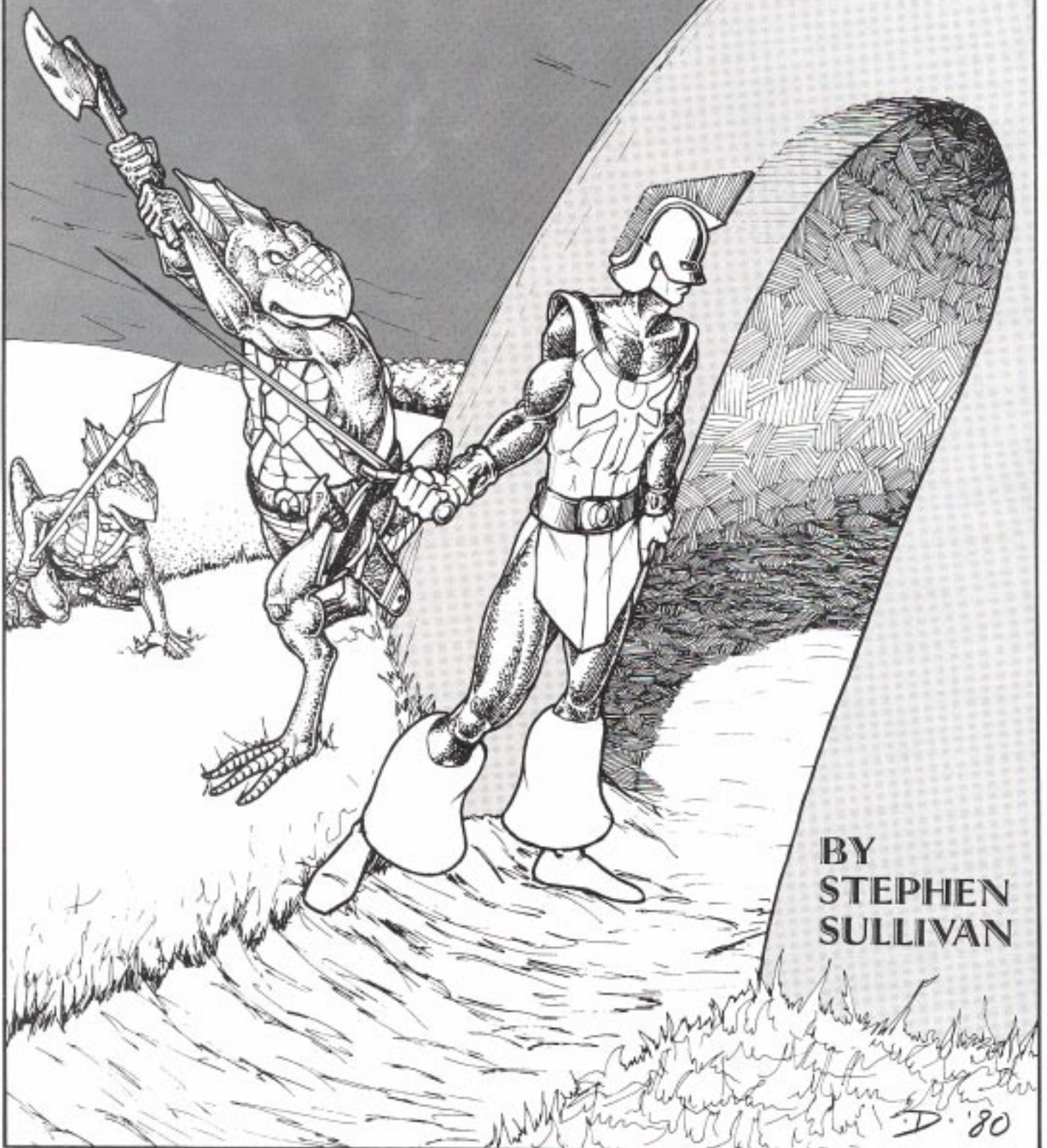


THE PIT OF THE ORACLE



BY
STEPHEN
SULLIVAN

THE PIT OF THE ORACLE

INTRODUCTION

The Pit of The Oracle is a game module designed for use with the rules of Advanced Dungeons & Dragons. It can be used by itself as a self-contained campaign (or as a springboard to a larger campaign), or it can be easily incorporated into an existing campaign.

Many non-essential specifics have been left out, enough so that each Dungeon Master can flesh out the area to his/her taste, or to conform to the setting of an existing world. This "incompleteness," while making the module more adaptable, also insures that no two campaigns in and around The Pit of The Oracle will ever be alike. This enables a DM to be a player in someone else's campaign without having too much advance knowledge of what the campaign world is like.

The openness of construction does not mean that The Pit of The Oracle is not ready to play as it is. It can be used exactly as presented, providing that the material is read thoroughly before starting to play, so that the many interrelationships between parts of the module can be fully understood.

Map A—Narrion and the Land Surrounding

The small town of Narrion is located precariously on the very edge of the wild country, and as such is often a stopping place for adventurers going from one area to the other. There is not terribly much trouble in wandering by day down the small roads through the large expanses of untended grasslands which extend southeastward between Narrion and the next nearest town (except for an occasional bandit or two)—but the legends of the blasphemous things that roam the deserted plains by night are numerous and particularly horrible (at least, to the pale-hearted folk of the town).

LOCH LAKAN

To the north and west of the town lie the cold, dark waters of Loch Lakan, an unremarkable fresh water lake in all respects except for the fact that local legend makes it out to be the home of a horrible monster. The creature is actually a very large Plesiosaurus (160 HP) who differs from the normal beasts (aside from its size) in the fact that it swallows its prey alive on a roll of 10% (+2) over what it normally needs to hit, or on a roll of 20 in any case. On a roll of 1 on a d6, the beast will notice anything moving in or on the lake and try to make a snack of the intruder. Because of this creature, none of the locals fish or swim in the lake—though about once a year some foolhardy child will take it into his/her head to defy the town elders and take a quick dip. About once out of every 10 times the child returns, usually very shaken up.

How the creature came to be in the lake is a disputed matter in local legend. Some insist that long ago a black-hearted star fell from the sky into the center of the lake and spawned the thing. Other tales insist that the monster is the result of a witch's or wizard's (the legends vary) curse upon the lake and the lost fishermen of Narrion (whose cries, some insist, can still be heard at night). Still others insist that there have never been fishermen in Narrion because the monster has always been in the lake. And a final faction insists that when the Stalker first came to Narrion it brought the creature with it as its pet. There are many other such tales, but they are all variations on these themes.

THE MOOR

To the northeast of the town lies the Moor (often called "The Haunted Moor" by the old wives of the town), through which the Moor Road runs on its way to the Jarkung Lands and the edge of the wild. There are numerous legends about the Moor, most of them concerning spirits of one type or another, such as the headless bandit

who rides the road on the nights when the moon is but a pale sliver in the night sky, or the werewolf ghost of Kevin O'Korr, or the will-o-wisps which dart here and there among the treacherous bogs (which, some claim, cause the strange glows which can be seen on the moor at nights) or even the dreaded banshee who howls her loneliness on cold nights. Whether these rumors have a basis in fact or not, the Moor can certainly be a treacherous place to wander in unguided, for there are dreadful mires which seem to appear from nowhere and suck unwary wanderers to their deaths in the peat far below.

Other moor legends speak of a fell race of darkling beings who live somewhere, perhaps in tunnels beneath the bog's surface. Some few insist that the bog is the home of the Lurkers in Darkness, who are generally accepted as coming from the Shunned Hills. And to complete the assemblage of moor legends, there is even a story of a wizard throwing a curse on the finest farmland in the area, causing it to die and become a bog festering with evil.

THE JARKUNG LANDS

If one were to follow the Moor Road northeast from Narrion for many miles through the Moor and past the end of that desolate bog, one would eventually come to the Edge of The Wild and the Jarkung Lands. Little is known about this area by the people of Narrion, for few ever venture to the Edge of The Wild and fewer still return from that direction. It is known that beyond the Moor lies a vast, desert-like land full of boulders and strange rock formations and sand. It is here that there is said to exist a half-devil race whom men call Jarkung. Not much is known of them but they are generally very hostile toward mankind, and the villagers are very afraid of them and thankful of their remoteness. To talk of the Jarkung will bring a serious look to most any face in Narrion, for they are generally accepted as existing—even if they are not exactly what they're reputed to be.

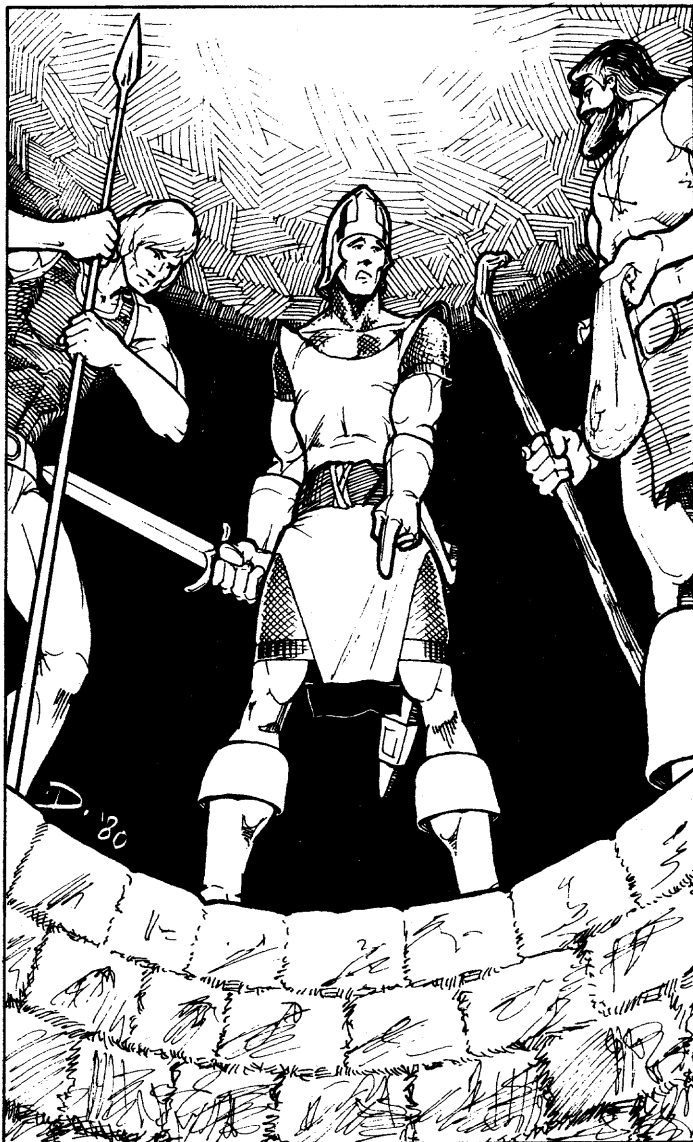
GREENWOODS

To the west of Narrion, between Loch Lakan and the Narrion Road, are situated two small patches of forest called the Greenwood. Most folk generally agree that there is nothing remarkable about these two patches of trees, but there are a few who insist that the wood was once part of a great forest which, upon being cursed by a wizard, withered and died.

