



THE DARK TOWER OF CABILAR

BY MICHAEL ASHTON AND LEE SPERRY

The vampire is
the least of
your worries

Michael Ashton and Lee Sperry, both from Fort Worth, Texas, were the co-creators of The Dark Tower of Cabilar. Michael plans to major in economics and mathematics at college this fall; he names a wide assortment of interests which include running, computers, politics, and gaming. Lee enjoys water-skiing and is a college senior majoring in industrial technology and business.

The Dark Tower of Cabilar is an AD&D® adventure for 4-8 characters of 4th-7th level. The party should have several fighters and at least one magic-user, thief, and cleric. Magical weapons are required.

Note that falling damage is calculated as increasing by 1d6 damage per 10' fallen. This should be adjusted if the revised falling-damage rules in the Dungeoneer's Survival Guide are used.

Adventure Background

This adventure, derived from a tournament module, may be easily dropped into most campaign settings with a few adjustments in names and places. The adventure, begins from the moment the player characters reach the tower of Cabilar; it may be expanded by adding the hiring of the characters, their travels to this area, and their journey home again.

The following boxed information should be read or paraphrased to the players at the start of this adventure.

Four years ago, the sprawling city of Stoutwall was a haven for people who wanted peace and quiet. Then the throne was usurped by a magic-user named Cabilar. The wizard slew the entire city council with a *cloudkill*, then blasted the king with a *lightning bolt*. However, the king's aged personal attendant was wearing a *necklace of adaptation* and managed to escape the slaughter through a secret door leading to the king's chamber. Guessing Cabilar's motives, he hastened to the prince's bedroom and bade the adolescent heir come. Together they dashed through forgotten corridors and emerged outside the castle walls. The prince's savior brought him by back roads to his godparents. At that point the strain became too much for the old loyalist, who had a heart attack and died. But; as he collapsed, he gave to the

prince one item saved from the sack of the palace — the symbol of the kingship, a jade crown.

When Cabilar discovered that the prince was missing, he had the city scoured — but to no avail, as the prince had been spirited away with his godparents accompanying him. However, after two days' travel northward, the prince's godfather was slain and the crown which he protected stolen by a vampire. The prince and his godmother found shelter in a neighboring city, where they have remained these four years.

Now that the prince is old enough to win back his city, it is time that the crown be brought forward. After much research, the lair of the vampire has been found. The prince's godmother has commissioned you to get the crown. She has discovered that the lair of the vampire is — interestingly enough — in the same tower that was inhabited by Cabilar before his conquest. She promises to pay each and every member of the expedition a generous reward when the mission is complete.

For the Dungeon Master

The party must be wary in this dungeon. There are several lethal traps and encounters, but many that can erode party strength or finish off weak characters. In some places, marching order plays an important role in determining the success or failure of an encounter; in others, it makes no difference at all.

The Dungeon Master should note that there are encounters that preclude attack by all members of the party, as the assault comes as a door is opened, etc. Wandering monsters have been omitted, as the creatures which dwell within the tower and dungeon are, for the most part, *charmed* or trained to protect an area, or have no choice in their actions by the way their room is designed or by what is protecting their exit. They are also enchanted to resist hunger and have no desire (thanks to Cabilar's magic) to leave the dungeons. All monsters radiate magic if this is detected for, due to Cabilar's spells.

The boxed text is to be read to the players as the need arises. Care should be taken not to disclose any information which the party could not know from its position.

The DM should ensure that he knows,

at all times, the marching order of the party, its general path through various rooms (assume a straight path if none is stated), and what weapons are in hand. Weapons require time to draw. If a weapon's speed is 3 or less, the character may attack at the end of the current round; otherwise, he gets normal initiative dice for the next round.

Unless otherwise stated, all areas of the dungeon and tower are in normal darkness.

Starting the Adventure

The journey to the vampire's lair has been long and difficult. You are following your guide down a winding path which cuts across the face of a cliff, when the trail abruptly swings in toward the stone itself. The cliff gives way to an immense cavern chamber 500' long and almost as wide; the ceiling is about 250' above your heads. The guide says that he must leave, and he beats a hasty retreat back up the trail. After a few moments of staring into the cave, you see the vampire's tower. At first you mistook it for an immense stalagmite. It rises over 100' in the air and is approximately 200' away. Slowly you enter the cave.

Now you see more clearly that the "stalagmite" tower has wooden ledges high up on its sides, and several small windows open outward perhaps 90' above the floor of the cavern. No other doors or entrances are visible around the base of the tower. You initially approach the tower from the south.

Encounter Areas

No other entrances besides the four windows exist on the tower. Entry into the tower is tricky. First, the player characters must find a way to reach the entry windows 93' above the ground. This may be accomplished by grapnels and ropes, a thief climbing walls, a *levitation* spell, or the like. No matter what method is used, it almost surely involves the old, 5' x 5' wooden ledges on the exterior of the tower.

Whenever 200 lbs. or more is placed upon a ledge, that ledge must make a saving throw of 10 or greater on a d20, with a -1 on the save for each 10 lbs. over 200. For instance, if a fighter weighing 223 lbs. (gear included) stands on a ledge, the save for the ledge is a 12 on a d20. Note that if a 150-lb. fighter

stands on a ledge and attempts to pull up a 70-lb. halfling, the effective weight on the ledge is 220 lbs.! If a ledge fails a save, it collapses, carrying all upon it down, doing 1d6 hp damage per 10' fallen, cumulative. There should be ample warning for a reaction: "The ledge creaks loudly under you," etc.). If the ledge makes its save, loud creaking and popping noises are heard.

Even if the ledge survives its initial saving throw, any shift or addition of weight requires a new save. If a character tumbling from the ledge hits the one beneath it (which he will if one exists), the lower ledge makes a save also, requiring an 18 or above on a d20 to keep the character from falling to the next ledge (or the cavern floor).

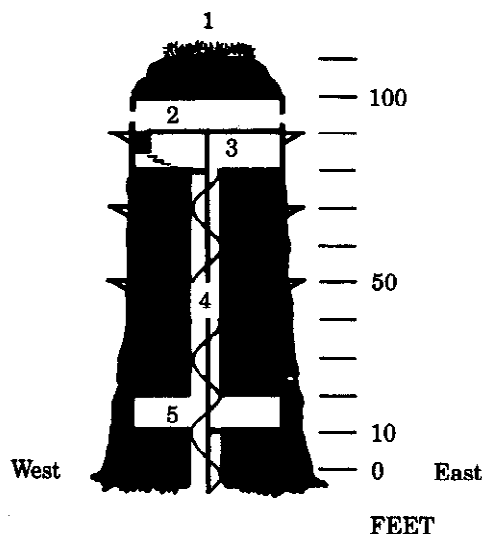
Once several characters are actively climbing the tower, the firedrakes from area 1 attack.

As you attempt to conquer your first obstacle, four red flying reptiles, each 4' in length, glide off the top of the tower, turn, and dive-bomb you, belching flame!

The firedrakes live here (AC 5; MV 6"/18"; HD 4; hp 29, 25, 24, 19; #AT 1; Dmg 2-8; SA fiery breath for 2-16 hp damage, five times/day, save for half damage; AL N). They are angry at having their sanctuary violated and are protecting the four eggs in their nest. They fight to the death. Breath weapons are used first; then the firedrakes snap with their teeth. They do not fly in any sort of formation, and an area-effect spell (like a *fireball*) might not encompass all of them while they are in the air. Roll a d10 and use the following to see how many are caught in any area of effect: 1-4, one caught; 5-7, two caught; 8-9, three caught; 0, four caught.

