

In the **BLACK HOURS**

by David Cook

An AD&D® Adventure for 5-8 characters of levels 6-9



Background for the DM

Not long ago, a high-level mage named Sarchon came across a forgotten old tome in the course of some research. But his routine scan of the book proved to be a deadly mistake. It contained the true name of the demon lord Juiblex, and with that knowledge came an irrevocable curse — death in one year and an afterlife in the Abyss. No known magic (not even a *wish*) could save him from his fate.

Now Sarchon had always been a careful mage. He intended to live to a ripe old age, so he never took chances with his life. He did only as much adventuring as was necessary to advance his career, and always stayed away from *haste* spells, *wishes*, and other magic that would shorten his life or impair his health. He was the only mage in his class who had not yet had to resort to *potions of longevity* to prolong his years. As could be imagined, the injustice of the situation was unbearable. Only a year to live, after he had been so careful!

But he would not go down alone — oh no! If Sarchon had to die, he would take the being responsible with him, demon lord or no. After all, what did he have to lose? A plan began to form. He could not hope to slay the demon lord outright; the very nature of such beings defies natural forces. But since Sarchon already knew the demon lord's true name, why not use it? He began to assemble the items needed for a *trap the soul* spell, spending most of his savings on a gem large enough to imprison Juiblex. The next problem was a trigger item. Expecting a being who could probably know everything about you with one glance to accept a trapped gift would be unreasonable to say the least, so he decided to use an item that Juiblex would be likely to pick up as a matter of routine — his amulet. Obtaining it was not difficult, since Sarchon no longer cared whether he aged or not. A series of *wishes* enabled him to locate the lair and the amulet, *shape change* into one of Juiblex's elite demon guards, sneak into the lair while *hasted* and steal the amulet, and return home with it. Additional *wishes* and steal the mage to inscribe the final word of the spell on the amulet and return it to its original location.

All went as planned. Juiblex was imprisoned in the gem, which Sarchon had had mounted in the front of a crystal crown. Now Sarchon proceeded with the final step of his plan. After writing a will donating the Crown to a lawful good church, he merged a *scroll of protection from demons* with it by means of a *wish*, made it permanent with a second, then lay down on his bier wearing the crown and clutching his will, and used his final *wish* to activate the *protection* effect. This last *wish* pushed his age past venerable, and he died.

Meanwhile in the Abyss, Juiblex's elite forces had discovered him missing. Fearing for their miserable lives without Juiblex's protection, they instituted a frantic search for him, while lying about his whereabouts to cover up his absence. Led by a Emix, a favored demon in Juiblex's guard, his underlings discovered the mage's tower in short order and ransacked it for clues, taking everything of value, including the will, which had dropped from the mage's dying hand and fluttered outside the Crown's *protection* effect. But they could not get within 10' of the mage's body and the Crown, so they could not disturb them.

The next one to enter the tower was a merchant named Mercos, delivering Sarchon's latest order of rare spell components. He found the tower ransacked and the mage dead of old age — which was strange, since he was only in his forties when he placed the order a month before. Since Sarchon was obviously in no condition to pay his bill, Mercos confiscated the Crown for payment, as was the legal right of a creditor in the absence of a will, and had it shipped home magically for his collection.

Emix returned to find the Crown gone, but he was able to track it to Terkos within a few weeks. Not wanting to alert the lower planes to their predicament by creating a scene, Emix assumed human form and tried to buy the Crown from Mercos, but the fool refused to part with it at any price. Since no demon could touch it,

Emix hired the Thieves' Guild to steal it for him, promising them control of the city if they were successful.

Mercos, warned of the theft in advance, was unable to hire mercenary guards due to the Guild's influence, so he has gone looking for adventurers to keep watch over his Crown for the night.

Additional Notes

The Crown

The Crown radiates both magic and a strong evil aura. It is extremely fragile, and saves as crystal against all forms of damage. If the Crown is broken, the subsequent scene will be too horrible to describe. There is a thunderclap, followed by a rushing wind carrying such a noxious odor that all creatures within 3' must save vs. poison or become nauseated and unable to fight. The floor and grounds for a 1/4 mile radius will turn to a disgusting mass of living goo as Juiblex appears.

Juiblex will grant his rescuer a *wish* if it is used immediately, after which he will take any survivors home with him to the Abyss. The area will be a swampy waste for years to come, where no normal creature can survive.

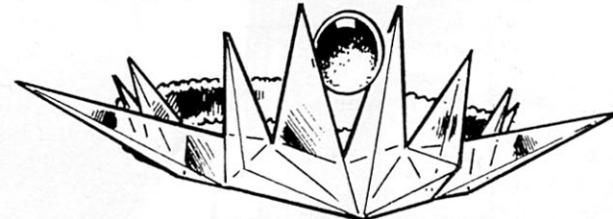
Juiblex: AC -7, MV 3, HD 19 equivalent, AT 1, Dmg 4-40, STs2/STw2, MR 65%, THAC0 7, hp 88, AL CE.

Special Attacks: Once per turn Juiblex can spew forth a 3 cubic foot blob of jelly-like slime to a 15' range which combines the effects of an ochre jelly and a green slime.

Special Defenses: +2 weapon to hit; half damage from cold, electricity, fire (magical or breath weapon), and gas.

At will abilities: *circle of darkness* (15' radius), *cause fear* (as a *wand of fear*), *circle of cold* (10' radius), *regenerate* (2 hp per melee round), *infravision*.

Other abilities (any one per melee round): *detect invisibility*, *locate object*, *ESP*, *fly*, *dispel magic*, *invisibility* 10' radius, *charm monster*, *hold monster*, *telekinesis* 15,000 gp weight, *project image*, *phase door*, *purify food & water*, *cause disease*, *speak with monsters*, *gate in* 1-4 type II demons (70% chance of success), *teleportation* (no error). Can speak an *unholy word* once per day.



Outside Help

Equipment that would be readily available in a large city may be purchased by the characters up to the limit of their finances. Remember that they have no more than 1 hour to shop, so nothing may be special ordered.

The characters will find it almost impossible to hire mercenaries or other paid help for the night due to pressure exerted by the Thieves' Guild on all the organized professional groups. Good alignment churches will be willing to help once they are alerted to the evil nature of the Crown. But Juiblex's minions foresaw this possibility and have arranged to keep the city's clerics busy for most of the night by terrorizing the area. Characters who contact a church for help will be told to hold on until someone can get there. Help will actually arrive at 4:30 a.m., and attacks scheduled from then on will not occur.

The Villains

The Thieves' Guild has put the whole operation into the hands of the famous master thief Villetorus. At his disposal are a mage (Theorin) and a cleric (Alefric) who work closely with the Guild, half a dozen assassins, a mercenary fighter contingent, and 2 dozen thieves. Villetorus is a master organizer and has laid out detailed plans for each phase of the operation. The only people who know the details of the entire operation are Theorin, Alefric, and Ville-

torus himself. All others have been told only their own duties in order to minimize the damage that can be done by thieves who are captured and *charmed*. Villetorus expects to have the crown by the 6th encounter; but has arranged two backup maneuvers just in case. If all goes well, he will not get personally involved.

Running the Module

Each encounter lists the following information:

1. Time of the attack
2. Villains involved
3. Goal of the attack
4. The Plan (stepwise)

The plan is presented as Villetorus would lay it out for the participants, with the steps numbered. Be sure to read over the plan for each encounter thoroughly before running it. The DM will of course have to alter some of the villains' actions to fit the circumstances, but the goal of the encounter should be kept firmly in mind.

Boxed player information is inserted at the point where something is clearly audible to all. The DM should make available additional information as the situation warrants. Extra notes and contingency plans are included after the stepwise order of events.

NPCs who are scheduled for multiple attacks, but die before their assignments are completed may either be replaced by someone of equal or lesser ability, or omitted entirely, at the DM's option. Thieves will be easy for Villetorus to replace; but Theorin and Alefric are more difficult, and Villetorus himself cannot be replaced.

Each room in the house has at least two entrances, so the encounter description can be easily adapted if the Crown is moved.

If the villains successfully steal the Crown, it will be checked as quickly as possible for both magic and evil, to be sure it is not a fake. If it is real, it will be held at the Guild until Emix can pick it up. (See Part 2 of this module next issue for the Assault on the Guild Hall). If not, the attacks will continue as scheduled.

Player Background

Terkos is like any other large city in the empire — dirty, noisy, and bustling with activity — both legal and otherwise. It is said that you can get anything here—for the right price. As such, it is the market center of the empire. Buyers and sellers of all sorts of goods flock here to trade, and many wealthy merchants actually have permanent homes in the city. After a recent successful adventure, your party has come here to restock supplies and sell off treasure. But your equipment repairs have been delayed, and you find yourselves stuck in town for a few days longer than expected. So tonight you are sitting in the tavern with time on your hands when you are startled by a voice near your table.

A tall, middle-aged man, opulently dressed, stands beside you. "I have need of professional adventurers for one night's work," he says. "The pay is handsome. Are you interested?"

On your invitation, the man introduces himself as Mercos, a trader in silks and spices. "I am a collector of rare art objects. Over the years, I have acquired several one-of-a-kind items from all over the known world, and my collection is a source of great pride to me. Today, just as I was preparing to leave the city to close on a trade agreement, I received a note by special courier, saying that tonight a certain valuable item called Sarchon's Crown would be stolen from my house, and that there is nothing I can do to prevent it. The note is from Villetorus.

"You are from out of town, so perhaps you are not familiar with the stories. Villetorus is a notorious thief based in this city. He always warns his victims before a major theft, and no one has ever been able to thwart his attempt, regardless of normal or magical precautions.

"I would like to hire your group to guard the Crown through the night. You may take whatever actions you wish to secure the Crown short of removing it from the house. But remember that

the Crown is extremely fragile, more delicate than even the finest crystal. Under absolutely no conditions, none at all, should you allow it to be damaged. The Crown is truly an art treasure, the only one of its kind. If it came down to a choice, I would rather see it stolen than see the world robbed of its beauty forever. I could always ransom it back, although I would find that most inconvenient. Likewise, there are several other priceless items in my collection that I would not want to see damaged. Therefore, you may not use any dangerous spells, such as *fireballs*, *lightning bolts*, etc., in the house.

"I am not concerned about the theft of any other valuables; Villetorus takes only what he comes for. You will be left in the house until 6:00 a.m., when the servants will come for you. If you prevent the theft without damaging the Crown, I will give you 25,000 gp to divide among yourselves as you see fit."

If the party agrees to the job, the DM, acting as Mercos, should negotiate terms for payment. Mercos is prepared to pay up to 25% of the fee up front, out of which the characters are expected to purchase whatever incidental supplies they need. The remainder will be paid upon successful completion of the assignment. He will give them a tour of the house and tell them to report for duty in one hour.

