



THE KEEP AT KORALGESH

BY ROBERT B. GIACOMOZZI AND
JONATHAN H. SIMMONS

Buried in fire, but hardly dead

Robert Giacomozz and Jonathan Simmons are teachers for talented and gifted children in Killeen, Texas (their students introduced them to fantasy gaming). Both of them enjoy a variety of fishing and hunting sports, both read SF and fantasy stories, and both collect miniature figures. Robert is married and has two kids, two dogs, and two pythons; Jonathan has only one dog, aptly named Goblin.

The Keep at Koralgesh is a Basic D&D® game adventure for 6-8 player characters of 1st-3rd level. This dungeon is a difficult adventure for a party made up only of 1st-level characters. Since this dungeon is not intended for a party made up solely of players new to the DUNGEONS & DRAGONS® game system, it is recommended that at least two or three PCs in the party should be above 1st level in experience. Note the mapping suggestions in "The Shrine of Kor" if placing this adventure in a larger campaign.

For the Dungeon Master

Following are some hints to the DM to heighten the interest of the players. No information should be simply given to the player characters (PCs). Knowledge should be earned by experience. As an example, if a PC picks up a magic sword, the DM should not inform the character that it gives a +1 to hit and damage. Let the PC find that out for himself in the next melee. It is also recommended that the DM have a list of the PCs' attributes and make all necessary saving throws for the PCs, informing them of any obvious effects. Likewise, the DM should describe the monsters encountered — not just name them. For instance, a human fighter is attacked by a hideous, beastlike human (ghoul) and takes 3 hp damage. The DM should make the fighter's saving throw vs. paralyzation and inform him of any negative results.

The DM should also keep the PCs informed of those factors in the environment that would be readily available to the senses, such as noises, smells, etc. Some obvious player actions should be tempered with appropriate saving throws. For example, any foolhardy action, such as leaping across a lava fissure with no aids or safety rope, should require the PC to roll his dexterity or less on 3d6 to avoid a fatal fall.

The DM should use his imagination to picture the possible results of player actions, and take the necessary steps to help curb foolish acts.

Note that the statistics for hit dice of monsters may have asterisks (*) beside them. The presence of an asterisk indicates the monster has one or more special abilities, as noted in the Dungeon Masters Rulebook for the Basic D&D game.

Information available to player characters is enclosed in boxes; the information following the boxed material is for the DM's use in playing this module.

Adventure Background

The legend of Koralgesh is known by many, but few remember its days of glory. Prior to the adventure, the DM should familiarize the players with the following story, as it is common knowledge in the area around the Mountains of Gesh.

Note: Koralgesh was destroyed 62 years prior to the start of this adventure, but it has already faded into legend and myth in the surrounding areas. The DM should avoid giving exact dates for its destruction, but the PCs should eventually piece together the date of the Helm's Peak blast.

As ships sailing towards the rising sun crossed over the dark waters of the Western Sea, their crews viewed with awe the appearance of a great white fortress embedded like a bright jewel in the dark rocks of the coast of Gesh. As the ships approached the Keep, the shining city of Koralgesh slowly came into view over the horizon. Koralgesh seemed a solace, granting safe harbor to all who sailed within.

Koralgesh seemed to be truly blessed by her patron Immortal, Kor the Sun King, for the city was a legend among the seaports of the Western Sea. Her riches were uncounted, her merchant fleet swift, and her harbor nearly invulnerable to storm or enemy. In addition, the great Keep that overlooked the harbor had more than once repelled attacks by pirates foolish enough to come within range of its catapults and other engines of war.

It is said that the stone blocks of the Keep itself were cut from the granite walls of the White Moun-

tains and transported to Koralgesh by the dwarves of that land. Their skill in stonework had no equal, and they built the Keep into the very face of the great mountain called Helm's Peak, that towered like an Immortal itself over the harbor.

All went well for Koralgesh for many years. Her fame as a seaport spread throughout the land, and her riches grew ever larger. Her very streets were paved in gold, and no citizen within her walls knew sorrow or loss.

Then came the ill-fated day of the summer solstice when the face of Kor shone across the land in triumph over the darkness that was Tram, a chaotic Immortal who opposed him. Upon this day, a vast pirate fleet that followed Tram's way somehow breached the defenses of Koralgesh and attacked in the midst of the celebration of Kor. Magical fire and death were brought with them, and many of the city's inhabitants died without drawing arms. The King of Koralgesh rallied his troops, and they fought the invaders in desperation; many heroic deeds were done, but to no avail. The defenders of Koralgesh sold their lives at great cost to their enemies until all in the city were slain or had fled, save for those defenders in the Keep above the city.

What happened next is only conjecture. It is believed that the last defenders of the city appealed to the Immortal Kor himself for vengeance. If this was so, then Kor heard the pleas. A deep rumbling sounded through the whole of Helm's Peak Mountain. For the first time in the memory of man, Helm's Peak voiced its rage. With a rushing wind, great fissures opened in the side of the mountain. Smoke, lava, and choking ash rained down upon the city. With a tremendous blast, the side of Helm's Peak below the Keep burst out, burying the ruined city in fire and ash. Glowing rivers of lava wound their way to the rolling sea to send great vaporous mountains towering into the sky. Finally, the mountain slid back into silence. Lava continued its winding path to the sea and Koralgesh, jewel of the Western Sea, was no more — and the pirates who captured that jewel were no more as well.

Sailors of the Western Sea still claim to catch occasional glimpses of the Keep in the mists, high on Helm's Peak, but none venture near the treacherous waters below it, which boil and steam with Kor's wrath to this day. What secrets the Keep holds, it holds to itself alone.

Starting the Adventure

The adventurers meet in the town of Vinyard, located in the foothills of the Mountains of Gesh. Here they rest, relax, and sample some of the vintage wines produced by Vinyard's winemasters. Strangers are a luxury, and the townspeople are eager to gossip.

The Tavern of the Golden Vine is the town's main source of entertainment and lodgings. Here, the adventurers have the opportunity to question some of the townspeople and hopefully gain information about the mounting rumors that the Keep is still intact. The innkeeper is named Flann (AC 3; F3; hp 19; MV 120' (40'); #AT 1; Dmg by weapon type (see below); Save F3; ML 11; AL L; S 17, I 12, W 8, D 16, C 9, CH 14). Flann is a retired fighter and wears fine chain mail under his tunic. He keeps a *mace +1* under the bar and always wears a dagger. He is a jovial man but won't abide brawls in his tavern. Flann also knows the legend of Koralgesh and rumors 19 and 20 (see "Rumors of Koralgesh"), plus one of the DM's choice. If Flann is questioned about Koralgesh, he must be convinced of the party's integrity before he mentions his friend, Stump, the town's blacksmith.

Stump (AC 4; D3; hp 25; MV 30' (10'); #AT 1; Dmg by weapon type (see below); Save D3; ML 11; AL N; S 18, I 10, W 11, D 14, C 16, CH 7) can be found at his shop during the day, but is always at the Golden Vine in the evenings. He has been known to drink to excess and, when in this befuddled state, to challenge other patrons of the tavern to a game of darts. If he loses, he becomes sullen and refuses to talk to his opponent. The only way to regain his favor is to set him up with another mug of ale and lose the next match. Stump is a dwarf who wears leather armor and has a wooden right leg, the original having been lost to a dragon. He always carries his blacksmith's hammer (treat as a war hammer) and regards Flann as one of his only friends.