Any firedrake wounded down to half its hit points or less must land, preferably on a ledge to do combat. Any firedrake wounded down to 5 or fewer hp rakes itself with its claws and hurls itself onto the nearest figure. Firedrake blood burns, as noted in the FIEND FOLIO™ Tome, making the creature into a living (suicidal) fireball for one round. The target figure must save vs. breath weapon or take 1-10 hp damage. If the save is made, however, no damage is taken. If the burning firedrake falls on a ledge, the ledge burns and collapses in five melee rounds if the body is not thrown or kicked off of it.

CABILAR'S TOWER



1. Firedrake's Nest. Read the following if the party makes it up to the tower's roof.

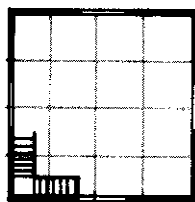
The top of the tower is cluttered with bones, sticks, debris, and droppings. In one pocket of the nest, you see four small leathery eggs of pinkish color.

Other than the eggs, there is nothing else of interest in the lair. The eggs, if carefully handled, hatch in four weeks, but they are rather fragile and weigh 20 gp each.

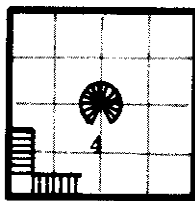
2. Access Room. Assuming someone in the party makes it into one of the four windows on the outside of the tower, he or she runs into serious trouble immediately.

As you clamber in the window, two stocky humanoids lunge out of the darkness and charge you. Their powerful arms are extended before them, and you can see that their hands end in sharp claws! In odd contrast to this, however, are their strangely childlike faces.

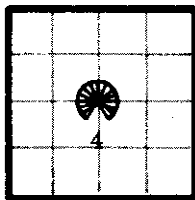
Two unusual lava children are present (AC 4; MV 9"; HD 4; hp 18, 20; #AT 3; Dmg 1-6/1-6/1-12; SD metal has no effect (only wooden, stone, or magical weapons have an effect; magical weapons do 1 hp damage per plus, unless they are wooden or stone), immune to fire and earth magic but take 1 extra hp damage per level of caster from air and water magic; AL N). They were *charmed* by Cabilar to protect the entryway to his tower, and the spell has been renewed at regular intervals. They attack after the first character steps through the window, and woe be unto him if he has only an average broad sword! The lava children's attacks negate metal armor, so any metal armor (including metal shields, but excluding wooden shields) gives a bonus to armor class according to any magical bonus but not to armor type. For instance, a fighter with average dexterity wearing *plate mail* +3 and a large metal *shield* +1 would have AC -2 normally, but against the lava children he would have AC 6. A fighter wearing *splint mail* +2 and a small metal *shield* +2 would also have AC 6, but a fighter with *plate mail* +3 and a wooden *shield* +1 has AC 5.



TOWER: AREA 2



TOWER: AREA 3



TOWER: AREA 5

1 square = 10'

A 5'-wide staircase in the southwestern corner of the room descends to room 3. The lava children follow anyone who descends the staircase, but they won't enter the dungeon levels.

3. Painted Room.

The walls of this room have painted murals depicting four scenes. In the first, a baby is held in a young lady's arms, while luminescent visages of the gods smile upon the child. In the second, a teenage boy is standing in a room illuminated by a sourceless light that he holds in his fingertips. An old man is in the background, seemingly startled. In the third mural, a young man in long robes leans on a rune-covered staff, gazing at a dark tower in the shadowy background. In the last picture, a middle-aged man, holding the same staff as the one seen in the third scene, greets a gaunt, white-haired man in a black cloak. Bats, rats, and wolves prowl nearby.

The first picture is Cabilar's egotistical image of himself as a child; the second is the casting of his first spell, the third is young Cabilar at his tower in the cave, and the fourth is his pact with the vampire. The room is devoid of other detail.

4. Spiral Staircase. The spiral staircase winds down the center of this tower, from room 3 all the way to the dungeon. There is nothing unusual about this staircase except for the fact that it is not lighted, and any adventurer venturing down the steps without a light is 75% likely to take a fall for 1-6 hp damage. This includes characters with infravision, as there is no heat difference between the stairs and the walls to permit useful sight; characters notice this problem at once and can light a torch or lantern.

5. Mimic Step. As the characters descend the final steps of the spiral staircase to this room, read this:

As the lead member of the expedition steps on the final step into this room, part of the stone forms a fistlike appendage and lashes out at the character!

The killer mimic (AC 7; MV 3"; HD 10; hp 62; #AT 1; Dmg 3-12; SA glue-like substance which holds fast part of body touched, attacks either by surprise (1-4 on d6) or by total surprise (5-6 on the d6; AL N). In the latter case, the mimic strikes twice before party members react; in the former case, once. Note that although dexterity bonuses apply in determining surprise, the mimic gets at least one attack before the party members can react (unless party members are probing ahead then, surprise is determined normally). The lead character finds, in addition, that he is held fast by the gluey secretion of the mimic, to be attacked each and every round until the character or the mimic is finished. The mimic is only semi-intelligent, and the DM should keep this in mind when controlling its actions. It won't go for the most powerful party member or the one who is doing the most damage, instead going for the one who is closest.

Note: Area-effect spells such as *fireball* or *cone of cold* may affect the stuck character as well as the mimic. Spells such as *lightning bolt*, which have a line-of-sight area of effect, have a 50%

chance of including the stuck character —not to mention rebound dangers.

This room contains an assortment of old bones scattered across the floor, along with other debris usually associated with slain adventurers. None of the debris is valuable, being broken or used beyond repair. Only five human bodies may be located, all slain by the mimic and lava children a year before. They were treasure hunters who knew nothing of the crown or the vampire.

6. Dungeon Entrance. This room is not actually depicted on the map of dungeon level I, but the trap door is. The spiral stair descends an additional 60' before reaching this room,

The staircase comes to an abrupt end in a room about 5' square. In the floor is a large trap door made of stone, with a heavy bronze ring set into it. The door is 3' x 3'.

The trap door radiates magic and requires a *open doors* roll to lift. If the words "Cabilar King" are spoken, it swings open magically; this information

may be gained by a variety of spells (*identify*, *legend lore*, *wish*, etc.).

Below you, 10' away, is a four-way intersection. It appears to be vacant.

The intersection is devoid of other detail. Characters peering to the left, however, may (50% chance) see the writings at location 24, if a light source is present.

Dungeon Level I

7. Storage Area.

This area is full of crates, barrels, jugs, and jars of all sizes.

Included in the potpourri of supplies are three jars of vinegar, a crate containing food sufficient for 10 weeks standard rations, two one-gallon jugs of ale, a gallon jug half full of fine red wine, and a barrel of salted horse meat sufficient for five weeks' feeding. This information should be disclosed only after several turns of searching, prying open lids, etc. It should be disclosed little by little, not all at once.

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8. Ettin Lair.

