

For the ADVANCED DUNGEONS & DRAGONS® Game

THE 384th INCARNATION OF BIGBY'S TOMB

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An AD&D® ADVENTURE for characters levels 15-25



Players' Background

Centuries ago, in the times of shadow, the magical arts had waned until few were known, and they only by a select group. Bigby was one of these, yet even he had lost much of the old lore and was forced to craft new magicks to replace the old.

As sometimes happens to Great Powers, Bigby ran afoul of a powerful evil patriarch who laid a curse upon him. It was a subtle curse, nearly undetectable: Bigby was unable to acquire any potions of longevity, the elixirs of life itself.

After years of normal life, the archmage began watching for these rare draughts, aware that only they could extend his years beyond the allotted span. But the unknown curse remained, and Bigby began to worry when no potion appeared. Magical scrying, hired thieves, conjured servants — all failed.

Concentrating his resources, Bigby was only able to discover the existence of the curse, but not its donor, nor any of the elusive potions. Near the brink of despair, he kept to seclusion and pondered the problem for years. It was thought that he had died, for he remained absent for over a decade.

A morose party of adventurers, returning from the mountains in the northlands, brought news of Bigby's existence. They had found a dungeon, a place filled with deception and death. However, their resources were many, and the survivors finally entered a final chamber deep within; it contained a glass box, its invisible contents including the body of an old man.

After a fierce fight with guardians, they managed to awaken the figure, who revealed himself to be none other than Bigby — and who then asked for a potion of longevity. The group had owned one of such, but sadly, it had been broken in the passage through the dungeon!

The archmage had time only to reveal three things to the intruders — that he rested within an artifact, designed to protect him until potions of longevity were brought (preferably several); that the artifact created a new dungeon each time a creature entered the doorway, each more dangerous than the last; and that the party was about to receive some very odd but harmless sensations.

Bigby was suddenly back in his box, and the party was spun about by irresistible forces. They found themselves moving backwards, as if traveling the paths of time in reverse. They replaced treasures found; slain monsters arose about them. They found themselves outside the entrance once again. Those who had died in the dungeon were now here — but still dead, with no apparent wounds.

Their trek south was long and arduous, fraught with danger from the denizens of the icy peaks. Once back in town, the raising of the slain was quite expensive, and two did not make it; the only treasure recovered was found in a mountain creature's lair, barely enough to pay for the magic items lost and used on the journey. The possessions of the permanently dead were sold to pay for the clerical services needed; all in all, a disastrous and unprofitable affair.

But some still try to penetrate the hazards of Bigby's tomb, despite the perils. It is said that the rewards for success are great; in addition to the great treasures within the Tomb and the recovery and good will of Bigby himself, the rescuers would certainly receive the lost spells of Bigby's creation, now completely unknown to the world's mages and sages.

It is two hundred and ten years since the discovery of the "Tomb." You have a map showing its approximate location. Will you hazard the test?

Notes for the DM

This adventure is designed for a party of 5-10 characters of levels 15-25, using standard ADVANCED DUNGEONS & DRAGONS® game rules. Any party trying to penetrate this complex should have at least one magic-user, cleric, thief, and fighter, all of level 15 or higher, all appropriately equipped. Magic-users may neither have nor use any "Bigby" hand spells, due to the scenario background. Certain magic items may prove to be quite useful, including several potions of longevity, a rod of smiting, staff of curing, and rings of fire resistance and/or warmth. Do not, of course, tell these things to the players, but note that chances of character survival may be mini-

mal if these items are not present.

The preface vaguely places the dungeon in "mountains in the northlands." Place it in a suitable area of your campaign map, modifying the clues accordingly.

The player information may be introduced by a treasure map, found in an old notebook, through research by a sage, legend lore, or simply through casual conversation (in a tavern, castle, etc.).

A bonus XP award of 50,000 points is suggested as suitable for a party that succeeds in releasing Bigby (in addition to points gained from treasure and monsters). The bonus should be evenly divided among all participants, including those slain but magically recovered afterward. If Bigby is awakened but not recovered, a 10,000 XP bonus should still be awarded, as the party will have no other reward.

The dungeon itself is created by the artifact guarding Bigby's rest. The artifact creates and runs the various illusions found within; some encounter notes may specify occurrences at a time "most convenient," giving you, as DM, great freedom in running them.

Special Notes

Passwall, rock to mud, animate object, polymorph object, etc.: Any spell affecting the material of the dungeon itself will work, but the magic will be negated by the artifact 1-4 turns later. This applies only to objects and materials, and cannot restore disintegration.

Find the path: If used in this dungeon, this spell reveals the most direct route — through the Foyer (#7) and the Hall (#11), to the secret door down to the tunnel (#16), and in from there. It does not negate the appearance of the False Tomb, leading the party to the true one immediately.

Planar travel: The ethereal plane adjacent to the dungeon is warped by the artifact, producing a maze spell effect. Anyone entering the ether within the dungeon, or attempting to enter the dungeon from any other plane, becomes trapped in this maze automatically. As with the spell, victims can find their way out in a short time (from 1 round to 8 turns, depending on Intelligence), but the only exit leads to a point just outside the dungeon entrance.