Encounter Key

1. Raid

Time: Midnight

Villains: Smedley (Villetorus), Sharlene, Bobor, Ferdinand,

Misty, Ivan

Goal: Divide and conquer.

(1) At the Thieves Guild, Theorin makes sure all the villains scheduled to participate in any portion of tonight's theft (except Encounter 6) are fully equipped, then gathers them in a tight circle and casts his *invisibility*, 10' radius.

(2) Theorin uses his *crystal ball* to locate the Crown (85% chance of success due to a previous viewing of the merchant's display), examines the surroundings closely, then reports to Villetorus, who determines its probable position inside the house.

(3) Villetorus reads a *magic jar* spell from a scroll and gains control of a 1st level thief named Smedley. As Smedley, he moves to the house to rendezvous with the other five and tell them the location of the Crown.

(4) Smedley moves to a position outside Room 13. Sharlene, Bobor and Ferdinand pick the lock on the outside door to Room 14, while Misty and Ivan climb the south wall to the windows of Room 21.

(5) Smedley enters Room 13 by breaking the window glass. At this signal, the other five enter the building at their respective positions.

(6) Smedley howls in pain, curses, and crashes into furniture on his way through Room 13 in an attempt to draw some of the characters away from the Crown. Sharlene, Bobor and Ferdinand move silently toward one entrance to the Crown Room, circumventing any guards they encounter if possible, while Misty and Ivan quietly move to a position as close as possible to its other door and hide in shadows.

All has been quiet up to this point. Suddenly, you hear a crash from the southeast end of the building, as though a window has been broken. The crash is followed by thumping and muted curses.

(7) Smedley surrenders immediately as soon as he is discovered, pretending that he was injured climbing through the window. He tries to detain the characters away from the Crown as long as possi-

ble. Meanwhile, Sharlene, Bobor and Ferdinand attack any characters remaining in the Crown Room, attempting to melee the spellcasters first. They skirmish briefly, grabbing an item from someone if possible, then withdraw, trying to lure the characters into pursuit. If the Crown is then apparently unguarded, Misty and Ivan will try to steal it; if not, they will skirmish briefly to weaken the party further, then retreat and report back to the Guild.

Notes: The thieves have been instructed to hit and run, so none will engage in deadly combat unless cornered. Smedley will talk freely if captured, even admitting that he was merely a diversion to permit other thieves to enter the building and steal the Crown in the confusion. Villetorus will maintain control of the body for as long as possible to spy on the characters, evacuating only if seriously threatened. Whatever information Villetorus can gain about the characters by observation should be put to use in the upcoming attacks.

Smedley: AC 8, MV 12, T1, AT 1, Dmg by weapon, STs15/STw14, THAC0 20*, hp 6, AL LE (N as himself).

Special Abilities: Saves vs. *charm* and other mental attacks as Villetorus.

Equipment: Leather armor; dagger.

Sharlene, Bobor, and Ferdinand: AC 8, MV 12, T3, AT 1, Dmg d8, STs15/STw14, THAC0 20*, hp 10, 12, 14, AL LE.

Special Abilities: Backstab for double damage with surprise; MS 27%, HS 20%.

Equipment: leather armor; longsword; sling; 10 darts.

Misty: AC 5, MV 12, T6, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 23, AL CN.

Special Abilities: Backstab for triple damage with surprise; PP 55%; MS 47%; HS 37%; CW 92%; +1 "to hit" with missile weapons.

Equipment: leather armor; *longsword +2; ring of protection +1; potion of gaseous form*.

Ivan: AC 6, MV 12, T 5, AT 1, Dmg by weapon, STs13/STw12; THAC0 19, hp 18, AL NE.

Special Abilities: Backstab for triple damage with surprise; PP 50%; MS 40%; HS 31%; CW 90%; +1 "to hit" with missile weapons.

Equipment: leather armor; *longsword +1; potion of extra-healing*.

2. Magic

Time: 1:00 a.m.

Villains: Theorin, Orric, Marna, Type I demon.

Goal: Test the Defenders' Wits

(1) Theorin checks for the current location of the Crown through his *crystal ball*, then moves, still invisibly, to the house to rendezvous with Orric, Marna, and the demon.

(2) All four hide outside the building while Theorin casts a *polymorph self* spell on himself, then unlocks the outer door to Room 18 with his *chime of opening* and lets his companions in.

Suddenly a clear, bell-like tone breaks the stillness of the night. All is silent for a moment, then you hear heavy footsteps approaching the room.

(3) Theorin and the demon head for one entrance to the Crown Room while Orric and Marna move silently to a position just outside another entrance, where they hide in shadows and wait for the demon to appear.

(4) If the demon can see the Crown, he will *telekinese* it over to Orric and Marna, then melee as many characters as possible while the thieves escape with it by the best available route. Otherwise, he will attack from the doorway, trying to lure the characters away from the 10' *protection from demons* effect and into melee, while

Orric and Marna enter through the other door and make an attempt to steal the Crown during the confusion. Meanwhile, Theorin waits outside the doorway invisibly and observes, ready to appear and cast a *slow* spell on as many of the party as possible if his group is in trouble.

Notes: The demon will stay and fight until reduced to 1/4 of its original hit points, then create *darkness* around itself and *teleport* out, never to return. If Theorin is in personal danger, he will attack with *magic missile* if the opposition appears weak, or flee if the situation is grim. He will not leave the building, but will find a hiding place and *polymorph* into a mouse to escape detection until the search is over, then shift back and forth until fully cured and wait in mouse form to assist with other attacks. The thieves will exit invisibly by the best available route, whether or not they successfully steal the Crown. They will not join the melee unless cornered.

Orric and Marna: AC 6, MV 12, T4, AT 1, Dmg by weapon, STs15/STw14, THAC0 20*, hp 12, 15, AL NE.

Special Abilities: Backstab for double damage with surprise; MS 33%; HS 25%.

Equipment: leather armor; longsword.

Type I Demon: AC 0, MV 12/18, HD 8, AT 5, Dmg d4/d4/d8/d8/d6, STs13/STw12; MR 70%; THAC0 12; hp 40; AL CE.

Special Defenses: Half damage from cold, electricity, fire (magical or breath weapon), and gas.

At will abilities (one per round): *darkness* (5' radius), *detect invisible objects*, *telekinese* 2000 gp weight, *teleport* (no error) *infravision*, *gate* in another type I demon (10% chance of success).

3. Animals on the March

Time: 1:30 a.m.

Villains: Theorin, jaguars, tiger, hydra.

Goal: Wear 'em down!

(1) Theorin returns to his own shape in Room 3, and uses his *chime of opening* to let in 2 trained jaguars and a trained tiger, brought by Sharlene and Ivan.

(2) Theorin casts *invisibility* on himself (if not already invisible).

(3) The mage takes the animals into the largest room on the floor where the Crown is being kept and reads a *monster summoning IV* spell from the scroll he carries, obtaining a 5-headed hydra.

It is now near the middle of the night and the building has grown quiet. Then, in the distance, you once again hear the faint chime of a bell. Seconds after this, you hear a few low muffled growls followed by a popping, sizzling sound, then nothing.

(4) Theorin instructs the hydra to move to the Crown Room and attack, along with the two jaguars. He keeps the tiger with him for protection.

(5) Theorin moves with the tiger to the entrance of the Crown Room to observe, where he remains safely behind his creatures, using his *slow* spell (if still available) and his *ray of enfeeblement* to advantage whenever he can do so without affecting his own creatures.

Notes: As soon as any character closes to within 10' of Theorin, he will have the tiger attack while he makes his escape by the best available route.

Jaguars: 2, AC 6, MV 15, HD 4+1, AT 3, Dmg d3/d3/d8, STs14/STw11, THAC0 15, hp 22, 23, AL N.

Special Attacks: If the jaguar scores hits with both forepaws in the same melee round, it gains 2 additional rear claw attacks for 2-5 points damage each on that round.

Special Defenses: Surprised only on a 1.



Tiger: AC 6, MV 12, HD 5+5, AT 3, Dmg d4+1/d4+1/d10, STs13/STw12, THAC0 15, hp 33, AL N.

Special Attacks: If a tiger scores hits with both forepaws on the same melee round, it gains 2 additional rear claw attacks for 2d4 points damage each on that round.

Special Defenses: Surprised only on a 1.

Hydra: AC5, MV 9, HD 5, AT 5, Dmg d6/d6/d6/d6/d6, STs14/STw13, THAC0 15, hp 28, AL N.

4. The Assassins

Time: 2:30 a.m.

Villains: Vannik, Bertha, and Jorgan.

Goal: Reduce the number of guards.

(1) Vannik, Bertha, and Jorgan climb to the second floor balcony on the east end of the building. They pick the lock on Room 29 and enter quietly.

(2) The three assassins move silently and invisibly toward the Crown Room by different routes, dispatching any guards they meet along the way by assassination if they have complete surprise, otherwise by backstabbing. (Any assassin who is caught and meleed en route will cause as much damage as possible, then flee.)

(3) The remaining assassins regroup outside the Crown Room. Bertha and Jorgan hide in shadows to either side of the door, and Vannik takes a position around a corner (or behind a pillar, if appropriate).

(4) Vannik talks to the player characters from his hiding place, attempting to draw them out of the Crown Room. Bertha and Jorgan wait by the door, ready to make an assassination attempt on any characters who come out to investigate. (The DM should role play the assassin in the following conversation, modifying it to suit the characters' responses.)

As you wait, you suddenly hear a voice shouting to you from the shadows of the corridor. "You! Can you hear me?" The cold stone of the wall throws out wailing echoes, distorting the location of the speaker. He pauses, as if waiting for a reply.

"You're working for that merchant, aren't you? Does he pay you enough to make your lives worth this risk?" (Pause.) "Is it worth it to die?" (Pause.)

"You know, you're being fools. The merchant has tricked you, lied to you. The Crown you guard is evil. Check it yourself. We must get it from him. The merchant must not have it — he is in league with demons. Go ahead — check the Crown." (Pause.)

"Look, we do not want to hurt you. We only attacked thinking you were evil beings, but we have learned different. Leave now and we will not hurt you." (Pause.)

"Are you worried about your pay? We let you go with your lives, and even so, we can pay you. Let us say we hire you to do another job — we could hire you to stop guarding the Crown. Here. Here is a down payment."

A money bag hits the floor outside the room with a loud thump, spilling gold pieces all over the corridor.

"Or do you fear the revenge of a merchant?"

If the characters refuse Vannik's "offer" and none leave the room, he will close with the following remarks and exit by the best available route. Bertha and Jorgan will remain in position and wait for an opportunity to assassinate someone trying to leave the room later.