You open the door into a 20'-tall room, about 15' wide and 80' long, running northeast from where you stand. It has a bend in the middle of the room, heading about 10' south before continuing northeast. In the northeastern corner are several large piles of wood. In the center of the room is a 13'-tall humanoid with two heads. In each of its two hands is held a spiked club. One head seems to be asleep. The other head sees your party and bellows in a foreign tongue. Immediately the other head opens its eyes, and the creature charges you.

The ettin, Fred/Ned, is rather stupid; as a matter of fact, Fred continually forgets his own name (AC 2; MV HD 10; hp 42; #AT 2; Dmg 2-16/3-18; AL CE). The ettin has a ring on its right hand, which can be seen when the characters are in combat with the monster. This is the *ring of night*. It affords the ettin *protection + 1*, as well as having a secondary power: Whenever the ring is within the dungeon limits, it can add 10 hp to the wearer's hit-point total. If

Fred/Ned is seriously wounded, (15 hp or fewer), Ned then shouts, "Power one!" (the command word for the first power). This can be done twice per day, but the ettin has never used it more than once and knows of none of the ring's other powers. For more information on the *ring of night*, see the section at the end of this module. The DM should make sure he is familiar with the uses of the ring before attempting to referee this dungeon.

Also, hidden in the northeastern corner, behind the wood pile, is a small, empty chest with 500 gp crudely hidden beneath it. The chest closed when the ettin was playing with the money; and Fred decided to hide the gold without fooling with the lock (which is unlocked).

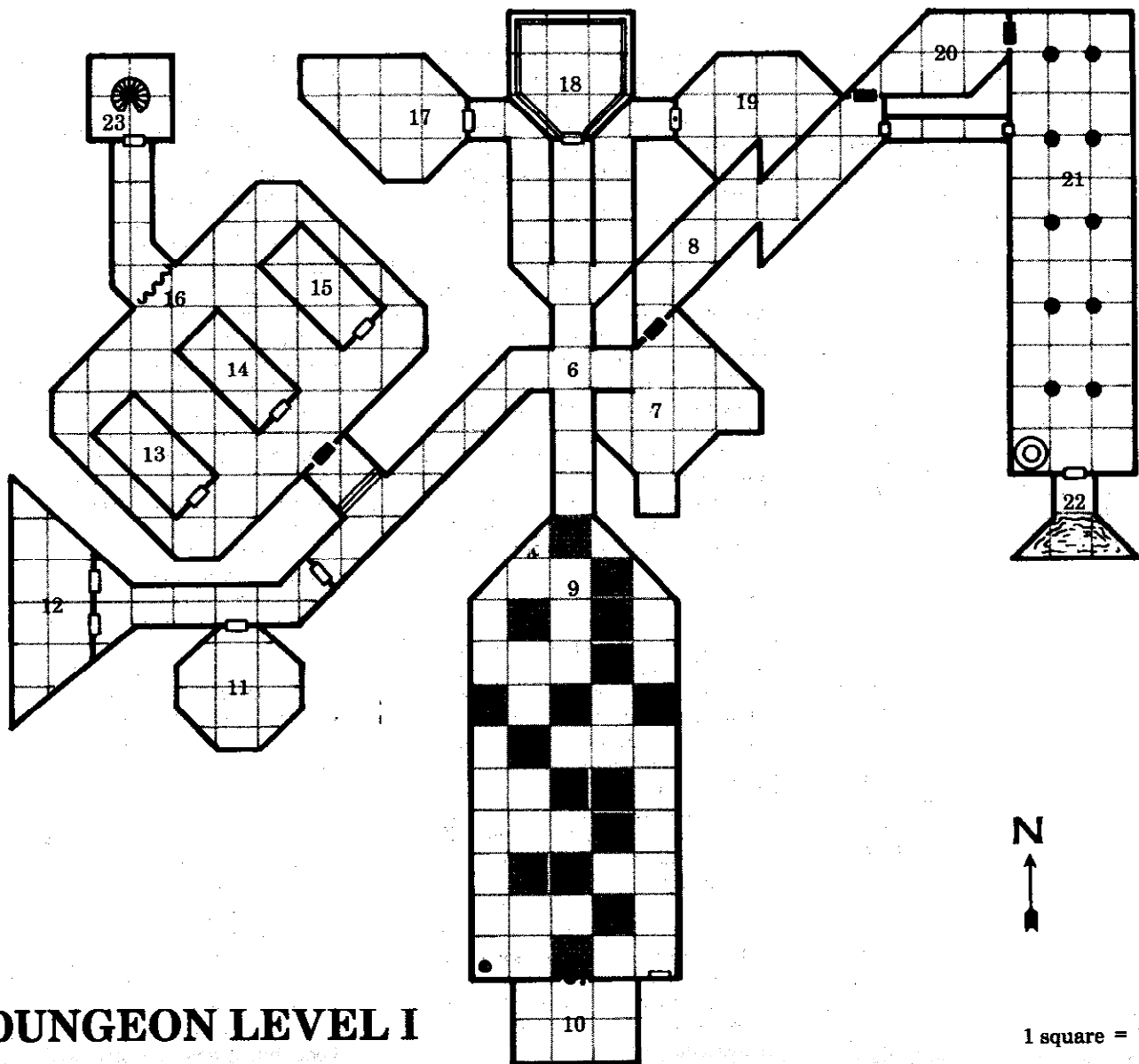
9. Perilous Squares.

The door opens onto an oblong 50' x 110' room. Your door comes in at the center, of the wall, and there is another door on the far left of the wall opposite you. In the corner to your right, across the room, is a large emerald on a gray pedestal.

The treasure is not as easy to obtain as it may seem at first. The room is trapped. So long as the party stays on the gray squares (which, by the way, are not marked on the floor of the room), they are safe. However, if a white square is stepped upon, three green rays zip from the gem toward the offending character or characters. The target must make a save vs. paralyzation or be hit by the ray and take 1 hp damage, in addition to being paralyzed for 2d4 + 2 rounds. If the square containing the gem is stepped upon, paralyzation is automatic. The gem fires each round that someone is on a white square. However, only three rays are fired per round, regardless of how many white squares are stepped upon.

There are several ways that the gem may be put out of commission. A heavy blow with an object causes it to save against destruction as a gem vs. a normal blow, but this destroys the gem. Disconnecting the gem from the pedestal also negates its powers. This may be accomplished by a *telekinesis* spell or the like, and this won't destroy the gem (worth 5,000 gp).





DUNGEON LEVEL I

1 square = 10'

10. Secret Room.

This carefully protected room is packed with treasure. Five large chests are overflowing with gold. Stuck upright in one chest is a sword, its handle ornately decorated. Along its sheath are many runes in an unknown language. Nestled on one chest is a small black cat, which comes to its feet as it sees you.

The cat is a guardian familiar (AC 8; MV 12"; HD 1; hp 5; #AT 3; Dmg 14/1-

4/1-6; SA grows larger and more powerful after being killed; SD 70% magic resistant; AL CE). The guardian famil-

iar's pyramidina of powers is detailed in the FIEND FOLIO Tome, page 49, but the effects are given in the table below.

GUARDIAN FAMILIAR GROWTH TABLE

No. of rebirths	HD	hP	Speed	AC	Damage
1	2	10	14"	7	2-5/2-5/2-7
2	3	15	16"	6	3-6/3-6/3-8
3	4	20	18"	5	4-7/4-7/4-9
4	5	25	20"	4	5-8/5-8/5-10
5	6	30	22"	3	6-9/6-9/6-11
6	7	35	24"	2	7-10/7-10/7-12
7	8	40	26"	1	8-11/8-11/8-13
8	9	45	28"	0	9-12/9-12/9-14

The guardian familiar won't attack unless it is attacked or an attempt is made to get at the treasure.