Stump's father, Banduron, was the

blacksmith to the King of Koralgesh, and Stump won't hesitate to brag about it if he has had too much to drink. He only agrees to tell the party how to get into the Keep of Koralgesh if they swear to bring him the great hammer of his father in return (see area 10, Level Two). He wears an amulet in the shape of a coin that was given him by his father; the amulet has a picture of the Shrine of Kor (see below) on one side and bears the following inscription on its back:

*In valley east of great Helm's Peak,
if Koralgesh is what you seek,
Stand close and face the Shrine of Kor
if you would find the only door
In morning light of longest day
if Kor would send you on your way.*

Interestingly enough, the summer solstice (the longest day of the year) is only a week away, as Stump points out to the PCs. Stump has not visited the Shrine in many years, however, and he has never looked for or found the "only door."

Rumors Of Koralgesh

If the PCs make an effort to learn more about Koralgesh, the DM may roll 1d20 for one or more rumors per individual, depending upon the size of the party. Duplication is allowed only when all choices have been exhausted. The DM is free to add more rumors or delete from the provided ones.

1. A horrible creature has been preying upon the crews of ships that venture too close to the mists around Helm's Peak. It is called a tyrannabyss (ty RAN a bis), the terror from the deep. (True)

2. The King of Koralgesh is said to have kept a great dragon for his protection. (Almost true; see area 15, Level Three, first floor)

3. The Keep is haunted by its dead. (True)

4. It is said that anyone who stands in the light of the sun in the Temple of Kor will be cured of all illnesses. (Generally true; see area 45, Level Three)

5. Foul creatures have taken up residence in the Keep. (True)

6. The streets of Koralgesh were paved in gold. (False)

7. Ships that have entered the mists of Helm's Peak have never been seen again. (Unrelated; small, volcanic-type eruptions and sharp rocks have claimed a few)

8. An army of orcs has sworn allegiance to an evil wizard in the ruins of the city. (False)

9. The Shrine of Kor still overlooks the valley east of Helm's Peak. (True, but no one goes near it now)

10. Sheep have been lost in the Mountains of Gesh, and only their partially devoured remains have been found. (Unrelated; predators abound here)

11. Helm's Peak is cursed by the Immortals. (False; it is merely a dormant volcano)

12. Three shepherds have gone in search of strays and never returned. (Unrelated; see rumor #10)

13. A raving sailor was found adrift at sea, claiming he had been to a great fortress in the mists. He found three pearls the size of robin's eggs before he was driven off by a great sluglike beast. (True, but the sailor is dead now)

14. No one visits the valley of Kor because shepherds have seen a huge shadowy creature prowling there on moonlit nights. (False; someone made up this story for fun)

15. Bright lights can be seen at the top of Helm's Peak, at which time strange creatures appear in the air around the crest of the mountain. (False; someone had a drunken vision)

16. He who finds the Shield of Kor, lost in the Keep, becomes invincible in battle. (False; no such item exists, though magical shields exist in the Keep)

17. A dragon bearing the mark of Kor is said to dwell in the Mountains of Gesh. The beast is said to judge all whom it meets. (False; derived from rumor #2)

18. An evil wizard named Landau now rules the Keep. (False, though it was derived from actual history; see area 29, Level Three, second floor)

19. The treasures of Koralgesh have never been found, and the Keep is thought to be their home. ** (True)

20. The village smithy claims his father was the blacksmith of the King of Koralgesh. ** (True)

** Should be known to the party.

The Shrine of Kor

Following Stump's directions to the Shrine of Kor, the party may easily find the Shrine of Kor. The DM may create a map of the wilderness region between Vinyard and the coast, placing the Mountain of Gesh parallel to the coast

such that the ruins of Koralgesh and the Keep are on the seaward side of the range, and Vinyard and the Shrine of Kor are on the other. The Shrine is 45 miles from Vinyard; the forced march rules in the Expert rule book (pages 20-21) may prove useful. Remember that a week remains before the summer solstice occurs.

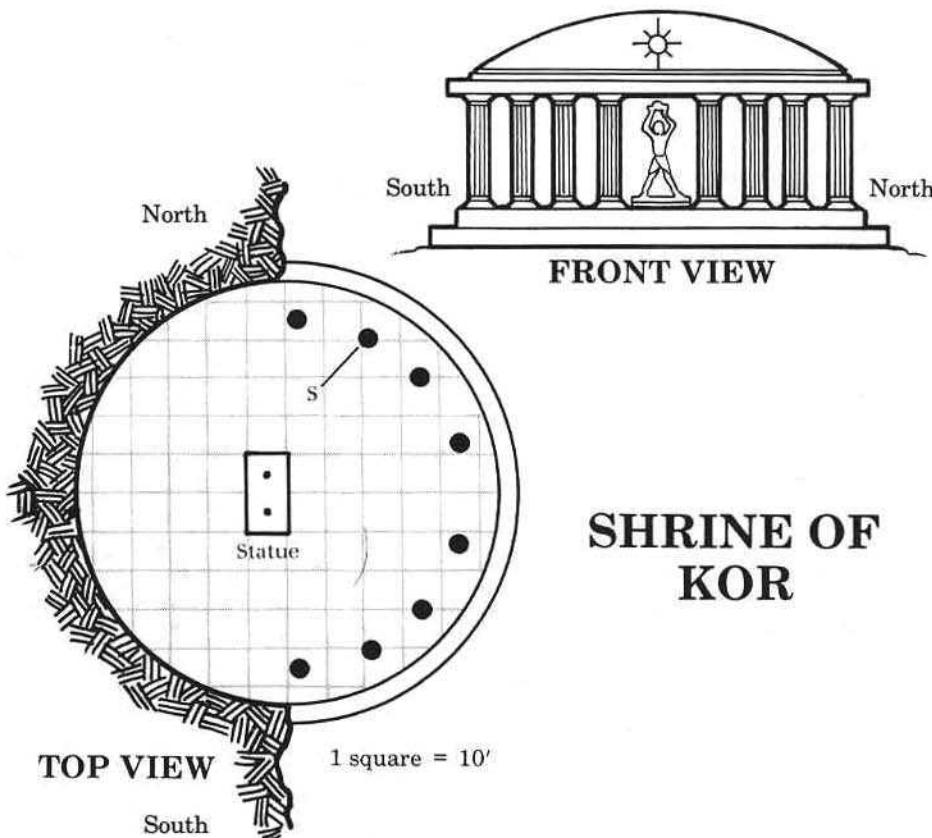
No wilderness encounters are met on the way to the Shrine, other than the following (at the DM's discretion).

Roll	Encounter
1-2	Furtive movements along the horizon that appear to be following the party
3	Partially devoured remains of sheep (wolf tracks nearby)
4	Glint of sunlight off metal in the distance
5	Skeletal remains of three men, shepherd's staffs nearby (as well as wolf tracks)
6	Kobold encounter in the Valley of the Shrine (seven kobolds: AC 7; HD 1/2; hp 4, 4, 4, 3, 3, 2, 1; MV 90' (30'); #AT 1; Dmg by weapon type (short swords and short bows) - 1; Save normal man; ML 6; AL C; 3-24 cp each)

As you reach the eastern side of the valley, you see a lush, green expanse of tall grasses and flowering shrubs. The white granite of the Shrine stands out sharply from the dark rock of Helm's Peak on the far western side of the valley. The ragged peaks of the Mountains of Gesh rise into the sky to your left. As you near the Shrine, you notice its immense pillars with their encircling vines of bright flowers. Within the Shrine is a great statue of the Sun King, Kor. His arms are raised above his head, and he holds an immense amber gem in his hands.

On the morning of the summer solstice, the longest day of the year, the party *must* be near enough to the Shrine to see the statue of Kor at sunrise. The Shrine is open to the elements but has weathered them well.

The amber gem cannot be damaged or removed from the statue. Anyone touching it receives an electrical shock for 1-3 hp damage.



