling oil all give good indication of this room's purpose. Feeding the fire beneath the oil are two goblins.

Goblins (2): AC 6; HD 1-1; hp 4, 3; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C.

Along the southern wall of the room are four cells, each with a metal door. Each door has a barred window, presumably to let prisoners watch the "entertainment." Mercifully, all of the cells are empty of living creatures, although a moldering skeleton lies on the bed in the far east cell. A ring bearing a large iron key hangs on the wall of the chamber. An examination shows that the key opens all four cell doors.

46. CLERIC'S OFFICE

The door to this chamber is locked.

In this room a polished circular table, a fur-lined bench, a desk, and a chair give the room a civilized look. An elaborate candelabra, made out of silver and worth 50 gp, rests on the table. On the desk is a miniature statue of the same god whose likeness is found throughout the ruined monastery. This statue has been carved from pumice (hardened lava).

The desk has two drawers in it. The top drawer opens easily, and contains an inkwell, several quill pens, and a dozen blank sheets of parchment. The second drawer is locked and trapped with a poisoned needle. Any character picking the lock without removing the trap is pricked by the needle and must save vs. poison or die. The small amount of poison on the needle allows the character a +3 to his or her saving throw, however.

In the locked drawer is a small pouch containing seven gems worth 200 gp each and a rolled up parchment. If examined by a cleric, the parchment is recognized as a clerical scroll on which is written a *cure light wounds* spell.

47. CLERIC'S SITTING ROOM

The hall door leading to this room is locked, although the secret door on the west wall of the room pushes open easily.

The floor of this room is padded by several huge bearskins, and four soft chairs surround a low table. On the walls are niches for two dozen candles, and a shelf holding four crystal goblets and two bottles of wine.

The goblets are worth 50 gp each, and the wine, 80 gp per bottle. Both the goblets and the wine bottles are fragile, however, and there is a 20% chance they break each time any character carrying them is involved in a violent situation (combat or fall, for example).

48. CLERIC'S CHAMBER

The door to this room is not locked. (Its inhabitant—the foul cleric Moray Vaco—feels quite secure behind his many secret doors.)

A table, bed, and several chairs are visible in this room. Seated at the table, a hunched and scrawny figure is apparently writing on a sheet of parchment.

Moray Vaco: AC 2; C3; hp 12; #AT 1; D 2-7;

Save C3; AL C; S 12; I 10; W 16; D 12; C 9; CH 6; +2 to saving throws (wisdom adjustment).

Spells: First Level: *protection from evil, detect magic.*

Moray uses a *mace +1* in combat. His mace is always at his side, and he is always wearing his plate mail armor. If discovered in his room, Moray fights to the death.

This human cleric is a degenerate and filthy individual of thoroughly chaotic alignment. He has stayed so long with the goblins he has even begun to resemble them: his skin has taken on a gray hue, and he has filed his teeth to points.

Moray Vaco is one of the last survivors of the black-hearted cult that founded the monastery centuries ago. Lacking human followers, he has gathered a congregation of evil monsters. He provides the monsters "spiritual guidance" and "moral leadership," and they provide him protection, food, and an occasional prisoner to be sacrificed to Moray's iniquitous deity.

The parchment on Moray's desk is covered with foul chants in an ancient tongue. Hidden beneath his bed is a long, locked box containing 120 sp, 40 ep, 30 gp, an elven cloak, and a bottle filled with a potion of *invisibility*. The key to this box, the keys to rooms #46 and #47, and the key to the locked desk drawer in room #46 are on a ring on Moray's belt.

49. METAL FORGING SHOP

Four huge furnace fires burn along the west wall of this large room. The air is sooty and smoky. The fires are heating various pieces of metal, which are being forged into swordblades and spearheads. Working in this forge are eight hobgoblins, one bugbear, and a very dirty dwarf, imprisoned by a ball and a chain attached to his ankle.

Bugbear (1): AC 5; HD 3+1; hp 16; MV 90' (30'); #AT 1; D 2-8; Save F3; ML 9; AL C.
 Hobgoblins (8): AC 6; HD 1+1; hp 9, 8, 7, 6, 5, 4, 3, 2; MV 90' (30'); #AT 1; D 1-6; Save F1; ML 8; AL C.
 Gareth Ironhand: AC 7; D 2; hp 13; #AT 1; D 2-7; Save D2; AL L; S 13, I 10, W 9, D 12, C 16, CH 8.

The bugbear carries a large club, the hobgoblins wear shortswords, and the dwarf wears a leather apron and carries a larger hammer.

The bugbear oversees the operation of the foundry, cursing and bellowing at the hobgoblins and dwarf. The hobgoblins are tending the fires (one per fire) and carrying ingots of iron from the pile next to the east wall. Two are next to the pile of ingots, and two are next to the northernmost fire. The dwarf is hammering at a swordblade at the southernmost fire. The positions of all these creatures are marked on the dungeon map as follows: D = dwarf; B = bugbear; and H = hobgoblin.

When the characters enter this room, the bugbear and hobgoblins immediately drop what they are doing and attack. The dwarf does the same, as soon as he catches sight of the party, but he directs his attacks toward the monsters. He throws his hammer at the bugbear (for 1-6 (1d6) points of damage) and snatches up a second hammer with which to beat the nearest hobgoblin (for 2-7 (1d6+1) points of damage—strength bonus).

The foundry is being used to manufacture weapons for the army now being recruited. The dwarf has been a prisoner for nearly a year, his skill as a smith has kept the hobgoblins from killing him. Given the chance, he fights savagely for his freedom, and offers to join the party on the rest of the adventure if they so desire. Assuming that the PCs are victorious in this battle and that they free the dwarf, he takes a shield from one of the dead hobgoblins (becoming AC 6), but his hammer remains his weapon of preference.

In addition to the fireplaces, the forge room contains two large piles of iron bars, a pile of firewood, a smaller pile of coal, and a rack of metalworking tools (tongs, hammers, anvils, prybars).

50. DWARF'S CELL

This cell, at the far south side of the forge room is where the dwarf has been kept. It contains a simple bed, table, and a chair.

51. GOBLIN ARENA

Torches placed on the walls at frequent intervals light this chamber. Two massive stone columns rise from the arena floor to support the roof. The arena floor is 10 feet below the level of the hallway. Lying in a circle in the center of the arena, and hardly recognizable from the upper deck, are four bodies.

If the characters approach for a closer look, they see that all of the bodies have been pierced by many arrows, but they have not

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been dead for long. As the characters approach, two shadowy forms advance from behind one of the columns to stand by the bodies and growl menacingly at the PCs. They are two wolves trained as war dogs.

Wolves (2): AC 7; HD 2+2; hp 12,11; MV 180' (60'); #AT 1; D 1-6; Save F1; ML 8; AL N.

The dogs were trained by the party of adventurers now lying dead upon the arena floor. The canines are very loyal creatures, remaining here to guard their masters. The dogs look scrawny and underfed.

Certainly, the PCs can attack the dogs if they want, but the dogs do not attack the characters unless one of them actually touches one of the dead bodies. If the party advances to the corpses, the dogs growl and bristle, but slowly back away as long as the characters remain calm and do not disturb the bodies. If a character speaks to the dogs in a calm voice and offers them food, they both eat hungrily. From that moment on, they regard the person who fed them as their master or mistress, even to the point of letting that individual examine the bodies of their former masters.

From weapons, armor, and clothing, examination reveals the four bodies to have been two fighters, a thief, and a magic-user. Each fighter wore plate mail armor and carried swords, longbows, and 2d10 arrows. The thief wore leather armor and was armed with a shortsword +1 and a dagger. The magic-user was unarmed, though a *ring of protection* +1 encircles his little finger. None of them carried any monetary treasure.

The dogs have been trained to obey the following commands: "kill," which causes them to attack ferociously, gaining +1 to all damage rolls; "stay," which causes them to remain in place for at 1d4x6 turns if not countermanded; "fetch," which causes them to advance and pick up an object, without harming it; "guard," which causes them to eye a creature suspiciously, without harming it unless it moves (if it moves, the dogs respond in the same way as if told to "kill"); and "stop," which negates the "kill" and "fetch" commands. The dogs also act on their own initiative to warn of impending danger.

52. SUPPLY ROOM

The door to this room is locked; the hobgoblin king in room #66 keeps the key. If characters succeed in picking the lock or smashing the door, they find provisions within to support a good-sized army for several months.

Bales and boxes line the entire perimeter of this room, except for the space in front of the door.

Moving clockwise around the room, the boxes and bales contain: cured leather, four by four foot pieces; grain from corn, wheat, and oats; salt; dried beans; nails; thousands of arrowheads; thousands of fresh torches; 20 coils of rope, 100 feet to each coil; 200 woolen cloaks; 800 iron spikes; 200 backpacks; 50 wooden poles, each 10 feet long; and 100 small sacks.

This trove is obviously valuable to the hobgoblins, so it is recommended that the characters receive bonus experience points if they manage to destroy it. Consider awarding 400 points if the destruction is total; scale the number down for less effective sabotage.

53. DINING HALL

The doors to room #53 are locked.

In this large room, four long tables, each bracketed by a pair of benches, easily identify the room's purpose. Two of the tables are covered with dirty bowls and spilled wine, as if a meal had been eaten recently.

If the characters enter this room before they enter the kitchen (room #54), then one round after the characters enter this room, the door to room #54 swings open; two very small goblins carrying large, empty trays stroll in. They squeak with fright at the sight of the intruders and rush back from whence they came to alert two other goblins in room #54; all four then rush into the hall to alert the guards in room #57. The guards appear in three rounds. If the characters have already been to room #54, the goblins will already have alerted the guards.

Goblins (4): AC 6; HD 1-1; hp 2,2,1,1; MV 60' (20'); No attacks or damage; Save NM; ML 7; AL C.

54. KITCHEN

The door to the kitchen is locked.

This room contains a large oven, two cookstoves, and a pantry filled with dried beans, grain, some stale bread, and 50 cheap ceramic bowls.

If the characters come into this room before they enter the dining hall (room #53), four goblins run out of the kitchen, through the

dining hall, and into the hallway. From here, the goblins will rush to alert the guards. The guards will appear in eight rounds.

55. PAGAN TEMPLE

The double doors to this chamber are unlocked and swing open easily. Any lawful cleric entering this room feels chills run down his or her spine. This effect may be unsettling, but it is harmless.

In this room, seven sets of bare wooden benches face a raised dais, upon which sits the likeness of the same hideous god encountered several other times. This statue is carved from pumice, rather than the granite.

Two glittering gems adorn the eyesockets of this statue. Each is a fist-sized stone worth 300 gp, but they are set very firmly. Any character not wearing metal armor can scramble up the statue to pry the gems loose, but it takes 2d6 + 2 rounds to remove each one. Only one character at a time may try to loosen the gems.

Each gem is hooked to an elaborate trap, which is sprung unless removed by a thief. Note that each gem's trap must be removed individually. If a trap is sprung, the statue's mouth drops open and four robber flies buzz angrily into the room. They attack the characters randomly, although one is certain to go after the character stealing the gems.

Robber Flies (4): AC 6; HD 2; hp 10,8,8,6; MV 180' (60'); #AT 1; D 1-8; Save F1; ML 8; AL N.

56. SMALL SECRET CHAMBER

This small chamber contains only a ladder disappearing through a hole in the floor.

If the characters climb down the ladder, they see a small tunnel (three feet wide and five feet high) leading due north for 30 feet. A strong smell of carrion hangs in the air. At the end of the corridor is the cage in which the robber flies were kept. A simple calculation shows it is directly under the statue in room #55. If the statue's traps have been sprung, the cage is empty except for a rotting piece of unidentifiable meat.

57. READY ROOM

The doors to this room are unlocked.

A group of goblins and hobgoblins are seated around two tables and three wooden benches. A few coins are scattered about the tabletops.

The room is a place for a complement of goblin and hobgoblin guards to wait while they are "on call." The guards are fully armed and armored, and respond quickly to any threat to their stronghold.

Hobgoblins (4): AC 6; HD 1+1; hp 9, 7, 6, 5; MV 90' (30'); #AT 1; D 1-8; Save F1; ML 8; AL C.

Goblins (4): AC 6; HD 1-1; hp 6, 5, 5, 3; MV 60' (20'); #AT 1; D 1-6; Save NM; ML 7; AL C.

If the party attacks, one of the hobgoblins tries to slip out the back door to alert the hobgoblins in room #65. The other guards fight a delaying action until reinforcements arrive. It takes five rounds for the hobgoblins to arm themselves and run to the fight.

The coins on the tables include 13 gp and 25 sp on one table and 24 gp and 51 sp on the other.

58. AVIARY

This room is actually a giant birdcage. Having heard the door open, a flock of brightly colored birds have taken to the air from a number of perches. They utter piercing shrieks as they zoom toward you.

The hobgoblin king has captured a flock of deadly piranha birds, and keeps them here, feeding them only rarely. They are half-starved and ravenously attack any creature so unfortunate as to have opened the door to the room.

Piranha Birds (8): AC 6; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1, 1; MV 180' (60') flying; #AT 1; D 1-4; Save NM; ML 8; AL N.

For a complete description of piranha birds, see New Monsters.

On the south wall of the room is a series of closely-spaced bars that blocks the opening to a secret door. It is from here the piranha birds are fed. A small gate in the bars may be opened to allow access to the cage, but it is too small for a character—even a halfling—to pass through.

59. BATTEROOM

This room is void of furniture. The bodies of two humans who obviously died violently are sprawled across the floor. One is wearing plate mail and carries a shield and a sword whose blade is broken; the tip of the sword lies across the room from the body. Strapped to his back is a quiver holding a dozen arrows and a longbow. The other dead human is wearing deeply gashed, leather armor. A shortsword lies on the floor near his body.

The longbow is actually a *longbow + 1*. Both corpses show signs of mutilation, having been partially devoured by a thoul in room #60. In fact, for every turn the party spends in room #59, there is one chance in four the thoul comes into the room from the secret door connecting rooms #59 and #60. If the thoul charges in, both the PCs and the thoul should check for surprise. Chances are one in two that if the thoul comes through the secret door, he trips over a third corpse: the invisible body of a dead magic-user lying directly in front of the secret door.

The dead magic-user is invisible because of a *ring of invisibility* he wears. The body can only be discovered by using a *detect magic* spell or by stumbling into it. If the party searches the room, chances are one in five per character that someone stumbles into the body. If a character states he or she is searching the room's east wall for secret doors, the character is sure to stumble over the corpse. The magic-user's body has no value save the magical ring.

60. LAIR OF THE THOUL

A lone hobgoblin appears to be the only occupant of this otherwise empty room. He is squatting in a corner gnawing on an old bone.

The hobgoblin is actually a thoul.

Thoul (1): AC 6; HD 3**; hp 13; MV 120' (40'); #AT 2 claws; D 1-3/1-3 + paralysis; Save F3; ML 10; AL C; regenerates 1 hp/round.

The thoul attacks intruders with savage intensity, attempting to paralyze as many characters as possible by attacking a different individual each turn. The thoul has nothing of value in its room.

61. PARTIAL STATUE

The door to this chamber is not locked.

The only item in this room is a huge block of pumice. The top half of the block is carved into the likeness of the pagan god encountered elsewhere. The bottom half is still shapeless.

62. TRAPDOORS

These 40-foot long trapdoors are activated from the throne room of the hobgoblin king (room #66). The doors do not open as long as someone is seated on the throne, as is the case the first time the characters come down this hall.

When the seat is vacant, the weight of four characters causes the doors to swing open, plummeting those four characters down a 300-foot chute below the trap and depositing them in room #70 (dungeon level II) through a hole in the room's ceiling. There is a 75% chance any characters walking immediately behind the four also fall into the chute. Any characters who do not fall into the chute are isolated in this dead-end section of the dungeon, though they can still shout to their fallen compatriots below.

Characters falling through the trap accidentally take 1-3 points of damage each from the jostling and bouncing on the way down the long, curving chute. Characters falling on purpose can slide all the way down without incurring any damage. Characters who fall on purpose can communicate the safety of the slide to characters still above.

The chute is very smooth-sided; it is impossible to climb back up—even by a thief who successfully rolls to climb sheer surfaces. A *levitation* or *fly* spell could get one character up, but getting the whole party up this way would be a slow and awkward process—even if the party has enough spells to make it possible. If some characters remain above, a long coil of rope could be used to pull the fallen characters back up, but it is much more likely all the characters will slide down the chute to continue the adventure.

63. HOBGOBLIN HALL

This room is obviously a drinking and meeting hall for a degenerate band of monsters or humanoids. It is empty of creatures now, but many signs of use are in evidence. Chairs have been pulled carelessly back from the long tables, and spilled

THE HOBGOBLIN KING

tankards of wine lie on both the tables and the floor. A sooty fireplace at the north end of the room holds but ashes. There is nothing of value in this room except for three shields hanging on pegs on the wall.

This room is the meeting hall for the hobgoblin king and his band. The ashes in the fireplace are warm to the touch.

64. HOBGOBLIN SLEEPING QUARTERS (EMPTY)

This chamber waits behind a locked door.

In this room, 14 filthy bunks show signs of recent habitation. Each of the beds has a mattress of moldy straw, and a blanket on top.

Any character prodding the blankets, or picking them up and moving them, has a 50% chance of hosting a band of fleas. Characters so infested need 1d6 + 1 rounds to brush the fleas off. If attacked, flea-infested characters may fight normally, but nothing other than combat allows them to stop brushing off the fleas.

If the party smashed in the door to this room before they have investigated the room across the hall (room #65), the chances are three in four they wake up 14 hobgoblins sleeping there. The hobgoblins dress and arm themselves, bursting out of room #65 and into room #64 in two rounds.

65. HOBGOBLIN SLEEPING QUARTERS (OCCUPIED)

This chamber is identical to room #64, except that 14 hobgoblins are sleeping on the bunks around the room. The hobgoblins are armed and ready for combat one round after awakening, but the PCs automatically gain initiative on that round.

Hobgoblins (14): AC 6; HD 1+1; hp 9, 8, 8, 7, 7, 6, 6, 5, 5, 4, 4, 3, 3, 2; MV 90' (30'); #AT 1; D 1-8; Save F1; ML 8; AL C.

Each hobgoblin is armed with a sword and protected by a shield.

Since they are mistrustful even of each other, each hobgoblin's valuables are kept in a small pouch around his waist. The pouch contains 2d6 gp, 2d6 ep, and 2d6 sp.

66. HALL OF THE HOBGOBLIN KING

The huge double doors to this room are not locked. This chamber is where the hobgoblin king holds sway over his minions on and in The Hill.

A huge hobgoblin is seated on the throne at the south end of the chamber. One hobgoblin bodyguard is standing to each side of the throne. Four other hobgoblins are seated around a huge fire burning in the center of the room; two more hobgoblins are drawing liquid from a keg in the southwest corner of the room. Apparently, some kind of party is going on because the atmosphere in the room is festive.

Hobgoblin King (1): AC 6; HD 5; hp 22; MV 90' (30'); #AT 1; D 1-8+2; Save F5; ML 12; AL C.

Hobgoblin Bodyguards (2): AC 6; HD 4; hp 17, 14; MV 90' (30'); #AT 1; D 1-6/1-6+1; Save F4; ML 10 (8); AL C.

Hobgoblins (6): AC 6; HD 1+1; hp 9, 7, 6, 5, 3, 2; MV 90' (30'); #AT 1; D 1-8; Save F1; ML 10 (8); AL C.

The king's personal bodyguards are armed with spears, one of which is a spear +1. The king is wearing a ring of fire resistance, so he is invulnerable to normal fires and gains a bonus when saving against magical fires.

When the doors to the room are open, the hobgoblin king shouts a warning and orders his soldiers to attack. As long as the king is alive, the hobgoblins fight with a morale of 10; if the king is killed, they fight with a morale of eight.

The fire in the center of the room is heating a large kettle of boiling liquid, which vaguely resembles soup. In fact, it is soup, but the characters find it rancid and foul-tasting, though not poisonous. The smoke from the fire is vented through a large hole in the ceiling.

Each of the eight hobgoblins has a belt pouch containing a few coins: 2d6 gp, 1d10 ep, and 3d6 sp for each pouch. On his belt, the king carries a ring of keys, including those to the doors of rooms #68 and #69, and to the chests in room #69. The hobgoblin bodyguard who carries a magical spear carries on his belt the key to the chest in room #67.

67. BODYGUARD CHAMBER

Room #67 is the chamber of the two hobgoblin bodyguards.

Two soft beds, a table, two chairs, and a chest are the only items of furniture in this room. The table holds a bottle of wine and two glasses.

The chest is locked; the bodyguard who carries the magical spear has the key on his belt. In the chest are two woolen cloaks; a large sack containing 120 gp, 60 ep, and 200 sp; two swords; and a jeweled necklace worth 800 gp. The wine on the table is high quality.

68. BEDROOM OF THE KING

A large, plush bed, a table, a wooden chair, and two soft armchairs constitute the furniture in this room. Three woolen tapestries hang on the walls.

Although of rather shoddy craftsmanship, the tapestries are colorful and worth 50 gp apiece. They depict battle scenes in which hobgoblin exploits are prominently featured.

69. TREASURE ROOM

A secret door to room #69 may be discovered by the normal roll. Turning a loose stone in the wall reveals a key socket. If the key is used, or if a thief can pick the lock, the door swings open easily.

This tiny room is empty except for two large chests.

The keys to these chests are on the belt of the hobgoblin king. Each chest is trapped with a poison needle, activated if a thief picks the lock without removing the trap. If the trap is activated, the thief must save vs. poison or die. Using the proper key opens the chests without activating the trap.

The first chest contains coins of many different types, including 58 pp, 230 gp, 170 ep, 480 sp, and 1,290 cp. The coins are mixed together; trying to sort them takes three turns. The second chest contains four bottles of murky liquid—three bottles of potion of healing and one bottle potion of invisibility—and a pearl necklace worth 1,000 gp.

ADVENTURE IN DUNGEON LEVEL II

As explained in the description of area #62, characters gain entrance to this dungeon level by falling through the trapdoors in the corridor outside the chamber of the hobgoblin

king (room #66).

It takes a steady hand to map this level of the dungeon—a mass of twisting and turning tunnels. Each has rough, rocky walls, a 10-foot high ceiling, and are clean of debris (a gelatinous cube regularly sweeps all areas of this level). Many tunnels slope gradually up or down, crossing over or under other tunnels the party is not aware of. Whenever two corridors intersect on the map, one is shown by dotted lines; the other is marked by the usual solid lines. The corridors marked by dotted lines pass under the corridors marked by solid lines.

If a dwarf wants to check for sloping passages, examine the party's location on the map. If the group is within 60 feet of intersecting solid and dotted lines, and if the dwarf is successful on his roll, consult the map again. If the passage the PCs are on is underneath another tunnel, the slope is down; if the passage is on top of another tunnel, the slope is up. Of course, if the dwarf asks for a check at time when the party is not within 60 feet of an intersection, you roll for him anyway, but the result is always "no slope."

When giving the characters descriptions of the twists and turns of these tunnels for mapping purposes, don't be too specific. Directions such as: "The corridor is gradually bending to the "left," or "You come around a sharp curve to the right" is adequate, unless the characters ask for more specific terms. If they do, explain to the characters that demanding such precision is slowing them down. Try to estimate the angle of a curve (90 degrees, 45 degrees, etc.) as closely as possible, but remember that the party isn't going to measure the exact angle anyway, so slight inaccuracies are inevitable.

This level is never traveled by the hobgoblins; in fact, they have no knowledge of the creatures living here or the makeup of the dungeon. The creatures on this level are a crazed and half-starved lot, living a desperate and hungry existence: they are quick to assault any potential meal.

Many packs of rats scuttle about, living in tiny holes in the walls of the tunnels. The rats are the staple food of the residents of this area. The rats are used to running for their lives, so they never attack a character. You might mention occasionally that the party hears the rats squeaking or scratching, but the party never actually sees them.

Desperate for food, certain creatures roam the corridors. The chance of encountering a group of these wandering monsters is calculated as usual at the end of every two turns. If an encounter is indicated, roll 1d6 and com-

pare the result to Table 6.

Key to Areas in Dungeon Level II

TABLE 6

WANDERING MONSTERS
IN DUNGEON LEVEL II

Die Roll Creature Encountered

- | | |
|---|---|
| 1 | Piranha Birds (4-8): AC 6; HD 1/2; hp 4, 4, 3, 3, 2, 2, 1, 1; MV 180'(60') flying; #AT 1; D 1-4; Save NM; ML 8; AL N. |
| 2 | Robber Flies (1-4): AC 6; HD 2; hp 12, 10, 9, 7; MV 180' (60') flying; #AT 1; D 108; Save F1; ML 8; AL N. |
| 3 | Thoul (1): AC 6; HD 3**; hp 14; MV 120' (40'); #AT 2 claws; D 1-3/1-3 + paralysis; Save F3; ML 10; AL C. |
| 4 | Bugbears (1-4): AC 5; HD 3+1; hp 14, 12, 11, 9; MV 90'(30'); #AT 1; D 2-8; Save F3; ML 9; AL C. |
| 5 | Ogres (1-2): AC 5; HD 4+1; hp 19, 16; MV 90'(30'); #AT 1; D 4-10; Save F4; ML 10; AL C. |
| 6 | Berserkers (1-4): AC 7; HD 1+1*; hp 9, 7, 6, 4; MV 120' (40'); #AT 1 at +2; D 1-8; Save F1; ML 12; AL N. |

70. OCTAGONAL ROOM

After bumping and sliding down the chute, you land on the floor of an eight-sided room, a wooden door on each side.

One of the doors (roll 1d8 to determine which one) opens 1d6 rounds after the characters land in the room; two men, filthy and unshaven, run wildly into the room, a maniacal expression in their eyes. In fact, they are berserkers and attack the party on sight.

Berserkers (2): AC 7; HD 1+1*; hp 7, 5; MV 120'(40'); #AT 1 at +2; D 1-8; Save F1; ML 12; AL N.

One of the berserkers is wearing leather armor +1 (AC 6).

These two are part of a group of humans who have been wandering through the labyrinth of this level for many years. They have forgotten any human language they ever knew, communicating in a series of grunts, hoots, and shouts.

71. BUGBEARS' CAVE

A rank smell emanates from this cave. If the PCs come within 30 feet of the cave, the odds are one in three they become aware of both the smell and the cave.

In this dirty chamber, three large and furry humanoids are squatting listlessly. As they see you, they yell a challenge and spring to their feet.

The trio of bugbears accidentally fell down the trap chute several months earlier; they claimed the cave and attack humans and demi-humans on sight.

Bugbears (3): AC 5; HD 3+1; hp 16, 13, 13; MV 90'(30'); #AT 1; D 2-8; Save F3; ML 9; AL C.

The bugbears fight with huge, knotty pieces of wood they use as clubs. They have no clothing, armor, or anything else of value.

72. LARGE CAVERN

The ceiling to this large chamber is 20 feet high. The floor is clean of debris.

73. CHAMBER OF THE MAN-EATERS

This large cavern appears to be empty. The ceiling is high, and the far end curves out of sight.

This chamber is the lair of a band of ghouls who happily eat humans or any other vaguely warm-blooded creature that they can sink their filthy claws into. Though the cave appears to be empty from its entrance, around the bend in the wall lurk the cave's four chaotic (and hungry!) inhabitants.

Ghouls (4): AC 6; HD 2*; hp 13, 11, 10, 8; MV 90' (30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3 + paralyze; Save F2; ML 9; AL C.

The ghouls are squatting around a pile of miscellaneous bones at the spot marked by an X on the map. Unless the characters are very noisy, check normally for surprise. In any case, the ghouls attack the characters on sight.

Garbage the ghouls have collected lies piled against the wall next to their pile of bones. Most of the garbage is merely old belt buckles, links from chain mail, strapless shields, and the like. A few items of value might be turned

up, however, if the characters wish to dig through the refuse. Valuables include 23pp in an old sack; 80 gp, 100 sp, and 200 cp scattered around the floor; a jeweled necklace worth 100 gp; and a battered, corroded sword that is actually a *shortsword +2*. The sword is not recognizable as a magical weapon unless considerable time is spent scraping the corrosion off of the blade. However, it functions with its +2 bonus whether it is cleaned or not.

74. SECRET CHAMBER

The two secret doors leading into this room, and the secret door connecting the room to room #75, are opened by rotating a small outcrop of rock in the center of the door.

Several small flying creatures dart from the door, zooming toward you. You can see several more of these bird-like things immediately behind the first ones. The room beyond appears to be empty.

When an entry door is opened, each character standing in the doorway is attacked by two stirges apiece. The rest of these blood-sucking parasites fly past the first rank of characters to find sustenance from those in the rearward ranks. All the stirges make an attack on the first round out of the chamber.

Stirges (8): AC 7; HD 1*; hp 8, 7, 6, 5, 4, 3, 2, 1; MV 180'(60'); #AT 1; D 1-3; Save F2; ML 9; AL N.

These birdlike predators have been living off the rats that occasionally enter their chamber through small holes. The stirges haven't had a decent meal in years; they try eagerly to attack any character so unfortunate as to have released the parasites from their cavern.

75. SECRET TREASURE ROOM

The secret door to this chamber is opened the same way as are the two doors leading into room #74. From the vantage point of the secret door, room #75 appears empty; a character must advance down a short hallway to see the chamber's contents.

In an alcove along the room's western wall lie three small, wooden chests. Each is fitted with a sturdy lock.

The first chest contains coins of all types: 38 pp, 120 gp, 70 ep, 250 sp, and 1,000 cp. The second holds valuables made of silver, gold, and gems: a silver pitcher and 6 goblets (200

gp), a fabulous jeweled necklace (400 gp), a bracelet (200 gp), a bejeweled dagger (100 gp), and a golden serving tray (300 gp). The third chest contains potent magical items: a bottle each of potion of *diminution* and *poison*, two bottles of potion of *healing*, a sword +1, a suit of *plate mail +1*, and a *ring of fire resistance*.

76. CAVERN OF THE GIANT SHREWS

In a far-north alcove of this chamber lies a large pile of leather and cloth.

Inside the pile are three adult shrews and six young. As the leading character advances into the room, the adult shrews bound out in fury, lashing at the intruders with razor-sharp teeth. The young are too small to engage in combat.

Giant Shrews (3): AC 4; HD 1; hp 6, 4, 3; MV 180'(60'); #AT 2 bites; D 1-6/1-6; Save F1; ML 10; AL N.

Note that giant shrews always gain initiative on their first attack; for their second attack, they gain +1 to their initiative roll. A *silence 15' radius* spell will "blind" them, since they use batlike radar to find their way about the darkness.

77. OWL BEAR DEN

This long cavern winds back into darkness. The air feels moist here.

This cavern contains a well of fresh, cool water, and an owl bear.

Owl Bear (1): AC 5; HD 5; hp 22; MV 120'(40'); #AT 2 claws, 1 bite; D 1-8/1-8/1-8; Save F3; ML 9; AL N; can "hug" for extra damage.

The owl bear is jealously possessive of its den, and will attack and attempt to maul any characters who stroll through the entrance. The bear will be resting at the spot marked with an X on the maps so that it has a view of the mouth of its den. When it attacks, the owl bear will direct both of its claw attacks and its bite to the same character, repeating the attack until that character has been killed before selecting a new victim. It will not pursue characters beyond the mouth of its cave if it has already killed one; if not, it will pursue

until it slays a character. It will then cease pursuit and drag the corpse back to its den.

78. BERSERKER'S HOVEL

This cavern has been claimed by the small band of insane humans struggling to survive the dungeon. Two of these fellows the party met in room #70. Although some of the berserkers are out wandering the tunnels, the PCs find five in this chamber.

Berserkers (5): AC 7 (5); HD 1+1*; hp 9, 7, 7, 6, 5; MV 12'(40'); #AT 1 at +2; D 1-8; Save F1; ML 12; AL N.

The nine hit point berserker carries a shield +2 for AC 5.

A large human sits on a tall stone chair pathetically resembling a throne. He is wrapped in a tattered, purple carpet, having donned it like a robe. Four other men kneel at his side.

The berserker on the throne considers himself Derywinki III, Emperor of the Lower World. He carries a long wooden staff and a shield +2; he is quite mad. His voice booms commandingly if he catches sight of the characters, even if they are simply walking past the mouth of his cave: "Who seeks an audience with Derywinki III? Kneel, peons!"

If the characters do not fall immediately to their knees, the emperor flies into a rage: "Impudent swine! You shall know the wrath of the Emperor of the Lower World! Guards, arrest them!" At this command, the four kneeling berserkers, followed closely by the emperor, rise and assault the party in full berserk fury.

If the characters kneel before Derywinki, he is mollified for the time being. He asks his "subjects" if they are happy and healthy, and why they seek an audience with his illustrious self. Judge the characters' response very carefully. Remember that the berserkers truly believe they are the custodians of a mighty underworld empire; they are sure to be offended if the characters were to state that the nearby owl bear is fomenting revolt, the emperor and his berserker subjects would march to slay the rebellious monster.

Behind the throne, a small wooden chest contains the Empire's treasury. The chest is locked, and Derywinki lost the key years ago, but the lock may be picked or the chest smashed. A character can smash the chest open by making a successful "open doors" roll. The chest contains 12 pp, 45 gp, and 180 gp.

79. GELATINOUS JANITOR

This spot in the corridor is where the party stumbles across the gelatinous cube. The creature is constantly on the move; when encountered, it is moving southwesterly, toward cavern #80.

Gelatinous Cube (1): AC 8; HD 4*; hp 19; MV 60'(20'); #AT 1; D 2-8 + paralysis; Save F2; ML 12; AL N; surprise on 1-4.

If the cube surprises the party, it attacks a randomly selected character in the front rank. If the party is not surprised, figure combat and damage normally.

While sweeping the dungeon, the gelatinous cube has picked up a few small treasures it has not been able to dissolve. Once the creature is dead, characters can remove from inside the creature: 12 gp and 47 sp.

80. WELL

This chamber contains a well of clear water. Twelve feet deep, the well originates from a small spring at its base. The water is drinkable. No creatures live in this cavern.

81. SECOND OCTAGONAL ROOM

This eight-sided room has eight identical doors spaced evenly around the walls.

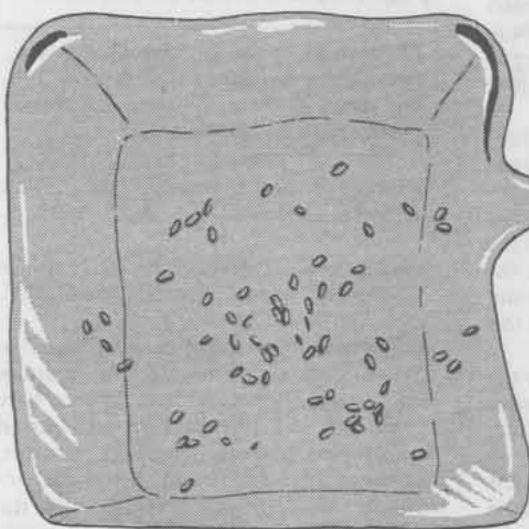
This room is identical in all respects to room #70. When they first enter this room, the characters probably think they are back to room #70, and of course you shouldn't try to correct this misunderstanding!

82. PIT TRAP

At this spot in the corridor, trapdoors have been placed above a pit, 10 feet deep. Unless the party is actively looking for traps, the first two characters stepping onto the trapdoors trigger their opening. Characters immediately behind the first pair must successfully check their dexterity or fall into the pit (they must roll their dexterity score or less on a d20). Characters that fall take 1d6 points of damage.

83. STEAM VENT

This large cavern has one of the now-familiar steam vents in the northeastern end. There is 10% chance per turn that this vent erupts with the usual scalding burst of steam, preceded by one round of bubbling and hissing,



and doing 1d6 points of damage per round to characters caught in the steam.

Residing in this chamber—reveling in the occasional bursts of steam—are a lava lizard and a swarm of steam weevils.

Steam Weevils (1 swarm): AC 7; HD 4; hp 14; MV 60'(20'); #AT burn; D 1-4 points; Save NM; ML 11; AL N.

Lava Lizard (1): AC 3; HD 4*; hp 16; MV 90'; (30'); #AT 1 bite + burn; D 1-6/1-6; Save F4; ML 12; AL N.

For a complete description of both these monster types, see New Monsters.

If the party enters the cavern, the steam weevils immediately advance to swarm around a single character. The lava lizard, however, waits in the center of the cavern, moving to attack only if the party advances to within 20 feet of it.

84. UNDERGROUND STREAM

A chute of rapids is about 100 feet on the right. The rapids spill into a placid stream before you, which meanders out of sight to the left. Stretching 35 feet on both sides of you is a dry shelf.

This stream is the only means of escape from this level of the dungeon, other than climbing back up the chute that spills into room #70. The stream leads to dungeon level III.

If the characters stay on the shelf, there is the normal chance to encounter a level III wandering monster.

Greenish, phosphorescent lichens grow along the walls bounding the stream, allowing characters to see 100 feet away. If the party tries to move upstream, the force of the rapids is too strong; it knocks them back to their starting spot within 1-3 rounds.

Moving downstream, however, is relatively simple. Most of the stream is only one or two feet deep; the bottom is smooth sand and fine gravel. In a few places along the 500 feet leading to dungeon level III, halflings may have to be lifted onto others' shoulders, but there is no danger of drowning or being washed downstream.

Along the stream are five more dry shelves where the party may elect to camp or rest. If they do, they encounter no wandering monsters. This area is one of the few places the characters don't have to worry about combat!

ADVENTURE IN DUNGEON LEVEL III

This deepest and most deadly of the dungeon's levels also holds the key to the party's return to the outside world. The characters have to bypass many enemies to escape, however, not the least of which is a young red dragon.

Level III comprises a series of winding tunnels and several large caverns. All these areas were formed either by volcanoes or by the erosive trickling of water through the ages; a few elements of artificial origin were added to the caverns—the steps leading to cavern #90, the doors to room #99, for example—but by and large, the forces of nature take credit for this grim, foreboding haunt.

A dramatic geological fault line crosses the dungeon level's middle; elevation changes suddenly along either side of the fault line; the northern end of the level is generally 50 feet lower than the southern end. Characters encounter this sudden shift in elevation at the cliffs near caverns #94 and #95, and at the rockslide near cavern #97.

Check for wandering monsters normally; if an encounter is indicated, check Table 7 to see the type of monster encountered.

TABLE 7

WANDERING MONSTERS IN DUNGEON LEVEL III

Die Roll Creature Encountered

1	Lava Lizard (1): AC 3; HD 4*; hp 17; MV 90'(30'); #AT 1 bite/1 burn; D 1-6 all; Save F4; ML 12; AL N.
2	Kobolds (2-12): AC 7; HD 1/2; hp 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1; MV 60'(20'); #AT 1; D 1-4; Save NM; ML 6; AL C.
3	Steam Weevils (1 swarm): AC 7; HD 4; hp 16; MV 60'(20'); #AT 1; D 1-4; Save NM; ML 11; AL N.
4	Giant Bats (1-4): AC 6; HD 2; hp 13, 10, 8, 6; MV 180'(60'); #AT 1; D 1-4; Save F1; ML 8; AL N.
5	Crab Spider (1): AC 7; HD 2*; hp 9; MV 120'(40'); #AT 1; D 1-8 + poison; Save F1; ML 7; AL N.
6	Piranha Birds (2-12): AC 6; HD 1/2; hp 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1; MV 180' (60'); #AT 1; D 1-4; Save NM; ML 8; AL N.

Key to Areas in Dungeon Level III

85. LANDING

After traveling 400 feet downstream, the party sights this shelf of rock 100 feet ahead.

Illuminated by the greenish phosphorescent glow, a flat shore is visible about 100 feet ahead on the left. A small humanoid figure stands on the shore.

Two more of these humanoids (kobolds) are napping in an alcove.

Kobolds (3): AC 7; HD 1/2; hp 4, 2, 2; MV 60' (20'); #AT 1; D 1-4; Save NM; ML 6; AL C.

The kobolds are on guard duty, instructed to report to their chief if they sight any creatures coming down the stream. So many years have passed since the kobolds have encountered any intruders from this direction, however, that the guards are not taking their duties very seriously. When the characters first sight the kobold, there is a 20% chance the little humanoid sees them as well. If it doesn't the party may advance to 50 feet away, when there is a 50% chance they are observed. If they are still not seen, they can reach the northern edge of the landing, but then are automatically sighted. When they are, the lone kobold shouts to his fellow guards asleep in the alcove. Obviously, if any of these kobolds escape, they run to warn the rest of the kobold band. In this event, the party can hear the blast of the warning horn from the south.

86. KOBOLD STORAGE ROOM AND LAIR

As the characters reach the point where the corridor to cavern #86 branches off, they see a dull red light flickering ahead of them. This light is a volcanic glow emanating from the crevasse that splits room #87.

If no guards escaped from the landing (area #85), the party hears a clashing of swords coming from cavern #86. Four young kobold soldiers are practicing their swordsmanship inside the cavern.

If one or more of the guards at the landing did escape, the four kobolds are no longer in cavern #86; instead they are waiting for the party at the bridges to cavern #87, along with other kobold soldiers.

Kobolds (4): AC 7; HD 1/2; hp 4, 4, 3, 2; MV 60'(20'); #AT 1; D 1-5 (1d6 - 1); Save NM; ML 6; AL C.

If these kobolds are still in the cavern, they are in the northern portion; in the southern alcove are several shoddy wicker bins. The bins contain fish and rat bodies, scaled or skinned, presumably for use as food.

87. THE BRIDGES OF DEATH

This large chamber is split by a 20-foot wide crevasse. The crevasse is 300 feet deep, and at its bottom flows a river of molten lava. Obviously it's "curtains" for any creature who falls into it.

The south side of the crevasse is guarded by five kobolds at all times. If any kobold the party encountered on the landing (area #85) or in cavern #86 had a chance to escape, an alarm has been sounded; all the kobolds from caverns #88 and #89, as well as any kobolds escaping the landing or cavern #86, have arrived to support the five kobold guards.

If no alarm has been given, the leader of the five guards blows a brass horn he carries at his side as soon as the intruders are sighted. Reinforcements arrive within three rounds.

Kobolds (5): AC 7; HD 1/2; hp 4, 3, 3, 2, 1; MV 60'(20'); #AT 1 spear or shortsword; D 1-5; Save NM; ML 6; AL C.

Each of the five carries two spears.

The five kobold guards defend bridges A and B by standing at the southern ends of the bridges and throwing their spears at the characters. The PCs cannot see bridge C until they reach the edge of the crevasse. If a character tries to cross it, one of the kobolds tries to block the character by standing on the southern end of the bridge.

Any character or kobold who is wounded while on a bridge must check against dexterity (roll his or her dexterity score or less on a d20); if the check fails, the individual is knocked off balance and falls into the chasm. For purposes of this roll, all kobolds have a dexterity of 10.

If called by the horn, reinforcements from room #86 approach the bridges from the north. The reinforcements from cavern #88, if called by the horn, reach the bridges from the south. The reinforcements from room #89 reach the bridges through the secret doors exiting at the southern end of bridge C. Note that when the kobold chieftan arrives, the morale of all of the kobolds is eight.

88. CHIEFTAN'S COUNCIL ROOM

In this chamber, the kobold chief and his bodyguards dwell in modest splendor. If discovered in the council room, the chief and his six bodyguards are sitting in the center of the room drinking a foul-smelling brew. More of this nauseating liquid is fermenting in a large kettle at the northern end of the room.

Kobold Chief (1): AC 7; HD 2; hp 9; MV 60' (20'); #AT 1; D 2-7; Save F2; ML 12; AL C.

Kobold Bodyguards (6): AC 7; HD 1+1; hp 6 each; MV 60'(20'); #AT 1; D 1-5; Save F1; ML 8 or 6; AL C.

The chief carries a *shortsword* +2.

Around the chief's waist is a belt made of gold and silver coins linked by a chain. The belt is worth 250 gp, but it constitutes all of the monetary wealth owned by the entire tribe of kobolds. If a character examines the liquid in the kettle, it is identifiable as a kind of beer made mainly from fishheads.

89. KOBOLD LAIR

Most of the kobold tribe occupies this room. If they have not been called to the defense of the bridges, 12 kobolds are here, languishing about.

Kobolds (12): AC 7; HD 1/2; hp 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1; MV 60'(20'); #AT 1; D 1-4; Save NM; ML 6; AL C.

There are 15 dirty pallets of sand and dried grass in the room, a few pieces of half-consumed rat, and several bottles of the fishhead beer. The room contains nothing of value to the party.

90. EMPTY CORRIDOR

This short hallway branches off near the top of a 50-foot high stairway. The floor is littered with broken rock and other stony rubble.

91. CHAMBER OF DARKNESS

Utter blackness consumes a 10-foot wide stretch of the corridor wall. You can see nothing but the darkness.

Many years ago, a very evil cleric met an untimely end in this cavern and a strange magical phenomena took place: the black force of the evil cleric's soul took possession of the cavern, causing total darkness.

If the characters thrust a torch into the dark area, the torch seems to disappear. But if they withdraw it, it burns brightly. Only a *light* spell can illuminate the room.

There is nothing dangerous or harmful in the room, and in fact characters can find valuable treasure here. If they have no magical light, however, they must explore the chamber in darkness. For each character entering the room, there is a 15% chance per turn a character locates the skeleton of the dead cleric and the backpack he carried. This chance is cumulative, so if three characters search the room, there is a 45% chance per turn one of them discovers the corpse and backpack.

The backpack contains two rolled-up parchments and three bottles of colored liquids. The parchments are scrolls containing the following spells:

Clerical

First Level: *cure light wounds* (x2)
Second Level: *bless*

Magic-User

First Level: *magic missile*
Second Level: *phantasmal force*
Third Level: *fireball*

The bottles are magical potions. One bottle holds two doses of potion of *healing*; another holds two doses of potion of *growth*; and a third holds two doses of potion of *invisibility*.

92. and 93. EMPTY CAVERNS

This network of rooms and tunnels has a floor littered with broken rock and dust. No tracks are visible.

94. and 95. KOBOLD-GUARDED CLIFFS

These two corridors expand and then drop away in 50-foot cliffs, and rock outcroppings stud the walls. A single kobold is on guard at the top of each cliff.

Kobolds (2): AC 7; HD 1/2; hp 3, 2; MV 60' (20'); #AT 1; D 1-4; Save NM; ML 6; AL C.

The kobolds are lying prone, watching the corridors below them that approach from caverns #92 and #93. If the party sneaks up on them from behind, add +2 to the kobolds' chances of being surprised. If the party is below the kobolds, however, add +2 to the characters' chance of being surprised, and allow NO chance for the kobolds to be surprised.

If a thief tries to climb one of these cliffs,

the kobold on top waits until the thief is halfway up, and then drops stones at him or her (roll "to hit" normally). Each stone hitting its mark does 1-4 (1d4) points of damage. The thief must check against dexterity if struck. If this roll fails, the thief falls. Consider his fall to be from halfway up the cliff; give 1-6 (1d6) points of damage for each 10 feet fallen.

Characters below may shoot arrows or other missiles at the kobolds, but the kobolds have an AC of 3 because the cliff shields them.

96. LARGE CAVERN

This large chamber contains many stalactites and stalagmites, some of which are broken and littering the floor.

97. ROCKSLIDE

The cliff here has gradually crumbled away, leaving a jumble of huge boulders. The rockslide lowers from south to north; the bottom is 50 feet lower than the top. The slope looks gentle enough to climb.

All characters may move both up and down the rockslide, but calculate movement at one-quarter the normal exploring rate. In addition, a hidden menace is coiled in the exact center of the slide.

Giant Rattler (1): AC 5; HD 4*; hp 15; MV 120'(40'); #AT 2; D 1-4 + poison; Save F2; ML 8; AL N.

The snake senses any character moving onto the rockslide, and immediately begins to rattle. The snake is hidden in the rocks, however, so the party cannot see it. If the characters continue to move up or down the slide, the snake slithers forward and tries to intercept the nearest character. If the snake fails a morale check, it disappears into the rocks, bothering the PCs no more.

98. DEN OF THE LAVA LIZARDS

Two large, iguana-like lizards are in the middle of this natural cavern. They are perfectly still, and their eyes seem to be closed.

These are lava lizards. They remain asleep unless touched. Once something comes into contact with one of them, however, they both awaken and enter into combat on the next round.

THE HOBGOBLIN KING

Lava Lizards (2): AC 3; HD 4*; hp 20,17; MV 90'(30'); #AT 1 bite/1 burn; D 1-6/1-6; Save F4; ML 12; AL N.

For a complete description of the lava lizard, see New Monsters.

Characters may walk around the lizards and open a door at the rear of the cavern without disturbing the creatures. Even loud noises do not wake them.

99. OLD WARRIOR'S CAVERN

The door to this room is a sturdy slab of stone; add +1 to a character's roll to open.

It is obvious this room has been inhabited, presumably by the poor warrior whose skeleton—still clad in plate mail armor—rests on the room's lone chair. A mighty sword lies by the warrior's side. Also visible are a wooden table and a straw pallet bed.

These are the remains of a human warrior who was trapped on this level years ago. On the warrior's back is a quiver holding five arrows +2. He wears plate mail +1, and the sword at his side is a sword +1 (+3 against dragons). A broken longbow lies on the floor under the table.

The secret door leading from his chamber may be opened by rotating an outcrop of rock.

100. DRAGON'S ENTRY ROOM

The winding corridor leading to this cavern is only three feet wide, so characters must travel in single file. The dragon is too large to move down this corridor.

This room is empty except for six small and blackened skeletons on the floor.

A close examination reveals the skeletons belonged to kobolds; any casual observer can see they have been savagely burned.

101. LAIR OF THE RED DRAGON

The secret door on the far east side of this cavern opens into the cavern by rotating an outcropping of this rock. Characters entering this cavern from the secret door enter directly behind a red dragon, who is unaware of the door's existence.

This chamber is huge and dark. You feel an aura of evil, and from the darkness ahead, you can hear deep, slow breathing.

The red dragon living in this cavern is quite youthful by a dragon's standards, but it is still an awesome and terrible opponent. Its lair is connected to the outside by a tunnel nearly a mile long.

Red Dragon (1): AC -1; HD 7; hp 22; MV 90' (30'); #AT 2 claws/1 bite/ + breathes fire; D 1-8/1-8/4-32 + 22; Save F7; ML 10; AL C.

Spells:

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

Second Level: *detect invisible, continual light*.

Third Level: *dispel magic*

There is a 10% chance the dragon is asleep when discovered. If the characters encounter the dragon, then escape and stay away for at least six turns, there is a 10% chance again the dragon will be asleep when they return.

If some characters invisibly enter the room, the dragon is aware of their presence due to its keen hearing, unless the character is a thief who successfully rolls to "move silently." If the dragon is aware of even one invisible character, it casts its *detect invisible* spell. The dragon is then able to see any invisible individuals or objects in the room. As long as the party is not fighting the dragon, it is satisfied, however, merely to keep tabs on those who are supposedly invisible.

When the crafty serpent first becomes aware of the PCs, it does not immediately bake them with its fiery breath. Rather, it uses its *ventriloquism* spell to create a sound of great roaring and bellowing behind the party. When it is convinced that all the party members are in the room, it chuckles deeply before greeting them with the utmost politeness. It enjoys conversational banter and since it surely doesn't feel threatened by the presence of a band of mere humans, it may spend 2-12 (2d6) turns chit-chatting with the PCs.

The serpent is sitting upon a large collection of coins and other valuable items. It will react very favorably to compliments and flattery, and will even allow characters to advance and examine the many treasures in its trove if the group is appropriately respectful.

The dragon attacks if the characters try to leave the cavern, or if the party moves to attack the dragon. In both cases, roll for initiative normally; note that the dragon always uses its breath weapon as its first attack.

If the characters do not attack the dragon and do not attempt to leave the room, be aware of when the dragon grows weary of conversation (2-12 turns); its comments should be

more curt and impolite, even hostile. If the characters still do not attack within two rounds, the dragon attacks anyway.

On the first round, the dragon tries to hit the greatest number of characters with its breath weapon; after that the dragon attacks as explained in the Basic Rules (roll a 1d6; a one, two, or three means the dragon uses its claw and bite attacks; a four, five, or six means it uses its breath again).

If the players are able to kill or subdue the dragon, they find as much treasure as they can carry. The pile beneath the dragon includes 7,000 cp, 10,000 sp, 5,000 ep, 2,000 gp, 800 pp, and assorted gems (500 gp x20), and jewelry (1,000 gp, 750 gp, 600 gp, and 500 gp x2). Also buried among the coins are a *ring of protection +1*, a *wand of magic detection* (eight charges), a *rod of cancellation*, and a *bag of devouring*.

The tunnel exiting the dragon's lair climbs gradually for a mile until it exits north of the ruined monastery.

TYING UP THE LOOSE ENDS

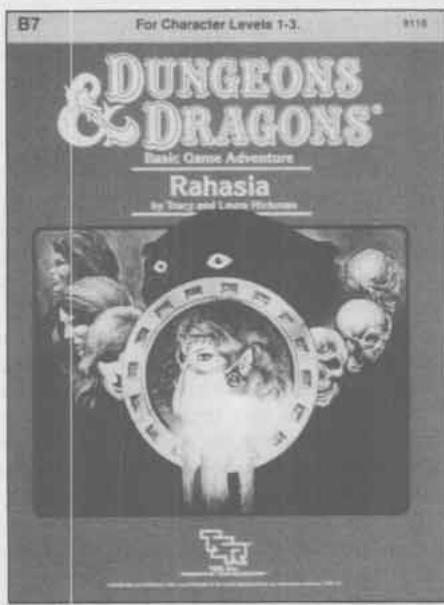
Since the party has arranged its return trip, they should have no particular problem getting back to Guido's Fort—unless, of course, they happen to be accompanied by a subdued red dragon!

The dragon is clearly too large and heavy to put into a fishing boat. If the party tries to do so, the boat sinks. Another smoke signal might bring another fishing boat, or the party could build a raft.

Seeing the boat is too small, the PCs might try to coax the dragon into swimming alongside the boat, which the dragon does, though clumsily.

If the party needed the mage during the adventure, he will seek them out and claim his price. His choices are, in order: a subdued dragon, the *rod of cancellation*, any ring, any wand, any +2 item.

If the characters are wondering what to do with a subdued dragon, they can find a mage at the Lion's Den who offers to buy the dragon. He offers 5,000 gp but the PCs can bargain for up to 10,000 gp, the mage's final offer. It is recommended the dragon pass from the campaign but if you choose to let them keep it, the dragon will refuse to go adventuring and should remain, in a campaign context, a source of prestige for which the characters pay heavily.



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General Notes: This module was originally published as the first and second modules in the RPGA™ series, which were available only to members of that organization as RPGA 1 and RPGA 2. They were re-edited and combined into a single adventure by Curtis Smith, appearing as B7, Rahasia. The adventure appears here in its entirety in its later form.

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Adventure background

Deep in a lush, enchanted forest lies a pleasant elven village. For years, the whole village prospered. The people lived from the forest around their mountain village and temple.

Four weeks ago, an evil human cleric, known only as "the Rahib," broke into the temple. He was looking for a treasure—a young maiden's dowry, rumored to be in the temple. Instead, he discovered a secret cavern under the temple. The cavern contains the ruins of an ancient wizard's tower.

While exploring the ruins, the Rahib discovered three witches whose spirits were trapped in statues. The witches, Karelena, Solorena, and Trilena, convinced the Rahib to help them escape. To escape, each witch must take over a maiden's body, trapping the maiden's spirit in the statue where the witch was.

Using the witches' knowledge, the Rahib magically charmed and enslaved the Siswa—the elven students and teachers who lived in the temple. Two nights ago, the Rahib and the charmed elves sneaked into the village and kidnapped two elven maidens, Sylva and Merisa. The Rahib freed Karelena and Solorena, trapping Sylva and Merisa's spirits. The Rahib has only to kidnap Rahasia, the most beautiful elven maiden, to free the last witch, Trilena.

When they are all free and together, the three witches are each much more powerful than when alone. So, until Trilena is freed, Karelena and Solorena will not leave the tower ruins.

While delivering a package to the village, the PCs find a message and meet Rahasia, the most beautiful elven maiden. Her father and her betrothed both went to the temple, but never returned.

The PCs must go to the temple and find Rahasia's father and betrothed. Then they must find the cavern, release the imprisoned elven maidens and destroy the Rahib and the witches.

DM Notes

The Siswa (elven students and teachers) who were charmed by the Rahib are not really responsible for their actions because they are magically controlled. Encourage your players to think of ways to get around the Siswa without killing them. The charm keeps them in a dream-like state, but it is possible to talk to them. The charm also changes their alignment to chaotic. When the Rahib and the witches are destroyed, the Siswa change back to normal. Until then, however, they follow the Rahib's orders.

When the PCs encounter the witches, remind the players that the witches are using the bodies of elven maidens. Encourage the players to think of ways of capturing and defeating the witches without inflicting physical damage. If the PCs capture a Siswa or witch, give the PCs the appropriate experience points. If they kill a Siswa or witch, subtract the experience points from the PCs!