The treasure is just a time-waster. The chests only hold 100 gp each; underneath this gold are 13,000 cp in each chest, over piles of rags. The sword is perfectly ordinary, and the runes on the scabbard are gibberish. Upon finding this room, the characters may get the feeling that they have been had. They have!

11. Practice Room.

This room is octagonal, perhaps 60' in diameter. There are scorch marks on the southern wall. There also appear to be several dark, vaguely humanoid outlines sketched on the walls in charcoal.

These outlines were used simply for magical target practice by Cabilar. The room is otherwise devoid of detail.

12. Missed Again! The doors to this room open either out or in. Whenever a door opens, the other one seems to open. The sounds of one or more people rushing for the door are heard, after which the door slams. When the door is opened to return to the hall, the same thing happens — the other door opens and footsteps seem to run from the hallway in. This is the permanent form of a *programmed illusion*. If it is disbelieved, a saving throw vs. spells may be allowed. Characters who successfully disbelieve are able to convince their associates that it is an illusion, but this takes several rounds. If a character is in a position where he can see plainly that there is no one passing through the door, he may save also, at +4. If there is only one character, he could theoretically chase the illusion forever! Even if the characters never cease to believe the illusion, they may break off pursuit at any time.

13-15. Gardens. These three rooms used to serve as Cabilar's main food supply before he moved out.

This room has several short tiers along each wall each filled with dirt and decaying plants. A *continual light* spell shines from the ceiling.

16. Beaded Curtain. This curtain and the curtain at area 37 are closely

related. Whenever any magic weapon passes through the curtain, it temporarily loses its enchantment, which is restored by a *dispel magic* spell cast against 16th-level magic, by passing through the curtain in the opposite direction, or by passing through the curtain at area 37. (Note: No magic weapon is usable on the second level save for those found on the second level, which retain their properties upon passing through any curtain. Weapons in hand lose their magical glow when the curtain is passed.) The term "weapons" applies only to items such as swords and miscellaneous weapons, not to wands, staves, and the like.

This curtain cannot be removed, damaged, or avoided, save by using spells like *dimension door* to pass beyond it without going through it. The curtain at area 37 has the same properties.

17. Study.

A large desk rests along the northern wall. The top is littered with papers and books, as is most of the floor immediately surrounding it. Along each other wall is a bench with many flasks and elixirs with various liquids within. Five candlesticks are near these benches, and there are many wall sconces for torches. There are also chains hanging from the ceiling, apparently for lanterns.

If the contents of a flask are tasted, each is 10% likely to be poisonous (save vs. poison or die horribly in five rounds, no other actions possible). All mixtures are extremely bitter or otherwise distasteful.

However, if two hours are spent examining the books, three spells on scrolls may be gleaned — *cloudkill*, *fumble*, and *remove curse* — at the 16th level of magical ability. A magic-user is able to tell after a cursory examination that the books may be of some value and that it may take some time to search them all.

18. Library.

This room has shelves lining each wall, all of them literally covered with webs. There is an especially large mass of webs in the northwestern corner.

The webs in here are not spun by any

dangerous arachnids, but there are hundreds of thousands of harmless ones. The bookshelves hold nothing of interest to anyone but a magic-user; each of 96 valuable books could bring a 100 gp price on the open market.

The mass of webs in the northwest corner is covering the remains of a skeleton. The skeleton is that of a magic-user; it wears rotting robes, boots, and a dagger. So much as touching the skeleton (or any other of the webs, for that matter) causes thousands of spiders to swarm over the intruder, inhibiting his vision, getting in his nose and mouth, etc., until all are shaken off, which takes one turn. There is also a 50% chance/round of the little nippers inflicting 1 hp damage on the victim, regardless of armor class.

The magic-user had attempted to find the crown for the young prince two years ago, but died of exhaustion and starvation before completing his quest. He wrote the inscription at area 24.

19. Bedroom. The door to this room is locked and *wizard locked* at the 16th level of ability. After the door is opened or circumvented, read the following description:

This room appears to be a bedroom. A cot rests in the southern alcove, and a table with one chair sits in the center of the room. A leather-bound book rests, closed, upon the table. A chest of drawers is on the northern wall.

The book is just another lure for those greedy people who invade Cabilar's tower for the loot. It is just a normal book, but it has *explosive runes* cast upon it. Whenever the book is opened, the opener takes 6d4 + 6 hp damage, no save, and any within 10' takes the same or, if a save vs. spells is made, half damage. The book is consumed in the flames.

One key, duplicating the one in room 22, is fastened to the bottom of the table with soft glue. Either key may be used to open the door at room 25.

The Chest drawers is empty save for two daggers, a small leather pouch with 20 gp, and a faded cloak a *cloak of deception*. When donned, a *cloak of deception* makes a phantasm of a blue shield appear hovering in front of the wearer. The character *feels* better protected, as if the gods are protecting him from harm. Any tests of the device

make it appear to be useful and good. However, in the heat of battle, the cloak actually bestows *protection -1* to the wearer, who also gets a -1 on all saving-throw dice (value: nil xp, 1,000 gp).

20. Heating Room.

This parallelogram-shaped room has a soft breeze blowing in through several vents in the ceiling. Ashes are strewn about, sometimes in piles up to 1' deep. The walls are charred.

The room is devoid of other detail. It was formerly used for heating the upper level when it was too cold, as well as for some ventilation when it was too warm. The vents lead back into the cave floor far above, but the vent shafts are each 1' in diameter.

21. Utopia.

This room is colored with murals on every wall, depicting all sorts of scenes from the life of a great wizard. Beautiful paper rose bushes are under every pillar, of which there are ten. The pillars are made of smooth, white marble. A lovely fountain adorns the southwestern corner, forming a little pool. Several reclining chairs rest at various places in the little Utopia. The ceiling appears to be black obsidian studded with chips of mica, giving the impression of a clear night sky.

This room was Cabilar's favorite place of rest — and rightly so! The fountain's mist induces a kind of drowsiness on the PCs, and an unwillingness to leave. Each character must save vs. death magic or else wish to remain for at least 24 hours (Cabilar was immune to this effect). Once dragged from the room, victims recover after 2-8 rounds, though they passively resist all such rescue by grabbing things, pushing rescuers away, etc.

22. Bathing Room.

This room is filled with steam, making it difficult to determine its exact dimensions. The southern part of the room is filled with warm water, the floor sloping down to form a sort of bathing area. In the bottom of the pool, you see faintly the glint of gold.

The glint of gold is a key (needed to open room 25). The water is warm and not unpleasant. No heat sources visible.

23. Heading Down. This staircase draws the same penalties to characters not using light as the stair in area 4. When the bottom is reached after a 30' drop, read the following:

Below you see the end of the staircase, in a 20' × 20' room. There is an oaken door in the northern wall, but it appears to be fairly rotten.

The rotten door may be kicked in by any character with a strength of 12 or greater. There is a pin trap on the knob, but this can only be discovered if the door is smashed and the mechanism of the trap is revealed, or if someone opens the door by the knob. The poison that used to be on the pin has long since worn off, and the pin does only 1-2 hp damage.