THE ORACLE

Southwest of Narrion, in the mound that has come to bear his name, dwells the far-famed Oracle of Narrion. This aged seer has lived in the pit below the Rock of the Oracle longer than anyone in Narrion would even venture to guess. The townsfolk are grateful for his presence, both because of the travelers that come to the small town to pay homage to the seer and for the most fabulous predictions that he makes on their behalf—especially concerning the dread Stalker. An amazing number of the Oracle's predictions have come true, especially concerning when the monster will strike. He does not always speak of the question asked but sometimes refers to more important events in the near future. The townsfolk have not always understood his cryptic messages in time to do anything about the portents. (In fact, there have been few times when the warnings have not made any difference at all, but to the people this doesn't seem to matter, for he is *their* oracle and they will speak no ill of him.)

To consult the Oracle, one goes to his mound and enters the large rock on the summit through the cave opening on the north side. In the dimly lit, rough-walled cavern a small black hole can be seen in the center of the room. One must approach the 5'-diameter hole with utmost reverence and drop a sacrifice (gold, food, etc.) down the shaft to where the Oracle dwells below. One question may be asked of the seer.



Then the wait begins. The Oracle has been known to ponder for nearly a day before answering some questions put to him. If a day and a night pass and the question has not been answered, then no answer will be received, either because the sacrifice was too small or because the ways of the Oracle are strange. In any case, one should then retire and wait at least a day before trying to consult the Oracle again.

If one gets an answer, it will usually be fathomable in proportion to the sacrifice given: the more valuable the sacrifice, the more plain the answer. This, however, is not always the case. Once one answer is given a second question may be asked, but it must be on another subject in order to have a chance of it receiving an answer, for oracles are loath to explain their cryptic remarks. (A second sacrifice for a second question at this point wouldn't hurt, either.)

The Oracle usually answers in riddles or rhymes or combinations thereof.

THE BLACK FOREST

This dark, dense mass of trees stretches from just past the Mound of the Oracle far to the southeast of the land beyond Narrion. No one knows what lurks at the center of the Black Forest, though it is generally agreed to be either a very ancient castle, or a dragon, or both. A few people think that this is where the Lurkers in Shadow originate from, and the wood has been said to contain nearly every other type of abomination as well. As is often the case among the folk of Narrion, some insist that the forest has been twisted and cursed by an evil wizard, and perhaps even this is true.

THE SHUNNED HILLS

These bleak hills are generally accepted to be the place from which the dread Lurkers in Shadow originate. It is said that the obscene creatures lurk and breed in caverns deep in the bowels of the hills, and only venture forth at night when the moon is dark to garner human captives for their unholy rites. The people fear these beings second only to the Stalker himself. It is said that the Lurkers' tunnels honeycomb the entire length of the Shunned Hills. Some even suggest that they reach underground into the very heart of Narrion, and that the Lurkers and the Stalker are one and the same. But not many souls believe this premise, for it is said that quite some years ago a mighty hero killed one of the Lurkers and displayed its body for a long time in the public square, but the attacks of the Stalker did not stop. (The small, lizard-like body of the Lurker has since either been lost or was thrown away because of the legendary stench of the carcass.)

In actuality the Lurkers are a large band of troglodytes who live in a series of honeycombed mazes beneath the Shunned Hills. They generally live up to most of what is attributed to them.

NARRION

Narrion is an unremarkable town situated not far from the edge of the wilderness. Being so close to the wild country, the town has found it necessary to have a large (30') wooden wall (with a small parapet) constructed around its perimeter in order to keep certain undesirable types from raiding the town after dusk. To this end there are also guard platforms on the northernmost and southernmost corners of the wall. The town's two gates, the great Front Gate and smaller Moor Gate, are closed promptly at dusk and are not reopened for ANY reason until dawn.

The shops of the town are usually open for an hour or two after sunset, but the proprietors can usually be called to business at any hour by a sharp rap on the door. It is recommended, however, that anyone doing so have just cause, or face the wrath of a very disgruntled shopkeeper.

The taverns are generally open until two or three in the morning, but can be persuaded to stay open longer if there's a profit to be made. The inns are normally open all night (or at least can be "opened" with a good shout), to take care of the few who are always straggling in from the bars at odd hours, and also because it's a sort of tradition for inns to be open all night (after all, no one legally enters town after dark). You can usually get a drink at any time of night at any inn (though if you wake someone up just for a drink, it may cost you dearly).

The laws of Narrion are basically common-courtesy rules. If someone doesn't like the way you are acting in his place of business, he has the right to throw you out. If you give a shopkeeper any trouble, he will call the town guard (and the town guard does not like to be disturbed, being basically lazy in regards to working), and the guard will throw you out. If you're caught stealing the offended party can either demand that you pay for the item (and they may not give you the item), throw you out on your ear, or bring you to public trial, which is also what happens if you have committed a gross offense of one kind or another.

Public trial consists of bringing the accused party before an assembly of the entire population of the town (usually at noon, but it can be in the middle of the night if the case is urgent) at the town gallows. The accuser presents his case before the assemblage. The town then decides the fate of the accused and, if he is found guilty, the punishment. (Remember how carried away large groups of people can get, especially if they have been awakened from a sound sleep.)

The accused cannot speak in his own defense, but another may speak for him, or the accused may challenge the accuser to trial by combat. Dueling is legal in Narrion; however, the person challenged gets to choose the terms on which he fights. A duel in Narrion could be between an armed man and an unarmed challenger, and would still be legal. That is why town inhabitants will almost never choose trial by combat.

People traveling through the town may be charged a Visitors Tax of 1 g.p. by the innkeepers for the first night of their stay in town. This

small surcharge is to help defray the cost of maintaining the town's guard. Expenses not covered by the tax are taken care of in any way the town can come up with such as fines for crimes, etc. The innkeepers and shop owners usually make generous donations to the guard as well.

THE STALKER

This is the horrible monster that keeps the town of Narrion in a constant state of fear. It strikes mercilessly and without respect for age, sex, or social prominence, in a seemingly random fashion. Numerous attempts have been made to capture and destroy the beast, and despite the help of the Oracle's prophesies, all attempts have met with unmitigated failure, though once or twice a number of men have managed to meet the thing head-on.

For a horror that is so familiar to the townspeople, the description of the "Stalker" (which some unmemorable person dubbed the creature hundreds of years past) is still much disputed. The most accepted version of what the Stalker looks like is a huge, hulking shadow-like thing, 9' tall, with many eyes, or insect eyes, and a monstrous, gaping maw lined with razor-sharp, six-inch-long teeth.

Other descriptions are a lion-headed creature with huge, leathery bat-wings; a man-frog with the legs of a bull and tail of a dragon an amorphous blob, with a scaly hide which can grow limbs and mouths at will; a demon or a devil; or any one of a number of equally dissimilar creatures or combinations.

In actuality, if anyone could ever see through the darkness (night, not a spell) and their own fear (which is unlikely) the creature they would see would be a huge, shambling, mottled green toad-thing with 2-inch-long claws and a maw like a bear trap. It stands 8' tall at its massive shoulders (its head is set slightly lower) and atop its froggy head are two sets of red and black liquid eyes, the larger ones set where they would normally be and the small ones above them on the monster's forehead. Men who have seen these grossly inhuman eyes have been known to lose all courage and run from battle, and these men will never be able to give an even remotely correct description of the monster. (Note that this fear is not due to any ability that the Stalker has but is merely a factor of the inhuman and unfamiliar way it moves and fights. Check morale often if NPCs confront the beast. It is extremely terrifying.) It often laughs in a dry, croaking voice.

THE TOWN

The following outline of the town of Narrion provides only the barest description of the town's houses, stores and inns, and the people who run the stores and inns, as well as a few of the town's other more exceptional citizens. The remainder of the details have been left for individual DM's to fill in. This adds a unique touch to each "Narrion" so that no two will probably ever be alike, thus creating the possibility that one DM may run in another DM's world even if both are familiar with Narrion as presented here.

In general, most of the townspeople should be of very low

level, with only a few exceptional people standing between the town and its downfall to the forces of the outside world.

Not only would a town full of super-characters take away the town's atmosphere, it would also destroy the threat of the Stalker, which is supposed to be what the players will conquer. If they defeat the monster then they may certainly populate the town with whatever they like, providing that they do not fall under the "Angry Villagers" section given later.

NARRION DETAIL MAP A

1) (F/2)

2) (MF/2)

3) (F/2)

4) (U/1)

5) *The Blue Gill Tavern* (T/1)—Hangout for local riffraff and hoods is known locally for its cheap booze and frequent fights. It is a good place to make underworld connections but is not terribly good for picking up rumors or information. Both management and patrons tend to be tight-lipped. The Bartender is untrustworthy and a prolific liar on any subject when properly tipped.

6) (S/2)

7) (S/2)

8) (S/2)

9) (S/2)

10) *The Narrion Inn* (I/2)—This inn features a warm atmosphere, good food and drink, comfy rooms, a jovial, rotund Innkeeper/Barman, and fetching, but moral, serving girls. Many of the less sleazy locals spend time here after dark, having a drink, exchanging stories, and playing a competitive but friendly game of darts. A good spot for rumors but not as flashy as the Green Dragon Tavern (below).

11) *The Hut of The Witch Ilsa* (SH/2)—The Witch lives on the second floor of this building and runs a curio shop on the first floor. She is a third-level Magic-User who is constantly followed by a black cat which acts as her familiar.

Ilsa has Str-8, Int-16, Wis-12, Con-10, Dex-13 and Cha-6. Her alignment is Neutral (tending toward Evil). She looks very aged, but her age is not actually known. She walks with a cane (actually a *Staff of Withering*). It is whispered that almost anything can be bought in her shop. It is also whispered that she is responsible for the occasional disappearances in the town, generally attributed to the Stalker (this may be partially true), but the more sensible people of the town take no stock in these rumors. (It is also rumored that she uses her victims to restore her youth in some arcane manner, but this is even less widely believed.)

12) (S/2)

13) (U/2)

14) (S/2)

15) (S/2)

16) *The Temple of Apathy* (CH/1)—This temple houses the main religion of the people of Narrion. The religion preaches that only through the ignoring of day-to-day events can a true state of

KEY TO BUILDING DESCRIPTIONS

Each building in the town of Narrion is described by a letter-number code which provides the type of structure it is and the number of floors it has. For instance, MF/2 means a two-story, multi-family dwelling.

Building types are as follows:

CH = Church or Temple—a place of worship, usually attended by a priest or priestess.

Bk = Barracks—a one-room building which houses a large number of men such as the town guard.

I = Inn or Tavern—a building which can house travelers which usually contains a restaurant/bar area and stables for mounts and other animals.

F = Family—an average single-family dwelling, a multi-room structure, usually not particularly expensive.

MF = Multi-family—essentially similar to an "F" dwelling,

except that it houses more than one family in separate living areas.

S = Slum—a very run-down family-type dwelling, usually at least two stories high and usually a multi-family home.

SH = Shop/House—a building with space for a shop or store along with living space which is partitioned off or located on a separate floor. There is usually a description before the designation describing what kind of combination structure the building is.

U = Uninhabited—a building which is unoccupied, but which usually has a particular designated function. The "U" should be followed by a second designation to indicate this function, as in "U/F/2" to stand for an uninhabited, two-floor family dwelling. The type of each uninhabited house has been left up to the DM's determination. designations can be developed using the above guidelines.

oneness with God be reached. An often-quoted passage from the holy scriptures is, "God created the world in three days and then left it alone because it no longer directly concerned him." This philosophy has quite naturally kept any concerted effort from being organized to deal with the Stalker. The temple is run by one first-level Priest who will ignore anyone entering the temple who does not appear to directly concern him.