As dawn approaches, the eastern horizon becomes brighter and brighter. The morning sun can be seen rising in the notch of a distant mountain; its rays crawl across the valley floor and eventually illuminate the interior of the Shrine. As you watch, the sun's ray strikes the gem in the hands of Kor, which glows brilliantly. A new lance of bright light is emitted from the jewel to strike the second pillar from the north.

Inspection of the pillar, especially when the light first strikes it, reveals a small depression. If pressed, a door in the pillar rotates open, revealing an iron rung ladder that disappears into the depths. It is necessary to strip away the vines encircling the pillar to gain access. If the PCs fail to locate the trigger mechanism for the secret door within three minutes, they can inspect the pillar and locate the door on a roll of 1 on 1d6, elves and dwarves on 1-2 on 1d6. Torches or lanterns are required for the underground journey.

If anyone takes the time to inspect the floor of the Shrine, an occasional footprint is revealed. Nothing can be told of what manner of creature made the prints, however. The prints are actually those of orcs and other creatures coming and going from the depths of the Shrine over the last few years.

The ladder descends 20' to a corridor hewn from the rock; the corridor disappears into the dark towards the west. An iron lever is embedded in the rock at the foot of the ladder. Cobwebs are abundant and the air smells stale and earthy.

Debris litters the floor, and rats chitter from the darkness throughout the tunnel. The lever controls the secret door in the pillar above. More footprints may be found about the base of the ladder — prints of all size and shapes.

Ceiling height on this level is variable, from 8' to 11' at various places, unless otherwise stated. The walls are rough and dry, unless otherwise stated. This level appears to have been crudely carved, though by whom is a mystery.

Level One

Since the fall of Koralgesh, various creatures have made their way inside the Keep by entering the part overlooking the sea, through local caves and natural tunnels, and through the secret door in the Shrine of Kor. This assortment of monsters found within the Keep's upper level is described below. Roll 1d6 every other turn. A result of 1 indicates a wandering monster encounter on the next turn. To determine the type of encounter, roll 1d4 and consult the table below.

Roll	Encounter
1	1-6 orcs (AC 6; HD 1; hp 8, 7, 6, 6, 4, 4; MV 120' (40'); #AT 1; Dmg by weapon type (short sword); Save F1; ML 8; AL C; 3-24 cp each)
2	2-5 lizard men (AC 5; HD 2 + 1; hp 9, 8, 7, 6, 5; MV 60' (20'); #AT 1; Dmg by weapon type (club); Save F2; ML 12; AL N; 4 gems, total value 700 gp)
3	1 ogre (AC 5; HD 4 + 1; hp 16; MV 90' (20'); #AT 1; Dmg by weapon type (club) + 2; Save F4; ML 10; AL C; 70 gp in sack)
4	Noxious fumes issue forth from lava fissures, causing dizziness for -1 "to hit" for all creatures for two turns.

Lava fissures: These narrow fissures are about 30' deep. Slow moving currents of lava flow through them, casting a faint red glow throughout the area immediately around the fissure. They can be crossed by bridging them with wooden planks or some similar device, or by jumping across them. Any PCs attempting to leap across must roll their dexterity or less to succeed. Failure means a 30' drop into the lava and their deaths.

You walk west along the corridor, stepping warily around rubble that has apparently fallen from the ceiling. You are occasionally startled by rats as they scurry from the light into holes in the walls. The tunnel seems to go on endlessly, but your light finally reveals a blank wall before you.

Both the wall to the west and the wall to the south have a secret door, detectable on a roll of 1 on 1d6 (1-2 for elves and dwarves). If the party is inexperienced,

enced or lacks magic weapons, the DM may prompt them toward the south wall first. Each door is operated by a lever concealed behind a loose stone in the wall next to each door. The levers move horizontally: left to open, right to close. The south door opens into a 10' cubicle that contains old provisions (now useless), a suit of *plate mail armor +1*, *sword +1*, *mace +1*, and *shield +1*. The shield has a pale-blue upper half with a sun rising from the dark blue sea of its lower half. A pack contains 20 gp and one *healing potion*. The west door opens into the lowest level of the Keep.

1. Wine Cellar

This room smells faintly sulfurous, and it contains eight immense wooden barrels. The walls, floor, and ceiling appear to be carved from native rock.

Four bodies lie on the floor in the southwest corner of the room. Three are the remains of orcs, while one is human. Their weapons are pitted and useless, and the human still grasps the broken hilt of a sword. Combined treasure on the bodies totals 57 cp, 9 sp, and 5 gp. The southwest barrel has its western side knocked out and is now the lair of a crab spider (AC 7; HD 2*; hp 9; MV 120' (40'); #AT 1 bite; Dmg 1-8 + poison; Save F1; ML 7; AL N). The spider entered one day when the secret door in the Shrine was left open, and has fed itself on local monsters ever since.

A secret door is concealed in the northwest corner of the room. It opens into a 10' cubicle with a central, raised pedestal. In it are four recessed chambers with four small balls of colored crystal. By placing a colored sphere in the cup at the center of the pedestal, the room functions as an elevator. Red takes the room to Level One, yellow to Level Two, green to Level Three: First Floor, and blue to Level Three: Second Floor. It takes one round (minute) to travel one floor.

2. Mud Pool.

This chamber's floor has a thick coat of slick mud, sloping down to a slimy pool at the center of the room. A thin film of water covers the mud pool, and the odor is most foul.



Those venturing within 5' of the pool must roll their dexterity or less, or lose their footing and slide into the pool. If this occurs, all wandering monster rolls increase to 1-2 on a 1d6, until the smelly mud is cleaned off. The mud has the advantage of drawing venom, if applied soon after the injury (allows for second save vs. poison if applied one round after a poisonous bite).

3. Orc's room.

This room is filthy and unkept. Dirty blankets and foul smelling clothing are piled toward the north wall. In the room are six ugly, humanlike creatures who scramble for their weapons as they become aware of the party.

Six orcs are present (AC 6; HD 1; hp 8, 7, 4, 4, 3, 3; MV 120' (40'); #AT 1; Dmg by weapon type (short sword); Save F1; ML 8 or 6; AL C; 150 sp in leather bag, one gold chain worth 25 gp and one *healing potion*). The leader of this band is named Grimer, having 8 hp and +1 to all damage. He wears the gold chain