24. Cryptic Message.

On the wall are these lines scrawled in red chalk, in Common: "To those who come after me: The ring is the final key. I have learned this from my spells, but am too weak to go back for it. May you fare better. I go to seek my fate in Cabilar's chambers on this floor."

This message refers to the *ring of night*. It was written by an intruder to the tower long ago — the same adventurer who now lies covered with cobwebs in room 18.

25. Closed Portal.

This door is of stone. It has an indentation in the middle, only 1" across, which looks like the letter C with a lightning bolt through it, set in a circle.

Upon investigation, the door is found to be locked. The indentation is actually a sort of keyhole. To open the door, one of the two golden keys found in areas 19 and 22 must be pressed into the indentation. The door then swings silently open. Otherwise, the door won't open by any magic short of a *wish*, *alter reality*, or *limited wish*. A knock spell has no effect.

Dungeon Level II

26. Ordinary Hallway.

Beyond the door is a hallway running alongside the room you just left. Directly across the 10' wide hallway is another door, and at either end of the hall, both about 30' from where you are standing, are other doors as well.

Both doors at the ends of the hall are absolutely normal. However, the door across the hall is trapped with the ever-popular spear trap (1-8 hp damage to opener, save vs. petrification for half damage). There is nothing behind the trapped door other than the spear-trap mechanism.

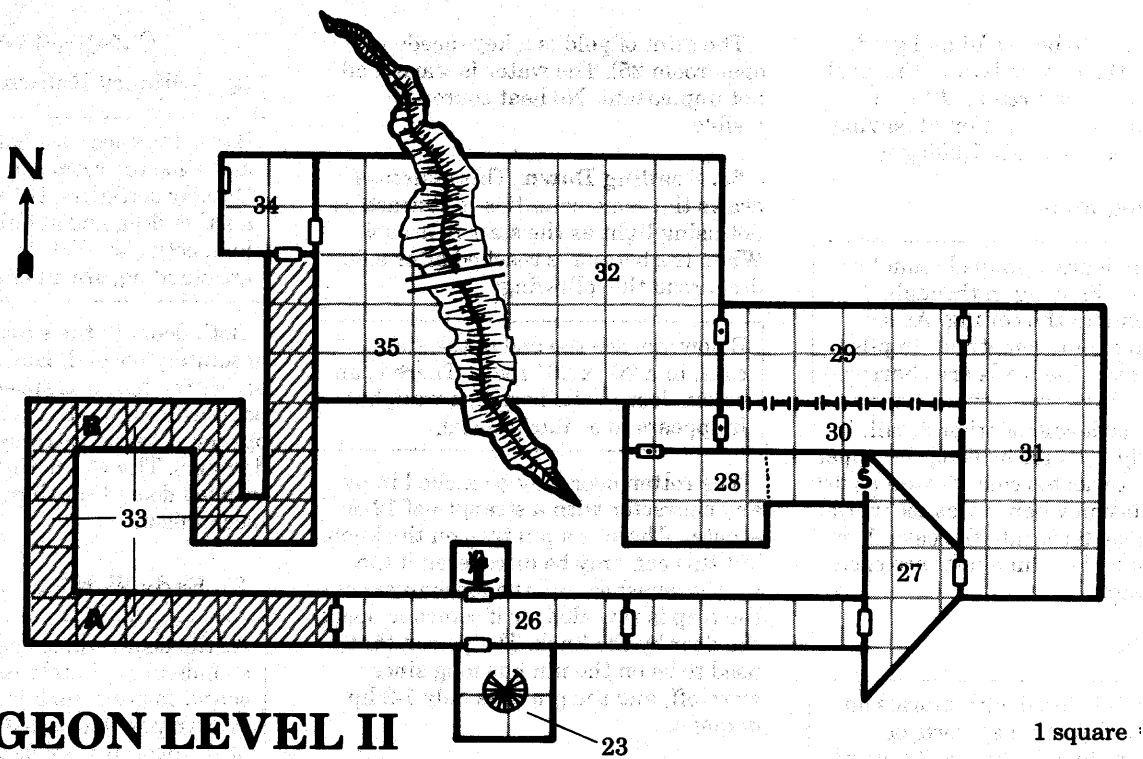
27. Early Warning.

As the door swings open, a shriek sounds immediately to your left. The sound comes from a large funguslike growth positioned just beyond the arc of the door. It is evident that the sound will warn whatever lurks ahead!

Indeed, the shrieker (AC 7; MV 1"; HD 3; hp 19; #AT 0; SD warning shriek; AL N) has by now warned the neighborhood, and the monsters in rooms 29-31 are prepared for the adventurers. The poor little shrieker is a pushover for the caliber of players adventuring here, but was meant only as an early warning system for the following rooms, which would not have any effect if the occupants were surprised. Note that the orcs in room 29 will warn those in room 32. Also note that if the characters go to open the door to room 31, the description there should be read before the door is opened.

The secret door to the north is operated by pushing on a stone, which rotates it out into the next room.

28. Back Door. If there is a thief in the party when it approaches this room from the hall to area 27, and if he is in the first rank or in some place where he could conceivably see the floor at the end of the hall, roll percentile dice against his *detect traps* probability (secretly) to see if he spots the trip wire at the end of the corridor leading into room 28. If so, inform him of this, and allow the party to evade the trap.



DUNGEON LEVEL II

The trap is triggered by the first person stepping into room 28. If there is more than one person in the first rank, the person guarding the left flank takes the damage. When the trap is sprung, a curved and rusty blade swings from the wall at the left and slices just below the character's kneecaps. The concerned player must make two saving throws. The first, against paralyzation, determines whether the character takes full (2-20) or half damage, The second roll is vs. poison and indicates whether or not the victim is subject to tetanus from the rusty blade. If tetanus is indeed indicated, the afflicted party member dies in 1-12 days unless his legs are amputated or a *cure disease* is cast upon him.

When the characters are in the room, read this:

You are in a 20' x 30' foot room with a door on the northern wall. An attempt to open it reveals that it is locked.

If the party does manage to open the door, see encounter area 30.

29. Snipers!

The door opens to reveal a 50' long room, 20' wide. A wooden door is directly across from you, 50' away. In the west wall there are numerous slits— nine, to be exact.

The door opposite the party is locked. The slits in the wall are arrow slits used by orc archers. At such a time as there is a target available, the archers open fire. Assume two arrows per orc, or 18 arrows, are fired per round. Each orc commands a view of the entire room.

30. Orcs' Lair. Each orc in this area is armed with long sword and short bow with 36 arrows in an enlarged quiver. The armor class and hit points of each orc are detailed below. All orcs here are lawful evil and move at 9".

Cabilar and his successor, the vampire, have treated the orcs well, as this is a major defense area. Because of the strategic placement of the peepholes, the orcs are never surprised by a visible opponent and, because of the shrieker, never surprised at all. Remember that orcs cannot use shields while firing arrows, but also keep in mind that if the

ORCS – ROOM 30		
Orc #	hp	AC and how armored
1	8	2 (plate mail +1)
2	8	4 (chain mail, ring of protection +1)
3	7	3 (chain mail, shield +1)
4	6	4 (chain mail, shield)
5	6	5 (chain mail)
6	5	6 (ring mail, shield)
7	5	6 (leather armor, cloak of protection +2)
8	4	6 (ring mail, shield)
9	3	7 (studded leather)

characters attack from room 29, the attackers get -10 to hit the orcs because of the 90% cover afforded by the arrow-slits!