Psionics: Several creatures are lurking in the ethereal maze. They will not bother intruders either there or within the dungeon unless true psionics (not spells of similar effect) are used. If psionics are used, however, they will attack, either singly or in small or large groups (DM's discretion). They include 3 brain moles, 12 cerebral parasites, and 3 thought eaters. (See MM1, pages 11, 14, and 94 for details.) If these are dispatched and psionics continued, 2 mind flayers (MM1, page 70) will show up. If they are slain, the artifact itself may attack (psi strength 300/300, modes all/all). If defeated, the artifact will no longer produce illusions, and its "brain" (the cubes in area #19) will be dark and inactive when found. Bigby will be quite irritated if this occurs. The "brain" regains 24 points per hour of rest (regardless of the result of psionic combat; it is immune to insanity and death) but will not reactivate until at full power.

Dungeon Standards

A standard corridor is 10' high, 10' wide, with smooth stone, and no lighting. A standard door is wooden with metal strips, sheathed metal hinges, latch with keyhole below, but NOT locked unless noted.

Standard abbreviations are used throughout, including saving throws vs. spells and wands (STs and STw, respectively) for creatures.

The term "magical sight" includes detect invisible, true seeing, and other similar effects. It does not include infravision. In the Encounter Key, dimensions and descriptions are given without regard to limited vision; modify and/or restrict the information as needed.

Modifications

If your party is exceptionally powerful, an additional twist may be added. The artifact may delay all devices, causing their effects to appear 1 round later than expected. This should not be applied to spells or potions, merely magical devices of all sorts. Example: A magic-user shoots a wand of fire at trolls; nothing happens. The character puts the wand away, and begins a spell; the wand then shoots the fireball (probably at the floor . . .). For further confusion, you may assign a chance of this occurring and check each use. Keep

careful track of the segments of time needed to activate devices, for accurate comparison to casting times and possible subsequent disruption of concentration.

Replays

If the party fails in its mission, or if it leaves the dungeon and tries to return after resting, the artifact will redesign the area completely. True to its instructions, it will create a dungeon even more deadly than this one. The new area is left to the DM's imagination, but should be of the same overall size (400' north-south, 250' east-west, 50' maximum thickness) and nastier. Try to use a minimum number of creatures for maximum effect; no other-planar creatures should be included, except in the ethereal maze.

ENCOUNTER KEY: Bigby's Tomb #384

1. Entrance

The empty doorway is 7' wide and 10' high, leading into the base of a high cliff. The terrain around the doorway is barren and rocky, sloping upward toward the cliff. Horses may be safely tethered 90' from the entrance, in some light woods downslope from the entrance.

From the doorway, a corridor leads 30' north to a 4-way intersection, with corridors extending 120' to the north, east, and west, each ending in a normal door.

When the 4-way intersection is entered, a programmed illusion of a magic-user 90' to the east casting a *lightning bolt* (rubbing a crystal rod with a piece of fur) begins. The bolt will pass through the intersection, ending 30' west of it; it is 5' across, 80' long, and can inflict 9d6 points of electrical damage. However, a successful saving throw indicates a complete miss, as the bolt is narrow, and passes 3 feet off the floor. Give the characters the benefit of the doubt if any attempts at evasion occur; this encounter is very effective if nobody is actually hurt by the bolt. Note that this illusory character appears regularly in the dungeon and keeps everyone nervous if believed.

If a spell is cast within 30' of the intersection, or at a time most convenient, a secret door above the outside entrance opens, releasing a rust monster which will land outside the entrance and attack metal nearby.

Rust Monster: AC 2, M 18, HD 5, AT 2, D Rust, STs14/STw13; THAC0 15; hp 35

The creature's alcove over the entrance is a rough cave, approximately a 15' cube, and contains four leather sacks. These are soaked with poison, and a failure at *remove traps* (or any touch) requires a saving throw or death results. The sacks contain normal sling stones, 30 per sack.

2. North corridor

This passage appears 120' long, ending in a door, but actually extends only 10' and ends in a blank wall. When the *hallucinatory terrain* at the end is touched, an invisible *wall of force* appears 5' from the end wall. Any *dispel magic* spell will cause it to vanish, but also automatically affects those trapped behind it (at standard chances of dispelling potions, spells in effect, etc.). The *wall* will disappear by itself 35 rounds after its creation, and the illusion on the wall reappears at that time (and the whole thing resets).

3. West corridor

This passage appears 120' long, ending in a door, but actually extends only 40' and ends in a blank wall. The *hallucinatory terrain* at the end covers not only the wall but also the last 10' of corridor floor, which is missing. The pit actually there is 60' deep, with sharp steel spikes on the bottom covered with poison. Anyone falling on the spikes must first make a saving throw vs. death, with a -4 penalty, or die instantly. In addition, the victim takes 6d6 falling damage and is hit by 2 spikes per AC (rear, i.e. without Dexterity or shield);

each spike inflicts 1d6 damage, and each requires a separate saving throw vs. poison with a -2 penalty to the roll, or death results.

4. East corridor

The diagonal wall section is a highly polished slab of thin stone, acting as a perfect mirror. (This phenomenon recurs wherever a diagonal wall section exists in the dungeon, called a "mirror wall.") The visual effect is that of straight corridor, though the twisting passage leads north to an actual door, 120' from the first intersection. Those on the other side of this hinged wall can see through it, and will push it open (closing off the northern passage) at the best opportunity to surprise one or two intruders. These lurking observers are simply 2 trolls, *hasted* by the artifact:

Trolls: 2, AC 4, M 12, HD 6+6, AT 3(6), D d4+4/d4+4/2d6, STs13/STw12; THAC0 13 (9 with *haste*); hp 50, 45

They have a base 90% chance of surprise. A *detect evil* reduces this to normal chances, revealing something behind the wall; magical sight reduces surprise in like manner, revealing faint cracks along the edges of the mirror wall.