"Well, you are fools. You've been tricked, and now won't admit it for fear of a fat merchant's revenge. We will worry no more about you."

Notes: None of the three will reveal the presence of the others if caught unless magical means are used. Bertha and Jorgan will make only one assassination attempt at the door, then flee in different directions, taking the best available routes out. If Vannik is still present when the others flee, he will attempt to backstab one of their attackers on the way past, then flee himself.

Vannik: AC7, MV 12, A6, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 22, AL NE.

Special Abilities: Backstab for triple damage with surprise; MS 27%; HS 20%; assassinate 50% (6th-7th level opponent) or 35% (8th-9th level opponent).

Equipment: leather armor, longsword, shield, dagger, *potion of extra-healing* (labelled as poison).

Bertha (Half-orc): AC 7, MV 12, A7, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 25, AL CE.

Special Abilities: Backstab for triple damage with surprise; MS 33%; HS 25%; assassinate 55% (6th-7th level opponent) or 40% (8th-9th level opponent).

Equipment: leather armor; longsword (poisoned — save at +1 for no damage, otherwise 25 points); 4 daggers; *periapt of proof against poison*.

Jorgan: AC 5, MV 12, A6, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 18, AL CE.

Special Abilities: Backstab for triple damage with surprise; MS 27%; HS 20%; assassinate 50% (6th-7th level opponent) or 35% (8th-9th level opponent).

Equipment: leather armor; shield; *longsword +2, ring of protection +2; dust of disappearance*.

5. The Magic Returns

Time: 3:30 a.m.

Villains: Theorin and Alefric.

Goal: Get the Crown.

(1) Outside the building, Theorin casts a *detect invisibility*, while Alefric casts a *prayer* spell, then a *locate object*, and finally a *silence, 15'* radius on a coin, which he pockets.

(2) They enter the house through the northwest opening of Room 3, and move to a convenient position within 150' of the Main Hall's north doors.

(3) Theorin moves out of the silence and casts his *audible glamer*

spell, creating the sound of many men shouting and pounding on the north doors, then rejoins Alefric.

You suddenly hear the sound of many men shouting outside the building. It seems to come from the North side, just outside the main doors. The shouting dies down and then there is a thud like an axe chopping into the wood. The blows and mumbled voices continue.

(4) Theorin and Alefric, guided by Alefric's *locate object* spell, move quickly to the upper floor (or roof, if the Crown is on the second floor), until Alefric is sure the Crown is directly below them.

(5) As Alefric moves away with the *silenced* coin, Theorin uses his *stone shape* spell to create a trapdoor in the floor directly over the Crown. Alefric returns, and they carefully open the trapdoor.

(6) Alefric drops the *silenced* coin into the room beside the Crown, while Theorin lowers a rope.

(7) Alefric casts a *hold person* on any still-active characters, while Theorin casts his *spider climb* on Alefric.

(8) Alefric descends the rope and collects the Crown, while Theorin uses his *phantasmal force* spell to create an image that the room is normal. Those looking in from outside the room will see the Crown in position and rough approximations (detectable as illusions if watched closely) of the player characters standing about. (Theorin cannot see well enough to make the illusion react, so if any character attempts to enter the room, the *phantasmal force* spell will be cancelled.)

(9) Alefric climbs back up the rope and allows Theorin to carefully pull the Crown out of his hands.

(10) Once he has the Crown, Theorin casts his *dimension door* spell and takes the Crown to Villetorus. Alefric will try to escape by himself, using the *spider climb* to avoid detection by moving along the ceilings until its duration expires.

Notes: The two spellcasters will attempt to dispatch any guards they encounter on their way to the Crown Room as quickly and as silently as possible. Once Alefric is in the Crown Room, he will be on his own. Theorin will leave via the *dimension door* spell if Alefric gets in serious trouble.

6. The Big Time

Time: 4:00 a.m.

Villains: Theorin, Alefric, 38 mercenary fighters, 10 thieves.

Goal: Overwhelm the Remaining Defenders with a Direct Frontal Assault

(1) Theorin again checks the current location of the Crown with his *crystal ball*, and informs Villetorus and the mercenaries.

(2) All participants move to the house. The A, B, and C Groups gather outside the north and south doors of the Main Hall. The D group moves to a position near the trapdoor created by Theorin earlier. Alefric casts a *protection from good* spell on himself.

It is now very late in the night, the stillest part known as the Thieving Hours. As you stand, watchful, you become aware of a faint, slowly growing level of noise in the distance. Listening, you think you hear metal scraping metal, mumbled voices, the gentle splash of water, and the tramp of feet. The sound continues to grow.

Any character watching the grounds outside the building will be able to see shadowy movement of small groups gathering together. Those with infravision will be able to make these out as groups of humanoid beings.

(3) At the sound of the horn, the A Groups will break down both the north and south doors to the Main Hall and enter, along with the B and C Groups.

The blowing of a horn breaks the stillness of the night. Suddenly, there is a great howl and the pounding of many feet. Heavy blows fall on the north and south doors of the Main Hall. Hoarse shouting is heard ascending the stairs. Armored men burst into the Hall.

(4) One A Group remains in the Main Hall to prevent anyone escaping this direction with the Crown. The other two A Groups charge toward the Crown Room, each taking a different route to surround the characters and melee all visible opponents. Meanwhile, the B Group will run up the west staircase and take cover, firing sling bullets and spells at any characters who expose themselves. The thieves in the C Group run up the east staircase and position themselves along the balcony, with oil skins and torches ready to throw at any characters who show themselves.

(5) The D Group moves directly toward the trapdoor created by Theorin earlier. If the fighters cannot drop into the room around the Crown and attack from the rear, they will fire missiles at the characters from above.

Notes: Any group will retreat if its leader is killed, or if the force is reduced by half. Theorin and Alefric will use their remaining spells to their best advantage here.

"A" Group Mercenaries: 3 groups of 10, AC 5, MV 9, F1, AT 1, Dmg by weapon, STs17/STw16, THAC0 20, hp 7 each, AL NE.

Equipment: chain armor, longsword.

"A" Group Leader: 3, AC 3, MV 9, F3, AT 1, Dmg by weapon, ST16/STw15, THAC0 18, hp 20 each, AL LE.

Equipment: plate mail, longsword.

"B" Group: 5, AC 6, MV 12, T1, AT 1, Dmg by weapon, STs15/STw14, THAC0 20*, hp 4 each, AL NE.

Equipment: leather armor; sling and bullets.

"B" Group Leader: Theorin.

"C" Group: 5, AC 6, MV 12, T1, AT 1, Dmg by weapon, STs15/STw14, THAC0 20*, hp 3 each, AL LE.

Equipment: leather armor, 2 oil skins, 5 torches, flint and steel.

"D" Group: 5, AC 5, MV 12, F 1, AT 1, Dmg by weapon, STs17/ST16, THAC0 20, hp 6 each, AL N.

Equipment: plate mail, longsword *1.

"D" Group Leader: Alefric.

7. The Hostage

Time: 4:30 a.m.

Villains: Vannik and Jorgan.

Goal: Convince the characters to leave the Crown without resorting to violence.

(1) Jorgan disguises himself as the merchant Mercos. He wears leather armor under his clothes and carries a concealed dagger.

(2) Vannik and the disguised Jorgan enter the house through any convenient previously unlocked door and move to a hiding place near the Crown Room.

(3) Vannik puts one arm around Jorgan's throat and propels him forward into an open area with partial cover (such as a balcony rail or pillar), puts a stage knife to Jorgan's throat, and shouts for the party.

Before you really have a chance to recover from the pitched battle that just ended, you hear a voice calling to you. Two men step out of the shadows. The first appears to be the merchant who hired you. The other stands behind him, holding a glittering knife at the merchant's throat.

"Help!", screams the merchant. "They'll kill me. Give them the Crown."

"You heard your boss," says the other man. "Give us the Crown or leave the building, and he goes away unhurt. Don't, and I kill him. If I kill him, who is going to pay you?"

(4) The disguised man will beg and plead with the player characters to do what his captor tells them. If asked he will freely offer to pay them for their services performed up to now and will agree to all but the most ridiculous terms presented by the player characters.

(5) If the characters agree to give up the Crown, Vannik will instruct them to leave the house and return to the tavern, where someone will come to pay them off. If they attack the man holding the knife in any way, or take more than a few minutes to settle on a deal, he will stab the disguised man with the stage knife, whose blade retracts into its handle when pressed. Jorgan will "die" quite convincingly while Vannik runs away as fast as he can.

(6) Jorgan applies his *dust of disappearance* as soon as he "dies" and circles back to the Crown Room, where he dispatches any remaining guards by assassination and steals the Crown. While the bulk of the party investigates the "murder" in the hall, he will escape by the best available route.

Notes: Both assassins will flee by the best available route if a mass melee erupts. Jorgan will not make his attempt on the Crown if there is more than one guard present at the time.

8. The Final Attempt

Time: 4:45 a.m.

Villains: Villetorus.

Goal: Take the Crown.

(1) Villetorus arrives invisibly and checks the north opening to Room 14, the east doors of the building, and the outer door to Room 13. If any are unguarded, he enters quietly. If not, he attacks the guard at 13 and fights until reinforcements arrive, then runs to Room 14 and enters, killing anyone still guarding that entrance.

(2) Villetorus moves silently to Room 11, taking as roundabout a method as needed to avoid discovery. He will hide in the nearby secret passage until any search for him ends.

(3) Villetorus moves silently to the Crown Room, still circumventing any guards he sees. Once there, he steps into the room and uses the blinding flash ability of his *gem of brightness* on all those within. (30' cone, 5' base radius. All creatures within the area of effect must save vs. magic or be blinded for 1-4 rounds and suffer a "to hit" penalty of -1 to -4 thereafter until a *heal* spell is applied).

(4) Each round thereafter, Villetorus will use another 5 charges of his *gem of brightness* for the blinding flash effect while he moves in, takes the Crown, and retreats. The effects of the *gem* are not cumulative, but characters who do not keep their eyes averted will have to save each round against the effect.

(5) Once outside the room, Villetorus will flee by the best available route, stopping only long enough to cover a section of floor (preferably just around a corner) with *oil of slipperiness*. (95% chance for any creature who steps in it to slip and fall. Thereafter, any creature with oil still adhering to its feet or shoes has a 50% chance of falling each round until the oil is removed.)

Notes: If cornered, Villetorus will fight to the best of his ability. If reduced to 15 or fewer hit points, he will surrender and return the stolen Crown.