17) (MF/1)

18) (MF/2)

19) *The Town Livery*— Adventurers' horses may be housed here for a charge of 1 g.p. per night. The care is adequate and the watchmen are fairly attentive.

20) *The Golden Mug Inn* (I/3)—This inn is the usual staying place of adventurers in Narrion, so the inn's bar is a good spot to check for tales. Food and drink are both good and cheap, room and board is five silvers per night. The barmaids are both beautiful and willing, and the inn is always looking to hire new barmaids who meet the requirements. (It is sometimes rumored that these girls mysteriously disappear, though the Inn claims that they have merely left town. This is generally accepted as the truth, since the girls are known to be rather free with their favors.)

The Innkeeper is a ruddy-complexioned fat man by the name of Cobbisan Ssa. He is very tight-lipped and nervous, and he sweats at the least provocation or physical action. But his nervous fear is well founded, for he is a thrall of the Stalker/Oracle. There is a secret passage from the Oracle's Temple Pit which has an exit in the deepest part of the Inn's wine cellar. This is one way that the creature can enter the town undetected. Cobbisan lets the creature through a secret door, and it then either moves into the town proper or stalks through the secret passages which lead to several of the inn's rooms. (The passages lead from the cellar.) The Oracle pays Cobbisan well for his services (which is why the man can afford to run the inn so cheaply), but the bartender lives in constant fear of being found out by other people. This makes him very paranoid and nervous and he has, upon occasion, done

in a guest who asked too many questions or appeared to know too much.

21) *Smith* (SH/1)—The Smith is a tall, dark man. His prices are good and he treats his customers fairly—but woe to any who cross him. Treat him as a 4th-level Fighter with 18/29 Strength.

22) (U/2)

23) (MF/3)

24) *Bookstore* (SH/2)—This strange little shop-house is run by an eccentric old sage whose sight and hearing are both deteriorating; he is therefore sometimes very hard to deal with. The shop occasionally has rare books, tomes and scrolls which he will part with for a very reasonable price. An occasional magic book will pop up also.

25) (S/2)

26) (S/2)

27) *The "Haunted House"* (U/2)—In the cellar of this dilapidated old house is a secret door which is the Oracle's second method of secretly entering Narrion, though it connects with the same passage that runs from the Golden Mug Inn. It is the Oracle's occasional prowling through this house that has led to the rumor that the old manse is haunted. Though most people claim they don't believe the place is haunted, everyone avoids it like the plague.

28) (S/2)

29) (S/3)

30) (S/2)

31) (S/3)

32) (S/3)

33) (S/2)

34) (MF/3)

35) *The Green Dragon Tavern* (SH/2)—A good number of adventurers can be found frequenting this tavern, as well as most of the more boisterous locals, so this is a very good spot to pick up information. The barkeep is a jolly, middleaged gent who lives above the tavern with his good-natured wife (fairly pretty for her



age) and his two small children, a boy and a girl. Holliman (the barkeep) is well known as a magnificent story teller and is very knowledgeable on many subjects, knowledge that he will gladly share with anyone asking him and offering a generous tip. With his jovial good humor and quick wit he usually manages to keep the crowd under control. He usually assumes the forefront concerning matters which affect the whole town.

36) (MF/2)

37) (MF/2)

38) (F/2)

39) (F/1)—In this slightly rundown house lives Bornn, the Fighter. He is getting on in years and is neither as strong nor as quick as he used to be, though his wits are still as sharp as ever. He is a conservative fellow by nature, and nearly a recluse. He has not gone adventuring since he was converted to belief in the Church of Apathy through an unfortunate set of circumstances involving his late wife a number of years ago. He is, for all intents and purposes, retired. But if he thought the cause were great enough, he could be stirred to action. He is a seventh-level Fighter. On his living-room wall hangs his mighty sword Rangorn, which is a +1 Lawful Good sword with Int 12, Ego 7 and three remaining wishes. It speaks only lawful good and common, though it can communicate telepathically. It has the following powers: 1) Cure Serious Wounds, 2) X-Ray Vision, 3) +2 Str and 4) Detect Evil and Good.

40) (F/2)—This modest house is the home of Bornn's daughter, Gay, and her three-year-old son, Jon. She is a very beautiful, blonde-tressed young woman with a pleasing figure and flashing green eyes. She is often somber-faced, but has a bright, warm smile and a lilting laugh when she chooses to display them. Since her husband was slain she has worked at the Green Dragon Tavern as a singer and a dancer. She is as protective of her father as he is of her.

41) (Bk/2)—Barracks housing about 50 lazy and apathetic soldiers.

42) *The General Store* (SH/2)—An average general store run by a chubby, middle-aged woman (Gloria Simins) and her two beautiful teen-age daughters, Lena, the eldest, and Marci. The three of them live above the store.

Other map symbols

E) *Watch Towers* manned by two men at all times.

F) *Gallows*

G) *Front Gate*

H) *Moor Gate*

RUMORS AND LEGENDS

These are the rumors that commonly float around the town of Narrion. If characters are just asking around, allow about an 80% chance that they will get a false or trivial bit of information, unless the source is reliable or has a reaction of 10 or above toward the characters. Keep in mind also that most people wouldn't know too many unusual things (that had any truth at all to them).

In no case should rumors approach the truth more than the rumors given in the outlines, without very good reason.

Rumors not already detailed elsewhere in the text will be given hereafter.

Roll a 12-sided die:

1) The Witch Ilsa

2) The "Haunted House"

3) The Golden Mug Inn

4) The Bookstore

5) The Hills of the Jarkung

6) The Oracle (perhaps a recent prophecy)

7) The Loch Lakan Monster

8) The Moor

9) The Stalker

10) The Lurkers in Shadow (Troglydites) and their underworld realm

11) Misc. Wilderness rumor

12) Bornn, the fighter (his family, his history, and his conversion to the Faith of the Temple of Apathy)



THE LEGEND OF BORNN

Following is a brief outline of what one might hear concerning the life of Bornn, the fighter. It is a general guide only; there is no one who would tell it exactly this way. Here are the facts:

1) Both Bornn and his daughter live in relative seclusion in separate houses at the edge of town. It has been thus since Bornn was converted to the faith of Apathy years ago.

2) In the beginning Bornn had been very active in the town defense and had even pitted his sword against the Stalker and wounded the beast, though it escaped.

3) One night as he sat at home with his wife Elaine, he heard a scream of terror. Kissing her farewell, he rushed into the square to see a dark shadow grappling with a villager.

4) Bornn swung his sword and hit the shadow a mighty blow. It fell to the ground, and in the moonlight Bornn could see that this was not the Stalker but the reptile-like form of one of the Lurkers in Shadow.

5) Then he heard his wife scream. Breaking down his own door, he rushed into his living room and saw a hulking shadow-thing hunching over the dead body of his wife. He charged the monster with a blood-curdling scream and smote the monster's flesh and bone with such force that the blow carried Bornn to the floor. The monster just laughed.

6) In his dazed stupor, Bornn swore that he saw the monster dissolve into the shadows and disappear from the house.

7) From then on, he has led the life of a recluse, even refusing the company of his daughter Gay and her husband. The total randomness and meaninglessness of his wife's murder convinced him that all the good that one can do in the world is for naught, so one might as well be apathetic. Thus, he was converted to the religion of Apathy. He still refused Gay's requests that he move in with her and her husband because of the pride which lingers in him to this day.

8) It was only a short time later that Gay's husband, while enlisted in the King's Army as a mercenary soldier, was killed in a battle with the Jarkung. But Gay had pride like her father's and would not consider moving in with him, not even when her son was born a few months later, though they see each other fairly often.

ANGRY VILLAGERS (village reactions)

This table is to be used if the Oracle is killed, or it can be used for just about anything if you ignore the parts of the paragraphs that obviously only apply to the death of the Oracle. With that preface, the following are the possible reactions for the people of Narrion (adding or subtracting from the dice roll for charisma bonuses or penalties of the offender):

Roll 2 6-sided dice:

2-3 = **ANGRY** —The town is extremely upset at the death of their Oracle; they don't seem to care that he was a monster, they would gladly sacrifice a few lives for the gift of prophecy. They may not even believe that he was a monster; after all, there's no body. How do they know that you haven't just done away with their prophet? And besides, can you imagine what this will do to their tourist industry? Character is lynched without trial.

4-5 = **CONVICTED** —Character is tried and convicted of harming the town or a resident of the town and either hung, stoned, or otherwise subjected to the eye-for-an-eye justice system.

6-7 = **HOSTILE** —Tried, but the people can't seem to make up their minds on guilt and finally decide to exile the offender from the town, maybe even with some supplies.

8-10 = **ACQUITTED** —Tried and let off, but the people probably aren't terribly pleased and will request that the offender leave town.

11-12 = **JUBILANT** —The townspeople are overjoyed that they have been released from the curse on their village. They raise the slayer on their shoulders, parade him through the town and give him the keys to the city and a night on the town. If the roll plus bonuses for reaction is over 13, the people will beg him to stay and give him a house and a cushy job and his pick of the unmarried women of the town, etc. (Now, if only you'd do something about that Lake monster, and those Lurkers . . .)

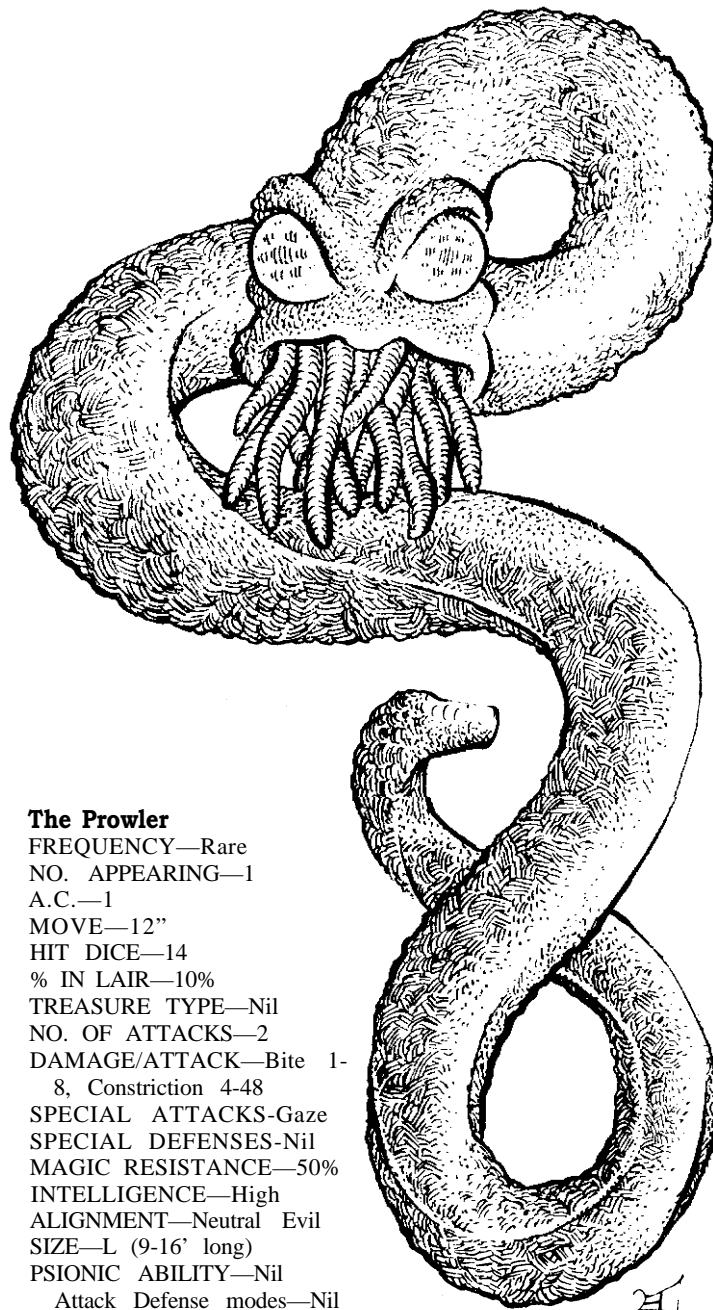
Note that these reactions do not apply until it is discovered that the Oracle is missing or until some idiot spreads the news around.