When opened, the mirror wall fastens itself to the north wall, sealing that corridor. It cannot be opened from the north by force; a *knock* spell can open it, and a push from the south causes it to "Click!" and swing free once again.

Note that if the trolls gain surprise and ambush the last member(s) of a party, each troll attacks 6 times per surprise segment. Assume that their roll for determining the number of segments is a 6 (on 1d6, compared to a random roll for the victims; if a 6 is rolled for the party, reroll until a 1-5 results).

The *haste* (treated as 25th-level magic) is removable by a *dispel magic* effect at standard chances of success, or more easily countered by a *slow* spell. Note also that in preparation for their attack, the trolls have been poking each other regularly, getting their regeneration going; they will thus regenerate 6 hp/round (due to *haste*) starting with the first round of melee.

If slain but not damaged by fire or acid, the trolls can be permanently burnt by using three flasks of oil per troll. Otherwise, require one flask per 10 hit points of troll to be burned.

Once freed, the hinged mirror wall, which is sturdy and not easily broken, will swing easily either way, with little pressure. It is 1' thick and made of a crystalline rock which is nearly transparent when viewed from the unpolished side.

5. Fluff

The western door to this room is locked and trapped by a large bucket of tar over it; this will fall on anyone entering by that door. It is also connected to a trip wire which passes into and down inside the wall, and out across the floor to the center of the room. It cannot be seen, however, as the floor is covered with white fluffy feathers, 1½ feet deep. Tiny bugs are on all the feathers, notable only by magical sight; they cause no damage, but infect all passing through the feathers with a mild skin disease (preventing magical curing until removed). Thorough washing will remove the bugs, but not the disease. A *cure disease* effect will both remove the disease from and slay the bugs on the recipient.

The feathers are easily disturbed by the opening of any door, and float about in the air for 1 turn, limiting normal vision to 3' range but not obscuring infra- or magical vision. They are likewise disturbed by anyone walking through the room. Anyone tarred and feathered by this room is automatically surprisable due to problems with vision and hearing.

Five gems (each worth 100 gp) lie on the floor in the northeast corner of the room.

The feathers do not burn well; if touched by fire, they give off a poisonous smoke in a volume depending on the amount burned. Any tarred and feathered figure set afire causes 100 cubic feet of smoke, and takes 3d6 fire damage per round for 4 rounds from the burning tar.

6. Lair

The trolls in area #4 are from this area, which contains five more of their ilk and the lair treasure.

Trolls: 5, AC 4, M 12, HD 6+6, AT 3, D d4+d4+d4/2d6, STs13/STw12; THAC0 13, hp 50, 45, 50, 45, 50

Their treasure is scattered about the room and includes 2,000 sp, 4,000 gp, five gems (each 1000 gp), two jewelry (each 2500 gp), a *potion of extra healing*, *bag of holding* (70 cu.ft., 500 lb.), and a *necklace of 5 missiles (fireballs)*, HD 3, 3, 5, 5, 7.

DM note: The *necklace* may cause problems in area #12. Keep track of what is done with each magic item, without giving any clue as to which you are most concerned about.

7. Foyer

All doors to this room are locked. The 10'-wide, 30'-long pool of water in the center of the room is only 5' deep, but magical. Anything falling into it is affected as if by a *dispel magic* effect from a 25th-level caster; check all potions and spells in effect once per round of immersion. Even permanent items will not function while wet, but their magic returns 1-4 rounds after removal. Most permanent items are not adversely affected, but any intelligent item (e.g. sword) may become non-intelligent — a 10% chance per round of immersion (not cumulative).

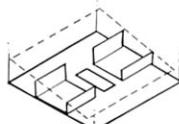
There are both magical and mechanical traps in the room. Any one entering the room must make a saving throw vs. spells (*mind attack*), with a -4 penalty; if failed, the victim jumps into the pool and willingly remains there until everyone else in the area has also become immersed. The victim will do nearly anything to gain this result, but cannot leave the pool while affected by this dweomer. The effect ends when all party members have bathed here, but is removable by a *dispel magic* (again, vs. 25th-level magic use).

The 10' square sections of floor before the north and south doors are mechanical traps. Anyone stepping on either one may slide into the pool, as the floor sections pivot to slope downwards. Surprise indicates automatic sliding; otherwise, a saving throw vs. wands may be made, with a -4 penalty but including Dexterity bonuses, to jump aside and avoid the trap.

8. East square

Any dwarf may, on close inspection, succeed in noting that the ceiling of this room may slide; a *find traps* will indicate both the center area and the ceiling to be mechanical traps. Magical sight will not, however, reveal any traps.

The secret door in the east wall of the center cube runs from floor to ceiling; magic is detectable within the center (a dagger). The secret door is propped up, and falls if touched; if so, the center section splits in half, each part falling outwards (north and south; it has no top). At this time, the ceiling falls, landing on the fallen parts of the center section. Note that the west wall of the center splits down the middle, forming two 5'-tall walls, but the east parts are only 2' high (without the 3'-wide secret door); the ceiling thus lands slanted eastward, about 8' up at the west end and 1' up at the east end. (See diagrams below.)