NPC Villains

THEORIN

9th Level Human Magic-user

STR: 14
INT: 17
WIS: 12
DEX: 15

CON: 15
CHA: 13
AL: CE
AC 5; 25 hp

Equipment: *bracers of defense* (AC 5); *chime of opening*; *ring of regeneration*; *staff of striking*; *potion of speed*; *potion of gaseous form*; *crystal ball*; *scroll (monster summoning IV)*.

Spells carried:

Level 1: *magic missile* (x2); *spider climb*; *Tenser's floating disc*
Level 2: *ray of enfeeblement*; *invisibility*; *audible glamer*
Level 3: *slow*; *phantasmal force*; *invisibility 10' radius*
Level 4: *dimension door*; *polymorph self*
Level 5: *stone shape*

ALEFRIC

8th Level Human Cleric

STR: 12
INT: 14
WIS: 15
DEX: 13
CON: 17
CHA: 12
AL: LE

AC 0; 52hp

Equipment: *plate +1*; *shield +1*; *mace +2*; *pale lavender ioun stone*; *potion of growth*.

Spells carried:

Level 1: *cause light wounds* (x2); *curse*; *cure light wounds*; *protection from good*
Level 2: *hold person* (x2); *silence, 15' radius*; *find traps*
Level 3: *locate object*; *dispel magic*; *prayer*
Level 4: *cure serious wounds* (x2)

VILLETORUS

12th Level Human Thief

STR: 13
INT: 16
WIS: 14
DEX: 17
CON: 13
CHA: 17
AL: LE

AC 3; 43 hp

Equipment: *gem of brightness*; *cloak of displacement*; *dagger of venom*; *longsword +2*; *potion of extra-healing*; *potion of diminution*; *oil of slipperiness*.

Thieving Abilities: PP 105%; OL 87%; F/RT 75%; MS 99%; HS 82%; HN 35%; CW 99.2%; RL 60%

Key to the Merchant's Mansion

Mercos' house is built after the style of a Roman villa. The walls are rough-hewn stone, and a moat, 10' deep and 10' wide, surrounds the house. A stone walkway around the building gives access to any of the ground floor doors.

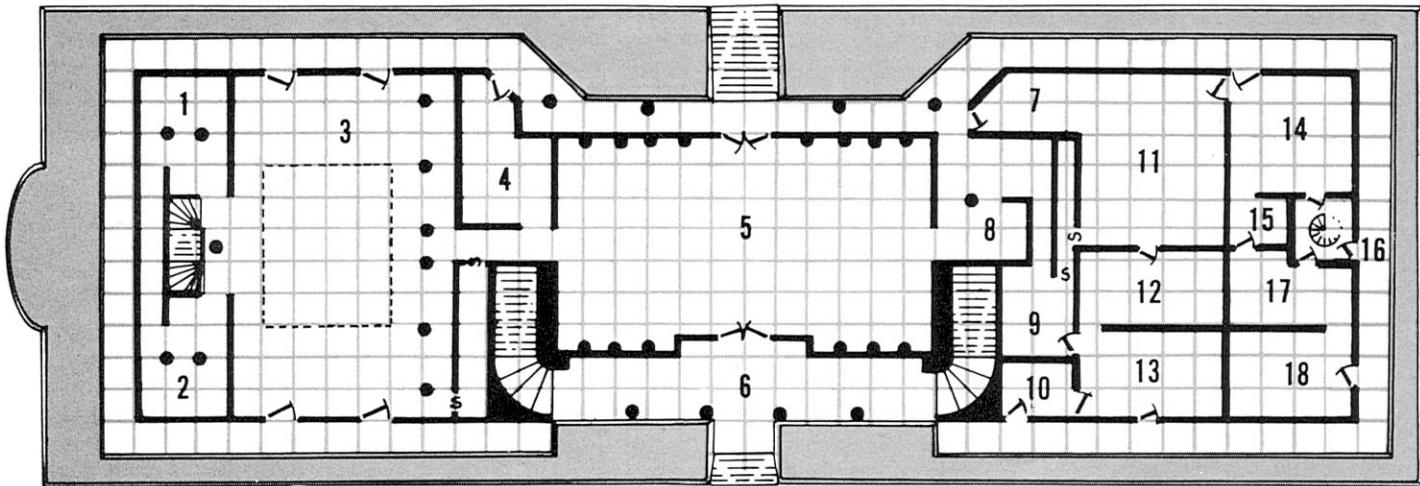
During the party's guided tour of Mercos' house, he will point out all but the secret corridors. All rooms are furnished opulently, as would befit a Roman estate. All doors and windows have standard mechanical locks; and the double doors also have bolts. Specific room descriptions are outlined below.

1-2. *Lower North and South Galleries*. Built of white marble and expensively furnished, these galleries house dozens of fine paintings in gold inlaid, ebony frames. Stairways with gold railings curve gracefully up to the second floor.

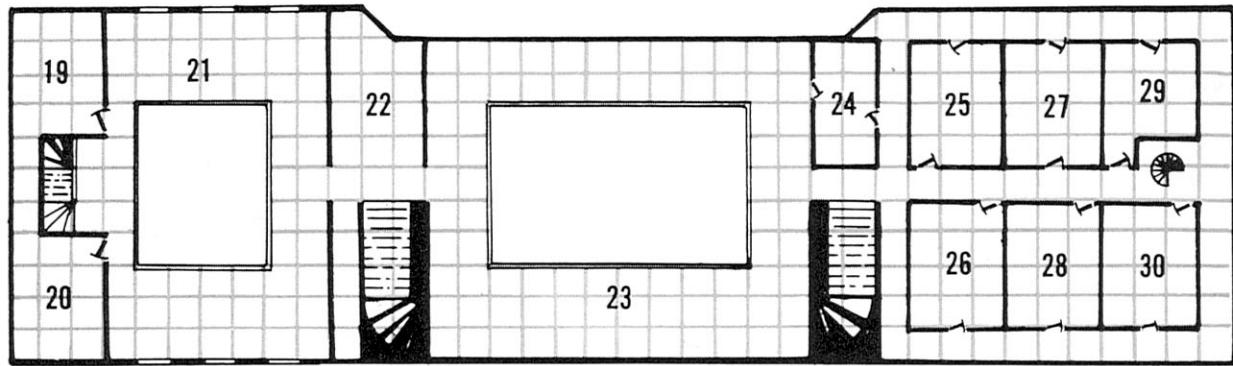
3. *Cloister*. A collection of religious art and artifacts dating back

The Merchant's Mansion

GROUND FLOOR



UPPER FLOOR



1 square = 5 feet

more than one hundred years, including tapestries, jewel-encrusted chalices, and paintings. Open to the second floor, where a balcony goes around the entire circumference of the room.

4. Jewelry collection. An assortment of rare one-of-a-kind pieces, including crown jewels from a long-dead dynasty. Most of the items are sealed inside glass display cases, which Mercos says are locked and trapped (DM choice as to type).

5. Main Hall. The greeting area for all guests. Nicely furnished with less expensive paintings and statuary. Velvet furniture with silver inlay stands on the marble tile floor, and half pillars line the walls.

6. Patio. Stairs from the upper balcony lead to this scenic flagstone-paved luncheon area overlooking the gardens on the other side of the moat. Ornate marble tables for dining are placed appropriately.

7. Breakfast Nook. A less formal dining area off the main dining room, furnished comfortably.

8. Display Room. The current location of Sarchon's Crown on its pedestal, as well as several rare vases, old tapestries, and a few statues.

9. Office. This room is where Mercos keeps his business records, and occasionally seals bargains. Solid mahogany furniture.

10. Storage. A small storage area for linens and other household supplies.

11. Main Dining Hall. Ornately carved furniture with silver table settings. Suitable for elegant dining.

12-13. Servants' Quarters. Comfortably furnished, but now deserted.

14. Kitchen. Large ovens, oak worktables and utensils, and several food storage areas.

15. Pantry. Storage area for flour, dried meat, fruit, and vegetables, and other non-perishable supplies.

16. Stairwell. Spiral staircase with a golden railing, leading to the second floor.

17-18. Servants' Quarters. As above.

19-20. Upper North and South Galleries. Portraits and other paintings commissioned by Mercos to expand his collection line the walls.

21. Cloister Balcony. More religious paintings from many lands mounted along the walls. Looks down onto the first floor religious collection.

22. Lounge. Gracefully furnished with comfortable chairs, tables, and a collection of rare tapestries to delight the eye.

23. Upper Balcony. Bounded by a railing, this walkway overlooks the Main Hall.

24. Servants' Quarters. As above.

25-29. Guest bedrooms. Fit for nobility, with hand-carved furniture, heavy draperies, and fur rugs.

30. Mercos' bedroom. Comfortably furnished with tiled walls, a wardrobe, and a large bed. The door is locked and trapped. Mercos keeps his personal papers locked in a chest in the corner.

In the
BLACK HOURS
PART 2

by David Cook

An AD&D® module for 5-8 characters of levels 6-9



Background for the DM

In Part 1 of this adventure (published last issue), the party was hired by Mercos, a trader in rarities, to prevent the theft of a valuable item from his collection by the famous master thief Villetorus. But the item, Sarchon's Crown, was more than just an art object. The flawless gem mounted in it housed the life force of none other than the demon lord Juiblex, trapped there by the trickery of a powerful mage with a lust for vengeance.

None of the demons intent on releasing Juiblex could touch the Crown due to magical protections placed upon it by its creator before his death. So Emix, a favored demon in Juiblex's guard, hired the human thief Villetorus to obtain it and release the demon lord. Villetorus was given a minor artifact as a down payment — a heart-shaped piece of obsidian the size of a man's fist called the Heart of Black Stone. Its powers were then dormant, as they had been for centuries, but Emix agreed to show Villetorus how to activate it upon receipt of the Crown.

Theorin and Alefric, the mage and cleric who work within the Guild, immediately recognized the incredible potential of the Heart and agreed to support Villetorus in his bid for power. With their aid, he was able to remove the former Guildmaster (a man of less extreme moral views) from office and fill the resulting vacancy himself.

The details of the current situation depend upon the results of Part 1. If the theft was successful (or if the Crown was broken during the course of the adventure), Juiblex has been released and the Heart is active. Villetorus has used its power to initiate a campaign of terror in his bid for absolute power over the city of Terkos. Thefts, threats, extortion, and killings terrify the citizens and the government alike. If Villetorus was prevented from stealing the Crown, the Heart is still dormant, but Theorin and Alefric believe they have discovered a way to activate it themselves, and are engaged in research to that end.

Any of the three major NPCs (Theorin, Alefric, and Villetorus) who were killed in Part 1 have been either raised or replaced by someone of approximately equal ability. The DM may adjust NPC magic items as needed, replacing lost items with others of roughly equivalent power.

