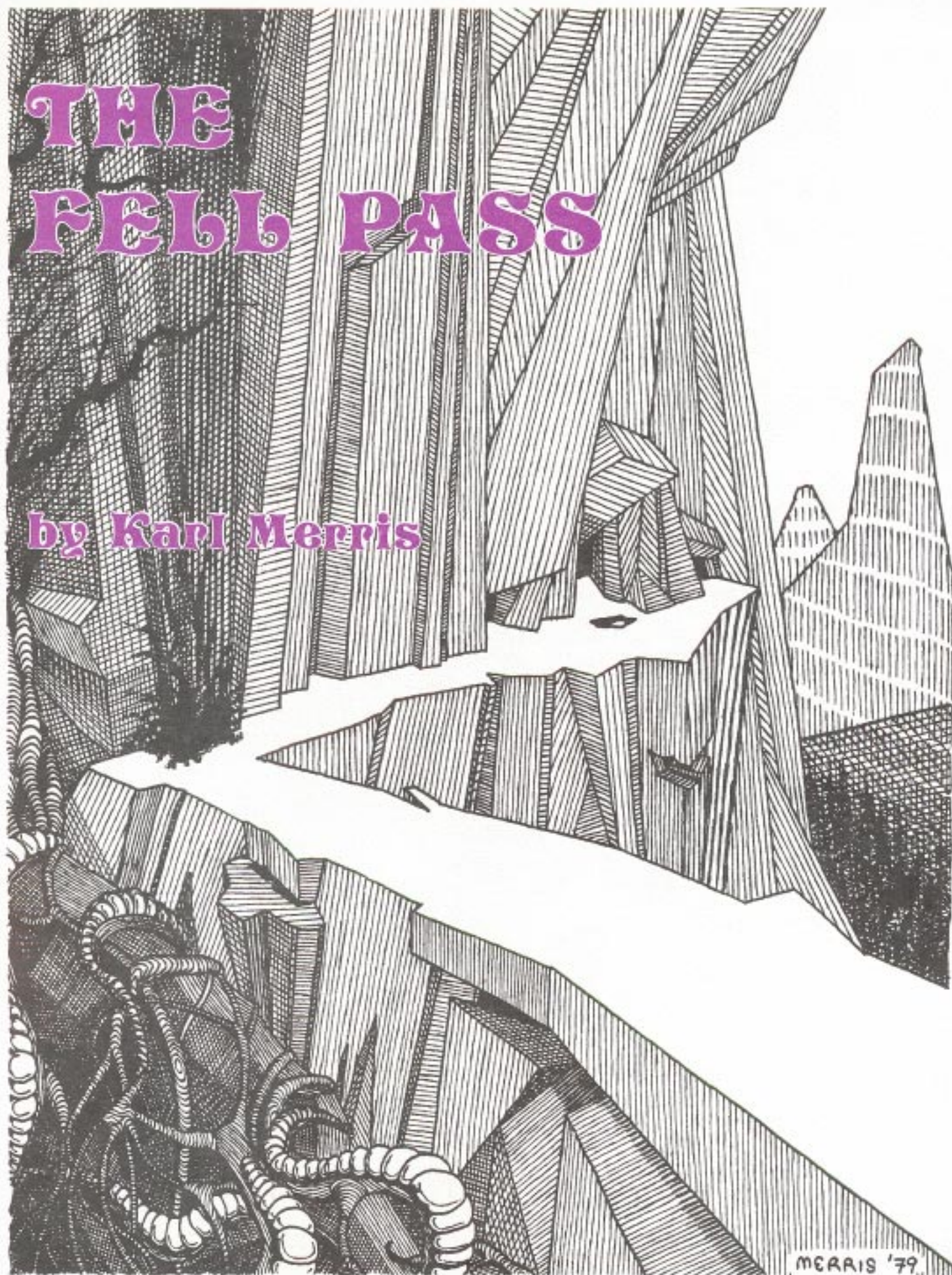