To capture, rather than kill, a Siswa or witch, the players must say they are trying to capture their opponent. Then, count all damage toward unconsciousness, rather than death. NPCs fall unconscious when their hit points reach zero. PCs should usually have enough time to tie up unconscious enemies before they wake up. PCs cannot capture non-living opponents and creatures such as the water weird (see New Monsters).

Certain areas in the temple and tower contain magical portals. The portals magically connect two places. Some portals only send, others only receive. When characters pass through a sending portal they instantly appear at its receiving portal. Characters cannot tell when they pass through a portal, unless they realize they are not where they expected to be. Once characters go through a portal, they cannot come back the same way. Objects put partly into sending portals cannot be withdrawn; they must go all the way through.

The player characters can use the elven village as a base during the adventure. Emphasize that the elves are taking a great risk in hiding the characters between adventures. The amount of equipment the characters can get between adventures is limited to what a woodland community can provide. There are no local high level NPCs for training or healing, although limited numbers of healing potions can be made available if needed.

Starting the Adventure

The player characters have turned off the Duke's Road, following Sindar's directions, when they notice the woods around them is somehow different. Elves will immediately recognize that this is an elven wood. At some point in their passage, stop giving general descriptions and begin with the first boxed description.

THE FOREST

The beautiful elven forest sleeps peacefully about you. Leafy green trees with silver and white trunks stand in blissful grandeur as far as you can see. The trail you walk

winds toward the high mountains nearby to the north. The forest's carpet of ferns and deep green bushes is punctuated by the bright reds, blues, and yellows of the abundant woodland flowers.

Ahead, sunlight flashes off metal lying in the path. Armor—elven armor—and whoever wears it is not moving.

The elf on the trail died not long ago, perhaps slain by bandits. His armor is crumpled and useless. A search of the body reveals only a piece of parchment bearing a message in both Common Tongue and Elvish.

Up the mountain path lies the elven village. Beyond, a mountain of gray stone thrusts up from the sweet meadow grasses.

Let the players read Rahasia's letter on the pull-out page at the end of the book.

THE ELVEN VILLAGE

In the village, the delicate elven dwellings mirror the grace of their people. Yet the faces of the villagers reveal great sadness. You soon are lead to an elven maid, whose veiled grace and beauty outshines all others present as the sun outshines the stars—she is Rahasia.

"Will you aid me?" she asks.

If the characters accept, the elves will provide food and shelter, but no other aid, though they will hide badly wounded characters from the Siswa while they heal. The elves cannot tell the PCs very much about the temple because all the elves who are familiar with the temple are under the Rahib's control. The elves do know, however, that the temple was protected by a powerful guardian before the Rahib came. They think that the Rahib must have destroyed the guardian. They also show the PCs sketches of the kidnapped maidens, Sylva and Merisa. Rahasia accompanies the characters to the roadside shrine on their way to the temple.

If the PCs refuse to help Rahasia and the other elves, they are politely, but firmly, sent on their way—they are not wanted and their presence could bring down the wrath of the Rahib. In the woods beyond the village, the PCs are ambushed by a large group of Siswa led by the Rahib. The PCs are showered with vials of sleeping gas with no chance to make saving throws. The PCs are taken to the temple and locked in cells f, g, and h in area 49. The PCs wake up in those cells and must escape from there.

ADVENTURE IN THE TEMPLE OF GRAY MOUNTAIN

Many years ago, friendly dwarves helped the elves built most of the temple in return for protection and aid from the elves and Elyas. The upper level chambers are natural caverns where the elves worshipped. The passages were carved out by the dwarves.

Since the arrival of the Rahib, the Siswa rarely visit the upper level of the temple. The entire upper level is unlit and unused. Thick dust covers most things and cobwebs are common throughout. The Siswa use the stairways in the courtyard shrines to reach the lower levels.

If captured Siswa are questioned about the temple, they only explain how they used to use the temple, saying:

"When we come to the temple, we climb the steps to the temple doors (14). Passing through the doors, we turn to the right and stop in a small room (15) to put on robes of worship. Then we walk down the hallway through a large cavern (16). Next, we move along another hallway (17) past several small rooms. We then go through a magical passage (18/32) to another hallway. From there, we enter the main temple (35), where we worship. When we finish, we leave the main temple (35) and go down a hallway, through a magical portal (33/21) to another hallway (22) that is strewn with flower petals. That hallway opens into the temple of the Siswa. The Well of Punishment is in that room. After returning our robes we leave the temple."

GETTING TO THE TEMPLE

A trail leads from the elven village into the mountains. Before the PCs leave the village, the elves give them a map of the area (Map 1) and warn them of wandering bands of Siswa who attack and slay outsiders. The PCs do not encounter anyone on the way to the temple, but you should roll a few false encounter checks to keep the players guessing. About halfway to the temple, the PCs come upon the roadside shrine.

THE ROADSIDE SHRINE

Use Map 1 for the Roadside Shrine.

A small roadside shrine sits near the path to the temple.

Rahasia stops here to offer incense. The shrine's entrance is in the center of the west wall, and the main room is 15 feet square. In the north and south walls are 10-foot-by-10-foot alcoves.

Before the northern alcove is a small statue of a strong-looking man with a long beard, sitting upon an altar with his legs crossed. Rahasia tells the PCs that the man was, Elyas, a mage of great power, the founder of the Quiet Way and the spiritual leader of the Siswa. He disappeared in a horrible battle with three witches who attacked his tower-home many, many years ago. If the PCs try to investigate the statue or the alcove behind it, Rahasia tells them that they must not disgrace the Old One by walking past his gaze. (This custom prevents outsiders from entering the temple unannounced, but this reason is long forgotten.)

The northern alcove is a magic portal that teleports anyone entering it to area 41 on the lower level of the temple. The southern alcove is a receiving portal from the same area.

Courtyard and Upper Temple Level

Use Map 2 for areas 1-24.

In the courtyard and upper level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d12 and use the resulting encounter on Table 1 (inside back cover).

1. OUTSIDE THE TEMPLE

The gates of the temple are silver double doors that are 30 feet wide overall. They are ornately carved with forest scenes, and stand silently shut. The outer walls of the temple are vine-covered stone, and about 20 feet high. At the corners of the south wall, delicate domes rise 10 feet above the walls.

The gates can be opened as normal doors. There are no guards. Rahasia will not enter the courtyard. She tells the PCs she will hide in the brush nearby, waiting for their return.

2. COURTYARD

The double doors open into a courtyard that is 80 feet deep and 90 feet wide. Once well cared for, the dirt floor is now choked with weeds. In the center of the yard sits a large pool. Just beyond the pool is a set of stairs leading to the main doors of the temple itself. Four wooden sheds are attached to the west wall, and another four to the east wall. In the southern corners of the courtyard are two small octagonal stone buildings, each covered by a delicate-looking dome. The buildings are about 30 feet wide.

3-10. SMALL SHEDS

The shed is a 10-foot-by-20-foot area with a dirt floor and thatched roof. The shed's rear wall is formed by the courtyard wall. The shed's walls are made of woven reeds on a wooden framework.

All of the sheds are empty, except number 7. It contains two leather sacks marked with the word "Tithe" in Common Tongue and embossed with two small black panthers. Each sack contains 250 cp.

11. COURTYARD POOL

The pool is 40 feet long and 30 feet across. Its stone rim rises three feet above the ground. The water within has gone brackish and putrid, looking almost glossy black.

A water weird (see New Monsters) lives in the pool. It attacks any living creature that disturbs the water. It ignores objects that are thrown into the water, though.

Water Weird: AC 5; HD 3; hp 12; MV 60' (20'); #AT 1; D 1 + drowning; Save F6; ML 12; AL C; XP 35

The water weird is guarding two large jars at the bottom of the pool. Each jar contains 150 cp, 350 sp, and 200 gp. Buried in the murky filth at the bottom of the pool are 6 gems, worth 100 gp each. Characters have a 2 in 6 chance of finding one gem in the black scum each turn they search. Characters may search as long as they like. Characters who splash about in the water for more than three turns attract a wandering monster from Table 1.

12. SOUTHWEST SHRINE

This is an octagonal room, 30 feet in diameter. The floor is dirt; the walls and domed ceiling are made of stone. A 2-foot-high platform covers the far half of the room. A set of stairs leads downward on each side of the platform. In the center of the platform rests a statue of a man sitting with his legs crossed. He appears very strong and has a long beard. The statue is 15 feet tall.

This shrine is empty. The stairs lead to area 25 on middle level.

13. SOUTHEAST SHRINE

Use the boxed description of area 12. This shrine is the same as area 12 except that these stairs lead to area 26, and a hungry gargoyle is hiding behind the statue in this shrine. The gargoyle springs out and attacks when the characters enter the shrine. The gargoyle will not chase the characters if it is thrown food, or has an unfortunate adventurer to munch on!

Gargoyle: AC 5; HD 4**; hp 16; MV 90'/150' (30'/50'); #AT 4; D 1d3/1d3/1d6/1d4; Save F8; ML 11; AL C; XP 125; can be hit only by magical weapons

Scattered on the platform behind the statue are 80 gp, 4,000 sp, and the remains of some half-chewed leather sacks. A careful search reveals a scrap of leather with two black panthers embossed on it.

14. UPPER TEMPLE ENTRYWAY

Beyond the double doors is a 10-foot-long entryway. A large, ornate compass rose is carved into the center of the floor. The entryway leads to an arched hallway running east and west. The hallway is 10 feet wide and a total of 50 feet long. At each end, the hallway opens into a large chamber. On the north wall, immediately across from the entryway, is the faint drawing of a hand pointing east. Two curtained-off doorways lead from the south wall of the hallway. One doorway is just west of the entryway; the other is east of the entryway.

The hallway is empty. The hand directs the Siswa on a counter-clockwise circle of the temple.

15. CLOAK ROOM

This chamber is 10 feet wide by 20 feet long. In the southeast corner of the room are two large brass coffers. Atop each is a large, lit candle. Dozens of small pegs line the walls at about shoulder height.

Each coffer contains 550 cp and 50 sp. The coffers are not locked or trapped. Behind the coffers is a pile of dirty rags—the worthless remains of the Siswa's village clothing.

The Siswa continue to light candles daily in this room. Their robes have not been brought back since the last ceremony. Some old robes are in area 16.

16. TEMPLE OF THE INITIATES

This is a roughly diamond-shaped cavern, covered with dust. Archways in the north and west corners lead to 10-foot-wide arched hallways. Footprints in the dust lead from the west archway out through the north archway. Overhead, the ceiling opens into a great dome filled with stalactites. A broad platform juts from the southeast wall into the center of the room. On the platform is a statue of a man with a long beard, who sits with his legs crossed. A small altar stands before the statue. A dusty pile of folded cloth lies before the altar.

The pile of cloth is actually ten temple robes, old, but neatly folded. The robes are long and brown, with deep hoods and sleeves. Usually, a character of roughly elven build who wears the robes has an 80% chance to fool any Siswa he meets into thinking that he, too, is a Siswa. Other creatures in the temple are fooled and do not attack 60% of the time. Adjust the chance of fooling by characters' sizes and actions. In general, check only once each encounter—using the worst chance for the group—unless the situation requires additional checks. Remember that the Siswa only speak Elvish.

17. HALL OF THE WORLDLY WALK

This 10-foot-wide arched hallway runs into the darkness. Several 10-foot-wide dark rooms branch off both sides of the hallway.

The rooms are empty, except for dust and cobwebs.

18. HALL JUNCTION

There are magical portals in areas 18, 21, 31, 32, 33, and 34. The portals are marked on the maps with a T (for Teleporter) or an R (for teleport Receiver). When the PCs pass through these portals, they are turned to face a new direction, without knowing it. Unless they see one of the compass roses in the temple (in area 14, 29, and 35), they do not know the true compass directions. When they do not know the true compass directions, describe what they see by using their (faulty) compass directions or, more simply, by using "left," "right," "ahead," and "behind."

If the PCs have not passed through one of the portals, use the following boxed description as it is.

Two hallways meet here. Several shadowy figures and flickering lights are moving around far to the north.

Area 19 is west of this intersection. Area 17 is to the south. The hallways to the north and east are not true halls, they are magical portals. Area 21 also contains portals like these.

The north portal teleports anyone entering it to area 32 on the middle level. The east portal sends anyone entering it to area 34 on the same level. These portals are one-way only (down). Characters who move through one cannot return; they find only a cold stone wall behind them.

However, light passes through the portals in the opposite direction (from 32 to 18 and from 34 to 18). The light makes the portal look like a very long hallway. Sound does not pass through the portals in any direction. Thus, a character who goes through can be seen by characters on the other side, but cannot be heard.

The shadowy figures and flickering lights are the PCs themselves! The arrangement of the portals allows the PCs to see themselves 280 feet away. Their image goes from 18 to 21 to 31 to 32 back to 18. At such a distance it is impossible to make out details, of course.

19. REAR HALL

This 10-foot-wide arched hallway is filled with cobwebs. It runs into the distant darkness.

Aside from a single curtained opening in the center of the north wall, this hallway is empty.

20. STORAGE ROOM

A long room, 10 feet wide and 30 feet long, lies on each side of the opening behind the curtain. In the room to the left, under the light of burning torches in wall sconces, five brown-robed figures crouch in a circle. They mutter among themselves as they sharpen wicked-looking blades in the flickering light.

The figures are Siswa, and they are huddled around two leather sacks. They do not notice the party unless disturbed. Each sack contains 150 gp. Embossed on the outside of these sacks are two black panthers and the word "Tithe" in Common Tongue.

Siswa (5): AC 8; E1; hp 3, 1, 4, 6, 4; MV 120' (40'); #AT 1; D 1d8; Save E1; ML 8; AL C; XP 13

21. HALL JUNCTION

There is a magical portal here. The magical portals are explained in the text for area 18.

If the PCs have not passed through one of the portals, use the following boxed description as it is.

Hallways run south and east from this junction. West and north of this junction lie two 10-foot-wide hallways filled with dark shadows. The hallways end in stone walls 20 feet away.

As the party enters the junction, four human bandits run out of the north wall and attack! The bandits come through the portal at area 33. The bandits are not surprised. The PCs are surprised on a roll of 1 or 2 on 1d6. If the PCs are surprised, the bandits make one free attack. Then roll for initiative for the first round of normal combat.

After their first attack, the bandit leader yells, "They aren't Siswa!" The other bandits look confused. Immediately get the PCs' reactions. The bandits stop fighting unless PCs attack them. If the Siswa in area 20 are still active, they run out toward the noise and probably attack. If they do, the bandits join the PCs against the Siswa. The bandit leader's name is Teikus.

Bandits (4): AC 6; T1 (leader is T3); hp 8, 4, 3, 3; MV 90' (30'); #AT 1; D 1d6; Save T1 (leader saves as T3); ML 8; AL C; XP 10

These bandits are wearing leather armor and are armed with short swords.

The bandits are totally lost. They came into the temple to steal and went down the south-eastern shrine stairs. They were seen and pursued, so they started running down halls at random trying to get out. They picked up five leather sacks along the way and will gladly hand some over in exchange for directions out. Fifty gp are in each sack. The sacks are marked with two black panthers and the word "Tithe."

Their encounter with the party is a complete accident, so you should role-play their efforts to get out (with some treasure) to the hilt.

22. HALL OF THE TRUTHFUL WAY

A 10-foot-wide arched hallway runs into the darkness ahead. Off both sides of the hall are arched openings into several small rooms. Dust covers the hallway and old flower petals, now brown and dry, crackle underfoot.

The flower petals were strewn by Siswa before the Rahib arrived. In each alcove is a stone statue of a philosopher or sage of the Siswa. There is nothing of value in any of the rooms except room 22e.

A statue of an elven sage stands in room 22e. Around the neck of the stone statue is a golden pendant with a black jade stone. It is worth 1,300 gp. Rahasia's father carried the pendant with him to the temple. After helping Ular-Taman in area 42, he was seen by the Siswa and hid in this dead-end room. Realizing he would soon be captured, he placed the pendant upon the statue and called on the spirit of the sage to protect it. He was captured, but the Siswa could not remove the pendant. Rahasia's father was taken to the Well of Punishment and thrown down to the third level. The pendant has rested here undisturbed since then.

Anyone not of lawful alignment who tries to take the pendant while it is on the statue is hit by a blue bolt of electricity from the statue. The bolt inflicts 1d8 points of damage to the offending character (who does not get the pendant).

Lawful characters can examine the pendant on the statue. The pendant is part of a talisman of power, described in the Appendix under New Magical Items.

The only way to remove the pendant is to insert the proper ring into the indentation in the pendant. The ring is hidden in area 42. After the pendant is removed from the statue, any character may handle it safely.

23. TEMPLE OF THE SISWA

This is a roughly diamond-shaped cavern, covered with dust. Archways in the north and east corners lead to 10-foot-wide arched hallways. Footprints in the dust lead from the north archway out through the east archway. Overhead, the ceiling opens into a great dome filled with stalactites. The cavern's walls are covered with fresco paintings of the natural beauties of the world. The frescoes are somewhat faded and look long uncared for. A broad platform juts from the southwest wall into the center of the room. A 15-foot-tall statue of a strong man with a long beard sits on the platform with his legs crossed. There is some sort of altar in front of the statue's knees.

The east archway leads to area 14 (the entryway). The north archway leads to area 22. The altar is actually the 4-foot-wide mouth of the Well of Punishment, whose 10-foot-diameter shaft drops down into darkness. The shaft drops 50 feet to area 48 on lower level. Its damp walls are too slippery for even a thief to climb.

24. CLOAK ROOM

Thick dust covers everything in this room. Dozens of pegs line the walls at shoulder height. Suddenly, a slender figure hurtles from the darkness, shouting a warrior's challenge.

An elven warrior-seer, Alki, hid here when he heard the PCs coming. Unless the PCs try to talk to him, Alki will fight to the death.

Alki was one of the original elves summoned to help Rahasia, but he arrived at the temple after the others. He already has used his two spells. He will gladly join the PCs if invited. Alki is devoted to beauty, and thus to Rahasia.

Alki, Elven Warrior-Seer: AC 4; E2; hp 12; MV 60' (20'); #AT 1 at +2; D 1d8 +2; Save E2; ML 9; AL L; XP 20; Str 16, Int 12, Wis 8, Dex 9, Con 13, Cha 12

Spells:

First Level: *magic missile*, *shield*
Alki is wearing chainmail and is armed with a sword, a bow, and carries a shield.

Middle Temple Level

Use Map 3 for areas 25-35.

In the middle level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d8 and use the resulting encounter on Table 1. Do not use encounters 9-12.

Directly below the courtyard, on the middle level, are living quarters of the Siswa priests. The personal cells of the priests circle a central dining hall. The stonework in this area is all dwarven. The floor-stones are worn smooth and the ceiling is damp. The Great Temple (area 35), however, is a natural cavern within the gray stone itself. It is surrounded by hallways (some are magical) that were cut around the central cavern.

25-26. STAIRS

These two stairways look identical. The stairway at 25 splits into two sets of stairs that rise to the southwest shrine, area 12 on the upper level. The stairway in area 26 connects with the southeast shrine, area 13 on the upper level.

27. PRIESTHOOD CELLS

There are seven openings on one side of this 10-foot-wide hallway. The openings are blocked by heavy curtains.

Each cell contains a cot of woven reeds, several dirty rags, and a pile of stones. None of these items have any value. There is nothing else in any of the cells, except cells 27f, 27g, 27n, and 27o, listed below.

27f. PRIESTHOOD CELL

Within this cell is a woven reed cot with a chest under it, several rags, and a pile of stones.

Darts smeared with *sleeping* ointment spring from the chest the moment the lid is lifted. Any character who is in the way must make a saving throw vs. poison or fall asleep for 1d6 turns.

Within the chest are 200 sp, 150 ep, a bottle and a half of fine wine and a pair of smooth stones.

27g. PRIESTHOOD CELL

A flickering light comes from this cell. Three brown-robed figures huddle around a candle on the floor. They sway back and forth as they repeat a chant that makes no sense to you.

Three Siswa are chanting here. They become most unreasonable if their chanting is disturbed. They attack outsiders.

Each character who attempts to pass this cell without being noticed has a base 65% chance of doing so. Thieves may add their *move silently* ability to this base chance if they state they are doing so. If any character fails, the Siswa notice immediately.

Siswa (3): AC 8; E1; hp 4, 3, 2; MV 120' (40'); #AT 1; D 1d8; Save E1; ML 8; AL C; XP 13

27n. DARK CELL

In the back of this darkened cell, five figures rest upon the floor.

The five Siswa in this room heard the PCs approaching and are only pretending to be asleep. The Siswa don't know who they hear, but they attack at once if they discover anyone in the temple outside their brotherhood.

Siswa (5): AC 8; E1; hp 6, 6, 5, 3, 2; MV 120' (40'); #AT 1; D 1d8; Save E1; ML 8; AL C; XP 13

27o. DARK CELL

In the back of this dark cell lie five robed figures.

These Siswa are asleep. Each character attempting to pass this cell must roll his dexterity or less on 1d20 or awaken these Siswa. These Siswa also awaken if a fight occurs in the next room, cell 27n.

Siswa (5): AC 8; E1; hp 6, 6, 5, 4, 3; MV 120' (40'); #AT 1; D 1d8; Save E1; ML 8; AL C; XP 13

28. HALL OF THE SISWA

This room is 30 feet wide north to south, and 50 feet long east to west. Double doors stand in the center of the north and south walls. Smoking torches dimly illuminate the rows of dark, stained tables and benches that fill the room. Half-woven baskets stand on two of the tables. Two 10-foot-square alcoves are cut into the centers of the east and west walls. Over the western alcove is carved the word "KESINI," while over the eastern alcove is carved the word "KESANA."

The alcoves are magical portals. Unlike the portals in the upper level, light cannot pass through these portals, nor do they look like halls. The east alcove (KESANA) only sends; it teleports anything in it to a garbage-filled marsh north of the temple. Anyone entering the east alcove materializes 15 feet above the garbage and falls into the swampy mess. There are no difficulties getting back to the even village from the swamp.

The west alcove (KESINI) only receives things from the southern alcove in area 41. Entering it has no effect. The Siswa receive their food from the western alcove (KESINI). After eating, they throw their scraps into the eastern alcove (KESANA) where their magical disposal system removes the trash.

29. SISWA GUARDS

Flickering torches light this area. Ahead, beyond openings to the east and west, is a pair of double doors. An ornate compass rose is carved into the floor in front of the doors. At the openings, two brown-robed figures step out to bar your way. Both silently raise gleaming curved blades.

The north doors lead to area 30; the south doors lead to area 27. These Siswa guards may not attack immediately, but they do attack anyone they believe are not Siswa. They will fight to the death (or capture).

Siswa Guards (2): AC 4; E2; hp 8, 9; MV 120' (40'); #AT 1; D 1d8; Save E2; ML 10; AL C; XP 20

30. HALLWAYS OF THE GREAT TEMPLE

There are magical portals at the ends of these halls. The portals are explained in the text for area 18.

These four halls encircle the Great Temple. A gelatinous cube, brought here by Karelina and Solorena, guards these halls. It moves about constantly, cleaning the halls and protecting the Rahib's stronghold from unwanted guests. The cube attacks anyone in the halls, but it never leaves area 30.

To determine where the cube is when the PCs first enter these halls, roll 1d4 on Table 2, below. Every turn the PCs stay in these halls, roll any die once. An even roll moves the cube one hallway clockwise. An odd roll moves the cube one hallway counterclockwise.

TABLE 2
GELATINOUS CUBE LOCATION

Die Roll	Location
1	North Hall
2	South Hall
3	East Hall
4	West Hall

Gelatinous Cube: AC 8; HD 4*; hp 17; MV 60' (20'); #AT 1; D 2d4 + paralyze; Save F2; ML 12; AL N; XP 125

31. NORTHWEST JUNCTION

The hallway to the north appears to continue into the darkness, but it is really a magical portal to area 21 on the upper level.

32. SOUTHWEST JUNCTION

The short hallway to the south is a receiving portal from the north portal in area 18, on the upper level.

33. NORTHEAST JUNCTION

The hallway to the north appears to continue into the darkness, but it is really a magical portal to area 21 on the upper level.

34. SOUTHEAST JUNCTION

The short hallway to the south is a receiving portal from the east portal in area 18, on the upper level.

35. THE GREAT TEMPLE

Strong wooden double doors, ornately carved with forest scenes, open into a huge natural cavern. The cavern is eight-sided and 70 feet across. It is brightly lit by oil lamps on the walls. The walls rise 30 feet.

then open into a great 40-foot-high metal dome. A large compass rose is carved into the floor in the center of the room. There are three doorways; one in the center of the west wall, one in the center of the east wall, and one in the center of the south wall. A raised platform juts 30 feet out from the north wall. At the back of the platform sits a 15-foot-tall clay statue of the strong man with the long beard. At the front of the platform is an altar. A black-robed figure stands behind the altar, burning incense.

The figure behind the the altar is the Rahib. At the first sign of intruders, the Rahib throws his arms in the air and disappears in a flash of smoke and flame. He actually drops through a trap door behind the altar that leads to area 36 on the lower level. There is no way the PCs can prevent his escape at this time.

The statue is a huge, clay-covered bone golem. See New Monsters for details about this creature. As soon as anyone not wearing a Siswa robe comes within 20 feet of it, attacks it, or does any damage to the altar area, the golem attacks. The golem's dried mud covering cracks and falls away, revealing its four skeletal arms, each holding a wicked-looking sword. The golem fights until the intruders leave area 35. Then it returns to its place on the platform. This golem hopelessly outclasses any typical party, so the players must think of a way past this creature (the robes work, of course).

Long ago, Elyas specially constructed this golem from the bones of a giant to protect the temple. Karelina and Solorena helped the Rahib figure out how to keep it from attacking him.

Bone Golem: AC 2; HD 8**; hp 32; MV 120' (40'); #AT 4; D 1d8 each arm; Save F4; ML 12; AL N; XP 1750; can only be hit by magical weapons; immune to charm, sleep, hold, fire, cold, electricity, and gases; cannot be turned

Directly behind the statue, in the floor of the temple, is a secret door that opens over a staircase down to the treasure room (area 44 on the lower level).

Lower Temple Level

Use Map 4 for areas 36-49.

In the lower level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d8 and use the resulting encounter on Table 1. Do not use encounters 9-12.

The Rahib has made his secret quarters in the lower level, as well as his storerooms and prison cells.

36. MEDITATION ROOM

The walls of this 30-foot-wide octagonal room are covered with aged fresco paintings of trees and peaceful mountain scenes.

A staircase in the north wall leads to a trap door behind the altar in area 35 on the middle level.

If the PCs spend more than one round in this room, the spirit of Rahasia's father appears as a ghostly form. He is a haunt. See New Monsters for details about haunts. Rahasia's father is a stately elf with piercing, yet gentle, eyes and a melodious voice. He cannot cause or take damage. He identifies himself, recites the following message, then disappears. He will not reform or answer any questions.

"By the Rahib's hand
Was I here felled
And long awaited
You to come.

"Rahasia's pain
I have dearly felt
But you have come
To free her.

"hasan is in the dungeon south;
My gold is toward the north.
An ally in the dragon guard
Waits before the gold.

"The Rahib is but a pawn;
A darker evil lies below.
The dragon guard knows the story
And guards the way below."

Rahasia's father was brought here from the well. The Rahib tried to force the lore of the pendant from him, as well as repeating his

demands that Rahasia go with him unhindered. When the elf refused, the Rahib slew him in a fit of rage. The elf's spirit refuses to rest, however, until Rahasia is safe.

37. LIBRARY

This room is 20 feet square, with a 10-foot-wide alcove in the north end of the east wall. Shelves full of books and papers line the north and west walls, and a thick rug covers the floor. In the center of the room is a large table lit by a single burning candle. At the table, facing you, sits a dark figure.

This is the most important encounter on this level. The dark figure is the Rahib. He will try to destroy the PCs. However, if he doesn't think he can fight the PCs and win, he tries to escape to area 40, where his panthers are. Role-play the Rahib as intelligently as possible. The PCs' best move is to rush him and overpower him immediately. Buried under the papers on the table is a set of keys to all the doors in the temple.

The Rahib: AC 3; C5; hp 35; MV 60' (20'); #AT 1 at +1; D 1d6 +1; Save C5; ML 10; AL C; XP 200; Str 12, Int 11, Wis 16, Dex 13, Con 12, Cha 17

Spells (Clerical):

First Level: *detect magic, protection from evil*

Second Level: *hold person, silence 15' radius*
The Rahib is wearing chainmail +1 under a black robe and carries a mace +1.

38. HALL

This is a 10-foot-wide hallway that is 20 feet long. Double doors stand at the far ends. There are single doors at the east ends of the north and south walls.

39. STUDY

This is a 20-foot-square room, with a 10-foot-wide alcove at the south end of the east wall. A table in the center of the room is covered with diagrams, drawings, and papers. The drawings are of Merisa, Sylva, and Rahasia. The diagrams are plans of the elven village, showing the houses, streets, and places with thick brush and other cover. The papers are covered with scribbled notes.

There is a secret door on the north side of the alcove that leads to the Rahib's bedroom, area 40.

40. THE RAHIB'S BEDCHAMBER

This bedroom is carpeted in a plush red color that matches the spread on the large bed in the southeast corner of the room. Two black panthers lie on the bed.

The panthers attack anyone in the room unless the Rahib commands them not to.

Black Panthers (2): AC 4; HD 4; hp 14, 19; MV 210' (70'); #AT 3; D 1d4/1d4/1d8; Save F2; ML 8; AL N; XP 75

In the study, the Rahib learned of an ancient tunnel down to Elyas' tower. The Rahib discovered the secret door in the east wall of this room that leads to the tunnel, area 40a.

If the Rahib gets into this room before the PCs, he escapes through the secret door to the tower, and may be met later. The secret door only opens when a magical word is spoken in the alcove. The characters can discover the word by studying the Rahib's notes on the table in the study (area 39) for 1 hour, or by studying the old books and papers in the library (area 37) for 1 week.

40a. ANCIENT TUNNEL

This thin, dark tunnel winds down from area 40 through the gray mountain to the gates of Elyas' tower, area 50. The tunnel is 180 feet long and only wide enough for one character. This ancient tunnel was forgotten until the Rahib discovered it.

41. RECEPTION ROOM

This octagonal room is 30 feet across. It has 10-foot-square alcoves in the north, south, and west walls. These are blocked by gates of heavy iron bars. Above the north alcove is carved the word, "KESINI." Above the other alcoves are carved the word "KESANA." A large gong hangs before the western wall.

The alcoves are magical portals. The northern portal is a one-way receiving portal from the roadside shrine. The southern portal sends anything entering it to the receiving teleport in the Hall of the Siswa, area 28 on the middle

level. The western portal sends anything entering it to the southern alcove of the roadside shrine.

The Rahib brings food and treasures offered at the roadside shrine (and shipments of food that he brought there secretly) into the temple through the northern portal. The food is stored in room 46 or sent to the Hall of the Siswa, area 28 on the middle level. The gong announces a delivery—or the arrival of unwanted guests.

Each time something enters through the northern portal, the gong rings with a thunderous noise. The iron gate is locked, of course. Thieves have one try to unlock the gate before the Siswa arrive. That is the only chance the party has to avoid capture if they enter this way. If they don't get out, the Siswa arrive and knock the PCs out with vials of sleeping gas. The PCs cannot make saving throws. The PCs wake up in prison cells f, g, and h in area 49.

42. ULAR-TAMAN'S ROOM

Smooth bare stones form the walls of this 20-foot-square room, but a rough cut tunnel is carved in the west corner of the north wall. In the center of the room, a glittering snake-like reptile weaves back and forth.

The snake-like reptile is Ular-Taman, a creature created by Elyas long ago. Ular-Taman is good, kind, and wise. It prefers characters of lawful alignment. Ular-Taman can never leave the temple.

Ular-taman guarded the only known entrance to the ruins of Elyas' tower, the Tower Tunnel, area 44a. Out of respect for Elyas after he died, the elves never entered the ruins. After several generations, they forgot that the ruins existed. The Rahib discovered another way into the tower, from area 40.

When the Rahib took over the temple, Ular-Taman fought a terrible battle with him and his panthers. Ular-Taman was wounded, but managed to drive the Rahib out of areas 42, 43, and 44. So far, the Rahib has not dared face Ular-Taman again.

Rahasia's father helped Ular-Taman recover its strength. In return, Ular-Taman is guarding Rahasia's father's treasure until it is claimed for Rahasia. Until it is claimed, Ular-Taman will not leave areas 42, 43, and 44.

Ular-Taman also guards a black jade ring, which it was to keep for Hasan, but will also entrust to Lawful PCs who speak well of Rahasia, her father, or Hasan. The ring is part of a

talisman of power, and is needed to release the other part, a pendant, in area 22e.

The ring is hidden under a loose stone in the floor. Treat the stone as a *shifting wall*. Characters must search the exact center of the room to have any chance of finding it. Ular-Taman knows the powers of the ring and pendant, but cannot speak of them unless asked, and then only after the two are joined.

Ular-Taman: AC 2; HD 6; hp 32; MV 120' (40'); #AT 2 or spells; D 1d4/2d6 + constrict; Save F6; ML 10; AL L; XP 275; Except for his special abilities, Ular-Taman's attacks (not his appearance) are similar to a rock python's (giant constricting snake).

Spells (Clerical): (each spell once per day)

First Level: *cure light wounds* (X2), *protection from evil*, *light*

Second Level: *hold person*, *silence 15' radius*

If the PCs talk to the reptile, they find an ally and gain the black jade ring (if they have the pendant). Ular-Taman also tells the PCs the following story.

"Many generations ago, a wizard, called Elyas, visited these elven people. He asked for a place to live, where he could work in peace and solitude. Because his heart was true and he respected the elves and their customs, they gave him a place in their forest where he built a tremendous tower. For many years they helped him and he protected and taught them, for his magic and learning was vast."

"Their friendship with Elyas was passed from father to son, until even Elyas grew old. Then disaster struck. Three horrible witches attacked his tower. They sought a magical gem Elyas owned—the *Black Opal Eye*—for its power could make them almost invincible.

"None of the witches dared face Elyas alone, but together they were very powerful. In a fiery battle, they called down a gray mountain to crush Elyas. As the mountain slammed down onto his tower, Elyas drew the witches inside it, where he trapped them. Unfortunately, Elyas himself perished."

"In his memory, the elves began to build this temple on that mountain. Many years later a group of dwarves helped complete the temple. The temple became a place of quiet meditation and learning. Many young elves spend a year here as stu-

dents, known as Siswa. Now, this mountain is known as Gray Mountain.

"I guard the way to Elyas' tower, but I fear the Rahib has found another entrance".

If the PCs ask how to get to Elyas' tower, Ular-Taman tells them about the secret door in area 44 that leads to the Tower Tunnel, area 44a.

If the PCs attack and kill Ular-Taman, it becomes a haunt and continues to guard the treasure and the ring. See New Monsters for details about haunts. Characters that see a haunt must make a successful saving throw vs. spells or run away. Those characters absolutely refuse to enter the area for at least 1 day.

If the PCs entered this level as captives, Ular-Taman directs them to the south portal in area 41 that leads to the Hall of the Siswa, area 28 on the middle level. Then Ular-Taman gives them directions out to the courtyard. It also warns them that a dangerous guardian protects the Great Temple, area 35. Ular-Taman does not reveal any details of the guardian's nature, other than that it has been in the temple since the temple was built.

Siswa are free of the Rahib's control while they are in areas 42, 43, or 44. However, they fall back under the Rahib's control when they leave those areas.

43. TUNNEL

This 10-foot-wide tunnel runs northeast from the room of Ular-Taman to what appears to be a rock slide. The rock slide is actually a secret door to room 44, where Rahasia's treasure is.

44. TREASURE ROOM

This 30-foot-wide (east to west) by 20-foot-deep room holds a treasure of tremendous wealth! A solid metal door is set into the east end of the south wall.

The metal door leads to area 45, the stair of locks. No one can open the door unless its lock is picked or unlocked with the keys from area 37, the library.

The treasure is in the center of the room. It includes: 800 gp, a sword +1, a *snake staff*, a *ring of animal control*, a potion of *healing*, a marble jar with 6 inlaid gems (worth 1,000 gp), 2 platinum birds (worth 700 gp each), and 12 gems (each worth 100 gp).

A secret door in the north wall leads to the Tower Tunnel, area 44a.

44a. TOWER TUNNEL

This 200-foot-long tunnel leads from area 44 on the lower temple level to the gates of Elyas' tower, area 50. The first 30-foot length of the tunnel is eight feet wide. From that point on, the tunnel quickly narrows so only one character can squeeze through.

45. STAIR OF LOCKS

This stairway descends from the secret trap door behind the statue in area 35 (the great temple on the middle level) to area 44 on the lower level. This stairway is blocked by not one, but three strong metal doors. The only way to pass them is to pick their locks or open them with the keys in the library, area 37 on the middle level. The Rahib does not know about this stairway or the secret trap door in the great temple.

46. STORAGE ROOM

This is a 20-foot-square room. There are boxes and several broken jars on the floor. The room also contains crude ovens and casks of wine.

This is where supplies are kept and food is cooked for the Siswa. One of the boxes contains brown robes. Eight giant rats prowl in this room. They attack anything that moves into this room unless distracted with food.

Giant Rats (8): AC 7; HD 1d4 hp; hp 4, 4, 4, 2, 1, 1, 1; MV 120' (40'); #AT 1; D 1d3 + disease; Save NM; ML 8; AL N; XP 3

47. GUARDROOM

Double doors open into this guardroom. Four Siswa guards in chainmail are posted here. Directly across the room is another set of double doors.

The guards' orders are to let no one pass unless the Rahib is present and instructs them otherwise. The guard leader carries the keys to all the cells in area 49.

If the PCs are escaping from the cells, you may reduce the number of guards in this area to make their escape possible; assume the other guards are with the Rahib.

Siswa Guards (4): AC 4; E2; hp 10, 8, 6, 4; MV 120' (40'); #AT 1; D 1d8; Save E2; ML 8; AL C; XP 20

48. WELL BOTTOM

This is the bottom of a deep, 10-foot-wide shaft that extends straight upward into darkness. It is sealed off from the hallway at its base by a heavy iron gate. Piled at the bottom of the well are stuffed leather mats that prevent damage from a fall down the shaft. The walls of the well are damp and too slippery for even a thief to climb.

The iron gate is locked. Trying to smash through the gate alerts the guards. The alerted guards use vials of sleeping gas to capture the PCs before they can break through. To get through quietly, the PCs must pick the lock.

49. PRISON CELLS

A long, dark hallway runs east and west. Heavy wooden doors with barred windows line both sides of the central hallway. A similar door stands at the east end of the hallway. A gate of iron bars blocks the west end.

The cells are 10 feet square and empty except as noted below. The keys to all the cells are carried by the guard leader in area 47. Another set of keys is in the library, area 37.

If the PCs are captured, they are locked in cells f, g, and h. If the entire party is captured, encourage them to plan their own escape. Any reasonable plan will work—for example a

thief might pick the door lock with a piece of scrap metal, a very strong character may work a door bar loose, or the PCs may plot to summon and ambush the guards. Captured PCs' weapons and other equipment is piled in cells, which is not locked. Other prisoners can only be freed by picking the locks to their cells or using the keys.

Locked in cell b is a tall human fighter named Baik Telor. He wandered into the roadside shrine and was caught by the Siswa. He will gladly join the party if he is given weapons. He is wearing chainmail, and his dress is somewhat Arabian—turban and loose silk breeches.

Baik Telor, Human Fighter: AC 5; F4; hp 24; MV 120' (20'); #AT 1 at + 1; D unarmed; Save F4; ML 10; AL L; XP 50; Str 15; Int 9; Wis 12; Dex 10; Con 9; Cha 13
Baik Telor is wearing chainmail.

Hasan is locked in cell 49q. He has no weapons or armor. Although he is tired, he is ready and willing to join the PCs against the Rahib.

Hasan: AC 8; E2; hp 8; MV 120' (40'); #AT 1; D unarmed; Save E2; ML 10; AL L; XP 20; Str 12; Int 16; Wis 10; Dex 13; Con 10; Cha 13

Cell r is filled with old bones. The Rahib gives them to Karelina and Solorena. They use the bones to create skeletons that sometimes appear as wandering monsters.

EYAS' TOWER

The adventure in Elyas' Tower forms the second half of this adventure. The characters can be allowed to rest in the elven village before continuing.

Halls of Grandeur

Use Map 5 for areas 50-84.

The upper floors of Elyas' tower were completely destroyed in the battle between Elyas and the three witch sisters, Karelina, Solorena, and Trilena. Much of the remaining tower was scorched by fires that raged after the combat.

In the Halls of Grandeur, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d6 and use the resulting encounter on Table 3 (inside back cover).

50. GATES OF THE TOWER

The tunnel opens into a dark, dry cavern, deep within the mountain. No sound breaks the silence in the cavern. Gray stone walls rise up 60 feet to the cavern's rock and earth ceiling. This structure appears to be an ancient tower, buried under the mountain. Only the lowest story of the tower is intact. What little of the upper stories is visible is destroyed. Cut stones from walls and battlements lie scattered about the cavern floor. The cavern has caved in around the sides of the tower so only the front is visible. Darkly stained doors stand in the tower's front wall. Unrecognizable engravings cover those metal doors.

The doors are the only entrance to the tower. The doors are unlocked, but difficult to open; characters must apply 25 strength points to open the doors far enough to enter area 51.

51. CORRIDOR OF THE UNEXPECTED

This is a long 10-foot-wide majestic corridor. Its walls rise 30 feet to an arched ceiling. The walls and the ceiling are streaked with soot. The corridor leads north into the darkness of the tower.

The corridor is 40 feet long. Two thieves hide in the shadows near the north end of the corridor. When the PCs enter, the thieves try to surprise them and attack. If the thieves do not surprise the PCs, or are captured, they try to bluff their way out.

Bandits (2): AC 6; T1; hp 6, 4; MV 40'; #AT 1; ; D 1d6; Save T1; ML 8 AL C; XP 10
These bandits are wearing leather armor and are armed with short swords.

These thieves followed the Rahib into the temple to the tower. They have not been in the tower very long. They went down the west corridor where all they found was a burned library and some wine.

One bandit carries 30 sp in a pouch. The other carries 200 gp in a leather back pack and a 400-gp gem hidden in the hollow hilt of his dagger. Each bandit is carrying a bottle of Sour Wine. See area 72 for an explanation of the use and effects of drinking this wine.

52. HALL OF RUBBLE

This is a tremendous hall, filled with broken and charred beams and rubble. The rubble has been moved to the center of the room. Overhead, the ceiling is broken through by beams and stones.

The northernmost 10 feet of this room slopes gently downward to the north. Dwarves have their normal chance to detect the slope, if they look for sloping passages.

Each turn a character searches the rubble, roll 1d6. If the result is a 1 or a 2, the character finds one of 10 100-gp gems hidden in the rubble. Characters may search as long as they wish, but searching is noisy. After 4 turns of searching, roll for a random encounter on Table 3 every turn until they stop searching.

53. INNER HALL

This dark, 30-foot-wide hall has a flat ceiling. Two alcoves are set in the east wall, and two in the west wall. The alcoves are 10 feet high and 10 feet deep. A plush, red velvet curtain hangs across the north end of the hall.

This hall is 50 feet long, and slopes gently downward to the north. Dwarves have their normal chance to detect the slope. The curtain blocks all light from area 54, but is easily moved aside.

54. TOMB OF SOULS

Most of this room is taken up by a platform. Three steps lead up to the platform. A brazier, standing in the middle of the platform blazing with bright blue flame, illuminates this room. Three stone coffins are arranged in a triangle around the brazier. The largest coffin stands at the front of the platform. The coffins are covered with mysterious carvings. At the back of the platform, is an ornate cast-iron throne. To the left of the throne, a metal stand supports a large, ancient, leather-bound book. The book is closed, its cracked cover held by a metal clasp. A long quill pen lies on top of the book. The stand is turned so that the book, if opened, faces the throne.

The coffins are marked A, B, and C on the map. See encounter areas 54A, 54B, and 54C for details about these coffins. The brazier is fixed to the floor and cannot be removed. The flame burns without heat or smoke and cannot be extinguished. The coals continue to burn after being removed from the brazier, each coal lighting an area 10 feet in diameter. The throne is a receiving teleport from the throne in area 100. Sitting on the throne here has no effect.

The *Book of Years* and its quill, *Windscribe* have been waiting here for quite some time. They are both intelligent and protected by a spell that allows only Lawful characters to touch them.

The book, when opened, says, "Receive the tale of years!" But the pages of the book are all blank! The book then recites the following story. The book does nothing else.

"Come woodland folk and gather near,
The tale of the wizard's keep to hear.
Whence, long ago in a younger age,
The Black Opal was held by Elias the mage."

"The opal increased his magical grace,
But he kept the stone in an open place.
Three witches, wishing to heighten
their power,
Rained flame and stone upon his tower."

"Elias trapped each witch in a dragon's eye.

But without the opal, they did not die.
As Elias raced to retrieve the stone,
A granite mountain crushed the mage
and his home."

"The spell ne'er completed, the three
witches wait
In eternal suspension until by some fate
Their souls are released upon innocence sweet
Then revenge they will reap upon all
that they meet."

The quill answers up to five yes/no questions with an 80% chance of accuracy. *Windscribe* only answers questions for Lawful characters. If asked about the tower floorplan, the quill flies to the parchment the PCs are mapping on and draws a rough map of area 100, and areas 87, 102, and 105. *Windscribe* does not include secret doors in its map.

54A. KARALENA'S CRYPT

This is the largest of the crypts. It is covered with unknown symbols. The lid is sealed to the base on all four sides with lead. Each lead seal is inscribed with a mysterious symbol.

All PCs attempting to lift the lid of the coffin must add their strengths together. Roll 2d20. If the PCs' combined strengths total more than the result of the dice roll, they break the seals and open the lid.

The skeleton of a woman covered with the tattered remains of a deep blue robe lies within the coffin. A secret panel in the bottom of the coffin conceals 1,000 cp, 800 ep, and 500 gp.

54B. SOLORENA'S CRYPT

This coffin is covered with carvings of unfamiliar design. The seals on all four sides of this coffin are broken.

All PCs attempting to lift the lid of the coffin must add their strengths together. Roll 2d20. If the PCs' combined strengths total more than the result of the dice roll, they lift the lid.

A woman's skeleton wearing rusting chain mail armor and rotting furs lies in the coffin. One hand holds a nicked non-magical sword across its ribcage. The other hand holds a scroll across the sword. The sword cannot be removed from the skeleton's hand by the PCs. If the scroll is read, the skeleton attacks the PC reading the scroll.

"A second chance is seldom found
To revenge those beneath the ground.
On ye this fate I do intone
That you may feel the strength of bone."

Skeleton: AC 4; HD 1; hp 8; MV 60' (20'); #AT 1; D 1d6; Save F1; ML12; AL C; XP 10

54C. TRILENA'S CRYPT

This coffin is covered with mystical runes. There are unbroken lead seals on each of the four corners of the lid.

All PCs attempting to lift the lid of the coffin must add their strengths together. Roll 2d20. If the PCs' combined strengths total more than the result of the dice roll, they break the seals and open the lid.

The skeleton of a woman covered with the tattered remains of a flowing red dress lies within the coffin. There is no treasure here.

55. OUTER WEST VAULT

Faded frescos of golden towers and diamond trees cover the walls and ceiling of this 30-foot-square room. In the center of the room sits a 10-foot-square cube of stone. A ladder leans against the south end of the east wall.

The floor in this room is level. On the west side of the cube is a secret door to area 56. Another secret door, at the top of the ladder, leads to area 54.

56. INNER WEST VAULT

This vault is empty.

57. WEST STAIRS

This long dark staircase slopes down to the north. It is safe to move on.

58. OUTER EAST VAULT

The walls of this 30-foot-square room are meticulously clean. A ladder leans against the south end of the west wall. A 10-foot-square cube sits in the center of the room.

A gelatinous cube is hiding behind the stone cube. It attacks the PCs on sight. There are 60 cp, 40 gp, and one 50-gp gem inside the creature.

Gelatinous Cube: AC 8; HD 4*; hp 15; MV 60' (20'); #AT 1; D 2d4 + paralysis; Save F2; M 12; AL N; XP 125

59. INNER EAST VAULT

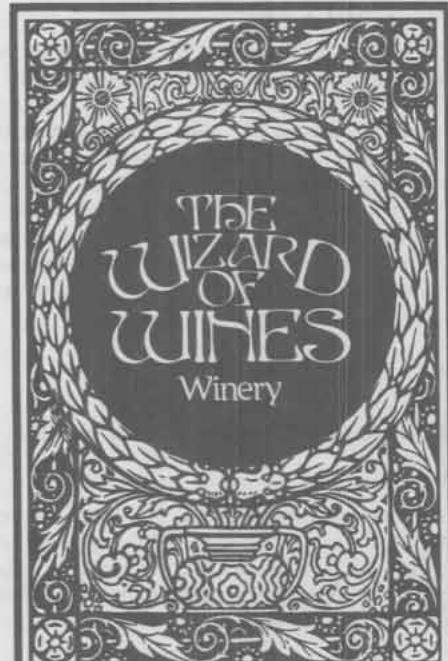
After the PCs find and open the secret door to this vault, they see a closed chest on the floor against the far wall.

When any character steps on the floor of the vault, a secret panel in the ceiling opens and a pendulum blade swings down, directly in line with the door. Any character standing in the vault must roll his dexterity score or less on 1d20 to avoid being hit by the blade. When it hits, the blade causes 1d8 points of damage. The blade swings once every round that there is a character on the floor of the vault. When the vault is empty, the blade swings back up into the secret compartment and the panel closes.

The locked chest contains: 5,000 cp, 100 gp, 20 pp, and three bottles of *Superb Wine*. The numbers on the wine labels are a code that can help the PCs pass safely through area 92 (see the champagne label).

Anyone, monster or character, who drinks the *Superb Wine* falls unconscious for 2 turns. After reviving, the character remembers a nightmare in which a large black gem was hanging in a setting on the end of a chain. The character also remembers a sense of dizziness and being in an empty room with a silver arch (area 105).

Characters who drink this wine remain drunk for 1d4 turns after they awaken. During that time, they attack at -4. Drunk characters cannot move quietly.



Champagne du le Stomp

3132-N

60. EAST STAIRS

This long, dark staircase slopes down to the north. When any PC steps anywhere on the top 10 feet of the stairs, the stairs suddenly swing flat, forming a slide to area 58. Each PC on the stairs must roll his dexterity score or less on 1d20, with a -4 penalty to the dexterity score, to avoid falling. Characters not on the stairs are in no danger. Characters at the bottom may use a rope to climb up the slide if someone at the top (who is not on the stairs) holds the rope.

61. WEST CORRIDOR

This 10-foot-wide arched corridor extends east and west. The floors, walls, and 30-foot-tall arched ceiling are all coated with a thick layer of black soot.

The double doors at the west end of the corridor are bronze. All other doors are wood and badly scorched.

62. EMPTY PRISON CELLS

These prison cells are 20 feet square. Walls in the centers of the cells make them U-shaped. Two of the cells have fresh straw bedding and unspoiled food inside. The other cells appear long unused. The Rahib imprisoned Merisa and Sylva in the two cells closest to corridor 61 before the witches took over their bodies. Merisa hid a silver bracelet under the mattress in the southernmost cell as a clue for anyone trying to rescue her. The name "Merisa" is engraved on the inside of the bracelet.

63. MIRYALA'S CELL

Piteous weeping comes from within this cell.

An elven maiden, Miryala, is chained to the wall with leg irons in the southeast part of the cell. She cowers in fear when the PCs approach. She is tired, dizzy, and hungry. She currently has no spells.

Miryala: AC 9; E1; hp 6; MV 120' (40'); #AT 1; D Unarmed; Save E1; ML 5; AL N

Miryala's kidnapping was not discovered until after the PCs left the elven village. The Rahib is keeping her here until she recovers enough for Trilena to take over her body. Trilena would prefer someone with a higher charisma (such as Rahasia), but doesn't want to wait much longer. Miryala knows nothing about her captors or the tower.

64. SPIDER LAIR

Thick cobwebs cover the walls and ceiling of this cell. Within the cobwebs, something moves slowly.

A black widow spider in the web attacks anyone who approaches the web.

Black Widow Spider: AC 6; HD 3*; hp 20; MV 60' (20'); #AT 1; D 2d6 + poison; Save F2; ML 8; AL N; XP 50

The bones and clothing of a dead adventurer hang in the web in the northeast corner of the room. The adventurer was a woman wearing leather armor. There are two daggers and a leather pouch on her belt. The pouch contains 50 gp, 20 pp, and 10 50-gp gems.

The Rahib eventually throws his unwanted prisoners to the spider. The adventurer in the web was not a prisoner—just unlucky.

65. MAGICIAN'S CELL

As the door opens, you hear a metallic clank and something moving in the cell.

A magician named Merdiz is chained by leg irons to the wall in the northwest corner of the cell. He casts a *sleep* spell at the PCs on sight. Then he uses his spells, as needed, to defeat the PCs.

Merdiz, Human Magician: AC 8; M4; hp 9; MV 120' (40'); #AT 1; D Unarmed; Save M4; ML 10; AL N; XP 50

Spells:

First Level: *sleep*, *light*

Second Level: *web*, *wizard lock*

If Merdiz defeats the PCs, he uses their weapons to break his chains, robs them, and then escapes. If the PCs defeat him, Merdiz apologizes and asks for help.

Merdiz was exploring the tower when Karelina and Solorena surprised and captured him. Unless the PCs explain otherwise, Merdiz thinks that they work for the witches. He has not had anything to eat or drink for 3 days. If asked about the tower, he knows only that there is a magical book in room 54 that he cannot touch.

The witches were eventually going to feed Merdiz to the spider in cell 64.

66. CONNECTING CORRIDOR

This is a bare corridor, 20 feet long and 10 feet wide.

67. WEST ILLUSION ROOM

This is a 20-foot-wide room that extends 30 feet to the west. Against the west wall, a glittering pile of gold and jewels beckons.

This room is actually only 20 feet square. The west wall is an illusion. All characters must make a saving throw vs. spells each round they look at the wall. Those who fail run recklessly into the wall, trying to get at the imagined treasure, taking 1d4 points of damage from the collision. PCs can avoid this trap by not looking at the illusion.

68. EAST ILLUSION ROOM

A huge red dragon in the room raises its head and belches a searing blast of flame at you!

The dragon is only an illusion. All characters who see the dragon must make saving throws vs. spells. Characters who make their saving throws do not believe the illusion and are not affected by it. Those who fail their saving throws actually believe that they were blasted by the flaming breath of a dragon and faint on the spot, believing they are dead.

They revive on their own within 1d6 game turns. If another character tries to revive them, the unconscious characters revive within 1d6 rounds. Once a character has been "killed" by this illusion, he disbelieves the illusion.

This illusion and the one in area 67 are permanent illusions created long ago by Elyas. They distracted anyone who sought to enter Elyas' laboratory uninvited.

69. CURTAIN OF LIGHT

The entire southern wall of this 20-foot-square room blazes with red light.

This room is really 30 feet deep. The southern wall is an illusionary curtain of light. Characters who walk forward through the curtain of light see a blinding flash, then find themselves walking back out of the curtain into the same place they left. Only characters who walk backward through the curtain of light pass through to the southern part of the room and area 70.

70. ELYAS' LABORATORY

Two rows of tables covered with lab equipment stand in the center of this room. Dust covers the ancient glass beakers; the brass coils are tarnished with age. Cobwebs hang like lace between the cracked jars on the shelves. Two alcoves are in the east wall. A woman's hat with a pink feather on it hangs on a peg between the alcoves.

The alcoves are teleporters. The northern alcove is the receiving end of the teleporter in room 89. Elyas decided to add some variety to his teleporter system, and used a flashy hat to activate his lab teleporter. If a character puts on the hat and enters the southern alcove, the character magically appears in the alcove in room 90. The hat then reappears on the wall peg. The hat is needed to operate the teleporter leading to room 90. It has no other magical power.

The ancient contents of the jars crumbled into useless dust long ago. The lab equipment is also useless.

71. LIBRARY

The charred remains of a long, elegant table run the length of the room north to south. Broken bookcases, also burned, cover the north, west, and south walls. The burned leather covers of books are scattered in the shelves and on the floor.

If PCs spend 3 turns searching the shelves, they find a single page of parchment under a scorched book cover. The page itself is scorched and stained, but parts of the writing are still legible. The text that can be read is:

"Once the three are snared in the trap I have prepared for them, I . . . after this, I will take it to the throne and . . . the destruction shall signal . . . banished for all eternity."

72. MAP ROOM

The walls of this room are lined with racks holding map cases. This room was not touched by the fires that gutted much of the rest of this level. An elegant solid wooden table stands in the center of the room.

Seventy-five bottles of *Sour Wine* are hidden in various map cases. Each time a character opens a map case, secretly roll 1d6. If the result is a 1 or 2, the character finds one of the bottles (see the "grapemash" label).

The numbers on the labels are a code that can help the PCs pass safely through area 94.