In any case, news of the Crown's true nature and the Guildmaster's sudden disappearance has reached the city council, who have surmised the Guild's acquisition of a source of great power. That power must be negated before the city falls to the Guild's control and becomes a festering port of evil, so the council has summoned the party to request help.

Notes for the DM

The Guildhall

The Guildhall is actually a two-story building. The third floor is nothing but a collection of catwalks and platforms covered by a permanent illusion.

The front of the building faces the street and a narrow alley runs all around it. Although there is only one apparent door (the outside entrance to Room 1), the second floor has a number of windows wide enough for a person to climb through. The outer walls are rough-hewn stone.

All the inside walls of the Guildhall are thickly covered with a mixture of plaster and powdered lead to prevent scrying, with the exception of the Journeymen's Quarters (see Room 11).

There are two secret entrances to the Guildhall. One is an old aqueduct no longer in use that leads from an entrance outside the city limits to the basement of the Guildhall. The other is an invisible bridge leading from the third floor of the Blue Fox Tavern to the catwalks above the Guildhall. This entrance is used only late at night or at other times when no one will notice a man walking through midair over an alley.

Maps of the Guildhall are on the inside back cover.

The Heart of Black Stone

The Heart is a minor artifact. It was originally created by a demon lord to convert likely subjects into new demons.

Once activated, it will begin to glow with a black light and pulse, as though beating. The Heart bestows upon its owner the typical innate, at will abilities of demonkind, specifically: *infravision*, *darkness 10' radius*, *teleportation* (no error), and the ability to *gate* in another demon (Type I, II or III) with a 30% chance of success.

In addition, the owner gains immunity to non-magical weapons, 60% magic resistance, an AC of -4, and takes only half damage from cold-, electrical-, fire-, and gas-based attacks.

There is, however, a 1% chance per week (not cumulative) that the user will become, in all respects, a Type III demon. All character abilities are lost permanently. When the new demon is slain, its life force is transported to the Abyss, where it is permanently bound to the service of the Heart's creator; while the Heart itself goes dormant until activated by another mortal.

Player Background

You have been called together again by the city council of Terkos, just a few days after your nightmarish experience in the merchant's house. When you arrive, you find Mercos and the high priest of the area's leading lawful good church in attendance as well.

"Worthies", begins the council spokesman, "forgive the abrupt summons, but we need your help. The Church has been researching the Crown you guarded, and its true nature is a cause for grave concern."

"We have spoken with the spirit of the Crown's former owner", explains the high priest. "It seems that Sarchon stumbled across the true name of Juiblex during the course of some research and was cursed with an early death. The curse was beyond the power of mortal magic, so he set about revenge. Through a series of *wishes* and other powerful enchantments, Sarchon succeeded in trapping Juiblex within the large gem in that very Crown. Although he took the precaution of protecting it from demons, the magic needed to accomplish the deed had taken its toll. He died, magically aged by several decades."

"Mercos came to Sarchon's tower to collect a debt and found the mage dead of old age. He legally took possession of the Crown to pay the debt, as is a creditor's right, and brought it here."

The council spokesman takes over the tale again. "From there we can only surmise that demons in search of Juiblex found the Crown and hired a human agent, namely Villetorus, to obtain it for them. What the payment was we cannot be sure, but we have reason to believe that the bargain included a source of great power, such as the service of a magical creature or even a minor artifact. Whatever the nature of the power, it must be removed or destroyed before more innocent lives are lost in the Guild's struggle for supremacy."

"The power source has been pinpointed to the Guildhall itself — a stoutly-constructed three-story building in a quiet section of the city. It is isolated from all other buildings in the area by streets and alleys, and has only one apparent entrance — the main door. The walls are strong — it has twice withstood attacks by outraged citizens who attempted to storm the building."

The building houses a legitimate import business as the front for Guild activities, and the front room is open to the public, but we are sure several hidden and secret entrances to the building exist — possibly through a nearby tavern called the Blue Fox that we suspect is owned and operated as a legitimate business by the Guild. Take what supplies you need and go quickly, for there isn't much time."

Encounter Key

Outdoors

Guild members (low-level thieves) and various normal humans (delivery boys, couriers, tourists, etc.) use the front entrance frequently during the day. About 1 person per turn (or more) will enter or leave the building during normal business hours. (DM's discretion as to the exact identity of any person stopped and questioned.) At night the front entrance is used approximately once per hour.

1. Entrance Hall

The plain wood outer doors open into a stark, high-ceilinged room. Beams arch to a two-story ceiling. Hard bare benches line the walls. Covering the back wall is an arras, woven with a geometric pattern.

The room actually does have a partial second story — an invisible

balcony which juts out over the center of the room, as shown on the map. Behind the arras in the northwest corner of the room is an invisible ladder leading to the balcony. At the top of the ladder, an alarm bell and a lever are set into the wall behind the arras. The lever operates an invisible portcullis located between Rooms 1 and 2. A small scrap of red cloth is tied to the bottom of the gate to indicate its position to Guild members wishing to use that entrance.

Standing on the balcony are two guards (also invisible), who screen visitors to this area. If anyone goes through the door to Room 2 without giving the proper signal to the guards, they will ring the alarm bell to alert Torgix in Room 3 and drop the invisible portcullis behind the visitors with a grating slam. Once down, it may be lifted with a successful bend bars/lift gates roll; otherwise, it must be raised with the winch in Room 18.

Guards: 2, AC 6, MV 12, T4, AT 1, Dmg by weapon, STs15/STw14, THAC0 20*, hp 16, 15, AL NE.

Special Abilities: Backstab for double damage with surprise; MS 33%; HS 25%.

Equipment: leather armor; longsword.

2. Counting Cubicles

A narrow hallway runs between eight small gray and maroon cubicles separated by thin wooden partitions. Each cubicle has a cubby-holed writing desk built into the back wall, with a high stool set before it. The desk tops are all littered with quills, inkwells, scraps of parchment, sealing wax, and sand pots. At the north end of the hall is a plain wooden door.

The desks contain ledgers, accounts, and papers detailing caravan shipments, monies exchanged, import duties, etc. All the records pertain to legitimate business operations within the city. Strapped to the underside of each desk is a sheathed dagger.

Two of the cubicles have secret doors in the rear wall. These can be opened by pressing a loose board inside the desk, which causes the entire wall (including the desk) to swing open about 2 feet.

3. The Guildmasters Office

This room is clean and well-furnished. A large fireplace dominates the north wall. Several logs blaze slowly in it, making the room thick with heat and leaving a sooty stain on the white ceiling. There is a door in the center of the west wall, and a table running most of the length of the east wall. Behind the table is a thin, sweaty, pock-marked man.

The man is Torgix, the Guild recruiter. A merchant by trade, he handles most of the Guild's normal business affairs. Although he knows he works for a Thieves Guild, he finds it better not to ask questions, and carefully avoids knowing any details of their day-to-day operations or the building layout beyond his immediate work area.

If the guards in Room 1 have sounded the alarm, Torgix is waiting with papers in hand when the characters enter. He greets them cheerfully and asks whether they wish to join the Guild. Those who do will be asked for a 100 gp fee, and given papers confirming apprenticeship in the salt merchant's guild. Torgix then orders them to get to work, pointing to the west door. Any who are unwilling to join are ushered through the secret door to Room 15 and instructed to wait a few moments, then exit by the door on the opposite side.

If the alarm has not been sounded, Torgix assumes that anyone who enters is a Guild member and continues working, ignoring the intrusion.

If attacked or threatened, Torgix will activate the fireplace trap by pressing a stone on the side of the mantel, then run for the secret door. The following round there is a creaking noise, followed by a gout of flame which roars out of the fireplace and fills the area marked on the map, doing 3d10 points of damage to all creatures in the area of effect (save vs. breath weapon for half damage).

Once the secret door closes behind Torgix, creaking and rumbling sounds can be heard for one full turn while the elevator descends. (No door connecting to the elevator shaft will open during descent or ascent.) Once the elevator reaches the bottom, the secret door may be opened normally, revealing an empty room. Faint screams are audible from somewhere below, as Torgix is greeted by the waiting ogre magi. There is nothing of value in either room.

Torgix: AC 10, MV 12, Normal Human, AT 1, Dmg by weapon, STs19/STw16, THAC0 20*, hp 4, AL N.
Equipment: dagger.

4. Hall of Spears

As you open the door, you hear a tinkling sound somewhere in the distance. Looking ahead, you see a long corridor. Round parquets of wood randomly dot the walls, presumably some type of decoration.

The corridor is a trap. When the door from Room 3 is opened, a bell rings to alert Guild members to evacuate the corridor. One round later, all thirty parquets pop open. With a loud clatter, a scythe-like spear thrusts out of each hole and begins blindly sweeping and jabbing the hallway. There is a 3' clear space between the ceiling and the highest point of the trap area; the remaining space is filled with whirling blades.

The trap hits as a normal human, and makes one roll per 10' moved on each character within the area of effect, doing 1d10 points of damage per hit. The trap may be deactivated at any time by turning a switch hidden in the wall beside the door to Room 3, but it will continue to operate until turned off.

4a. Blade Mechanisms

Opening the door, you smell musty air mixed with the thick odor of grease and steel. Metal rods, gears, pistons, and thick scythe-blades are welded and bolted together to form a machine that covers the entire opposite wall.

These rooms contain the mechanism for the trap in Room 4. Any dwarf or thief who examines the machines for one full turn can deduce their purpose and figure out how to operate them. The corridor trap may be triggered manually from this room, or the trigger mechanism can be destroyed by normal or magical means.

5. Spike Door

Halfway down this small hallway is a door in the left wall. The right wall opposite the door is pitted and scratched. The passage continues beyond this door for a few more feet and ends in a blank wall.

The door is actually a trap. Behind it is a vertical plate of iron spikes, 10' tall and 5' wide, which will be driven straight into the opposite wall when the door is opened. Any characters standing between the door and the opposite wall at that time will take 3d10 points of damage. (A successful saving throw vs. paralyzation reduces the damage to 1d10 points). The trap resets automatically after hitting the opposite wall.

Any character looking carefully will notice that the floor between this door and the end of the hall is scuffed and slightly worn. The real door is farther down, hidden by a permanent illusion that makes it look like the rest of the wall.

6. The Curtained Hall

This narrow hallway is made of plain plastered stone. Ahead, a huge red curtain decorated with black symbols hangs across the hallway.

Seven feet beyond the curtain, a *mirror of life trapping* is fastened to the end of the corridor. Any characters who look behind the curtain will see the *mirror* and must make a saving throw vs. spells or be drawn into it. Once the other characters are aware of the mirror, they will be able to avoid looking at it, if desired.