Note: During playtesting, it was suggested that the characters charge the arrow slits, drop to the floor, crawl to the other wall, and dash for the door. A character trying this has at least one arrow shot at him while running (up to a maximum of 9 arrows). When the other end of the room is reached, a like quantity is shot. However, once at the door, it takes a thief one round to pick the lock or a magic-user one round to use *knock* on it (unless done from hiding). More arrows!

31. Beware of Dogs.

As you move to open the door, there comes from the other side faintly audible snarling and growling.

The snarling is caused by the three dire wolves in the room (AC 6; MV 18"; HD 3 + 3; hp 19,22,24; #AT 1; Dmg 2-8; AL N). They are pets of the orcs on this level. When the door is finally opened to the room, after any prepara-

tions have been made, read this

When the door opens, two dire wolves crouching 10' away come into view. They are preparing to pounce upon you to tear you to bits! Behind them you get a glimpse of a room containing another dire wolf.

32. Defended. Bridge. As soon as the adventurers stampede through this door, the orcs on the other side of the chasm begin firing. Read this:

As the door swings shut behind you, a javelin imbeds itself in it! Turning, you see a 50' x 85' room, divided in two by a large chasm. A door is visible on the other side of the room. A rope bridge connects the two sides of the abyss, defended by two sword-armed orcs. Other orcs stand behind three large wooden shields — through which are thrust ballistas.

The orcs are equipped thusly:

ORCS—ROOM32

Orc#	hp	How armed	AC and how armored
1	8	long sword +2	0 (plate mail +1, shield +1)
2	8	long sword	2 (plate mail, shield)
3	7	short sword	3 (plate mail)
4	7	short sword	3 (plate mail)
5	6	short sword	5 (chain mail)
6	5	short sword	5 (chain mail)
7	5	short sword	6 (scale mail)
8	4	short sword	7 (ring mail)
9	2	short sword	7 (studded leather)
10	1	short sword	8 (padded armor)
11	1	short sword	8 (padded armor)
12	1	short sword	8 (padded armor)
13	1	short sword	8 (padded armor)
14	1	short sword	8 (padded armor)



Orcs 1 and 2 are guarding the bridge and the rest are arrayed behind the ballistas. Orc #1 is, in addition, covered by a permanent *protection from magic* spell (see the scroll of the same name, assuming a 1' radius of effect).

The orcs immediately begin firing ballistas at the party. (Ballistas fire javelins, for 2-12 hp damage, once every two rounds; treat all targets as AC 10. They require a minimum crew of two to operate. Information on the "to-hit" roll modifications are found in the *DMG*, page 109.) If the party attempts a crossing, the orc swordbearers at the northern end of the bridge defend it while the ballista crews continue to rain missiles on the characters. If either orc defending the bridge is slain, the other uses his next attack phase to cut the ropes supporting the bridge. The orcs then fall back to room 36 and make a stand there. The fall from the bridge is 260'; roll 20d6 hp damage. Note that a *cloudkill* spell won't work in this room if it has to cross the chasm, because the fumes are heavier than air and therefore sink to the bottom of the gorge.

All orcs here are lawful evil in alignment and move at 9".

33. Corridor of Darkness.

As you open the door, black wispy smoke of some sort slowly pours into the hallway. It is cold, odorless, and does not seem to be harmful. When the door is all of the way open, you see that there is a corridor of some sort in front of you, and that it is filled with the smoke. You can only see the walls for about a foot on either side before they vanish into the fumes.

The fumes are magically fed and cannot be dissipated. If the characters overcome their initial forebodings and enter the hallway, read the following:

The smoke closes around you and separates you from the view of your companions. Your torches seem to have no effect in lighting the hallway. The characters with infravision complain that the smoke must be masking heat differential somehow, for they cannot see the hallway ahead nor even their companions. The smoke seems to have a dampening effect on your other senses as well, and even your thoughts and

emotions seem to have a blanket over them.

If the characters do not turn back now, proceed to lead them through the hallway, describing as graphically as you can the thick, almost syrupy smoke. Do not tell them the length of the passage or where the turns are until they actually run into them. Be vague about distances, giving all measurements to the party as "approximately so-and-so" distances. As a rule of thumb, add 5' to the actual length on long passages, subtract 5' on the short passages. When the party reaches one of the two noted encounter areas, read the accompanying description:

A — Suddenly the lead character shouts, and you all hear the thump as he tumbles forward into a pit.

The pit is only 6' deep, and the character takes 14 hp damage. The real problem is figuring out how far the pit extends. The easiest way to cross the obstacle is to climb into the pit and out the other side, but whenever 5,000 gp of weight or more is on the pit floor, a thick, hardwood cover slides out over the pit! To escape, the characters must either levitate someone in the pit to get the Weight under 5,000 gp force the pit lid back by muscle or magic. A *knock* spell releases the spring and opens the pit, and a *bend bars/lift gates* roll may be made by a character not less than 5' in height. A *dimension door* works and so do several other spells, but if a *teleport* spell is attempted, remember that the hallway has never been seen, thus drawing the appropriate penalties from the tables in the *Players Handbook*.

B — Suddenly the line comes to an abrupt halt. The lead character explains that he has come, up against a hard, barklike surface. It doesn't feel like a wall, the character says, then falls silent. In the sudden quiet, everyone hears the distinct, rasping breathing directly ahead.

The rasping breathing is caused by the giant troll that the characters have just bumped into (AC 4; MV 12"; HD 3; hp 47; #AT 1; Dmg 2–16; SD regeneration 2 hp/round but cannot rebound severed limbs, at least 10 hp damage must be caused by fire or the troll won't sink below 1 hp, 90' infravision; AL CE).

The troll has lived in this tunnel for a long while, and though it cannot see, its hearing has been sharpened by eternal night. It is also accustomed to fighting in the dark. When the battle begins, subtract 4 from the characters' "to hit" rolls, but only 2 from the troll's. Its treasure lies immediately around the next corner: 4,352 sp, 1247 gp, 131 pp, a *two-handed sword* +1, +3 vs. *regenerating creatures*, and an *amulet of life protection*. Note that because of the darkness, the party must spend six full turns gathering up the treasure or leave 20-80% of it behind.

Like most other creatures in this dungeon, the giant troll is both *charmed* and unaffected by hunger. It is extremely ferocious, however.

34. Elevator Room. This room is the access room to the third level of the dungeon. Once anyone enters this room and closes the doors (opening and closing these doors requires no die roll to perform), the entire room slowly rises or falls to the next level, as appropriate. Only a dwarf who *detects shifting rooms* notes the slow movement. Note that, depending upon which floor is arrived at, doors in the room that previously opened into the dungeon now open into solid stone, and vice versa. The doors cannot be opened while the room is moving, and even magic cannot help in this regard. The elevator takes three rounds to reach a new level, and the doors leading into this room on either dungeon level cannot be opened while the room is moving, either. Dungeon level III is 200' below level II.

35. Barrels of Fun. Several barrels sit against the wall at this point. They are filled with an assortment of material, such as extra ballista javelins, helmets, daggers, and the like. One small barrel (2' high, 1' wide) appears to be empty, but acts as a *bag of devouring*.