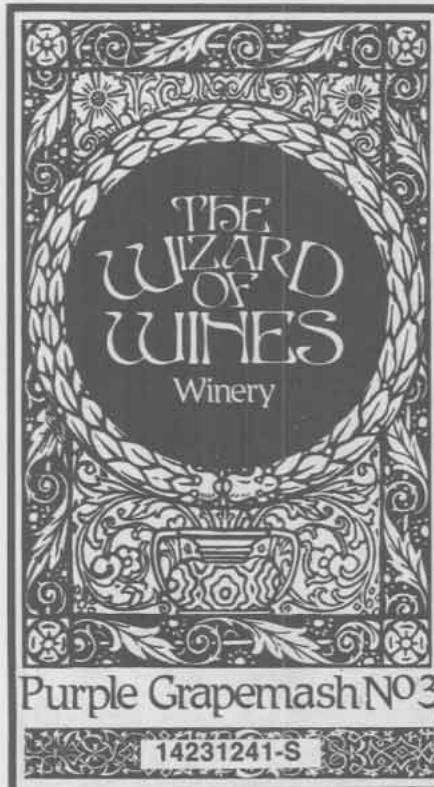
Anyone who drinks the *Sour Wine* falls unconscious for 1d6 turns. Upon waking up, the drinker remembers a nightmare in which three dragons stand in a circle glaring at a smaller dragon with only one eye. (These are actually the stone dragon heads in room 100.)

73. WESTERN STAIRS

Cobwebs line both sides of this staircase. There are more and more webs farther in, but this staircase is perfectly safe.

74. EAST PASSAGE

This passage extends 20 feet east to a pair of carved metal doors. A north-south hallway crosses this passage just in front of the doors.



The carved metal doors are made of finely-tooled bronze. The carved shapes have no meaning, however.

75. OBSTRUCTED STAIRWAY

This fine marble staircase circles upward. Great blocks of stone and splintered timbers block its passage to the levels above.

All the upper levels were gutted during the battle between the wizard Elyas and the three witches. The contents and furnishings of the upper level were totally destroyed. The debris that blocks this stairway is from the upper walls. The PCs cannot clear the stairway.

76. KITCHEN

A large wooden butcher's block stands in the center of the room, a cleaver imbedded in its surface. The pleasant smell of good food hangs in the air.

This kitchen is 20 feet wide by 30 feet long. Examination of the cupboards reveals that the plates and cups are all clean. The shelves are well stocked with roasted meat, cheeses, breads, and fruits—all fresh. There are obvious signs of recent use. The cleaver can be used as a weapon, inflicting 1d4 points of damage per hit.

If the PCs spend more than 2 turns in this room, one of the witches, Karelena arrives with her panther. Karelena and her powers are described in the Appendix under New Monsters. She orders her panther to attack, then casts a *hold portal* spell to lock the door behind her as she escapes. If the PCs pursue her, Karelena uses the blue disk in room 84 to escape. Remember that she is using Merisa's body.

Karelena, Witch: (AC 9; M1; hp 5; MV 120' (40'); #AT 1; D 1d4; Save M1; Morale 6; AL C; XP 10)

Spells: (2 of the following)

First Level: *shield*, *hold portal*, *sleep*

Black Panther: (AC 4; HD 4; hp 14; MV 210' (70'); #AT 3; D 1d4/1d4/1d8; Save F2; Morale 8; AL N; XP 75)

77. GAS-FILLED ROOM

Shelves line the walls of this 20-foot-square room. The shelves are filled with dusty jars and bottles of all types. The room is full of a strange, sickening odor that makes breathing difficult. Torch flames dim in this room. Tiny red eyes gleam from the back of the room.

This room is full of explosive gas from leaking bottles. If the PCs extinguish all fires (except lanterns) or keep the door to the room open, the gas is not dangerous. Each turn the PCs burn an open flame and keep the door closed, there is a chance that the gas explodes. Each turn the PCs burn an open flame in the closed room, roll 1d6. If the result is 1, the gas explodes. Everyone inside the room suffers 2d6 points of damage from the blast. Characters who make successful saving throws vs. death only suffer half damage.

The gleaming red eyes belong to a pack of giant rats. The rats attack anyone who enters this room.

Giant Rats (8): (AC 7; HD 1d4 points; hp 4, 3, 3, 3, 3, 2, 2; MV 120' (40'); #AT 1; D 1d3 + disease; Save NM; M 8; AL N; XP 3)

The jars are filled with old chemicals and potion ingredients. The contents are all now worthless.

78. EMPTY STOREROOM

Empty shelves line the walls of this room. There is a musty smell in the air.

This room has been unused for a long time. There is nothing here of interest.

79. BLASTED ROOM

A hole large enough for a man to pass through has been blasted through the northernmost part of the east wall. All the walls are scorched and pitted, as from a massive explosion.

The hole in the wall leads to the stairs, area 81. Characters will have no trouble passing through here.

80. ORCS' ROOM

Torches in sconces illuminate this 20-foot-square room. Huddled in the southeast corner of the room, five dark, hunched figures argue among themselves. At the northeast corner of the room lies an open stone box.

The dark, hunched figures are orcs. Their argument is so loud and intense that they are surprised on a roll of 1-4 on 1d6.

Orcs (5): (AC 6; HD 1; hp 8, 7, 7, 6, 5; MV 120' (40'); #AT 1; D 1d6; ML 8; Save F1; AL C; XP 10)

Each orc is carrying 1d10 x 10 sp. The stone box contains 100 gp, 500 ep, 50 pp, a mace + 1 and three bottles of *Good Wine*. See the description in room 82 for the use of this wine and the effects of drinking it.

81. EASTERN STAIRS

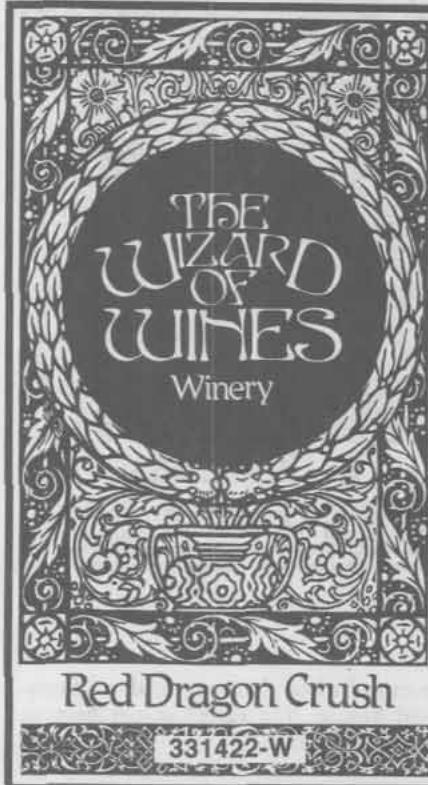
The southern flight of stairs is covered with rubble, though it is passable. The corner wall collapsed here. It is possible to climb the rubble into a hole in the wall.

The hole leads to area 79. Characters will have no trouble passing through here.

82. WINE CELLAR

This small room is damp and cool. Racks filled with wine bottles line the north and south walls.

There are 125 bottles of *Good Wine* here (see the "crush" label).



Any character who drinks this *Good Wine* falls unconscious for 1 or 2 turns. Upon reviving, the character remembers a vision of a stone obelisk demanding the answer to a question. The character feels as if the answer is known, but he cannot remember it.

After reviving, the character is drunk and clumsy for 1d4 turns, making all attacks at -2. Make a random encounter check every turn due to the noise drunk characters make.

The numbers on the label are a code that can help the PCs pass safely through the western teleport maze, area 93.

83. UPPER HALL OF STATUES

Two alcoves are cut into both sides of this 10-foot-wide hall. Several shadowy figures stand silently in each alcove.

This hall is 50 feet long. At each end of the corridor stand pairs of bronze doors, carved with delicate designs.

Each alcove contains one or two life-sized platinum statues of adventurers: humans, dwarves, elves, and halflings. All of them are posed in running positions, their hands and arms outstretched. Broad smiles cover their faces. The sculpting is very skillful, with extremely life-like detail work on each statue. The statues are surprisingly light; they weigh about as much as an average person. The platinum is only a surface layer, as each of the statues is composed of layers of different metals: platinum, gold, electrum, silver, and copper, with most of the metal being copper. Each statue is worth 2d6 x 20 gp.

These statues are all converted thieves and adventurers who stepped through the magical transmuters in room 87. When the witches are destroyed, these adventurers change from statues back to normal.

84. WELL OF WHISPERS

This is a 30-foot-diameter circular room. Its domed ceiling is 30 feet overhead. The entrance to this room is a pair of bronze doors in the west wall. A 10-foot-diameter well drops down into darkness from the center of the room. Stone statues stand to the north, south, and east of the well. Soft moans whisper through the room.

On the wall between the eastern statue and the northern statue is carved the single word "Pah." The word "Nwad" is carved on the wall between the eastern statue and the southern statue.

Natural air movements over the statues' mouths make the moaning sounds. The well is 1,000 feet deep. It is the shaft of a magical elevator that connects this level and the lower level of Elyas' tower. At the bottom of the shaft, in room 85, a glowing blue disc, 2 feet in diameter, rests on an ornate stone pedestal. The words "Pah" and "Nwad" carved in the walls of rooms 84 and 85 activate the elevator.

When the word "Pah" is spoken, the disc rises from the pedestal in room 85 to the top of the well-shaft in room 84. As it nears the top, it slows down and gently floats to a stop. When the word "Nwad" is spoken, the disc descends gently and comes to rest atop the pedestal in room 85. The disc is cool to the touch and easily supports 20,000 coin weight. Passengers are in no danger of falling off the disc. The disc cannot be removed from the shaft.

Elyas' Treasury

Use Map 6 for areas 85-95.

Buried deep under ground, this level housed the wizard's treasury. This level was the most secure part of his tower. It was to this place that Elyas the Wizard lured the three witches, and here that he trapped them.

In this level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d12 and use the resulting encounter on Table 3.

85. BOTTOM OF THE WELL

If the PCs enter this room from area 84, use the first boxed description. If the PCs enter this room from area 86, use the second boxed description.

The blue disc comes to rest atop an ornate carved pedestal in the center of a 30-foot-diameter room. This room is identical to the room above; the three statues and the bronze doors are copies of the ones in that room. The word "Pah" is carved in the wall between the east and north statues. The word "Nwad" is carved in the wall between the south and east statues.

In the center of this 30-foot-diameter room stands a short round pedestal covered with ornate carvings. A glowing blue disc, 2 feet in diameter, lies atop the pedestal. Three 15-foot-tall statues of men stand around the pedestal at the north, south, and east sides of the room. They seem to stare at you with hollow eyes. Each statue makes an eerie moaning sound, as if in pain. On the wall between the eastern statue and the northern statue is carved the single word "Pah." The word "Nwad" is carved between the eastern statue and the southern statue. A 10-foot-diameter shaft rises from the domed ceiling, directly above the pedestal and the glowing disk. The shaft extends upward as far as you can see.

Natural air movements over the statues' mouths cause the moaning sounds. The disk is an elevator that moves up and down in the shaft. The shaft rises 1,000 feet to room 84. Thieves can attempt to climb the shaft. See area 84 for an explanation of how the elevator works.

86. LOWER HALL OF STATUES

Three alcoves are cut into each side of this 10-foot-wide hall. Several shadowy figures stand silently in each alcove.

This hall is 70 feet long. At each end of the corridor stand pairs of bronze doors, carved with delicate designs. Each alcove contains one or two life-sized platinum statues like those in area 83. See area 83 for details about these statues.

87. TRANSMUTER TRAP

This 20-foot-square room is bathed in soft golden light. Glowing 15-foot-wide silver arches open through the north and south walls. A pair of ornate bronze doors stands in the center of the east wall. A pair of steel doors, carved with similar decorations, is set in the west wall.

Elyas' treasure room lies beyond the north arch. Light from its glowing domed ceiling reflects off the polished marble floor, brightening this room. There must be thousands of gold pieces in the treasure room, spilling from ornate chests!

The room through the south arch is identical to the treasure room, but it is empty.

If any characters passes through either of the arches, a burst of light flashes in the archway and they turn into platinum statues just like the statues in areas 83 and 86. Victims do not make saving throws.

The statue remains in the archway for only a moment. Then the eastern doors swing open by themselves. The statue PCs rise up and float through the doors into an alcove in area 86.

When the witches are destroyed with the *Black Opal Eye* as explained in area 100, all the statues in areas 83 and 86 change back into the people they were. You can run those people as NPCs. They may or may not be friendly to the PCs. If you choose not to run them as NPCs, assume that they are so shaken by their experience that they leave the tower immediately.

The *Black Opal Eye* is hanging from the center of the domed ceiling in the room to the south, area 105. However, it is not visible from area 87 because the archway between the rooms is much lower than the ceiling in area 105.

88. CORRIDOR

This dark corridor is 30 feet long. A pair of steel doors are in the east end, and a pair of bronze doors are in the west end. The north and south walls each contain a single wooden door, reinforced with iron bands. Those doors are directly across from one another.

89. KARELENA'S BEDROOM

This is an extravagantly furnished bedroom. A gilt framed bed stands in the middle of the room. Tapestries hang on all four walls. A large wardrobe stands in the southwest corner. A vanity and mirror sit next to the wardrobe. Six small jars and a large glass vial lie on top of the vanity. An iron gate is set in the north end of the west wall. The gate leads to an empty 10-foot-square alcove. A 1-foot-long lever is attached to the wall near the gate. A woman's wide-brimmed feathered hat hangs on a peg near the lever.

The alcove is a teleporter to Elyas' laboratory. Anyone who puts on the hat and steps into the alcove appears in the northern alcove in room 70. The hat reappears on the peg here. The hat has no other magical power.

The lever raises and lowers the iron gate. The lever is currently down. The lever cannot be seen or reached by anyone in the alcove. Karelena keeps the gate lowered when she is in the room or when she is gone and will not be using the teleporter for a while.

The tapestries, clothes, and jars have no real value, but the vial contains a magical perfume. The charisma of any female character who uses the perfume increases to 18 for 1d6 turns. The perfume has no other effects.

90. SOLORENA'S BEDROOM

The door to this room from area 88 is locked.

The walls and floor of this room are covered with rare and expensive carpets. Pillows and cushions lie scattered around the room. In the center of the room is a large carpet with a phoenix embroidered on it. A large pile of pillows sits in the southwest corner of the room. An arch in the west wall leads to a 10-foot-square alcove. Near the alcove, a 1-foot-long lever projects from the wall.

Solorena is asleep on the pile of pillows. Remember that she is using the body of Sylva, a willowy, golden-haired elf maiden. Solorena's powers are described in the Appendix under New Monsters.

Solorena, Witch: AC 9; M1; hp 4; MV 120' (40'); #AT 1; D 1d4; Save M1; ML 6; AL C; XP 10

Spells:

First Level: *charm person, floating disk, sleep*

Solorena is carrying a *levitate* scroll, hidden in her cape.

If the PCs wake her, Solorena tries to escape through the secret door in the south wall. That door is hidden behind a carpet and is locked, but Solorena has its key. If she escapes, she goes to area 105 to guard the *Black Opal Eye*.

If she cannot escape, she pretends to be a prisoner. If the PCs attack her, she fights back and mentally summons her pet, an intelligent black panther. The panther arrives 1d10 rounds later to defend her.

Black Panther: AC 4; HD 4; hp 14; MV 210' (70'); #AT 3; D 1d4/1d4/1d8; Save F2; ML 8; AL N; XP 75

The carpet with the phoenix design on it is of very high quality and is worth 40 gp. It weights 300 coin weight.

The alcove is a receiving area from the teleporter in Elyas' Laboratory, area 70. The lever controls an iron gate over the alcove. The lever and the gate are up.

91. WINE TASTER

This room is 30 feet square. There is a pair of bronze doors in the east wall. Lowered steel portcullises block stairways leading down from the centers of the north, south, and west walls.

A huge statue of a tremendously fat man sits cross-legged in the center of the room. The statue's chubby hands rest upon its huge thighs. The statue's open mouth gapes at the ceiling in a permanent smile. An engraved plaque is attached to the base of the statue. It reads: "I judge by taste".

Each portcullis leads to one of three mazes, area 92, 93, or 94. The statue is a magical wine taster. Whenever wine is poured into its mouth, it opens one of the portcullises. The

portcullis that is opened depends upon the quality of the wine poured into the statue. The better the wine poured into the taster, the shorter and safer the maze.

Each type of wine found in the tower has a serial number printed at the bottom of the label. The last letter of that number indicates which portcullis is opened. Thus, "Champagne du le Stomp" (last letter N) opens the portcullis in the north wall. "Red Dragon Crush" (last letter W) opens the west portcullis. "Grapemash" (last letter S) opens the south portcullis. Any wine not found in the tower is always judged as the inferior "Grapemash."

92-94. TELEPORT MAZES

Areas 92, 93, and 94 are magical teleport mazes. Passing through any one of these mazes is the only way to get to areas 96-103. All three mazes work the same way, but maze 92 is shorter than maze 93, which is shorter than maze 94. These mazes are shaded on map 6.

Each lettered area in the mazes is a 10-foot-square room surrounded by four 5-foot-square alcoves. Open archways lead to the alcoves. A number is carved into the floor in each archway. The alcoves are numbered 1 through 4. The starting areas, marked A, only lead to three alcoves, numbered 1 through 3.

The alcoves are magical teleports. Anything that passes through the archways is instantly teleported away. Only one archway in each room leads to the next part of the maze, and eventually out of the maze. The other archways lead to area 95, the arena.

If the PCs step through the correct combination of archways, they never have to fight the monsters in room 95. The combinations are written on the wine bottles found in the tower. Each serial number is the safe sequence of archways for one of the mazes. Those sequences follow:

92. North Maze (Safe combination: 3132)

Archway #3 at 92A leads to 92B
Archway #1 at 92B leads to 92C
Archway #3 at 92C leads to 92D
Archway #2 at 92D leads to room 96, north alcove.

93. West Maze (Safe combination: 331422)

Archway #3 at 93A leads to 93B
Archway #3 at 93B leads to 93C
Archway #1 at 93C leads to 93D
Archway #4 at 93D leads to 93E
Archway #2 at 93E leads to 93F

Archway #2 at 93F leads to room 96, middle alcove.

94. South Maze (Safe combination: 14231241)

Archway #1 at 94A leads to 94B
Archway #4 at 94B leads to 94C
Archway #2 at 94C leads to 94D
Archway #3 at 94D leads to 94E
Archway #1 at 94E leads to 94F
Archway #2 at 94F leads to 94G
Archway #4 at 94G leads to 94H
Archway #1 at 94H leads to room 96, south alcove.

When the PCs enter 92A, 93A, or 94A, use the following boxed description.

A short flight of stairs leads down to a 10-foot-square room. Three archways open from the room into 5-foot-square alcoves. A number is carved into the floor in the center of each archway. The archways are numbered 1, 2, and 3. The alcoves are empty and have no visible exits.

When the PCs enter any other lettered room in areas 92, 93, or 94, use the following boxed text.

You suddenly appear in a 10-foot-square stone room. Open archways lead to four 5-foot-square alcoves. Each archway is marked with a number carved in the floor. The alcoves are numbered 1, 2, 3, and 4. The alcoves are empty and contain no visible exits.

The Arena

Use Map 7 for area 95.

95. ARENA

In a flash of white light, you appear on a platform on one side of a large, circular arena. Another platform, 60 feet away, rises from the area's soft dirt floor. A smooth 15-foot-tall wall surrounds the area. Behind that wall, rows of empty stone benches watch over the area.

The PCs appear on the southern platform. As soon as any PC climbs onto the opposite platform, that PC is teleported to area 91. The portcullis the PC entered the maze through remains open.

TABLE 4
ARENA OPPONENTS

From Maze Area	Arena Monster	Number Appearing	AC	HD	MV	#AT	Damage	Save As	ML	AL	XP Value
A	Skeletons	5	7	1	60'(20')	1	1d6	F1	12	C	10
B	Orcs	5	6	1	120'(40')	1	1d6	F1	8	C	10
C	Tarantella Spider	1	5	4*	120'(40')	1	1d8 + poison	F2	8	N	125
D	Zombies	8	8	2	90'(30')	1	1d8	F1	12	C	20
E	Ogres	2	5	4+1	90'(30')	1	1d10	F4	10	C	125
F	Panthers	2	4	4	210'(70')	3	1d4/1d4/1d8	F2	8	N	75
G	Minotaurs	2	6	6	120'(40')	2	1d6/1d6	F6	12	C	275
H	Green Dragon	1	1	8**	90'(30')/ 240'(80')	3+	1d6/1d6/3d8 breath	F8	9	C	1750

When the PCs appear in this arena, monsters also appear to fight the PCs and keep them from reaching the north platform. The type and number of monsters that appear depends upon where the PCs stepped through the wrong archway. Use Table 4 to determine the monsters that appear in the arena. The monsters disappear when they or their opponents are defeated.

The Inner Sanctum

Use Map 8 for areas 96-100.

96. OUTER TEMPLE

You suddenly appear inside a 10-foot-square alcove. An archway in the west wall opens into a 30-foot-square room.

Two other identical alcoves are also set into the east wall of the large room. Golden doors stand in the centers of the north, south, and west walls. In the center of the room, a 15-foot-tall stone obelisk rests on a short, stone pedestal. There are no markings on either the obelisk or the pedestal. The high, domed ceiling is covered with a fresco of a night sky. Many constellations are marked on the fresco.

The alcoves are receiving points from the final teleports in the teleport mazes, area 92, 93, and 94.

When any question is asked in this room, the obelisk speaks. Its deep, hollow voice fills the room, saying, "answer me and I'll answer thee in truth, if but to questions three; What is your name?"

If the character who asked the question replies truthfully, the obelisk asks, "what is your quest?"

If the same character gives a reasonably accurate explanation of the PCs' quest, the obelisk asks, "do you know the first name of the last creature you killed?" The true answer to this question is almost always "No." Once

the character passes this test, the obelisk answers three, and only three, questions that character asks it.

If asked how they can complete their quest, the obelisk tells them:

"Beyond the three temples of the elements,
The black dragon's eye waits for thee.
Find its secret through nearby magical ways
That have waited for many long years.
Beware the tricks of old Elias,
And return here with the black opal eye, to give it power.
Then, set it in its place and behold
The end of great sadness; the beginning of life;
The destruction of evil and the end of strife."

The obelisk also knows the names of the three temples, "Earth," "Wind," and "Fire," but only discloses them if asked about them directly.

If the *Black Opal Eye* is brought into this room, the point of the obelisk begins to glow. There is a small depression at the top of the obelisk where the *Black Opal Eye* can be placed. Once the gem is placed there, a dim spark appears within the gem, after which the obelisk point ceases to glow. The gem is then ready to be placed in the Dragon Throne in room 100.

97. TEMPLE OF FIRE

This room's ceiling arches 50 feet above the stone floor. The ceiling and walls are covered with frescos depicting raging flames and firestorms. At the west end of the room an altar stands atop a platform. Behind the altar, the life-size shape of a human right hand is engraved into the wall.

When any PC places his right hand into the engraving, a deep, hollow voice speaks, "Answer me and I'll answer thee. By what name call ye these temples three?"

The correct answer is, "Earth, Wind, and Fire." If this answer, or one with the same meaning (such as "Earth, Air, and Flame") is spoken, the secret door behind the hand silently opens.

If a wrong answer is given, a column of fire bursts from the ceiling, striking the PC whose hand is in the engraving. This flame causes 2d4 points of damage, but only half damage if the character makes a successful saving throw vs. spells.

The flame strikes each time a PC answers the question incorrectly. Answering the question correctly is the only way to open the secret door.

98. TEMPLE OF WIND

This room's arched ceiling is 50 feet high. The walls and ceiling are covered with frescos depicting racing clouds and trees bent over under the force of a hurricane. At the west end of the room an altar stands atop a platform. Behind the altar, a life-size shape of a human right hand is engraved in the wall.

When any PC places his right hand into the engraving, a deep, hollow voice speaks, "Answer me and I'll answer thee. By what name call ye these temples three?"

The correct answer is, "Earth, Wind, and Fire." If this answer, or one with the same meaning (such as "Ground, Air, and Flame") is spoken, the secret door behind the hand silently opens.

If a wrong answer is given, a tornado forms in this room. The tornado causes 1d4 points of damage to everyone in the room during the round after the wrong answer. The tornado inflicts 1d8 points the next round, and gives everyone 1d4 points of damage in the third round. After the third round, the tornado disappears. Each round, characters who make a successful saving throw vs. spells only take half damage.

The tornado forms every time a wrong answer is given. Answering the question correctly is the only way to open the secret door.

99. TEMPLE OF EARTH

This room is 50 feet tall. Its arched ceiling and walls are covered with frescos of great

mountains, canyons, and other rock formations. At the front of the room an altar stands atop a platform. Behind the altar, the stone wall is shattered and fallen in.

If the PCs did not encounter Karelena in room 27, or if she escaped from them there, she is here with a panther. She stands at the altar with her back to the door. When she hears the PCs enter, she orders the panther to attack. Then she tries to escape. Remember she is using Merisa's body. A complete description of Karelena is in the Appendix under New Monsters.

Karelena, Witch: AC 9; M1; hp 5; MV 120' (40'); #AT 1; D 1d4; Save M1; Morale 6; AL C; XP 10

Spells: (2 of the following)

First Level: shield, hold portal, sleep

Black Panther: AC 4; HD 4; hp 14; MV 210' (70'); #AT 3; D 1d4/1d4/1d8; Save F2; Morale 8; AL N; XP 75

There is a small passageway in the rubble behind the altar that halflings or dwarves can crawl through. The PCs can open a passage large enough for all the PCs, if they clear the rubble for 1d6 turns. However, clearing the rocks makes a great deal of noise. Check for a random encounter every turn the PCs spend enlarging the passage.

100. INNER SANCTUM

This circular room is 30 feet in diameter. Its domed ceiling is 30 feet above the floor. Three 10-foot-wide alcoves are set into the north, west, and south walls. Three 20-foot-tall stone statues stand in front of the alcoves around a smaller statue in the center of the room. All the statues are carved dragon heads on long necks. Gems in the right eyes of the southern and northern statues glow with dim blue light. The gem in the right eye of the western statue glows with a pulsing, bright red light. The impression of a hand is carved in the neck of each large dragon, within reach of normal humans.

The neck of the smaller center statue is hollowed out to form a niche. Within this niche sits an iron throne.

A black stone is set in the smaller statue's left eye socket. The right eye socket is empty.

Every female character who enters this room with a charisma of 15 or more must make a

saving throw vs. spells. The first character who fails her saving throw rushes to the western statue and places her hand in the carving on the statue's neck. Other characters may try to stop her if they react quickly.

As her fingers touch the carving, she and the statue are bathed in red light and she falls unconscious. After a few seconds she revives, apparently unhurt. The gem then glows blue. That character's spirit is now imprisoned within the gem and her body is inhabited by the spirit of the witch Trilena.

Trilena pretends to be the character whose body she is using. Once Trilena is free, all the witches' power increases (see New Monsters).

Any male character or any female character with charisma of less than 15 who places a hand in the impression in the western statue hears a mocking female voice say: "Fool! Think ye that your feeble wits and strength can overcome my powers?" Then a small lightning bolt streaks down from the glowing eye, giving the character 2d4 points of damage.

Any PC who touches the hand carving in the northern statue instantly communicates telepathically with the imprisoned elf, Merisa. Any PC who touches the hand carving in the southern statue communicates telepathically with Sylva. In both cases, the PC hears faint cries for help and feels the pain and sadness of the trapped spirit.

If Solorena's hand is forced into the carving in the southern statue, she becomes trapped in the statue again and Sylva is set free. If Karelena's hand is forced into the carving in the northern statue, she becomes trapped and Merisa is freed. If the witches are imprisoned in the statues, the color of the eye gems changes from blue to red.

When the *Black Opal Eye* is purified by the obelisk in room 96, and inserted in the right eye socket of the small dragon, all three witches are destroyed, no matter where they are. The trapped spirits of Sylva and Merisa and any spirit trapped by Trilena (see above) are freed. In a flash of blue light, their bodies are restored to full health, even if they were killed while the witches were in them.

Anyone who steps into the northern alcove is teleported to the platform in room 101. Anyone who enters the southern alcove is teleported to the platform in room 104. The western alcove is a receiving point from the teleporters in rooms 103 and 106.

The iron throne looks exactly like the throne in room 54. Anyone who sits in the throne is instantly sent to the throne in room 54.

Elyas' Treasury (Continued)

Use Map 6 for areas 101-106.

101. NORTH TREASURY ENTRANCE

This is a 20-foot-square room. A semi-circular platform stands against the wall opposite a pair of steel double doors. The doors are closed.

The doors open easily to room 102. The platform is a receiving teleport from the northern alcove teleport in room 100. Standing on the platform here has no effect.

102. NORTH TREASURY

This room is a 40-foot-wide octagon. The entire room is bathed in bright golden light from the glowing ceiling, 50 feet overhead. Ornate carvings cover the ceiling. Both the east and west walls have a pair of steel doors in them. Both pairs of doors are closed. Set in the south wall is a glowing silver arch, 20 feet wide. Some words in an ancient script are carved above the arch. Large treasure chests are scattered across the highly polished floor. Some of them are open and full of coins!

Anyone who passes through the glowing archway turns into a platinum statue. See the explanation of room 87 for details about the archway and its effects.

The treasure chests contain 4,000 cp, 3,000 sp, 1,500 ep, 5,000 gp, 500 pp, 3 100-gp gems, and 10 50-gp gems, as well as a potion of *gaseous form*, and a scroll of *read languages* and *levitate*.

PCs have a 40% chance to read the ancient script as:

"Once the portal is crossed,
Make no mistake,
A part of my treasury you will make."

103. NORTH TREASURY EXIT

This room is 20 feet square. Ornate steel doors in the west wall face a semi-circular platform against the east wall.

Anyone who stands upon the platform is instantly teleported to the western alcove in room 100.

104. SOUTH TREASURY ENTRANCE

This is a 20-foot-square room. A semi-circular platform stands against the wall opposite a pair of steel double doors. The doors are closed.

The doors open easily to room 105. The platform is a receiving teleport from the southern alcove teleport in room 100. Standing on the platform here has no effect.

105. SOUTH TREASURY

This room is an octagon, 40 feet across. Both the east and west walls have a pair of steel doors in them. Both pairs of doors are closed. A glowing silver arch, 20 feet wide, is set in the south wall. Some words in an ancient script are carved above the arch. The entire room is lit by bright golden light from the ceiling, 50 feet overhead. The ceiling is covered with decorative carvings. A large gem in a setting hangs from the end of a chain suspended from the center of the ceiling.

The words are the same as in room 102. The gem is the *Black Opal Eye*. It is hanging in a setting at the end of a 10-foot-long chain, 40 feet above the floor (which is why it is not visible from area 87).

There are many ways the PCs can reach the opal. If they use any of the following three methods, they automatically succeed. You must decide if any other method they use works. First, a thief can safely climb the walls and go across the ceiling, using topes to anchor himself to the carvings. The carvings are solid enough to support a character's weight. Second, if the PCs throw any kind of grappling hook it will snag on one of the carvings in the ceiling. Then they can climb a rope from the grappling hook to the gem. Third, a magic-user can cast a *levitate* spell to rise to the opal. Once a PC reaches the opal, it is easily pried out of its setting.

Anyone who passes through the glowing archway turns into a platinum statue. See the explanation for room 87 for details about the archway and its effects.

106. SOUTH TREASURY EXIT

This room is 20 feet square. Against the east wall is a large semi-circular platform. A pair of steel doors is in the west wall. The doors are closed.

Anyone who steps upon the platform instantly teleports to the western alcove in room 100.

Aftermath

The adventure ends when the player characters have rescued Hasan, recovered the treasure, captured or driven off the Rahib, and banished the witch sisters. Although the characters are expected to turn over Rahasia's treasure, they may keep Elyas' hoard and anything else they find. If the adventure succeeds, Rahasia and Hasan will be wed amidst much celebration and the characters will be treated as honored guests. If many elves have been slain, the celebration will be much subdued and the feelings towards the player characters will be mixed. The characters can fulfill their word to Sindar by delivering Merisa's package to Rahasia.



APPENDIX

NEW MAGICAL ITEMS

RAHASIA'S PENDANT

Generations ago, the mage Elyas created a talisman of power over evil magic. He gave it to the elves, who passed it from generation to generation until it came to Rahasia's father.

The talisman is made of two parts, a golden pendant and a black jade ring. A black jade stone is set in the pendant, which is worth 1,300 gp alone. There is a flat golden space with an uneven circular indentation the size of a ring on the back of the pendant. Also, these verses are inscribed on the back of the pendant:

STONE OF POWER/STONE OF BRIGHT
GIVING men/their rays of light
FORCES DARK/WILL thou make small
WEAK'NING men/of night's dark call
PUTTING RING/into the back
VENGEANCE give/to those in black

The ring exactly matches the impression in the pendant. When the ring is pressed into the impression, there is a bright flash of light as the two become the talisman.

When the ring and pendant are joined, the writing on the back of the pendant changes to the single word "RAHASIA." When the holder of the talisman says "RAHASIA," an invisible 30-foot-radius circle of power is created. No evil magic works in this circle, including the Rahib's curse. Spells cast by evil beings in the circle automatically fail, but existing spell effects and permanent items used by evil beings still work outside the circle. The circle does not affect the bone golem or the water weird. The circle of power lasts 10 rounds. It moves with the talisman. The talisman will work only three times, after which the ring and pendant separate and become non-magical.

THE BLACK OPAL EYE

The *Black Opal Eye* is a stone of great magical power, usable only by those who know its secret. The three witches draw power from it and will increase in power if all of them are freed. They do not need to possess the opal, but only need to know where it is in order to use it. The witches will not be able to use 2nd and 3rd level spells if the stone is stolen and they do not know where it is.

Elyas planned to use the *Black Opal Eye*'s power to destroy the witches, but was killed before he could do so. To destroy the witches, the PCs must place the opal on the obelisk in room 96, then place the gem in the Dragon Throne in room 100. If they do this, the following happens:

1. The spirits of the three witches are permanently locked within the gem eyes of the larger dragons.
2. The spirits of the witches' victims return to their original bodies.
3. The three large dragon heads crumble away, and the eyes are banished forever to an unknown dimension.
4. All the adventurers transformed into platinum statues are restored to normal. The PCs may not have rescued all the prisoners (the elves Hasan, Merisa, Sylva, and Miryala; the magician Merdiz; and the fighter Baik Telor). The adventurers who were platinum statues rescue anyone the PCs don't.
5. The *Black Opal Eye* shatters into dust.
6. If the Rahib is still alive and free, he flees from the elven forest forever.

After delivering Sindar's package in the elven village the party returns to the Duke's road and continues north. An uneventful journey brings them to Selenica. As the western end of a trade route that crosses the Altan Tepe Mountains and the vast sandy Alasiyan Desert to the east, its crowded streets have vendors selling many wares that are rarely seen in the Grand Duchy. The streets are strange and confusing, and in trying to follow Sindar's directions the party becomes hopelessly lost.

Finally, they manage to discover Arnulf's dwelling, an expensive mansion in the Merchants' Quarter. A new problem arises. They are met at the door by Praxes, a snobbish servant of Arnulf. He looks at the dusty and travel-stained adventurers and is convinced they could not possibly have anything to give his master. Encourage the players to role-play their attempts to get Arnulf's whereabouts from the haughty servant. Among things that will work: a) a bribe of 100 gp or more; b) taking rooms somewhere, cleaning up, and presenting themselves in new and expensive clothing; or c) any device that impresses you as being suitably clever.

Trying to get the information elsewhere will reveal only that he "left town" secretly, as he often does and that he is probably off trading somewhere. Asking for information about Praxes will reveal that he is vain, greedy, and treats his underlings badly, but is also very efficient and loyal to Arnulf. Armed with this information, the party should succeed.

Praxes will reveal that Arnulf left on a trading expedition to the city of Ylarum with a slow-moving caravan the day before the party arrived. They might be able to catch him if their horses are fast enough. If the party doesn't have them, Praxes will sell them fast desert ponies for 300 gp each (he can be bargained down to 100 gp each).

If the party gives up and returns to the Grand Duchy, they will not find Sindar again. When they finally reach Specularum, they will meet him and be accused of robbery. They will be acquitted, but will have to pay court costs of about 10% of their wealth.

Once mounted for desert travel, the characters have no trouble catching Arnulf's caravan. Arnulf is delighted with Sindar's gift, a magical jeweled songbird, and invites the party to accompany him to the exotic capital of Ylarum. He offers to hire them as caravan guards at 100 gp each plus expenses, and give them a healthy bonus if the trading is good.

Whether they accept or not, a day or two later they will be caught in a sandstorm, and be lost in the desert until they stumble onto the Lost City.



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General Notes: In its original form, this adventure had a fully detailed five-tier pyramid, an outline of a second five tiers, and a map to the lost city. The concept was to encourage the DM to expand the latter sections into a full blown campaign. The upper pyramid levels were selected for inclusion in this collection.

Maps 151-153

Players' Background

Days ago, your group of adventurers joined a desert caravan. Halfway across the desert, a terrible sandstorm struck, separating your party from the rest of the caravan. When the storm died down, you found you were alone. The caravan was nowhere in sight. The desert was unrecognizable, as the dunes had been blown into new patterns. You were lost.

You headed east, the same way the caravan was headed before the storm. Days passed. Your mounts died and you soon drank the last of your water. The end of the desert was not in sight.

The second day after your water ran out, you stumbled upon a number of stone blocks sticking out of sand dune. Investigation showed that the sand covered the remains of a tall stone wall. On the other side of the stone wall was a ruined city.

The stone blocks of the city had toppled and cracked with the passing of time. Sand had covered most of the buildings. The stones that remained uncovered had been scoured smooth by the blowing sands.

In the center of the city towered a step-pyramid. It had five step-like tiers, each 20' high. The bottom-most tier was almost completely covered with sand. On top of the highest tier were three 30' tall statues.

The statue on the left was of a strong, bearded man holding a balance in one hand and a lightning bolt in the other. The middle statue was of a winged child with two snakes twined about its body. The child held a wand in one hand and a handful of coins in the other. The statue on the right was of a beautiful woman. In her hands she held a sheaf of wheat and a sword.

On the south side of the pyramid, a ramp with stairs led from the ground to the top of the highest tier. A quick search of the ruins revealed no source of food or water, so you decided to climb the pyramid. In the side of the ramp, level with the floor of the top tier, you found a secret door . . .

DM's Background

Centuries ago, Cynidicea was the capital of a rich and fertile kingdom. Its people reclaimed much land from the desert, especially during the reign of King Alexander—the last and greatest king of Cynidicea. Upon King Alexander's death, a huge pyramid was raised in his honor. This pyramid was the largest and most important building in the city.

The fall of Cynidicea began on the day that workers, digging under the great pyramid,

chanced upon the lair of a strange monster called Zargon. Zargon was roughly humanoid in shape, though larger than most humans. In place of arms and legs it had twelve tentacles. Its head was that of a giant lizard, with a large black horn in the middle of its forehead.

Zargon killed most of the workers, then began hunting prey at night through the streets of Cynidicea. The city guard was not able to kill the monster. At last, the city rulers began sending criminals from the jails into the pyramid for Zargon to feed on.

In time, a strange cult arose that worshipped the monster as a god. The cult viewed the monster's victims as religious sacrifices. The worship of the Immortal patrons of Cynidicea—Gorm, Usamigaras, and Madarua—was forsaken in favor of the worship of the monster Zargon. Finally, most of the citizens of Cynidicea worshipped it.

The worshippers of Zargon began to look for strange pleasures. They sought oblivion in rare wines and bizarre drugs. Workers no longer repaired the irrigation ditches. Rich land turned into desert. The army lost its discipline. People outside the city rebelled, or moved away as chaos spread outward from Cynidicea.

Later, barbarian warriors stormed over the walls and destroyed the city. The only people of Cynidicea who survived its destruction were those who had fled underground to the vast catacombs under the city. There, led by Priests of Zargon, the Cynidiceans tried to rebuild the city.

The surviving people based their new life around a huge underground lake fed by channels cut through solid rock. Built in the reign of King Alexander, the lake had been the original city's water supply. On its shores, the people grew mushrooms and other edible fungi. They built houses using stones from the ruins above. The new underground city was much smaller than the ancient capital, but it was safer because it was hidden beneath the desert sands. Above, drifting sands covered the original city, and Cynidicea was lost in the vastness of the desert.

The Cynidiceans

Generation after generation of Cynidiceans have lived out their lives underground. Though still human, their skin has become very pale and their hair is bone-white. The Cynidiceans have developed infravision and, like goblins, attack with a penalty of -1 to hit when fighting in full daylight.

Every Cynidicean wears a stylized mask, usually of an animal or human face. Some are

made of wood, some of paper maché, and some of metal. Most Cynidiceans wear fancy clothes, flashy jewelry, and carry short swords. Some paint their bodies with bright colors.

The Cynidiceans are a dying race. Each new generation is smaller than the last. Most Cynidiceans have forgotten that an outside world exists, living most of their lives in weird dreams. The times when they seem normal, tending their fields and animals, are becoming fewer and fewer as the dreams replace reality. Their unusual costumes and masks only strengthen their dream worlds. Typical Cynidicean encounters are given in the New Monster section.

Factions of Cynidicea

A few Cynidiceans are nearly normal. These Cynidiceans are trying to restore the worship of the old Immortals—Gorm, Usamigaras, and Madarua. They hope to stop the slow death of their society and regain the past glory of Cynidicea.

The Brotherhood of Gorm. Their Immortal, Gorm, rules war, storms, and justice. The followers of Gorm are male fighters of Lawful alignment. All wear golden masks of the face of Gorm, a long-haired, bearded man with a stern gaze. Each Brother also wears iron chain mail over a blue tunic. Under the armor, each has a small blue lightning bolt tattooed on his right shoulder. The Brothers believe in justice tempered by mercy. They worship Gorm on the fourth day of each week and consider lightning storms to be holy.

The Magi of Usamigaras. This faction worships Usamigaras, ruler of healing, messengers, and thieves. They are all Neutral magic-users, wearing silver masks of the face of Usamigaras, the smiling child. The Magi also carry silver daggers and wear rainbow-colored robes.

The right palm of each is marked with small silver lines in the shape of a five-pointed star. The Magi are usually friendly toward clerics, thieves, elves, and magic-users, but look down upon fighters, dwarves, and halflings. Usamigaras is worshipped on certain days when the heavenly stars and planets are in the right patterns. The Magi record the positions of the stars and planets so that they will know when their holy days are.

The Warrior Maidens of Madarua. The Maidens worship Madarua, ruler of birth, death, and the changing seasons. They are Neutral female fighters. The Warrior Maidens wear bronze masks of Madarua, a beautiful woman. They also wear bronze chain mail armor over green tunics. Each Maiden has a

small, sickle-shaped scar on the inside of her left wrist. Madarua has a special holy day at the beginning of each of the four seasons.

The three factions do not get along well. Each faction is sure that only its members know the proper way to restore the lost greatness of Cynidicea. Often, when members of different factions meet, they argue or fight. It is possible for the three factions to cooperate, but such cooperation is rare.

The bickering between the three factions, and their attempts to restore sanity to Cynidicean society, give the DM the chance to add *character interaction* to the adventure. While the factions can be played as simple monsters with treasure, the DM and players can have a lot of fun with the plots and feuding of the factions. If this is done, the DM should plan in advance what the faction members may say or do if the party tries to talk, attack, or wait to see what the NPCs do first. It is important for the DM to avoid forcing the action to a pre-set conclusion—the actions of the players must be able to make a difference.

If the player characters join one of the factions, it will be easier for them to get supplies and rest between adventures. All the factions may accept player characters as members.

The Brotherhood of Gorm will take male fighters, male dwarves, male halflings, and male elves as full members. The Magi of Usamigaras will take any magic-user, elf, cleric, or thief. The Warrior Maidens will take female fighters, female elves, female dwarves, and female halflings as full members. Also, any character may become a lesser member of a faction, if desired. Factions will not do as much for lesser members, and a lesser member can never become powerful within a faction. The DM should decide how much a faction will do for its members.

The Priests of Zargon are a fourth faction. They are found mainly in areas outside the basic adventure. The Priests of Zargon serve the evil monster Zargon and control the underground city.

TIERS 1 AND 2 (Dungeon Level 1)

The pyramid is made of large, smooth stone blocks. The rooms are made of bare stone slabs, except where noted otherwise. Passage ceilings are usually 10' high. Room ceilings are 15' high. Most doors will be stone slabs that push inward to open. Doors will tend to close unless held, jammed, or spiked open. Unless otherwise stated, the pyramid will be unlit.

Remember that the characters are out of food and water. They *must* have these supplies soon or they will die. In your descriptions, keep reminding the party that they are hungry, thirsty, and tired. This will help the players role play.

Wandering Monsters

Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 2 game turns. Roll 1d8 on the Wandering Monster Table: Level 1 table for the monster encountered, or choose one.

Giant Locust. Giant locusts are 3' long gray grasshoppers. They are immune to poison and yellow mold. If disturbed, giant locusts will panic and jump up to 60' in a random direction (50% chance to jump toward the party.) Anyone hit by a jumping locust takes 1-4 points of damage. Giant locusts may bite for 1-2 points of damage. They also shriek when frightened, having a 20% chance to attract wandering monsters. If cornered, a giant locust will spit a brown goo up to 10' (any target is AC 9 for this). A character hit by the goo must save vs. Poison or be too sick to do anything for 1 turn. Other characters coming within 5' of the victim must save vs. Poison or also become violently ill for a turn. The victim has this effect until the goo is washed off.

Cynidicean. Cynidiceans live underground in the Lost City. They are pale-skinned, white-haired humans with large eyes and infravision. Cynidiceans wear masks and brightly colored robes. They will be acting out strange dreams when encountered (see the DM's Background information). A dozen Cynidicean encounters, usable for all dungeon levels, are given under Cynidiceans in the monster section. The DM may use these encounters or make up his or her own.

Ferret, Giant. Giant ferrets look like 3' long weasels. They hunt giant rats underground. Ferrets are highly unpredictable and sometimes attack humans.

Gnome. These gnomes have traveled underground to the Lost City through the tunnels and canals that empty into the underground lake that lies near the underground city map.

Goblin. The goblins live in caves across the underground lake from the Cynidiceans. The goblins serve Zargon. If no Cynidiceans volunteer to go to Zargon, the goblins kidnap victims to feed the monster. Otherwise, the goblins do not usually harm Cynidiceans. After all, if the Cynidiceans died out, Zargon would start eating goblins!

KEY TO TIER 1

STATUE ROOM

The slab of stone that hid the secret entrance to the pyramid is now held open by the dead body of a hobgoblin. The body has a large crossbow bolt sunk deep in its chest. The hobgoblin has been dead several weeks.

There is nothing of interest around the body, and all its equipment has been taken. Beyond the stone slab is a 10' wide passage, leading to the pyramid. The passage floor is covered with dust. Several pairs of footprints can be seen leading inward. In a niche in the wall opposite the secret door, the party will see a large crossbow (1a) pointed at them. The crossbow is not loaded. The crossbow trap was triggered by a hidden pressure plate in the floor just inside the secret door. The hobgoblin stepped on the plate, springing the trap. The secret door to the pyramid will swing shut behind the party unless they jam it open. It can be forced open normally.

The highest tier of the pyramid is a single 40' square room. The room smells old and musty. The dust on the floor has been disturbed, though no special details can be made out. Three huge bronze cylinders reach from the floor to the ceiling in the middle of the room. In the center of each cylinder, facing you at floor level, is a bronze door. Each door has a bronze handle that can be used to pull the door open.

M Note on Traps: Normally the characters won't find traps unless they are looking for them. Traps that work automatically can be avoided by taking special precautions. The DM rolls the dice whenever characters are looking for (or thieves are removing) traps. More information on traps can be found in the AD&D Basic rules.

Trap 1b. The door to the room, as usual, will swing shut unless held or jammed open. In each corner of the room are small holes that release gas into the room. The gas trap is triggered by opening the door. The gas is odorless, tasteless, and invisible. An elf or thief has a 50% chance to hear the hiss of escaping gas. The gas will take one round to build up in the closed room before doing any damage. During this round the characters will feel a little dizzy. Each round after the first, the gas does 1 point of damage. When they start tak-

ing damage, the party will realize it is getting hard to breathe. Rags or iron spikes jammed into the holes will stop the gas from filling the room. If both the room's door and the secret door are jammed open, the gas will escape without harming the party.

The bronze cylinders are actually the hollow bases of the statues of the Cynidcean Immortals on top of the pyramid. The cylinders will sound hollow if tapped. The doors into the cylinders are also trapped (1c, 1d, and 1e).

Trap 1c is in the west wall next to the base of the left statue (Gorm). Four darts will fire out of the wall when the door's handle is pulled. The darts can only hit someone standing directly in front of the door. Roll to hit as if each dart was fired by a 1 HD monster. Each dart that hits does 1-3 points of damage.

Trap 1d in the base of the center statue (Usamigaras) is harmless. If the party searches this area, they will find dried blood in front of the cylinder. The trap was triggered by an earlier party. (Normally, two spears would shoot out when the door is opened. Each attack would be rolled as if a 1 HD monster was throwing the spears at characters standing directly in front of the door. Each character hit would take 1-6 points of damage. The DM may have this trap reset if the party leaves and comes back.)

Trap 1e is a special hinged paving stone in front of the base of the right statue (Madarua). The stone will drop open when the door handle is pulled. Anyone standing in front of the door will fall to room 6 below and take 1-6 points of damage.

The bronze cylinders are hollow. A ladder going both up and down will be found inside each cylinder. Anyone climbing up a ladder will find that it goes up inside one of the statues on top of the pyramid. Each statue has a special speaking tube which allowed its priests to speak the Immortal's will. The character will also see a number of levers. These levers can be used to move parts of the statue (arms, head, eyes, and so on). A character climbing down any ladder will enter room 6.

KEY TO TIER 2

2. STORAGE ROOM

This room contains rotting bales of what might be cloth, and dusty crates. The room smells like it has been closed off for a long time.

The room is an old storage room that has long been abandoned. The food once in the crates, and the clothing once in the bales, is now rotten and worthless. Otherwise, the room is empty.

3. SECRET ROOM

Inside this room you see seven birdlike creatures with long beaks like tubes. A faint glitter catches your eye from the center of the room as the birdlike creatures fly toward you.

The attacking birdlike creatures are stinges (AC 7; HD 1*; hp 4 each; MV 60'; #AT 1 at +2; D 1-3; Save F1; ML 9; AL N). A flying stinge gains a bonus of +2 to hit due to its speed.

Once a stinge's attack hits, its beak attaches to the victim. The stinge sucks blood for an automatic 1-3 points of damage every round until either the victim or the stinge is dead.

The glitter comes from four gems lying in a pile of dust. The gems are worth 100 gp, 100 gp, 500 gp, and 1000 gp. The room also has a small hole high in the north wall. The stinges fly through the hole when they go out hunting at night.

4. PRIEST'S QUARTERS

The room is sparsely furnished with rotting furniture. This includes a bed, a desk, a chest, a writing table with wooden chair, and a wooden holy symbol shaped like a lightning bolt. All of the furniture is covered with a thick layer of dust. On the floor lies the body of a dead hobgoblin. The body looks several weeks dead. Its left arm is swollen and discolored.

This room was once the quarters of a high priest of the Brotherhood of Gorm. The hobgoblin was killed by a giant bee from room 7. His body has a full water bottle and a purse with 135 sp and 40 gp in it. Otherwise the room is empty.

5. FIREWORKS STOREROOM

This room seems drier than the rest of the pyramid. In the center of the room are a half dozen small crates. Seated on the crates are nearly a dozen 1' tall winged people. They are talking a strange musical language and laughing merrily.

These small winged people are sprites (AC 5; HD 1/2; hp 3 each; MV 20'; fly 60'; #AT 1 spell; D special; Save E1; ML 7; AL N). There are 10 of them. They will be friendly and chatter merrily if approached in a friendly manner. They are interested in everything, but nothing holds their attention long. They will not join the party, but the DM may use them to hint about what lies ahead. If attacked, five sprites acting together can cast one curse spell. The curse will take the form of a magical practical joke (like suddenly making a fighter's armor turn into a pile of rust, or gluing a character's boots to the floor). The sprites will cast one or two curses, then fly away through a 1' x 1' concealed door high in the northeast wall. If pursued, they will try to escape by flying over the green slime in room 8.

The crates contain fireworks packed in sawdust. There is only a 1 in 6 chance that a crate of fireworks is still usable after all this time. Any usable crate of fireworks is worth 100 gp resale value. The ancient priests of Cynidicea used the fireworks to help fake "miracles." If the players decide to keep the fireworks, a usable crate contains 1-6 charges of flash powder, 2-8 roman candles, 1-4 skyrockets, and 3-12 strings of small firecrackers. The DM should only allow these firecrackers to make a lot of smoke, bright lights, and noise. The firecrackers should not do any damage or cause blindness.

5a. POTTERY JARS

These three pottery jars are 4' tall. The first contains sand. The others, which used to store water, are now dry and empty. The contents of the jars were to be used if a fire broke out in the fireworks room.

6. SPECIAL STOREROOM

A 10' radius circle at the foot of each ladder is lit by a glowing, 2' long beetle. Each beetle has three glowing spots.

The three beetles are fire beetles (AC 4; HD 1+2; hp 6 each; MV 40'; #AT 1; D 2-8; Save F1; ML 7; AL N). Each beetle has three glands that glow and give off light for a 10' radius. The glands will continue to glow for 1-6 days after they are removed. The beetles are hungry and will attack if disturbed.

This room holds spare parts for the machinery inside the statues. There are also several large, covered, clay pots. These pots held oil to lubricate the machinery. The oil has almost evaporated over the centuries, even though the pots were sealed. The party can

recover 5 flasks of oil that will burn poorly and make thick clouds of smoke if lit. It will take 2 turns to recover all the oil. There is also a small foundry here for fixing broken statue parts. It has a forge, an anvil, tongs, hammers, and so on.

7. TREASURE ROOM

In the center of the room you see a 10' tall cage. In the bottom of the cage is a pile of coins and gems. Hanging from the top of the cage is a giant beehive. Several large, 1' long bees are buzzing around the room. The mesh of the cage is wide enough for them to fly through. There is also a 1' square hole high in the south wall.

The locked cage holds the treasure of the Brotherhood of Gorm (rooms 11 and 12). The treasure is guarded by 5 giant bees (AC 7; HD 1 1/2*; hp 2 each; MV 50'; #AT 1; D 1-3 + special; Save F1; ML 9; AL N) flying around the room. The giant bees have learned that persons wearing a mask of Gorm are friendly. They will not attack anyone wearing the mask of Gorm unless attacked first.

The giant bees will automatically attack any other persons who go into the room. If the bee attack is successful, the stung victim must save vs. Poison or die. The bee will die after stinging. Even characters who save must take 1 round to remove the stinger. Otherwise the stinger will continue to work its way into the victim doing 1 point of damage per round.

The treasure lying on the bottom of the cage is 2000 sp, 500 gp, 2 gems each worth 100 gp and one piece of jewelry worth 700 gp.

The bees inside the hive will not attack the party unless the hive itself is attacked. Inside the hive are 4 more bees with 1 hit die each (4hp), and a 2 hit die queen bee (9 hp). The queen, unlike all other giant bees, can sting repeatedly without dying. A special kind of honey is found inside the beehive. If eaten, the honey acts as one half-strength potion of healing, curing 1-4 points of damage. All the honey in the hive is needed to cure one character of 1-4 points of damage.

8. ABANDONED ROOM

The entire floor of this room is covered with green, oozing slime. Otherwise the room appears to be empty.

The green oozing slime (AC n/a; HD 2*; hp 9; MV 1'; #AT 1; D special; Save F1; ML 12; AL N). Green slime can only be hurt by fire or

cold. It dissolves wood and metal in 6 rounds. If it touches flesh, it will turn the victim to green slime in 1-4 rounds after the first 6 rounds. Green slime can be burned off, but this does 1/2 damage to the slime and 1/2 damage to the character.

9. ABANDONED PRIEST'S QUARTERS

The room contains an old bed, writing table, chair, and a chest. From the looks of the furniture, the quarters have been long abandoned. From behind the bed comes scuffling sounds. Suddenly you see the head of a large, pale blue lizard with orange spots burst suddenly into view.

The lizard is a Gecko (AC 5; HD 3+1; hp 15; MV 40'; #AT 1; D 1-8; Save F2; AL N). It is munching on the body of an unfortunate Cynidicean. If the party enters the room without looking up, they will be surprised by a second Gecko that drops down from the ceiling (hp 12). The mask worn by the Cynidicean is of some birdlike creature. It is inlaid with gold and worth 80 gp.

10. ABANDONED PRIEST'S QUARTERS

This room might once have been the quarters of a cleric, but it looks like it has been abandoned for a long time. It contains musty, dust-covered furniture; a sleeping pallet, a writing desk with a wooden stool, a chest, and a wooden holy symbol that looks like a balance.

The room holds nothing valuable.

11. BROTHERHOOD OF GORM

The room contains three double bunk beds. Five men are seated on the lower bunks talking. Each man wears iron chain mail over a blue tunic. All wear steel helmets, and each man's face is covered by a golden mask. All their masks are the same. They show a long-haired, bearded man with a stern gaze.