WANDERING MONSTERS

Common (65%)	Uncommon (20%)	Rare (11%)	Very Rare (4%)
1) Skeletons	Trolls	Ghosts	Night Hag
2) Skeletons	Trolls	Xorn	Mind Flayer
3) Skeletons	Cerebral Parasite	Roper	Vampire
4) Skeletons	Basilisks	Xorn	
5) Troglodytes	Medusa	Ghosts	
6) Troglodytes	Mimic	Ghosts	
7) Troglodytes	Gargoyles		
8) Centipedes	Black Pudding		
9) Centipedes	Grey Ooze		
10) Gas Spores	Prowler		
11) Gas Spores	Prowler		
12) Giant Spiders	Trolls		
13) Giant Spiders			
14) Stirges			
15) Stirges			
16) Stirges			
17) Centipedes			
18) Troglodytes			
19) Skeletons			
20) Skeletons			

Skeletons —Skeletons found in the service of the Oracle are of the normal type, with the exception that they all have 16 hit points, more than twice the normal maximum. Other than this one discrepancy, the monsters named above are all as they appear in the Monster Manual, or as listed elsewhere in this module.

Frequency for monsters in the Pit of the Oracle supercedes anything written elsewhere.

**The Prowler**

FREQUENCY—Rare

NO. APPEARING—1

A.C.—1

MOVE—12"

HIT DICE—14

% IN LAIR—10%

TREASURE TYPE—Nil

NO. OF ATTACKS—2

DAMAGE/ATTACK—Bite 1-8, Constriction 4-48

SPECIAL ATTACKS—Gaze

SPECIAL DEFENSES—Nil

MAGIC RESISTANCE—50%

INTELLIGENCE—High

ALIGNMENT—Neutral Evil

SIZE—L (9-16' long)

PSIONIC ABILITY—Nil

Attack Defense modes—Nil

When looking into the eyes of the Prowler it is necessary to make a save vs. magic or the victim will be irrevocably mind blanked, becoming a Zombie under the control of the Prowler. (Those who make the save, the Prowler will attempt to crush within its powerful coils.) The Zombie(s) then become the recipient of the monster's eggs, which she carefully injects underneath the skin of the victims with the brown tentacles that line her mouth. No matter how tenderly she does this, however, the victim still takes 1-8 points of damage. The Zombies are then turned loose to wander about aimlessly for 2-8 days until the eggs hatch and disclose their wriggling contents, cute little baby Prowlers. The Zombie now becomes their first meal; he lies down quietly as the little devils pick his bones clean.

Some exceptionally intelligent Prowlers have been known to form hatcheries. They charm large numbers of people and use them as guards and hosts for their eggs. These hatching grounds will usually be found in abandoned caves or underground.

To restore the minds of the Zombies, it is necessary to acquire the services of 3 High Priests (9th-level Clerics or higher), who simultaneously cast *Dispel Evil* spells upon the Zombie, who then regains control of his mind.

The Jarkung

FREQUENCY—Rare
NO. APPEARING—1-6 or 2-12 in lair
A.C.—3
MOVE—9"
HIT DICE—5
% IN LAIR—15%
TREASURE—Type A, gems, jewelry, and maps/magic only
NO. OF ATTACKS—1 tail, 1 or 2 weapons
DAMAGE/ATTACK—2-12, or by weapon type

SPECIAL ATTACKS—Nil
SPECIAL DEFENSES—Nil
MAGIC RESISTANCE—20%
INTELLIGENCE—High
ALIGNMENT—Neutral Evil (with some Lawful tendencies)
SIZE—L (7' tall standing, 14' overall length)
PSIONIC ABILITY—Nil*
 Attack Defense modes—Nil*
 *May be present in older individuals

These creatures have a long tail with a mace-like growth at the end, small horns, and come in a variety of colors in odd designs. They can see well in darkness as well as light, and are fairly intelligent, though lacking in Wisdom. Their strength is great, and they can hurl rocks as a Hill Giant, doing 2-16 points of damage. However, their snake-like form enables them to attack creatures much smaller than themselves with none of the penalties that Giants incur. When in close combat they prefer to strike with two weapons at once while using the snake-like lower portion of their bodies to move about quickly, bewildering and often tripping their opponents (as well as striking with their mace-like tail).

No one knows how long Jarkung live, or even if they die naturally or how they reproduce (though it is rumored that the tail may serve as an egg case when needed), for no young have ever been seen. It is a known fact that Jarkung use ESP, and it is rumored that the older ones can use Psionic powers.

Note—Both the Jarkung (TD-14) and the Prowler (TD-7) originally appeared in issues of *The Dragon*. They are represented here more or less as they originally appeared, with some interpretations where the original text was lacking the detail necessary for inclusion in the *Monster Manual* format.

Elemental Demons (Gremlins)

FREQUENCY—Very Rare
NO. APPEARING—1-10
A.C.—6
MOVE—6"/15"
HIT DICE—3
% IN LAIR—95%
TREASURE TYPE—B treasure but A maps/magic
NO. OF ATTACKS—4
DAMAGE/ATTACK—1-4/1-4 (Claws)/1-6 (Bite) + Tail (special)
SPECIAL ATTACKS—Tail 2-12/electricity/also see below
SPECIAL DEFENSES—See below
MAGIC RESISTANCE—50% also see below
INTELLIGENCE—Low
ALIGNMENT—Neutral Evil (with some Chaotic tendencies)
SIZE—S (up to 18" high)
PSIONIC ABILITY—Psionically aware but no powers
 Attack/Defense modes—Nil



These impish creatures are the conjured servants of the Super-Planes (such as Hell and the Abyss). They are summoned to perform myriad deeds that are not important enough to spare a greater servant for, such as fetching the master's slippers. They are seldom found on the Material plane, though they freely roam the Astral and Ethereal planes, carrying messages for their powerful masters.

They are formed from the embodiment of the spirit of one of the four elements and cannot be harmed by anything originating from that element. Thus, Earth Demons cannot be harmed by things made of stone, Air Demons are not affected by whirlwinds and such, Fire Demons are not affected by brandished flame or boiling oil, and Water Demons can stand in the midst of the mightiest tsunami. Similarly, they are each affected by no magic involving their element. They attack and save as 7-die monsters, and as noted above are at least 50% magic-resistant in any case. If one is killed, it simply becomes broken down to its elemental component.

Though they will follow the orders of any powerful being summoning them, Gremlins tend to be very mischievous and chaotic in their dealings.

They speak common, neutral, lawful, and chaotic as well as their own Gremlin tongue.

They can become invisible and teleport at will and are very fond of being small nuisances to players, just for fun. If a player encounters an otherwise unengaged Gremlin, the little pest will often turn invisible and follow the character(s) around for the sole purpose of playing pranks. Gremlins may actually be responsible for all sorts of minor annoyances.

If they are encountered in large groups, there is one further bother that Gremlins can provide. A group of 6 or more can once a day perform, in conjunction with one another, a totally random M-U spell of any level. This is a totally random conjuration and cannot be controlled to any extent. If the character is lucky, the Gremlins may even be caught in their own spell (perhaps, for example, be caught in their own *Teleport* and be unable to find the party again), especially if the intended victim makes his saving throw.

The Oracle (aka The Stalker)

FREQUENCY—Very Rare
NO. APPEARING—1
A.C.—4
MOVE—9"
HIT DICE—14; 76 Hit Points
% IN LAIR—95%
TREASURE TYPE—See Map C, The Pit of the Oracle, Level 2, Rm. #10
NO. OF ATTACKS—3 (5) Mouth, hands (feet)
DAMAGE/ATTACK—6-36/1-8/1-8(1-6/1-6)
SPECIAL ATTACKS—Hug, +2-20

SPECIAL DEFENSES—See below
MAGIC RESISTANCE—Immune to Charms, Geas, etc. (also see below)
INTELLIGENCE—Average, but exceedingly cunning
ALIGNMENT—Neutral Evil
SIZE—L (8' tall)
PSIONIC ABILITY—Nil
 Attack/Defense modes—None, but cannot be attacked

This creature, which lives in the Pit of the Oracle near the small town of Narrion, is famous for its predictions, especially those concerning Narrion's dread Stalker. Its predictions concerning the Stalker are very accurate with good reason, for the Oracle, which the people of the town assume to be an aged prophet, is in actuality the grotesque Stalker itself, who delights in playing this cat-and-mouse game with the simple villagers.

As well as being crafty, the creature has a number of powers which help it perpetrate its Oracle disguise (as well as being extremely useful all around). They are ESP, Clairvoyance, Clairaudience and Precognition (which its animal fears prevent it from using to foresee its own eventual demise).

As the Oracle, the monster speaks in a low, strained whisper (most often in riddles, this being part of its game, though it will occasionally speak plainly, but cryptically, just to be perverse), in either neutral or common. The ability to speak cryptically and in riddles does not stem from intelligence, however; rather, it stems



from a natural craftiness and cunning that the creature has been gifted with.

Besides its Oracle abilities, the Stalker has a number of other special abilities. It can Walk Ethereally twice per day (which is very useful in raiding the town).

The second set of eyes which rest high upon its brow render it immune to turning to stone, and life-trapping spells and abilities, by causing these powers to reflect upon the wielder.

It can see extremely well in complete darkness (up to 120') but shuns the sunlight, and will usually not venture out into the sun.

But by far its most important advantage over mere mortals is that long ago, its heart and soul were removed from its body by some arcane process and placed in a black gem, which resides in a glass case in its unholy lair. (Map C, The Pit, level 2, room #2) This process has made it impossible to kill the creature while its heart is undisturbed, for it regenerates at a rate of 5 hit points per melee round. For all practical purposes, this makes the beast impervious to any attack the villagers might mount against the Stalker.

If the Soul-Gem is shattered, the monster will still continue to live for 2-12 melee rounds, after which it will die and crumble to dust in short order.

THE PIT

The Pit of the Oracle was torn out of the heart of the stone many years ago by the Dark Lord's eldritch magicks when the land was young. He equipped it well with traps and treasure and a special array of monsters. The magic processes that created the Pit also rendered it immune to certain forms of attack that might assault it. (This applies only to non movable features such as doors, walls, etc.) The Pit is immune to fire, water, earthquakes, and wind-based attacks as well as electricity and disintegration.

Encounters are checked for as in a normal dungeon but using the special Pit of the Oracle Wandering Monsters chart.

Level One and the Stone (Map B)

THE STONE

The ancient, hollowed-out Stone of the Oracle sits on the top of the Mound of the Oracle (A on Map A).