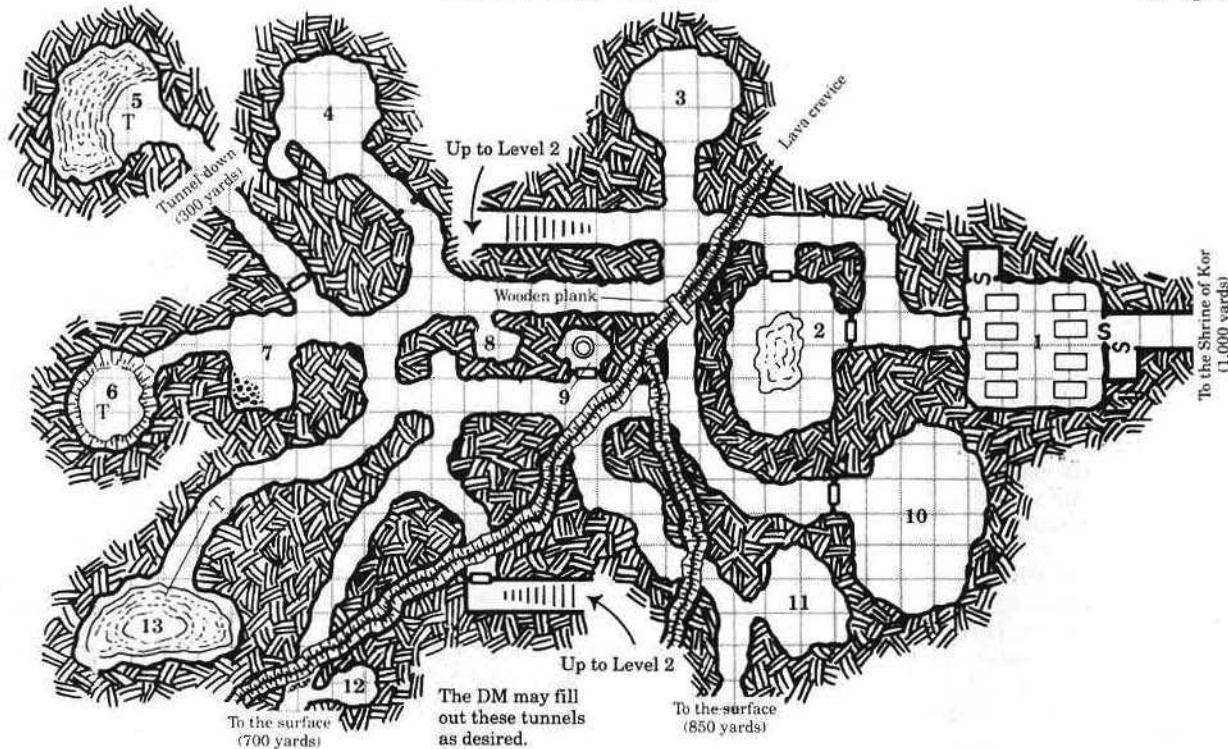
and carries the potion in a crude pouch on his belt. If he is killed, group morale drops from 8 to 6. Hiding under the pile of blankets is Teutung, a 1-hp orc. He has a split personality and constantly argues with himself. One personality is a braggart and bully, while the other is a whining coward. He is familiar with the lower level and can be of use to the party. He knows of the venom drawing ability of the mud in room 2, but won't advise the party of its benefits unless bullied into it. He is sly and treacherous, and the party that heeds all of his advice had best be wary indeed. He will lead them into traps or encounters in his efforts to escape them and run away at the first opportunity to do so safely.

4. Storeroom.

The room is a jumble of overturned boxes and barrels. The barrels that are still intact contain oil, water, vinegar, and torches. A small alcove in the southwest corner of the chamber contains a number of badly deteriorated sheets of leather.

LEVEL ONE

30' up to Level Two



A nest of four giant centipedes (AC 9; HD 1/2; hp 3, 3, 2, 2; MV 60' (20'); #AT 1; Dmg poisonous bite; Save normal man; ML 7; AL N) lies under the leather in the alcove. Bitten characters must save vs. poison or become violently ill for 10 days. They can move only at half-speed and cannot perform any other physical action.

5. Ocean Pool.

The corridor opens out onto a broad expanse of clean sand that slopes gently down to lapping water. The pool occupies much of the chamber, and a strongly built wooden box rests in the shallow water near the shore. Blurred footprints lead into the water.

A trip wire is concealed in the sand that drops a weighted 10'-square net on any character that triggers it. Each character has a 50% chance of triggering the trap. Once the wire is tripped, three lizard men (AC 5; HD 2 + 1; hp 12, 10, 10; MV 60' (20'); #AT 1; Dmg by

weapon type (club) + 1; Save F2; ML 12; AL N) emerge from the water one round later and attempt to capture or kill the party. Each lizard man has a belt pouch containing 2-20 gp.

6. Lava Pit.

The room has a charred smell to it. Along the walls are a number of empty shelves whose lower portions are scorched and blackened. A shut cabinet hangs on the southwest wall. A charred reptilian skeleton, of which the bones are missing down from its knees, lies on the floor.

The crusty black floor is actually a hardened sheet of lava over a molten pool. Each PC has a 1 on 1d6 chance of breaking through the crust if they venture out onto the floor alone. The chances of breaking through the lava crust increase to 1-3 on 1d6 if more than one PC crosses the floor at a time. If this occurs, the PC involved suffer 5-20 hp damage per round. A full two turns is needed to clean the hardened lava from armor, etc. The cabinet contains two vials of healing potion.

7. Rat Lair.

The room smells musty and a large pile of refuse lies in the southwest corner. Furtive movements around the refuse pile can be seen as you enter, but they stop immediately.

Here, 18 normal rats (AC 9; 1 hp each; MV 60' (20'); #AT 1 bite/pack; Dmg 1-6 + disease; Save normal man; ML 5; AL N) have made their lair in the refuse pile. They won't attack the party unless their lair is disturbed. They fear and avoid fire if possible. If they do attack, they do so in three packs of six rats each. PCs bitten have a 1-in-20 chance of being infected, save vs. poison allowed (if infected, xp value of rat becomes 6 instead of 5). If the saving throw fails, the victim may die in 1-6 days (1 in 4 chance), otherwise becoming sick for one month and unable to adventure.

8. Alcove. The chamber is empty, except for the skeletal remains of a human in rusted armor. The body has evidently been ransacked, and the third finger of its right hand is missing.

9. Pool of Seeing.

The heavy wooden door is padlocked, as well as being locked, and a large, ornate L is branded into the door.

Once the door is opened, a small chamber is revealed. In the center of the room is an ornate marble pool. Its waters are clear and sweet smelling. As the party looks into the pool, its surface becomes cloudy and an image forms on its surface. The pool shows one of the 10 listed rooms below and changes its image to another if the waters are disturbed. This can be done for a total of three times per day. The DM determines the room by choice or by rolling 1d10, then consulting the following table.

Roll	Room	Roll	Room
1	Lvl 2, Rm 1	6	Lvl 3, Rm 23
2	Lvl 2, Rm 10	7	Lvl 3, Rm 29
3	Lvl 2, Rm 16	8	Lvl 3, Rm 44
4	Lvl 3, Rm 3	9	Lvl 3, Rm 45
5	Lvl 3, Rm 15	10	Lvl 3, Rm 54

10. Orc Lair.

The room is large and spacious. The odor of unwashed clothing and bodies is strongly evident. There are 10 sleeping pallets along the north wall, and near the east wall is a charcoal brazier and its cooking implements. Bags of assorted materials scavenged from the dungeon are cast carelessly about.

This is the lair of 10 orcs (AC 6; HD 1; hp 8, 6, 6, 5, 5 (males), and 4, 4, 4, 4, 4 (females); MV 120' (40'); #AT 1; Dmg by weapon (males use short swords, females use clubs); Save F1; ML 8 or 6; AL C). The leader, Gronk, has 8 hp, a shield +1, one potion of invisibility, and +1 to his damage rolls. He drinks the potion himself if he feels the situation warrants it. If invisible when he attacks, he gains +2 on his "to hit" roll and immediately becomes visible. One of the eight bags contains 173 gp, and 752 sp, while another contains dirty clothing and a small sack with six fine gems totalling 520 gp value inside. The rest contain moldy food, assorted trinkets, and junk of no value.

11. Shrieker Room.

The room has a musty smell, and the floor is covered with fungi and mushrooms. Five large mushrooms are scattered around the room.

The five large mushrooms are shriekers (AC 7; HD 3; hp 17, 14, 12, 11, 10; MV 9' (3'); #AT see below; Dmg nil; Save F2; ML 12; AL N). Shriekers react to light within 60' and movement within 30' by emitting a piercing shriek which lasts from 1-3 rounds. DM rolls 1d6; any result of 4-6 indicates a wandering monster investigates the noise and arrives in 2-12 rounds.

12. Bat Chamber.

The corridor across the fissure has several bats apparently suspended in midair. Their thrashing and chittering fails to free them from their predicament, and their efforts increase as the lights of the party draw nearer.