The five men belong to the Brotherhood of Gorm (AC 5; F1; hp 5 each; MV 20'; #AT 1; D 1-8; Save F1; ML 8; AL L). The Brotherhood of Gorm controls rooms 11, 12, and 24.

If the party does not attack, the men may ask them to join the Brotherhood. The DM may decide this or roll 2d6. A roll of 9-12 means the party will be asked to join. A roll of 6-8 means the party members may join, but

will not be asked. A roll of 2-5 means the Brothers will assume the characters are thieves or spies and attack or drive them away. Only male fighters, dwarves, halflings, and elves of Lawful alignment may become full members, but any character may become a lesser member. Characters who want to join the Brotherhood will be taken to room 12.

If fighting starts, the Brothers of Gorm in room 12 will hear the fighting and rush to help their fellow Brothers.

This room contains the Brothers' equipment, including food and water. The only treasure is the Brothers' masks, which are worth 100 gp each.

11a. STATUE OF GORM

At the end of the corridor you see a glittering statue. The statue appears to be a smaller version of the bearded man wielding a lightning bolt you saw on top of the pyramid.

The statue may appear at first to be made of gold. Actually it is a wooden statue painted with golden paint. It is man-sized and firmly set into a heavy stone base. This statue of Gorm has no gp value.

12. GRAND MASTER OF THE BROTHERHOOD OF GORM

The room has three double bunk beds along the walls. Six men stand around the room talking. All wear chain mail armor over blue tunics. Each man also wears a steel helmet and a golden mask. The masks look like a long-haired, bearded man with a stern gaze.

Five of the men are Brothers of Gorm (AC 5; F1; hp 5 each; MV 20'; #AT 1; D 1-8; Save F1; ML 8; AL L). The tallest, oldest man is Kanadius, the Grand Master of the Brotherhood of Gorm (AC 4; F3; hp 25; #AT 1 at +1; D 1-8+1; Save F3; AL L; S 14, I 12, W 9, D 12, C 10, Ch 12). He wears a fancier helmet. He also gives all Brothers a morale of 9 when they are with him.

Kanadius is stern-looking but basically kindly. He prefers to out-maneuver opponents, but is brave if fighting is necessary. He is somewhat absent-minded with unimportant details, but not with major ones. He leads his men rather than orders them. Under his leadership, morale is high.

If the party attacks: the Brothers in room 11 will rush to the aid of their fellow Brothers.

There is a secret trapdoor behind one of the beds in the southeast corner of the room. If the party attacks and is winning, Kanadius may try to escape through this door. It leads down into the secret chamber next to room 24 on Tier 3. Unless their morale fails, the Brothers will fight to help Kanadius escape.

If Kanadius is attacked and escapes, the DM may create a special encounter for later in the adventure. The encounter would be with Kanadius and a dozen Brothers of Gorm who try to revenge their fellows. The special encounter would replace a wandering monster encounter, or it could happen at some place the DM chooses.

This area contains the equipment of the Brothers, including food and water. The Brothers' masks are worth 100 gp and Kanadius' fancy helmet is a *helm of telepathy*, usable three times each day.

If the party does not attack: the Brothers in this room may ask them to join (see room 11). This happens if the DM rolls a 9-12 on 2d6. If this is the first time the party has met the Brothers, the Brothers may become suspicious and attack (a 2d6 roll of 2-5). They stay neutral on a roll of 6-8.

Before any characters actually join, Kanadius will secretly test their sincerity with the *helm of telepathy*. As DM, ask the player whether his or her character is sincere. Make it clear that you, as DM, may forbid the character to take certain actions later that go against what the player decides now. Then ask for the player's decision.

Only male fighters, dwarves, halflings, and elves of Lawful alignment may become full members of the Brotherhood of Gorm. They will be taken to room 24 on Tier 3 for a simple initiation ceremony run by Kanadius. Other characters, if accepted as lesser members, will be given a necklace with a small golden mask of Gorm attached (worth 20 gp).

Regular members will be given tunics, masks, and any normal armor or weapons they might need. The Brotherhood has another stronghold deep in the underground city. Extra masks and necklaces are stored there. It will take about half a day for a messenger to go to the stronghold and return with extra masks and necklaces. While the party waits, the Brothers of Gorm will aid the party against wandering monsters. The DM may also treat the Brotherhood's rooms as "safe" (free from wandering monsters). The party can rest, rememorize spells, and so on if they stay long enough.

TIERS 3 AND 4

(Dungeon Level 2)

The second level of the dungeon consists of Tier 3 and Tier 4 of the pyramid. Tier 3 includes rooms 13-24. The third tier contains the headquarters for the Brotherhood of Gorm, the Magi of Usamigaras, and the Warrior Maidens of Madarua. These can become "safe" areas for characters who join these groups. Tier 4 includes rooms 25-40. It holds the burial chambers of King Alexander, Queen Zenobia and many important court officials from their time.

The Revolving Passage. The central area is the most unusual feature of the third tier. It houses a passage on a turntable. A machine-like system of weights and counter-weights makes the passage turn.

On the wall inside each of the revolving passage is a row of eight buttons. They match the buttons in the halls. When one of the inside buttons is pressed, that end of the passage will swing clockwise to line up with the proper hall.

A door to the central area will open only if the revolving passage is lined up with it. Next to each door to the revolving passageway is a button with a symbol on it. When the button is pressed, the passage swings clockwise to line up with the door, making faint grinding noises. If the passage is already lined up with the door, nothing happens.

Wandering Monsters

Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 2 game turns. Roll 1d8 on the Wandering Monster Table: Level 2 table for the monster encountered, or choose one.

Bat, Giant. Giant bats "see" by echo-location (like radar). One of the giant bats encountered is a giant vampire bat. Any character bitten by this bat must save vs. Paralysis or fall unconscious for 1-10 rounds. Any character killed by the bite of a giant vampire bat must save vs. Spells or become an undead creature 24 hours after death. The DM chooses which undead creature the victim will become.

Brotherhood of Gorm. This encounter will be with a party of the Brothers of Gorm traveling to their shrine in room 24. For more details about the Brothers see rooms 11 and 12.

Cynidicean. See the encounters given under "Cynidicean" in the New Monsters section or make up new ones.

Hobgoblin. These are on a mission for the Priests of Zargon (capturing prisoners, raiding another faction, or so on).

Magi of Usamigaras. This is a party of Magi traveling to their shrine in room 14. For more details about the Magi, see room 14.

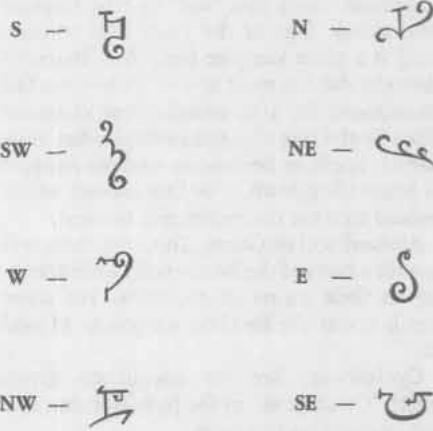
Rock Baboon. Rock baboons are larger, more intelligent versions of normal baboons. They will eat anything, but prefer meat. Rock baboons do not make tools but use bones or branches as clubs. They are ferocious and have vicious tempers. These are hunting for food.

Snake, Spitting Cobra. A spitting cobra is a 3' long, grayish-white snake that can squirt a stream of venom a distance of 6'. It aims for its victim's eyes. If the venom hits, the victim must save vs. Poison or be blinded. While the snake will usually spit its venom, it may bite instead. If a victim is bitten, he or she must save vs. Poison or die. (Note on Blindness. In the D&D Basic rules, a blinded character can attack at -4. The DM may create special ways to cure blindness. For example, the DM might allow washing the victim's eyes with holy water, then casting a *cure light wounds* spell on the victim. The cure spell would not restore any lost hit points if it was used to heal blindness. Instead of being immediately cured, sight might return in 1-6 turns.)

Warrior Maidens of Madarua. This party of Warrior Maidens is traveling to their shrine in room 23.

DM NOTE: The outcome of an encounter with one of the three factions often depends on previous encounters. For example, characters who have joined the Brotherhood of Gorm, and are wearing its masks or necklaces, will likely find a group of Warrior Maidens unfriendly, if not openly hostile.

REVOIVING PASSAGEWAY SYMBOLS



KEY TO TIER 3

13. ABANDONED CEREMONIAL CHAMBER

This room is a ruined chapel of some kind. Tattered tapestries hang from the walls. A dusty altar along the north wall is covered with a rotted altar cloth. The candlesticks, offering bowl, and holy symbol on the altar are carved out of wood. The holy symbol looks like an eye. Next to the altar you see a 6' long lizard with wide flaps of skin between its legs.

The giant lizard is a Draco (AC 5; HD 4+2; hp 20; MV 40'; fly 70'; #AT 1; D 1-10; Save F3; ML 7; AL N). Behind the altar is the remains of a human thief. The body has a full canteen and a sack containing 400 gp and 2 gems, each worth 100 gp. The candlesticks, bowl and holy symbol are made from rare teakwood. They are worth 50 gp, 25 gp, and 25 gp respectively.

14. THE MAGI OF USAMIGARAS

This corridor has been painted black with tiny white stars to resemble the night sky. The door on the north wall to chamber 14a is iron and has a star carved into it. If the party opens the door, a bell will begin to ring.

14a. THE CHAMBER OF THE MAGI

Along the north and west walls of this room hangs a large tapestry showing the major constellations. You have interrupted a religious service. Thirteen figures in rainbow-colored robes and silver masks stand in front of a stone, star-shaped altar. The masks match the face of the middle statue on the pyramid, the winged child. The center-most figure of the group wears a silver crown.

The worshippers are the Magi of Usamigaras (AC 9; M1; hp 3 each; MV 40'; #AT 1; D 1-4; Save M1; ML 8; AL N). Twelve of them are first level magic-users. The one wearing the silver crown is Auriga Sirkinos, Chief Mage of Usamigaras (AC 9; M3; hp 10; MV 40'; #AT 1; D 1-4; S9, I 18, W 10, D 12, C 10, Ch 15). Each Mage has silver lines forming a small star symbol on the palm of his or her right hand.

Stout Auriga Sirkinos appears to be jolly and fun-loving. His mirth actually hides a ruthless personality. He is a fanatic who will do anything to promote the cult of Usamigaras and his own power. He tries his best to

hide this under a pleasant manner. While he will welcome the party, he will also do his best to insure that he, personally, retains the most power in the cult. However, if it comes to a choice between the Magi of Usamigaras or the personal power of Auriga Sirkinos, he will choose personal power.

If the party attacks: the twelve first level magic-users each have a different spell. Each has one of the twelve first level spells listed in the D&D Basic rules: *charm person, detect magic, floating disc, hold portal, light, magic missile, protection from evil, read languages, read magic, shield, sleep, and ventriloquism*. Auriga Sirkinos has the spells *detect magic, hold portal, and phantasmal force*. Those with attack spells will cast them at the party. Those with defensive spells will cast them. All will attack the party hand-to-hand, though Auriga will run through the door and cast *hold portal* on it if things are going badly.

Hidden inside the stone altar is a secret compartment. It is protected by a poison needle trap (save vs. Poison or die). Anyone who tries to open the compartment without finding and removing the trap will trigger it. Inside the compartment is a *mace +1* and a wand of magic detection with 5 charges. The silver masks are worth 20 gp each and the crown is worth 200 gp. Each magic-user also has a silver dagger worth 30 gp.

If the party doesn't attack: they may learn that the Magi of Usamigaras is another cult trying to restore the lost glory of Cynidicea. All current members are Cynidiceans, but the Magi are willing to let outsiders join in. The DM can decide this or roll 2d6. On a roll of 9-12 the party members will be asked to join. On a roll of 6-8 the party members may join, but will not be asked to. On a roll of 2-5 the party will be attacked or driven off as enemies or spies from one of the other cults. Subtract 3 from the roll if the party shows any signs of belonging to one of the other groups (such as wearing a mask of Gorm). Add 2 to the roll if the party can convince the Magi that the party has defeated members of another cult.

Only magic-users, elves, thieves, and clerics may become full members. Other classes may only become lesser members. Full member will be initiated by placing their right hand on the center of the altar, palm down. They then recite the pledge: "I, (character's name), hereby pledge to serve and obey the great Usamigaras." When he or she says the name "Usamigaras," a five-pointed star will be magically burned into the character's palm. Full members will be given silver masks, daggers, and rainbow-colored robes.

Lesser members will not be initiated, but

will be given a silver ring carved with Usamigara's face. The robes, masks, daggers, and rings are kept in a stronghold in the underground city. It will take about half a day for them to be fetched. While the party waits, the Magi will aid them against wandering monsters, and will provide food and drink. The DM may make this a "safe" area.

15. QUARTERS FOR THE MAGI OF USAMIGARAS

This room contains six double bunkbeds. At the foot of each bunkbed are two wooden chests. The room looks clean and well kept.

The wooden chests are foot lockers. They contain spare robes and various personal belongings, but nothing of great value. The first level Magi in room 14 stay here when away from their faction's Lost City stronghold.

16. QUARTERS FOR THE CHIEF MAGE OF USAMIGARAS

This is a comfortable-looking bedroom that shows signs of recent occupation. Chained to the foot of the bed is a gray wolf. The wolf growls when the door is opened.

The wolf (AC 7; HD 2+2; hp 11; MV 60'; #AT 1; D 1-6; Save F1; ML 6; AL N) was captured as a cub and has been trained to act as a watch dog. It is guarding the personal funds of Auriga Sirkinos: 2500 sp and 200 gp kept in a locked metal chest under the bed.

17. ABANDONED STOREROOM

This room is filled with shelves. Most of these are empty, but some contain old crates. The shelves are covered with dust and a vile-looking yellow fungus that grows in large, thick clusters.

The yellow fungus is yellow mold (AC n/a; HD 2 per 10 square feet; hp 9 per 10 square feet; MV 0; #AT 1; D 1+6+spores; Save F2; ML n/a; AL N). The mold covers shelves along all four walls. Each 10' square of the room has 1 HD worth of mold covering it. Hence, there are six separate sections of mold, each with 9 hp. Yellow mold can only be killed by fire. If it is touched, there is a 50% chance the mold will shoot out a 10' x 10' x 10' cloud of spores. Anyone caught in the cloud takes 1-6 points of damage and must save vs. Death Ray

or choke to death within 6 rounds. There is nothing of value in the crates.

17a. WATER TRAP

When a human-sized character crosses the room, the DM rolls 1d6. On a roll of 1 or 2, the trap is sprung. Both doors slam shut and water pours into the 10' x 10' area from vents high up in the walls. Unless the trapped character forces open a door within three tries, or thinks of some way to breathe, he or she will drown.

Once the room fills with water, concealed drains in the floor open. The water drains out, and the trap automatically resets. If a character opens the door to room 18 while the water is pouring in, the water will rush into room 18. The water will overturn the basket and free the pit vipers inside it (see room 18), then disappear down concealed drains.

18. SECRET ROOM

This room looks empty except for a large wicker basket in the middle of the room.

Coiled atop the pile of treasure in the basket are two 5' long pit vipers (AC 6; HD 2*; hp 9 each; MV 30'; #AT 2; D 1-4 + poison; Save F1; ML 7; AL N). The bite of these snakes is poisonous. Pit vipers always attack first, due to their quickness. No initiative roll is needed. The wicker basket contains 3000 sp and 5 gems (10 gp, 50 gp, 100 gp, 100 gp, and 500 gp).

19. SHIFTING WALL

At the end of this short corridor is an 8' tall bronze statue of a winged child with two snakes twined around its body. It holds a wand in one hand and a handful of coins in the other. The statue looks firmly connected to the wall.

This statue of Usamigaras is hollow and hides a shifting wall. If the wand is pulled left, the wall shifts westward to the end of the hall. It will block the last 10' section of the hall. The wall will stay there for 3 turns, then move back to its original position.

If the wand is pulled right, the statue will breathe out a cloud of choking gas. The gas cloud covers the 30' length of the corridor. Anyone who stays in the area will take 1 point of damage per round from the gas.

The gas will disappear after 2 turns (120 rounds). There is only one gas charge in the

statue (the Magi recharge the statue when necessary).

19a. STOREROOM

The room is filled with crates and barrels. Four large brown beetles, each about 3' long, are breaking into them.

The beetles are oil beetles (AC 4; HD 2*; hp 9; MV 40'; #AT 1 + oil; D 1-6; Save F1; ML 8; AL N). Oil beetles can squirt an oily fluid at one victim up to 5' away. If the oil hits, it raises painful blisters, causing the victim to fight with a penalty of -2 on his or her "to hit" rolls until a *cure light wounds* spell is used or until 24 hours have passed. If the spell is used to cure the blisters, it will not also cure points of damage. Oil beetles also have a bite attack.

The crates are filled with dried food and the casks are filled with wine. This food was recently stored here by the Magi of Usamigaras and is edible. As long as the crates and casks have not been broken open by the beetles, the food and wine will be good, even if the crate or barrel has been sprayed with the beetles' oil.

20. ABANDONED CEREMONIAL CHAMBER

This room looks like a ruined chapel. It has been looted and deliberately wrecked. The stone altar has been smashed, and no ceremonial equipment can be seen. The word "Zargon" has been scrawled on one wall in large letters.

This ceremonial chamber of the old Immortals of Cynidicea was wrecked by the followers of Zargon centuries ago. Except for the wreckage, the room is empty.

20a. ENTRANCE TO TIER 4

A 20' long section of the floor in the southern part of the room has been hinged to swing down to the west when anyone steps on it. It swings slowly down to rest against a ramp in room 38. The hinged floor section is the entrance to Tier 4. Characters can walk down the floor section into room 38.

21. ARCH OF THE WARRIOR MAIDENS

You see two 10' tall statues of women fighters. The fighters wear masks with the face

of the female statue on top of the pyramid. The two statues stand with spears outstretched to form an arch. The only way down the corridor appears to be in single file under the crossed spears.

Just beyond the arch formed by the spears is a hidden pressure plate in the floor. Each time someone steps on the plate, a hidden chime rings in room 23. The chime warns the Warrior Maidens that someone is approaching the shrine and reveals how many are in the party.

21a. THE CHAMBER OF MADARUA

The door to this room is locked. If the party cannot unlock the door, it can be battered down in 1 turn. If the door is battered down, the Warrior Maidens in room 23 will come to investigate.

Near the northeast corner of this room is an altar covered with a green and white cloth. On the altar sits a 3' tall statue of a woman holding a sword and a sheaf of wheat. To each side of the statue burns a large white candle. In front of the altar itself, incense burns in three small braziers. White drapes hang on all the walls and the floor is covered by a green carpet. The room is dust-free and has been scrubbed clean. Except for the ceremonial equipment, the room appears empty.

The Warrior Maidens of Madarua keep their shrine clean, with candles and incense burning all year round. From tiny holes in the wall, hidden by the white cloth hanging, the Warrior Maidens in room 23 can hear any loud noises. The sound carries through room 22, which also has been fitted with listening holes. The Warrior Maidens will investigate any loud noises. If any party member has desecrated the shrine, the Warrior Maidens will attack.

22. TREASURE ROOM OF THE WARRIOR MAIDENS OF MADARUA

The room appears to be empty except for a large stone vault in the middle of the east wall. The vault has a keyhole. It looks like the stone slabs that make up the vault are too heavy to be moved.

The stone vault contains the treasure of the Warrior Maidens. It is trapped. Any character standing in front of the keyhole who tries to open the vault and fails will be hit by a large

stone block that falls from the ceiling. The stone block will not fall if the key is used or the lock is successfully picked. The stone block does 2-12 points of damage. The Warrior Maidens in room 23 will hear any loud noises in this room (see room 21a). The treasure of the Warrior Maidens of Madarua is 600 ep, 1000 gp, and 300 pp.

23. WARRIOR MAIDENS OF MADARUA

Ten women are seated around a table. They all wear bronze chain mail over green tunics. Each woman's face is covered by a bronze mask of the face of the woman whose statue is atop the pyramid.

The women are all Warrior Maidens of Madarua. Seven are 1st level fighters (AC 5; F1; hp 5 each; MV 20'; #AT 1; D 1-8; Save F1; ML 8; AL N). Two are 2nd level (AC 5 hp; hp 9; MV 20'; #AT 1; D 1-8; Save F2). The leader of the Warrior Maidens is Pandora, Madarua's Champion, the tallest and oldest of the women (AC 5; F3; hp 20; MV 20'; #AT 1 at +3; D 1-8+3; ALN; S 17, I12, W 11, D 12, C15, Ch 14). She wields a sword +1, has a +2 bonus in combat from Strength, and raises the morale of the Warrior Maidens to 9. She also carries the key to the treasure vault in room 22.

Pandora prides herself on being a simple fighter. She claims that swift action is the best solution to any problem. "When in doubt, attack" she often says. Actually she is more subtle than she leads people to believe. She always keeps track of the odds. While she often uses force to settle problems, she tries to make sure that the odds are with her. She raises the morale of any Warrior Maidens she is with to 9.

If the party doesn't attack: they may find that the Warrior Maidens of Madarua are another group trying to restore the lost glories of Cynidicea. All the current members are Cynidicean female fighters, but they are willing to take outsiders as members. The DM may decide or roll 2d6. On a roll of 9-12 party members will be asked to join. On a roll of 6-8 the party may join, but will not be asked. On a roll of 2-5, the party will be attacked or driven off as enemies and spies. Subtract 3 from the roll if any characters show signs of belonging to another group. Add 2 to the roll if the party proves that they have defeated another cult.

Female fighters, female dwarves, female halflings, and female elves can become full members of the Warrior Maidens of Madarua.

All other characters may only become lesser members.

Characters wanting to become full members will undergo a short initiation ceremony. The character draws her sword and pricks one of her fingers with it. She smears the blood from her finger on the sword blade. The sword is then placed on the alter of Madarua. The character swears to uphold the honor of Madarua, even with her own blood if necessary. Finally, a small sickle is branded on the inside of the initiate's left wrist. Full members will be given bronze masks and green robes.

Lesser members will not be initiated. They will be given a bronze bracelet showing Madarua's face. The bracelets, robes, and masks are kept in a stronghold in the underground city. It will take about half a day for them to be fetched. While the party waits, the Warrior Maidens will aid them against wandering monsters. Food and drink will be provided, and this may be a "safe" area.

24. DOOR TRAP

You see an iron door at the end of the corridor. The door has three lightning bolts engraved on it.

The door guards the ceremonial chamber of Gorm (room 24a.). When anyone comes within 10' of the door, it glows with a crackling blue light. The door is locked. Once the words "By the Immortal Gorm" are spoken, the door stops glowing and it is safe to enter. Anyone who touches the door without saying the proper words automatically takes 1-4 points of electrical damage while trying to pick the lock.

24a. THE CEREMONIAL CHAMBERS OF GORM

The walls, ceiling, and floor of this room have been painted sky blue. A golden marble altar, surrounded by golden candle-holders and braziers, rests along the middle of the east wall. On top of the altar is a small stone statue of a bearded man throwing a lightning bolt. Next to the statue rests a golden bowl.

These are the ceremonial chambers of Gorm. No non-members are allowed in this room. New members of the Brotherhood are initiated here. The initiation is simple. The character dresses in a white robe and ritually washes his hands in the bowl (which contains water). He draws his weapon and kneels

before Gorm's altar. He then swears, in Law, to uphold the ideals of the Brotherhood and to promote the worship of Gorm. Finally, the new member receives a tattoo of a blue lightning bolt on his right shoulder.

The secret door in the west wall conceals a ladder up to room 12 on Tier 2.

KEY TO TIER 4

Tier 4 holds the burial chambers of King Alexander, Queen Zenobia, and major nobles, clerics, and others who lived during their reign.

25. NOBLEMAN'S BURIAL ROOM

This room has scenes of warfare painted on the walls. It also has a large wooden sarcophagus standing upright along the south wall. Painted on the outside of the sarcophagus is the picture of a warrior in armor. Squatting on each side of the sarcophagus is a large ape with white fur.

These two creatures are white apes (AC 6; HD 4; hp 18 each; MV 40'; #AT 2; D 1-4/1-4; Save F2; ML 7; AL N). The white apes have made this room their lair. When the room door is opened, the apes will beat their chests and threaten the party. If their threats are ignored, they will attack.

White apes sometimes throw rocks for 1d6 points of damage each. These have gathered a plentiful supply of rocks to defend their lair.

Inside the sarcophagus is a mummified body wearing full plate armor and holding a sword. The sword is a magical sword +1.

25a. GHOSTLY HAUNTS

As you walk down the corridor, the shimmering, ghostlike figures of a man and a woman appear before you. They are dressed in costly clothing, and both wear golden crowns. The man raises his hand and gestures for you to stop.

"Go no further," he warns, "lest the curse of King Alexander overtake you!"

"I am Queen Zenobia," the woman says. "Turn back; only death awaits you!"

The shimmering figures of King Alexander and Queen Zenobia are haunts. Characters who see the haunts must save vs. Spells or try to run away in fear. The fear lasts for 1-4 turns. The haunts are otherwise harmless. Since they have no real physical existence, haunts cannot be hurt by physical attack or spells.

26. TOMB ANNEX

The floor of this long, narrow room has a red and white checkerboard pattern of 2' x 2' squares. Court scenes are painted on the north and south walls. In the east wall, there is a 2' high opening at floor level near the southeast corner.

Room 26 is the annex to the burial chambers of King Alexander and Queen Zenobia. This corridor was kept open when the pyramid was built in order to bring in the bodies of the king and queen. After the funerals, the corridor was sealed from the outside.

26a. TOMB TRAPS

Three pendulum blades are hidden in the ceiling. If a character walks into any of the three marked squares, roll 1d6. On a roll of 1 the trap is triggered. Victims caught in the trap, or characters who try to run through the swinging blades, will be unhurt if they roll their dexterity score or lower on 1d20. Those who fail each take 1d10 points of damage. The pendulum shafts are covered with a sticky green goo that looks like green slime. The goo is harmless. The blades will swing for one turn, then automatically reset.

Special 10' square ceiling blocks were designed to fall and block the passage after the burials. The 2' high opening in the east wall was formed when one block failed to fall all the way. A 2' high crawl-space remains between the floor and the bottom of the block. The block looks like it will fall no further. But the party cannot be sure. The DM should increase the tension by telling the party that they hear creaking noises coming from the stone block as they are crawling underneath it.

The next obstacle the party must overcome are two stone blocks that cracked into rubble when they fell. It will take the party a full turn to clear away enough rubble so they can go further.

The final obstacle is a narrow, twisting corridor, wide enough for but one person at a time. The corridor was formed when several stone blocks fell crookedly.

27. COUNCILOR'S BURIAL ROOM

The door to this room has a 2' wide hole gnawed in it near the floor.

Painted on the walls of this room are scenes of a throne room with a man giving advice

to kings and queens. In the center of the room lies a wooden coffin. Large holes have been gnawed in the sides of the coffin.

The holes in the coffin and the door have been gnawed by 3 giant shrews (AC 4; HD 1*; hp 4 each; MV 50'; #AT 2; D 1-6/1-6; Save F1; ML 10; AL N). The giant shrews have made the coffin their lair. The coffin is empty except for the giant shrews. The body and any treasure have been stolen.

The giant shrews have burrowed through a weak spot in the door and use the hole as an exit when they go hunting in the pyramid corridors.

Like bats, giant shrews depend on sound "echoes" to "see." As soon as the giant shrews sense anything nearby, they will attack. Because of their quickness, they always gain initiative on the first attack, and are +1 on initiative for the second attack. Their ferocity is so great that any character of third level or less attacked by them must save vs. Death Ray or run away in fear. A silence, 15' spell will blind them.

27a. TRAP DOOR

In the middle of the floor at this point is a large stone slab with a bronze ring bolted deeply into it.

The slab is a trap door. When the trap door is opened the party will see an iron ladder leading down to room 44 on Tier 5.

28. HIGH PRIEST'S BURIAL ROOM

The door to this room is scorched, as is the end of the corridor. The outline of a man-sized humanoid form is etched into the scorched wall section. The door to the room is slightly open, but not enough to see into the room.

The man-sized outline is that of a ghoul. The ghoul was blasted to ashes when it accidentally triggered the magical trap guarding the door. Now that the trap has been triggered, the door can be opened safely.

Along the walls are paintings of a priest performing ceremonies. On a raised dais in the middle of the room lies an open bronze sarcophagus. Here, three hideous, beast-like humanoids are tearing a mummified body apart with their sharp claws.

THE LOST CITY

The three creatures are ghouls (AC 6; HD 2*; hp 9 each; MV 30'; #AT 3; D 1-3 all; Save F2; ML 9; AL C). Any non-elf creature hit by a ghoul must make a save vs. Paralyzation or be paralyzed. Tossed inside the sarcophagus are a jeweled necklace worth 1500 gp and two jeweled bracelets each worth 600 gp. The ghouls have stripped them from the body and thrown them away.

29. EMBALMING ROOM

This room contains several large tables. Around the walls are a number of large jars and casks. There is a bin in the northwest corner of the room.

This room was used for embalming (preparing bodies for burial). Concealed in the room are 5 shadows (AC 7; HD 2*; hp 11 each; MV 30'; #AT 1; D 1-4 + drain strength; Save F2; ML 12; AL C). They will surprise the party on a roll of 1-5 on 1d6. These intelligent ghost-like creatures look like real shadows. If a shadow scores a hit, it will drain 1 point of Strength in addition to doing normal damage. This weakness will last 8 turns. Shadows cannot be affected by *sleep* or *charm* spells. They can only be hit by magical weapons. If the party has no magical weapons, it is suggested that the DM let them run away after the first shadow attack. The shadows will not leave this room.

If the party destroys the shadows they can search the room. The jars and casks are filled with various spices used in embalming. The spices have been stored in this room so long that they are now worthless. The bin is filled with rotten linen winding cloths. Underneath the rotten linen is a potion of *invisibility* and a chest filled with 3000 sp.

30. LADY-IN-WAITING BURIAL ROOM

A white ivory coffin lies in a niche in the east wall. Painted on the walls are scenes from court life, focusing on the life of ladies-in-waiting to Queen Zenobia.

The coffin is empty. Except for the coffin, the room is empty.

31. GUARD CAPTAIN'S BURIAL ROOM

A mummified human in plate armor and holding a halberd stands at attention

against the west side of the south wall. Grouped around the mummy are nine skeletons holding swords, also at attention.

The mummified body is one of the guard captains from the reign of King Alexander. It is not an undead monster and its armor and weapons are normal. The skeletons are undead monsters (AC 7; HD 1; hp 4 each; MV 20'; #AT 1; D 1-6; Save F1; ML 12; AL C). They will attack the party as soon as the characters enter and will fight until destroyed. There is no treasure here.

32. QUEEN ZENOBLIA'S BURIAL CHAMBER

The walls of this room are plain stone. An oblong box made from stone slabs lies in the center of the room. Written in several languages on the side of the box are the words: "May the curse of darkness destroy all who dare desecrate my resting place." The box is 3' high, 7' long, and 3' wide.

The stone box contains the wooden coffin of Queen Zenobia. If the coffin is opened, the party will find that Zenobia is now a wight (AC 5; HD 3*; hp 24; MV 30'; #AT 1; D energy drain; Save F3; ML 12; AL C). She will attack on sight (roll initiative normally). A wight can only be hit by silvered or magical weapons. Each hit by the wight drains one level of experience (including one hit die) from the victim. The queen's chamber once contained a treasure trove. However, the only treasure left is the jeweled crown she wears (5000 gp) and her sceptre (actually a *wand of paralyzation* with 8 charges). Since becoming a creature of darkness, she has forgotten how to use the wand.

33. FALSE TOMB

This room contains two large sarcophagi. Both gleam with golden highlights. One sarcophagus is marked "Alexander," the other is marked "Zenobia." Surrounding the sarcophagi are a number of large wooden chests. The room is littered with broken objects: two smashed thrones, a broken chariot, smashed pottery, broken weapons, and torn clothing. Piles of bones cover the floor. On the walls is a mosaic showing famous events from the reign of King Alexander and Queen Zenobia.

This is not the real tomb of King Alexander and Queen Zenobia. This is a fake tomb to fool grave robbers. The bodies inside the sarcophagi are actually those of royal slaves. The real burial chambers of the king and queen are rooms 32 and 34.

The sarcophagi are made of wood, painted to look like gold. The chests contain small items a king and queen might need in the afterlife. All the items have been ritually "killed" (broken, ripped, or smashed) just like the larger items littering the floor. The piles of bones are the remains of royal slaves and royal animals killed after the funeral.

Four chests apparently contain 5000 sp, 6000 gp, 3000 ep, and 2000 pp. In the sarcophagi are 50 gems and 12 pieces of jewelry. All coins and treasure are cheap counterfeits. The actual value of all the items in the room is only 450 gp. Dwarves or thieves will notice that the gems, jewels, and coins are fake on a roll of 1-5 (on 1d6, one roll only). If the party does not have a dwarf or a thief, they will only notice the deception on a roll of 1-3.

If the party taps on the walls (using a hammer, wooden pole, or some similar object) they will notice hollow sounds where the secret doors open into the hidden corridors. If the party cannot open the secret doors, they can try to break them down. This will take 6 turns plus 1d6 turns. The DM should hint by description that the party is making progress (though slowly) until they finally break in. The DM should describe all the noise the party is making as well. Wandering monsters are rolled for normally.

34. KING ALEXANDER'S BURIAL CHAMBER

The walls of this room are bare. In the center of the room is an oblong box made from stone slabs. Suddenly, rising out of the stone box is a translucent, ghost-like figure. The pale figure has glowing red eyes and a large, dark mouth.

The translucent, ghost-like figure is a wailing fey (AC 3; HD 5*; hp 26; MV 50'; #AT 1; D wail for 1-4; Save F5; ML 12; AL C). The wailing fey is a new monster. A wailing fey is a supernatural creature that warns certain families of an approaching death or mourns for certain individuals after their deaths. Wailing feys can only be hit by magical weapons or harmed by magical spells.

The wailing fey is guarding King Alexander's grave. It attacks by wailing. The DM should describe the wailing fey's piercing wail

and tell the party they can feel an icy death-like chill. Then the DM should toll initiative. If the party wins initiative and runs out of range, they take no damage. Otherwise, all individuals within 30' of the wailing wailing fey take an automatic 1-4 points of damage per round from the wailing attack. If the party can get outside the room, and close the door between themselves and the wailing fey, they will be safe (even if still within the 30' range of the wail). The wailing fey will attack as soon as the tomb door is opened.

King Alexander's tomb was looted long ago, except for the treasure inside the wooden coffin (which is inside the stone box). King Alexander wears a jeweled crown worth 5000 gp. He has plate armor +1 and a sword +2.

35. SLAVE'S BURIAL ROOM

This room is filled with skeletons. The bones lie in piles on the floor. They cover the floor so thickly that it is impossible to walk across the room without walking on bones.

The skeletons are the remains of household slaves belonging to the various individuals buried in the pyramid. Upon the deaths of their masters, the slaves were herded together and killed, then tossed into this room. The skeletons are not undead. They are merely bones.

36. CHAMBERLIN'S BURIAL ROOM

The walls of this room show painted scenes of a man signing documents and organizing tax collection. A wooden coffin that has been smashed open is lying on the floor. Six pale-skinned humans stand around the coffin. They all have wounds bad enough to kill a normal person.

The six humans are zombies (AC 8; HD 2; hp 9 each; MV 30'; #AT 1; D 1-8; Save F1; ML 12; AL C). Zombies are undead. They will attack the party on sight and fight until destroyed, always striking last. Zombies are immune to sleep and charm spells. The coffin has already been looted.

37. GIANT RAT LAIR

This room appears to be empty except for an odd-shaped mound in the southwest

corner of the room. Rustling and faint squeaking noises seem to come from the mound.

Ten 3' long, gray rats have made a nest in the corner of the room. These are giant rats (AC 7; HD 1 1/2; hp 2 each; MV 40'; #AT 1; D 1-3 + disease; Save NM; ML 8; AL N). Each giant rat has a 1 in 20 chance of having a disease. A character bitten by a diseased rat must save vs. Poison or be infected. The disease has a 1 in 4 chance of being fatal in 1d6 days, otherwise the character will be sick in bed (no adventuring) for one month.

The rats' nest conceals a small hole in the west wall. This hole is just big enough for a giant rat to crawl through. It leads to the corridor to the west. Inside the rat's nest are 300 gp and four 500 gp gems.

38. JESTER'S BURIAL ROOM

The floor from the tier above (20a) hinges down to meet a ramp in this room.

Painted on the walls of this room are court scenes showing King Alexander and Queen Zenobia being entertained by a dwarven jester. A small coffin rests in a niche in the east wall and in each corner of the room is a large brass jar.

If the lid of the coffin is touched, it will spring off. An oversized wooden model of the head of the dwarven jester, painted in bright colors, will jump up. The head is attached to a coiled spring like a jack-in-the-box. The coffin also contains the ashes of the jester. The brass jars look empty, but any item put completely into any of them will be instantly teleported into a large concealed hollow beneath the coffin. The jars were used by the jester as his master trick, in which he made items disappear to amuse the court. The party can get to the hollow by removing the coffin.

39. ROLLING BOULDER TRAP

Any character who reaches the west door to room 39a will trigger this trap. The wall in the north corridor opens and a 10' wide, round boulder rolls out of the hidden area. The boulder will roll down the long corridor at 40' per round. When it stops, it will block the corner near room 40.

This boulder trap is not meant to kill player characters, only scare them. Unless the party does something obviously stupid (like standing and arguing while the boulder is rolling

toward them), the DM should let the party escape after a close shave—into the room or around a corner. The DM should describe the rolling boulder as graphically as possible: crashing sounds echoing down the corridor, stone chips flying where the boulder smashes against the wall, the corridor floor shaking from the force of the boulder, etc. The encounter should be exciting, but not deadly.

If the boulder strikes a character, it will do 3-30 points of damage. The boulder will stop after it strikes one character or reaches the end of the hall.

39a. NOBLE LADY'S BURIAL ROOM

A sarcophagus rests on a dais in the center of the room. The dais is 10' square. From each corner of the dais rises a slender, 6' tall column. The tops of the columns meet the corners of an arched dome above the sarcophagus. On the dais at each end of the sarcophagus is a brass jar from which flames dance. Finally, the walls of this room are painted with scenes from the life of a noble lady.

The noble lady's mummified body rests in the sarcophagus. The jewelry once worn by the corpse has been stolen. The brass jars are bolted to the floor and their flames cannot be put out. However, behind one of the brass jars is a small bronze tube. It contains a piece of parchment. The parchment is a map of the southwest part of this tier marked with a large black "X." The "X" represents the location of the trap door at 27a. The DM can either make a map or guide the party to the trapdoor when they get close.

40. MASTER THIEF'S BURIAL ROOM

An elaborate jeweled coffin lies in the center of the room. Next to the coffin is a worm-like creature, 9' long and 3' high. It has many legs and its mouth is surrounded by eight tentacles. Each tentacle is 2' long.

The creature is a carrion crawler (AC 7; HD 3 + 1*; hp 13; MV 40'; #AT 8; D paralysis; Save F2; ML 9; AL N). A hit by a carrion crawler paralyzes the victim unless a save vs. Paralysis is made. The paralysis can be removed by a cure light wounds spell, but any spell so used will have no other effect. Without a spell, the paralysis will wear off in 2-8 turns. The jewels on the coffin are worth 3000 gp. A search of the body will discover a set of lockpicks.

A master thief from the reign of King Alexander and Queen Zenobia used his skills to steal a place near the King and Queen in the afterlife. He managed to exchange his own coffin for that of the nobleman who was supposed to be buried in this room.

TIER 5

(Dungeon Level Three)

The third dungeon level consists of Tier 5 (rooms 41-58). This tier, including the pyramid's main entrance, is buried under the sand. Hidden in the main entry chamber (room 50) is a secret door to a passage leading to the underground city.

Wandering Monsters

Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 2 turns. Roll 1d8 on the Wandering Monster Table: Level 3 table for the type of monster encountered, or choose one.

Tiger Beetle. Tiger beetles are 4' long and have striped carapaces that look like tiger skins. They are carnivorous and will attack if hungry.

Cynidicean. As usual, the DM may use the encounters given later, or make up a new one. This could also be an encounter with members of one of the factions.

Giant Ant. Giant ants are huge black ants about 6' long. When hungry, they will eat anything in their path. Further, once in combat, they will fight to the death with no morale checks. The DM can add a special tunnel to their lair, if desired.

Tuatara. A tuatara is an 8' long giant lizard that looks like a cross between an iguana and a toad. It has pebble-colored olive skin and white spikes along its back. It is carnivorous and attacks when hungry. A tuatara has a membrane over its eyes which, when lowered, gives the giant lizard 90' infravision.

Rust Monster. This monster escaped from the Magi of Usamigaras.

Thoul. A thoul is a magical combination of a ghoul, a hobgoblin, and a troll (for trolls, see D&D Expert rules). Thouls look like hobgoblins. The party will think these thouls are hobgoblins until they attack. In combat, a character hit by a thoul must save vs. Paralysis or be paralyzed. (This is like a ghoul's touch, even though thouls are not undead.) A thoul regenerates lost hit points while it is alive. After a thoul is hit, the DM adds 1 to its hit points at the beginning of each combat

round. The thouls serve the Priests of Zargon. They hunt for prisoners to take back to the Underground City.

KEY TO TIER 5

41. STORAGE ROOM

Shelves line the walls of this room. Stored on the shelves are items used in religious ceremonies (candles, incense, clerical robes, etc.). Three huge, fearsome human-like creatures wearing animal skins have smashed open a box of candles and are eating them.

The three human-like creatures are ogres (AC 5; HD 4+1; hp 19 each; MV 30'; #AT 1; D 1-8+2; Save F4; ML 10; AL C). Ogres are not too bright. They thought the candles looked good to eat so they started eating them. They have three huge leather sacks holding 500 gp, 500 gp, and 400 gp, a ring of fire resistance, and a magic-user/elf scroll (*continual light, levitate, read languages*).

42. CLERIC'S QUARTERS

This room contains three bunk beds. Lying on them are humans dressed in bright yellow robes. They wear masks of a boar, a tiger, and a wolf.

The masked humans are actually doppelgangers (AC 5; HD 4*; hp 18 each; MV 30'; #AT 1; D 1-12; Save F10; ML 10). The doppelgangers took the forms of three Cynidiceans, then killed the originals. They will try to join the party, choosing one victim each. When they have a chance to do it secretly, they will change shape to look like the victim, then try to kill the victim and take his or her place. They are immune to sleep and charm spells. The doppelgangers carry 9 gems worth a total of 1500 gp.

43. TREASURE ROOM

A slight breeze stirs in the room when the door is opened. A large, padlocked wooden chest sits near the north wall of the room. Behind the chest is a huge tapestry of a desert scene.

The tapestry is actually a new monster, the polymar (AC 9; HD 10; hp 45; MV 20'; #AT 3; D 1-6/1-6/1-6; Save F5; ML 10; AL C). A polymar is a semi-intelligent, many-celled creature that can reshape its body to look like

any creature of 10 HD or less, or any object up to 10' x 10' x 10' in size. The polymar will not have any special abilities, only the shape of the object or creature copied.

A close examination will show that the tapestry is not actually made from woven threads. There is a 1 in 6 chance that one of the player characters will notice something suspicious, even without a close examination (2 in 6 if an elf is present). For example, the tapestry will not move in the breeze created when the door is opened because the polymar is much heavier than a real tapestry. If the polymar is not detected, it will attack with surprise.

The treasure in the locked chest is 3000 gp, a potion of invisibility, chain mail +1, and a dagger +1.

44. SECRET ROOM

The ladder from the trap door at 27 leads down into this room. The room is empty.

45. BEDROOM

This room contains a bed, a table, a chair, a lantern, and a wooden holy symbol of two intertwined snakes. The furniture is made of wood. A hooded white robe is draped over the chair. Except for the furniture and the robe, the room appears to be empty.

This was once the bedroom of Demetrius, a 6th level cleric. Demetrius was an elder in the cult of Usamigaras. His twin brother, Darius, was a 6th level cleric in the cult of Zargon. Years ago, Demetrius vowed to destroy the cult of Zargon, especially his evil brother. But Demetrius was assassinated before he could even begin his quest.

Demetrius made a dying wish that his spirit live on until Darius was destroyed. The spirit of Demetrius now rests in the white robe. Any character touching the robe must make a save vs. Dragon Breath or be taken over by the spirit of Demetrius. Demetrius will only possess the character long enough to kill Darius (see room 58).

Though outwardly unchanged, the possessed character is now a 6th level Lawful cleric. The character will have Demetrius's Wisdom (16), Intelligence (10), and hit points (31). His saving throws will become: Death Ray or Poison = 9, Wands = 8, Turn to Stone = 12, Dragon Breath = 14, Spells = 10.

If Demetrius is reduced to 0 hp, the possessed character will die.

Demetrius has the following spells:

1st level: *cure light wounds, detect evil*
 2nd level: *bless, hold person*
 *3rd level: *striking*
 *4th level: *cure serious wounds*

(*If using the D&D Expert rules only.)

The DM should allow the player whose character has been possessed to play Demetrius. Take the player aside and tell him or her what is happening, with as much background as you think is needed. Encourage the player to role play Demetrius as much as possible. Be ready to remind the player, if necessary, that Demetrius' only goal is to kill his brother Darius, and consider disallowing player actions that are out of character.

Demetrius knows the way to room 58, including any secret doors on the way. He does not know about any of the traps on this level. As long as the party moves by the quickest route to Darius (room 58), Demetrius may help them defeat monsters.

Demetrius will depart once Darius is dead, and the white robe will disintegrate. The possessed character will be magically restored to his or her own full hit points when Demetrius leaves.

46. KITCHEN-DINING ROOM

This room appears to be an abandoned kitchen and dining room combination. The cupboards, table, and chairs are covered with a thin layer of dust. Near the table, two large snakes with brown and yellow scales are coiled around the body of a woman wearing a rabbit mask.

The two snakes are rock pythons (AC 6; HD 5*; hp 23 each; MV 30'; #AT 2; D 1-4/2-8; Save F3; ML 8; AL N). They will attack the party on sight. If a python's bite attack is successful, it will coil around the victim and constrict in the same round for 2-8 points of damage. Thereafter, the constriction attack automatically hits each round. Around the neck of the dead Cynidicean is a necklace worth 700 gp. Concealed in her robes is a full water bottle and a small pouch of food.

47. LIVING ROOM

The room looks like a living room. It contains wall hangings and ornate divans. There are several pieces of sculpture in the room, as well as an iron statue of a warrior on each side of the doorway just inside the

room. Everything is covered by a thin layer of dust.

The statues are actually living iron statues (AC 2; HD 4*; hp 18 each; MV 10'; D 1-9/1-8 + special; Save F4; ML 11; AL N). They will attack if the party enters the room and allows the door to swing shut. While the door is held or jammed open, the statues will not attack.

If a statue is hit by a non-magical metal weapon, the attackers must save vs. Spells. Failure means the weapon sticks to the body of the iron statue and cannot be pulled away until the statue is destroyed. Living iron statues are not affected by sleep spells.

48. HIDDEN GUARDROOM

Four humans wearing stylized rat masks and red robes trimmed with rat fur leap to their feet and look at you. In the northeast corner of the room are stairs going down.

The four men are actually wererats (AC 7; HD 3*; hp 13 each; MV 40'; #AT 1; D 1-4; Save F3; ML 8; ALC). These lycanthropes are disguised as Cynidiceans so they can safely rob the citizens when they get a chance. If threatened, the wererats will change into giant rat form and fight or run. Like other lycanthropes, wererats in animal form can only be hit by silvered or magical weapons. They have a small chest with 2000 sp and 4 gems worth a total of 700 gp.

The stairs end in a bricked-up wall, unless the DM wants to add the underground city.

49. CONSULTATION ROOM

The room is paneled with wood, and a dusty carpet covers the floor. A large, heavy desk sits in the center of the room. Several wooden chairs are grouped north of the desk. Behind the desk is a large plush chair, while behind the chair on the south wall is a mounted lion's head. Four large painted urns stand in the corners of the room. Finally, on both sides of the north doorway are stone pedestals with stone statues of winged beasts with claws, fangs, and horns.

The two statues are gargoyles (AC 5; HD 4*; hp 18 each; MV 30', fly 50'; #AT 4; D 1-3/1-3/1-6/1-4; Save F8; ML 11; AL C). If the party is expecting gargoyles when they see the statues, roll initiative normally. If not, the party will be surprised. The gargoyles will attack as soon as the party enters the room. They can only be hit with magical weapons and are not affected by sleep

or charm spells. The desk has three drawers and a locked cabinet. Inside the cabinet are 2000 sp, a mace +1, and a poison potion. Hidden in the cushion of the plush chair are 18 gems each worth 100 gp. The urns and lion head contain nothing of value.

49a. PIT TRAP

This floor section conceals a hidden 10' deep pit filled with spikes. The DM should roll for each character entering this area—the trap is triggered on a roll of 1 or 2 on 1d6. Characters falling into the pit will take 2-12 (2d6) points of damage. Remember that Demetrius does not know about this pit.

50. MAIN ENTRY CHAMBER

The high, arched ceiling of this room is supported by a double row of pillars. Each pillar is carved into a statue of a king or queen of Cynidicea. A series of mosaic pictures decorate the walls of the room. These start in the northeast corner and continue clockwise around the room. In the center of the north wall is a pair of huge stone doors. At the base of the double doors, the floor is partially covered with sand.

The mosaics show scenes from the history of Cynidicea. From the northwest corner, the mosaics show:

1. A tribe of squat, heavy-browed humanoids wielding crude stone weapons worship a lizard-headed god.
2. A large band of tall, black-haired people battle the humanoids and take over their hunting grounds.
3. A village rises over the scene of the battle. In the arid lands around the village are fields of grain and vast herds of cattle and sheep.
4. A great leader arises in time of need and gathers the villagers into an army that destroys an enemy army of snake-headed humanoids.
5. The victorious leader is crowned king, thus founding the line of the rulers of Cynidicea.
6. The stone city of Cynidicea is built on the site where the village stood.
7. Scenes of the splendor of the kingdom at its height.
8. The births of King Alexander and Queen Zenobia.
9. The great pyramid is built.
10. Slaves digging under the pyramid uncover the foundations of an ancient temple.

THE LOST CITY

11. The death of King Alexander and Queen Zenobia and their burial in the pyramid.
12. The worship of the old Immortals Gorm, Usamigaras, and Madarua is replaced by the worship of a large humanoid with many tentacles.
13. Life becomes a year-round carnival for the Cynidiceans. All Cynidiceans are now masked.
14. The Cynidiceans meet a barbaric, golden-haired people (the ancestors of the Heldann tribes).
15. The final picture is not a mosaic. It is a crudely painted sketch that shows the tribesmen looting Cynidicea.

There is room on the wall for more pictures, but the space is blank. The huge doors, which open outward, are blocked by sand and cannot be opened. There is no treasure here.

50a. SECRET ENTRANCE TO THE UNDERGROUND CITY

This secret trap door leads to a passageway to the underground city. The party can find this door only if the DM is continuing the adventure past the upper pyramid.

51. CHAPEL

This large room is obviously a place of worship. On each side of a broad center aisle are rows of high-backed wooden benches. Narrow aisles along the walls run past ornate mosaics to two small fountains set into the walls. Just past the fountains, a large dais fills the southern end of the room. On the dais near a stone altar lie three large statues that look like the ones on top of the pyramid. The statues have been toppled from their bases. A man and a woman stand near the toppled statues and talk softly to each other. They wear brightly colored clothing and small bronze fox masks. Both have red hair and there seems to be a resemblance between them.

This brother and sister are actually werefoxes (AC 9, 6 as fox; HD 3+2*; hp 16 each; MV 40', 60 as fox; #AT 1; D by weapon or 1-6; Save F3; ML 8; AL N). They are disguised as Cynidiceans to be better able to hunt for treasure and supplies. Werefoxes are a new type of lycanthrope (see Monsters). Each werefox can try to charm a person of the opposite sex in one round. This ability is like a charm person spell, but lasts only one day. A werefox can charm up to three times per day.

These werefoxes may bargain with the party or try to charm them. They will try to trick the party out of as much treasure and magic as possible. The two will not take risks they can avoid, or fight stronger opponents unless forced to. They rely on their wits to survive. If attacked, the two will turn into foxes to fight or escape. If hard pressed, they may turn back into human form and surrender. The werefoxes will lie, cheat, and bribe the party if necessary to survive. They are carrying three pieces of jewelry worth a total of 3000 gp, a sword +1, casts light on command (30' radius), a helm of alignment change, and a potion. So far, they have been afraid to test the potion and don't know what it is. It is a potion of levitation. If forced to fight as humans, the female will use the magical sword in combat.

This room was once the main chapel for Cynidicea. It is seldom used now. The fountains are fed by an underground lake. These will provide all the water the party needs to drink or to fill their water skins.

52. TRAP ROOM

The entire room is a large sunken pool filled with a bubbling liquid. In the center of the room is a box made of stone slabs. The lid of the box is about a foot above the surface of the liquid and is locked with a large iron padlock.

The bubbling liquid is acid. It will destroy any material except stone and will do 2-8 points of damage each round to creatures that fall into it. The acid is 6' deep. The stone box is on a special pedestal. The pedestal will sink at a rate of 1/2" per melee round if any weight is placed on the box. If the weight is removed the pedestal will rise at the same rate (though never higher than 1' above the surface of the acid). Inside the box are 20,000 sp and a clerical scroll (purify food and water, remove curse).

53. ABANDONED CLERICAL QUARTERS

This room seems oddly damp. A strange moist odor fills the air. The room contains a low bed, some wooden shelves, and a small chest. The contents of the room seem to shimmer, as if seen through clear water or a thick pane of glass.

Just inside the doorway is a gelatinous cube (AC 8; HD 4*; hp 18; MV 20'; #AT 1; D 2-8 + paralyzation; Save F2; ML 12; AL N). The party is viewing the room through the gelatinous cube. The monster will move toward and attack the party immediately. Victims hit by a

gelatinous cube must make a save vs. Paralysis or be paralyzed for 2-8 turns (unless the paralysis is removed by a cure light wounds spell). The cube may be harmed by fire or weapons, but not by cold or lightning. There is nothing of value in the room. Its rotted contents will crumble when touched.

54. STORAGE ROOM

This room is lined racks of wine bottles. Along the west wall are large casks and barrels. Several casks have been smashed open and their contents drained. Suddenly, from behind a stack of barrels, a huge bear-like creature with the head of a giant owl appears and staggers toward you.

The creature is an owl bear (AC 5; HD 5; hp 30; MV 40'; #AT 3; D 1-8 each; Save F3; ML 9; AL N). It is completely drunk and ravenously hungry. If not fed immediately it will attack. It attacks at -2 to hit, but its morale is 10. If both paws hit the same opponent in one round, the owl bear will "hug" for an additional 2-8 points of damage. The room contains 400 bottles of wine worth a total of 100 gp.

55. PARTY ROOM

Nine men and women in bright costumes and fancy masks are drinking, talking, and dancing in this room. It appears to be a masked ball. Most of the people are dancing as if they had invisible partners. You hear snatches of conversation, most of which makes no sense. The people seem to be talking to themselves.

These nine people are Cynidiceans (AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML special; AL C). As usual, the Cynidiceans are in their own dream world. They will assume that the characters are merely part of the dream. There is no treasure here.

56. CRASHING WALLS

A hidden pressure plate in the center of the hall triggers this trap. The walls just ahead of the party crash together and fly apart. The trap is automatically triggered the first time the party passes.

This trap has two purposes. First, it alerts Darius in room 58 that someone is coming. Second, it will be a dangerous hazard to a party leaving room 56a if everyone forgets it is here. (In this case it is triggered by a 1d6 roll of 1 or 2, and

does 3-18 points of damage to characters *behind* the triggering character). The pressure plate will be easily seen and avoided if the characters are looking for it on the way out.

56a. LOBBY

Ten Cynidiceans wearing dark robes and masks of fearsome, imaginary monsters sit in a circle in this room. They are staring straight ahead, but don't seem to be looking at anything in particular.

The Cynidiceans (AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML special; AL C) are in their own dream world. These particular Cynidiceans, however, are in nightmare worlds. They will react to party actions, and may even attack the party, but the Cynidiceans will never speak, even if they are wounded. They might scream at random from some unseen terror. This screaming, however, will not match reality (that is, they will not scream if touched or attacked).

57. GAMBLING ROOM

A dozen brightly robed men and women masked as various animals are playing games of chance. Card games are being played at one table, dice games at another. In the center of the room is a large wheel of fortune. Many silver and gold coins, gems, and pieces of jewelry are changing hands as people win and lose.

Because they are sharing a common dream, these Cynidiceans act more normally than those in rooms 54 and 55. They will continue gambling and talking about gambling unless physically attacked. They may even invite the party to join in. If attacked, they will fight back. They will assume that a gang of robbers has broken into the game room to steal their money. Further, if the party tries to take the money without winning it, the cleric and his hobgoblin guards from room 58 will enter through the secret door in the south wall and attack.