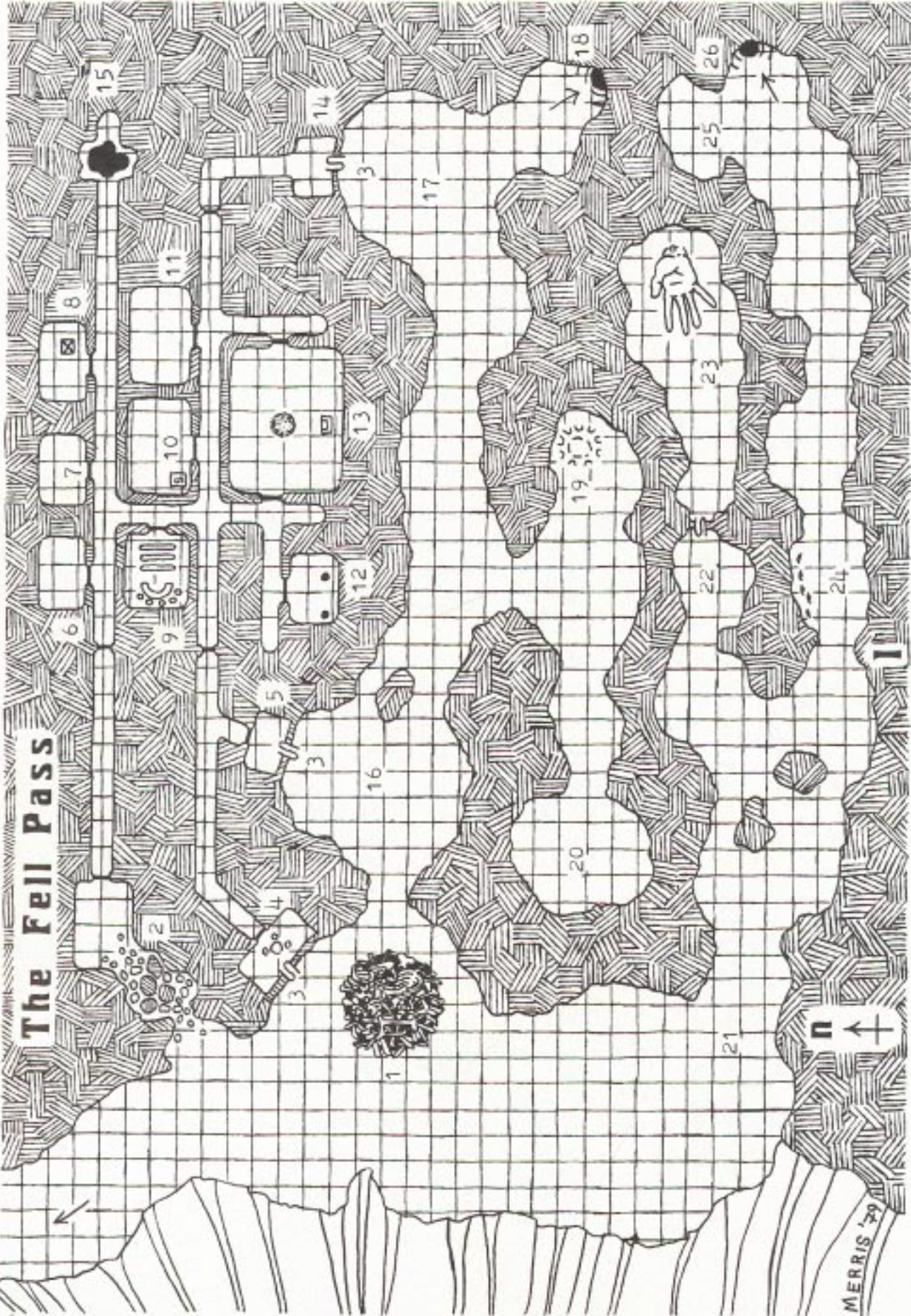