Suspended in the corridor between room 12 and the Keep proper is an almost-invisible mist net used by the orcs to trap bats for food. The chamber itself is swarming with them. 1-100 bats (AC 6; HD 1/4; 1 hp each; MV 120' (40'); #AT confusion; Dmg nil; Save normal man; ML 6; AL N). At least 10 bats are required to confuse one party member. Those PCs so attacked suffer a -2 penalty to their "to hit" rolls and saving throws, and cannot cast spells. Normal bats must check morale each round unless summoned or controlled.

The mist net is woven of extremely strong fibers that are so thin even bat radar cannot detect them. The net is 5' square and has no encumbrance. It is not truly magical.

13. Bestiary.

The entire floor of the room is covered with a pool of dark water 3' deep. A small island of rubble which fell from the ceiling occupies the center of the pool. A skeletal arm can be seen protruding from the rubble. Rusted remains of iron cages are scattered about. Some are occupied by skeletons of great cats and apes, while others have had their doors wrenched off and are empty.

As the PCs travel down the corridor leading to this room, they notice water seeping slowly from the walls. As the corridor's slope increases at the point marked T, each PC must roll his dexterity or less to avoid slipping and falling. Any PC who doesn't make his roll slides the rest of the way down the slope into the pool. Dexterity checks are made every 10' until the party is safely in the room. The slide trap causes no damage, but causes the first person that falls to plummet into the pool with a resounding splash. When this occurs, a portion of the west wall collapses into the water, sounding very much like a large body of some kind. Torches carried by the party members that slide into the pool are extinguished.

A number of large blind fish swim in the pool, and each PC has a 1-3 chance on a 1d6 of having them bump or slide past his legs per round that he is in the pool. PCs must check for dexterity as they leave this room as well. The rubble at the center of the pool conceals a ruptured wooden chest containing 537 gp of mixed coins and gems. The body wears a ring of protection +1, and a rope of climbing lays nearby. Under the body is a bone scroll case with a scroll bearing one first-level magic-user spell, ventriloquism.

Level Two

Roll 1d6 every other turn; a result of 1 indicates a wandering monster encounter on the next turn. A result of 2 or 3 has a special effect that takes place when the next door is opened by the party. Roll 1d6 and compare the results with the following table.

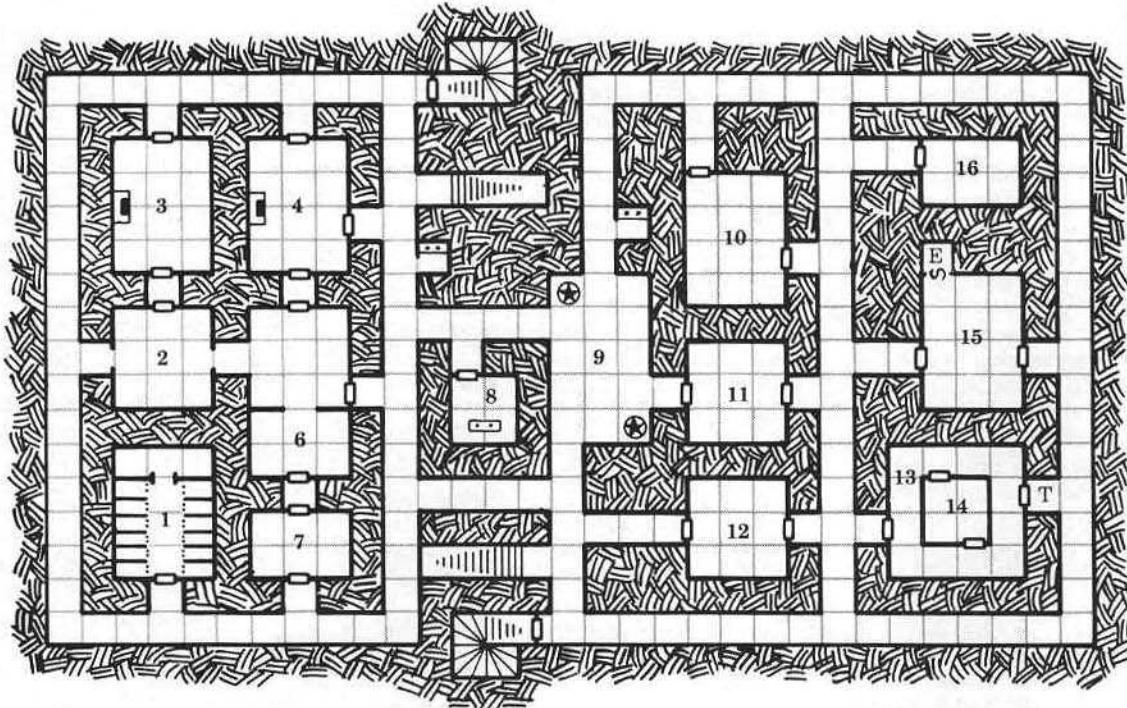
Roll	Encounter
1	1 ogre (AC 5; HD 4 + 1; hp 16; MV 90' (30'); #AT 1; Dmg by club, 1d4 + 2; Save F4; ML 10; AL C; 70 gp in sack). Note: reroll if ogre has already been killed in Level 1.
2	8 skeletons (AC 7; HD 1; hp 8, 8, 6, 6, 4, 4, 2, 2; MV 60' (20'); #AT 1; Dmg 3 by short sword 1d6, 5 by club 1d4; Save F1; ML 12; AL C); all have broken manacles on their wrists.
3	1 carrion crawler (AC 7; HD 3 + 1*; hp 16; MV 120' (40'); #AT 8; Dmg paralysis; Save F2; ML 9; AL N)

20' up to Level Three, Floor 1

LEVEL TWO

Altar with Kor statue

Statue



- 4 2 troglodytes (AC 5; HD 2*; hp 10, 8; MV 120' (40'); #AT 3, 2 claws/1 bite; D 1-4/1-4/1-4; Save F2; ML 9; AL C). Note: PCs must save vs. poison or suffer -2 to their hit rolls. The trogs lair in area 3, this floor.
- 5 1 tarantella (AC 5; HD 4*; hp 15; MV 120' (40'); #AT 1 bite; Dmg 1-8 + poison; Save F2; ML 8; AL N)
- 6 2 ghouls (AC 6; HD 2*; hp 11, 6; MV 90' (30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3 + paralyzation; Save F2; ML 9; AL C). The ghouls lair in room 5.

A result of "2" on a wandering monster roll causes a chilling wind to rush out through the next door that is opened. It blows out all torches carried, but it has no other harmful effects. A result of "3" on a wandering monster roll causes a hot wind to rush out through the next door that is opened. It causes all iron based metals to glow with an amber light, too weak to use for light. It has no harmful effects and simply serves to make the party more visible. It also blows out all torches carried. The glow lasts 3 turns or until canceled by the chilling wind.

The ceiling height for this level is 10', unless otherwise stated. Ceilings are perfectly flat, often covered with patterned geometric designs. All of the architecture dates from the age of Koralgesh.

1. Dungeon.

Two rows of six cells border a 10'-wide corridor that travels the length of the room. Several cells have their doors ripped from their hinges. Each of the other cells is occupied by two skeletal figures, chained to the wall. An open archway on the north wall is barely visible in the darkness.

One round after the PCs enter the room, ghostly apparitions rise from the skeletons in the cells, float to the bars, and grasp them with their hands. They then begin to wail, "Free me!" in high, trembling voices. Their noise has a 50% chance of drawing the attention of the escaped skeletons (those listed as wandering monsters), which arrive 1-6 rounds later.

The back room is a torture chamber with a rack, iron maiden, fire pit, branding irons, and a chopping block scattered around the chamber. Eight

sets of chains have been snapped at the manacles, leaving the chains hanging on the wall.