Breaking the mirror will immediately release all occupants, including a lamia and a rust monster already trapped inside. All occupants will be tumbled out in a tangled heap in the end of the passage — on top of any characters in the area. All fighting in the area is at a -1 penalty "to hit" until the congestion is relieved.

The lamia, finding itself trapped in a dead-end corridor, will try to fight its way to freedom, using its *mirror image* ability first, then attempting to *charm* the nearest human male character into helping it escape. Failing that, it will *suggest* that the nearest character point out the party's cleric, and concentrate attacks on the latter thereafter.

The rust monster, smelling food, will go for the largest source of metal in the group (a fighter in plate mail, for example). It will attempt to gather as much food as possible, following the party as far as the corner of the hallway before returning to eat its dinner.

Lamia: 1, AC 3, MV 24, HD 9, AT 1, Dmg 1-4, STs10/STw13, THAC0 12, hp 60, AL CE.

Special Attacks (each once per day): *charm person*; *mirror image*; *suggestion*; and *illusion* (as the wand). Touch drains one point of wisdom permanently. Victim will obey lamia when wisdom drops below 3.

Equipment: dagger.

Rust Monster: 1, AC 2, MV 18, HD 5, AT 2, Dmg Nil, STs14/STw11, THAC0 15, hp 23, AL N.

Special Attacks: Rusts or corrodes any metal on a successful hit. (Magic items gain a saving throw of 10% per "plus", to resist the effect.)

Special Defenses: Weapons striking a rust monster are affected exactly as if the creature had scored a normal hit upon them.

7. Rogues' Quarters

A narrow aisle runs down the center of this long, dimly lit room. On either side of the aisle are several bunks. Most are little more than a straw mattress, but a few are covered with rumpled blankets. At the foot of each bunk stands a small, but heavy-looking chest.

A number of young men and boys are relaxing here. As you enter, there is a small flurry of activity, and most withdraw, staring. Finally, one of the older ones separates himself from the group and approaches you with open hands.

"Hey there mates! You must be new here. Care for a little game o' dice, or maybe a friendly chat with the fellows?"

This is the barracks of the rogues. There are 13 1st level thieves living here and learning the "trade". While the speaker and his friends have the characters' attention, 5 of the others will try to circle around behind the party and backstab. Any rogues not directly involved in the ensuing melee will attempt to pickpocket characters involved in hand-to-hand combat. If none of the characters are down after the first round of combat, all the rogues will flee by the most convenient exit.

Captured rogues will talk after only a little persuasion, but their knowledge is limited to information about Rooms 1-9 and the fact that the second floor is where the Masters live. The Guildmaster personally handles the protection of any extremely powerful magic items that pass through the Guild's hands, but they know no particulars about items currently held.

All but three of the chests are unlocked, and contain clothing and other odds and ends. The locks on the other three chests are a special design (-5% penalty to open lock percentage). Each contains 50 gp and a *dagger* +1.

Rogues: 13, AC 8, MV 12, T1, AT 1, Dmg by weapon, STs15/STw14, THAC0 20*, hp 4 each, AL CE.

Special Abilities: Backstab for double damage with surprise; MS 15%; HS 10%.

Equipment: leather armor; short sword.

8. Exercise Room

This long room is filled with all manner of bizarre equipment. There are dummies covered with bells, stones scattered over certain sections of the floor, manacles on the walls, ropes strung the length of the room, wall sections made of several types of stone, etc. All of the items appear well-used.

This is the training and exercise hall for the apprentices. Aside from the unusual items described above, there is nothing of value here.

9. The Hall of Initiation

Even your lights cannot illuminate the contents of this pitch-black room. Faint silvery lines hang in the air forming odd patterns. Looking at the blackness closely, you see that night-black paint etched with hammered silver traceries covers the walls. On the floor is a double ring of red discs set in a triangular pattern. Standing in the center of this triangle is a man dressed all in black, who turns to face you as you enter.

The man is actually Azkiel, a rakshasa who took the place of a retired Guild member of the same name years ago. Finding the secrecy of the Guild to his liking, he made it his permanent lair, acting as a consultant to the Guild in his false persona. The Guild's current activities and constant trafficking with demons disturb Azkiel's lawful nature, and he would very much like to see the source of the problem (namely the Heart) removed.

If given a chance, he will use his illusion power to appear as a half-orc and identify himself as a cleric/thief. After explaining his viewpoint ("How would YOU like to have filthy demons underfoot while you're trying to work?"), he will offer the party accurate information about the adjoining rooms and even a few *cure light wounds* spells. If Azkiel can extract a promise from the group (valid under his *ESP*) that they will take only the Heart and not attempt to destroy the Guild, he will consider accompanying them as far as the entrance to the second floor, providing such additional aid as he is able.

If attacked, he will run through the door to Room 10, warn the thieves of the party's approach, then create an illusion of himself at far door to lure the characters into the ambush. Once the thieves have initiated combat, Azkiel will summon help with his *wand of conjuration*, then support the attackers with *magic missiles* until he is drawn into melee.

Additional Notes: Both exits are concealed. The secret door leading to Room 10 may be opened by stepping on the point of the triangle nearest it. The door to Room 5 is hidden by a permanent illusion, but its location is marked on the map.

The silver etchings on the walls spell out the Guild oath, and can be read by any thief, or via a *read languages* spell. The oath promises death for any member who reveals too much about private Guild matters.

Rakshasa: 1, AC -4, MV 15, HD 7, AT 3, Dmg d3/d3/d4 + 1, STs10/STw13, THAC0 13, hp 25, AL LE.

Special Attacks: *ESP* or create *illusion* at will; can use 1st-3rd level magic-user spells and 1st level cleric spells.

Special Defenses: Immune to spells below 8th level and non-magical weapons. Magic weapons below +3 do half damage; but a successful hit with a *blessed* crossbow bolt will kill a rakshasa instantly.

Equipment: *wand of conjuration*.

10. Training Hall

Shadows cast by flickering lanterns leap and dance about the room. Doors, lined up side by side, cover all the walls. The light shines over trunks, hanging ropes, weapons, small clockwork mechanisms, and other unusual items.

Five thieves are practicing their skills here in the training area. If they have been warned of the party's approach by the rakshasa, they will hide in shadows and try to surprise the characters on their way through, backstabbing the rear party members; otherwise, they are crouched beside doors, kneeling at trunks, climbing ropes, etc. when the party enters and the characters have the normal chances to surprise them. No thief will come to the defense of another or attempt a rescue. The last remaining thief will flee down the hall towards Room 14.

Captured thieves will not talk unless magically forced (i.e. *charmed*, etc.). All five know the layout of the entire first floor, the locations of all traps (and how to avoid them), and that the Masters of the Guild live on the second floor.

There are 6 small traps hidden about the room. (The DM may place the individual trigger mechanisms as desired.)

- (1.) Dagger springs out of the wall. (Trap hits as a 1st level Magic-user.)
- (2.) Puff of gas (5' diameter cloud). All within area of effect must save vs. poison or be violently ill for 3 turns (no actions may be taken). Victims have a -1 penalty on their "to hit" rolls for the next 24 hours.
- (3.) Fear gas (5' diameter cloud). All within the area of effect must save vs. spells or run at full movement rate back the way party came for 2 turns.
- (4.) Jet of flaming oil shoots out 3' from wall, doing 1d10 points of damage to anyone in its path (save vs. breath weapon for half damage).

- (5.) Something goes click and bang, but nothing happens.
 (6.) Crossbow bolt shoots out of the wall at chest height. (Trap hits as a 3rd level fighter for normal damage.)

Most of the doors in the room are false, and are there for lockpicking practice. All are locked when the characters enter, and relock automatically when closed. There is nothing of value in the room.

Guildsmen: 5, AC 6, MV 12, T7, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 23 each, AL CE.

Special Abilities: Backstab for triple damage with surprise; MS 55%; HS 43%.

Equipment: leather armor; longsword.

11. Journeymen's Quarters

All the small rooms here are identical, and the description given below applies to each. The doors are locked and trapped. When the handle is turned, a pit trap opens (as shown on the map) and drops anyone on it to Room 27.

The room is small and crudely furnished with a wooden cot and table. A few rags are piled in the corner. Otherwise, the room seems to be empty.

There is nothing of value in these rooms, but since the journeymen are trusted even less than the regular Guild members, the lead plaster coating was omitted from the walls of their quarters so that Theorin could scry the area periodically. There is a 20% chance that Theorin will be monitoring the area when the characters enter. If he sees the intruders and recognizes them as such, he will immediately alert Villetorus, Alefric, and all others to the security breach, and the characters will be unable to surprise any inhabitants from that point on unless special precautions are taken (i.e. invisibility, disguise, etc.).

12. Flame Trap Machinery

This area seems more like a shaft than a room. It is two stories high, and is dominated by an unusual contraption consisting of a large weight suspended over a tubular bellows. The weight is supported by a rope fastened to the floor and running through a pulley in the ceiling. A pipe runs from the bellows to a small keg nearby, then out through the south wall.

This is the mechanism that operates the fireplace trap in Room 3. If the rope is cut, the weight will fall onto the bellows and trigger the trap. There will be a roaring sound from the other side of south wall, followed by an angry scream.

Two turns later, two thieves will arrive, grumbling and complaining, to reset the trap. They will sound the alarm by shouting at the top of their lungs if attacked, but they can easily be convinced to talk if captured. They know the layout of the first floor and have heard rumors that the Guildmaster has recently acquired some fabulous stone or gem, and has it in his quarters on the second floor.

Rogues: 2, AC 8, MV 12, T1, AT 1, Dmg by weapon, STs15/STw13, THAC0 20*, hp 4 each, AL NE.

Special Abilities: Backstab for double damage with surprise; MS 15%; HS 10%.

Equipment: leather armor; dagger.

13. Storeroom

The door is a heavy oaken affair. Three heavy iron bands run its width — near the top, at the middle, and close to the floor. Each band has a large keyhole in the center.

The door is 6 inches thick, and is constructed of oak planks with an iron plate sandwiched in the center. It is triple-locked, and all three locks must be picked before the door can be opened.

Shrouded shapes covered with dust stand around this gloomy room. Suddenly, one of the shapes rises and begins to move toward you with slow, halting steps.

This room is used as a storage area for many of the less valuable

stolen items, such as those taken for the Guild's 10% cut of member thefts. The shrouded figure is a skeleton wearing a sheet. It was created to protect the items in the storeroom from damage by rats and vermin and to fetch specific items upon request. It will approach the party and stop, waiting for instructions. Any damage to items in its charge will provoke the skeleton to attack; otherwise it will not fight even in self-defense.