In the middle of the cave is a five-foot diameter hole (marked A on Map B) which descends deep into the Pit and down which seekers call their questions to the mysterious Oracle. If one were to descend through the hole, one would find oneself in the Hall of the Idols, and if one continued the path would lead to the Great Hall below.

KEY TO ROOM DESCRIPTIONS

The general features of each room or section of The Pit of the Oracle's two underground levels are listed in a code which is defined below.

Each room's number is followed by the room's name or a special description, if any, of that numbered section of the map. Unnamed rooms are represented by ---.

Next is the letter A, B, or C, describing the lighting in the area. **A = no light source; B = dim light, usually coming from a source outside the immediate area; C = normal natural light, as if from firelight.**

Next is the word "**Shielded**" or "**Non-shielded.**" A shielded area is one which is lead-lined to prevent the use of ESP or any sort of X-ray vision to view its contents. The word "**(Shielded)**" in parentheses means that the area is lead-lined, usually to prevent detection of some other shielded area, but has easy methods of entry which may make the shielding ineffectual.

Next is a description of the features of the door(s) enclosing the area, if any:

Door type is either **W = wooden; WB = wooden, banded with metal; S = stone; or M = metal.**

Handles or protrusions, if any, are indicated by **K = knob; L = latch; N = none.**

Locks or devices to prevent entry are described as either **H = hidden latch; LK = locked; ML = magical lock; or U = unlocked.** If locked the letter or letters describing the lock are followed by a small letter **i = locked on the inside of the room** or area the door encloses, **o = locked on the outside of the room** or area; or **b = locked on both sides.**

If there is more than one door enclosing an area, each is designated by the direction in which it opens (North South East or West) and the number of the room or area into which it opens.

MAP B LEVEL ONE AND THE STONE

Room 1)---/A/Non-shielded; Door-None.

2)---/A/Non-shielded; Door-None.

3)/Spider room/A/Nonshielded; Door-None. This room is filled with webs in which live 6 Giant Spiders, 16 20 12 30 28 19 HTK.

4)/Weapons room/A/Non shielded; Door-None. Trap-spiked sheet, 2-24, falling from ceiling on characters within 2 dotted lines S1 = war hammer; S2 = long sword, P = chain mail (all hung on wall).

5)/The Room of Mirrors/B/Non-shielded; Door-None. Every available surface in this room is covered with unbreakable, indullable mirrors, including the floor and ceiling.

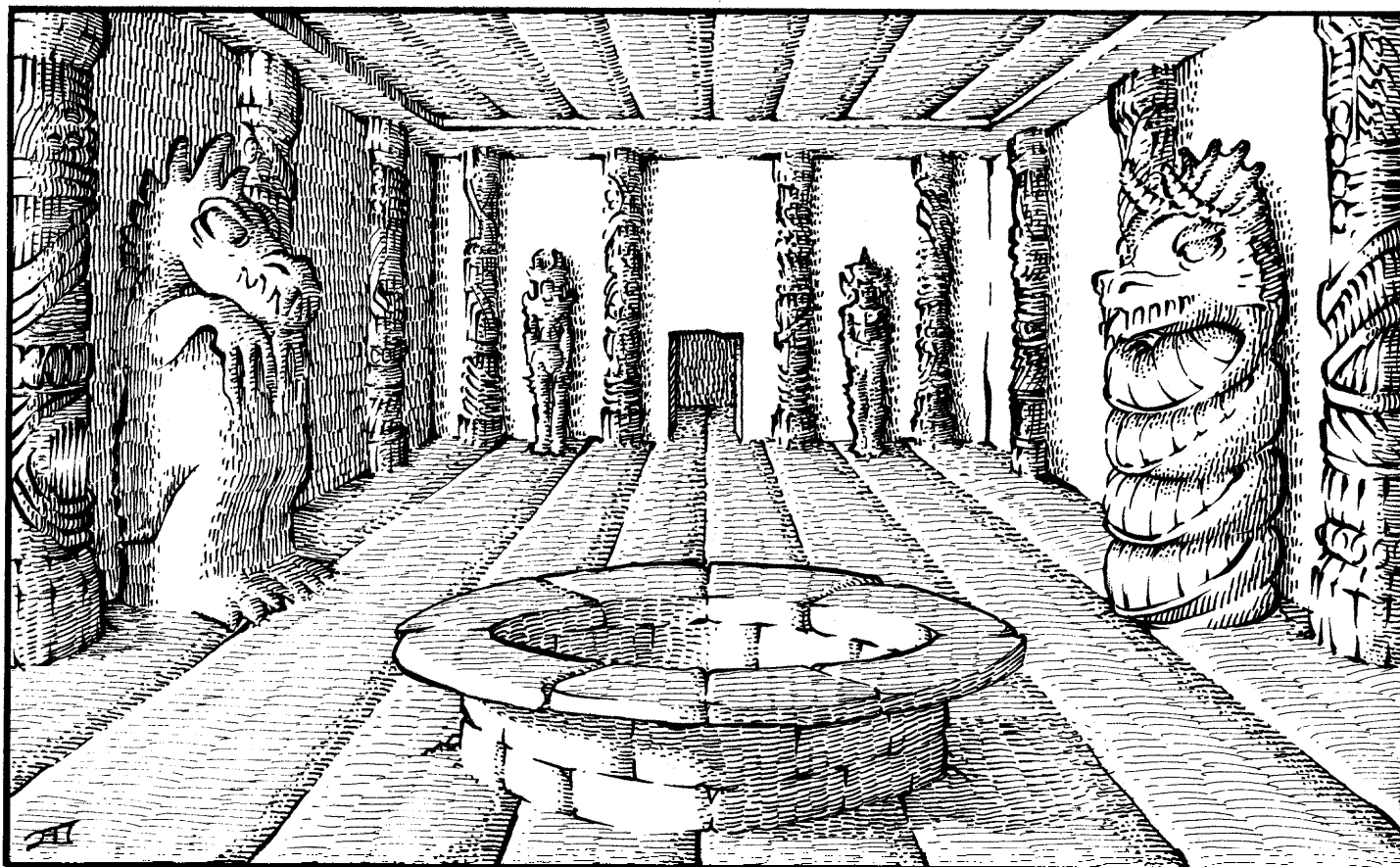
6)---/B/Non-shielded; Door-None. Vases 1 & 2 filled with water (for washbasin).

7)---/B/Non-shielded; Door-None.

8)---/B/Non-shielded; Door-None.

9)/Shield room/A/Non-shielded; Door-None. P1 & 2 = steel shields.

10)/Final Hieroglyph Room/C/Non-shielded; Door-None. Within this room can be found the final series of pictographs depicting the history of the Oracle. The walls can be read as follows: The



Dark Lord creates the Pit with mighty spells; He calls his evil minions from all over the world and chooses which of them will inhabit the pit; He grants his minion the Oracle (toad thing) dominion over all the lesser nasties, gives it the gift of the "third-eye," and in an unholy rite removes the monster's heart and soul from its body. A = a jackal-faced idol with a small, lidded vase in its hands. This vase contains 1 dose of a Potion of Longevity which renews itself every 4 hours. However, the vase cannot be removed and is too small to stick more than 3 fingers into. To make matters worse, the potion level is low enough that it cannot be lapped up, and the statue is too heavy (part of the bedrock, actually), to be moved. Woe to anyone who harms the idol, for harming it will summon the Oracle, or, if it's dead, the other minions of the Dark Lord.

11)/---/B/Non-shielded; Door-None.

12)/The Hall of the Idols/B/Non-shielded; Door-None. In the middle of this many-columned room is a well which leads from A in the Stone to A in the Great Hall (rm. 19/level 2) below. The pit is exactly above the four dots in the well. Statues B & C are human fighting men; B has one part of an *Amulet of the Planes*, a sun-like medallion with a threaded center, around its neck; C has a stone carving of what the whole should look like around its neck. D & E are stylized dragons, and the iris of the right eye of D (which screws out) is a dial with 24 markings which controls the plane traveled to (as the alternative amulet in the *DMG*). This is the second part of the amulet. F & G are statues of hippo-headed river gods; the right eye of G screws out to become the third part of the amulet, an eye-shaped centerpiece, the pupil of which acts as the socket for the fourth and final piece of the amulet, the pointer. Around the necks of fighter statues H & I are carved stone medallions; in the center of each is a small, plain pointer. The pointer of I can be turned easily and removed at will, but if the pointer of H is turned or molested in any way, anyone touching the statue will receive 2-12 points of electrical damage. The removable pointer from the medallion around the neck of human fighter statue I snaps very nicely into the pupil of the eye from statue G, completing the *Amulet of the Planes*. The pointer determines which of the planes will be traveled to. (Note that if either

parts D or G are not screwed in tightly, the transportation will not be predictable, for the synchronization will be off.)

13)/Water Fountain/A/Shielded; Door-(M/L/U). A is an ornate stone fountain which is perpetually flowing. In it live 3 Water Weirds with 20/15/12 hits to disrupt.

14)/Second Hieroglyph Room/C/Non-shielded; Door-None. Within this room and the corridor connecting it with room 10 can be seen the middle series of pictographs concerning the history of the Oracle. The walls can be read as follows: The Dark Lord descends on the castle of Narrion in a fiery blaze. He kills the local Druid with a flick of his hand and shrivels the great western forest. He then spawns the dark wood to the south of the castle and fills it with fell creatures. In the lake called Lakan he places the dreaded monster which drives the poor fishers from its foamy shores. Then he turns to his true objective, his enemies in Narrion Castle, the lord and his wizard sister. Long their battle raged through the castle, and the simple villagers fled to the plains far north, in the shelter of the castle of the wizard Elohir (ill-fated creator of the Jarkung) while the battle blazed for many a day. Finally, the Dark Lord threw down the mighty lord from the very parapet of Castle Narrion. The lord's wizard sister was enraged, but was no match for the Dark Lord. When the mighty battle was finished not a stone remained of the castle, and the only living thing left in the battleground was the Dark Lord. Having accomplished his main objective, he then brought to the land his general, the Stalker, to spread evil and terrorize the poor people of Narrion, whom he drove back to the barren land that was once their home by causing a foul quagmire swampland to spring up and engulf the north plains. The frightened villagers then erected the small town of Narrion on the ground where the castle had once stood.

15)/---/B/Non-shielded; Door-None. S = footman's mace; P = large shield; both are hung on the wall. Note also the *Mirror of Life Trapping* behind the curtains on the wall.

16)/Hall of Tapestries/B/Non-shielded; Door-None.

17)/---/A/Non-shielded; Doors-S to 18 (WB/L/H i), E to 19 (S/N/H b). Perched above the corridor entrance to this room from room 16 is a 46 hit-point Green Slime.

18)/The Stair to the Bottom of the Lake/A/Shielded; Door-(WB/L/H o). This door is impassable from the inside and will slam shut behind characters, trapping them inside. The stairs lead 10' down to a blank 5'-by-5'-by-10' stone landing. Once all the characters in the room have descended to the platform, the bottom literally falls out and they find themselves falling through a black void. After a time the fall ends, and they find themselves thrust into the icy water 200' below the surface of Loch Lakan at point D on Map A. (Remember to check for the monster).

19)/Stairs Down to Level 2/A/Shielded; Doors-(both) (S/N/H b). This hidden stairway goes to level 2, #29 and is the same stairway as room #24, level 2.