Dungeon Level III

36. Vacancy. This room is vacant, save for three movable mantlets. Any orcs surviving the encounter in room 32 flee to this point, take up a position behind a mantlet, and fire until they are out of arrows. When they run out, they continue fighting— but they won't charge into battle against powerful characters like idiots! They use the

mantlets to keep the enemy at a distance while, perhaps, an associate runs around and stabs from behind. Hit-and-run tactics are the rule.

37. Beaded Curtain, Jr. Much like the curtain at room 16, this curtain takes power from those magic weapons traveling south, and restores them to ones going north. This curtain, despite its flimsy looks, cannot be damaged or removed, and its effects cannot be avoided.

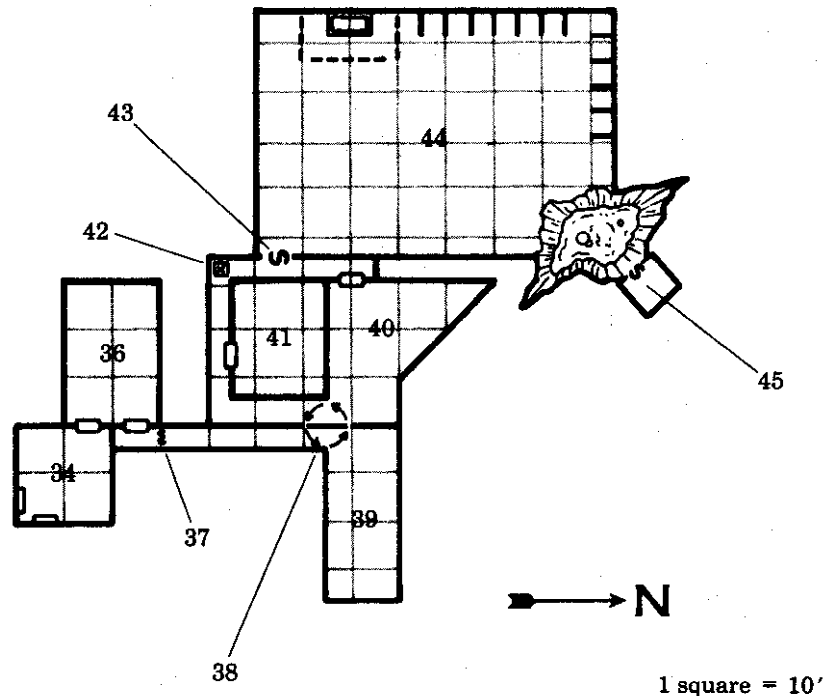
38. Rotating Wall. This wall rotates, allowing access to different rooms. When found, it is north-south, allowing access to room 39. Pushing on the wall, which requires a *bend bars/lift gates* roll (one attempt per round) turns the wall east-west and allows passage to room 40; the wall may be pushed back into place thereafter, or pushed completely around in a circle. Once the wall is successfully pushed, it moves of its own accord until it has made a quarter turn, then settles into position again, requiring a new attempt to push it.

39. Chimera Little Closer. This fearsome beast waits just inside the room. It cannot be surprised. The chimera breathes fire on the first person entering the door, on the right flank (AC 6/5/2; MV 9"/18"; HD 9; hp 43; #AT 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; SA dragon head can breathe fire five times per day for 3-24 hp damage (save for half damage), 50% chance/round that it uses its breath weapon; AL CE). This beast won't leave its room.

As the first party member enters this room, a sheet of flame engulfs him! You bound into the room to find that the culprit is a creature partly goat, partly lion, and partly dragon. The monstrosity rushes you, roaring and bleating with all three heads!

The chimera possesses some treasure: 7,127 sp, 1,232 ep, a suit of dwarf-sized field plate armor, 250 pp, two rubies worth 1,500 gp each, a tiara worth 3,600 gp, and a *dagger* +1, +2 *vs. goblins* (value: 100 xp, 500 gp).

DUNGEON LEVEL III



40. Wraithland.

The wall rotates to reveal an oddly shaped secret room. Hovering in the northern part of the room is a shimmering, vaguely humanoid shape with glowing red eyes.

The wraith attacks at once (AC 4; MV 12"/24"; HD 5 + 3; hp 27; #AT 1; Dmg 1-6; SA drains one life level per touch; SD hit only by silver weapons (for half damage) or magic weapons, immune to numerous spells and all poison; AL LE). Its treasure is in a small chest in the northern corner: 8,048 cp, 1,983 sp, a magic-user's scroll (with *dig*, *wizard eye*, *infravision*, and *jump*), a *potion of extra-healing*, and a *footman's mace* +1. The wraith won't leave its room.

41. Shadow Play.

This 25' x 20' room appears to be vacant. A small chest, closed, rests along the northern wall.

Smart characters may realize that this is a trap and avoid the room. If they

fall for it and go for the chest, the six shadows in this room move in behind them, sealing off the retreat, and attack (AC 7; MV 12"; HD 3 + 3; hp 22, 21, 20, 18, 17, 17; #AT 1; Dmg 2-5; SA drain one strength point per touch; SD immune to many spells, 90% undetectable unless in bright light, +1 or better weapon needed to hit; AL CE).

The chest contains filthy rags. Underneath these in a secret compartment, however, are four flasks of oil, a sack with 54 pp, and a *potion of diminution*.

42. Spike Trap. When this pressure plate is stepped on, spikes spring out of the western wall at the corner and fly down the corridor through the party, collectively doing 2-20 hp damage to anyone who fails to roll his dexterity score or less on 3d6 + 3. Once the trap is triggered, the secret door to room 45 opens (see area 43).

43. Secret Door. To open this secret door, one must either say "Long live Cabilar," use *knock* on it, or trigger the trap at the hall's corner, in which case the secret door slides upward.



44. Master of the House.

The secret door opens 'into the southeast corner of a 50' x 75' room. Against the opposite wall is an open casket, upon which a gaunt, cold-eyed man sits leisurely. He looks very much like the devilish man depicted in a mural you saw earlier. He almost seems to be smiling. Against the western and northern walls are ten more coffins set upright; in which can be seen human skeletons adorned with shields and swords. The northeastern corner of the room seems to have collapsed, and great heat and light come up from the pit so formed. As you survey the scene for a brief instant, the skeletons in the coffins begin to move. Seizing their swords and shields, they leap from their coffins and rush at you!

The first 10 skeletons split into two groups (AC 7; MV 12"; HD 1; hp 8 (x3), 7,6 (x2), 4,3 (x3); #AT 1; Dmg 1-6; SD immune to numerous spells, sharp-edged weapons do only half damage; AL N). Four (the strongest) go to the pit's

edge and stand there as the others attack the party. The coffins are magical and have a special function: Whenever a skeleton is slain, a duplicate skeleton with the same hit points appears in a random coffin and charges back into the melee.

The gaunt, cold-eyed vampire, Yattel-ettes, is indeed smiling (AC 1; MV 12"/18"; HD 8 + 3; hp 49; #AT 1; Dmg 5-10 or by weapon type; SA drains two life levels by touch, *charms* by gaze, STR 18/76 (+2 "to hit" and +4 to damage); SD +1 or better weapon to hit regenerates 3 hp/round, *shape change* into certain animal forms, assume gaseous form, immune to numerous spells and to poison, takes half damage from electricity or cold; AL CE) The floor around his coffin, for 5' in all directions, is a *permanent illusion*. Any persons charging him drop into a 30'-deep pit, taking 3d6 hp damage.