Items found here include spellbooks, chests of small semi-precious stones, bags of silver, well-made but otherwise normal handicrafts, casks of fine wines, smoked meats, etc. A quick search of the room (one turn or less) will reveal nothing spectacular, but a more extensive search will net each searcher 200 gp worth of small, pocketable stones per turn (800 gp worth per searcher, maximum).

Skeleton: 1, AC 7, MV 12, HD 1, AT 1, Dmg 1d6, STs17/STw14, THAC0 19, hp 3, AL N.

Special Defenses: Immune to sleep, charm, hold, and cold-based spells; half damage from edged weapons. Holy water does 2d4 points of damage per vial.

14. Weapons Hall

Ahead, a doorway opens into a large room which is obviously fitted out as a swordhall. Racks of weapons can be seen against the wall. Inside, you hear the grunt of voices. Feet thump hollowly on the smooth wood floor, but you cannot see the source of the noise.

At the entrance marked by the "T" is a trigger to a simple trap, designed to sharpen the reflexes of those entering the room. The first character to step through the doorway triggers a pendulum blade, which sweeps in an arc across the doorway, doing 2d10 points of damage to anyone standing in its path (save vs. paralysis to avoid). An audible swishing sound precedes the blow. Once the motion of the blade is established, the rest of the characters can easily time their entrance to avoid it.

Two men are standing in the middle of the floor practicing with swords. They stop their swordplay as you enter, and the taller man asks whether you would like to join their practice session.

The shorter man is Martic, a thief; the taller one is Urgalion, a fighter who has worked with the Guild for years training thieves in the use of weapons. These two do not intend to let the party leave without a fight. Regardless of the answer to Urgalion's question, the two move to block the party's exit. They face off against party fighters and make a few playful feints, then suddenly spring upon their opponents and fight in earnest.

Urgalion will not hesitate to use one of his *javelins of piercing* in the attack. He will use the second one if necessary, but will refrain for as long as possible.

Martic knows the complete layout of the rooms on the first floor, plus the correct route through the invisible maze. He also knows that the new Guildmaster has recently acquired something called the Heart, which he keeps in his quarters. Urgalion knows the general arrangement of rooms on the first floor, and that there are some rooms in the basement that are rarely used. He knows how to use the elevator (Room 15), and how to lock it so that it will not go to the basement.

Aside from their magic items, Martic has a brooch set with two large diamonds and six emeralds (5,000 gp value), and Urgalion has 400 gp carefully stashed in a corner of the room.

Martic: AC 5, MV 12, T5, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 19, AL CE.

Special Abilities: Backstab for triple damage with surprise; MS 45%; HS 36%.

Equipment: leather armor; longsword; *girdle of frost giant strength*.

Urgalion: AC 2, MV 9, F8, AT 3/2, Dmg by weapon, STs13/STw10, THAC0 14, hp 50, AL NE.

Equipment: plate mail; shield; *sword of wounding*; 2 *javelins of piercing*; *ring of fire resistance*.

15. Elevator Room

This room is totally bare. In the west wall is a plain door; on the north wall is a lever.

This room is a specially designed elevator. When occupied, the whole room will automatically start to sink if the lever is not pulled as soon as the door closes, reaching the basement after one full turn. During this time, neither of the doors to the room can be opened.

There is an exact duplicate of this room on the second floor, lacking only the lever. The rooms are in the up position at the start of the adventure. Once in the down position, the elevator must be raised with the winch in Room 16 before it can be used again.

16. Elevator Winch

This two-story room is dominated by a large winch and series of heavy weights hanging from the ceiling. The drum of the winch is wrapped with heavy cables and has a heavy ratchet handle. The air smells of grease and sweat.

This room houses the controls that lift and lower the elevator room. Any dwarf can determine the nature and purpose of the machinery, and can figure out how to operate it after one turn of examination.

17. Disguise Room

This room has two rows of tables piled high with makeup pastes, wigs, combs, brushes, and lamps. Hanging from hooks on the walls are coats, cloaks, rags, and assorted pieces of clothing. Propped up in the corner are at least a dozen crutches and canes, and piles of shoes are heaped on the floor. Chests, some open and some closed, have been pushed up against the walls to allow floor space amidst the clutter.

Actually the chest to the left of the secret door on the east wall is an intelligent mimic "hired" to guard this entrance. It will attack anyone who tries to go through the door without giving the proper signal, but it can be bribed (with a large quantity of food, for example) to allow the party to pass.

The party may use the disguise materials here to appear as some other general class of person (i.e. merchant, beggar, etc.) if there is a thief present to instruct characters on proper use of the available items. (Note that most disguises will require the removal of armor and large weapons to be effective, and that without proper training the disguise only has an 80% chance to fool a casual observer).

Mimic: 1, AC 7, MV 3, HD 8, AT 1, Dmg 3d4, STs13/STw10, THAC0 12, hp 40, AL N.

Special Attacks: Glue.

Special Defenses: Can perfectly mimic stone or wood objects.

18. Portcullis Winch

This little room contains a small winch and chain arrangement similar to those used to raise and lower a castle portcullis.

This winch is used to raise the invisible portcullis in Room 1 after it has been dropped by the guards.

19. The Invisible Maze

As you come up the stairs, you see a large open room that takes up almost half the second floor. There are two boxlike floor-to-ceiling pillars, and three wooden doors evenly spaced on the north wall; otherwise the room is bare. The air smells stale and musty, and the faint sounds of growling and snuffling can be heard.

Built over a long period of time with Theorin's help, this room is filled with an invisible maze. Cages holding invisible monsters are built into the maze structure in three different locations. Near each cage is an invisible tripwire which will open the door when triggered by the passage of a man-sized creature. Once released, the invisible creature will trail the characters and attack invisibly from behind at the earliest opportunity.

Invisible Gargoyle: 1, AC 5, MV 9/15, HD 4 + 4, AT 4, Dmg 1d3/1d3/1d6/1d4, STs14/STw11, THAC0 15, hp 24, AL CE.

Special Defenses: +1 or better weapon needed to hit.

Invisible Black Pudding: 1, AC 6, MV 6, HD 10, AT 1, Dmg 3d8, STs11/STw8, THAC0 10, hp 50, AL N.

Special Attacks: Dissolves wood and metal.

Special Defenses: Immune to cold and lightning; blows do no damage, but divide the creature into two or more parts, each able to attack.

Invisible Displacer Beast: 1, AC 4, MV 15, HD 6, AT 2, Dmg 2d4/2d4, STs10/STw7 (+ 2 bonus not included), THAC0 13, hp 27, AL N.

Special Defenses: -2 penalty on opponent's "to hit" roll; +2 bonus on all saving throws.

20. Alefric's Quarters

The door to this room is lavishly decorated with embossed red leather set with brass studs in intricate patterns.

The door is locked. Anyone who touches it will trigger a *glyph of warding* (save vs. spells or be paralyzed for 12 rounds).

Inside is a lavishly fitted apartment of three rooms, each open to the other. One is obviously an audience chamber, another a private study and bedroom, and the third is a type of chapel.

There is a *glyph of warding* in front of each doorway, which will do 16 points of electrical damage to any creature that steps through the portal without speaking the name of the *glyph* (save vs. spells for half damage).

20a. Audience chamber

The audience chamber gleams of polished marble. Slender pillars stand along the walls, forming an arc around a hard stone seat. Behind this stands a twisted and foul statue of a man with an animal's head, inscribed with symbols.

In the shadows behind the pillars is a spectre, which lives here and serves the cleric. It will attack any intruders who do not give the proper signal upon entering. Any sounds of battle here will alert Alefric in the Chapel, who will sound the silent alarm, then move to the doorway and attack the intruders with spells. Villetorus and Theorin will arrive 3 rounds after the alarm is sounded by way of the secret door in the private study (20b) and join the fray.

There is a secret compartment in the side of the seat containing several scrolls, which may be read by a thief with a successful "read languages" roll, or via a *read languages* spell. These papers are non-magical, but they do explain the exact nature of the Crown and the Heart, and the agreement between Villetorus and the demon Emix to release Juiblex in exchange for the Heart and instructions on activating it. Also noted is a method by which the Heart may be destroyed once it has served its purpose. (DM discretion as to method. See DMG p. 164 for suggested means of destruction.) There is nothing else of value in the room.

Spectre: 1, AC 2, MV 15/30, HD 7 + 3, AT 1, Dmg 1d8, STs13/STw10, THAC0 13, hp 35, AL LE.

Special attacks: Touch drains 2 life levels.

Special Defenses: +1 or better weapons needed to hit; immune to poison, paralyzation, and *sleep*, *charm*, *hold*, or cold-based spells. A spectre takes 2d4 points of damage (per vial which hits) from holy water, and a *raise dead* spell will kill it (save vs. spells negates).

20b. Private Study

The private study is a wood-paneled room, hung with tapestries. Rich looking carpets cover the floor, and small pots of incense and fragrant flowers stand in the corners. In the middle of the room is a heavy bed, thickly covered with blankets. Next to it stands a desk covered with an untidy mound of scrolls and a chair.

The entrance to this room is protected by another *glyph of warding*, which will explode for 16 points of fire damage if crossed without speaking its name (save vs. spells for half damage). Any noise in this room will alert Alefric in the Chapel, who will sound the silent alarm, then move in to attack the intruders with spells. Three rounds later Villetorus and Theorin will arrive at the secret door (a section of paneling between two of the tapestries with a small viewing hole at eye level), observe the situation, then enter and join the fight.

A search of the study will reveal several non-magical scrolls dealing with religious and temple matters of little importance, and a letter of introduction for Alefric from an evil high priest of a distant land, outlining his responsibilities for spreading their evil master's reign into new lands. Under the pile of scrolls are two cloth bags. One is red and contains three blocks of *incense of obsession*; the other is green and contains three blocks of *incense of meditation*. Under the blanket on the bed is a *bag of holding* containing 5,000 gp cash and two gems, each worth 5,000 gp.

20c. Chapel

The chapel is very dark and somber. The black marble walls are veined with gold streaks that flash and glitter in the light. The floor is also black marble, inlaid with bloodstone tiles that form lightning bolt lines pointing toward a curtained alcove at the far side of the room. The curtains are slightly parted, revealing a statue similar to that found in the audience chamber — a twisted man with an animal's head pouring spiders from his cupped hands. Kneeling beside the statue is a man dressed in expensive robes.

The man is Alefric the cleric. If given an opportunity to speak, he will make no hostile moves toward the party; but will warn the intruders carefully that it would not be wise to attack him in the chapel of his god. If Alefric is attacked, the statue will animate and come to his defense, along with six of the huge spiders in its hands.