20)/The Beginning, History Room/C/Non-shielded; Door- (S/N/H b). On the walls of this room can be seen the first in the series of pictographs concerning the life of the Oracle/Stalker. The first pictures on either wall are bas-reliefs of a man in a long, flowing, floor-length robe with a face-covering, horned helmet through which only two evil, orbless eyes can be seen. This is the Dark Lord. The first series of pictures shows the Dark Lord sitting on his iron throne, thinking of dark, vile schemes. He creates (mutates) the hideous toad-like Stalker and sends the creature to lead one of his many armies. While this war was being conducted in far-off lands, a powerful lord and mighty wizardess had the audacity to direct their army against the very stronghold of the Dark Lord himself. At first their attack was fairly effective, but then the Dark Lord drew in his mighty right arm and the army of the Stalker and crushed the rebellious upstarts. The lord and his sister the wizardess, their army devastated, fled to their ancestral castle near the shore of Loch Lakan. The second series of pictures appears in room 14. Note that these pictographs will not be understood by most people, requiring quite a bit of intelligence to decipher them as they are given here.

21)/---/A/Non-shielded; Door-(W/L/ML i). V1 = water; V2 = 10 doses, love potion, treat as *Philter of Love*.

22)/---/A/Non-shielded; Door-None. V1 = water; V2 = unholy water; V3 = acid.

23)/Arms Room/C/Non-shielded; Door-None. 2 spears, S1 & S2, crossed over a Shield of Vulnerability -2 which is emblazoned with the indullable Red-Eye, symbol of the Dark Lord.

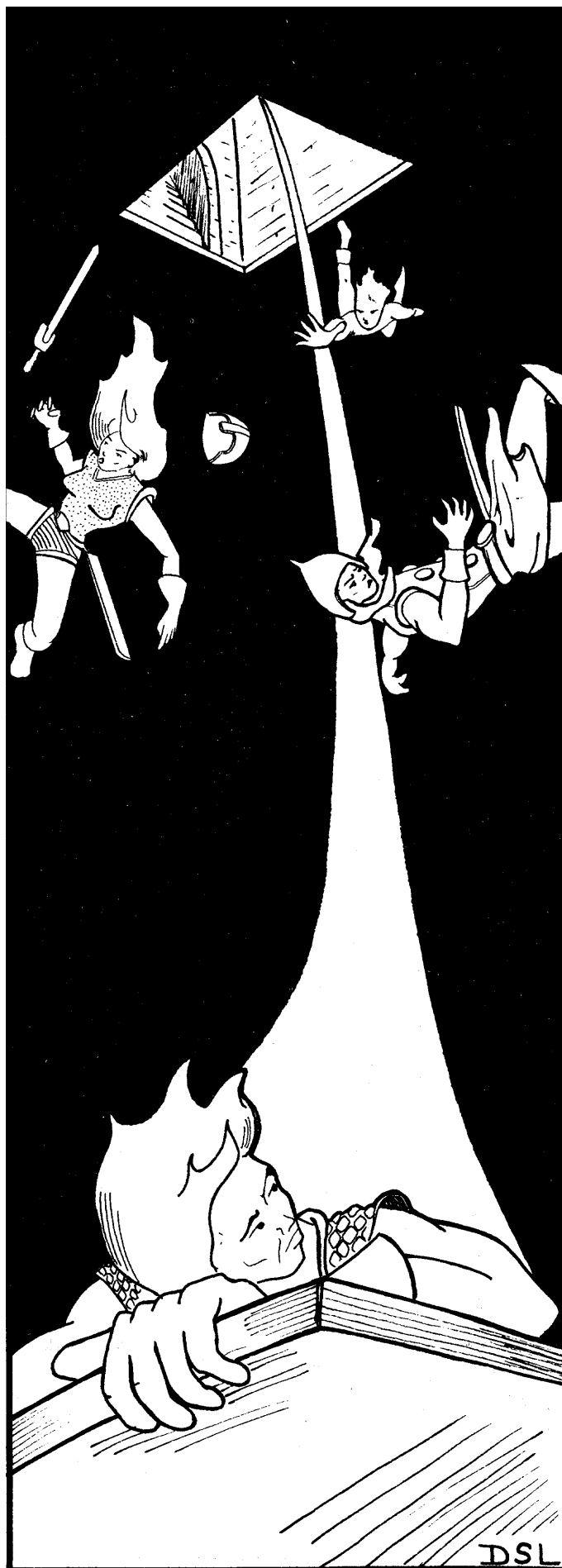
24)/---/B/Non-shielded; Door-None.

25)/The Chamber of the Columns/B/Non-shielded; Door-None.

26)/---/A/Non-shielded; Door-(WB/K/LK i). A = hollow column filled with 2000 cp, 1000 sp, 4000 ep, with a *Scarab of Death* at the bottom of the pile. However, 3 feet off the floor, hovering just above the treasure pile, is a jet black *Sphere of Annihilation*. Note that all the walls in the Pit have been magically rendered immune to disintegration, and thus are immune to the sphere, even though the sphere is more powerful than the spell. Note also that the Oracle and his heart are likewise immune to this particular item.

27)/The Room of the Dead/A/Shielded; Door-(WB/K/LK o). A, B, C, & D are the coffins of the four Vampires which inhabit this room. A = female vampire, 24 hit points; B = female vampire, 56 hit points; C = male vampire, 65 hit points; D = female vampire, 37 hit points.

28)/Wandering Monster Materialization Room/C/Shielded; Door-(W/K/U). The unearthly light in this room emanates from the swirling dimensional rift which is in the place of the room's east wall. Once every turn, a random monster from the Pit table will step out of the shimmering whirlpool and into the room. The monster can either then leave through the rift or leave by the door and wander through the pit to return at some later time (so characters may run into returning monsters, also). However, if there are characters in the room, chances are that the monster will want to fight them. Characters below fourth level cannot pass through the rift unless pulled through by someone else who can pass through. If characters do pass through the barrier, the plane they come out on is determined at random (with preference to the Negative Material and other evil or dark planes), or send them somewhere else on earth (with preference to the Narrion area, such as points B or C on Map A), or into some future or past time. A *Phase Door* spell will cause the



portal to collapse into itself for one turn; all other attacks are ineffective.

29)/Stairs down to level 2/A/Non-shielded; Door-None. Goes down to level 2, rm #36.

Map C The Pit of the Oracle—Level Two

1)/Secret Passage to Narrion/A/Shielded; Door-(S/N/H b). This secret passage, marked A1 on Map A, goes from the Pit of the Oracle to buildings #20 (The Golden Mug Inn) and #27 (Haunted House) on Map A, Narrion Detail.

2)/The Hall of the Throne/C/(Shielded); Doors-N to 1 (S/N/H b), W to 5 (S/N/U). This is the room where the Heart of the Oracle, a black, oily gem, rests in a glass case upon a pedestal guarded by the most fearsome of creatures. The pedestal and Heart are indicated by "A." B1 and B2 are two super-powerful Type VI Demons, each with 80 hit points. These monsters will stand stone-still (and even appear to be statues to the unobservant) unless there is someone behind line C who should not be there, in which case they will immediately attack the intruder. Line C is also the point beyond which Dragon D may not move the bulk of its body (because of magical enchantment). Dragon D appears to be made of tarnished yellow metal of some type, but this is only a side effect of the mighty enchantments which the Dark Lord used on the creature when he first placed it in the Pit. Though its size and color have been changed, the creature is actually an ancient Red Dragon. Although its high intelligence has been muted by the magic long ago performed on it, so that it can neither talk nor employ spells, it gained several powerful and extraordinary powers in the process. The first is immunity to any mind related attacks, such as ESP and psionics. The second, and by far more terrible, of its abilities is a breath weapon which it can employ once every fifth melee round! It has 88 hit points.

KEY TO ROOM DESCRIPTIONS

The general features of each room or section of The Pit of the Oracle's two underground levels are listed in a code which is defined below.

Each room's number is followed by the room's name or a special description, if any, of that numbered section of the map. Unnamed rooms are represented by ---.

Next is the letter A, B, or C, describing the lighting in the area. **A = no light source; B = dim light, usually coming from a source outside the immediate area; C = normal natural light, as if from firelight.**

Next is the word "Shielded" or "Non-shielded." A shielded area is one which is lead-lined to prevent the use of ESP or any sort of X-ray vision to view its contents. The word "(Shielded)" in parentheses means that the area is lead-lined, usually to prevent detection of some other shielded area, but has easy methods of entry which may make the shielding ineffectual.

Next is a description of the features of the door(s) enclosing the area, if any:

Door type is either **W = wooden; WB = wooden, band-ed with metal; S = stone; or M = metal.**

Handles or protrusions, if any, are indicated by **K = knob; L = latch; N = none.**

Locks or devices to prevent entry are described as either **H = hidden latch; LK = locked; ML = magical lock; or U = unlocked.** If locked, the letter or letters describing the lock are followed by a small letter **i = locked on the inside of the room** or area the door encloses, **o = locked on the outside of the room** or area; or **b = locked on both sides.**

If there is more than one door enclosing an area, each is designated by the direction in which it opens (North, South, East, or West) and the number of the room or area into which it opens.

3)/The Room of the Serpent/A/(Shielded); Door-entrance A, blocked by large *Mirror of Life Trapping* in room #9; if mirror is removed, entrance is opened. In this room resides a great Spirit Naga who will attack anyone removing the mirror which blocks the entrance to this room. It has 63 hit points.

4)/The Room of the Fire Pit/C/Non-shielded; Door-(S/N/H b). This room contains a blood-stained altar (A) upon which the Oracle occasionally dines, and the great sacrificial Fire Pit (B) which can extend for great distances to either the core of the earth, the elemental plane of Fire, or the Citadel of the Dark Lord, at the option of the DM. If crossed, the Fire Pit does 2-12 points of damage; if it is wandered into, the victim takes 6d6 damage per round.

5)/Corridor/A/Shielded; Doors-E to 2 (S/N/U); E to 21 (S/N/H o). This corridor has pit X, which opens under anyone crossing over it. It has a snap-shut lid, is 20' deep and filled with spikes. Fall & spikes do 2-24 total damage.

6)/Bubble Room/A/Shielded; Door-(S/N/H i). This room is filled with bubbles which will float into room 7 and chase characters when the door to the room is opened. The bubbles do 1-10 d6 of damage in a 5' diameter and explode on contact with anything. In the center of the Bubble Room floats a great bubble twice the diameter of the others (2 feet), and in the center of this floats a 40,000 gp diamond. This bubble does 12d6 of damage when burst. There are 40 bubbles in the room, not counting the great bubble.

7)/The Room of Bubbly Death/C/Shielded; Door-(S/N/unopen-able i). When this room is entered the door to room 6 opens to let the bubbles within float out. The door will remain open until all characters in front of the portcullis in room 17 are either dead or fled, or all the bubbles have been exploded, including the great bubble. If either of these circumstances are fulfilled the door will snap shut (possibly trapping characters if the great bubble has been burst). Bubbles will pursue characters to the first portcullis, carefully avoiding the crossbow trap in corridor 17.

8)/---/B/Non-shielded; Door-None.

9)/---/B/(Shielded); Door-None. *Mirror of Life Trapping* is 6' high and blocking the entrance to room 3. V1 & 2 = Water.