THE FELL PASS

by Karl Merris



MERRIS '79



The Fell Pass, West End (Map 1) Other maps on pages M15, M16

THE FELL PASS

Legend and Introduction

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

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

General Notes

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

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

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

PASS KEY

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

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

The West End (Map 1)

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Concealed on the floor under the silk is a

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

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

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

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

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

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

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

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

Otherwise, the room is empty.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

stained with dried blood and brains lies beside him.

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

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

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

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

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

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



Vlog and his "friend" Casrac

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

This a trap. The object is a boulder

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

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

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

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

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

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

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

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

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

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

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

The Griffons will not pursue a party into



the Pass.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

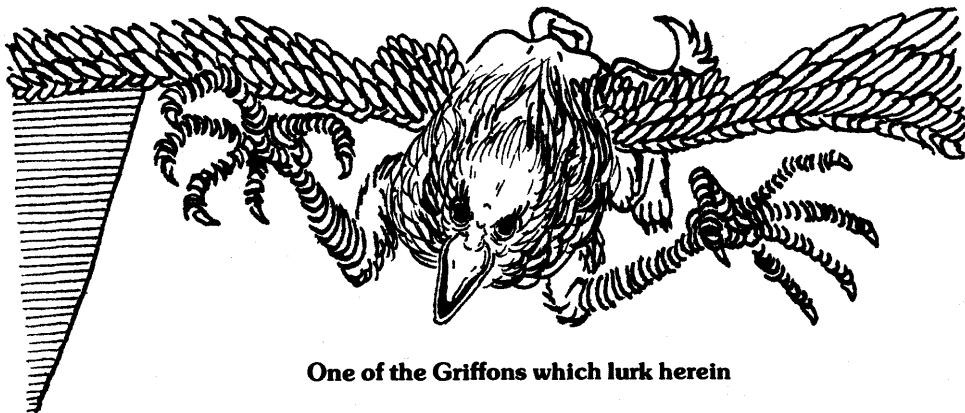
26: THE BREEZEWAY: Warm, wet air blows through this opening. Here the galley slopes downward and leads to the Lower Caverns (Map 2, #5).

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

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

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

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



One of the Griffons which lurk herein

The Lower Caverns (Map 2)

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

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

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

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

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

These mushrooms are themselves, incidentally, quite edible.

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

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

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

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

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

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

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

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

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

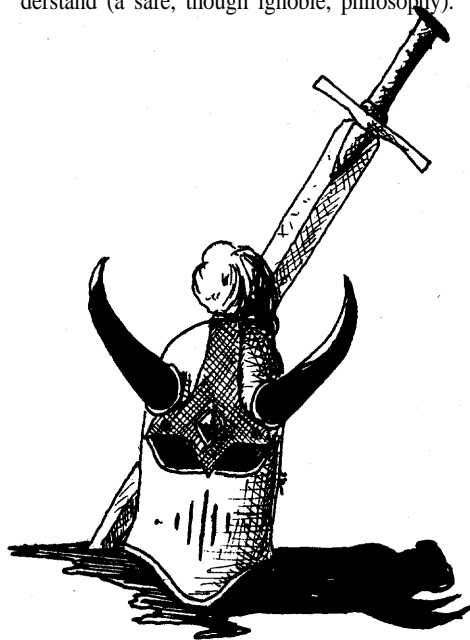
The other item of interest is a locked strongbox which contains 8 tubes, each 1 foot long and 2 inches in diameter, made of waxy black paper. One end of each tube is marked with a red stripe.

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Jackalweres know about the

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

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

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

12: JACKAL'S MEAL: At the very end

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

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

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

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

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

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

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

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

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

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



Xorddanx has his eyes on you

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

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

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

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

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

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

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

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

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

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

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

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

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

15: GARGOYLES AT PLAY: A party

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

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

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

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

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

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

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

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

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

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

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

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

19.: WHITE FUNGUS GLADE: Tower-

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

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

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

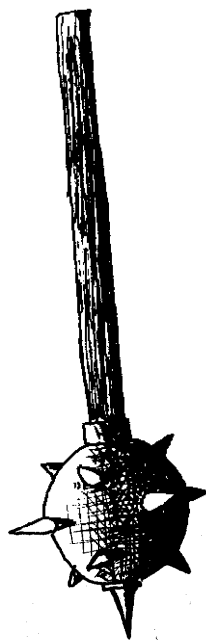
Well concealed in the Northwest end of the chamber are the bones of a party of adventurers that did not make it. Their skeletons are seen to be clutching a large canvas bag.

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

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

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

If a character climbs the rise or if the



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

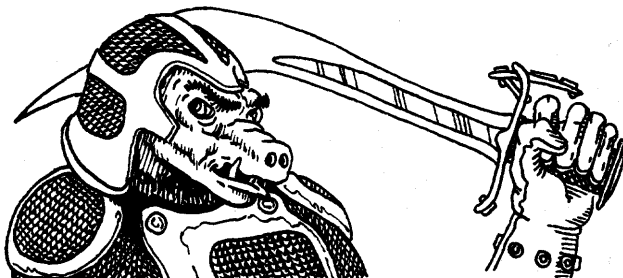
24: **THY NAME IS MUD:** This chamber appears normal, except that the floor of the cave is perfectly level and smooth. In the center of the floor are several cloaks, coats and small sacks, tossed together in a heap.