Just behind the curtains next to the statue is the rope pull for the silent alarm, which will alert Theorin and Villetorus to trouble in Alefric's apartment. They will arrive at the secret door to the study three rounds after the alarm goes off, assess the situation through the viewing hole if possible, then enter and join the fray, using their resources as their judgement dictates. There is nothing of value in the Chapel.

Huge Spiders: 6, AC 6, MV 18, HD 2 + 2, AT 1, Dmg 1d6, STs16/STw13, THAC0 16, hp 12 each, AL N.

Special Attacks: Victim must save vs. poison (+ 1 bonus to the roll) or die; surprises on a 1-5 (1d6).

Status: 1, AC 1, MV 6, HD 7, AT 1, Dmg 2d6, hp 30, STs13/STw10, THAC0 13, AL CE.

Special Defenses: Immune to *charm*, *hold*, and fire-, cold-, gas-, and water-based spells.

21. Theorin's Quarters

The door to this room is a solid black stone. There is no handle, no lock, and no sign of hinges. The stone is smooth and polished, but seems to absorb all light that strikes it.

The door cannot be pushed or pulled open. A successful find traps attempt will reveal a small lever set flush into the wall which may be moved to the left or right. The lever will open the door when pushed either direction, but left is the correct choice, as that will also deactivate the trap. Otherwise, a large stone block in the door lintel will fall when a man-sized creature steps through the doorway, doing 3d10 points of damage (save vs. paralyzation to avoid). The trap mechanism is on the other side of the door.

You are greeted by a wash of acrid stench and cloudy fumes. Liquid rains down silently from holes in the ceiling into a pool in the middle of the floor. The walls to either side are seared and scarred. Clouds of fumes coil up from the pool as each drop splashes.

The scene described above is a permanent illusion, although it will not disappear if touched or disbelief. The room is actually normal, except that the illusion masks the actual trap — three scythe blades set in the left wall which are triggered when someone enters the area of the illusion. The blades hit as a 3rd level fighter and do 3d10 points of damage to man-sized targets and 2d10 points to smaller targets on a successful hit.

The area beyond the trap is a single large room — a workroom/storeroom/quarters, all combined. Alembics, jars of pickled things, pillows, stuffed birds, racks of skulls, piles of books, bits of broken glass, shiny stones, inkwells, bowls of dried gruel, and dirty rags litter the area. Working at a table in the middle of all

this is a man dressed in robes and leather apron.

The man is Theorin the magic-user. Opening the door triggers a *magic mouth* that warns Theorin of intruders, making it impossible to surprise him unless the spell is deactivated. He will pull the rope beside him that rings the silent alarm as soon as he is aware of intruders. Alefric and Villetorus will arrive 3 rounds after the alarm is sounded and assess the situation by looking through the peephole in the secret door. The following round they enter and join combat, using their resources according to their best judgement.

Theorin will try to keep the characters occupied until reinforcements arrive. If in mortal danger, he will try to escape through the secret door or out into the maze, whichever is closer. He knows about the Heart, and will tell the characters how to find it if he has the word of a trustworthy character (such as a paladin) that he will be allowed to live.

A search of more than 3 turns will reveal three gems worth 3,000 gp each and 10,000 gp worth of jewelry, as well as Theorin's personal magic items.

22. Villetorus' Trap

This plain, unadorned wooden door is locked and trapped with a poisoned needle trap (save vs. poison or die; a successful saving throw reduces damage to 10 points).

The door opens into a small room, furnished lavishly in an eastern style. Pillows line the walls, the floors are covered with thick layers of carpets, and the walls are hung with tapestries. The fragrant smoke of exotic incense writhes slowly from a hammered brass burner. On the far side of the room, resting in a delicate setting on top of a slender filigree pedestal is the Heart. There appears to be no one in the room.

The room is a trap. The Heart is a copy of the original with a *Nystul's Magic Aura* cast on it. Touching the pedestal triggers a heavy metal slab which will slam down directly in front of the door, doing 3d6 points of damage to anyone standing there at the time. (A successful bend bars/lift gates die roll indicates that the victim has caught the slab on his shoulders and prevented it from closing, although the full damage still applies). Since the slab is smooth and has no handholds, it cannot be raised by strength alone once closed.

The incense in the air is a slow-acting poison, which causes 2 hp of damage per round after the first full turn of exposure (save vs. poison each round for half damage). A *neutralize poison* will purify the air in the room, but the incense must also be extinguished, or it will refill the room with poison in 2 turns. The poison already in the air will remain active until *neutralized*. *Slow poison* will prevent damage until the spell duration expires, but accumulated damage will take effect at that time.

The room contains enough oxygen to sustain one person for 48 hours. One week after the slab closes, the room will be reopened by the Guildmaster and 10 4th level thieves, who will try to take any survivors prisoner.

23. Villetorus' Quarters

The secret door opens into a narrow passage, which goes only a short distance before ending in a blank wall.

A weight of 50 lb. or more will cause the 10'x10' trapdoor halfway down the hall to open, dropping whatever is on it 40' to the basement for appropriate falling damage. At the end of the hallway is a secret door to Villetorus' room.

This room is small and simply furnished, with very little in the way of decor. There is a bed, two chairs, a table and two trunks. A man is sitting in one of the chairs when you enter.

The man is Villetorus. His actions here depend on the status of the Heart. If it is active, he has all the powers listed in the description of the artifact, and will use them to his best advantage. (Note however that the Heart itself is locked in a chest, and Villetorus is loath to abandon it. He will stay and fight as long as possible, only teleporting out if it is clear that he will die otherwise).

If the Heart is still dormant, Villetorus has his *gem of brightness* at hand, and will use its blinding flash ability to distract the characters while he darts through the secret door. After alerting Theorin

and Alefric to cover his retreat, he will try to get to the roof and cross the invisible bridge. Villetorus will fight to the best of his ability if trapped, but will escape or surrender to avoid death if possible.

One of the chests is locked and trapped with a *fire trap* spell (cast from his *book of infinite spells*), which will do $1d4 + 10$ points of damage (save vs. spells for half damage). Inside is a *book of infinite spells*, 3 gems worth 5,000 gp each, and a small inlaid box (also *fire trapped* for a like amount of damage) containing the Heart and a scroll detailing its history and use. There is nothing else of value in the room.

24. Windows

The room is small and unlit. You can make out the lines of a trapdoor in the ceiling by the light of the streetlamps.

The window rooms are traps to catch unwise intruders. Two rounds after the window sill is crossed, heavy iron shutters will slam shut, sealing the window. The shutters may be pried open with a successful bend bars/lift gates die roll. The trapdoor in the ceiling is locked from the other side. Once every two weeks the window rooms are checked by two 4th level thieves to see what has been caught.

25. Roof Catwalks

These catwalks are set perfectly level with the permanent illusion of the third floor and roof. Although the catwalks, supports, and the spikes which are set into the top of the second floor are clearly visible from below, they are covered by the illusion of the third floor roof from above. Characters who step off the catwalks while trying to navigate the "roof" will fall and suffer $2d10$ points of damage from the fall onto spikes unless suitable precautions are taken or the way is known.

26. The Invisible Bridge

Persons crossing the invisible bridge will appear to be walking across thin air to the unaided eye. The actual bridge is solidly built with steady railings to either side, but the center floor section can be opened like a trapdoor by manipulating a control found at the end of the bridge. Any character who falls through the trap will take appropriate falling damage from the 50' fall to the alley below and be stunned for 1 turn.

27. The Underground Guardians

Before you is an underground cavern, crudely dug out of the earth. Muddy puddles dot the floor. Two large ugly creatures with tusks, horns, and brightly colored clothing are carrying a chest toward a tunnel. They grunt in surprise when you enter.

The two creatures are ogre magi who have discovered this secret entrance to the building. Being intelligent, they have used the knowledge to catch unwary thieves who try to enter or exit by this route. They have been somewhat successful up to this point, so they attack the party on sight.

In the chest are the personal items of several unlucky thieves, including 1000 gp in cash, several small trinkets of no value, a *scroll of protection from lycanthropes* and a scroll addressed to Villetorus ordering him to keep the Crown with him at all times and to trust no one. It is signed Emix. An addition in a different hand has added "I will not leave my apartments until you arrive. V." There is nothing else of value in this muddy room.

The passage the ogre magi were heading for travels about 200 yards and comes out at the edge of a dry ditch used to carry water into the city.

Ogre Magi: 2, AC 4, MV 9/15, HD 5 + 2, AT 1, D 1d12, STs13/STw10, THAC0 15, hp 28, 23, AL LE.

Special Abilities: *fly* (for 12 turns); *invisibility*; *cause darkness* (1" radius); *polymorph* to human (or humanoid form, 4'-12' tall); *regenerate* 1 hp per melee round (lost members must be reattached to regenerate).

Once per day: *charm person*; *sleep*; assume gaseous form; create a ray of cold — as per *cone of cold* effect from *wand of frost*, but does 8d8 points of damage to all in area of effect (save vs. spells for half damage).

THEORIN

9th Level Human Magic-user

STR:	14
INT:	17
WIS:	12
DEX:	15
CON:	15
CHA:	13
AL:	CE

AC 5; 25 hp

Equipment: *bracers of defense* (AC 5); *chime of opening*; *ring of regeneration*; *staff of striking*; *potion of speed*; *potion of gaseous form*; *crystal ball*.

Spells carried:

Level 1: *magic missile* (x2); *comprehend languages*; *unseen servant*

Level 2: *ray of enfeeblement*; *levitate*; *detect invisibility*

Level 3: *slow*; *dispel magic*; *fly*

Level 4: *dimension door*; *polymorph self*

Level 5: *contact other plane*

ALEFRIC

8th Level Human Cleric

STR:	12
INT:	14
WIS:	15
DEX:	13
CON:	17
CHA:	12
AL:	LE

AC 0; 52 hp

Equipment: *plate* + 1; *shield* + 1; *mace* + 2; pale lavender *ioun stone*; *potion of growth*.

Spells carried:

Level 1: *cause light wounds* (x2); *curse*; *cure light wounds*; *protection from good*

Level 2: *hold person* (x 2); *silence*, 15' radius; *resist fire*

Level 3: *feign death*; *dispel magic*; *prayer*

Level 4: *cure serious wounds* (x2)

VILLETORUS

12th Level Human Thief

STR:	13
INT:	16
WIS:	14
DEX:	17
CON:	13
CHA:	17
AL:	LE

AC 3; 43 hp

Equipment: (*gem of brightness*; *cloak of displacement*; *dagger of venom*; *longsword* + 2; *potion of extra-healing*; *potion of diminution*).

Thieving Abilities: PP 105%; OL 87%; F/RT 75%; MS 99%; HS 82%; HN 35%; CW 99.2%; RL 60%