Two ghosts “ride” the ceiling down, and will attack anyone in the area — to the east, first, then crawling up the “ceiling” to the west if necessary. They have no treasure. Note that any touch causes paralysis, even to elves (saving throw applies), and that the ghosts emit a stench; all within 10' must save vs. poison or suffer a -2 penalty to

all “to hit” rolls (while within the stench).

Ghasts: 2, AC 4, M 15, HD 4, AT 3, D d4/d4/d8, STs16/STw15; THAC0 15; hp 30 each

When things quiet down, the treasure under the fallen secret door can easily be found: one *dagger +1* and five gems, each worth 100 gp. The new ceiling height of the room is 20', with a small cave opening near the top; this is an entrance to the ghast lair, located above the dungeon proper. If entered, a tunnel can be found leading to an cave (no treasure, scraps of victims) and another tunnel to the hidden area above the West Square (#9).

9. West square

This area is identical to that in the East Square (#8) in all respects, with the addition of a secret door in the south wall, which is trapped.

Ghasts: 2, AC 4, M 15, HD 4, AT 3, D d4/d4/d8, STs16/STw15; THAC0 15; hp 30 each

10. Control

The secret entrance to this room is trapped by a *fire trap* spell. It detonates if touched or passed (or by an unsuccessful *remove traps* attempt), inflicting 26-29 (1d4+25) points of fire damage in a 5' radius (saving throw applies). Treat it as a 25th-level effect for *dispel magic* calculations.

If the door is opened, a *programmed illusion* begins. The elusive magic-user is seen in the room, near the levers to the east; he gasps, grabs the center lever, pulls it, and disappears (apparently teleporting out). This will all occur before the party can react. The lever immediately returns to its upright position, and the illusion ends.

The room is empty except for the three levers in the north wall. The northern lever can (magically) raise or lower the ceiling in area #9; the southern lever has the same effect on room #8. The center lever bestows a massive shock to the user, who must make a saving throw vs. death or die; even if successful, the victim takes electrical damage equal to half his or her original hit points. It can be detected as magically trapped, but the trap is permanent and not removable.

If any two levers are touched at the same time, the victim is affected in the same manner as by touching the center one alone.

11. Hall

Be sure to read this description and that of the following area (12. Watcher) before running any part of this encounter!

The ceiling of this large area is 30' high, supported by five pillars, each 5' in diameter. All surfaces — floor, walls, ceiling, and pillars — are ornately decorated and inscribed with tiny runes and symbols. (They are meaningless, but this cannot be determined until a spell-user examines them for 3 turns, magical aids notwithstanding.)

The room is cold, obviously due to the brown mold on the east and west walls and the floor near them. The mold extends 5' up each side wall from the floor, and 5' out on the floor from each wall, for the entire 70' length of the hall. (For details on the mold, see #12, below.)

A massive pair of double doors, each 15' wide and tall, fills most of the north wall; before them lies a huge pile of treasure, some items glowing. The pile is 5' tall, 30' across, and made of thirty or forty thousand miscellaneous coins, with dozens of magic items — glowing swords and daggers, wands, potions, chain and plate armor, et al.

DM note: If any magical light comes within range of the doors, or if any noise of any sort is made within 50' of the doors, or if anyone or anything visible comes within 10' of the pile, the watcher behind the doors starts casting spells (as described in #12, hereafter). Four rounds later, it starts watching the intruders by *clairvoyance*. (Note also that this spell will not detect a magic-user protected by a *mind blank* spell or an illusionist with *non-detection* in operation, and that other effects may interfere — such as an *amulet of proof against detection and location*.)

Nothing in the room is trapped, including the pile and all the

items therein. The doors are not trapped, and magical or mundane trapfinding will *not* reveal any clue to the situation to come. A *detect evil* will, however, penetrate the doors, revealing a very evil source behind them, but not its size.

Except for the coins, all the items in the pile are magical. The pile contains the following: 20,000 cp, 10,000 sp, 2,000 ep, 2,000 gp, *chain mail* +1, *plate mail* +1, 3 *shields* +1, 24 *arrows* +1, 2 *hammers* +1, 4 *longswords* +1, 5 *daggers* +1; *potions of water breathing, sweet water, superheroism, speed, healing* (x3), *fire resistance, extra healing* (x2), and *climbing* (x2); *wands of wonder* (33 chg), *negation* (14 chg), *magic detection* (18 chg), and *enemy detection* (41 chg); buried deep in the pile are a *ring of free action, staff of curing* (24 chg), and a *rod of resurrection* (10 chg).

If anyone approaches the pile, the red dragon behind the doors (watching via *clairvoyance*) may decide to open them. It will try to wait until most of its victims have approached the pile. (See continued notes below.) If may even allow intruders to steal an item or two at a distance (such as with an *unseen servant*), hoping to lure them closer to the doors.