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

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

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

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



Thurast Dwarfslayer

The East End (Map 3)

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

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

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

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

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

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

The only way to escape this trap is to

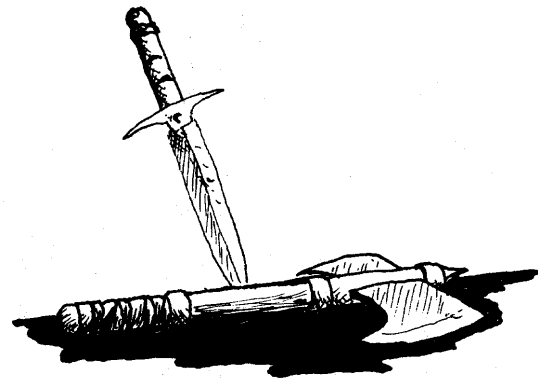
abandon, drive off or kill Sister Felicity. Only after this has been done will the party be able to see the way off the Treadmill. *All other methods of escape must fail.*

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

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

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

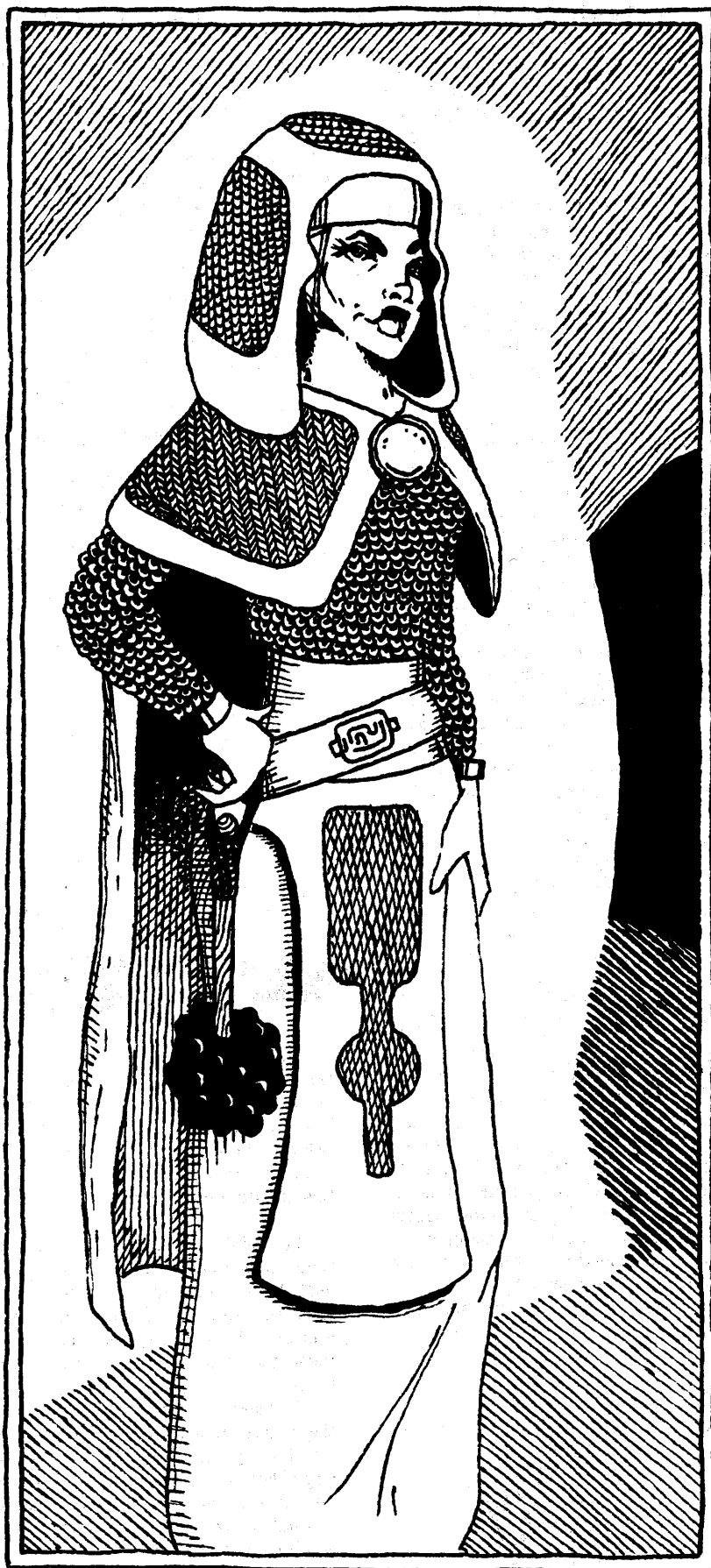
01: **THE TUBE:** Through this opening is a smooth, round tunnel that spirals down to the Lower Caverns (Map 2, #19).