2. Training Room. The room is clear of all furnishings except for a number of racks on the south wall. These racks hold a number of wooden or blunt weapons and five shields. The shields all have a sun rising from a deep, blue sea on a pale blue field.

3. Barracks.

A large number of ransacked bunks occupy this room. Blankets and mattresses are strewn around the floor, and a large fireplace occupies the center of the west wall.

This room is the lair of two troglodytes. If they have not been encountered as wandering monsters, there is a 50% chance they are here. If previously encountered and not slain, they are definitely in the barracks. Concealed in a leather bag under a bed in the southeast corner of the room is their hoard: 933 sp, a magic-user's scroll with the following spells: first-level *charm* and second-level *invisibility*, and a *medallion of ESP*.

4. Barracks.

A large number of ransacked bunks and ragged bedding are scattered around the room. A fireplace occupies the center of the west wall.

5. Mess. Four 20'-long tables can be seen in this room, and one of them has been turned over on its side in the northeast corner. Broken chairs litter the floor amid wooden plates and eating utensils. An open corridor leads west, and doors are located on the north and east walls. An open double door in the south wall leads to what appears to be another room.

6. Kitchen.

The room has two counters on the south wall and a long table in the middle of the floor. The table has been turned on its side. Two ovens lie along the east wall, and a fire pit has been built against the west wall.

This room is the lair of two ghouls. If they have not been encountered as wandering monsters, there is a 50% chance that they are here, hiding behind the table. The DM must make the appropriate die rolls for surprise. If they have already been encountered, but not slain, they are definitely in their lair. In a small leather bag concealed in the ashes of the fire pit are four gems: one 10-gp turquoise and three 500-gp pearls.

7. Storeroom.

Crates, barrels, and assorted unidentifiable objects fill this room — all of which are covered with a yellow, cottonlike material. Doors are located on the north and south walls.

The cottonlike matter covering everything in the room is actually yellow mold (AC can always be hit; HD 2*; hp 14; MV O; #AT 1; Dmg 1-6 + special; Save F2; ML n/a; AL N). It can be killed by fire, and a torch does 1-4 hp damage per round. It squirts out a 10' x 10' x 10' cloud of spores if disturbed. Anyone caught in the cloud takes 1-6 hp damage and must save vs. death ray or choke to death within 6 rounds.

8. Chapel.

A low altar lies near the south wall. Upon it stands a 4' statue of the Immortal Kor holding a silver chalice in its cupped palms. A large, brass bowl lies on the altar at the feet of the statue.

The chalice is finely crafted silver with embossed suns on four sides. It is filled with clear, sweet water. If the cup is lifted from its palms, the statue speaks: "May the blessings of Kor be upon you." If the contents of the cup are then drunk, 2 hp damage are cured. The cup must be refilled from the brass bowl and placed back in the hands of the statue for its curative effects to work again. The bowl never empties, but the waters may cure each character only once per day. If the chalice is removed from the chapel, it curses the person who took it. Wounds then take twice as long to heal, and healing spells or potions only restore half their normal amounts. The chalice is worth 500 gp.

9. Museum.

A long, glass cabinet lies against the west wall of this room, while three suits of plate mail stand with their hands resting on top of their grounded shields along the northeast wall. Two immense statues of crabs cut from coral stand in the northwest and southeast corners. The walls are adorned with paintings of sea battles, jaws of sharks, harpoons, fishing nets, and stuffed fish.

The glass cabinet contains scrimshaw artwork in ivory, whales teeth, and mother of pearl (total value: 1,200 gp). The crab statues (AC 4; HD 3; hp 16 each; MV 90' (30'); #AT 2; Dmg 1-6/1-6; Save F3; ML 11; AL L) animate and attack anyone tampering with the contents of the museum. Corridors enter from all four walls.

10. Armory and Smithy.

Racks of weapons line the walls of this room. In the northeast corner are a forge and bellows, a large chest, and an anvil on a heavy oak pedestal. A door can be seen on the north and east walls.

Most weapons in this room are no longer serviceable. Two battle axes, three maces, and five swords appear to be in excellent condition, but cannot be removed from the racks. The anvil on the oaken pedestal shows signs of considerable use and is curiously off center on the pedestal. Concealed in a hollow cavity beneath the anvil is a beautiful sword (*sword +1, +3 undead*) with a ruby pommel and a red, leather scabbard. The chest contains useless articles of clothing and the great hammer of Banduron (*hammer +2*). If the anvil or chest is touched, the listed weapons spring from the wall and attack the party (AC 3; HD 1; Dmg by weapon type). If hit once, the weapon drops to the floor. Once all the weapons are nullified, or the party dropped to zero hit points and unconscious, all damage is discovered to be illusionary. While the party lies unconscious, all of the weapons return to their racks or reanimate five rounds after they have all been nullified. Touching the chest or anvil again repeats the process. After the first time it occurs, the weapons actually cause 1-4 hp damage regardless of weapon type.

11. Infirmary. The condition of this room is appalling: furniture has been splintered and broken, cabinets smashed, and broken glass litters the floor. Four cots are intact, and upon them lie the withered remains of four men. A door is visible on the opposite wall.

12. Captain's Quarters.

Four beds occupy the corners of this room. A wooden chest lies at the foot of each bed. In the center of the room is a battered table with a barrel on end beside it.

This room is the lair of an ogre. If it has not been met as a wandering monster, there is a 50% chance it is here. If it has been encountered but not slain, it seeks refuge in its lair. It habitually uses the bed in the southwest corner of the room and this can be easily noticed due to the rumpled state of the bedding and slumped mattress. In the chest by this bed is a bag of holding with 554 gp, 987 sp, four gems totalling 650 gp, and two *potions of healing*. The ogre uses the *potions of healing* if wounded.



13. Room of the Cube. Both doors to this room are trapped with a poison needle in the door handle. Unless successfully removed by a thief, anyone attempting to open the door by using the handle must save vs. poison or drop unconscious for 1-8 turns.

A gelatinous cube (AC 8; HD 4*; hp 18; MV 60' (20'); #AT 1; Dmg 2-8 + special; Save F2; ML 12; AL N) roams this corridor mindlessly in a clockwise direction. It surprises on 1-4 on 1d6 due to its transparency, and successful hits require its target to save vs. paralysis or be paralyzed for 2-8 turns. Once paralyzed, hits are automatic and damage only is rolled. The gelatinous cube can be harmed by fire and weapons, but not cold or lightning.

14. Vault.

The floor of the room is bare, except for six leather bags piled in the center of this room. On the east and west walls are two magnificent tapestries of sailing vessels and sea combat.

Both doors to this room are locked. Each bag contains 1,000 cp. Beneath the heavy bags is a secret compartment that can be detected by a thief, an elf, or a dwarf, if the party searches for it. The compartment can only be raised by moving a lever concealed behind a stone in the wall to the right of the north door. If the lever is moved to the left, the secret compartment rises from the floor to reveal a strongly made chest with brass bands reinforcing it. The lever is trapped; if it is moved to the right, sleep gas floods the chamber. All persons in the room must save vs. poison or fall asleep for 2d4 turns. A voice is heard only by those people who failed

their saving throw that says: "Who dares to steal the treasures of Koralgesh? Sleep and I shall come for you!" The message serves no purpose now, since its originator died in the disaster that destroyed the city. It might increase player anxiety, however. The chest is locked and contains 370 sp and 290 gp in loose coins.

15. Storeroom.

Scattered crates and barrels litter the floor, and rats scamper across the litter. Most of the crates have been broken open. Bolts of decaying cloth are heaped near the west wall.

This room has been ransacked, and the only things of possible value are some scattered torches and a small barrel of oil. A secret door is concealed in the northwest corner of the room for access to the elevator. Its trigger mechanism is located to the right of the door and is activated by simply pressing the stone. This also serves to summon the elevator.