12. Watcher

Behind the double doors at the north end of the hall, a red dragon waits, probably with a *clairvoyance* spell in use (see below). When the intruders are within the hall, preferably near the pile of treasure, it presses one of the two trigger plates on the side walls (see map), causing the double doors to slide to the sides. The dragon gains surprise in this maneuver on a roll of 1-3 (on 1d6). It immediately announces (in Common) "Drop all your magic items on the pile, or I'll breathe on ya, and you'll be quick-burnt and flash-frozen in an instant!" Magical sight or close inspection will reveal the dragon to be greenish-red, its color oddly changed by wispy small greenish flames.

After noting the party's arrival (either by light or noise, as given in #11), the dragon casts (in this order) *shield, detect magic, fire shield*, and *clairvoyance* before opening the door. After casting the last, it has 12 rounds remaining on the *fire shield*, 20 rounds on the *detect magic*, and 52 rounds on the *shield*. It will open the doors before the *clairvoyance* runs out. Keep track of the durations of the other spells. The beast may be engaged in some conversation, but will automatically attack if the *fire shield* runs down to 5 rounds remaining.

The dragon will allow the intruders to leave, poorer but undamaged, if they leave 75% or more of their magic items here.

Modifications: Dragon statistics are given for 7 points per die. If the party is very powerful (e.g. 150 or more character levels, or at the DM's discretion), use 8 hp/die, for STs4/STw3, breath 88 points, and add *polymorph other* to its spells (which it may use to turn an intruder into a small red dragon, hopefully permanently).

Red dragon: AC -1, M 9/24, HD 11, AT 3, D d8/d8/3d10, STs6/STw5*; THAC0 10, hp 77; breath 90' x 30' *Also see notes below.

Aura: Intruders of 6 or more hit dice may ignore aura effects; others may become afraid (see *MM1*, page 30, for details).

Attack forms: With certain attack forms against the dragon, a +1 or -1 modifier applies to both damage done (per die) and "to hit" rolls (if applicable), as follows: air -1; earth +1; fire -1; water +1. These modifiers are applied *before* calculating other effects (such as those from the following spells).

Detect magic (*PH*, page 65): This works for at least a turn after the doors open, to a 60' range in a 10'-wide path.

Clairvoyance (*PH*, page 73): This allows the dragon to examine any area with which it is familiar; it can watch any part of the hall. The area is not dark, lit at least in part by the weapons in the treasure pile, so normal vision is obtained.

***Shield** (*PH*, page 68): This will absorb all *magic missile* spells cast at the beast, and gives it a +1 bonus to all saving throws against frontal magical attacks.

***Fire shield** (Type A, *PH*, page 77): Anyone striking the dragon suffers double the damage inflicted. The monster gains a +2 bonus on saving throws vs. cold attacks, and takes half or no damage; it

takes double normal damage if failing a saving throw against a fire-based attack.

Spells remaining: *Web* (C 2s, R 55', DR 22 turns), *wizard lock* (C 2s, permanent), *fly* (C 3s, DR 12-17 turns), and possibly *polymorph other* (C 4s, R 55'). If fighters move towards it, the dragon might *web* them instead of breathing immediately. Each *webbed* victim has a -4 penalty on saving throws against the breath. The dragon will try to close the doors, if it can split the party, and might *wizard lock* them. As there is not enough room to use its wings, the dragon may need its *fly* spell for maneuverability. The *polymorph other*, if used, should be directed at a thief if possible, otherwise a fighter.

Reinforcement: If losing a battle, the dragon will bellow for its mate, which is around the corner. It will try to back up in the corridor, allowing the female to get a breath attack from the side in conjunction with its own.

The brown mold in the hall, if struck by the dragon breath, will grow eightfold in size. Only that portion of it actually struck by the breath will grow, but it does so instantly; calculate the new floor-space covered (8 times the original area), and inform the players immediately. If, due to mold growth, a victim comes within 5' of it, use half damage (2d8), and allow movement away from it. Any victim within 5' of the mold at the beginning of a round takes normal damage.

Brown mold: AC 9; M 0; D 4d8 in 5' range; *ice storm* or *wall of ice* causes dormancy for 5d6 turns; only *cone of cold* or white dragon breath kills it; grows 2x size from torch, 4x from oil, 8x from breath or magical fire.

The large tunnel leads west 200', turns northwest, and goes another 200' to sunlight, a 30'-square cave entrance in that side of the mountain.

(If a *find the path* is in use, it leads through this area to the secret door leading down to area #16.)

12a.

The east wall of the area around the corner is covered by a *permanent illusion* of two more large red dragons, watching warily for intruders; the area appears to be 50' wider (eastward) than it actually is. A pile of illusory treasure lies south of them, adjacent to a real pile of treasure in the southeast corner of the room. A female red dragon is in the southwest corner, before the secret door. She cannot speak nor use spells.

Female red dragon: AC -1, M 9/24, HD 11, AT 3, D d8/d8/3d10, STs10/STw9; THAC0 10, hp 44

Treasure: 5,000 cp, 20,000 sp, 10,000 ep, 20,000 gp, 2,000 pp, 50 gems (30,000 gp total), 50 jewelry (1,000 gp each), 1 scroll (in a case) with the command words for the *rod, staff, and wands* in the hall, and a spell book with the male dragon's 9 spells in it — the eight mentioned, plus *ice storm*.

13. Heater

This area contains burning coal and wood, kept there by the dragons for comfort. A small vent hole in the ceiling, 2' across, leads up and winds around, eventually out to open air. The fire pit inflicts 30 points (7 dice) of fire damage per round to any within it. Comfortably within the flames are four fire snakes and their meager treasure of four gems, each worth 1,000 gp. They are all effectively invisible within the fire.