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

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

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



Sister Felicity Grace

M12

The followers of Thurst wear chainmail and bear normal scimitars.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



Old Gran' has a secret for you

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

The liquid is identical to *Oil of Slipperiness*.

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

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

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

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

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

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

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

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

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

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

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

08: PUDDLE OF SLIPPERINESS: This

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

iron and that it is completely unmarked and featureless.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ABOUT THE AUTHOR



Karl Merris and Friend

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

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

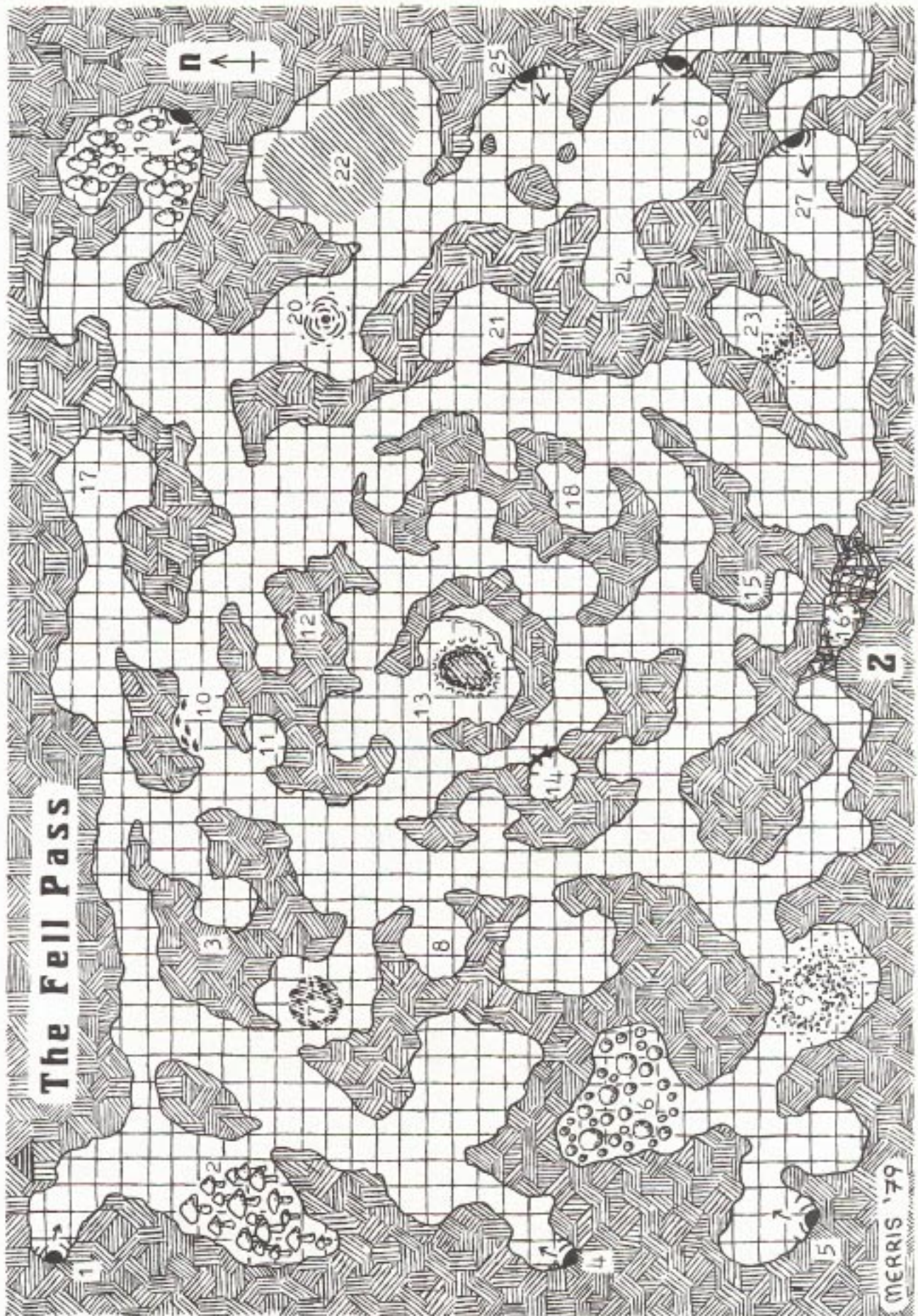
since he has done his best to remain astounded and to spread his astonishment to others.