16. Tomb.

Four slabs along the walls support the bodies of four men. A large stone sarcophagus occupies the center of the room. Cobwebs hang heavily from the ceiling, even to the point of covering the bodies on the slabs.

The bodies are zombies (AC 8; HD 2; hp 14, 12, 10, 8; MV 90' (30'); #AT 1; Dmg 1-8; Save F1; AL C) and always attack last, with no initiative roll. The sarcophagus contains the body of a man in clerical robes and a *staff of healing* lies on his breast beneath his hands.

Level Three

The ceiling height for this level is 10', unless otherwise stated. This level, too, dates from the time of Koralgesh.

Roll 1d6 every other turn. If a "1" is rolled, a wandering monster is encountered on the following turn. The kind of monster encountered is determined by die roll of the DM's choice. If a "1" or "2" is rolled on the above die-roll check, a ghostly phantom is seen, glowing faintly. When it notices the party, it glides to a wall, floor, or ceiling and passes beyond it. They cause no damage or ill effects, being nothing more than the restless dead of Koralgesh.

Dice roll	Encounter
1	1 mountain lion (AC 6; HD 3 + 2; hp 16; MV 150' (50'); #AT 2 claws/1 bite; Dmg 1-3/1-3/1-6; Save F2; ML 8; AL N)
2	3 shadows (AC 7; HD 2 + 2*; hp 13, 11, 9; MV 90' (30'); #AT 1; Dmg 1-4 + special; Save F2; ML 12; AL C; SD each hit drains 1 point of strength for 8 turns)
3	6 skeletons (AC 7; HD 1; hp 8, 8, 5, 5, 4, 4; MV 60' (20'); #AT 1; Dmg 1-6 by short sword; Save F1; ML 12; AL C)
4	2 ghouls (AC 6; HD 2*; hp 12, 7; MV 90' (30'); #AT 2 claws/1 bite; Dmg 1-3/1-3/1-3 + paralysis; Save F2; ML 9; AL C). Lair in barracks, room 2.
5	3 rock baboons (AC 6; HD 2; hp 14, 12, 10; MV 120' (40'); #AT 1 club/1 bite; Dmg 1-6/1-3; Save F2; ML 8; AL N)
6	1 tyrannabyss (AC 8/6; HD 5**; hp 30; MV 60' (20') land/120' (40') water; #AT 2 claws/sting; Dmg 1-4/1-4/1-4 + special; Save F3; ML 9; AL N). Range of paralyzing sting is 10'; successful saving throw vs. paralyzation nullify its effects (see new monster description for details).

First Floor (L3)

1. Courtyard.

Numerous slime trails along the floor appear old and dull, but one glistening trail passes from the courtyard in the Keep. The fountains are filled with slimy, green water, and their surfaces are occasionally disturbed by movement below. Huge statues of knights in armor flank a central statue of Kor the Immortal. Stringy, unhealthy-looking vegetation has sprung up between the flagstones of the floor, though they are absent wherever a slime trail has coated the surface.

The movements in the fountains are large, disgusting looking salamanders. They are harmless, but if touched, their slimy bodies cause severe symptoms much like poison

ivy. No damage is incurred (though a –2 "to hit" is gained), and the rash disappears in 2d4 turns. If anyone looks out over the city, all that can be seen is the city's destroyed curtain wall, ruins, mist, and sea. Several trails may be seen leading to the courtyard from the surrounding cliffs.

2. Barracks.

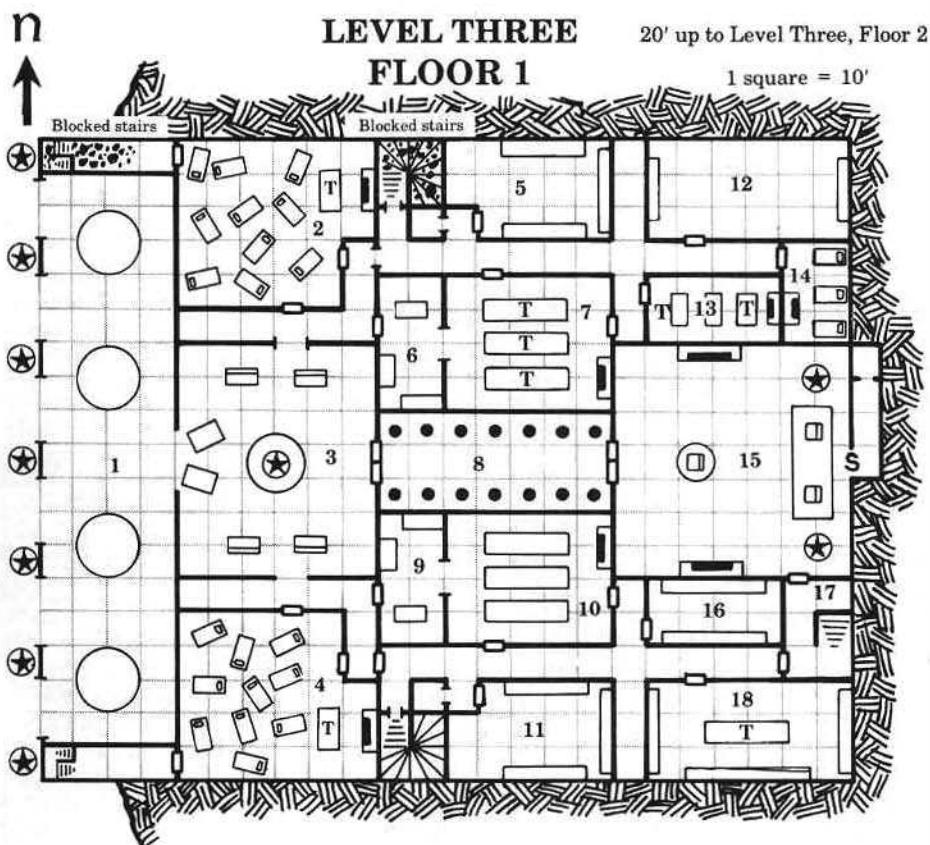
The bunks in this room are overturned or pushed into random positions. A large, oaken table stands before a stone fireplace in the northeast corner of the room. A door can be seen in the northwest corner.

This room is the lair of two ghouls. If they have not already been encountered as wandering monsters, there is a 1 in 1d4 chance that they are in this room. They have concealed 1453 cp and three gems worth a total of 1600 gp in the mattress of the upper bunk in the extreme southwest corner of the room. The door leads to a spiral stairway that is choked with rubble and cannot be used.

3. Antechamber.

Several slime trails glisten in the dim light and wind their way around the room and out the archways to the north and south. A fountain in the center of the room supports an alabaster statue of a beautiful woman in flowing robes. A heavy double door is located in the center of the east wall, and similar doors lie on the floor just inside the open passage in the west wall.

The double doors on the east wall are locked and the hinges rusted shut. They are extremely difficult to open, even for a thief (–10% to pick locks roll). The shallow water of the pool is surprisingly clear, and 258 sp are scattered around its bottom. If a coin is thrown into the pool, the statue speaks: "The poor of Koralgesh thank you for your generosity." If a coin is removed, the statue asks: "Would you steal from the poor of this city?" The statue serves no other purpose.



4. Barracks. The bunks in this room have been overturned, and the entire room is in a state of ruin. A table stands before the stone fireplace in the southeast corner of the room, and a door can be seen in the southwest corner. The door in the southwest wall opens into a corridor that leads to a functional spiral stairway.

5. Storage.

Five large barrels stand on end around the room and a large shelf occupies the north, east, and south walls.