Fire snakes: 4, AC 6, M 4, HD 2, AT 1, D d4+paralysis, STs17/STw16; THAC0 16; hp 10 each

14. Study

As the party enters the oddly shaped 3-way intersection near the alcoves (#15), the magic-user illusion will reappear. A light appears 130' east of that intersection, at the end of a straight corridor; it's the magic-user, carrying a lantern. He apparently sees the party's lights, pulls out a wand or stick, and starts gesturing. The party has

a few segments to react, but the opponent obviously has the initiative. The lightning bolt is 40' long this time, 10' wide, and ends at the west edge of the intersection (6d6 this time, as the wand). Characters can easily back up or jump north to get out of the way. Note that there is another *hasted* troll in the first alcove, ready to ambush the first victim heading that way.

The door to room #14 is *wizard locked* at 25th level of magic use. The room appears to be a study-laboratory, 20' wide and 50' long; it is actually 30' long, with, on the north wall, a *permanent illusion* of a magic-user hiding behind a large stuffed chair in the northeast corner. A lab bench along the west wall has several bubbling beakers and two large chests are by the north wall. Stairs lead down from the upper section (25' long) to the lower (northern) area; only one step is real, and two are illusory. The southern portion has two chairs, a clothes cabinet containing two robes and one peaked cap, and a bag containing two ounces of silver dust. (Note that the chairs and cabinet are immobile, fastened to the wall.) A plain carpet fills the center of the floor, leading down the steps and ending about 40' away.

If the north wall (illusion) is touched, a north-south crack opens down the center of the room. (The illusion remains.) The clothes cabinet and chairs (fastened to the walls) do not move, but the rug falls, as do any within the room, into a water trap 60' deep. The water is murky and warm, and a magical light source is needed to gain any vision (including infra-). The rug floats for 3 rounds, preventing those remaining above from seeing into the pool; at the bottom, four fresh-water scraggs (water trolls) await. Note that they regenerate 3 hp/round, as do normal trolls, in water.

Scraggs: 4, AC 3, M 3//15, HD 5+5, AT 3, D d4+1/d4+1/d10+2, STs14/STw13; THAC0 13; hp 35 each

Scattered about the bottom of the water trap are 1,000 cp, 2,000 sp, 3 gems (1,000 gp each), a *ring of protection +2*, and a fake *crystal ball*. It detects as magical, due to an electrical *glyph of warding* on it; if touched, it detonates for 36 points of damage in a 10' radius (due to the water). Unless the water is removed, the victims also have a -4 penalty to saving throws. The ball is of high quality and enchantable, worth 5,000 gp to a magic-user.

15. Alcoves

Each of these three 10' x 10' niches appears to contain a troll. Normal chances for surprise apply to the first only, as a party is assumed to be more cautious thereafter. The alcoves contain the following creatures, in order of appearance (south to north); none has any treasure. Once melee begins with the first, the others will also attack.

a. **troll, hasted:** AC 4, M 12, HD 6+6, AT 3 (6), D d4+4/d4+4/2d6, STs13/STw12; THAC0 13 (9); hp 40

Notes: Haste at 25th-level magic use, gives 6 attacks/round, THAC0 9, regeneration 6hp/round.

b. "troll" huecuva: AC 3, M 9, HD 2, AT 3, D d3/d3/d4, STs17/STw16; THAC0 16; hp 10

Notes: Disease per touch, prevents magical curing until removed. Turned as wight; troll form gives 3 attacks but not full troll damage. Polymorph is natural ability, not magical, not dispellable.

c. "troll" fire giant: AC 3, M 12, HD 11+3, AT 3, D d6+4/d6+4/2d8, STs10/STw9; THAC0 10; hp 80

Notes: Magical, has drunk a *potion of polymorphing*; immune to all fire; changes back to normal form when slain. Greater damage is due to greater strength than a normal troll.

The secret door north of them, on the east wall, is covered by a *hallucinatory terrain* of normal wall with a *symbol of hopelessness* (as the spell) on it. The symbol has no actual effect, and the illusion disappears if touched.

16. Tunnel

The corridor slopes down, noticeable by anyone, and turns a corner northward. At that spot, a pool of fairly clear water begins; it is 50' long and only 9" deep at the lowest part (30' north of the turn). A large stalagmite (looking suspiciously like a roper) hangs at that low

point, along the east edge of the ceiling; a drop of water falls from it each round. It is indeed the remains of a roper, now petrified; an evil aura remains, but the thing is harmless. Two crystal ooze lurk in the pool, 75% invisible. They will attack if their pool is invaded. Note that they are immune to acid, cold, and fire, and any blow inflicts but 1 point of damage.

Crystal ooze: 2, AC 8, M 1//3, HD 4, AT 1, D 4d4+paralysis, STs16/STw15; THAC0 15; hp 25 each

This corridor slopes upwards from the center of the pool, ending in a normal but locked door. A secret door in the ceiling near the pool leads to a short vertical tunnel and another secret door, opening into the large dragon tunnel (#12).