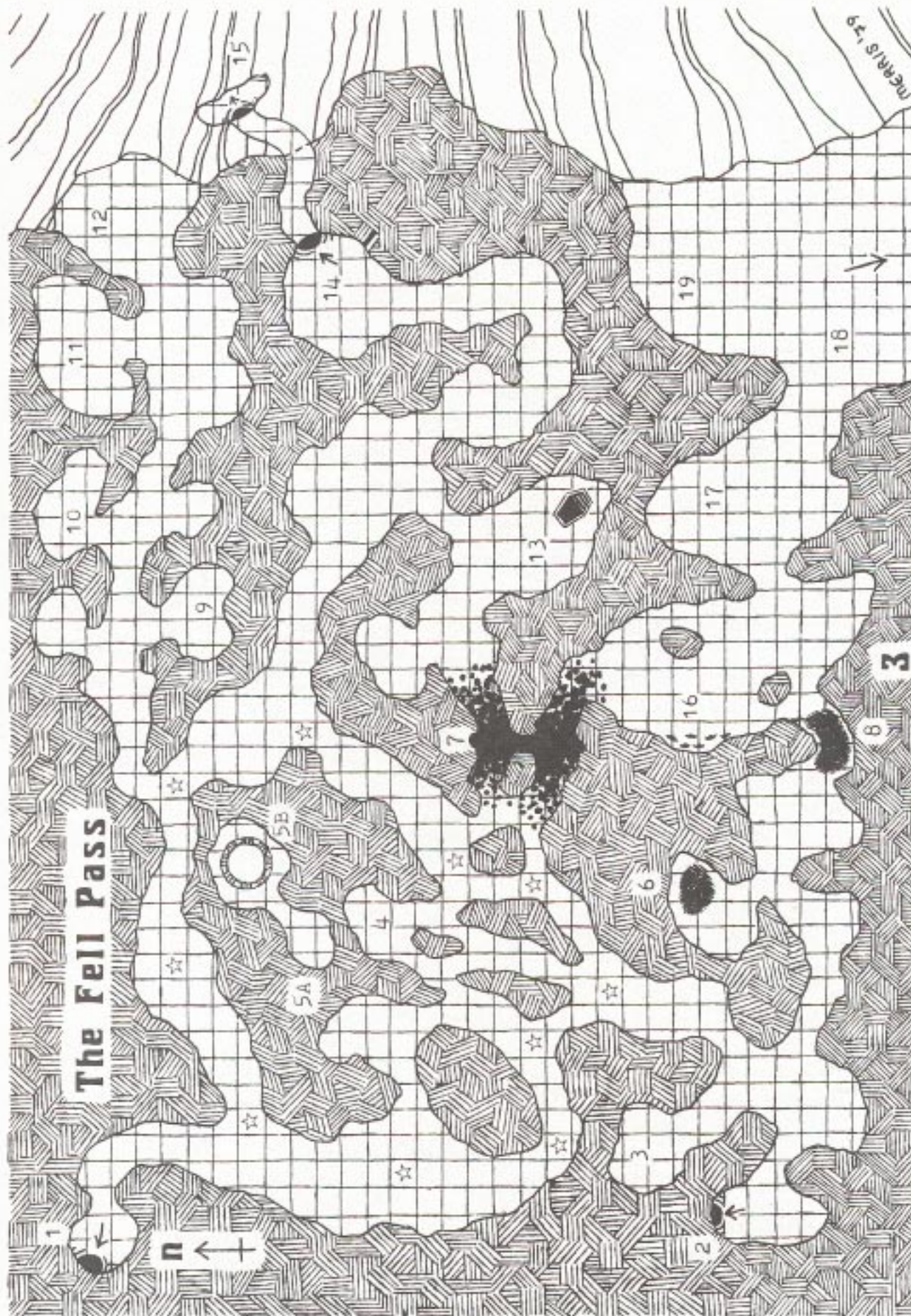
He prefers refereeing to adventuring. This, he explains, is because he enjoys devoting hours to designing maps, traps and monsters even if his players smash them to pieces in a few minutes. He denies that his preference is due to the absurdly high mortality rate among his own player-characters. (He had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

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

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

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





The Fell Pass, East End (Map 3)

Other maps on pages M2, M15