If the player characters want to join the games and gamble, the DM may use any simple system to work out the results. For example, the DM and the player might each roll 1d20. The highest roll wins and the player loses all ties. Wagers are set before the dice are rolled (a minimum of 50 gp and a maximum of 1000 gp are suggested). The characters cannot win any more money than is currently in this room. If the characters begin winning large sums, the cleric from room 58 is likely to attack since he considers all the money in this room to belong to him—as a priest of Zargon

he plans to take most of the money as "taxes."

A character possessed by Demetrius will go immediately to the proper wall section and start looking for the secret door. He will know his enemy is very close.

The gambling room contains 3000 sp, 5000 gp, 26 gems worth a total of 3100 gp, and six pieces of jewelry worth 6000 gp total.

58. CLERIC'S CHAMBER

This room contains the evil cleric Darius and his hobgoblin guards. They will be ready for the party to enter, but it is more likely they will come charging out of the room as the party tries to take the treasure in room 57. If the party has tried to steal the treasure, the Cynidiceans in room 57 will join Darius to fight the party. Otherwise, these will do nothing unless attacked. The forces of Darius include:

Darius: AC 5; hp 22; MV 20'; #AT 1 at +1, or spell; D 1-6+1; Save C6; ML 10; AL C; S 13, 19, W 16, D 9, C 13, Ch 14.

Darius has the following spells:

1st level: *cure light wounds, light***

2nd level: *bless***, *silence 15' radius*

*3rd level: *striking*

*4th level: *cause serious wounds*

*Only if using the D&D Expert rules.

**Reverse if using the D&D Expert rules.

6 hobgoblins: AC 6; HD 1+1; hp 5 each; MV 30'; #AT 1; D 1-8; Save F1; ML 8; AL C.

The DM may change the number of hobgoblins as desired.

12 Cynidiceans: AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML 8; AL C.

Suggested spell use for Darius:

Before melee: *bless* the hobgoblins (or *blight* the party)

Round 1: *silence* a party magic-user.

Round 2: *striking* on his own mace.

Round 3: other spells as appropriate.

Darius may use spells in different order as the fight develops, but he will always use his spells as intelligently as possible.

Except for Darius and the hobgoblins, there is nothing of interest in this room.

When the characters no longer wish to adventure in the Lost City, they can prepare for the trek over the trackless wastes in an effort to reach civilization. Take careful note of their preparations and award some extra experience if they consider the problem of desert survival carefully (such bonuses should not exceed 200 XP each, although a very good idea—like getting star charts from the Magi of Usamigaras—might be worth 100 XP).

Even with the best of preparations, they will not be able to find a map giving Cynidicea's position, so their odds of becoming lost remain high.

The party will be fortunate enough during their desert trek not to have any hostile encounters, nor to have to endure any of the common sandstorms. The days will be blazingly hot, the nights bitterly cold.

The third day out, the party will see a small dot in the distance, flying through the air and approaching quickly. It turns out to be Arnulf—and on a flying carpet! The trading in Specularum has been quite good. When he recognizes the party he is delighted. He is going to meet Sindar in Specularum and would be more than pleased to take them all with him. The magic carpet is special, a secret command makes it grow to hold the entire group.

Once in the air, Arnulf cannot resist showing off his new toy. He will put the carpet through every violent maneuver he can think of. The characters must each make a successful Constitution check or become airsick. When this bit of sport pales, Arnulf will settle down and head for Specularum in a fairly straight line—he is not above buzzing unfriendly humanoids if the opportunity presents itself, though. As the group nears Specularum, the party should be very glad to get down to the (safe!) ground once more.

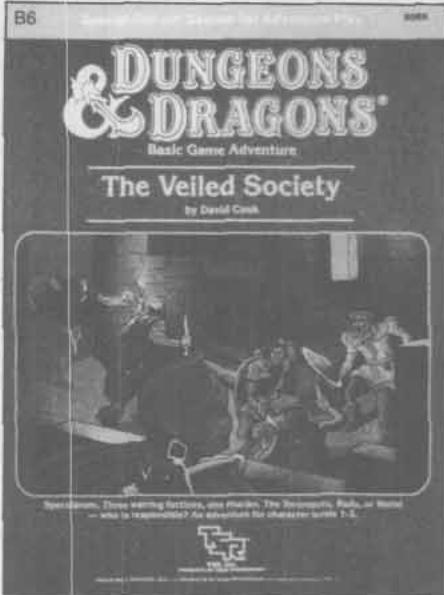
Should the party try to steal the carpet, they will discover that they cannot make it work properly (erratic maneuvers, tends to roll up in flight unless held open, and so on). Also, Arnulf has had a powerful wizard put a secret mark on it so it can be traced if it is ever stolen.

When the party nears Specularum, Arnulf will set the party down outside the city gates.

As the adventure in Specularum is the last regular adventure in the book, most of the characters should be around 3rd-4th level. If they are not, you might want to have the Immortal, Thendata, take them to the palace of the Silver Princess if they have not been there already. If so, go to Interlude E (p. 46).

If the party ever wishes to return to the Lost City, Arnulf will know the way.

THE VEILED SOCIETY



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The original module had cutout buildings and stand-up character pieces, as well as a very different map of Specularum. The text here is little changed from the text of the original.

Maps 154-157

PREPARING FOR THE ADVENTURE

The Veiled Society is an adventure that takes place in the city of Specularum. Player characters become involved in the power struggles of the city.

Before playing the first encounter, read this introduction and the encounter carefully. It is not necessary for you to read the entire module before you play. The adventure will last many nights; read only those parts you will play in one session.

Specularum

Specularum, the capital of the Grand Duchy of Karameikos, is the most important city in the area. Specularum and the Duchy are ruled by Duke Stefan Karameikos the Third. Specularum is the Duke's home, and the trading center of his dukedom. About 50,000 people live in or very near the city. They are farmers, craftsmen, sailors, and traders.

The city is accessed by a port. The port is protected on the seaward side by two long breakwaters. A large river east of the city allows ships to carry cargos inland to other towns of the dukedom.

The city keeps 5,000 soldiers ready for any emergency. The Duke also has an elite troop, the Elvenguard, who go on special missions and sometimes act as his bodyguard. The entire Elvenguard often patrols the forest lands to the north.

Just to the south of the city is the private estate of the Duke, managed by a loyal cousin. This land is mostly well-tended woods and gardens. It is surrounded by a low (15') wall. The Duke uses the estate as a summer palace and hunting preserve. Anyone found on the grounds is treated as a poacher.

Poor workers and petty thieves live just outside the city walls. They work outlying farms and the Estate of Marilenev, a holding that surrounds the city. The city itself has all standard services that the characters need; place the service businesses wherever you wish.

The city is a crowded, noisy, unsanitary place. It is like the medieval cities of Germany and Italy. Reading about these cities will provide information useful in describing Specularum.

The streets are very narrow, twisting, and dark. There is no sewage system, except for trenches in the centers of streets. Pigs, chickens, geese, and goats are not uncommon in the poorer sections of the city.

Most buildings stand one or two stories. They are made of dried clay brick or mud and wattle, constructed on a wooden frame. A few buildings are made of stone or fired brick. Most businesses are on the ground floor, the

owner living upstairs.

Water is drawn from public wells, or from the river when the tide is flowing out.

Crime and gangs are not uncommon. The gangs meet near the city walls and in the squalid sections late at night.

Running a City Adventure

Most of your adventures have occurred in dungeons. This adventure is much different — the action takes place in a city. Players will often surprise you with their decisions and actions. As they become involved in the events of this adventure, their characters will go places and do things that are not explained here.

Allow the characters to visit places not shown on the maps. Have the player write down the name of the place, its location, and any important facts about it. If the character returns to this place, have the player remind you about the important details. This makes your job easier and encourages the players to pay attention and remember details.

Characters will also deal with NPCs that are not detailed in the adventure. Do not panic! Have fun with your duties as DM — take the role of the NPC and play it like an actor. Give these people character and emotions. Give the players reason for remembering NPCs. Again, if the NPC is important, have the player note facts about him — where he can be found, what he is like, and what he knows.

THE FAMILIES OF SPECULARUM

Encounters

This adventure is divided into a series of separate encounters. All encounters, when linked together and played in order, make a complete adventure. The encounters are unlike many other D&D® adventures. In these encounters, it is likely that the players will not always act as a group. Some of the characters may side with one family, while others may be drawn to another. If this happens, characters may find themselves in conflict with each other. This is allowable; however, do not force the player characters into situations where they must kill each other. Allow them to escape the situation, but do not make it easy for them.

Some encounters take place on the streets of the city. Since the streets are narrow, muddy, and crowded, characters move at normal dungeon rates.

Random Encounters

There are no random encounters in this adventure. If the characters need to find a fairly common person (a street urchin, beggar, merchant, etc.), they will not have much trou-

ble. If they want to find a unusual type of person (a cleric, fighter, magic-user, noble, etc.), they must go to a place where that person can be found (a temple, for example) or spend time and money visiting inns, markets, and taverns asking questions. If the characters want to find or speak to a particularly powerful or important person, their chances are almost nonexistent unless they have important information or reason.

The city has several churches, most for Lawful clerics. There are a few Neutral churches, but not many people attend. There are even Chaotic Churches; these are very secret and do not advertise their existence in any way. If the characters need healing or similar help, they may obtain it if their cleric goes to his church. Of course, the player characters are required to make some type of offering (anything from flowers to magic items) and may be required to do some service for the church.

NOTE: NPC's listed as Normal Humans have a -1 chance to hit and a -1 on saving throws. They save as a 1st level Fighter.

Characters are healed 1 hit point per day of rest. Rest means no fighting, magic using, or more travel than within an inn (upstairs, downstairs, etc.).

Radu

At a still-sprightly 63 years, Anton Radu controls his family and organization with an iron, but hidden, hand. He is assisted by his brother Cartha, his own sons Zweis and Antonito, and their sons Theodosius, Emil and Pieter.

They are also the leaders of the secret Veiled Society, which uses terror and crime against all enemies. Only some members of the society know them as its leaders.

The Radu family has many contacts in the business and market areas of the city. Their strong control over the waterfront and wall districts of Specularum greatly influences the shipbuilding and import/export businesses. The Radu are attempting to gain control of the money-lending institutions and businesses of the city so they may dictate to the Duke.

Torenescu

Once a powerful faction controlling the everyday business of the city, the Torenescu Family has been weakened by the death of its leader, Christoph Torenescu. It is currently headed by his son Aleksandar, a youth of 26. Because of Aleksandar's young age and internal squabbling (especially between Aleksandar and his uncle, Boris), the Torenescu family has lost power and followers.

The family wants to return to its former glory.

The Torenescu still have a great deal of political influence and discreet control of "The Hill," the noble district of town. Others siding with Torenescu include Lady Magda, Yaros (one of the Duke's Privy Councillors), and "Lord" Dimitros (the self-styled prince of beggars).

Vorloj

Considered by the other factions to be an upstart, the Vorloj family has refused to fit the political mold. The faction is openly controlled by Baron Vorloj. Drawing on his resources as a successful merchant prince, Baron Vorloj maintains a fleet of merchant ships in defiance of the Radu family. He resists all their attempts to control his business (or the businesses of those who side with him). The Torenescu are no more pleased with the Vorloj, since the Baron refuses to side with them simply because the Torenescu represent nobility.

Vorloj prefers that he and those who side with him be left alone. He has been able to maintain privacy through his influence in the military circles around the Duke. He hopes to gain more power and wring important trade concessions from the Duke. To reach this goal, he tries to prevent open strife and silence any bad news that might reach the Duke. Preventing any problems keeps other families from gaining favor from the Duke.

Other members of the Vorloj faction include the Baron's daughter Marianna, Mikel (the Commander of the Guard Phorsis), and Admiral Hyraskos. He also has a son, Grygori. Unfortunately, the boy is simple-minded and foolish, much to his father's disgust.

THE FESTIVAL OF LUCOR

Anton Radu leaned forward, resting his bony arms on the table. He looked carefully at the others — Zweis, Antonito, and Cartha — trying to guess their hidden doubts. "It is true that Lady Magda will be in the festival?"

"Yes, father," Zweis quickly said. "She is to lead the Parade of Maidens from the castle."

"The members have been informed. All will be ready," Cartha softly rumbled.

"And our friends, Antonito, do they suspect?"

"My spies report nothing, Father. No one suspects." Antonito quickly dropped his gaze from his father's eyes.

"Very good. Then at the Festival of Lucor, we will proceed."

Entering Specularum

The player characters enter the city for the first time. This encounter will acquaint the players with the city and how things are done here. It

also encourages the players to join different sides of the power struggle. Allow the players to ask questions and learn about their surroundings as they play. Be ready to create answers to common questions: Is there an inn nearby? How much does it cost? What time of day is it?

The gate is open. A few soldiers with spears lounge near the entrance. They wear tabards of red and blue with a device of a ship on the front. Beyond the gate is a narrow muddy street. It is choked with people. Most dress in their best clothes and many wear brightly-colored outfits. Jugglers and fire-eaters are scattered throughout the crowd. The noise from whistles, drums, singing, and happy chatter make normal talk difficult.

"Halt! Do you wish to enter Specularum?" shouts a guard inside the gate. "The tax is 8 silver pieces, each of you. All but daggers must be bound with cloth. Unbound weapons are fined. Murder by unbound weapon is punished by confiscation of property, or death for the landless. Interference with the Duke's men gets you prison. Treasonous activity is especially nice — it gets you one day of slow torture and then we draw and quarter you. So enjoy yourselves."

The guard appears quite bored. He tries to watch the festival out of the corner of his eye as the characters talk to him. He recites his speech from memory, becoming interested only when he begins talking about the punishments doled out for crimes.

The guard collects the tax from the player characters (3 sp of the 8 goes into his pocket). He checks all weapons to see that they are secured. He lashes swords with thongs and wraps spears and the like with rags. It will take characters one round to remove the bindings from their weapons. After binding the weapons, the guard forgets about the characters and turns his attention back to the festival. The guard has lived here all of this life and can answer most questions asked about the city and what is going on.

Beyond the gate swirls a crowd of people. Mud churned up by stumbling dancers cakes on the crowd's boots. People jostle each other, straining for a look at acrobats, knife-throwers, dancing bears, and minstrels. The smells of sewage, grilled meats, breads, sweat, and wine mingle in a strange, but inoffensive odor.

Suddenly, the crowd sways to the sides of

THE VEILED SOCIETY

the street. The music fades and changes to bells and chanting. Statues carried by several men seem to float above the heads of the crowd. A sedan chair, borne on the shoulders of clerics, follows.

"The procession is coming!" shouts a young boy.

Advancing toward the gate is the Procession of Lucor. The procession is a religious celebration honoring a legendary local cleric named to the harbor, where the statue of Lucor is floated out to sea. Each year a woman of notable rank and importance leads the procession. This year Lady Magda, a member of the Torenescu faction, has this honor.

The festival is of great importance. This fact well suits the Radu — if the festival has problems, problems that look like they were caused by the Torenescu supporters, the Torenescu would be disgraced.

The procession stops. Something is happening at its front. Three men are arguing. A general hush falls over the crowd as everyone moves back from the procession. Two men, one small, plump, and pock-marked and the other tall and lean, are arguing with the lead bearer of the sedan chair.

Angrily, the small, plump man says to the lead bearer, "Bald-headed fool, do you Torenescu think you own the street? There's space for all of us, without your ape-like behavior!"

The lead bearer contemptuously waves a rod in the small man's face. "Out of the way of the Procession of Lucor, Radu rabble!"

The tall, lean man, spitting on the statue of Lucor says, "That old fool! You make me laugh!"

The lead bearer strikes the tall man, knocking him into the filth. The smaller man tenses, ready to lunge.

If the player characters act, they can prevent violence. If they favor the two men, the Radu seek their following. If they side with the bearer, they are sought by Torenescu supporters. Stories of the incident circulate the city. If the characters continue to watch without becoming involved, two men in green livery break up the argument and pacify both sides. These men are Vorloj servants.

After this scene, the characters can learn more about the families by asking any of the people there. Some will reply neutrally, while others fiercely support one faction or the other. Once the incident is over, the procession moves on.

Finding a Room

When the characters decide to get rooms (remind them by asking where they intend to sleep), they find all inns very crowded. Whenever they ask, only one room is available, a tiny thing that cannot hold more than 3 people. If they want it, they may have the room for 1 gold piece per person. Point out that other characters might be able to get a room for everyone, but it means that several characters must sleep at another inn. If the characters refuse to take any rooms, they must spend the night sleeping in the mud of the streets.

When the characters pay for their rooms, tell one of the characters that some of his money is missing. He has been pickpocketed. Not much should be missing, only enough to remind the characters to be careful.

During the evening, one of the following events will happen to each player character or group of characters. If possible, do not have the same event happen to all the characters. The first event should be used for fighter and strong-looking characters, the second for thieves or a character standing outside the inn.

First Event

Read the following to strong-looking characters as they relax inside an inn.

The citizens have finally slowed their celebration of the festival, although it has taken much time, food, and strong drink. From nearby in this smoky common room comes a loud, tipsy voice.

A scarred man points. "Hey you there! Want some work? Here, sit and drink. I need strong bodies. Theosius is my name. You look brave. Do you want to earn money?"

Theosius explains that he is looking for trustworthy people to perform occasional duties for him. None of the missions involve doing anything illegal, but there may be danger involved. He will press very hard to get the player characters to seal the bargain. If they do, as a sign of good faith, Theosius gives each player character who agrees 3 gp. He will get in contact with them when they are needed. (Theosius will attempt to contact the players in the "EMPLOYMENT" section.)

Theosius works for the Torenescu and so do any player characters working for him. If the player characters ask about him, they learn that Theosius is a respected wood sculptor and craftsman in the city. It is known that he does a great deal of work for the nobles of the city, and it is rumored he has a small hoard of money.

Second Event

Read the following to a thief or character standing just outside the inn.

Outside the inn, a man walks by. He lurches drunkenly along. He smiles and nods as he passes. Suddenly, three hooded men step out of the shadows and the drunken man turns around. None of the men carry weapons openly.

"So, new to town, he?" asks the drunken man, who now appears quite sober. "You look like you need some work. Now, we have some things that need to be done and you look fairly smart. I'm sure you would want to help us. You staying here?" he asks, pointing to the inn. "Be a real good idea if you didn't leave for a while. We'll see you tomorrow night. Here, catch," he says. He throws a small bag.

With that, the men slip into the shadows and run away. The bag holds 20 gold pieces.

The men are members of the Veiled Society of the Radu. If attacked, they immediately run. However, the Veiled Society will treat the player characters as enemies from then on. If the characters ask about these men. NPCs answer evasively. The people do not like talking about the hooded men. If they ask the innkeeper, he explains, that he has a quiet business and likes the idea of it staying quiet. He doesn't create trouble and no one creates trouble for him.

If the characters attempt to go to the authorities, it does not help them. City officials will shuttle the player characters to different officials — the magistrate sends them to the warden, the warden to the constabulary, the constabulary to the bailiff, the bailiff to the magistrate, etc. The PCs will not find help — not because of fear, but because of bureaucracy, protection, and bribes. None of the officials are evil.

After meeting the members of the Veiled Society, the player characters are watched discreetly by the innkeeper, merchants, and members of the Society. If a player wishes to determine if the party is being watched, have him roll 1 d6 and add all wisdom bonuses. If notices someone watching if the result is 5 higher. The player characters can attempt to lose anybody trailing them, but will not know if they succeed. They will not succeed.

UNDER THE FLOORS

Zweis nervously looked at the others around the table. Antonito casually studied his fingernails. Anton, hunched beside a candle,

flipped through papers. "Zweis looks a bit uncomfortable," thought Cartha. "Good."

"So, it didn't work as you planned," Anton said, fixing a sharp eye on Zweis. "A feeble plan and it didn't work. What do we do now?"

"Make a statement," Antonito said, grinning. "A knife in the night would teach the Vorlois peach-makers a lot. The members are impatient. They want to act, no more little work."

Anton looked at him calmly, "I then assume you would lead them? We must be cautious. There will be no more mistakes. Cartha, what do you say?"

"No, we cannot" said Anton finally. "It is too soon. There is no more to say. Goodnight, see yourselves out." Anton stood and held out a trembling arm to Zweis. The younger man took it and they both shuffled out of the room.

"Well, what do you feel in your heart?" asked Cartha. "The merchant Fortunato is where I would start, Antonito."

Antonito looked to the closed door. "I agree. When shall it be done?"

At the Inn

If the characters gather at one inn the next morning, read the following. If the group does not gather in one place, read the following to either group.

It is morning at the inn. A cat stalks something in the corner of the room. The innkeeper's daughter sweeps last night's dinner off the floor. From the back comes the clicking of dishes and the splash of water. A traveller snores loudly in the corner. Suddenly, the door swings open and an elderly lady frantically looks about.

"Please, some kind sir, come quick to help me!" she pleads, panic overcoming her. She looks about for anyone to answer her. "Oh save me! There are demons in my house, I know it! I hear them at night talking to each other. They want to catch me please!" she says, falling to her knees.

The innkeeper runs in, kneels beside the old woman, and tries to comfort her.

"Goodwife Thanato," he says, sounding concerned, "what are you doing? Sit down proper." He turns, saying, "Could anyone help this poor old woman? Could anyone look in her cellar to find the problem?"

If the party does not ignore the hysterical woman, she clings to them, telling her story. Something, she swears, is in her root cellar. She can hear it moving about — sometimes during the day, but mostly at night. Things are moved and food is missing. Just minutes ago was the worst. This time she heard voices and they were calling to her. She begs for the

party's help. Behind her, the innkeeper quietly holds up a gold piece and points to it.

If the party still refuses to help, the innkeeper leads one character aside. "I'll throw you into the street, heartless dogs, and spread your names as debtors to all the inns in the city, too, if you don't calm this old lady's nerves! Don't think my guild can't make you miserable."

The old woman leads the characters to a house a few feet away from the inn. She shows them the entrance to her root cellar. It is a trapdoor at the back of the kitchen, beside the brick and plaster oven. She refuses to go any further.

1. Under A Garden

A large earthen cavern is covered with a pool of ankle-deep mud. The room is criss-crossed with supporting beams and planks cover the roof. Large blobs of mud seep down between the cracks. Across the chamber, three thin and naked men shovel by the light of a feeble lantern. Three ugly, armored creatures watch them work.

If the characters enter the chamber, one of the workers drops his shovel and runs toward the characters. The hobgoblins shout foul curses at the characters and charge.

Hobgoblins (3): AC 6; HD 1+1; hp 7 each; MV 30'; #AT 1; D 1-8; Save F1; ML 8; AL C; carry 5 sp each

If the characters defeat the hobgoblins, the naked men rush forward and fall at the characters' feet and thank them profusely. The men were captured almost a year ago and have been digging tunnels under the city ever since. The naked men do not fight, but do not leave the characters until the party goes to the surface again.

2. Fortunato's Cellar

A light wooden panel covers a dimly lit cellar. The air is dry and smells of meats. Cured hams and sausages hang from the beams. In the center of the cellar, two hooded men busily dig up the floor. A large bundle lies nearby.

"Come on," says one man. "I think this is deep enough. Let's get it buried and go."

"No," says the second man. "I want to make it deeper. Nobody can ever find this but us."

If the men are not disturbed, they dig a little more and load the bundle into the hole. They fill the hole with dirt, move some items over the spot, and then leave the cellar. If the play-

ers reveal themselves, the two men attempt to flee. In the bundle is the body of a young woman, recently murdered. See "The Investigation," for information about the woman and the house above.

The men advise the characters to release them, if captured. Otherwise, they say, members of the Veiled Society will harm them. Lawful characters should not allow the men to be murdered. They must turn the murderers in or suffer an alignment change to Chaotic.

Two men (3rd level thieves): AC 7; MV 40'; T3; hp 8, 7; #AT 1; D 1-8; Save T3; ML 6, 10 during questioning; AL C

3. Kobold Exploration Party

This dug-out cave is dimly lit by torches. From the cave comes the sounds of several creatures. In the middle of the room is a group of kobolds struggling to place a wooden support beam. One turns toward you and begins to jibber. The beam slips a few inches and a small hail of dirt falls over the room and the kobolds.

The tunnel to the room collapses in billows of choking dust. One of the kobolds hisses in common. "Come help us, or we will all be trapped!"

If the characters assist, the kobolds let go of the beam when the characters approach. A successful initiative roll allows the characters to grab the beam. If they are unable to grab the beam, the ceiling collapses, doing 1 hp of damage to each PC. The characters can free themselves from the rubble in one round. The kobolds attack while the characters cannot fight back.

The cave-in behind the characters can be dug clear in one turn. Near the beam are several kobold-sized tools, a bag of spoiled food, and a small pouch containing 5 gp.

Kobolds (10): AC 7; MV 30'; HD 1/2; hp 2 each; #AT 1; D 1-4; Save NM; ML 6; AL C

4. Refuse Pit

This small side passage reeks of foul odor. The walls are slimy and oozing.

A sudden scraping noise is followed by a loud, wet plop. A wave of sulphurous fumes fills the passage.

The characters find themselves knee-deep in rotting, runny garbage from an inn. An old cistern above the room has collapsed. There is now a hole in the ceiling where it has collapsed.

5. The Goodwife's Cellar

At the bottom of the ladder is a dry dirt cellar. Bags are piled against the walls, and cobwebs fill the corners. A sack of dried apples is spilled across the floor.

A squeaking and scratching noise comes from the southeast corner.

If the party turns to look, they see a big rat run along the wall and scuttle out of sight. If the characters follow, they see a shadow move in the southwest corner of the root cellar. Careful investigation of the corner reveals a hidden entrance to a small passage. Characters taller than a halfling must stoop to use the passage.

A clattering noise and whispery sounds fill the room, but there is no apparent source.

If the characters listen carefully while moving about, they find it is loudest in the northwest corner. Careful examination reveals another small passage behind a sack of grain. Characters taller than a halfling must stoop to use passage, also.

6. The Unburied Dead

This chamber was apparently once the cellar of a house. It is now choked with rubble, burned beams, and dirt. Several paths can be carefully picked across the room.

A chuckling sound continually echoes throughout the room. A glowing light, taking the vague form of a person, floats about the room. It passes through beams. The sound seems to come from it. The form passes through a wall and disappears from sight.

If the characters search the rubble, they find pieces of bone, perhaps once a person. As soon as the bone is found, the glowing light and laughter comes again. Whether the characters strike at the light or not, it does not harm them. Hidden under a loose beam, in a charred box, are 3 pieces of half-melted jewelry worth 200 gp each.

A faint sliding sound follows a loud snapping.

The legs of three characters (determine randomly) are grasped. Roll for surprise. The gripped characters are thrown to the floor as three zombies burst up from the rubble-covered floor.

Zombies (3): AC 8; MV 30'; HD 2; hp 5 each; #AT 1; D 1-8; Save F1; ML 12; AL C

7. Turano's Cellar

Along the south wall of this cellar is a large pile of dirt. Near the open tunnel mouth is a small wheelbarrow. It is loaded with shovels and picks. Wooden beams are piled neatly in the center of the room. In the southeast corner is a ladder leading to a trapdoor in the ceiling.

There is a scraping of wood on wood. A ray of light shines into the room from a crack in the ceiling. Someone is opening the trapdoor.

A hooded man comes down the ladder. He is not expecting anyone, but notices characters in plain sight. If he notices the characters, he flees. If not, he takes a shovel and goes up the tunnel to room 2. He is a member of the Veiled Society. He knows the tunnels are being dug to enter the houses of their enemies. See "The Investigation," for information about the building above.

Fighter(1)(2nd level): AC 5; MV 40'; F2; hp 12; #AT 1; D 1-8; Save F2; ML 8; AL C; carries 20 gp

INVESTIGATION

If the characters discover the murdered woman and report it to the authorities, they are held for questioning. The characters have no difficulty proving their innocence if they agree to an examination by a clerical tribunal. If the characters do not agree, they are considered guilty and hanged in a week.

If the murder is not reported, a servant of the Vorlois discovers it the same day. He finds the tunnel leading to the widow's basement. The widow tells about having the characters investigate and their descriptions are circulated. If the characters do nothing special, they are arrested immediately. They can prove their innocence as explained above. If the characters hide, they are contacted by members of the Veiled Society. They offer food, shelter, and safety in return for service.

The murdered woman is Lucia Vorlois, a niece of Baron Vorlois. It is said she spurned the advances of Stephanos Torenescu, rudely insulting him for his pompous and conceited behavior. Examining the body shows the woman was strangled from behind, possibly by a rope or thick cord. She has no other injuries on her body. Under her fingernails are a few strands of red hair. Lucia Vorlois is blond. Stephanos has light brown hair. On her right

check and palm is dried blood.

After proving their innocence, the characters are ordered to accompany a tribune (a high level fighter) to the scene of the crime. With them are two important clerics of the city. They start by going to the Vorlois House.

Vorlois House

A well-to-do merchant, Fortunato Vorlois, and his daughter Lucia live here. Fortunato has been at sea for several weeks now. The house is empty. Inside there are signs of violence — a dagger and bloodstains on the floor, broken dishes and furniture, and torn clothing.

Several drops of a brownish liquid are scattered amongst the bloodstains. If the liquid is tasted, it proves to be a particularly strong type of wine. Several items of value (jewelry, money, etc.) are obviously missing. None of it is traceable.

If the characters carefully examine the bloodstains, they find a small section where the stain seems to have been rubbed away. Something may have been written there. It is hard to tell but the letters could be BAD . . . BAO . . . RAD . . . RAO . . . The message is obviously incomplete.

The dagger is crusted with dried blood. A few strands of red hair are dried in the blood. Near the cellar entrance is a signet ring of the Torenescu family. A short length of blood-stained hemp rope lies near the trapdoor. Careful examination by a character looking for clues reveals small bits of pitch stuck to the rungs of the ladder.

Turano's Guest House

This house is deserted, although someone was living here recently. It is a small building at the rear of a larger house owned by Turano, a butcher. He rented the house to a man named Skeylos, a black-haired, portly young man who was a travelling blacksmith. Skeylos left the house the day before.

The small house has no furnishing other than an old bed, a desk, and one chair. Muddy tracks on the floor lead to a trapdoor. On the desk is a near-empty bottle containing a thick brownish, sweet, strong wine. There is no label on the bottle, but near the top is the remains of a wax seal. This seal still clearly bears the imprint of the Trouscan Estates. Anyone in the city can identify the seal, even though the Trouscan Estate is not local. All wines from there are sold to a few waterfront inns. In the desk is a black leather hood. Strands of red hair can be found inside the hood.

The trap door leads to a cellar. Digging implements, beams, and piles of dirt cover the cellar floor. The tunnel entrance is collapsed but the

secret entrance is not. In one corner of the room is a mound of bloody bandages. Slipped down between the beams is a roll of parchment, a map of this area of the city. Several buildings have crosses marked on them. Marked are this house, Fortunato's house, the Rattlebone Inn, Zweis Radu's house, and Baron Vorlo's guest house. A careful search of these places shows that no tunnels exist other than those already found by the PCs.

The Actual Events

Lucia Fortunato was alone in her father's house. Late at night, two members of the Veiled Society, acting under Antonio's orders, entered the house through the cellar to kill Lucia. They made noise moving about the first floor, awakening Lucia. She came down to investigate and discovered the men. Seeing them, she attempted to escape and get help. The men caught her. She slashed one with a dagger she carried. While she was fighting him, the other got behind her and strangled her with the rope. The two men fled in panic, leaving her lifeless body on the floor. Antonio, on hearing their report, ordered them to return to the house and dispose of the body.

The two men were recruited from the wharf area of the city. One man was a ship builder and left faint traces of pitch on the ladder. The red hairs were from the man Lucia slashed.

RIOT

Cartha looked hard at Antonito, who sat smiling confidently. "I'll be all right," Cartha thought, "so long as that worthless rat of a nephew keeps his mouth shut. The little fool doesn't even realize the trouble he's in. I do not need to concern myself with Zweis for now."

Cartha watched as Anton leaned back in his chair. "My god," thought Cartha, "he's smiling. Does he approve of Antonito? What's he up to? Well, I best find out." Cartha glared at Anton and finally said, "So brother, you called us here. Please explain. I'm very busy."

"I will get to you in due time, Cartha," Anton said pleasantly. "First, I would like to talk about Antonito."

"Antonito is still smiling," thought Cartha. "What is he up to?"

At the mention of his name, Antonito's smile wavered a little. "Ah, now he's worried," Cartha decided. "Good. Maybe brother dear will crush him. That would suit me well."

"Antonito, there was a killing a few nights ago. Did you know that?" Anton leaned forward.

"Yes, father, I heard."

"Ah, you heard. Indeed, I'm sure you did. Are you such a fool to think that I would not

know! Only because you are my son do you sit here! Only because you are my son will you walk out of here today! You may have ruined our plans. Now we must fix your mess."

Anton turned to Cartha. "What about you?" Cartha flinched, thinking he was doomed. "Can you correct my headstrong son's error?"

"He doesn't suspect me. Maybe I can convince him to do what I want," Cartha thought.

"Anton, there may be those who will talk," said Cartha. "They must be found and dealt with. Then there are others asking questions. The authorities we can satisfy, but others may dig too deeply. This must be prevented. And attention must be diverted from the Society. Let us do what we can to stir up trouble for the Torenescu."

Anton leaned back, the tension slowly leaving his face. "Good," thought Cartha, "he's thinking about it. Go with it, Anton, do what I want you to." He forced a small smile. "Now with Zweis and Antonito in shame, you will depend more and more on me," he said to himself.

"Yes, Cartha," agreed Anton. "Antonito, try to redeem yourself. Find the killers and deal with them. Zweis, the public must be made aware of the threat the Torenescu poses to their safety. Spread the word to them. Cartha, you will deal with those who ask too many questions. I want no more inquisitive noses." Anton stood and padded slowly out of the room.

Across the table Antonito glared at Cartha, his eyes showing his hate.

The Mood in the Streets

If the characters proceed with their investigation, they notice a growing mood in the city — hotheads speak out against the actions of the Torenescu family. They are quick to blame the Torenescu for the murder of Lucia Vorlo. Some even accuse the Torenescu of being the masterminds behind the Veiled Society.

These hotheads become bolder as time passes. They start by talking among friends in inns and taverns, and proceed to gather small groups of people. Their voices become louder and stronger as more people listen to them.

By the end of the day, the speakers become quite bold. Not only do they connect the Torenescu with the murder, they also play on the common folk's dislike of the nobility, which the Torenescu represent.

As the characters cross a marketplace to return to their inns sometime before nightfall, read the following:

It is late in the afternoon. Most of the stalls have closed for the day, but many people

are still in the market. An orator stands on the edge of the central fountain. The crowd gathers around him.

The orator shouts, "And I tell you, these Torenescu are dangerous. Do they care for you? Do they care for the safety of common workers? Who declares the taxes? Who steals food from your children's mouths to fatten themselves in luxury?"

The crowd is getting restless. Several men shout cries of agreement. Men raise their fists and their voices grow in number. The speaker attracts more and more people — some merely curious and others in agreement with him.

The clatter of horse hooves makes the crowd turn.

Ringing the outer edges of the marketplace are 30 of the Duke's horsemen. The orator and the crowd grow silent. Three riders slowly bring their mounts toward the center of the crowd. Suddenly, a hoarse cry erupts from the crowd and something flashes through the air. The lead rider falls, struck by a rock.

Allow the player characters to move to the edge of the crowd, if they wish. They are not allowed to cross the line of horsemen. After the rider falls, there is total silence for a second. Then the crowd surges at the riders. The riders respond by drawing swords and charging. As soon as they charge, their line is broken and the characters can attempt to escape.

The commoners take up poles, rocks, rotten fruit, and daggers. A vicious riot breaks out. The horsemen hit the crowd, blindly slashing with their sabers. The people respond, swinging sticks and hurling stones. Horses, dragged down by the weight of clinging peasants, fall with frightened screams. Women, children, and men run in panic from the charging riders.

If a character attempts to escape without fighting there is a 30% chance a horseman attacks him. The character can continue to move and escape, even if hit.

If the character stays to fight, two more horsemen arrive in the next two rounds to assist. If these horsemen are defeated, the characters and the crowd are not bothered by any other riders. After defeating the horsemen, the characters are swept up by the commoners and hailed as heroes of the common people. The characters must think and speak quickly to avoid becoming the leaders of the rioters.

Horsemen: AC 6; MV 40' (on foot); F1; hp 4; #AT 1; D 1-8; Save NM; ML 9; AL L
The horses have AC 7, HD 2, 9 hp and move 80'. Six characters working together can pull down one horse and rider.

Escape

If the characters break free of the horsemen and the riot, they can run down any street they wish. All public buildings (inns, shops, etc.) on the market square are closed and shuttered. The characters see the orator running down a side street. No matter what street they go down, use the Riot Map.

If the characters do not follow the orator, they encounter a line of 15 soldiers with polearms and an officer halfway down the street. The soldiers advance in an even line, turning back any who try to pass. The same thing happens on all streets leading to the market.

A young woman lets the characters in if they pound on a door. She hides them until the soldiers pass. While they are hiding, the characters hear shouting, screams, the occasional noises of fighting, and the harsh cries of orders. The air is stale and smoky. After several hours, Coelina (the young woman) tells the characters that all is clear. They can then move on the streets again without fear of soldiers. The area of the riot is very still. The dim glow of fires rises from that area.

Soldiers: AC 6; MV 40'; HD 1; hp 4; #AT 1; D 1-10; Save NM; ML 8; AL L

The soldiers fight whoever tries to break through their line.

If the characters follow the orator, he ducks into a small hovel halfway down the street. The door slams behind him. Ahead the characters can see the 15 soldiers with polearms advancing (statistics above).

The door is barred, but any two characters can break it down. Inside is a bare room (no map required) with a trapdoor in the center of the floor. The trapdoor opens easily. It drops down 10' and becomes a passage running roughly northwest. Far down the passage, a bobbing glimmer of light disappears. The tunnel extends for 300 feet before ending in a ladder leading up.

The ladder leads to a room similar to the other entrance. If the characters pursue quickly, they catch the orator in this room attempting to drag a large chest over the trapdoor. If the characters try to capture him, he resists, but if they wound him he immediately surrenders. Totally panicked, he tells the characters anything he knows, if they ask.

He is a member of the Veiled Society. He was to stir up trouble for the Torenescu by making speeches against them. He does not know who leads the Veiled Society. The Veiled Society meets in an underground chamber. There is a secret entrance in the Blue Water Mead Hall near the waterfront. This is the

only entrance he knows about. He is sure there are others.

There are normally 20 members present at the meetings he attends. All members are hooded and robed with clothing provided shortly after entering. He provides the characters with a rough map of the layout, but unknown to them it is incorrect. Use the Chambers section of the Map 5 to prepare a rough sketch for the players, but leave out some key details (secret doors, passages, etc.). He knows there is a meeting tomorrow night.

Also, he knows the names of Lucia's murderers — Akarios the Shipwright and Zachariah Boestes. If asked, he tells the characters to look at the Blue Water Mead Hall for them.

Orator (2nd level thief): AC 9; MV 40'; T2; hp 6; #AT 1; D 1-4; Save T2; ML 6; AL C

He carries 200 gp, his pay for rabble-rousing.

Leading the Riot

If the characters stay with the rioters, the commoners make them the military leaders of the riot. In the initial fight, the thirty horsemen were defeated. The commoners loot the bodies. The characters may commandeer the horses if they wish.

Meanwhile, other commoners gather stones, throw bricks at nearby buildings, and collect wood for fires. If the characters attempt to impose order on the crowd, a large vicious-looking thug challenges them. Waving his saber, he demands a fight with one of the characters. The longer the characters let him talk, the more support he gets from the crowd.

Thug (3rd level fighter): AC 7; MV 40'; F3; hp 14; #AT 1; D 1-8+2; Save F3; ML 12; AL C

He does not fight fair, using any dirty trick in the book he can get away with.

Fifteen rounds after the characters defeat the horsemen, 60 armed soldiers with polearms arrive at the square. They have orders to stop the revolt by capturing or killing those involved. The characters have 100 poorly armed rioters on their side. If anyone is captured (including the characters), they are treated as traitors — slow torture followed by drawing and quartering. There is no appeal.

However, the characters do have a chance to fight their way out of the situation. If they decide to make an attack on the soldiers, do not try to fight the entire combat. Instead, use the system below:

1. Have the characters describe how they want the commoners to attack. (Charge the men

guarding this street; fifty men attack here while the rest protect the sides and rear, etc.) Have them write it down in the order that it will happen.

2. Have the character with the highest Charisma roll 1-3 and add or subtract his Charisma adjustment. This is the number of commands followed by the people.

3. Let the characters decide where they will be. In the front ranks, they are attacked by two soldiers each. If in the rear, they are not attacked, but the commoners do not fight as effectively.

4. Have the players roll two dice for a morale check for the commoners. The morale of the commoners is 9.

5. Roll two dice. If the characters fight in the front rank, add two; if not, subtract 1. If the characters made a plan and the commoners follow all of it, add two. If the commoners follow some but not all of the plan, add one. If the characters did not make a plan, subtract 3. If commoners fail their morale check, subtract 2.

If the modified die roll is 5 or greater, the commoners have won the fight. There are no surviving soldiers present and only 20 commoners remain.

If the commoners lose the fight (a die roll of 4 or lower), the characters can still escape by fighting. The characters must defeat 10 soldiers before an escape route is open and they may flee. However, vague descriptions of them are sent throughout the city by criers.

Soldiers: AC 6; MV 40'; F1; hp 4; #AT 1; D 1-10; Save NM; ML 9; AL L

After the Riot

If the characters decide to leave the marketplace after defeating the soldiers, they can leave in the general confusion. If they want to continue as leaders, they must flee as quickly as possible. Each turn ten soldiers arrive. The characters can recruit five commoners each turn, up to a total of 1,000. No more than 400 soldiers arrive. However, the player characters can never command more than 100 rioters. The others run rampant, looting, burning buildings and causing much destruction. The soldiers stay organized and fight savagely. They protect the Duke's castle at all costs. The Duke also has access to higher-level magic.

Describe the scene as general confusion — fireballs, screaming, buildings burning, etc. Allow the players to continue as long as they like, but make it clear that they will not win in the long run. Other rioters challenge their authority and the players will have little control.

The Duke immediately begins gathering troops from the surrounding area. By the next day, he has 2,000 men ready to enter the city.

Anyone still rioting or suspected of rioting is killed.

EMPLOYMENT

As the second day wears on, the tensions of the riot slowly subside. The tensions are not gone, only hidden, and waiting for a new spark. The mood in the city that evening is grim.

Read the following section to player characters hired by Theosius (of the Torenescu faction) when they return to their inn.

Back at the inn, the innkeeper calls out, "Excuse me, but a gentleman called for you while you were out. He gave me a message, let's see. Uh, you were to go to . . . It was to go someplace and get a package, that I know. The Senator Eipistlo's house, that's where you're to take it. Ah, from the Jade Sea, a boat down at the wharf. And there was a warning, too, gentlemen? He said that there were those who would try to take what you carried."

Characters contacted by the Veiled Society receive the following message as they are out on the streets.

From somewhere along the street comes a whistling noise and a loud thunk. Quivering in the wall nearby is a dagger. A shadowy figure slips into the crowd and is gone. A note tied to the dagger reads: Be at Vinter's Lane tonight before the second bell. Go to the wine shop on the corner. Be ready. Do not fail. The next message will be more pointed.

The following encounter is for the characters headed for the "Jade Sea".

The "Jade Sea" is finally visible ahead. It is late. The sun has set and the remaining dusklight is filtering out of the sky. The sea wall and the city are behind. The deckhand, a wizened old man, does not look friendly.

He snaps in a screechy voice, "What do you want? Who sent you here?"

Whether the party answers him honestly or not, his mood changes and he becomes very helpful.

The old man scampers off. In a few minutes he returns with another man. The deckhand grins and nods.

"Here's your package, mateys! Hee-hee, have fun, y'lbubbers!"

"I am Simion Torenescu," says the other man. "I am a statesman. It is important that I reach the Senator's house in secrecy. Since you are new to town, you will not draw the attention his bodyguards would. Will you help?"

Suddenly, a number of ragged-looking men approach the base of the gangplank. The men carry swords and clubs, but do not raise them. One man steps forward and kneels on one knee.

In a slightly mocking tone he says, "Oh Lord Simion, our sovereign master Prince Dimitrios, Ruler of the Beggars, sends us as his solemn oath of homage to the Torenescu. Receive us into your service."

At this, Simion laughs uproariously, clapping his hands and stamping his feet.

"Well said, dog of a beggar," says Simion. "And so you shall join my bodyguard!"

If the characters try to advise Simion against taking these men on, he does not listen to them. Statistics for these men follow "The Ambush" section.

The party may recommend any route through the city they wish. Simion wishes to reach the Senator's house as quickly as possible but settles for a reasonable compromise. He has a map of the city. Allow the players to see the city map if you wish. There are Veiled Society spies on each road.

Veiled Society Men

When the characters contacted by the Veiled Society reach Vinter's Lane, read the following encounter.

Vinter's Lane is a dark and lonely place this late at night. The lane is narrow and foul, like most of the smaller streets of the city. Small tented booths and little shops line both sides. The air smells heavy of yeast and wine. Ahead, a lantern shines outside a small booth. It is the only place that is open. The banner along the side says, "Aristo, Wine Merchant."

The only person in the booth is a fat, sweaty old man of about 60. Around him are bottles and jugs of wine. The air has a sour-sweet smell.

"Gentlemen, you have chosen well to come to me," says the man in the booth. "I, Aristo, am the finest dealer of wines in the city! What would you . . ." He stops in a fit of coughing and hacking.

Before he can continue, 10 men appear,

five at each end of the street. They all wear black hoods. They stop 10' away from the booth.

If the characters do nothing, one approaches.

"Here," says the hooded man, holding something out. "Take these and put them on. You are armed? Then come with us quickly."

The men wait for the characters to join them and then lead them through many twisting alleys to a dark street corner. Here a hooded man, possibly the same one, turns to the characters.

"You are now one of us," says the man. "If they catch you, they kill you. If you betray us, we kill you. Act in our name but without our blessing, we kill you. Work hard for us and you will prosper. Once with us you cannot leave us."

A boy runs up to the group and speaks to one of the men. At his word the group runs through the twisting alleys. The group arrives at a section of a street. They throw hoods over the street lamps. The leader of the group motions the men into three different positions.

The Ambush

The points marked by an "X" on the Ambush Map are the three points where the Veiled Society men are located. Allow the characters involved with the Veiled Society to select where they will place themselves. With them are five other members of the Veiled Society.

Play this part of the encounter in two separate groups — one group of characters acting as bodyguards and the other group as Veiled Society men. Each group should not be allowed to hear what is said to the other or to know what its members are doing. If this is not possible, do not allow player characters on one side of the fight to take actions based on information known only to the other side.

Simion, the 10 beggars, and the player character bodyguards enter the street from the north end. The group may be arranged however, the players want, so long as Simion is protected.

The Veiled Society player characters receive orders to be ready to attack on the leader's signal. They must attempt to capture or kill Simion. He must not be allowed to try to make peace among the factions. A good description is given of Simion. Simion is the only one that matters. The characters may

THE VEILED SOCIETY

deal with others as they see fit.

When the bodyguard reaches the middle of the street, the Veiled Society attacks. All attacks made by the Society members are intended to reach and kill Simion. If possible, they avoid fighting other characters (NPC or player). Unless the characters have made preparations, it takes them one round to remove their bindings. All NPCs use fake bindings that can be removed without loss of a round.

Simion: AC 9; MV 40'; HD 1; hp 5; #AT 1; D 1-4; Save NM; ML 9; AL L

Beggars (10) (1st level thieves): AC 7; MV 40'; HD 1; hp 3; #AT 1; D 1-4 or 1-8; Save T1; ML 6; AL N

Veiled Society Men (15) (1st level fighters):
AC 4; MV 40'; Fl; hp 5; #AT 1; D 1-4 or 1-8; Save F1; ML 9; AL C

If the characters capture any of the men, they have one chance to break his morale. If any are successful, the member says that a red haired man hired them. No one knows this man.

Veiled Society Leader (3rd level cleric): AC 3; MV 40'; C3; hp 13; #AT 1 at +3; D 1-6 +3; Save C3; ML 10; AL C; Spells *light, protection from evil, Magic Items mace +1, gauntlets of ogre power*

If captured, this man makes a show of resisting and then apparently breaks down. His name is Flaviare. He has red hair. He "confesses" that the Torenescu hired him to kill Lucia, and that they control the Veiled Society. But he is not the murderer. He has no wounds other than those he may have obtained struggling with the PCs.

At the end of the fight, if Simion is still alive, he continues to the Senator's house. The characters escorting Simion are paid 500 gp each and sent away.

If the Veiled Society kills Simion, those characters will be paid only 200 gp each. They are told they will be contacted as needed.

FURTHER INVESTIGATION

After the ambush the characters can continue the investigation into Lucia Vorlo's murderer. They should have several clues to work with. Each clue and where it leads is listed below.

Red Hair: These are hairs from one of the two attackers. Red hair was found under Lucia's fingernails and dried in the blood of the dagger she used on one of her attackers. More was found in a black hood lying in Turano's guest house. As a clue it does not provide much information to the characters, but it will help them identify one of the men. No one in the

Torenescu family has red hair. No one in the Radu or Vorlo families has red hair.

Pitch: This is common-naval pitch used in sealing boats. Some pitch was found on the rungs of the ladder leading to the cellar. The characters can check for places that have or sell pitch. There are 4 major suppliers, all down on the waterfront. All have seen at some point a red-haired man. They all sell pitch to anyone who wants it — fishermen, boatbuilders, housewives, etc.

Blood: The blood is from the red-haired attacker. Characters may be able to deduce this because the hairs were found mingled with the blood. The red-haired man has been injured badly as indicated by the amount of dried blood found in the Vorlo house. The injured man left no trail of blood.

Ring: The ring is a false clue, planted by the attackers when they returned. If presented to the Torenescu, it takes them a day to determine who it belongs to. It is the property of Stephanos, cousin of Aleksandar. Stephanos was the young man spurned by Lucia not long ago. He claims the ring has been missing for nearly a month. He also has an alibi for the time of the murder.

Writing: Lucia was attempting to spell "Radu," since she recognized one of the attackers as a Radu man when she tore his hood off.

Wine: Wine was found dribbled by the bloodstains in the Vorlo house. The wine is brought into the city on Radu ships and is sold mostly in small inns in the wharf area. Aristo, the Wine Merchant on Vinter's Lane, also sells this type of wine. If confronted, he gives the characters the names of those buyers he can remember. The names are Heranthes the Cobbler (innocent), Goodman Christos (innocent), Akarios the Shipwright (red-haired and guilty), Theodoric Angulsta (innocent), and Seraphim the Minstrel (innocent). He says there are undoubtedly others who also buy the wine, but he cannot remember.

Rope: The rope was used in the murder. It is a type of rope used in ships and other heavy lifting situations.

Do not give the information above to the characters too rapidly. They must discover the meaning of the clues for themselves. Confirm obvious information (Is this the type of rope used on boats?); however, do not tell the characters they are correct if their questions are vague.

When the characters are at this stage of the

investigation, it is impossible to know where they will want to go in the city. Do not try to restrict them. Allow the characters to go where they wish, within reason. The only place the characters cannot go is the Duke's castle. Furthermore, except for minor assistance, the characters cannot get any help from the city officials. Remember, the characters have no official title and are conducting the investigation on their own.

THE CHASE

This encounter occurs as the characters make their investigations. As they move about, they are indentified by agents of the Veiled Society. Following the instructions of the Radu, the Society prepares an ambush for the characters. During the encounter, the characters are not able to get help from the constabulary or soldiers. All are currently occupied in preventing a new riot. If the characters try to get such help, make it clear that this will be no use.

The PCs may decide to chase their attackers, if these are not killed immediately. It is important that you know how fast the player characters can move in a round. During the chase, if both sides move at the same rate, there is only a slight chance the pursuer will catch the pursued. Each third round of the chase, roll 1d10. On a roll of 1-2, the space between the two groups closes by one round's worth of movement. Keep track of the distance between the two sides. There are delays in the encounter that expand the distance and could allow the NPCs to escape.

Characters may possibly capture the NPCs before they reach the secret entrance at E (Map 6). If this happens, the characters can still learn the location of this entrance by questioning their captive. If all the NPCs are killed, the characters will find a message on one of the bodies. The message says, "Be at the Blue Water Mead Hall tonight."

Read the following encounter as the characters head for the Blue Water Mead Hall.

The sounds of shouting and screaming fade, the scene of pandemonium behind. The streets are deserted of all sensible people. Suddenly, an arrow flashes past. A hooded man is standing on a side street and furiously cranks his crossbow for another shot.

Because of the suddenness of the attack, the player characters must roll for surprise. If the party is surprised, the man fires another shot at the group. He continues to do this until the characters attack or charge him. He then runs in the direction shown on Map 6.

Crossbowman (1st level fighter): AC 4; F1; hp 7; Running Speed 90'; #AT 1; D 1-6; Save F1; ML 7; AL C

A. Arrow Ambush

If the characters run after the man, have the group roll normally for surprise as they round the corner. If the characters advance with caution, they notice three hooded bowmen, one at each of the positions marked by an "X". These men are waiting for the crossbowman to lead the player characters around the corner.

The bowmen shoot once and flee. They do not melee with the characters unless forced. They run in the direction shown on the map.

Bowmen (3): AC 7; Running Speed 90'; F1; hp 5; #AT 1; D 1-6; Save NM; ML 6; AL N

B. Booth

As the last fleeing Bowman passes this booth, he grabs one of the poles, pulling the fabric down. The booth collapses in a billowing heap that blocks the path for two rounds. The vendor stands next to his booth, screaming curses and angrily trying to stop anyone around him.

C. Crowd

This street is very busy. People fleeing the area of the new riot clog the thoroughfare. All characters (pursued and pursuing) are only able to move at half their normal Running Speed while on this street.

D. Cart

This street has a slight incline. At the top of the incline is a fishmonger's cart. The fleeing men stop at this cart and spend one round pushing it down the slope. The cart moves at 30' per round. The cart strikes a character on a die roll of 20. All player characters can be struck, unless the character takes a specific action to avoid the cart. Characters struck by the cart take no damage, but spend two rounds being knocked down and standing up. If the characters do not stop the cart, it rolls into the busy thoroughfare, and plows into the crowd. Several people are badly injured.

E. Guard

Around the corner is a dead end alley. Your quarry is not there, but there is nowhere they could have gone. Standing at the far end of the alley is a huge, half-naked man holding a two-handed sword.

The man is the guard from Room 6 of the

Chambers of the Veiled Ones. He is guarding the secret entrance at the end of the alley. If the characters do not advance or attack the man, he stands immobile. Otherwise, he fights to the death. He is mute.

Giant Guard (1) (3rd level fighter): AC 6; MV 40'; F3; hp 19; #AT 1 at +3; D 1-10+3; Save F3; ML 12; AL C

This is the final encounter. If the players handle the encounter correctly, they learn who murdered Lucia Vorlo and who is in charge of the Veiled Society. Less successful play will only give part of this answer.

There are several ways characters can enter this encounter. If they have pursued the ambushers, they may find the secret entrance to Room 6. If they have captured the orator or the ambishers, they have information to go to the Blue Water Mead Hall. Careful observation here allows them to find the entrance to the Society's chambers.

1. The Blue Water Mead Hall

The Mead Hall is a bright, clean building. Inside, several sailors in the center of the room strike up a rousing but badly off-key chorus of a sea chanty. One plays a simple bagpipe at a furious pace. Near them, several men link arms and begin a noisy step-dance. Their stomps punctuate the ribald words of the song. There is much clatter of mugs and talk. The tavern keeper and several potboys whisk through the crowd, slamming down drinks and catching thrown coins. Near the back are two curtained doorways.

A red-haired man sits near the back of the room. If the characters have a description of Akarios, they recognize him. If it is near evening, the man leaves the room, and goes through one of the curtained doorways. If the characters approach the man, he springs to his feet and runs for the curtained doorway. He holds his right arm close to his side.

Akarios: AC 9; MV 40'; HD 1; hp 4; #AT 1; D 1-4; Save NM; ML 6; AL N

If the party catches the man and accuses him of murdering Lucia, he attempts to bluff. If the party presents any reasonable proof (true or not) or threatens torture, make a moral check for Akarios. If he fails the check, he talks, saying that the Veiled Society ordered him to murder Lucia. He tells about the secret entrance to the chambers from the Mead Hall.

If the party does not catch Akarios, he

escapes behind the curtain.

2. Beyond the Curtain

Two men sit on the floor near the curtain, playing dice. Both look up curiously. Behind the curtain is a short hallway that ends in a Dutch door. The top half is open, showing the street beyond.

If the party asks about Akarios, the men point to the back door. On the street there is no sign of him. The men try to prevent the characters from searching the hallway that hides the secret passage. One of the men is a cleric who casts a *silence* spell to cover any noise of fighting. The other is a fighter who tries to make his first attack when the characters turn their backs. After this he fights normally.