17. Center corridor

This area is filled with poison gas, which billows out if either door is opened, filling an additional 60' length of corridor. Each victim within the cloud makes a saving throw vs. breath weapon or dies; anyone opening a door has a -4 penalty to the roll. Any surprised victim has a -4 penalty to the roll (cumulative for the door opener).

17a. End corridor

Two, identical: The mirror wall here is detectable by anyone, as scratches on the floor indicate that it swivels towards the normal door. A small narrow object (e.g. dagger) can be inserted into the vertical crack by the south wall, to open it; if so, poisonous gas (as in #17) immediately billows out to fill an additional 90' of corridor, requiring a saving throw vs. poison for each victim within the cloud.

18. Stairs down

The door is locked and has a poison needle trap; unless removed, anyone opening the door is hit and must make a saving throw vs. poison or be paralyzed for 2-12 hours (removable by *neutralize poison* or a higher spell). The south wall of this 10' cubic room is covered by an *illusion*; after 10' of corridor, stairs lead sharply downwards, and are misty and webbed (as per the magic-user's *guards and wards* spell).

If the illusion is touched, the entire ceiling falls, a massive block of stone. Anyone under it takes damage equal to half of his or her original hit points, and must make a saving throw vs. wands or be utterly crushed (to -50 hit points). A surprised victim has a -8 penalty to the saving throw, but note that if the trap is detected (by thief ability or magically), surprise is impossible.

Saving throws must be made for any items crushed; if the victim's saving throw was failed, a -8 penalty applies (vs. crushing blow). The illusion disappears if touched.

19. Tomb

These two rooms are identical; the first entered is false, and the second contains Bigby. The 90'-square room is 25' tall and is illuminated by flashing lights coming from two 20' square objects, 20' tall in the northwest and northeast corners. Anyone seeing the lights must make a saving throw vs. spells, or stand still, stunned. *Dispel magic* allows a victim to make another saving throw, but no other spells (save *limited wish* or *wish*) have any effect. Any magical darkness in the room is instantly dispelled by the flashing lights.

The primary features of the room are the cubes in the corners, the center, the statues, and the doors, as described below:

a. The Cubes

These flashing cubes are the "brain" of the entire artifact and have means of defending themselves; each is capable of firing all the rays of a beholder, to a maximum of 1 each per round. The cubes cannot be damaged by a weapon of less than +4 enchantment, and any blow inflicts only 1 point of damage; each has 100 hp. The cubes are also immune to all spells of 6th level or less. The range of the rays is sufficient to hit anything in the room, but no further.

Cause serious wounds (2d8+1)

Charm person

Charm monster

Death ray

Disintegrate

Fear

Flesh to stone (reversible)

Sleep (40' square)

Slow (20' square)

Telekinesis (250 lb)

If communicated with (via *telepathy* or other non-verbal means), the cubes will warn intruders not to attack them; they are not innately hostile, merely defensive (and of lawful neutral alignment).

b. Center

In the center of the room, two square step-patterns lead up to a central block 5' tall and 10' square. Atop this block is a 10' glass cube, apparently empty. A statue of an 8'-tall burly humanoid giant stands on the lower step, one on each corner (4 in all).

Magical sight can reveal the contents of the cube. A 2'-high bier in the center supports an elderly supine human male, eyes closed, wearing a robe, bracers, and a ring on each hand. He has a wand at his side and holds a rod on his chest with both hands. Above him, supported horizontally 3' below the top of the box, is a mirror. Glass rods are mounted at odd angles from wall to wall inside the box, apparently so that very little free space remains.

DM note: This is to minimize the chances of an intruder entering by *teleport* or *dimension door*.

The glass is magical, treated with a *glassteel* spell; it cannot be easily broken. If damaged at all, the figure inside (Bigby) will awake. He will also stir if the statues are destroyed (see below) and then his name is spoken aloud within the room. However, in the first (fake) room, the contents are illusory, and nothing will cause him to stir. (See "Bigby," for notes on the results of success.)

c. Statues

In the first (fake) room, the statues are male caryatid columns, which will animate when the box, any step, or any statue is touched.

Columns: 4, AC 5, M 6, HD 5, AT 1, D 2d4; THAC0 15, hp 22 each; immune to spells, normal weapons = 1/2 damage, magical weapons = full damage but without magic/strength bonuses

In the second (real) room, the statues are stone golems, which will activate when the box, any step, any statue, or the cubes are touched.

Golems: 4, AC 5, M 6, HD 14, AT 1, D 3d8; THAC0 8, hp 60 each; *slow* 1" range, 1 per 2 rounds; +2 weapon to hit; *rock to mud*, *stone to flesh* makes vulnerable to normal weapons; immune to other spells

d. The doors

A normal door is in the middle of each wall; all are locked. The doors leading "nowhere" (by the map) lead to gray mist; anyone entering the mist is teleported, at random, somewhere within 1,000 miles in any direction. The destination may, however, be set by giving the proper instructions to the cubes.

Modifications: This encounter isn't very difficult for a high-level party. If you wish, have the cubes get involved by *disintegrating* weapons that can harm the golems, using *charm* and *fear* to remove invaders from the fray, and/or *cause serious wounds* on those engaged in battle. Try not to get too nasty; after all, they've made it this far. . . .