In addition, the pit floor slowly slides away to drop characters another 30' into a bubbling pool of lava. It takes four rounds for the pit to open wide enough to drop the characters into the lava (and instant death). Once the first character falls into the pit, the illusion

is dispelled (although if several characters are running side by side, they all tumble into the trap). Characters running 5-10' behind the lead attackers can make a save on d20 by rolling their dexterity or less to avoid falling in, and anyone further than 10' behind is automatically able to stop in time.

Once the trap has been sprung, Yattel-ettes changes into bat form, crosses the pit, changes back into vampire form, and attacks. He first uses his *charm* ability (keeping skeletons between himself and the characters, if possible, while doing this). Then, when melee is joined, he attacks with a *short sword* +2 he carries. If wounded seriously, he assumes *gaseous form* and returns to his coffin to regenerate while watching the battle. If brought to 0 hp+ he is not killed but must return to his coffin in *gaseous form* to reform his corporeal body (see the *Monster Manual* for details).

Yattel-ettes doesn't mind talking while engaged in melee; in fact, he rather enjoys a certain level of repartee under pressure. He took the crown under orders from Cabilar, but regrets that he did not find and destroy the

young prince. He has lately thought that a magic-user, preferably a female one, would be a nice long-term companion. If such a character is present, he does his best to life-drain him or her.

A chest concealed by the bottom of the coffin contains 2,000 gp, 15 gems worth 300 gp each, a *ring of temporal stasis* (causes wearer to go into suspended animation as per the magic-user spell *temporal stasis*, no save), a *ring of one wish*, 12 nonmagical jeweled rings worth 150 gp each), a *two-handed sword* +2, two *javelins of lightning*, an *arrow of cleric-slaying*, a magic-user, scroll of four randomly determined fifth-level magic-user spells, and an illusionist scroll with one seventh-level spell.

One possible way to destroy the vampire (in addition to the normal methods) would be to lock him in his coffin (either in *gaseous form* or as a solid body) and drop the coffin into the pit around him, which would then drop the coffin into the lava and instantly slay the vampire forever. This is also the only way to stop the skeletons from reappearing, by dropping their coffins into the lava pit and destroying the remaining skeletal bodies. Each coffin in this room has a 2,000 gp encumbrance, possibly requiring several people to move each one.

The drop-off in the northeastern corner is a 60' fall to a pool of bubbling lava. Only solid stone is visible across the lava pit. The *ring of night* must be thrown in the lava to complete the quest, as it so informs the wearer (see section describing the ring, below). If the ring is dropped into the lava, read the following description:

When you throw the ring into the lava, a wondrous thing happens. Several rays of flashing light shoot from the edge of the pit, hitting a point on the opposite edge about 20' northeast of your position. Beams of light crisscross these lines in ladder-like fashion, forming a bridge of light. A doorway of some sort appears at the other end of the luminescent path.

After two more rounds, the weaving of the bridge ceases, and the door is fully outlined. At this time, *and not before*, it is safe to cross the path. Crossing it earlier results in falling 60' to the death of the adventurer. The two-round period is restarted, with appropriate explanations that the path was ruined

by the person falling through — but the light-bridge appears to be reforming.

The vampire won't cross the light bridge or enter room 45, but the skeletons can and do.

45. Crowning Glory.

The door opens to reveal a 10' × 10' room filled with glittering treasure, piled in chests and stuffed in canvas sacks all around. But the most fascinating sight that you see is the sparkling green crown which rests on a velvet pillow on a pedestal in the center of the room.

The crown is made of an extremely rare form of jadeite. This transparent mineral is found only in miniscule quantities in the creases of other rock. It is worth 25,000 gp, but attempting to sell it within 350 miles of the city of Stoutwall is 90% likely to result in recognition of the crown and notification of the authorities.

The crown is not protected in any way and can be taken from the pedestal at no risk. However, the first person touching any of the other treasure in the

room must make a save vs. spells or be *petrified* (turned to stone). If the save is made, no adverse affects are noted.

The treasure: 503 pp, 1,132 gp, 1,233 ep, 3,565 sp, 11,346 cp, an emerald necklace worth 1,200 gp, a *mace of disruption*, a suit of *chain mail* +4, a *stone of weight*, a *potion of heroism*, a *wand of fire* with 15 charges, and a *bag of devouring*.

Concluding the Quest

Once the characters escape from Cabilar's dungeon with the crown, the adventure ends. The DM may create a larger milieu in which to set this adventure, detailing the trip to and from the dungeon, the prince's war against the usurper, and other subsequent events as desired. The godmother pays each member of a successful mission a portion of a total share of 30,000 gp.

In future adventures, player characters may decide to take control of the tower and dungeon as their own base of operations, requiring (of course) that the whole cavern around the tower and all the surrounding countryside be explored as well. If the player charac-

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ters do nothing to ensure Cabilar's downfall and doom, the wizard might come by to check on his tower again. Cabilar's statistics may be generated by the DM as desired; he is hinted to be a 16th-level chaotic-evil magic-user, but he might be of higher level now and might also have had a prior class.

The Ring of Night

The *ring of night* is a magic item created by Cabilar as his "key" to get to the crown of Stoutwall; it also serves as a protective device. When he left, Cabilar gave the ring to a large, *charmed* ettin named Fred/Ned. Cabilar knew the ettin was too stupid to use the ring to get to the crown and was too stupid in fact to even make full use of the ring itself — making Fred/Ned the perfect guardian for it.

The *ring of night* is made from a dull gray metal and radiates magic. It has a batlike motif, with the following phrase written on the inside of the band in magical script (requiring a *read magic* spell to translate): "Defend, deceive, destroy." It expands or shrinks to fit any size hand from giant to leprechaun.

The *ring of night's* powers increase as it gets closer to the base of Cabilar's lair. Therefore, when the ring is on dungeon level III, it is more powerful than when it is found on level I. Here are its powers:

When the ring gets within 50' of room 45, it glows bright red and becomes warm. The bat's head on the ring then speaks, in a hissing voice, in Common to the wearer: "If you would save the crown, my life and yours are forfeit.

Carry me into the fires in the earth if you would aid Stoutwall."

The ring is lying. Hurling the *ring of night* itself into the lava is sufficient to cause the light-bridge to form; the destruction of a living being is merely one of Cabilar's ways of eliminating invaders by trickery.

Because the ring is limited in its use, it is only as valuable as a *ring of protection* +1 if not destroyed.

POWERS OF THE RING OF NIGHT		
Power	Where power functions	Command word
<i>Protection</i> +1	Prime Material Plane	None
60' infravision (or to 120' if wearer has infravision naturally)	10-mile radius of Cabilar's lair	None
No need to eat or breathe	Cabilar's tower and dungeon	None
Adds 10 hp to user's total for 20 rounds, twice per day	Dungeon levels I, II, III	"Power one."
<i>Burning hands</i> at 16th level of ability, twice per day	Dungeon levels II, III	"Power two."
<i>Magic missile</i> at 16th level of ability, three times per day	Dungeon level III	"Power three."