Cleric (3rd level): AC 5; MV 30'; C3; hp 14; #AT 1; D 1-6; Save C3; ML 10; AL C; Spells *light, cure light wounds*

Fighter (3rd level): AC 5; MV 40'; F3; hp 17; #AT 1 at +1; D 1-8+1; Save F3; ML 9; AL C; potion of *invisibility*

3. Robing Chamber

This chamber is barely large enough for two people to stand in. On one wall is a shelf piled with red robes and black leather hoods. Otherwise, the room is bare.

The doors to this room are designed to preserve the secrecy of anyone robing in the chamber. Each door automatically locks when closed and cannot open again until the other door in the room is opened and closed. This effectively prevents more than one person or group from using the room.

4. Sirenflower Passage

The passage forks. From one passage comes the faint smell of incense and a faint glow of light. The other passage is black.

The dark passage leads to Room 5, the Meeting Chamber. The passage that smells of incense and shines with light leads to a sirenflower (see *New Monsters*). Halfway down the passage, the first tendrils of the plant grow on the wall. When the characters reach the end of the passage, the sirenflower closes behind them. In the roots of the sirenflower are a few bones and rusted items. Searching among these reveals 500 gp and a potion of *diminution*.

Sirenflower: AC 9; MV Nil; HD 5; hp 24; #AT 0; D 1-4; Save F5; ML 12; AL N

5. Meeting Chamber

If the characters have not made noise from chopping down doors, loud fighting, arguing noisily amongst themselves, etc. and they are cautious, read the following description to them.

The glow of light and a droning sound comes from down the passage. Ahead is an archway shining with a red light.

A large room is gloomily lit by smoldering fires. Standing along the walls of the room are 20 men, all dressed in red robes and black hoods. At the far side of the room is a man wearing a red and gold robe and a large wooden mask. His face does not show under the mask. He is speaking to the crowd in a hollow echoing voice. Behind him is a large bronze gong.

The masked leader booms, "And now is our time! The city will lie helpless before us! The people will side with us. Our enemies can be crushed. The Duke will feel our power, will hear only our voice. Those who oppose us are weak, those who betray us are traitors. We know what to do with traitors." Shouts of agreement fill the air.

"Then take him, take the traitor!" he shouts, and points to one of the robed men. "He will suffer for disobeying our orders. The woman should not have been killed!"

At this the other masked men spring toward the accused, an inarticulate growl of rage in their throats. His screams of panic rise above all.

If the characters do nothing but watch, they witness the horrible death of one of the members of the Veiled Society. Lawful characters will not suffer an alignment change, however. Unless one character watches the leader, he is gone when they look for him again. After the traitor is dead, the members turn to leave, one at a time, the secret meeting obviously over. Half the members leave by the passage to the Blue Water Mead Hall. The others leave by the secret entrance that leads to the blind alley.

If the characters act during the confusion, the Society members attack them. If any member of the party watches the leader during the commotion, he sees the leader slip behind the gong and disappear.

The traitor slain by the members was the man who assisted Akarios with the murder of Lucia. If the characters check his body, they find nothing of interest.

Searching the room reveals nothing of use or value.

Veiled Society Members (20): AC 9; MV 40'; HD 1; hp 4; #AT 1; D 1-4; Save NM; ML 9; AL C

Leader (3rd level magic-user): AC 8; MV 40'; HD 2; hp 7; #AT 1 at +1; D 1-4+1 Save M3 +1; ML 8; AL C; Spells *charm person*, *sleep*, *invisibility*; Magic items *dagger* +1; *ring of protection* +1

The leader is Antonito Radu. If captured, he tries to place the blame for all events on Zweis Radu.

If the characters did not defeat the guard in the alley in the previous encounter, he is in this chamber. He is mute and attacks anyone he does not recognize. He does not recognize the player characters. He is slavishly loyal to the Radu and does not reveal anything about them willingly.

Giant Guard (3rd level fighter): AC 6; MV 40'; F3; hp 19; #AT 1 at +3; D 1-10+3; Save F3; ML 12; AL C

6. Cell

The room is unlit and foul-smelling. Straw crackles underfoot. There is a shuffling of chains from one corner.

Held prisoner in this room is Estaish, a member of the Duke's Elvengard. He is chained to the wall. The manacles are locked around his feet and hands. No key is in sight. He is weak and has been tortured. He can barely talk.

If rescued, he shows the party all secret doors out of the room. He comes with the party, but cannot fight and can only walk with support. If the characters succeed in getting him outside, he accompanies the player characters as an NPC on future adventures. There is no question of his loyalty, although he does not accept unreasonable orders. He serves the characters in the best and wisest manner.

He has no equipment with him other than clothing. His remaining equipment (chain armor, sword, and bow) is in Room 8.

Estaish learned a great deal about the Veiled Society during his imprisonment. He can identify the murderer of Lucia Vorloj and knows the murder was done on the orders of the Veiled Society. He knows that the Radu family is involved in the Veiled Society and is responsible for inciting the riots in the city. If used as a witness to the Duke concerning the Radu and the Society, he can destroy the Radu as a power faction forever.

Estaish (1st level elf): AC 9; MV 20' due to weakness; E1; hp 3; #AT 0; D 0; Save E1; ML 12; AL L; Spells None

7. The Secret Chamber

The chamber is brightly lit by hundreds of sputtering candles that give the room a warm, yellow glow. In the center of the room is a table piled with books and papers. On the floor is an old man. He lies face down in a small pool of blood. Standing over him is a middle-aged swarthy man holding a sword to a younger man's chest.

The younger man shouts, "Stop him! He has slain our father! He is a murderer!"

"Get back you fools or die now!" says the middle-aged man. "I've had enough meddling and foolishness." He leaps forward to attack you.

The younger man is Zweis Radu, the middle-aged man, Cartha Radu. Cartha will attempt to kill the player characters, then escape. If he is severely wounded, he attempts to fight his way past the characters and flee. During this fight Zweis assists the characters.

If Zweis is still alive after the fight, he thanks the characters and offers them a reward. The reward is a position within his organization — the Veiled Society. If the characters accept, those of Lawful alignment will change to Chaotic. If the characters refuse, Zweis tries to bribe them. He offers each character 500 gp in jewels from a small wooden box in the desk. If the characters still refuse, Zweis lets them go and immediately makes plans to flee the city.

If the characters search this room, they find 3000 gp worth of gems in a small box and Estaish's equipment. The dead man on the floor is Anton Radu.

If the characters try to examine the papers or take these with them, Zweis attacks. The papers are a complete account of the Radu family's actions and the Veiled Society.

Cartha (6th level fighter): AC 1; MV 40'; F6; hp 39; #AT 1 at +4; D 1-8+2; Save F3 +3; ML 11; AL C; +4 on all hit rolls due to magic weapon and high level; *ring of protection* +1; sword +2

Zweis (3rd level fighter): AC 3; MV 40'; F3; hp 21; #AT 1 at +1; D 1-8+1; Save F3; ML 9; AL C; sword +1

If the papers are placed in the hands of the Duke or any other family, all members of the Veiled Society and Radu faction are declared traitors and sentenced to death.

Not all members of the Veiled Society are captured. Those that escape learn of the characters' involvement in the family downfall. This can be a starting point for adventures as the Radu faction tries to take revenge on the player characters.

AFTERWARD

After the adventure in Specularum has been completed, it's time to step back and decide what to do next. Are the players happy with the course of the campaign? Have the characters advanced beyond the lower levels of play? Have the players mastered the game at this level? Do they want to take a stronger role in the development of the campaign setting?

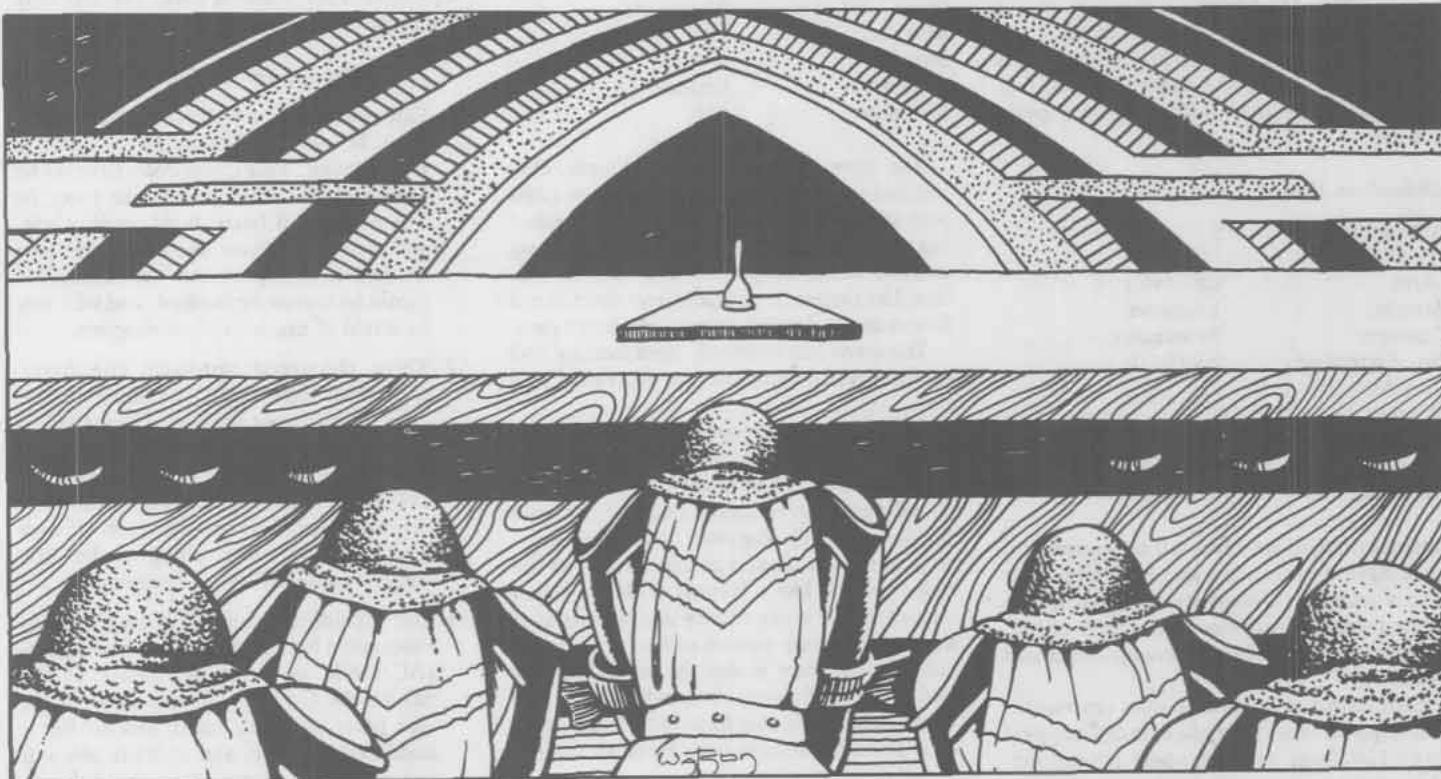
If so, they will probably want to try the D&D® Expert adventures for character levels 4-14. The next adventure recommended for the party that has completed this series of adventures and gained 4th level or so is the ocean voyage to X1, The Isle of Dread. How the characters begin this adventure will be decided by how well they did in Specularum. If their faction won, they will be in a good position to simply propose the trip to a power-

ful sponsor. If not, they will still have developed other contacts in the course of their adventures—Lirdrium Arkayz, Sindar, Arnulf Armbruster, and perhaps even the Protector. (And they may need these contacts to leave Specularum quickly!).

If the characters are not yet powerful enough for ocean adventures, and there are still adventures in this series left unplayed, the players can be sent back into them. For example, if the party caused the fall of the Radu faction in Specularum, the survivors of that faction might arrange to have them kidnapped by slavers (leading to the "Great Escape" adventure) or spirited away by desert nomads (bringing them to the "Lost City"). Likewise, if the player characters' faction has lost, they might flee into the woods, and encounter a village of elves with a problem...

If the players enjoyed a certain adventure, there is no reason not to use the same setting or NPCs as a springboard for more adventures. For example, the hapless Caldwell might buy another castle—and have no better luck than he did the first time! A new adventure can also be created by rekeying existing maps, changing the location of the complex and the denizens found there. Such "new" complexes should remain consistent with the human, demihuman, and monster populations for the locale. Recognizable territories (and even individual tribes) make a campaign world more real.

Finally, for those wanting even more adventures, GAZ1, The Grand Duchy of Karameikos has suggestions for further adventures, and future Gazetteers will enable the players to do even more!



NEW MONSTERS

Archer Bush

Armor Class	7
Hit dice:	2
Move:	3' (1')
Attacks:	1 thorn spray
Damage:	1-4
No. Appearing:	1-20
Save As:	Fighter 1
Morale:	12
Treasure Type:	V
Alignment:	Chaotic

Archer bushes have sickly-looking green leaves, dwarf trunks and thorny brown branches. The trunk looks like a 3' tall mound of leaves. Hidden under the leaves is a huge mouth. Archer bushes are carnivorous and can uproot themselves and move slowly towards their prey. The mouth is filled with extra hard thorns which the bush uses like teeth to devour prey once the prey is dead. Archer bushes attack by shooting a spray of several small thorns at their victims, causing 1-4 points of damage. Archer bushes can shoot their thorn spray at one target up to 20 feet away. Each bush can only fire three such sprays in a day.

Chameleon Man

Armor Class:	9
Hit Dice:	2*
Move:	120' (40')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	2-8 (5-20)
Save As:	F2
Morale:	7
Treasure Type:	(Q + S) E
Alignment:	Neutral
XP Value:	45

Chameleon men are 7 feet tall and quite thin. They have spindly arms and legs, and move with a gangly, awkward stride. Their multi-colored skin has tiger-like stripes of red, blue, green, yellow, brown, orange, black and white.

Each round, a chameleon man can vanish, and reappear in another place. It can reappear up to 120' from the spot where it vanished. This vanishing move is instantaneous. The control of this ability is so precise that they never reappear in mid-air or inside solid objects. However, since the use of the ability is instantaneous, a chameleon man cannot reappear in the exact spot where someone else is standing when the chameleon man vanishes. If several chameleon men use this ability in the same area, they all reappear without col-

liding.

A chameleon man cannot attack in the same round that it uses the vanishing move, because of the mental concentration required to vanish. A group of chameleon men will usually use the vanishing move to surround opponents.

The warriors of this race are usually armed with daggers or clubs. They never wear armor, since they cannot carry much weight while using the vanishing ability.

Chameleon men usually live in deep caverns or in dense forests far from civilization.

Crone of Chaos

Armor Class:	7
Hit Dice:	6*
Move:	120' (40')
Attacks:	2
Damage:	1-6/1-6
Special Attacks:	Magic use
Save As:	F6
Morale:	8
Alignment:	Chaotic
XP Value:	500

The crone of chaos is an intelligent, evil-natured creature that uses deception to cause pain and suffering. In its true form, the crone has wrinkled, leathery skin, sparse hair, long crooked arms, fangs, and large hands with claw-like fingers. It normally lives alone in evil forests or desolate wilderness, often in a cave.

The crone has unusually keen hearing and eyesight, and is surprised only on a roll of 1 on d6.

The creature has several magical attacks available. These are natural powers, not spells (although they can be revealed by *detect magic* and destroyed by *dispel magic*, a 3rd level magic-user spell). The most important of these powers is an illusion power that allows the crone to look like a human or demi-human character. The crone usually disguises itself as a beautiful young woman to fool unwary victims. In this form it uses the *animal control* and *daggers of sorcery* powers to attack. The crone fights in its true form only if surprised, or if the other attacks have failed to destroy the opposition.

The crone's *animal control* and *daggers of sorcery* powers are described more fully in encounter R2 in *The Hall of Rock*.

Cynidiceans

Armor Class:	9
Hit Dice:	1
Move:	120' (40')

Attacks:	1
Damage:	1-6
No. Appearing:	1-6
Save As:	Fighter; 1
Morale:	Special
Treasure Type:	A
Alignment:	Chaotic

Cynidiceans are a special type of normal humans who live in the Lost City. They have pale skin, white hair, large eyes, and infravision. They wear colorful masks, bright clothing, and carry short swords. The Cynidicean have lived underground so long that they have a -1 to hit when attacking in full sunlight (like goblins). They spend most of their time living in strange dream worlds. Special Cynidicean characters can be set up just like normal NPCs. More details on the Cynidiceans will be found in the DM's Background in the Lost City adventure. A dozen encounters with Cynidiceans are outlined here. The DM may use these or make up his or her own.

Cynidicean Encounters

- One character in a wolf mask (AC 9; NM; hp 3; MV 40'; #AT none; ML 7; AL C) is encountered. This Cynidicean believes he is a werewolf. When he sees the party, he will drop to all fours, howl, sniff, circle, and generally behave like a wolf. He may try to bite if approached too closely. He thinks he cannot be harmed, and will only be afraid of magic or silver weapons.
- Three characters approach the party, dressed in dark robes and devil masks. They carry incense burners. These Cynidiceans think they are powerful clerics (AC 5; C3, C2, C1; hp 13, 9, 4; MV 30'; #AT 1; D 1-6; ML 8; AL C). They see the party as demons and will try to drive them off with loud cries and foul-smelling smoke. The leader's name is *Brother Theodore*.
- One Cynidicean dressed in bright green robes and a bird mask approaches the party (AC 9; NM; hp 3; MV 40'; #AT 1; D 1-6; ML 11; AL C). She will walk slowly up to one party member, hand him or her a small pouch, smile, and walk on. She will not notice any attempt the party makes to talk to her. The pouch contains a strange powder that smells like cloves. The powder has no special properties at all.
- Six Cynidiceans in striped robes and camel masks zig-zag slowly down the hall in single file. They are trying to avoid the invisible snakes on the floor. They will try to show the party the invisible snakes and

warn the party to walk around the snakes. There are, of course, no snakes.

5. This party of four wear insect masks, carry large clay jars, and hum like bees. They will stop and ask the party to drink from the jars. Everyone who does has 1-4 points of damage cured, as these jars contain honey from the lair of killer bees. If the Cynidiceans are attacked, or if someone tries to drink twice the Cynidiceans will smash the jars and attack berserkly (AC 9; NM; hp 3 each; MV 40'; #AT 1 at +2; D 1-6; ML 12; AL C).

6. This party of four wears animal masks; Hawk, Fish, Cat, and Fox (these are also the characters' names). They are carrying a stretcher with a gourd on it. These characters are rushing their 'sick friend' (the gourd: Dog) to a cleric. If the party has a cleric, the Cynidiceans will insist that the cleric cure their friend.

7. This group of six in bright yellow robes and human masks will stop and stare at the party. They will 'recognize' a party member as the King or Queen of Cynidicea. They will follow the character, sing songs of praise, and wait on the character hand and foot. In general, they will smother the character with attention. However, they will not fight for their King or Queen. They are more likely to grab the character and try to rush him or her to safety. They are: AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML 7; AL C. Their spokesman is *Policrates the Herald*.

8. A group of four Cynidiceans in feathered robes and bird masks approach. On seeing the party, the Cynidiceans will 'fly' (run) forward, flapping their arms and squawking. They will invite the party to fly along and will lead them on a merry chase through the pyramid. If the party refuses to join the Cynidiceans, the Cynidiceans will insult the party as poor creatures who cannot fly ("Thou land-bound slugs!"). circle three times, and 'fly' away. If attacked, the Cynidiceans (AC 9; NM; hp 4; MV 40'; Save: F1) will 'fly' away.

9. A group of six Cynidiceans with their bodies painted black and wearing vulture masks walk quietly toward the party. They carry long wooden boards, but seem friendly and normal. They will follow the party, waiting for something to be killed. When it is, they will rush over and start building a coffin to fit the body. When they are done, they will demand a 10 gp

payment. They will attack if they are not paid. (AC 9; NM; hp 4 each; MV 40'; #AT 1; D 1-6; ML 8; AL C).

10. These five Cynidiceans are a NPC Party. They will think the player characters are some kind of monster. Turn to the Wandering Monster: Level 2 table in the D&D Basic rules and roll for the type of monster the Cynidiceans think the player characters are. The Cynidicean party has:

F3 (AC 5; hp 14; MV 20'; #AT +1 at 1; D 8+1; Save F3; ML 8;)

F2 (AC 5; hp 10; MV 20'; #AT 1; D 1-8; Save F2; ML 8; AL C)

F2 (AC 5; hp 8; MV 20'; #AT 1; D 1-8; Save F2; ML 8; AL C)

M2 (AC 9; hp 6; MV 40'; #AT 1 or spells; D 1-4; Save M2; ML 8; AL C) Spells: *hold portal, magic missile*

C2 (AC 5; hp 8; MV 20'; #AT 1; D 1-6; Save C2; ML 8; AL C) Spell: *cure light wounds*

11. This group of five Cynidiceans is dressed in brightly colored robes and masks with human faces. They will think the party is the same band of barbarian raiders who looted the city centuries ago. They will flee in panic as the party approaches.

12. The party encounters a Priest of Zargon (AC 5; C3; hp 12; MV 20'; #AT 1; D 1-6; Save C3; ML 8; AL C) Spell: *cure light wounds* x2). He has twelve followers (AC 9; F1; hp 4 each; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL C). They are on a holy quest and will insist the party come along. (The priest will try to trick the party and take them prisoner.)

Decapus

Armor Class:	5
Hit Dice	4
Move:	90' (30') in trees or 3' (1') on ground
Attacks:	9 tentacles
Damage:	1-6 each
No. Appearing:	1
Save As:	Fighter 2
Morale:	9
Treasure Type:	C
Alignment:	Chaotic

The decapus is a creature usually found in forests. It looks like a bloated hairy globe sprouting ten tentacles. The hair is usually brown, but sometimes it is black. The body is normally green, although some purple or yellow decapuses have been found. In the center of the decapus's 4' wide body is its mouth. The mouth of a decapus is terrible to behold. It is

very wide and has long yellow teeth and a horrible foul breath.

Decapuses usually live alone, preferring to hunt by themselves. They hunt by swinging through trees and scooping up their prey in their tentacles. The tentacles are 10' long and extend from all parts of their bodies. The tentacles are covered with suckers that the decapus can use not only to grasp prey but to climb walls and ceilings.

The decapus attacks with nine of its tentacles, using the tenth tentacle to hang from the ceiling (or trees).

On the floor or ground, the decapus is much more helpless. Its tentacles are not strong enough to support its weight upright for long periods of time. On the ground, the decapus can only manage six attacks, and these attacks do only half normal damage. When swinging from tree limbs, the decapus can travel at 90' per turn, or 30' per round. On the ground, the decapus can only move 3' per turn or 1' per round.

Fey, Wailing

Armor Class:	3
Hit Dice:	5*
Move:	150' (50'
Attacks:	special wail
Damage:	1-4/round
No. Appearing:	1 (1)
Save As:	Fighter: 5
Morale:	12
Treasure Type:	C
Alignment:	Neutral

Wailing feys are pale ghost-like figures. Their shape is roughly humanoid, though longer and thinner than most humans. They have glowing red eyes and a large, dark mouth. Wailing feys are supernatural creatures that haunt certain families. They warn the family that one of its members will soon die. Wailing feys may also mourn for a person after his or her death. Thus, they may be found guarding graves, catacombs, or tombs.

Wailing feys can only be hurt by magic or magical weapons. They are immune to *sleep*, *charm*, and *hold* spells. They are not undead, and cannot be turned. Disturbed wailing feys attack with a special wail. All those within 30' of the wailing Fey take 1-4 points of damage each round automatically. Doors or walls will block the sound. A wailing Fey will attack any living creature it sees. It will continue to wail until it is destroyed or until the intruders have run away.

NEW MONSTERS

Golem, Bone

Armor Class:	2
Hit Dice:	8**
Move:	120' (40')
Attacks:	4
Damage:	each arm by weapon
No. Appearing:	1
Save As:	F4
Morale:	12
Treasure Type:	Nil
Alignment:	N
XP Value:	1750

A golem is a powerful monster, created and animated by a high level magic-user or cleric. The bone golem is made of bones, bound together in a man-like form. It has four skeletal arms, with which it wields four one-handed weapons or two pole arms. It attacks up to two opponents each round.

Bone golems can only be hit by magical weapons. They are immune to *sleep*, *charm*, and *hold* spells, as well as all gases, fire, cold, and electrical attacks. They cannot be turned.

Haunt

Armor Class:	Special
Hit Dice:	Special
Move:	Nil
Attacks:	Special
Damage:	Nil
No. Appearing:	1-2
Save As:	Special
Morale:	Nil
Treasure Type:	Nil
Alignment:	Any
XP Value:	100 when laid to rest

A haunt is a ghost-like spirit of a dead character or creature. There is some reason why the spirit cannot rest, usually a message to be delivered to those who enter the haunted area. The haunt cannot be destroyed, only laid to rest by some means decided by the DM.

Haunts cannot attack or cause damage, though certain haunts may require characters to make a saving throw vs. spells or run away. Characters who fail their saving throws will not willingly go into the haunted area again. A haunt always stays in one area.

Lizard, Lava

Armor Class:	3
Hit Dice:	4*
Move:	90' (30')
Attacks:	1 bite
Damage:	2-12

No. Appearing:	1
Save As:	Fighter 4
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral

The lava lizard is a bizarre reptile that dwells in subterranean caverns among pools of bubbling lava. The creature has a rocklike outer shell that helps to maintain the high body temperature a lava lizard must have to survive.

The lava lizard fights by trying to bite a creature with its quick but relatively weak jaws. A bitten creature takes 1-6 points of damage from the lizard's bite and must save vs. dragon breath. If unsuccessful, the creature is gripped momentarily by the lava lizard's jaws and takes an additional 1-6 points of damage from heat. (For magical types of fire resistance such as rings and spells, treat the bite as red dragon breath in terms of saving throws and reduced damage).

The lava lizard has a special defense as well. Whenever the creature is struck by a nonmagical metal weapon (such as a sword blade or dagger), the owning character must save vs. magic wands or the weapon melts from the intense heat of the creature's interior. Note that a melted weapon still inflicts damage on that round, but not thereafter.

Although these creatures dwell in hot subterranean caverns, they have been known to travel several miles from the lava they need to survive. As they feel their body temperature cooling, they will attempt to return to the nourishing fires. There are a few unconfirmed reports of lava lizards being found in statue-like immobility, presumably having been caught too far from their source of heat.

Lycanthrope, Werefox

Armor Class:	6 (9)
Hit Dice:	3+2*
Move:	180' (60')
Attacks:	1 + charm
Damage:	1-6
No. Appearing:	1-4 (1-6)
Save As:	Fighter: 3
Morale:	8
Treasure Type:	C
Alignment:	Neutral

Werefoxes are foxes that can change into human form. In human form, the werefox will have fox-like red hair and an Armor Class of 9. A werefox in human form has the ability to *charm* a person of the opposite sex. This ability works like a *charm person* spell, but

lasts only one day. In fox form, the werefox can *charm animals*. The werefox can charm any one normal or giant animal for one day. A creature or person who saves vs. Spell will not be charmed.

Once a creature or person is charmed, it will remain charmed for that day, even if the werefox changes form. The charm ability can be used only three times per day. For example, a werefox could try to charm two humans and one animal in the same day.

Werefoxes are clever and cunning. They live mainly by their wits. If combat is going against them they will prefer to trick or bribe their opponent rather than fight to the death.

Piranha Bird

Armor Class:	6
Hit Dice:	1/2 (1-4 hit points)
Move:	30' (10') on ground
	180' (60') in flight
Attacks:	1 bite
Damage:	1-4
No. Appearing:	4-24
Save As:	Normal Man
Treasure Type:	Nil
Alignment:	Neutral

The piranha bird is a one-foot long, garishly colored bird always hungry for fresh meat. Individual piranha birds may have green, blue, red, brown, black, or even purple feathers—the entire variety of colors displayed in a single flock. Their beaks are sharp and pointed, and have razorlike edges so that the bird can stick its beak into the flesh of a creature, bite, and fly away with a snack.

Piranha birds can fly with hummingbirdlike maneuverability; they can make sudden changes in direction, or even hover in the air. When one piranha bird catches sight of a potential meal, it utters a high-pitched whistle, thus alerting the entire flock. They always attack warm-blooded creatures, and do not have to check morale until half of the flock has been eliminated.

They do not like bright sunlight, but piranha birds may be found in all climates except the very coldest or those barren of any shade. They prefer to live in regions of dense forest or in underground caverns, and seem to have developed limited infravision that allows them to detect prey up to 30 feet away even in total darkness.

Polymar

Armor Class:	9
Hit Dice:	10*
Move:	60' (20')
Attacks:	3
Damage:	1-6/1-6/1-6
No. Appearing:	1-2 (1-3)
Morale:	10
Save As:	Fighter: 5
Treasure Type:	B
Alignment:	Chaotic

The polymar is a semi-intelligent creature that can change its shape. It can look like any creature with 10 hit dice or less, or any object no larger than 100 cubic feet ($10' \times 10' \times 1'$, for example). The polymar gains no special abilities by changing.

This change ability is physical, not magical. Thus a *detect magic* spell will not detect the polymar. The change, however, is not perfect. Characters, including NPCs, have the same chance to detect the polymar as they do to find secret doors. Thus, elves are more likely to notice polymars than other character classes. If the polymar is not detected before it attacks, it will attack with surprise.

Sirenflower

Armor Class:	9
Hit Dice:	5
Move:	0
Attacks:	0
Damage:	Special
No. Appearing:	1-2(1-6)
Save As:	Fighter 5
Morale:	12
Treasure Type:	V
Alignment:	N
XP Value:	175

The sirenflower is a large carnivorous fungus that has developed the disguise of a normal-looking plant. It captures its prey by luring creatures toward its center. To do this, the plant emits scents and lights. The scents are similar to those near the plant, particularly fragrant flowers or rotting meats. The light is a pale glowing, no brighter than a candle at its best.

Once a creature reaches the center of the plant, a web of branching arms close in, trapping the creature and slowly crushing it. These branches squeeze with great force, causing 1-4 points of damage per round. In addition, the branches also ooze an enzyme that dissolves flesh. This is very slow-acting and only does 1-10 points of damage each turn (not round). Creatures trapped by the sirenflower

can still fight but have a -4 penalty on all hit rolls.

When the sirenflower reaches 0 hit points, it is not dead, but all the branches have been chopped away. The only way to totally kill a sirenflower is to dig up and burn the root. The creature grows back at the same rate as a normal plant.

Steam Weevil

Armor Class:	7
Hit Dice:	4
Move:	60'(20')
Attacks:	1 swarm
Damage:	4
No. Appearing:	1 swarm
Save As:	Normal Man
Morale:	11
Treasure:	Nil
Alignment:	Neutral

Steam weevils are tiny flying insects that thrive on the intense heat and pressure of subterranean areas of geothermal activity. They have developed a way to turn the heat of a pool of lava directly into usable energy (much the way plants derive energy directly from the sun), and many generations of steam weevils will live their lives without ever leaving the deep caverns that are their preferred environment.

Occasionally, however, because of volcanic activity, a swarm of steam weevils may be carried to the outside world in a blast of steam or lava. They cannot live long in the relative cold of the atmosphere, but they can be a dangerous enemy in the 1-4 hours that passes before they die.

Steam weevils glow underground or in shade, because of the intense heat of their bodies. A person caught in the midst of a steam weevil swarm takes four points of damage from burns if the swarm is at full strength. Damage is cut in half if the character is warding the insects away. (See "Insect Swarms" in the monster section of the Basic rules book). Smoke and fire does not bother steam weevils, but water damages them if it is splashed on the swarm (roll to hit AC7.) Characters may scoop water from a puddle or stream with their hands, or they may uncover a water container and attempt to douse the bugs that way.

For each hit to the swarm, the damage that the steam weevils can inflict is reduced by one. Therefore, if two splashes have hit the swarm and it is surrounding a person who is warding them off, the swarm does only one point of damage. Note that the swarm can only attack one creature or character at a time.

Vampire Roses

Armor Class:	7
Hit Dice:	4
Movement:	30' (10')
Attacks:	1 + blood drain
Damage:	1-8
No. Appearing:	1-8
Save As:	Fighter 2
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic

Vampire roses look like normal white rose bushes. They can, however, uproot themselves to move about slowly. Each 4 HD worth of vampire roses represents a single rose bush. The thorny stalks of vampire roses can whip around a victim, inflicting 1-8 points of damage. The thorns are hollow. Once a thorn stalk has stuck and wrapped around a victim, the vampire rose will drain 1-8 points of blood per round automatically. The vampire rose also injects a hypnotic anesthetic into the victim's bloodstream, the victim must save vs. Spells or lose all willpower, allowing the vampire rose to continue sucking blood until the victim dies. After a vampire rose has completely drained a victim, the roses will be colored blood red instead of white for one day.

Water Weird

Armor Class:	5
Hit Dice:	3
Move:	60' // (20')
Attacks:	1
Damage:	1 + drowning
No. Appearing:	1-2
Save As:	F6
Morale:	12
Treasure Type:	1
Alignment:	Chaotic
XP Value:	35

Water weird are magical creatures made of water that live in bodies of water, such as pools. They attack all living things that disturb them, feeding on their life forces in some unknown way. Water weirds appear in nearly any shape, though the form of a giant snake is common.

In combat, weirds attack single enemies within 10 feet of their pool. They form from the water in 2 melee rounds. Instead of making a normal attack, water weirds make their victims make a saving throw vs. paralyzation (Dexterity bonuses apply). Victims who fail their saving throw take damage, and are seized and dragged into the water. When weirds trap and drag a victim under water,

NEW MONSTERS

they ignore other opponents until the trapped victim is dead. A trapped character can attack the weird with a -4 penalty to hit. Once in the water, victims take damage each round and must make a saving throw vs. death each round or go unconscious. Unconscious victims die after 3 rounds unless rescued.

Sharp weapons cause only 1 point of damage; blunt weapons cause normal damage. All strength and magical bonuses apply. Damage equal to a weird's total hit points disrupts it, but it reforms in 2 melee rounds. Cold slows weirds (half movement and attacks every second round), but fire-based spells do half or none of their normal damage. *Purify food and water* spells kill water weirds immediately. All other attacks do not harm them. They may retreat to the bottoms or far corners of their pools if hard pressed.

Larger water weirds are possible. For every additional 3 hit dice, the weird's AC is improved by 2, damage increased by 1, attack range increased by 5 feet, and saving throws and trapped victims' attacks made with additional penalties of -2.

Witch-Sisters, Three

The three sisters are unlike any other magic-users, in that their powers work in combination, and require the *Black Opal Eye* as a focus. Individually, they are weak, but together they become stronger. Use the higher levels and hit points listed for each only when the witches are together in one place and when they know where the *Black Opal Eye* is. If the sisters are separated, or if one of them dies, or if they do not know where the *Black Opal Eye* is, do not use their higher spells and hit points.

The *Black Opal Eye* also enables the witches to communicate telepathically with their panthers. It also gives them enormous additional power when the stars are in proper conjunction. It was during a conjunction that the witches attacked Elyas. A similar conjunction helped them give the Rahib power over the Siswa.

The three sisters despise one another and often argue among themselves. When the three are together and not under attack, there is a 20% cumulative chance per round that they will stop whatever they are doing and bicker among themselves. If attacked, however, they always co-operate to defend themselves.

Karelena

Armor Class:	9
Level:	M1/M4
Hit Points:	5/11
Move:	120' (40')
Attacks:	1 (with dagger)
Damage:	1d4
Save As:	M1/M4
Morale:	6/12
Alignment:	Chaotic
XP Value:	10/75

When alone, Karelena can cast two of the following spells: *hold portal*, *shield*, *sleep*. When with her sisters, she can cast any two of the above spells, plus any two of these spells: *levitate*, *web*, *wizard lock*.

Karelena is using the body of the elven maiden, Merisa. She appears dark and powerful, wearing gaudy clothing. She is always accompanied by a black panther. Karelena orders her panther to attack the PCs whenever she sees them, then attempts to escape while the PCs fight the panther.

Solorena

Armor Class:	9
Level:	M1/M4
Hit Points:	4/10
Move:	120' (40')
Attacks:	1 (with dagger)
Damage:	1d4
Save As:	M1/M4
Morale:	6/12
Alignment:	Chaotic
XP Value:	10/75

When alone, Solorena can cast one of the following spells: *charm person*, *floating disc*, *sleep*. When with her sisters, she can cast any two of the above spells, plus any two of the following spells: *invisibility*, *ESP*, *phantasmal force*.

Solorena has taken the body of the elf Sylva. She appears as a tall and willowy girl with long, golden hair. She looks, however, as though she has not been able to sleep for weeks. Solorena has a black panther as a pet. The cat is never far away, and she can summon it telepathically.

If the PCs capture Solorens, she pretends to be Sylva.

Trilena

Armor Class:	9
Level:	M1/M5
Hit Points:	6/13
Move:	120' (40')
Attacks:	1 (with dagger)
Damage:	1d4
Save As:	M1/M5
Morale:	6/12
Alignment:	Chaotic
XP Value:	10/175

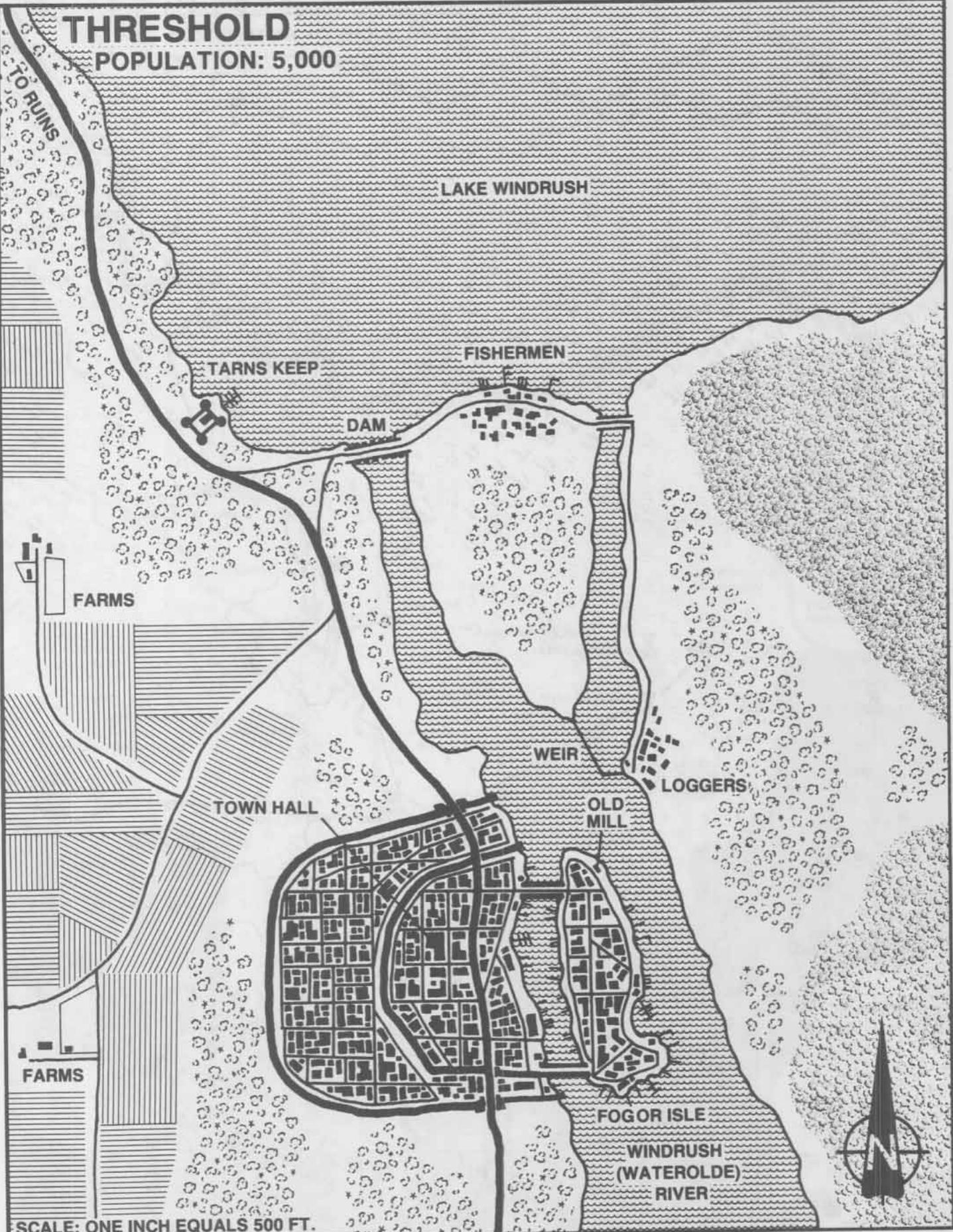
At the beginning of the module, the witch Trilena is imprisoned in one of the stone dragon heads in room 100. During the play of the module, Trilena tries to inhabit any female character with charisma 15 or higher. Trilena cannot use any spells until she escapes from the stone prison.

If encountered alone, she can cast one of the following spells: *light*, *magic missile*, *shield*. If encountered with her sisters, she can cast any two of the above spells, plus any two of the following: *continual light*, *levitate*, *mirror image*. She may also cast one *hold person* spell per day.



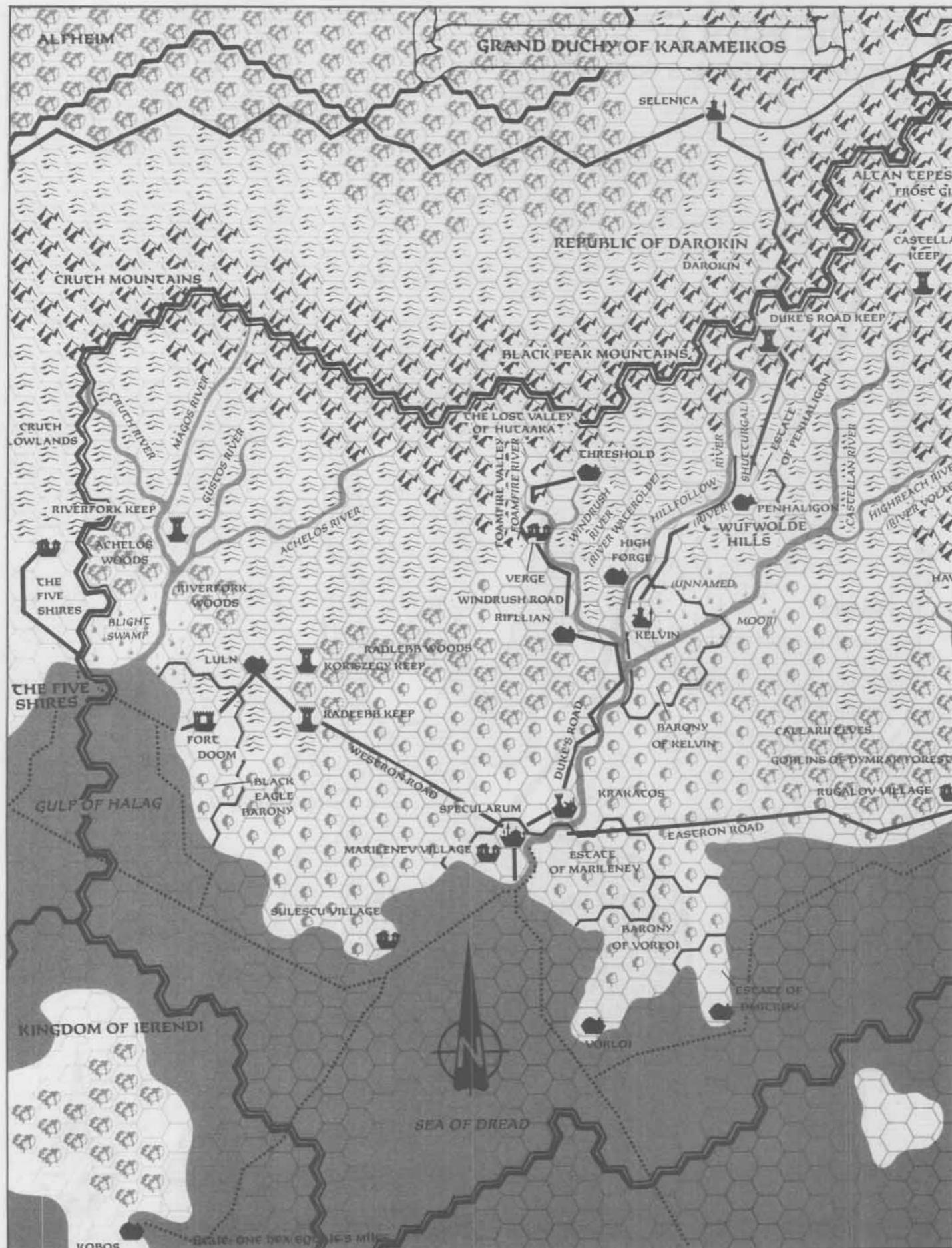
THRESHOLD

POPULATION: 5,000

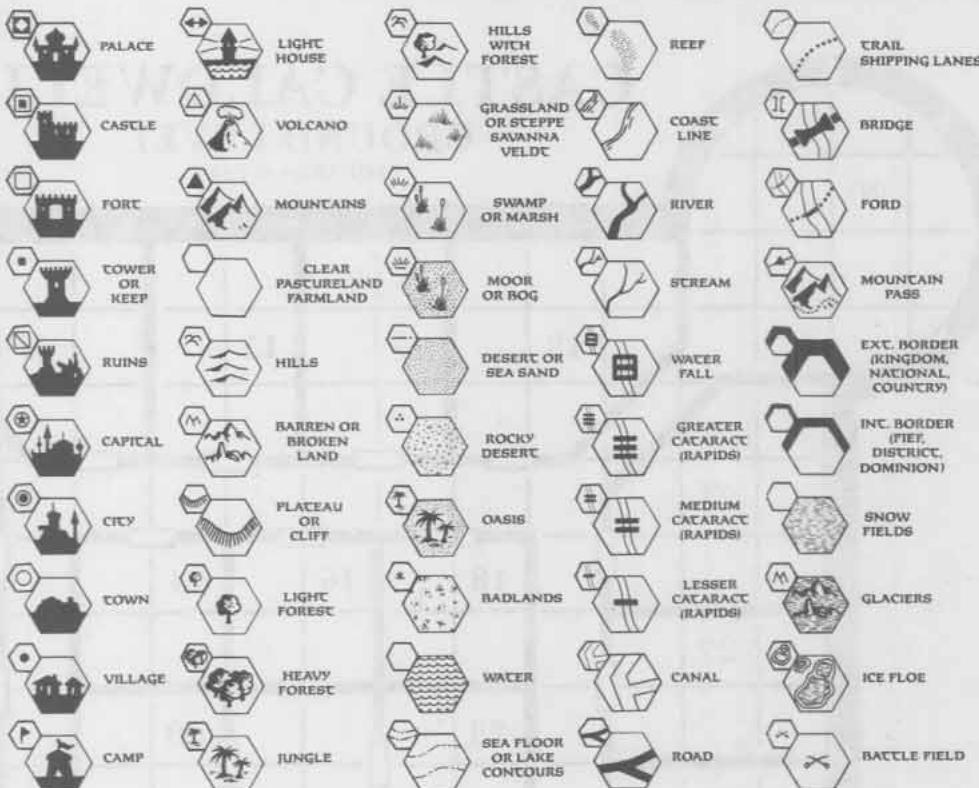
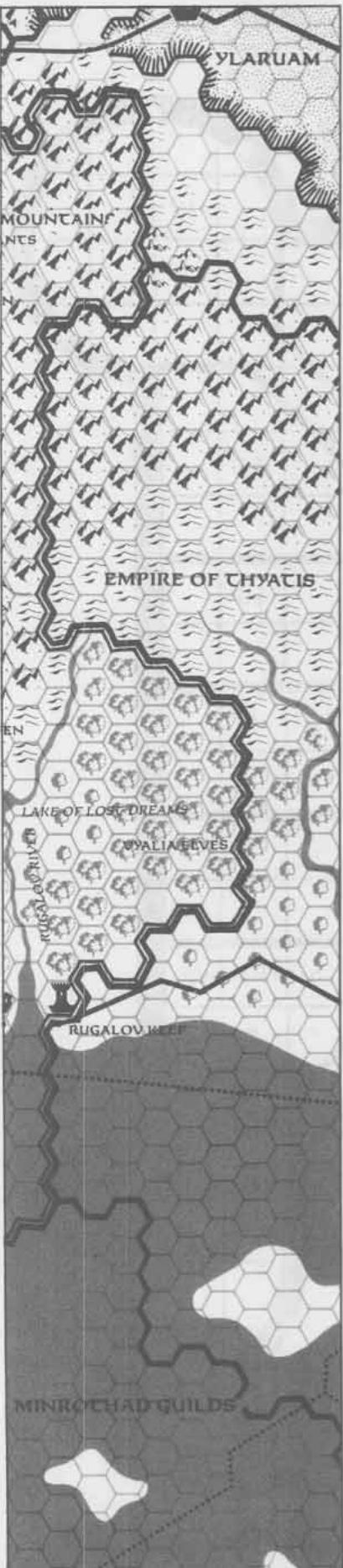


SCALE: ONE INCH EQUALS 500 FT.