10)/The Hall of Treasure/B/Non-shielded; Door-None. This treasure-filled room is where the Oracle most often rests, languishing in his immense treasure pile. V1 = empty; V2 = poison, V3 = water; V4 = Potion of Diminution. Suggested treasure-15 swords including 3, +1; 1, +2; and 1, +3; 39 misc. weapons including 17 +1 arrows, 1 Hammer of Thunderbolts; 4 potions; 5 scrolls; 20 rings including 1 elemental command, 1 regeneration, 1 mammal control, 1 contrari-ness, and 2 delusion; 3 maps; 1 Staff of Power, 1 Rod of Lordly Might, 2 Snake Sticks, 1 Wand of Illusion, 1 Staff of Withering; 25 protective devices including 1 +1 armor, 2 +2 armor, 1 +3 armor, 2 +2 shields; 1 ebony fly, 1 manta ray cloak, 1 mirror of opposition, 1 lyre of building, 1 horn of blasting, 1 silver horn of Valhalla, 1 boots of levitation, one book of vile darkness, one copy of the Necromicon (Latin), 1 girdle of masculinity/femininity, 1 deck of many things, one magic carpet (hung on wall), and 1 crystal ball; 40,000 gp, 30,000 sp, 2000 ep, 1250 pp, 29,000 cp. Note that though the treasure is great the risks and obstacles are incredible. (Many specifics have been left to individual DM's. Note too that where items listed exceed the following information given, the remainder of the items are non-magical.)

11)/The Den Of the Oracle/C/Non-shielded; Door-None. Wash-basins 1, 2, 3, & 4 are of ordinary size and are filled with water; if emptied, they will magically fill again in one hour. The water is normal but each has slightly different minerals, so each type must be obtained in order to work the magic. W9 is an unusually large empty washbasin, which will hold 8 basinsfuls of water, preferably one each from W1, 2,3,4,5,6,7, & 8, located in this room and rooms 20 and 22. When the large basin is filled with liquid from the smaller basins, all that is needed to set its magic to work is a slight breath across the fluid's surface. This is the *Basin of All Things Past*, and by gazing at its surface one can see anything that has happened previous to the viewing time. This is how the Oracle can discover knowledge of things in the past, which are normally out of its power. Note that none of these basins will appear to have any great magic power if

sold. Once the viewing is over, the water loses its power and becomes only putrid water. A maximum viewing time of about five minutes should be allowed.

12)/---/A/Shielded; Door-(WB/K/U). This room contains 4 Xorn (56,47,38,43 HTK). The door of the room automatically opens if the Face (room 13) turns someone to stone.

13)/The Room of the Great Stone Face/C/Shielded Doors-E (WB/K/U), N to 12 (WB/K/U), S to 15 (WB/K/U). A is the "Great Stone Face," actually a 7' tall ceramic head. Anyone who looks into the eyes of the Face will be turned to stone (saving throw allowed). The stone that the characters are turned to is not ordinary stone, though; it is a combination of rare minerals which Xorn are particularly fond of. When a character is turned to stone by the Face, the north and south doors will automatically open and the Xorn that live in rooms 12 and 15 will come out to snack on the stone. One Xorn can eat one human-sized statue in 5 rounds. If somehow a statue is saved, remember that if the statue was damaged the person would also be damaged in the same way. The Face itself can take up to 4 hit points per round without being harmed, but 5 hits or more from any particular blow will cause it to shatter and release the horrible contents within: a mixed assortment of 27 Elemental Demons, each of whom has the maximum of 24 hit points. These little devils will act generally chaotically and whirl about the heads of the adventurers, which can make for real problems if the room is already full of hungry Xorn, and generally act in the manner which is prescribed for them in their description. The Xorn will return to their rooms when they run out of food, or if they're sorely pressed in battle.

14)/Treasure room/A/Shielded; Door-(S/N/H b). This room contains 1,000 gp, a *Robe of Eyes*, a *Poison Robe* and a *Ring of Shooting Stars*.

15)/---/A/Shielded; Doors-N to 13 (WB/K/U), S to 16 (WB/K/U). This room contains 4 Xorn (49,36,41,27). The door of the room automatically opens if the Face (room 13) turns someone to stone, releasing the Xorn.

16)/Bubble room/A/Shielded; Door-(WB/K/U). This room is occupied by 20 bubbles (as in room 6), but they do only 1-6 d6 of damage when they explode. The door does not open by itself, so characters must open it themselves so that the bubbles can follow them. These bubbles have no range limit and will follow characters literally anywhere.

17)/Maze of Doom/C/Shielded; Door-(S/N/H). T = crossbow bolt firing across the hall in the direction of the arrow to the opposite wall, triggered by stepping within 2½ feet of the arrow. It does 2-8 pts. of damage to anyone who gets in the way. This corridor is a passage maze with portcullises failing behind characters, trapping them.

18)/---/B/Non-shielded; Door-(S/N/H).

19)/The Great Hall/B/Non-shielded; Door-None. A is the exit from the pit in the stone and the well in the Hall of the Idols above. The well is positioned exactly above the four dots on the floor.

20)/---/B/(Shielded); Door-(S/N/H b). W6 = holy water W7 = unholy water. Both liquids are meant to be added to the Basin of All Things Past, and the basins have the filling properties of the other basins in rooms 11 and 22.

21)/Illusion Room/B/(Shielded); Door-(S/N/H i). This room projects the illusion of being a corridor which continues out of sight, but it actually ends at the blank wall where indicated. This does not mean that characters will ever hit the wall; they may believe that they are walking while they are actually standing still. The portcullis shown comes down behind characters once they are in the room. They will see it, and may believe they are walking away from it, but if they turn around and walk back it will only be the actual distance away. The room is only intended to hold victims until the Oracle can "take care" of them. Naturally, if they discover the illusion and find the secret door, they may attempt to open it and escape.

22)/---/B/(Shielded); Door-None. V1 = water; V2 = Poison; W8 = The Basin of Death. The thin, red liquid in this basin is poisonous if imbibed, but if spilled is even more dangerous, for a single drop will spring up into a 16-hit-point Skeleton and instantly attack the spiller (perhaps causing more spilling). Allow 200 drops to

the basinful. The liquid will not mix with anything except the other 7 waters of the *Basin of All Things Past*. The Basin of Death has the same filling properties as the other 7 normal-sized basins in rooms 11 and 20.

23)/---/B/Non-shielded; Door-None. P1 = small shield; P2 = Shield +3.

24)/Stairs up to level one/A/Shielded; Doors-(both) (S/N/H b). This is the same stairway as #19, level 1. Goes to #17, level 1.

25)/The Room of the Sword/A/Shielded; Door-(W/K/U). On the wall in this room rests a most wondrous weapon, a *Dancing Vorpall Blade*, with a permanent improved invisibility on itself (does not extend to wielder). It has no intelligence or ego and no other powers, other than the normal. There is a problem, however, in the fact that it will animate itself on the second round after the room is entered and attack the party that has entered as if it were a tenth-level Lord (invisibly) for 6 rounds. Then it will return to the wall to rest for 6 rounds before attacking again. (It does the 6-on, 6-off routine if possessed by a character, also, but in that case will fight as a normal dancing sword.) It is almost impossible to effectively combat the sword if you can't see it. If a character does grab it, it loses all malicious intent and becomes a normal (?) *Dancing Vorpall Blade*.

26)/Corridor/A/Shielded; Doors-N to 25 (W/K/U), E to 30 (WB/K/U). Trap = spikes from corners (2-16 pts. damage) triggered by stepping into their line of fire.

27)/---/A/Non-shielded; Door-None.

28)/---/B/Non-shielded; Door-None.

29)/Tunnel to the Shunned Hills/A/(Shielded); Door-(S/N/H b). This is the start of tunnel C1 on Map A, eventually leading to the lair of the Troglodytes and their cave (entrance C, Map A).

30)/---/A/(Shielded); Door-(WB/K/U).

31)?---/A/Non-shielded; Door-(M/K/LK o). A is a statue of a hippo-god with ruby eyes worth 4,000 gp each (it is the same as and magically linked to B in room 32); however, if one eye is removed, 2 Type I Demons will appear and try to kill the thief; if 2 eyes are taken, 4 Type II Demons will appear; if 3 eyes are taken, 8 Type III Demons will appear; and if all 4 eyes are taken, 16 Type IV Demons will appear. The only way to get rid of the Demons is either to combat and defeat them or put *all* the eyes back, in which case all the demons will disappear. If the eyes are removed again, the process starts over again.

32)/---/A/Non-shielded; Door-(S/N/U). Statue B has exactly the same properties as statue A in room 31. It also is a hippo-god.

33)/Ghost Room/A/Shielded; Doors-(S/N/U). This room contains the Pit's 4 Ghosts (60,45,72,53 HTK).

34)/---/A/Non-shielded; Door-None. This room contains one 73-hit-point Trapper.

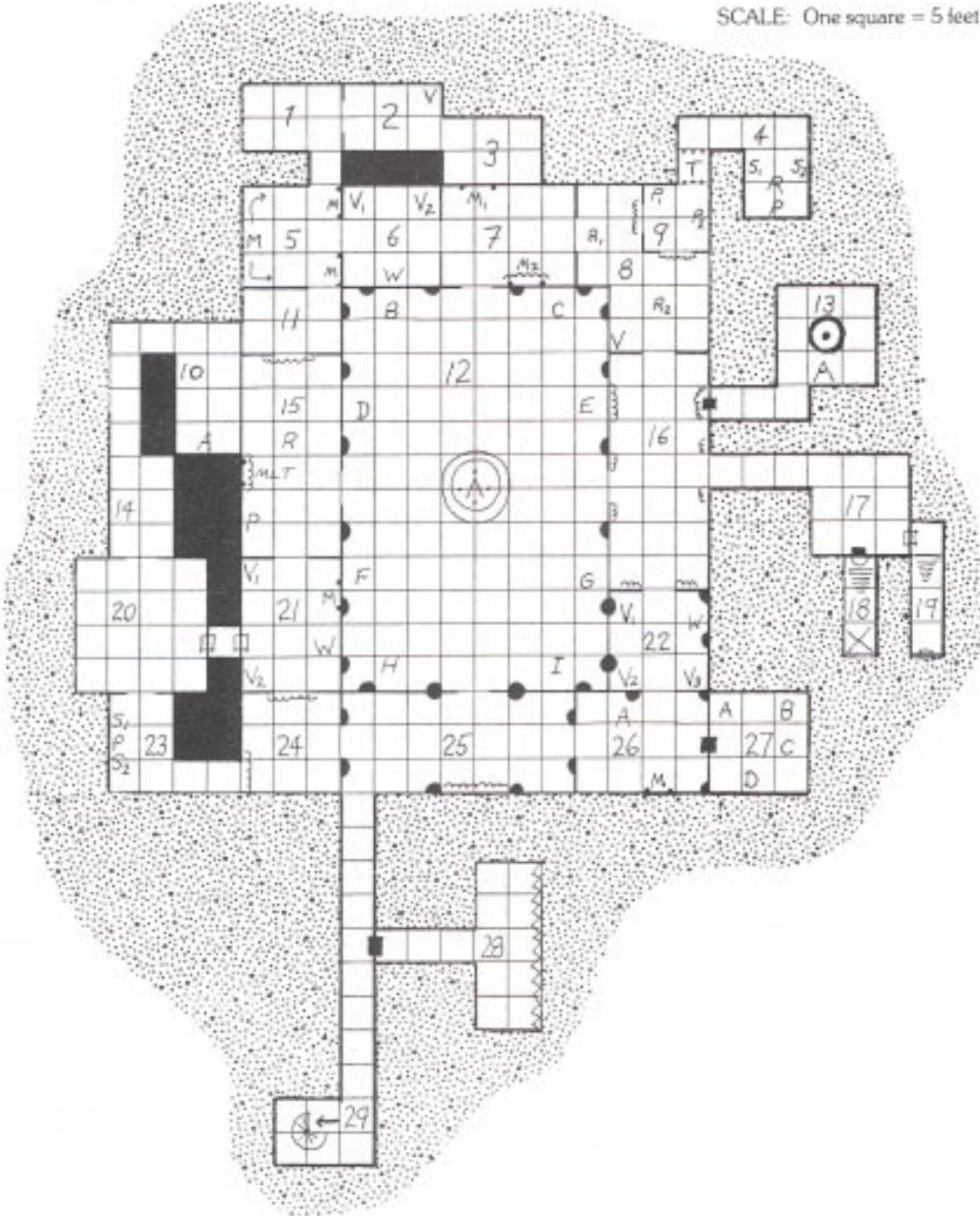
35)/The Enchanted Stairway/A/Non-shielded; Door-(M/K/LK i). If one goes up this stairway, after a long tiring climb one finds oneself in a 5'-by-5' room with a ladder leading to a trap door in the ceiling. A character who goes through the trap door finds himself on a platform apparently floating in the sky; a second later, the character will fall 10-60 feet and land on either of the points marked B on Map A, either into Loch Lakan or The Shunned Hills. Comrades who follow would see the first character as being on the platform, too, until they pass through to the platform, when they'd find themselves falling, too, though not necessarily to the same spot that the first character did. Going back down the Stairway doesn't work, for after one round of walking on the Stairway all directions lead to the platform anyway. Before that time, players may try to get back through the locked, reinforced steel door. (Remember to check for the monster if characters end up in the lake.)