Bigby

If properly awakened, Bigby will telepathically tell the cubes to disintegrate the glass box, and will then activate his *rod of beguiling* within 20' of the party; this is merely insurance. He wears *rings of regeneration* and *protection +5*, *bracers of defense AC 0*, and a *robe of eyes*. He carries a *wand of illumination* and a *cube of force*, and can call forth his minions in his *mirror of life trapping* as desired (including a cockatrice, beholder, hieracosphinx, ogre mage, storm giant, troll, and xorn, all of whom are *charmed*). He still remembers his spells, as well (Level 30 magic-user).

After using his *rod*, Bigby asks for *potions of longevity*. He can recognize them by smell, and cannot be deceived. He will drink up to three of them, making successful miscibility and reversal checks each time. If none are available, he will offer the same warnings as each would-be rescue party has been given (see **Players' Background**), and will say good-bye. The cubes then take over, running time in reverse, but unable to restore life to any slain characters. Note that this results in everyone appearing outside without treasure.

If all goes well, Bigby will converse warily, keeping his distance but not becoming hostile. He will have the cubes disintegrate all armor and weapons found in the dungeon, explaining that they are cursed (they disintegrate if struck by sunlight), but allowing the party to keep everything else found. He can provide command words for any items found, if asked. He will offer one favor to each rescuer, to be obtained at any later date by contacting him; he will also give the party one scroll of his "hand" spells (1 each of levels 5 through 9), as party treasure.

Finally, Bigby will offer to send the party home by *teleportation*. If accepted, he will set the destination desired via the cubes and allow the party to leave by a door. Otherwise, the party may leave on foot — by what is now a straight, featureless corridor, 20' × 20', leading 290' south to the original entranceway.

20. Crossway

A shimmering magical curtain of light extends down the center of this area, north to south, ceiling-high. It is a permanent magical effect, overlaid with a *permanent illusion* of an identical visual effect (and can thus be detected as being an illusion). It offers no resistance to physical attempts to penetrate it. It negates all spell effects touching it, and all magic items become non-magical as they pass through (no saving throw, no chance of error). Magic items merely contacting it must be saved for (vs. disintegration) or become non-magical. Note that the curtain does not cause anything to disappear (except the magic, and thus the glow from formerly magical swords and daggers), and that it has no other effect. The curtain is not evil, but any intelligent magic weapon can sense a definite aura of extreme danger about it and will warn its user if possible.



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Appendix

It is assumed that Bigby's level (30th) is sufficient to place him in a position of high power, above all PCs. If not, adjust his level upwards to fit your campaign and add other powerful magic items to the given list.

Bigby: neutral MU 30; AC -9, hp 59

STR 11 INT 17 WIS 16 DEX 18 CON 15 CHA 10

SAVING THROWS: (base; +5 ring, +2 wisdom)

Poison/paralysis/death: 8

Petrif./polymorph: 5

Rod/staff/wand: 3

Breath: 7

Spell: 4

MAGIC ITEMS:

* Bracers of Defense, AC 0

* Rings of protection +3 and +5

* Ring of regeneration

* Ring of x-ray vision

* Robe of eyes (infra/ultravision 12", detect invisible 24" range, see all things, track as ranger)

* Djinni bottle

* Dagger +2

* Rod of beguiling (20' radius, 27 charges, 1 turn/charge)

* Staff of power (+2; 14 charges; 1 charge= continual light, darkness 5', levitation, lightning bolt, ray of enfeeblement, fireball; 2 charges= shield 5' radius, globe of invulnerability, paralyzation in 4"x 2" cone)

- * Wand of illumination (55 charges; 1 charge=dancing lights, light; 2 charges=continual light; 3 charges=sunburst, 6d6 vs undead)
- * Wand of lightning (41 charges; 1 charge=shock touch 1d10; 2 charges=bolt)
- * Cube of force (36 charges/day, 1" cube; 1 charge vs. gases, 1" move; 2 charges vs. non-living, 8" move; 3 charges vs. living, 6" move; 4 charges vs. magic, 4" move; 6 charges vs. everything, 3" move)
- * Mirror of life trapping; 15 spaces, 7 occupied (all charmed): Cockatrice (N; AC 6, M 6/18, HD 5, hp 31, AT 1, D d3, THAC0 15)
- Beholder (LE; AC 0/2/7, M 3, HD 12, hp 54, AT 1, D 2d4, THAC0 9)
- Hieracosphinx (CE; AC 1, M 9/36, HD 9, hp 50, AT 3, D 2d4/2d4/d10, THAC0 12)
- Ogre mage (LE; AC 4, M 9/15, HD 5+2, hp 30, AT 1, D d12, THAC0 15; fly, invisibility, darkness 1", polymorph self, regenerate 1/r; 1/day: charm person, gaseous form, sleep, cone of cold 8d8)
- Storm giant (CG; AC 1, M 15, HD 15+4, hp 98, AT 1, D 7d6, THAC0 8; predict weather, control weather, control winds, call lightning (3, each 13d6))
- Troll (CE; AC 4, M 12, HD 6+6, hp 45, AT 3, D d4+4/d4+4/2d6, THAC0 13; regenerate 3/r)
- Xorn (N, AC -2, M 9, HD 7+7, hp 47, AT 4, D d3/d3/d3/2d10+4, THAC0 12; immune to fire, cold; electricity=1/2 or no damage; form shift=AC 8)

Bigby's spellbooks are stored within the cubes, irrecoverable except by him.

1 square = 10 feet

Bigby's Tomb