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THE GRAND DUCHY OF KARAMEIKOS



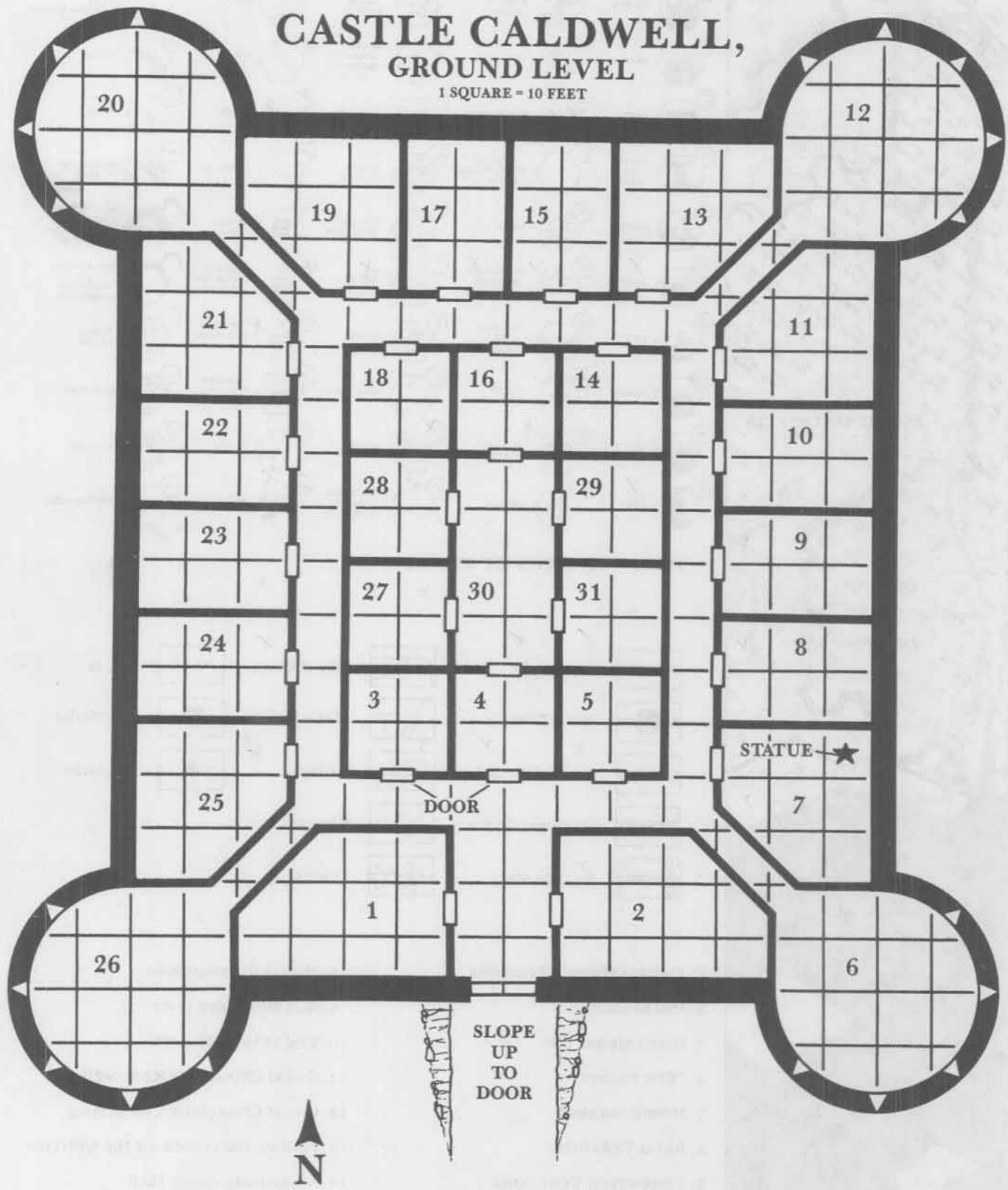
KEY THE CITY OF SPECULARUM

	City Walls		City Blocks		Boats
	Wall Tower		Main Roads		Catapults
	Main City Gates		Fields		Ballistas
	Postern Gates		Forests		
	Sea Gates		Docks		

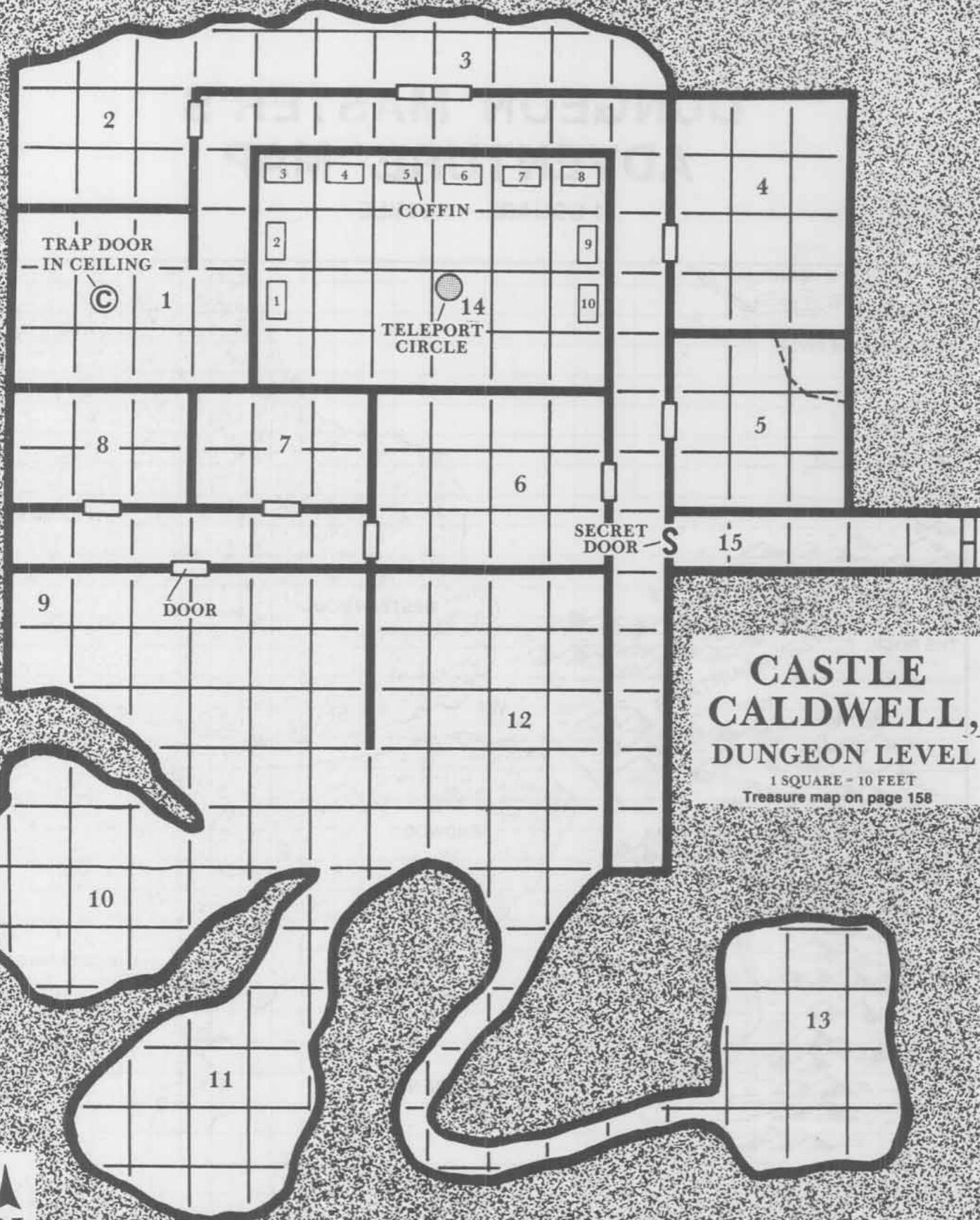
- 1. Ambassadors' Quarters
- 2. Hill Market
- 3. Black-Heart Lily
- 4. "The Palace"
- 5. North Market
- 6. Radu Territory
- 7. Torenescu Territory
- 8. Naval Shipbuilders
- 9. Guardhouses (8 of 12)
- 10. The House of Alya
- 11. Great Church of Karameikos
- 12. Great Church of Traladara
- 13. Hall of the Order of the Griffon
- 14. Magicians' Guild Hall

CASTLE CALDWELL,
GROUND LEVEL

1 SQUARE = 10 FEET

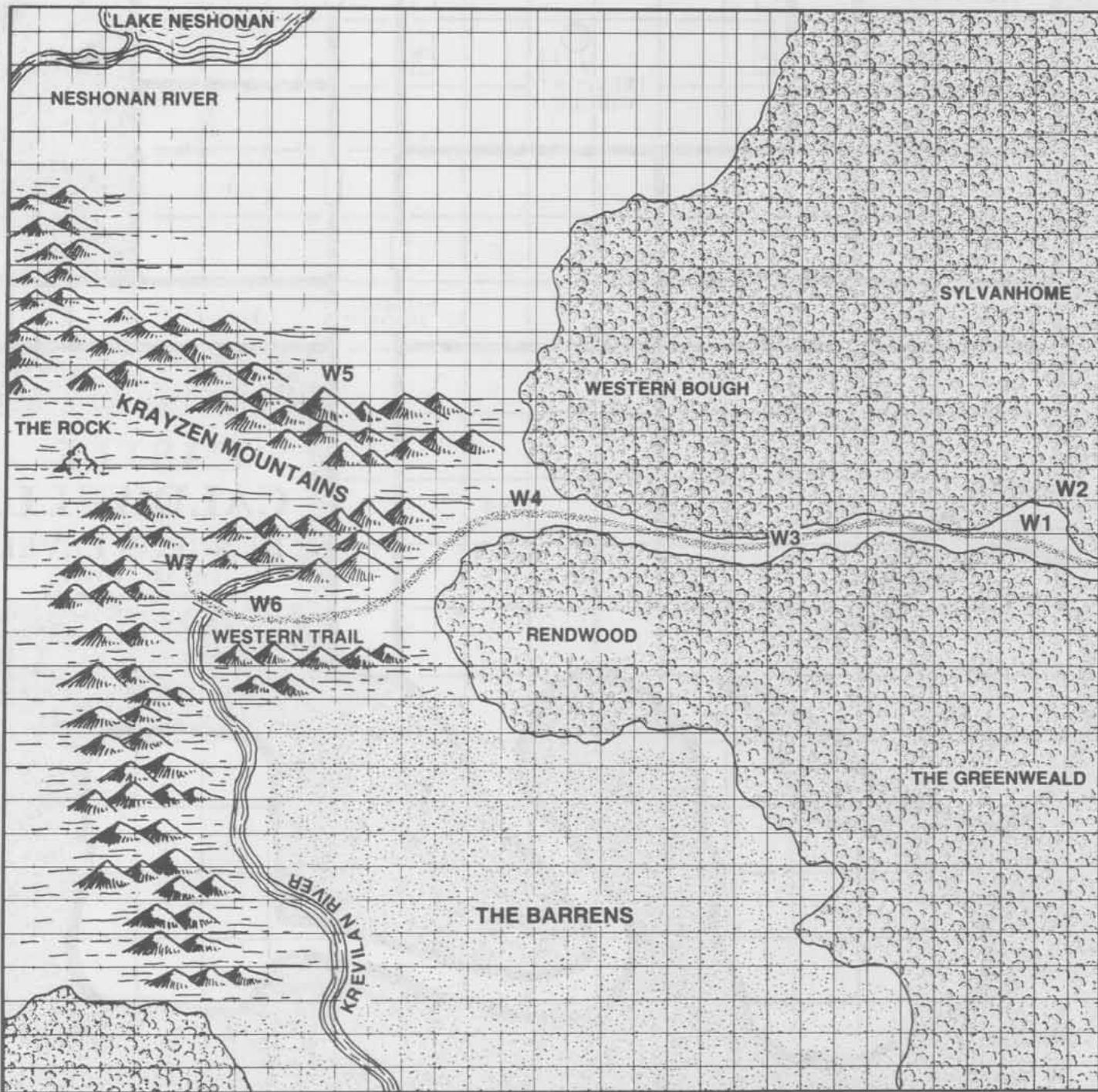


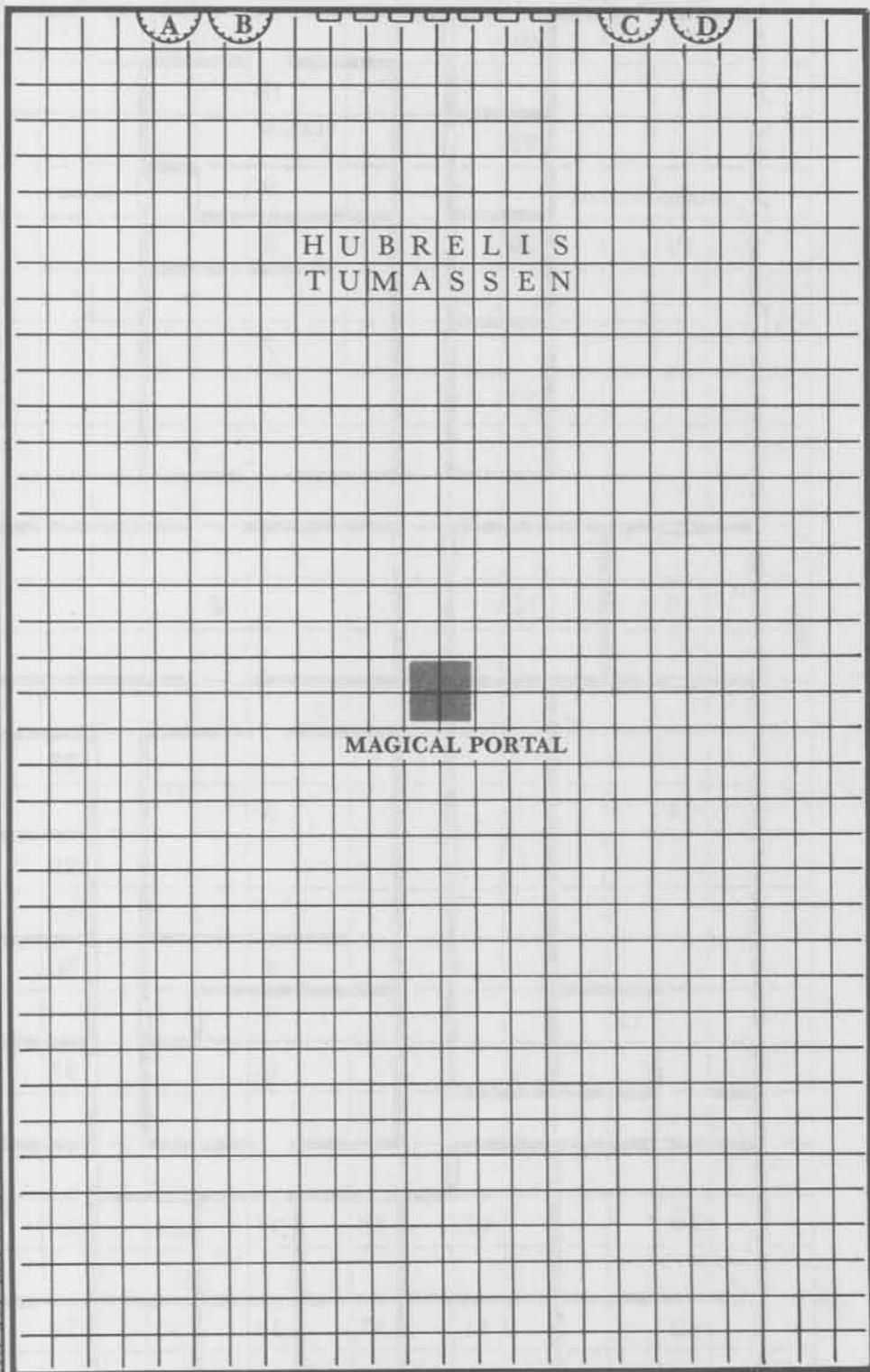
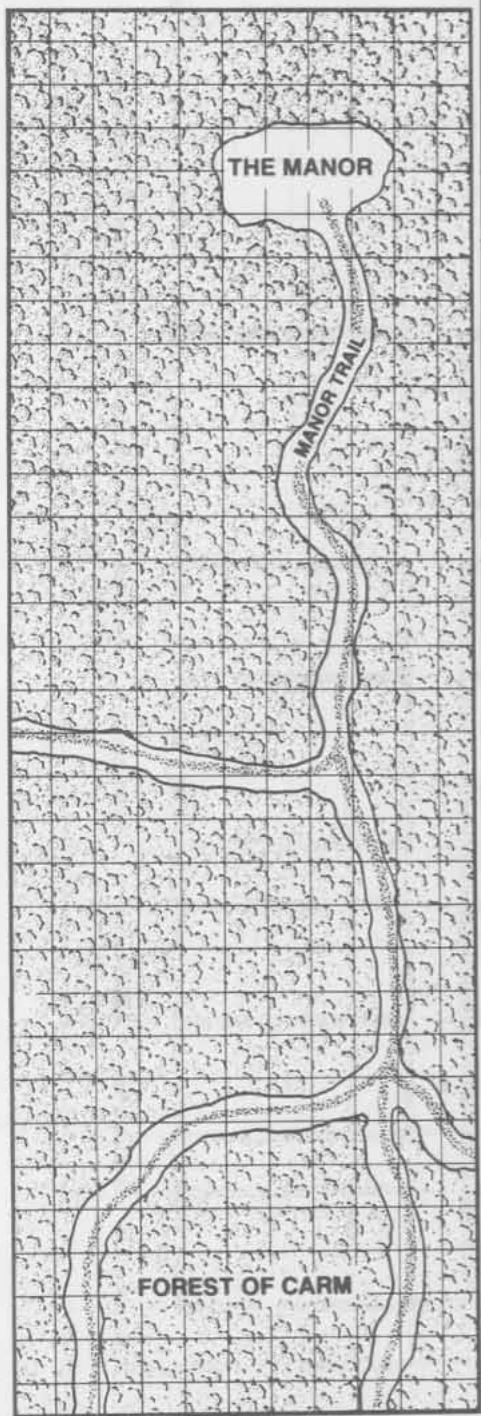
CASTLE CALDWELL



DUNGEON MASTER'S ADVENTURE MAP

1 SQUARE = 1/2 MILE





1 square = 10 feet

THE HALL OF THE ROCK

N

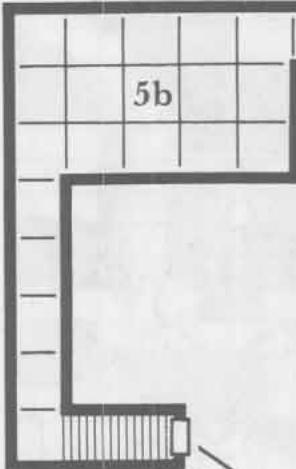


FORTRESS OF ELWYN THE ARDENT

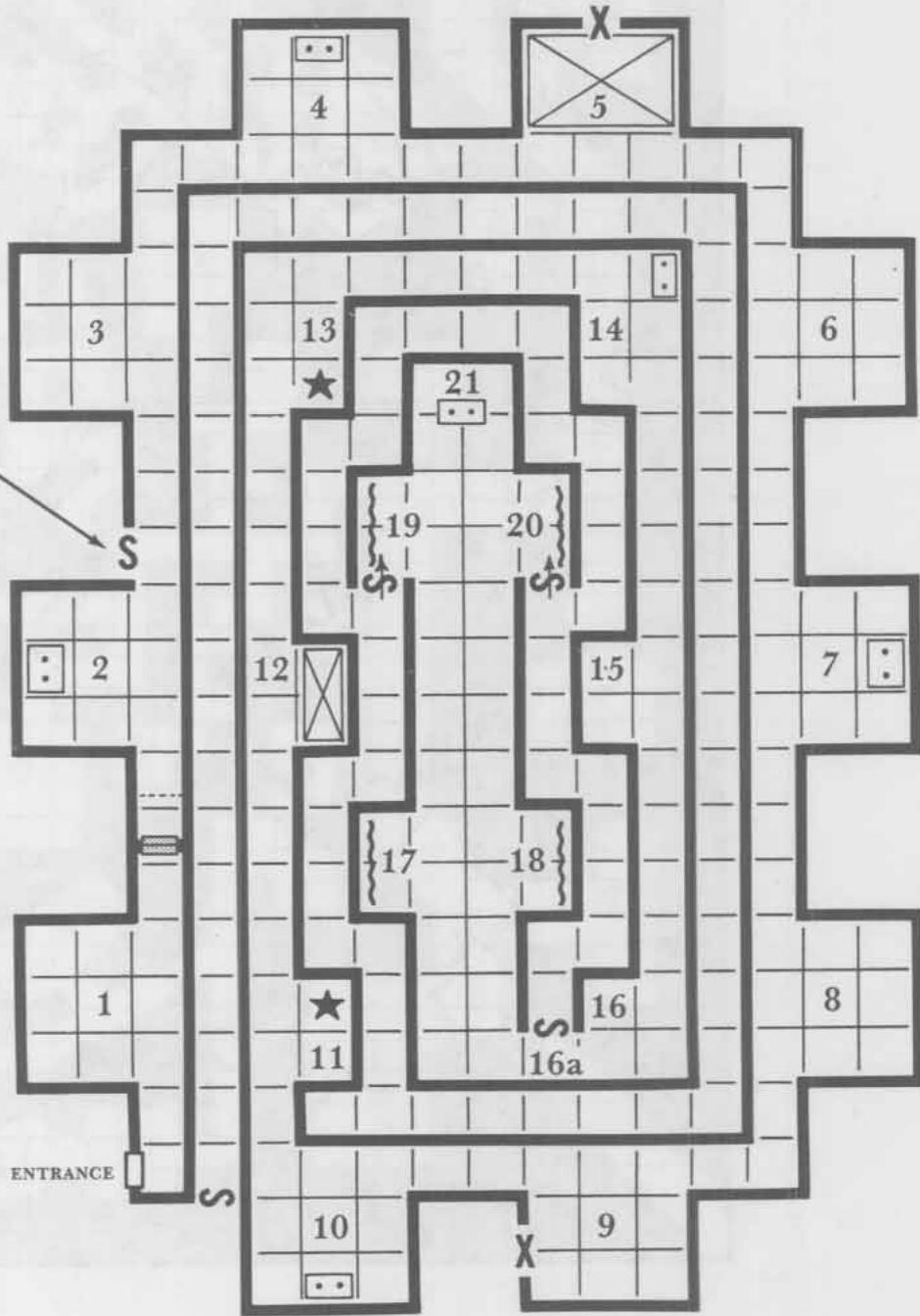
1 SQUARE = 10 FEET

ELWYN'S SANCTUARY

LOWER LEVEL



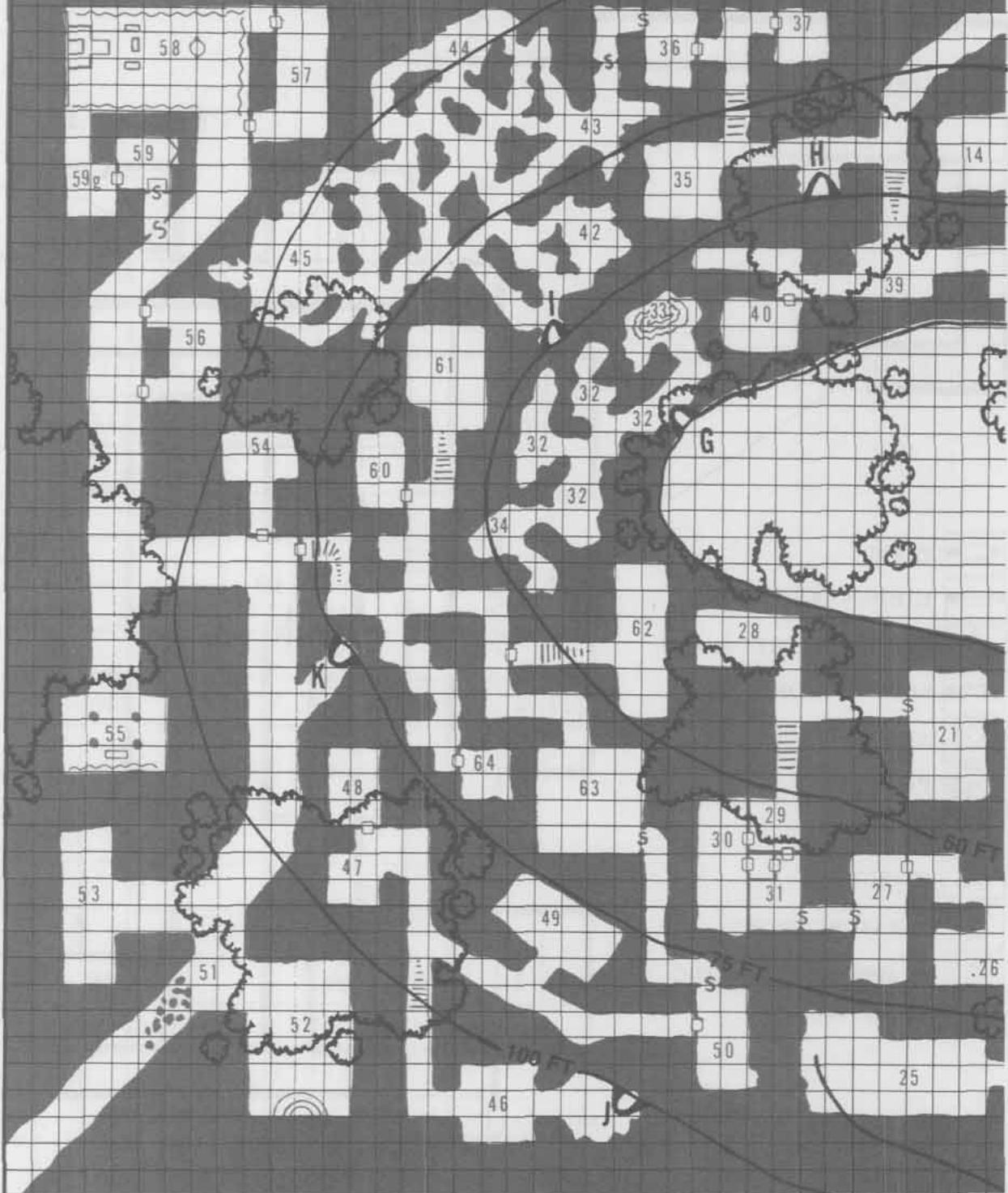
UPPER LEVEL



Treasure maps on page 158

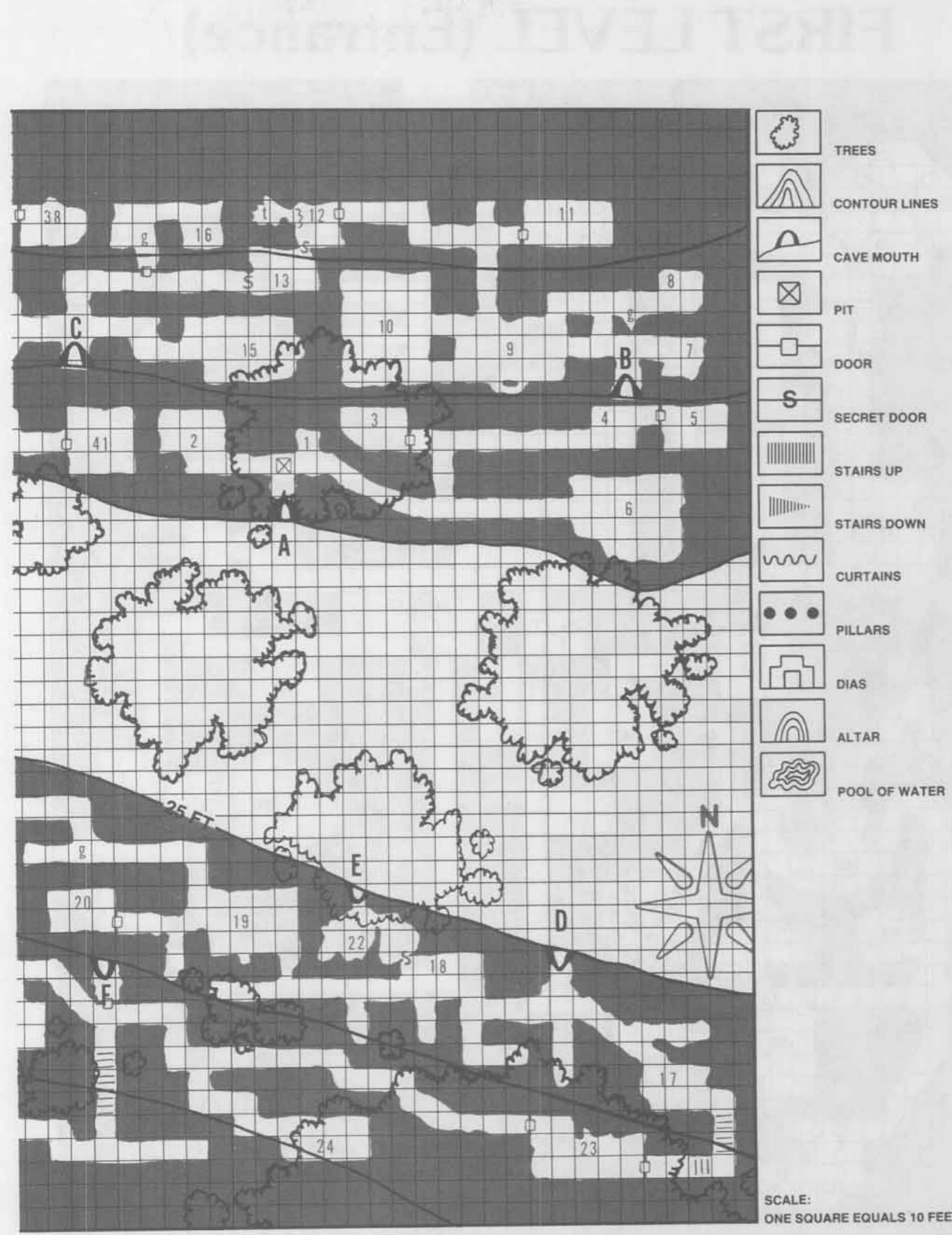


CAVES OF CHAOS



THE CAVES OF CHAOS

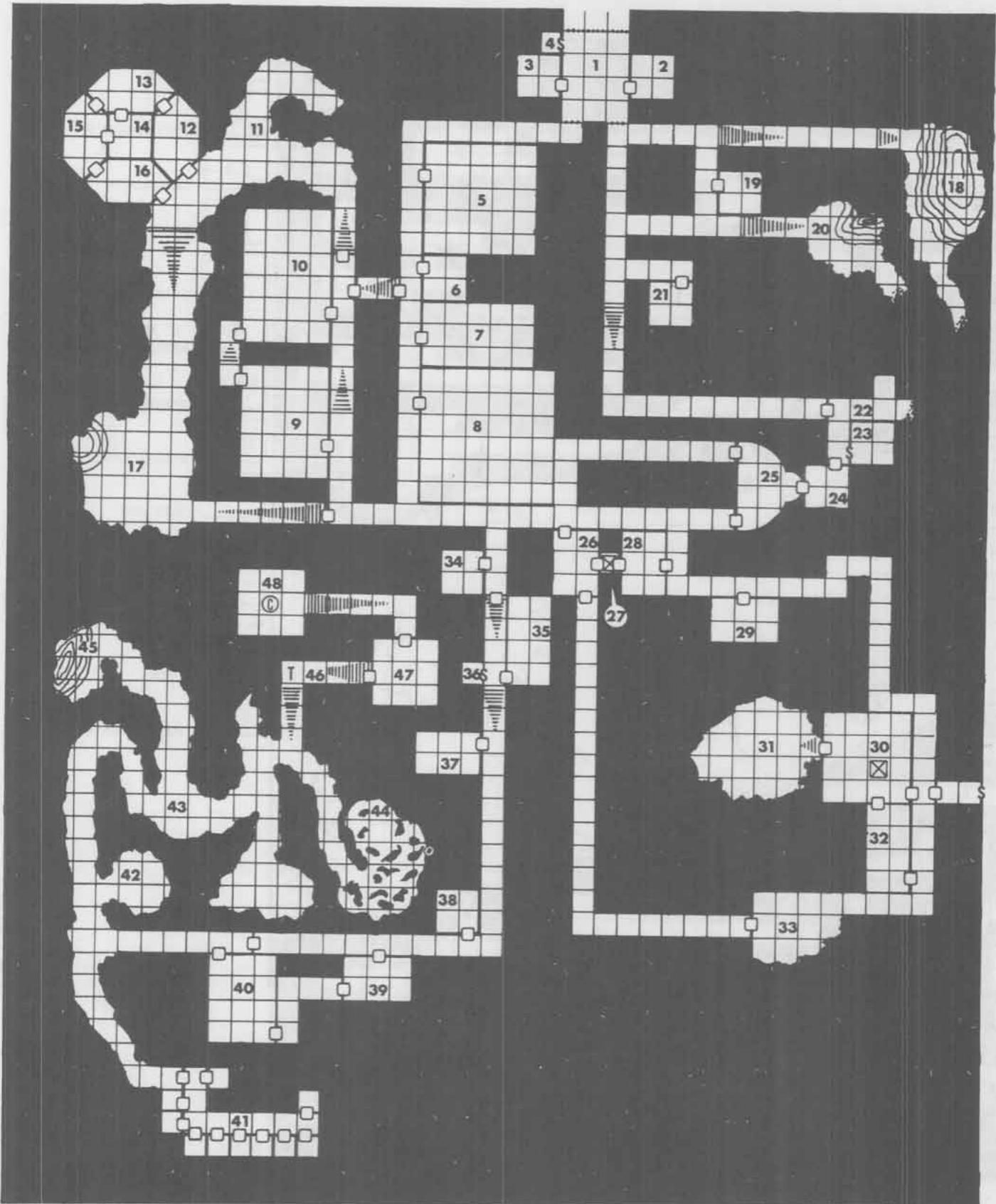
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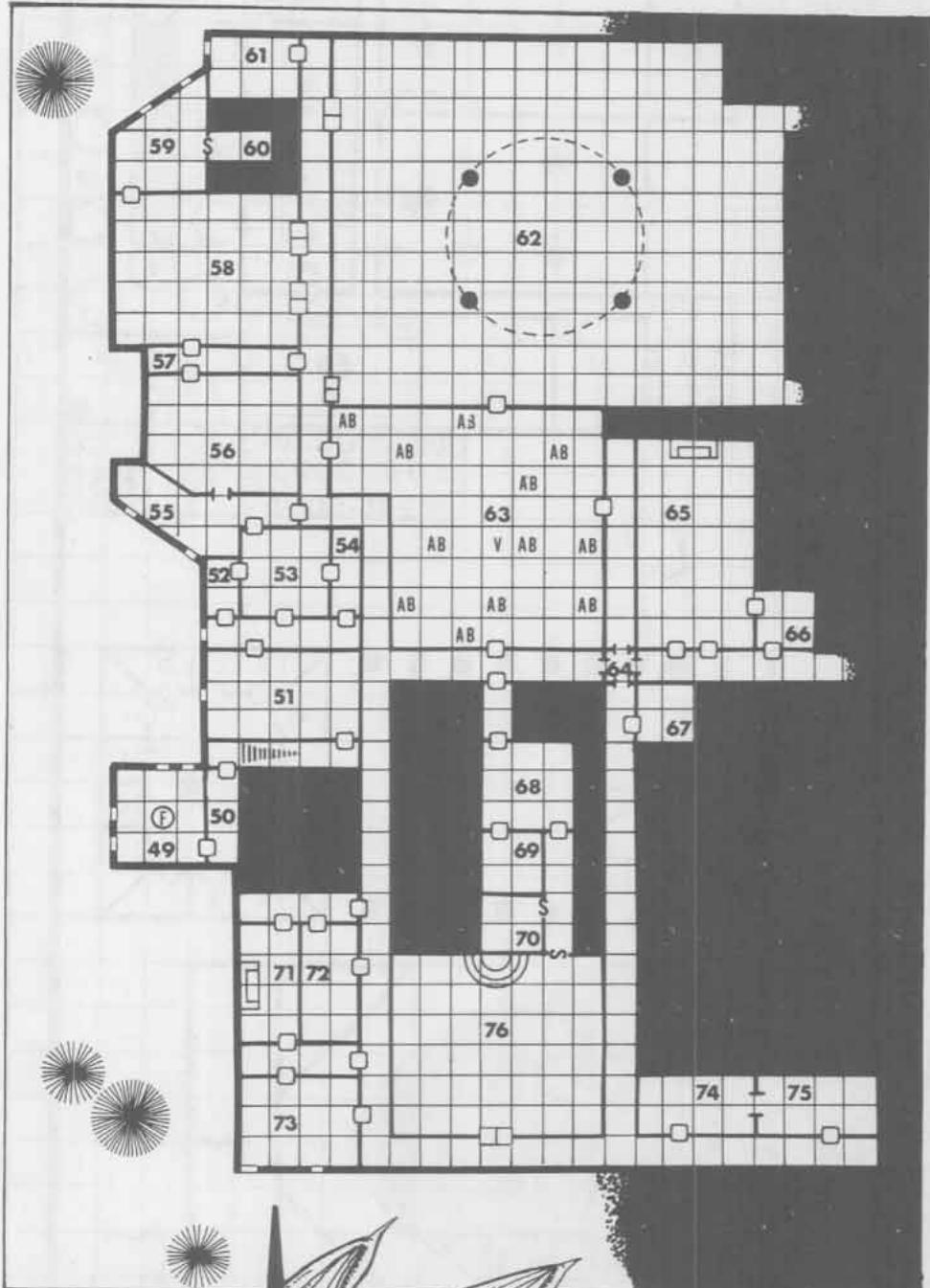
THE CAVES OF CHAOS

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FIRST LEVEL (Entrance)

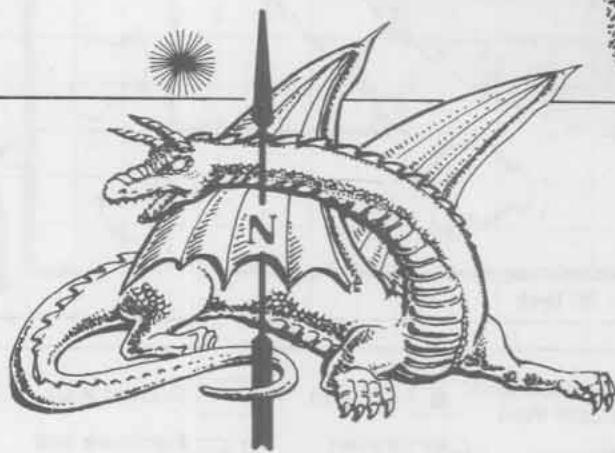


SECOND LEVEL (Upper)

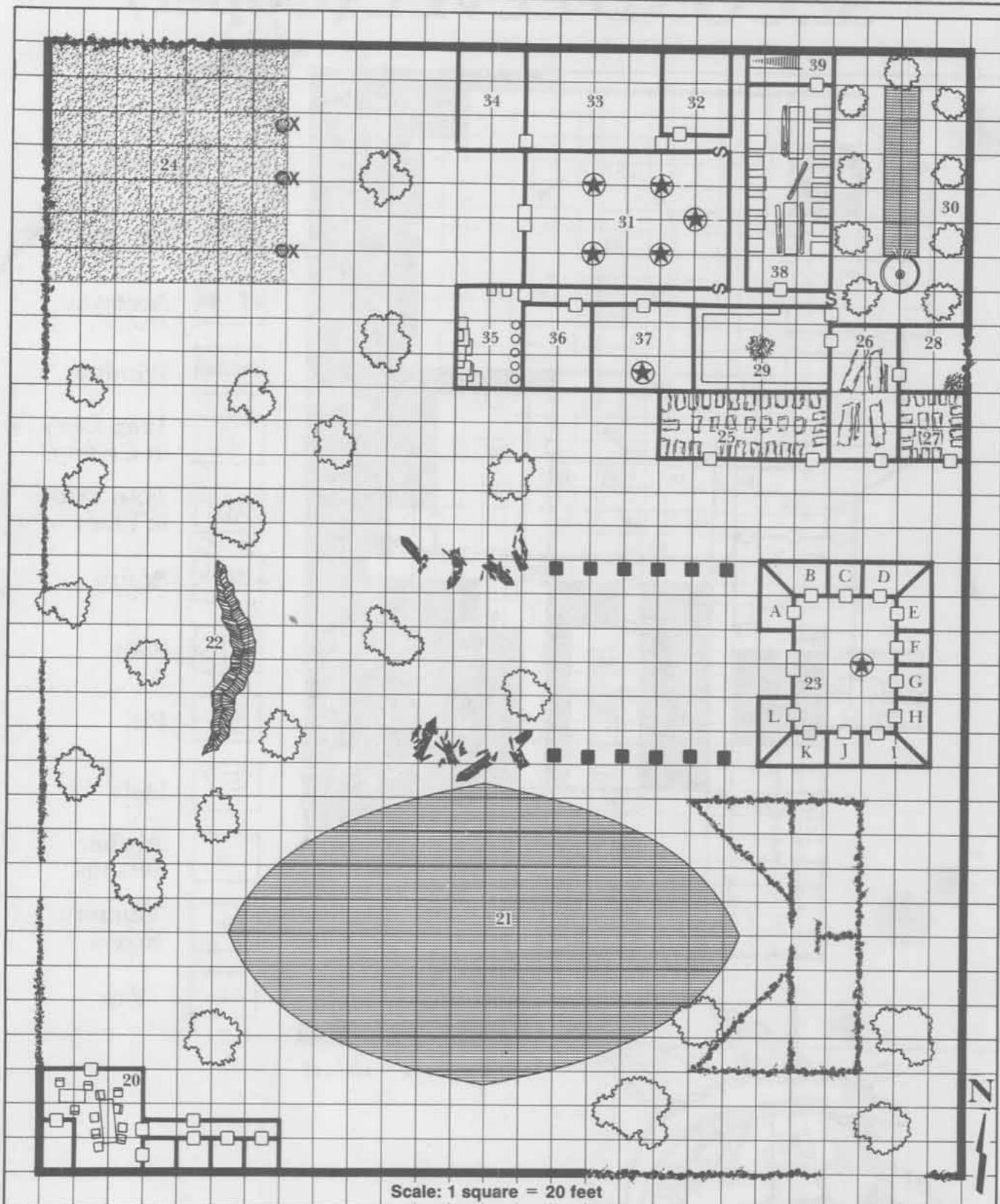


KEY:

	Door
	Secret Door
	Archway
	Window
	Trap Door in Ceiling
	Trap Door in Floor
	Stairs
	Pool
	Pit
	Dais
	Archer Bushes
	Vampire Roses
	Trap



THE SILVER PRINCESS



Door

Pool

Garden

Crevasse and Steam Vent

Column

Ruined Wall

Secret Door

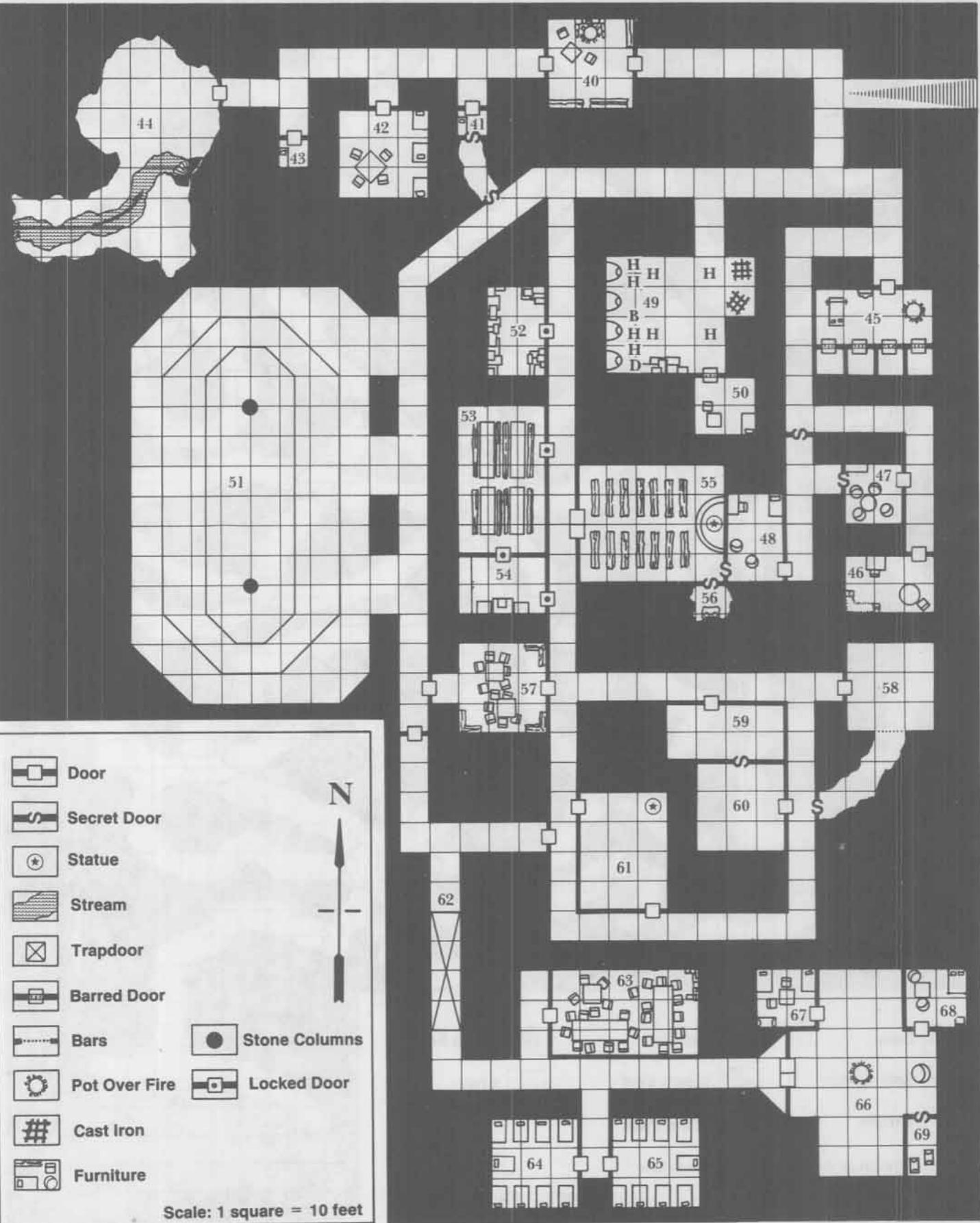
Tree

Statue

Stairway

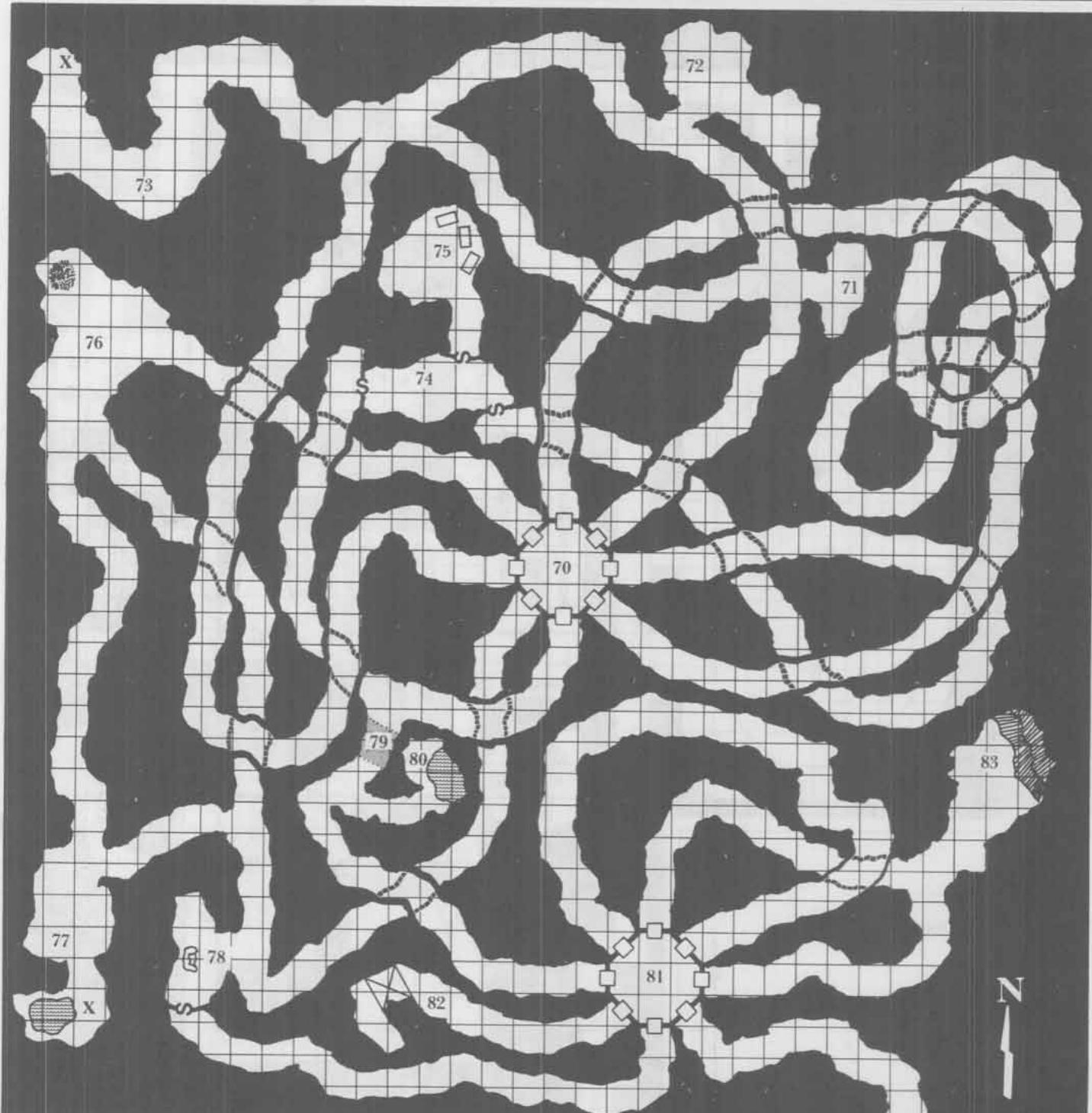
Fallen Column

Furniture and Ruined Furniture



MAP OF DUNGEON LEVEL II

THE HOBGOBLIN KING



Door



Secret Door



Throne



Stream or Pool



Rapids



Steam Vent



Under Pass



Trapdoor

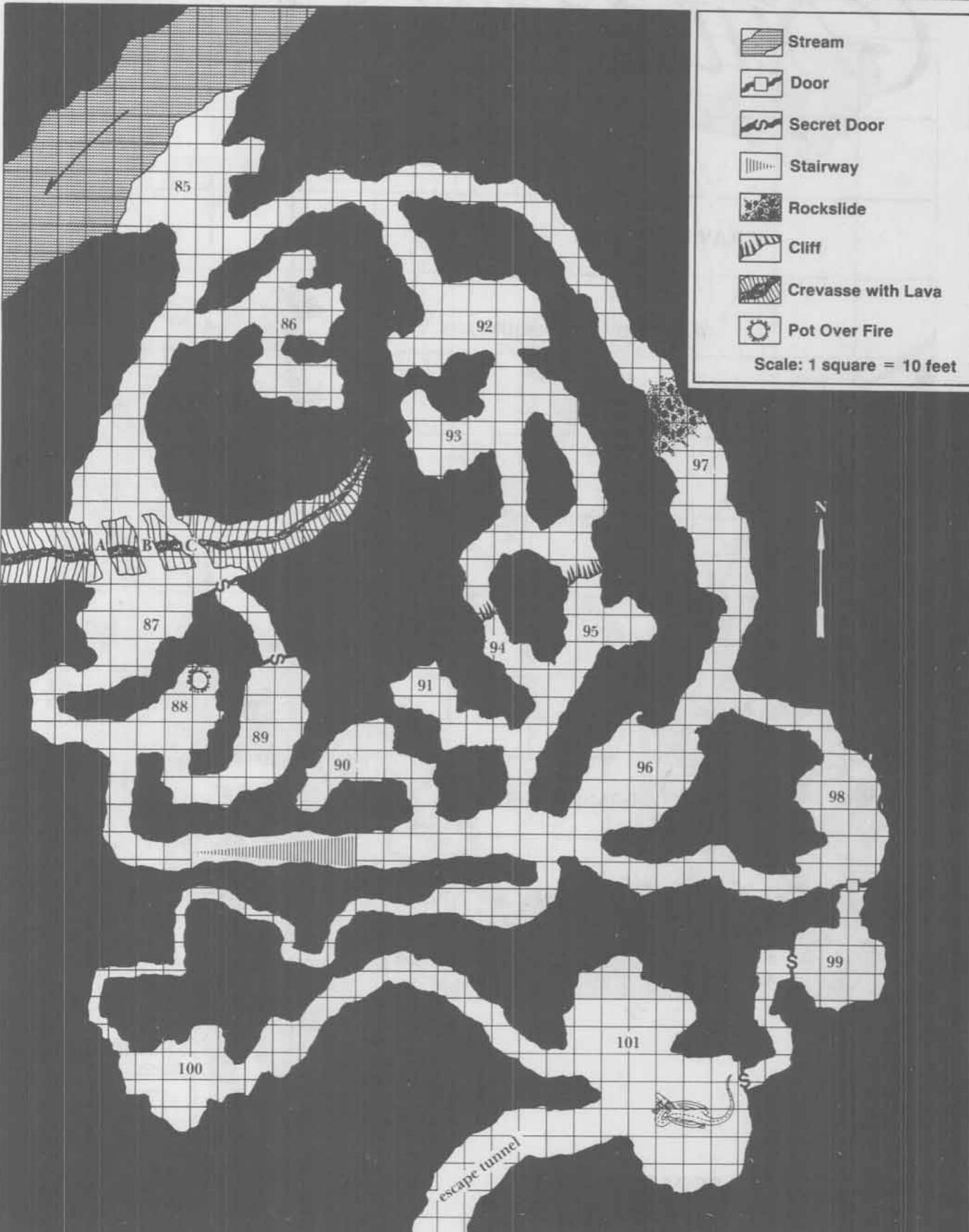


Scrap Bed



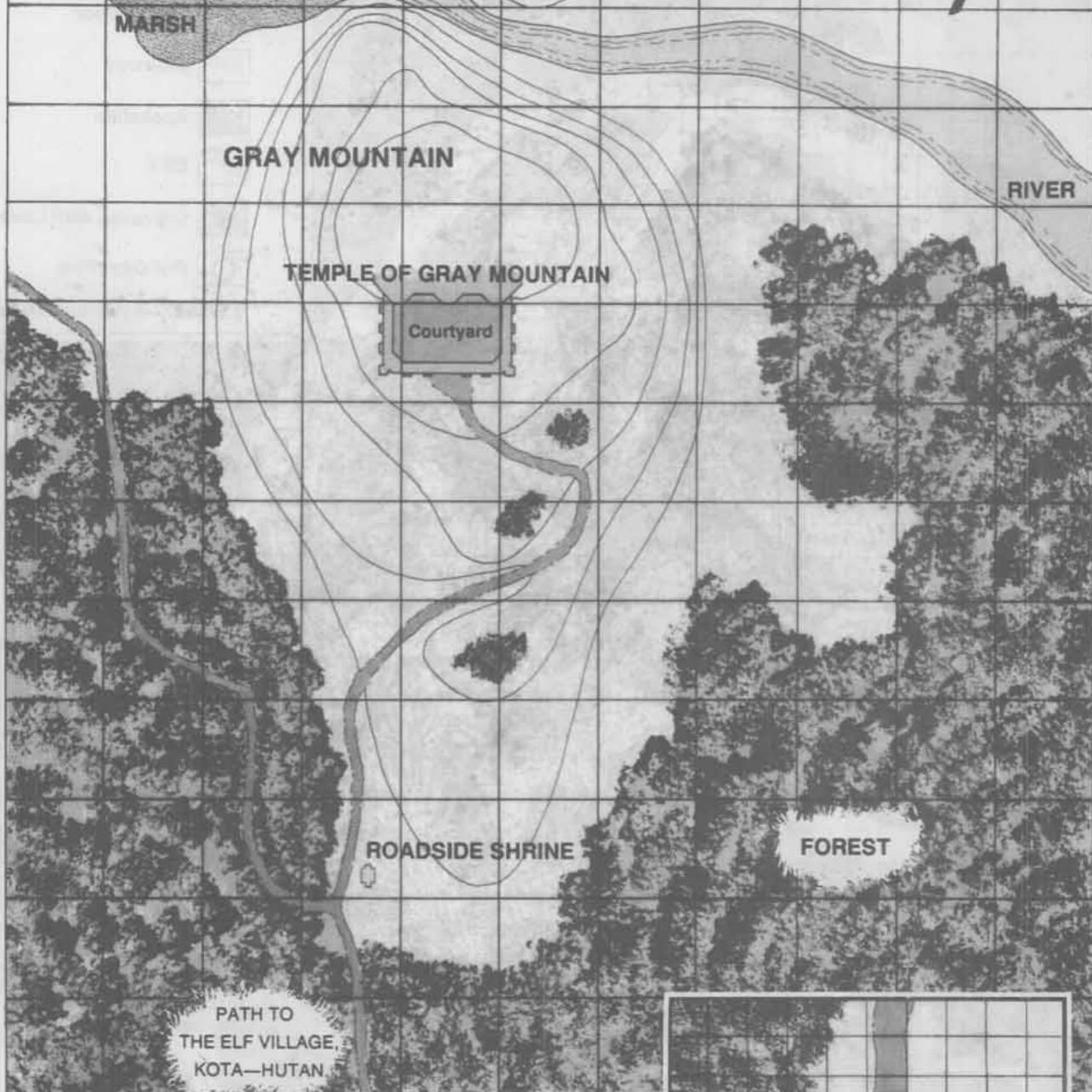
Chest

Scale: 1 square = 10 feet

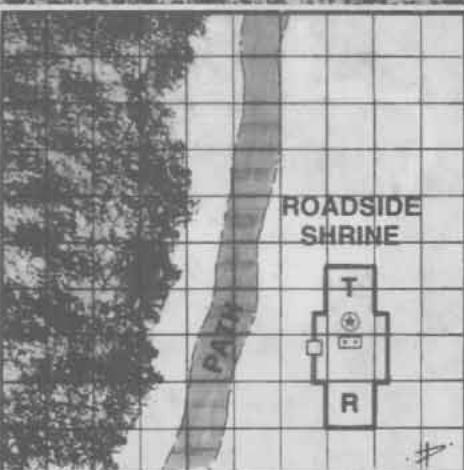


Outdoor Map

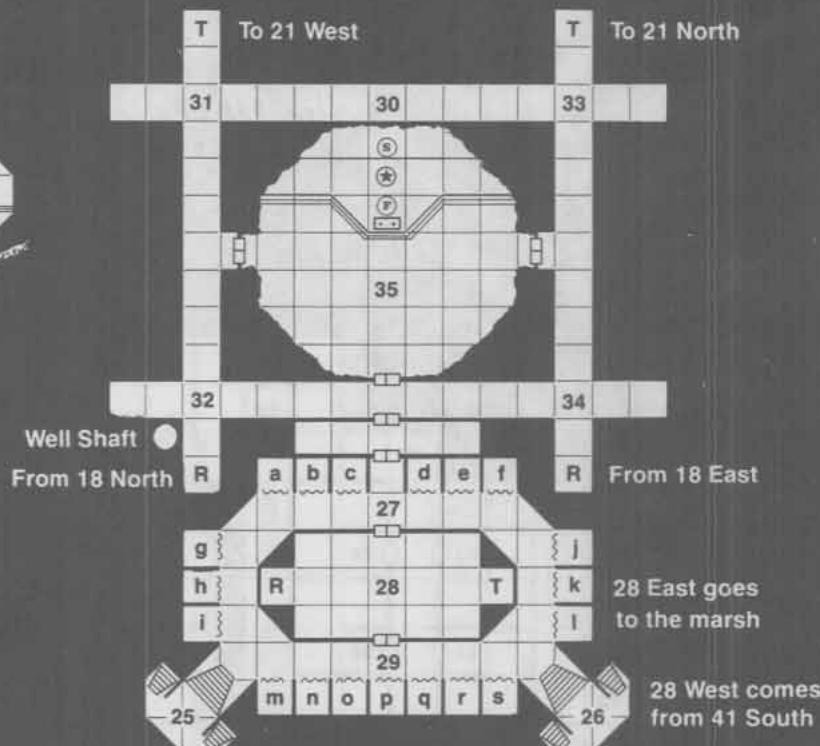
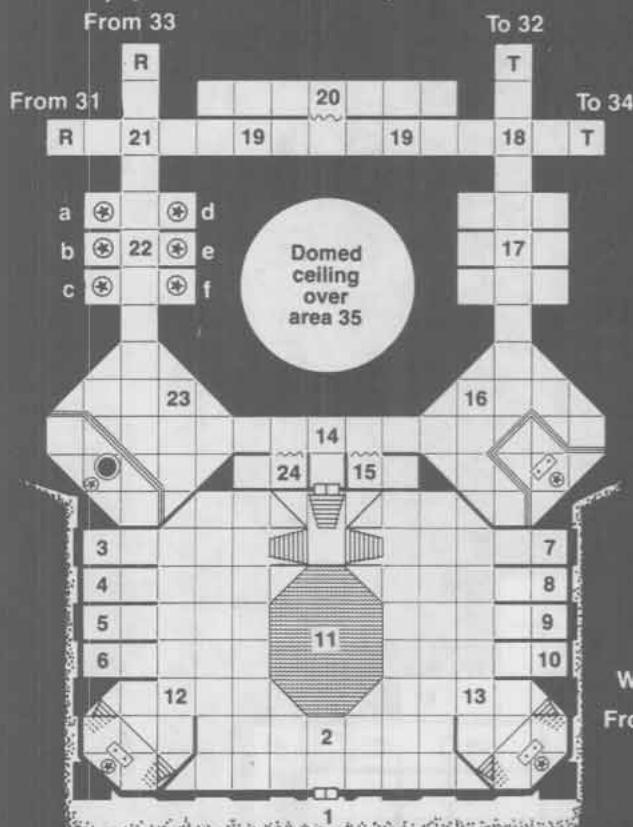
MAP 1



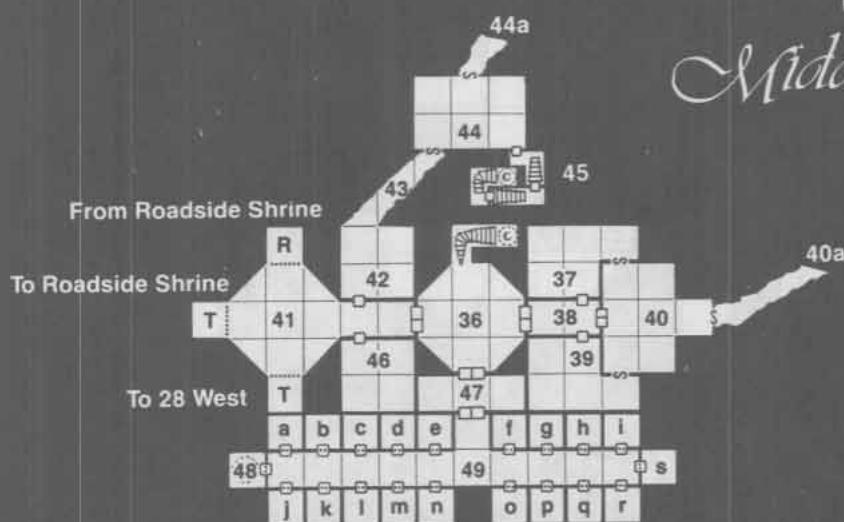
SCALE: 1 LARGE SQUARE = 100 FEET
1 SMALL SQUARE = 10 FEET