36)/Stairway up to level one/A/Non-shielded; Door-None. Goes up to level 1, room 29.



Map B The Pit of the Oracle Level one

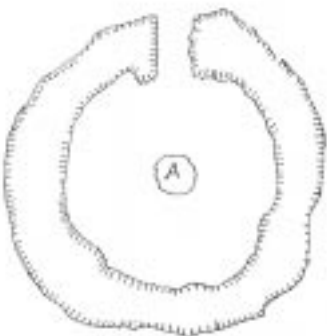
SCALE: One square = 5 feet



N ↑

- M = Mirror
- MLT = Mirror of Life Trapping
- P = Protection (armor or shield)
- R = Rug (10-120 gp value)
- S = Sword or other weapon
- T = Trap
- V = Vase (1-100 gp value)
- W = Wash Basin, 2-4 feet diameter, 40-110 gp value
- X = Pit

- Spiral staircase
- Linear staircase
- Curtain/tapestry (10-60 gp)
- Mirror
- Portcullis (2-12 pts. damage)
- Door
- Secret door
- One-way Door
- Pillars/columns

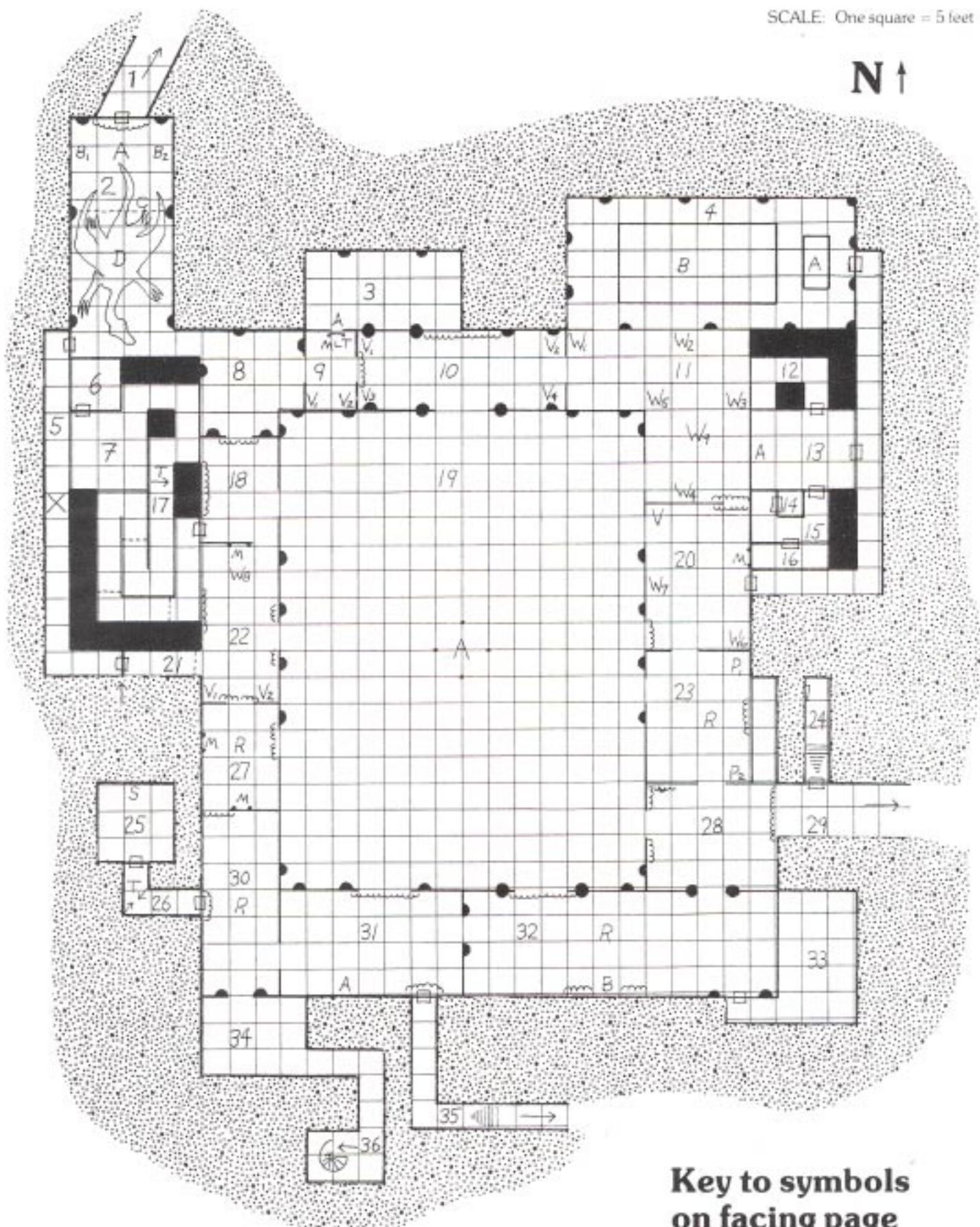


The Stone

Map C The Pit of the Oracle Level two

SCALE: One square = 5 feet

N ↑

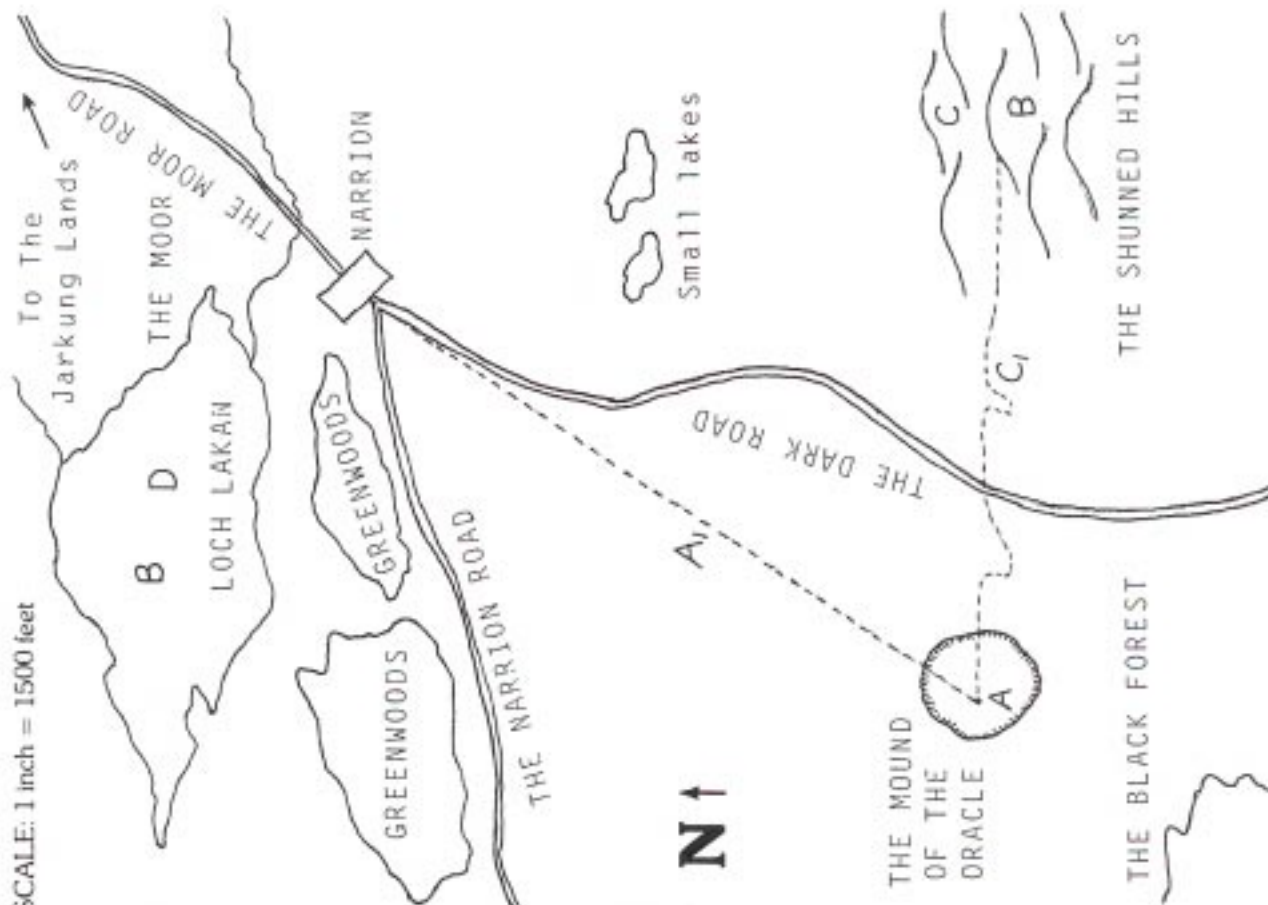


**Key to symbols
on facing page**

Map A

Narrion and surrounding area

SCALE: 1 inch = 1500 feet



Narrion city detail

SCALE: 1 inch = 250 feet



A = The Stone of the Oracle
A1 = Secret passage of the Stalker from Level 2, room 1, to houses #20 and #27 in Narnion detail
B = Points of exit from magical stairway, Level 2, room 35
C = Troglodyte cave entrance
C1 = Troglodyte tunnel leading from Level 2, room 29

D = Exit point on the bottom of Loch Lakan, leading from Level 1, room 18
E = Watch towers, manned by two men at all times
F = Gallows
G = Front gate
H = Moor gate