Upper Temple Level



Middle Temple Level

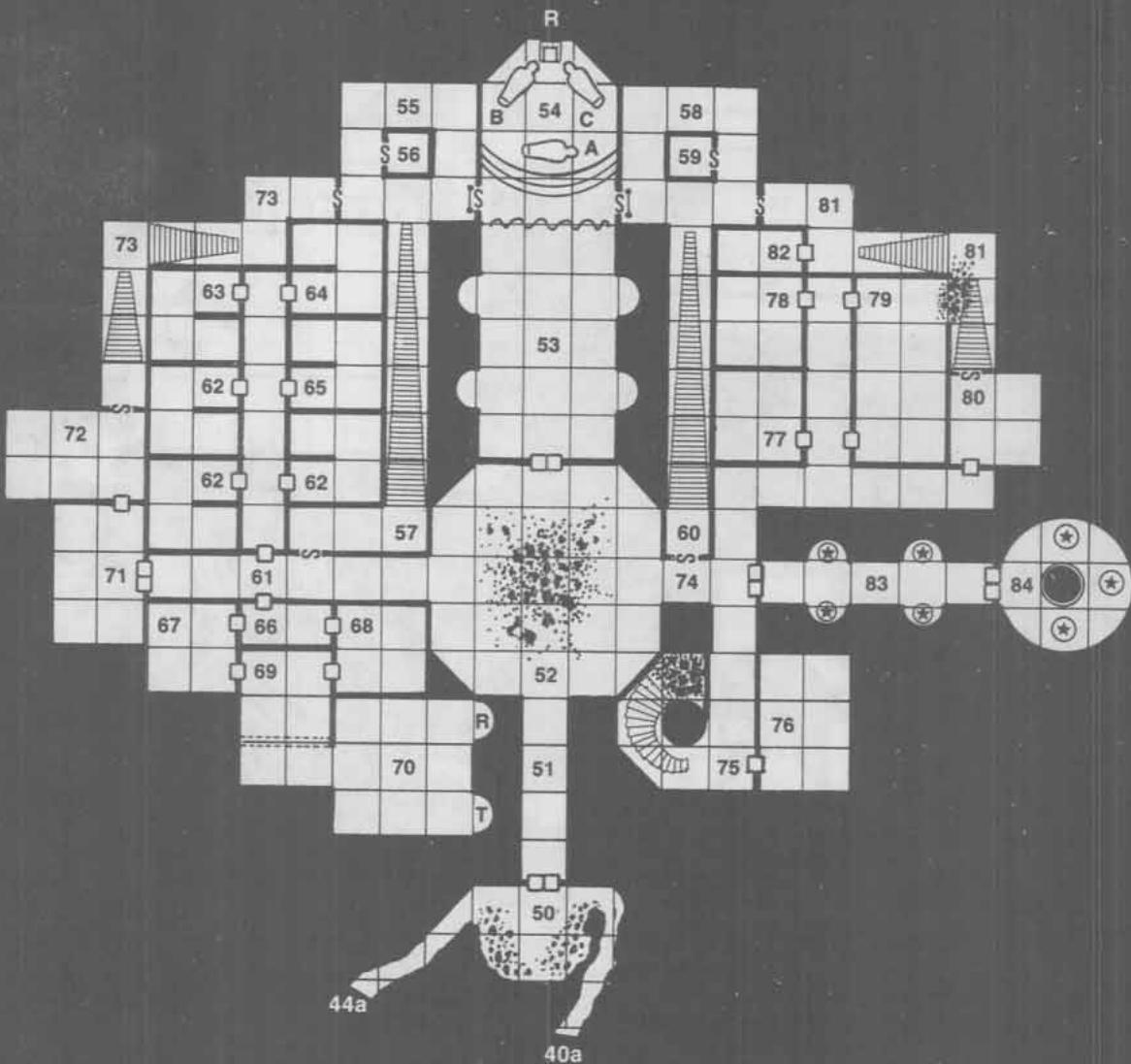


Lower Temple Level

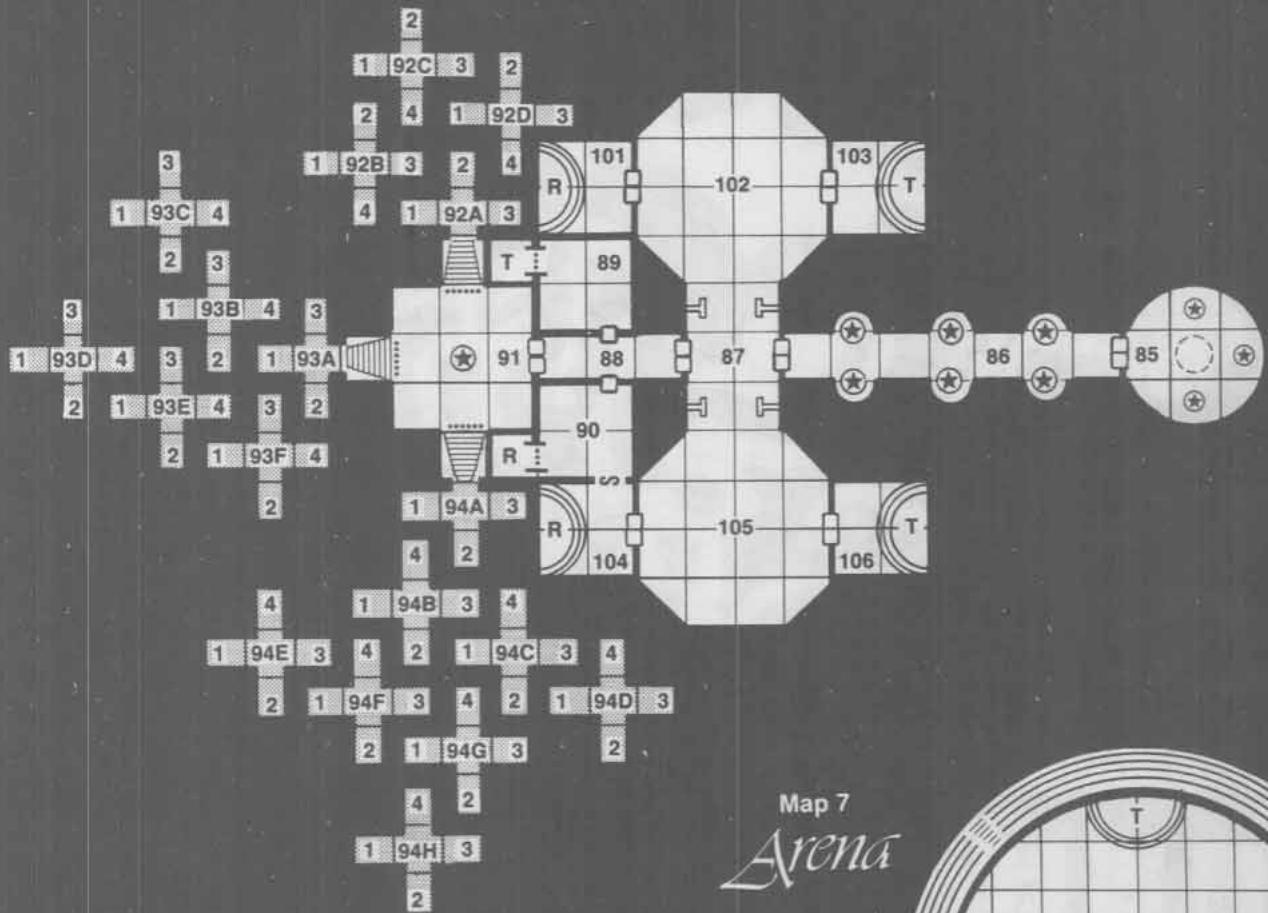
Rahasia

Map 5

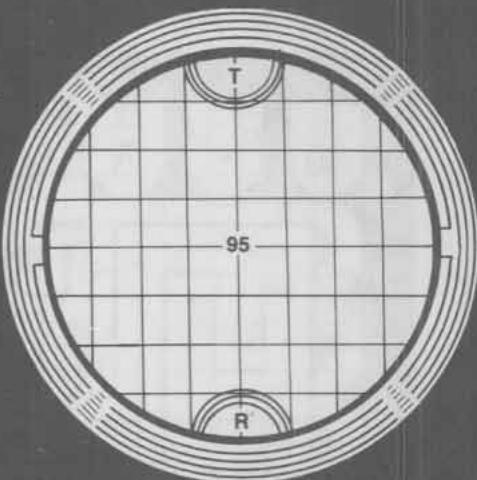
Halls of Grandeur



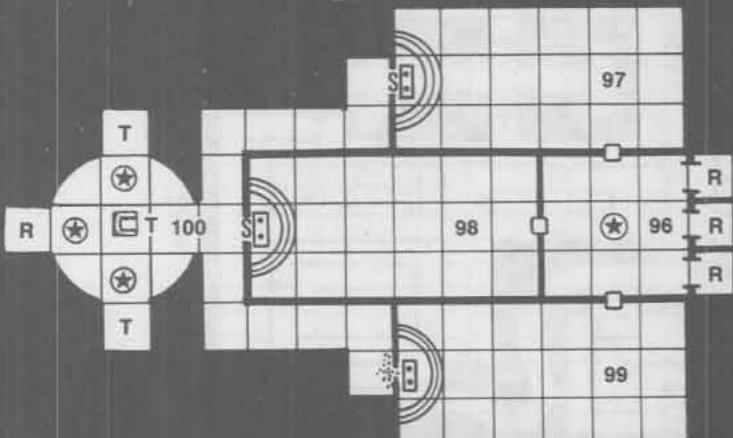
Map 6

Elyas' Treasury

Map 7

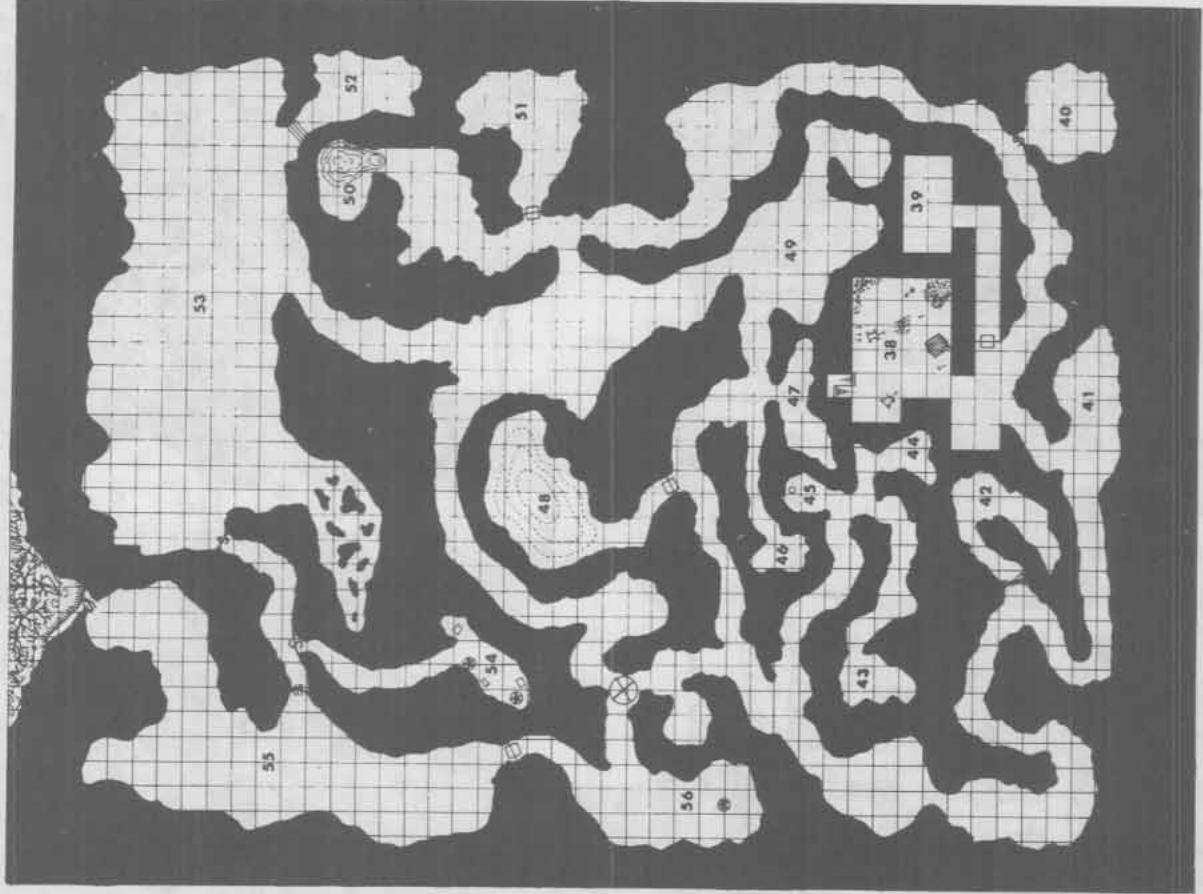
Arena

Map 8

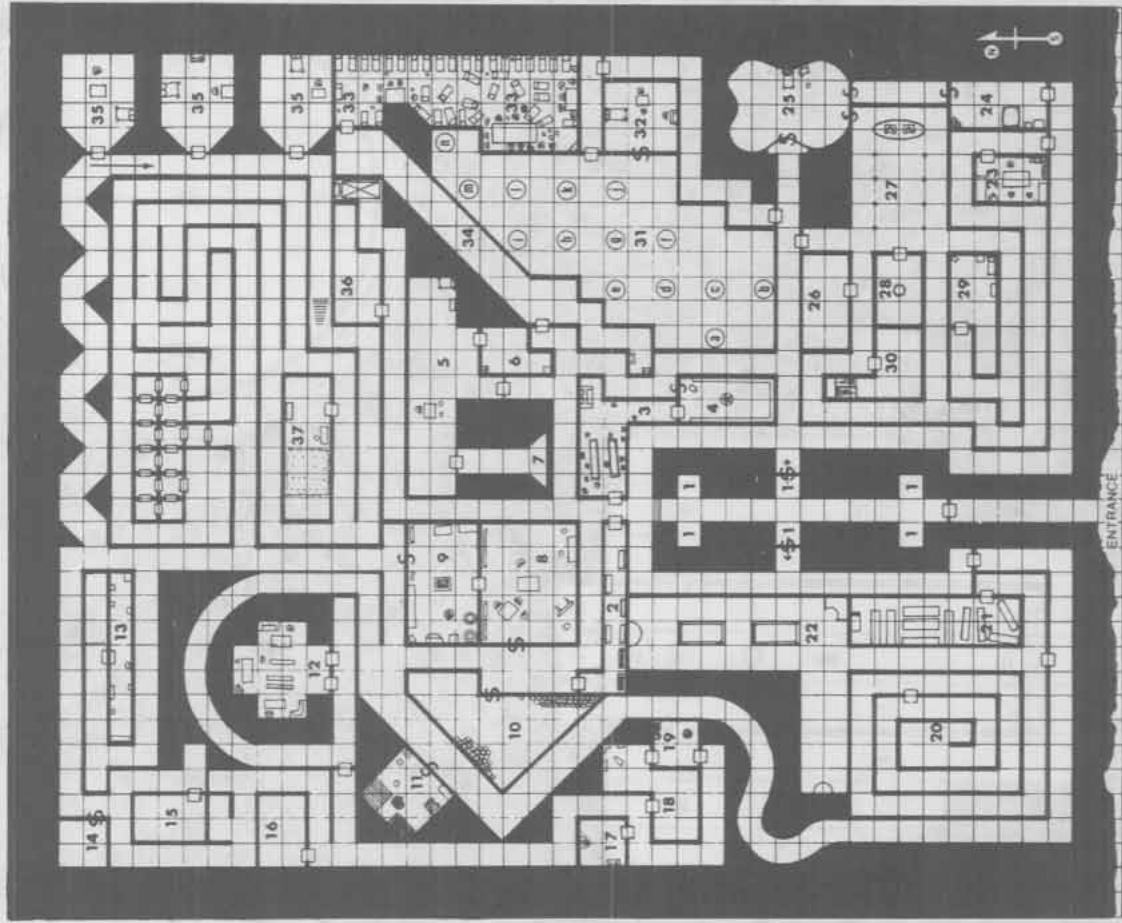
Inner Sanctum

THE CAVERNS OF QUASQUETON

LOWER LEVEL

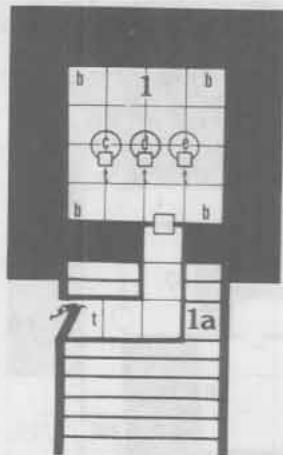


UPPER LEVEL

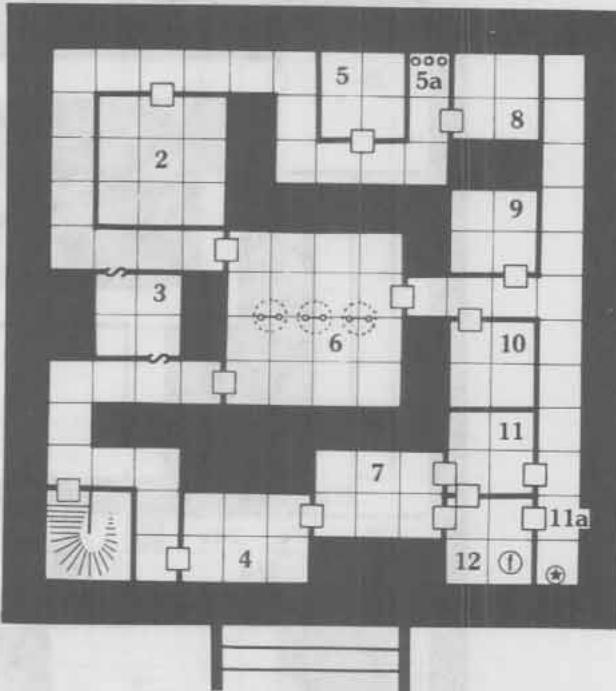


- SLOPE
- SINKHOLE
- ◎ STATUE
- PITS, COVERED
- POOL
- DEPRESSION
- WEB
- POOL
(from pit by room 36)
- STAIRS, UP
- STAIRS, DOWN
- SECRET DOOR
- FALSE DOOR
- ONE-WAY SECRET DOOR

THE LOST CITY

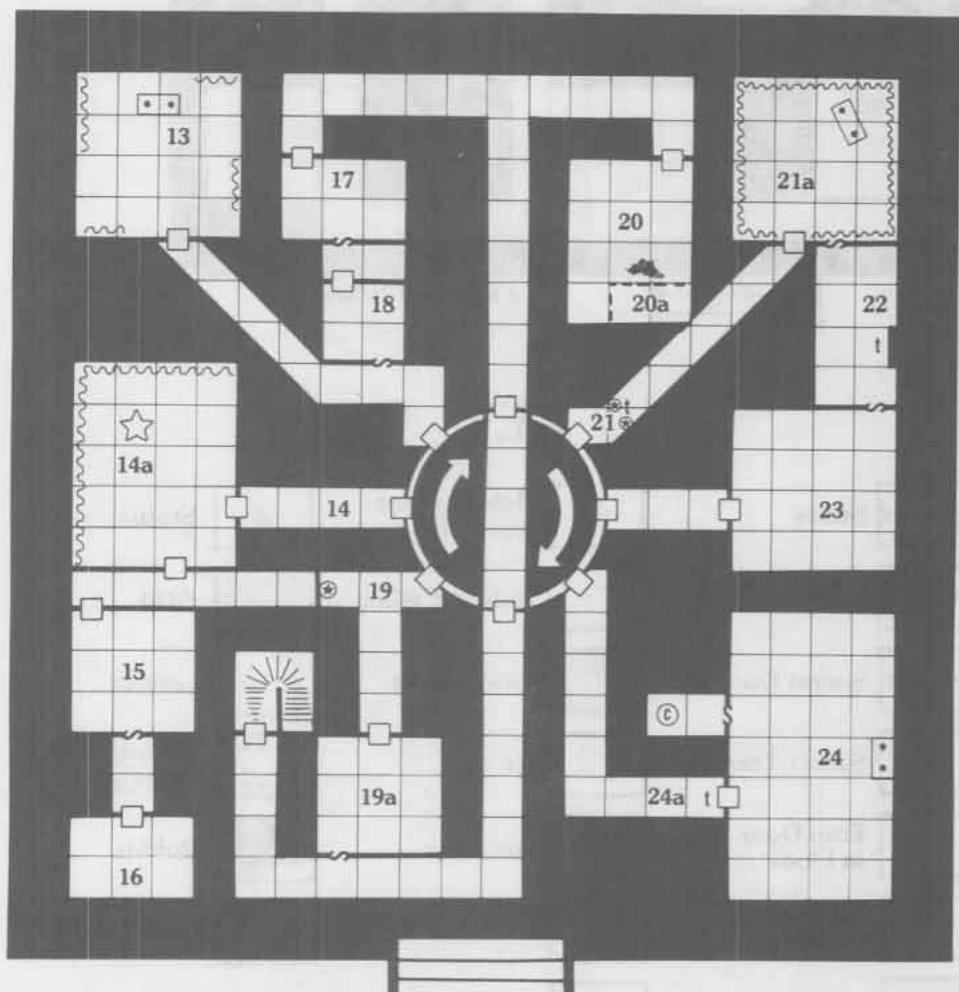


Side View of Secret Door

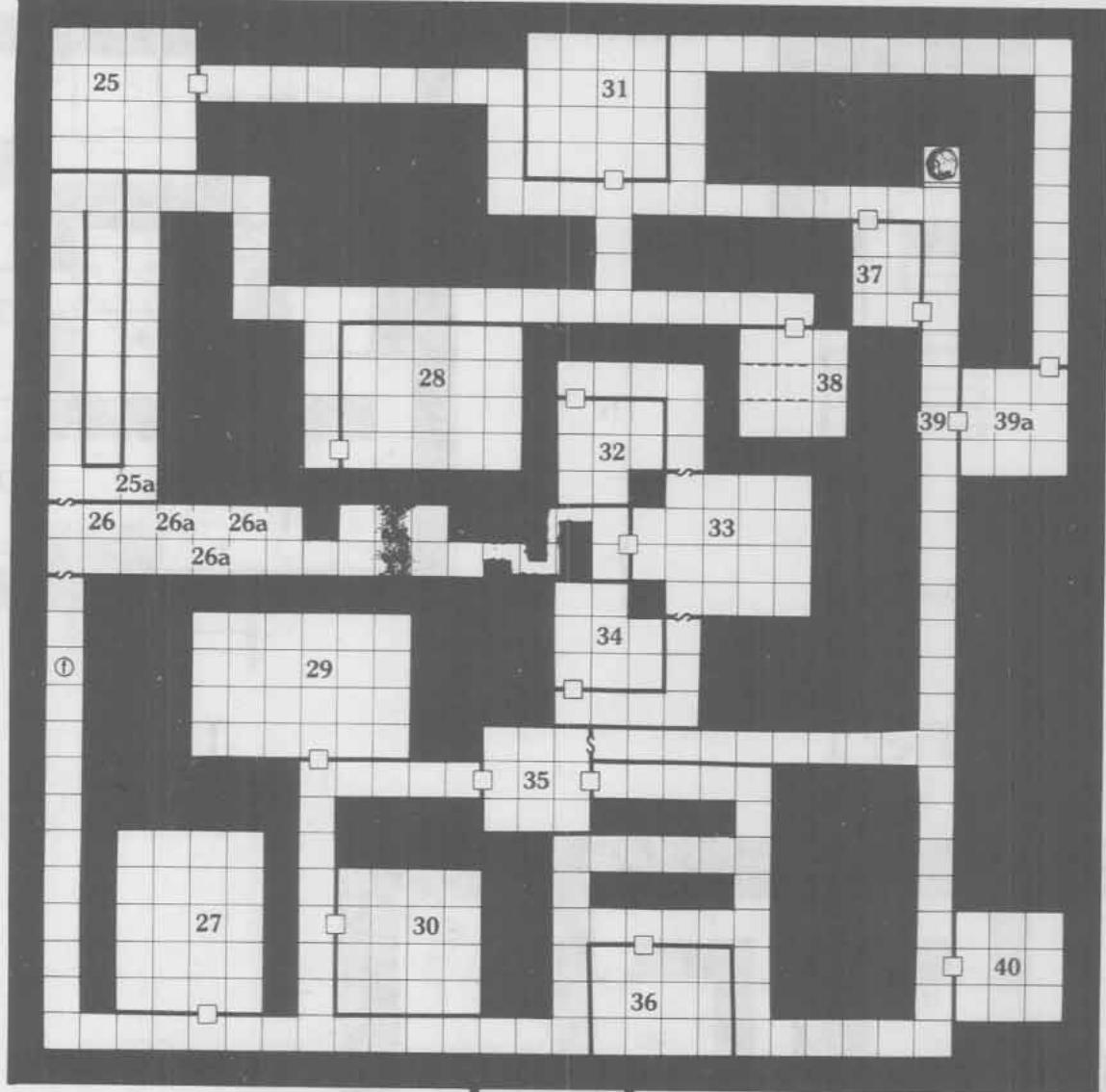


Tier 1

Tier 2



Tier 3



1 square = 10 feet

Tier 4

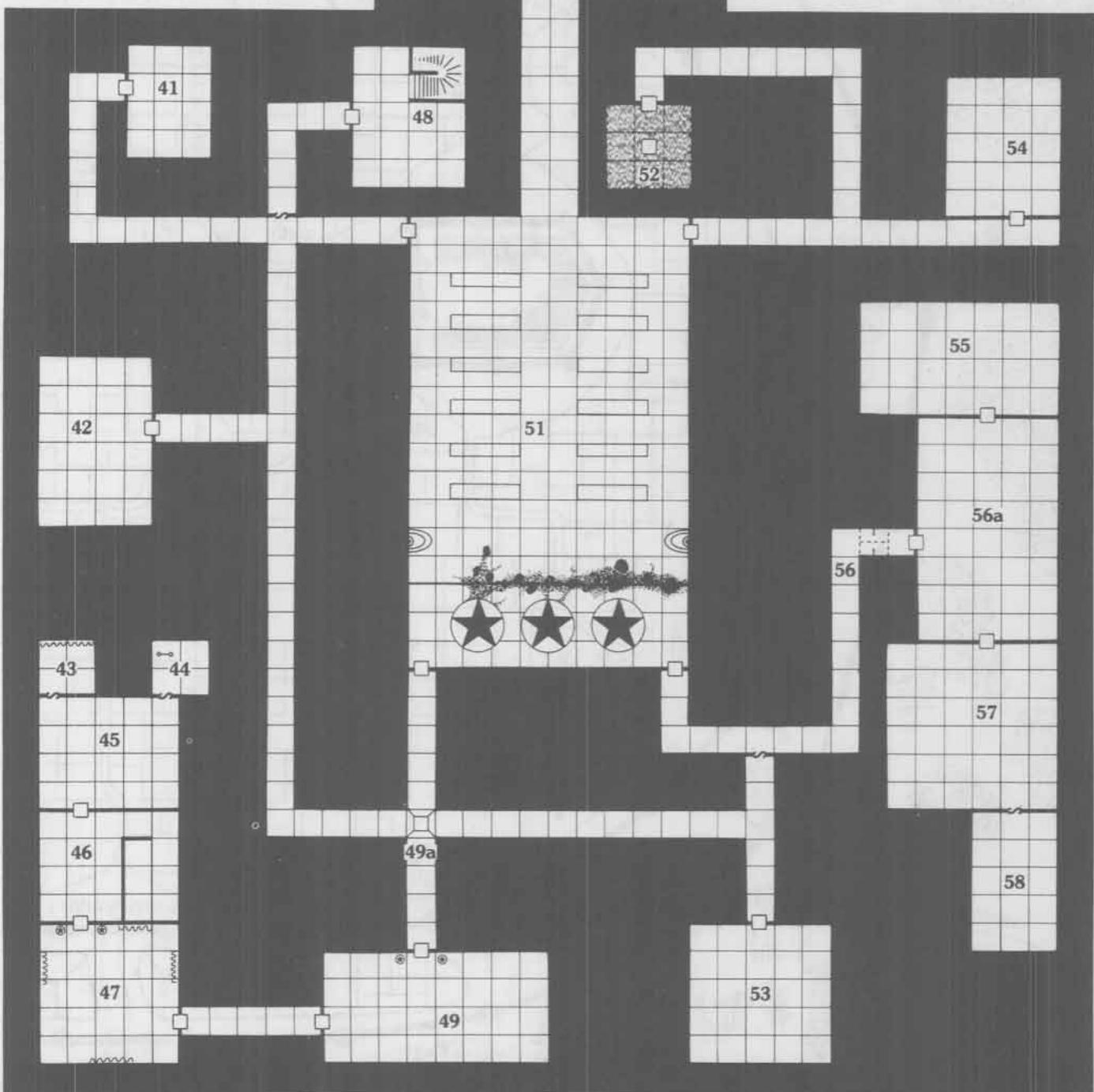
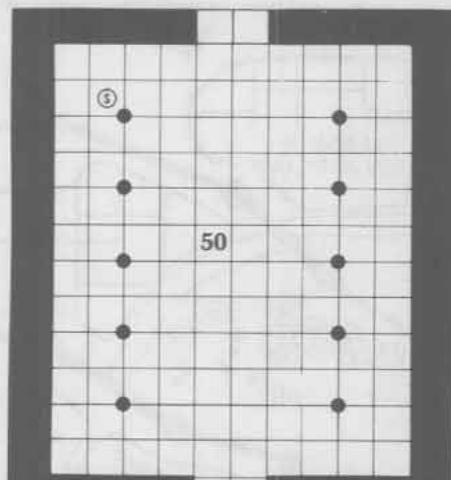
KEY



	Stairs		Hole in Floor and Ceiling		Statue
	Door		Hole in Ceiling		Acid
	Secret Door		Low Ceiling		Ladder
	Secret Trap Door		Pit		Hinged Floor Section
	Trap Door in Floor		Fountain		Rubble
	Trap Door in Ceiling		Curtain		Altar
	Trap		Slide		

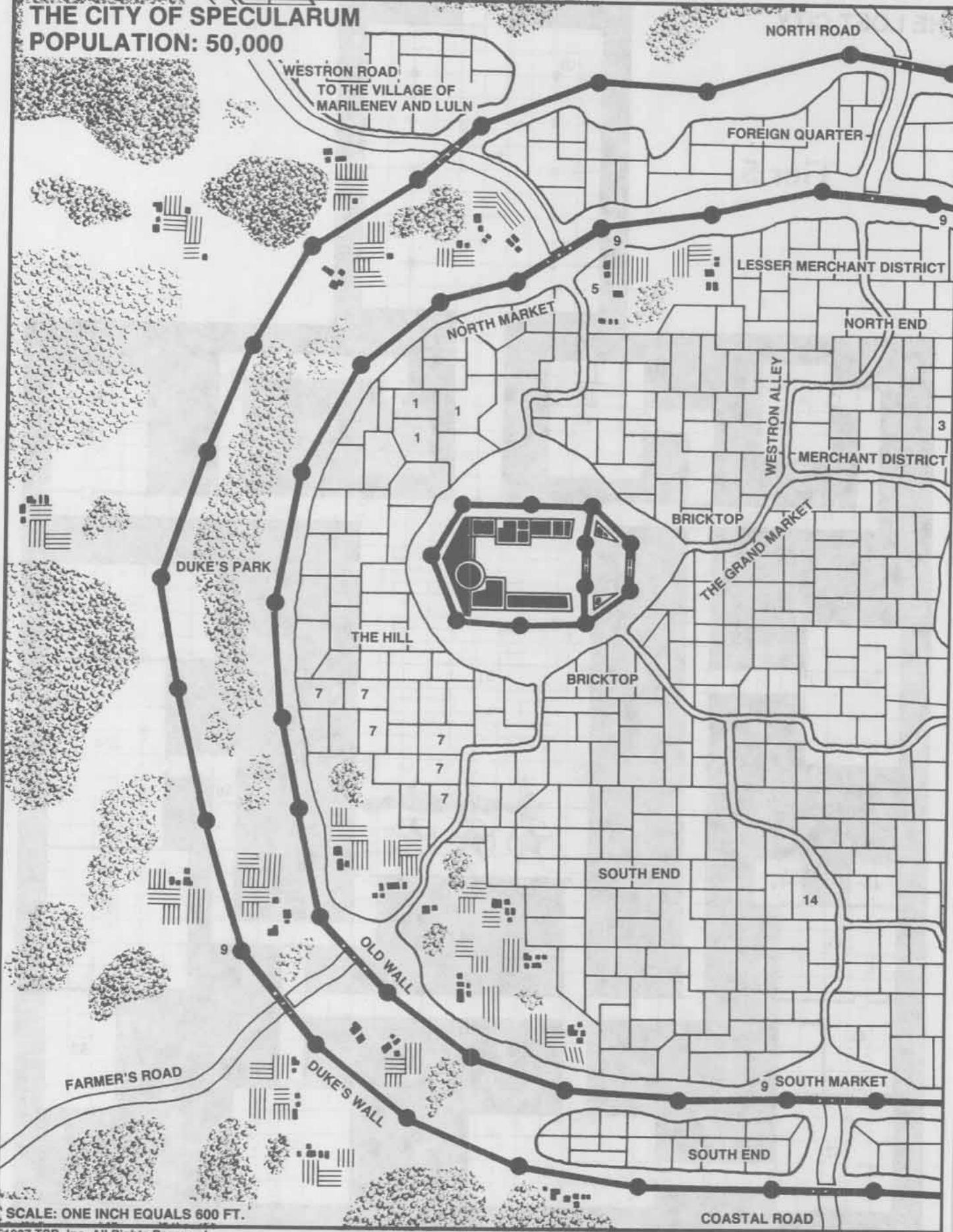
THE LOST CITY

Tier 5



THE CITY OF SPECULARUM

POPULATION: 50,000



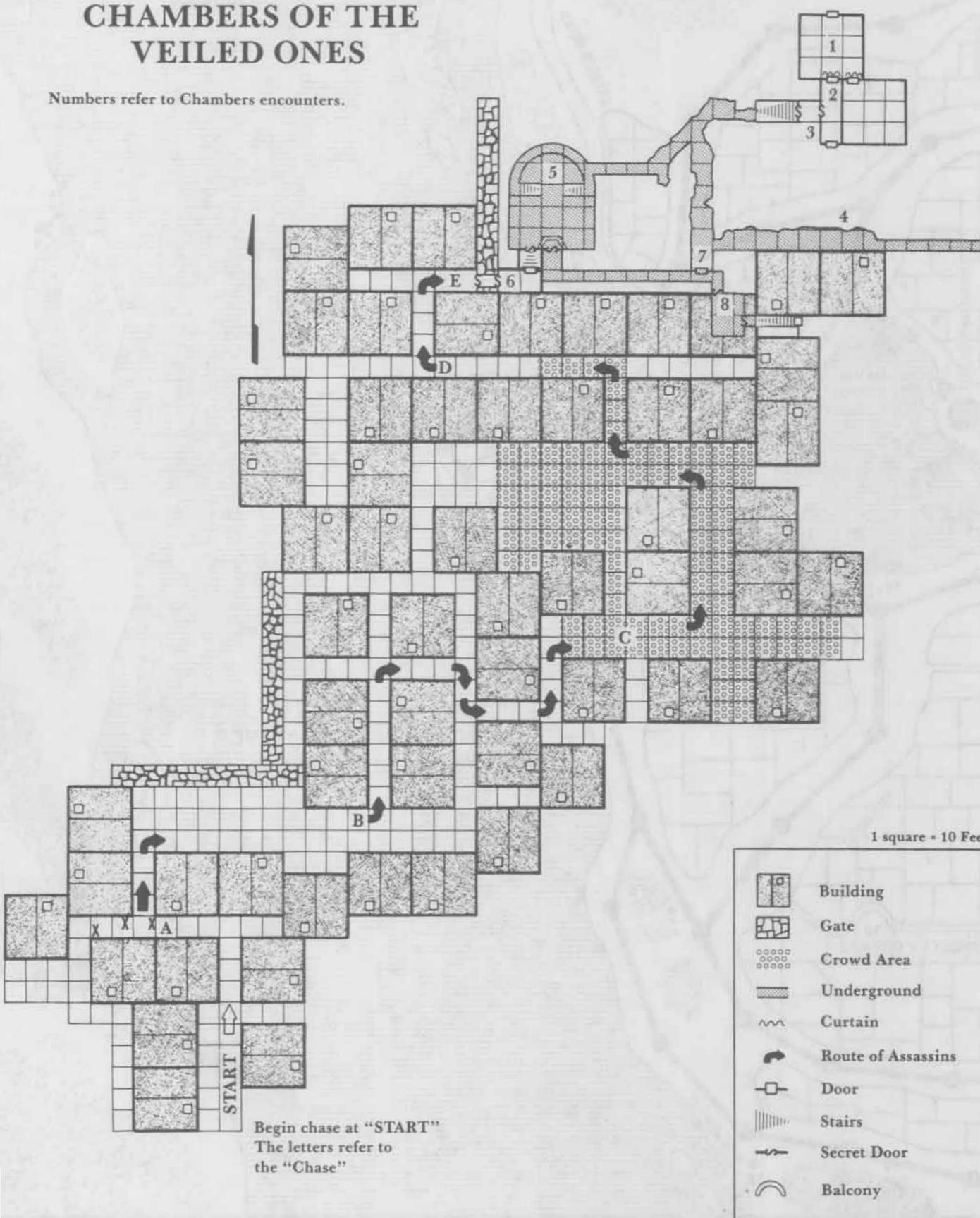
SCALE: ONE INCH EQUALS 600 FT.

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THE CHASE AND THE CHAMBERS OF THE VEILED ONES

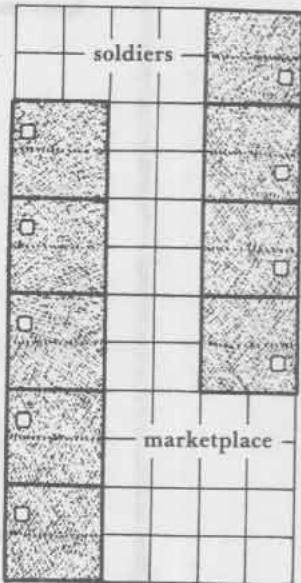
Numbers refer to Chambers encounters.



THE VEILED SOCIETY

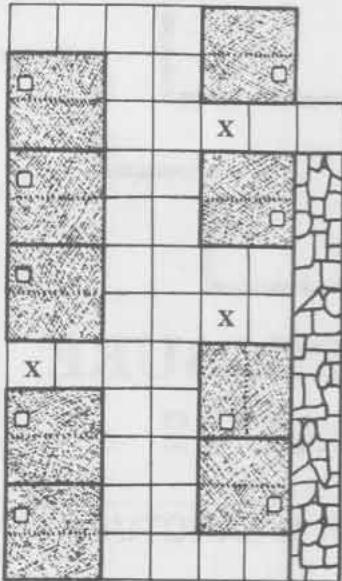
RIOT

MAP 4



AMBUSH

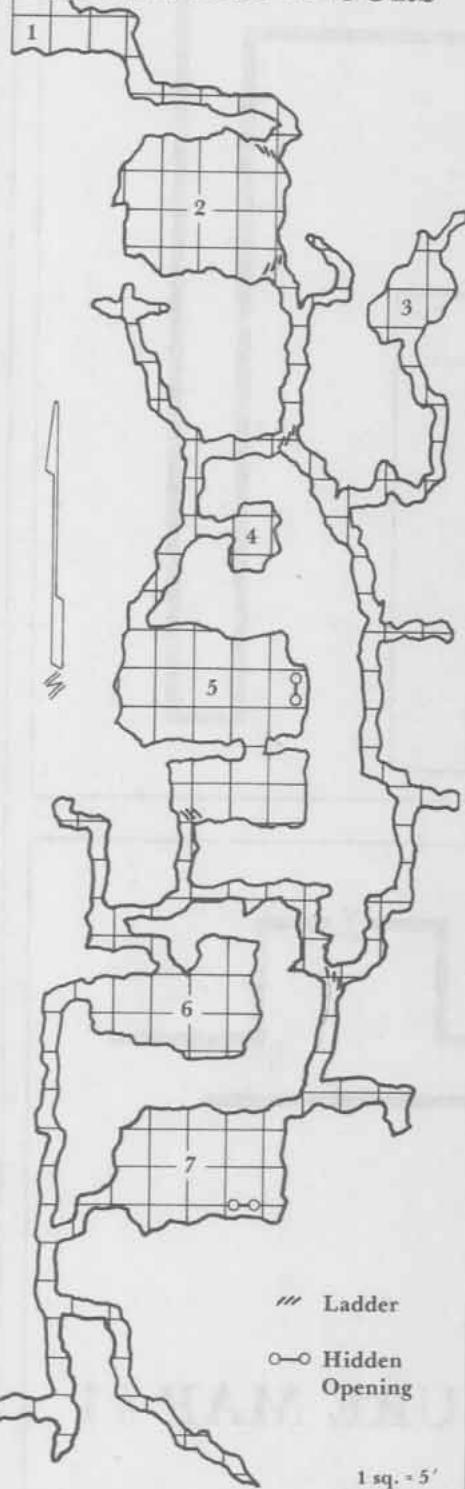
MAP 5



UNDER THE FLOORS

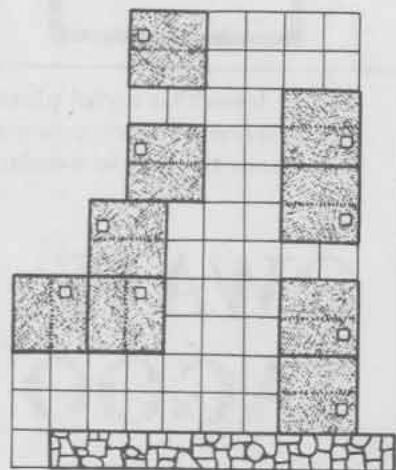
1

MAP 3



MAP 2

THE FESTIVAL OF LUCOR



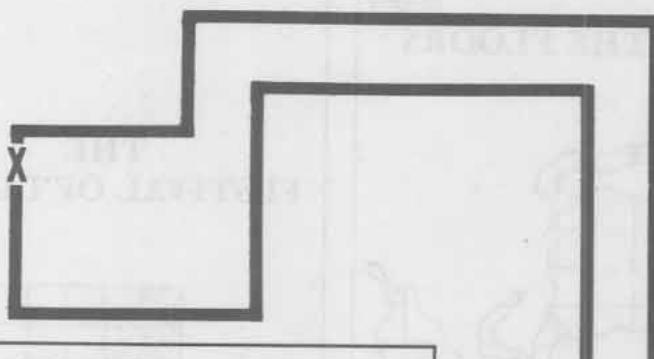
building



Gate and wall

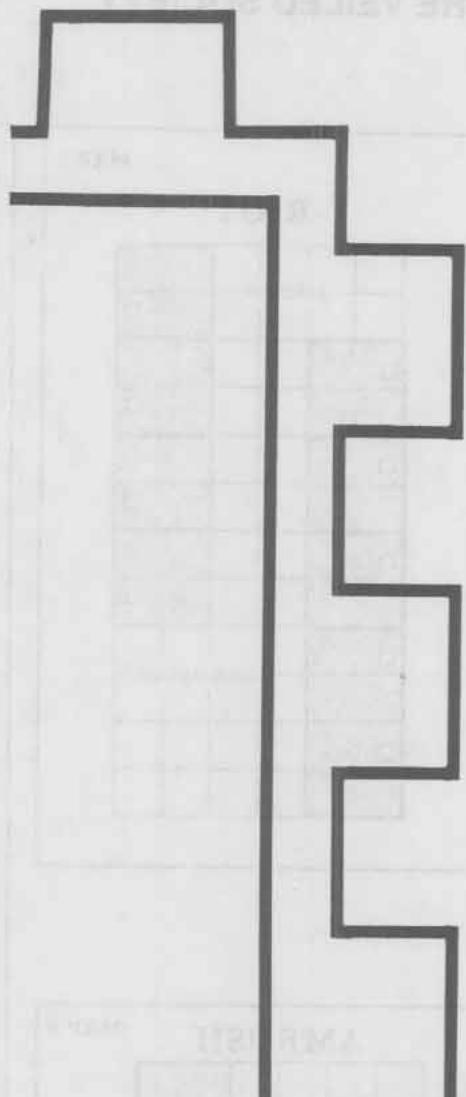
CALDWELL'S CASTLE

TREASURE MAP



To exit from this awful place,
The eastern corridor you must pace
And chant the magic words:

**OWAH
TAGOO
SIAM**



TREASURE MAP #1

TREASURE MAP #2

ELWYN'S SANCTUARY

TREASURE MAPS

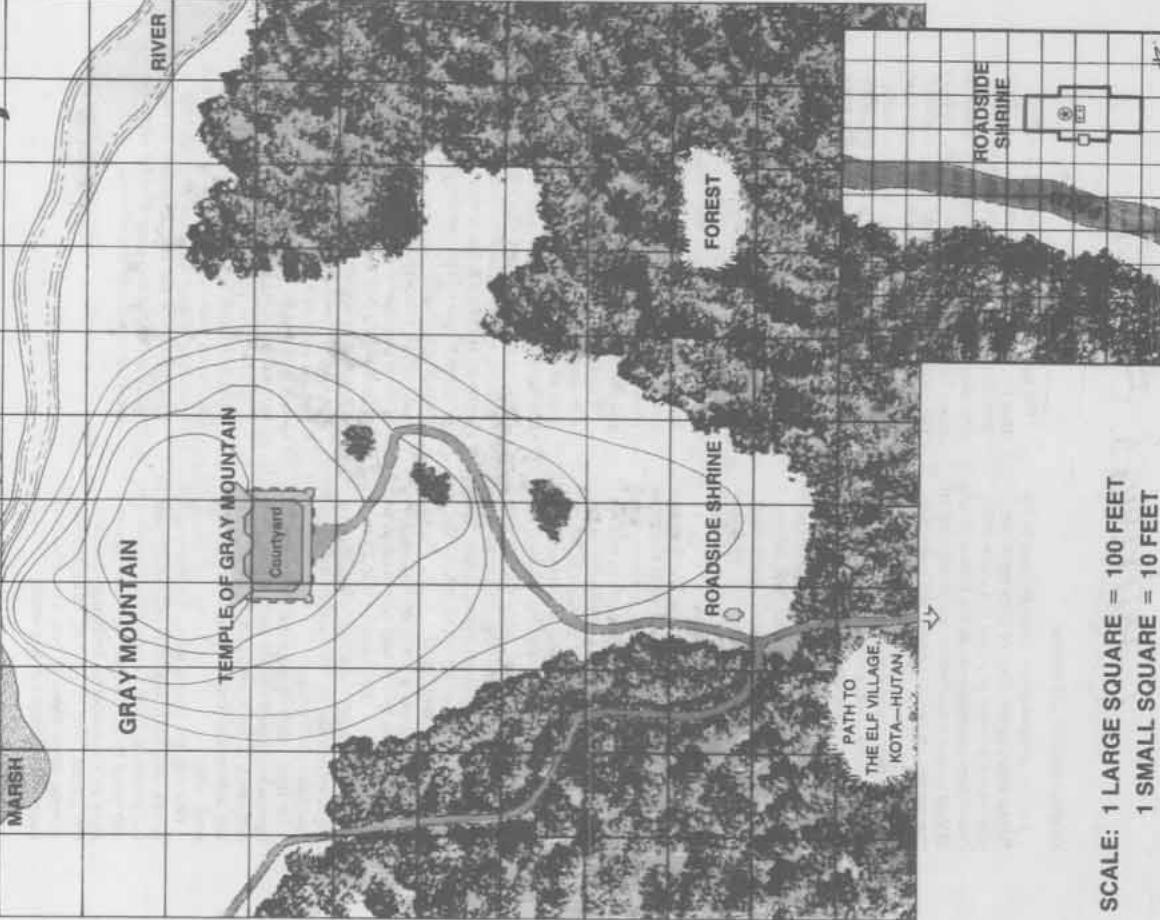
PLAYER'S ADVENTURE MAP

1 SQUARE = $\frac{1}{2}$ MILE



Outdoor Map

MAP 1



SCALE: 1 LARGE SQUARE = 100 FEET
1 SMALL SQUARE = 10 FEET

THE HALL OF ROCK

RAHASIA

Rahasia's Letter

To thee of valor and honor:

IN THE NAME OF LIRDRIUM ARKAYZ, I, JENLAR TEMLIN, OFFER GREET- INGS

I have given this letter to the worthy Hakeem, and I hope that the letter has reached you promptly.

In younger days, I sought gold and glory through adventure, but now I manage the affairs of The Manor for the wizard Lirdrium Arkayz. Lirdrium was also once an adventurer like yourselves, but now he devotes himself to philosophy and the discovery of forgotten secrets and ancient magical lore. Sometimes, he hires bold adventurers to obtain lore that he is too busy to get for himself. It is for this reason that we have sought you out. Master Arkayz needs adventurers to perform a certain task. When a man from the village told me you were there, I hired Hakeem to find you. I think that Master Arkayz' offer will be an adventure to your liking.

To the west of The Manor, there stands a solitary crag known only as The Rock. According to legend, The Rock holds a powerful, ancient secret. No one knows the secret, but Master Arkayz wishes to add it to his knowledge. Master Arkayz believes that you have the skill and courage to uncover that secret and bring it back to him. The quest will be difficult and dangerous, but great and lasting treasure will be yours if you succeed. I invite you to come to The Manor as the guests of master Arkayz. When you arrive, I will explain in more detail what the quest involves.

I am an elven maiden called Rahasia. In the hantu valley at the foot of gray mountain, our village thrived in peace for many years. Our elders worked daily in the forest; many of our young men studied and worshipped in the temple on the mountain. We made our homes in peace—but our peace is no more. It was three weeks ago when the squat Gen, the Rabin, first came. He was a hunched old man with broad shoulders. His deep-set eyes held a piercing glint that looked uncomfortably into one's soul. His voice was soft and persuasive, and anyone hearing it was almost certainly lulled into agreement. It was the consent of my father that the Rabin sought—and only to one end. My father rebuked him.

The next day, he came to me and dropped to one knee, saying, "Rahasia, your beauty is faded thoughout this land; almost as much as your father's wealth. To possess you I have traveled far, but your father is thinking. He refused me, though I brought many gifts as payment for you. Surely you will not refuse to go with me." He grabbed my arm with an unmerciful grip—I cried out. My father heard me, and, in a rage, bound from the house toward the stranger. With one great push, father drove him to the gates, and cast him forth.

On his knees like a common beggar, the stranger clung to the wall and uttered such a curse that the sky darkened and all the serpents coiled their heads in fear. No & dear, such noise. He intended an evil chant we could not understand.

He then vanished into the the forest, under my father's hand, peace soon returned to my household. The curious visitor had his curse forgotten—until a week ago.

One day, the young men who study at the temple and their teachers did not return to their homes. Their families became worried away by the students, known as the siswa. My father, who sometimes taught at the temple, went there to discover what had happened. He has not returned.

My father's wealth is also lost. I believe that his fortune was hidden in the lower recesses of the temple. It is hard to believe the treasure has been stolen, for it includes many distinctive pieces that anyone, near or far, would recognize. There was a beautiful translucent marble jar inlaid with gold trim and six jewels. There were also two birds of platinum, resting on silken cloth threaded with gold, that would sing a tune. The birds were to be my bowy, without which I cannot be who I am. There is also an ancient ring set with black lobe that matches the pendant that hung about my father's neck. He told me that anyone who possesses both can wield great power for good.

Rahasia, my keepers, knowing that his family wouldn't allow his marriage to them, now a man without a bowy, and fearing for my father's safety, also went to the temple. He, too, has not returned. Two days ago, the village council received a message. It was from the Rabin. He boasted that all the devoted siswa, who studied at the temple, are under a spell that will not be broken until the village spires the Rabin's three malibens, including myself. The council refused. That night, the siswa attacked and kidnapped two other two malibens, Sylva and Menna. But I escaped.

All of the villages are in misery. On many of them sons are siswa. Some people have begged me to give myself over to the wicked Rabin, but I dare not test if fond that she he has hub, and will not break his curse on the siswa. I fear that unless we are helped, I shall never again see Hasan or my father and my friends, Sylva and Menna.

Someone must rescue them and the Rabin

must be forced to remove his curse upon the siswa.

anyone who helps us will be well rewarded if they succeed. Without help, I

have no choice but to give myself to the Rabin and hope and pray that he keeps his word and releases the others.

Rahasia

RAHASIA Wandering Monster Tables

TABLE 1—TEMPLE RANDOM ENCOUNTERS

Die Roll	Wandering Monster	Number Appearing	AC	HD	MV	#AT	Damage	Save As	ML	AL	XP Value
1	Spitting Cobras	1d4	7	1	90'(30')	1	1d3 + poison	F1	7	N	13
2	Black Widow Spiders	1d2	6	3*	60'(20')	1	2d6 + poison	F2	8	N	50
3	Gelatinous Cube	1	8	4*	60'(20')	1	2d4 + paralysis	F2	12	N	125
4	Gargoyle	1	5	4**	90'(30')/150'(50')	4	1d3/1d3/1d6/1d4	F8	12	C	125
5	Giant Rats	1d10	7	1/2	120'(40')	1	1d3 + disease	F1	8	N	3
6	Siswa Guards (E2)	1d6 + 1	4	1*	120'(40')	1	1d8	E2	10	C	20
7-8	Skeletons	1d6	7	1	60'(20')	1	1d6	F1	12	C	10
9-10	Siswa (E1)	1d8	8	1*	120'(40')	1	1d8	E1	8	C	13

TABLE 3—TOWER RANDOM ENCOUNTERS

Die Roll	Wandering Monster	Number Appearing	AC	HD	MV	#AT	Damage	Save As	ML	AL	XP Value
1	Orcs	2d4	6	1	120'(40')	1	1d6	F1	8	C	10
2	Elf	1	5	1*	120'(40')	1	1d8	E1	8	N	13
3	Goblins	2d4	6	1-1	90'(30')	1	1d6	NM	7	C	5
4	Minotaur	1	6	6	120'(40')	2	1d6/1d6	F6	12	C	275
5	Ogre	1	5	4+1	90'(30')	1	1d10	F4	10	C	125
6	Rahib (C5)-Roll again as if he is already defeated	1	3	C5	60'(20')	1 at	1d6+1	C5	10	C	200
7	Panthers	1d2	4	4	210'(70')	3	1d4/1d4/1d8	F2	8	N	75
8	Gelatinous Cube	1	8	4*	60'(20')	1	2d4 + paralysis	F2	12	N	125
9	Giant Rats	3d6	7	1/2	120'(40')	1	1d3 + disease	F1	8	N	3
10	Giant Bats	1d10	6	2	30'(10')/180'(60')	1	1d4	F1	8	N	20
11	Zombies	2d4	8	2	90'(30')	1	1d8	F1	12	C	20
12	Black Widow Spiders	1d3	6	3*	60'(20')	1	2d6 + poison	F2	8	N	50

THE CLEARING OF CASTLE CALDWELL

Room	Monster	No.	Hit Roll	AC	HD	hp	MV	#AT	D	Save	ML	AL	SA/SD	XP
WM	Goblin	4	19	6	1-1	4,5,3,6	90'(30')	1	1-6 or 1-4	NM	7	C	No	5
2	Goblin	4	19	6	1-1	6,6,6,4	90'(30')	1	1-6	NM	7	C	No	5
3	Trader (F1)	1	19	6	1	6	120'(40')	1	1-6	F1	7	N	No	10
4	Trader (F1)	1	19	6	1	8	120'(40')	1	1-6 + 1 axe	F1	7	N	No	10
5	Trader (F1)	1	19	6	1	6	120'(40')	1	1	F1	7	N	No	10
10	Stirge	3	19	7	1	8,6,5	30'(10') or 180'(60') fly	1	1-3	F2	9	N	Yes	13
11	Acolyte (C1)	1	19	2	1	6	120'(40')	1	1-6	C1	8	C	No	10
14	Crab Spider	1	18	7	2	10	120'(40')	N	1-8 + poison	F1	7	N	Yes	25
15	Bandit (T1)	2	19	6	1	6,6	120'(40')	1	1-6	T1	8	C	No	10
15	Bandit Leader (T1)	1	19	6	1	7	120'(40')	1	1-6-1 sword	T1	8	C	No	10
16	Kobold	3	19	7	1/2	4,2,2	90'(30')	1	1-6-1	NM	6	C	No	5
22	Giant Shrew	1	19	4	1	6	180'(60')	2	1-6/1-6	F1	10	N	Yes	13
23	Fire Beetle	2	18	4	1+2	6,8	120'(40')	1	2-8	F1	7	N	No	15
24	Spitting Cobra	1	19	7	1	6	90'(30')	1	1-3 + poison	F1	7	N	Yes	13
31	Wolf	2	17	7	2+2	11,12	180'(60')	1	1-6	F1	6	N	No	25

DUNGEONS OF TERROR

Room	Monster	No.	Hit Roll	AC	HD	hp	MV	#AT	D	Save	ML	AL	SA/SD	XP
1	Doppelganger	1	16	5	4	18	90'(30')	1	1-12	F8	8	C	Yes	125
2	Medium (M1)	2	19	8	1	3,3	120'(40')	1	1-4	M1	12	C	Yes	13
3	Robber Fly	4	18	6	2	7,10,11,8	90'(30') or 180'(60') fly	1	1-8	F1	8	N	No	20
7	Gelatinous Cube	1	16	8	4	20	60'(20')	1	2+8 paralysis	F2	12	N	Yes	125
10	Berserker Leader	1	18	7	1+1	9	120'(40')	1	1-6 + 1 sword	F1	12	N	Yes	19
10	Berserker	3	18	7	1+1	9,6,6	120'(40')	1	1-6	F1	12	N	Yes	19
13	Thoul	3	17	6	3	9,14,15	120'(40')	1	1-3/1-3	F3	10	C	Yes	65
14	Wight	2	17	5	3	18,15	90'(30')	1	Energy drain	F3	12	C	Yes	50

Hit Roll is that needed to hit AC0.



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