This room is the lair of five giant rats (AC 7; HD 1½; hp 4, 4, 3, 3, 2; MV 120' (40'); #AT 1 bite each; Dmg 1-3 + disease; Save normal man; ML 8; AL C). Anyone bitten by a rat has a 1 in 20 chance of becoming infected (saving throw vs. poison allowed). Failure of saving throw means that the victim may die in 1-6 days (1 in 4 chance) or become too sick to adventure for a period of one

month. The rats have hoarded three bright gems worth a total of 350 gp in a pile of litter beneath the eastern shelves. The barrels contain water, vinegar, oil, pitch, and wine. The materials on the shelves have been overturned and ruined by the rats. One 50' coil of rope is intact on the northern shelf.

6. Kitchen. The open archway leads into a room with a table near the north wall, a cupboard against the west wall, and a fire pit in the southeast corner. The floor is littered with pots and pans. This room has been ransacked, and nothing of value is here.

7. Mess. Three great oak tables stand in the center of the room, and broken or overturned chairs litter the floor. A large fireplace occupies the southern half of the east wall, and an open archway can be seen in the center of the west wall. A door is located on both the north and east walls. This room has been ransacked, and nothing of value is here.

8. Great Hall.

A massive double door occupies the east and west walls of this chamber. Its 15' vaulted ceiling is supported on each side by seven gilded pillars that border the great hall near the north and south walls. Twelve suits of plate mail stand between the pillars, each holding a halberd at port-of-arms position. On the north and south walls are gigantic tapestries illustrated with ocean scenes and battles with sea monsters and pirates.

The throne room is guarded by four sentries (AC 3; HD 3; hp 21, 20, 17, 13; MV 90' (30'); #AT 1; Dmg 1-10 by polearm; Save F2; ML 12; AL N) which are magically animated suits of armor. If any person enters the hall from the throne room, nothing happens. If he turns around and goes back to the throne room or enters through the west door, the four suits of armor nearest the throne room animate and bar the way. They do not attack unless the party tries to force by them or attacks. Both doors of this room automatically swing shut one round after the party enters. Both doors are locked, and the west door closes slowly due to its rusted hinges.

9. Kitchen.

The open archway leads into a room with a table near the south wall, a cupboard against the west wall, and a fire pit in the northeast corner. Scattered pans and debris litter the floor.

A box in the open cupboard has a 6"-diameter hole in one end. Anyone placing his hand in the box triggers a spring blade and takes 1 hp damage. The box is a rat trap, and if the party looks around carefully, it sees scattered drops of dried blood leading from the cupboard out the door. The trap is used by the ghouls in room 2 (this level) to catch food.

10. Mess.

Three great oak tables stand in the center of the room. A large

fireplace occupies the northern half of the east wall, and a number of broken chairs have been piled next to it. An open archway is located in the center of the west wall, and a door can be seen in the south and east walls.

Examinations of the fireplace reveal that it is still in use. The ashes are still warm, and the broken chairs have been used as fuel.

11. Storage.

Three bare shelves stand against the north, east, and south walls. Stacks of barrels occupy the southwest portion of the room. Cobwebs and dust cover everything in the room.

A small, ornate rosewood box lies between the barrels. Anyone attempting to reach in and grab it has a 50% chance of overturning the precariously balanced barrels. If this happens, everyone within 10' of the barrels must roll their dexterity or less to avoid taking 1d4 hp damage. The box contains snuff.

12. Armory.

Two long racks of weapons stand in the center of the room. Another rack stands against the west wall. A closed cabinet stands against the east wall with two snoring figures lying in front of it. A flat, rosewood chest about 3' long lies open on the floor near the west wall.

The two sleeping figures are bandits (AC 6; F1; hp 7, 4; #AT 1; Dmg 1-8 by swords; Save F1; ML 8; AL C) dressed in leather armor. A bow, quiver, and two shields lie on the floor near the bodies. They failed to disarm the trap in the cabinet against the east wall and triggered sleep gas when they attempted to open it. They wake up if any noise is made by anyone entering the room, and they try to kill the party members if they are not outnumbered. If the party appears to be too strong, they attempt to join them. They are sly and treacherous, and may steal from or kill PCs if they think they can do so safely. Blann is

a swordsman and Darkeye fancies himself as an archer. The flat rosewood case contained 10 arrows +1. Their clips are now empty and the arrows are in Darkeye's quiver. The locked chest on the east wall contains one sword +1, cure light wounds 1/day in a green, leather scabbard.

By sheer luck, the bandits have not yet encountered the ghouls on this level, and neither have the ghouls found them.

13. Game Room.

Three tables stand in the central area of the room, and a fireplace is built into the east wall.

The door is slightly ajar, and when anyone opens it, four ghostly figures are seen sitting at one of the tables, playing cards. They then see the party, lay down their cards, and leave through the south wall. If anyone examines the cards, they find them to all be composed of aces and eights.

14. Captain's Room.

Three beds stand with their headboards against the east wall. A small nightstand occupies a space to the right of each bed, and a fireplace has been built into the southern part of the west wall.

The fireplace is trapped, so the DM should make all applicable saving throws for the party members who investigate it. Up inside the fireplace near the flue are three soot-darkened levers. From left to right, the levers are formed in the shape of a dragon's head, a skull, and a gargoyle's head. The levers can only be moved to the left or right, and the proper combination required to safely open a concealed compartment in the mantle is left/left/right. Any movement other than the proper combination triggers a poison needle in the appropriate lever. If a successful save vs. poison is rolled, the victim only feels the sharp prick of the needle. If the saving throw is failed, the victim gasps for air and collapses to the ground in a comatose state. All

signs of life are reduced to a point where they are practically undetectable (roll a 1 on 1d10 each time the victim is examined). This deathly coma lasts for 6 turns. If the proper combination is met, a concealed panel in the mantle slides open to reveal a compartment containing a small leather bag. The bag contains 33 gp, 27 ep, 5 pp, and three gems each worth 25 gp.

15. Throne Room.

Two giant statues of Kor the Immortal stand near the east wall on either side of a raised dais. They each hold a trident of which the butts rest on the floor and a crystal sphere 1' in diameter that is raised above their heads. Each sphere emits a brilliant light that illuminates the room. Two thrones of polished granite rest on either side of the dais. An ornate tapestry behind the thrones pictures a rolling sea with a beautiful white ship cresting the waves. In front of a fireplace on the north and south walls are two long benches facing a low stone chair in the center of the room. This chair is of white granite and faces the thrones. A large double door is located in the center of the west wall, and a door is also located in the eastern portion of the south wall.

Before the king's throne (on the left of the dais) is a blade-wide slot in the stone at the foot of the chair. If a sword is placed in the slot and pressed down, the Seat of Justice before the dais glows brightly. Anyone reaching into or touching this glowing area feels a pleasant tingle. If anyone sits in the Seat of Justice while it is glowing, he is instantly teleported to a cell in the dungeon on Level 2 (room 1). The DM decides whether or not the cell door is intact or wrenched open. If any skeletons are left on Level 2, there is a 50% chance per turn of their responding to the wailing of the captive spirits.

Concealed in the left arm of the king's throne are two studs. If the first stud is depressed, a small, round pedestal that contains six small, leather bags in a recessed

compartment rises from the dais to the left of the throne. Each bag contains 25 gp. If the second stud is depressed, an illusionary gold dragon (AC -2; HD nil; #AT 2 claws/1 bite + breath; Dmg 2-8/2-8/6-36) appears and immediately uses its breath weapon for 44 hp fire damage (saving throw applicable for half-damage). The body of anyone slain by this breath attack drops to the floor and collapses from within, leaving all belongings behind as the body disappears to reappear in the dungeon on Level 2 (room 1). The dragon does not attack anyone on the dais and orders any survivors of its initial attack to surrender. Anyone who does so is ordered to the Seat of Justice and is teleported to the prison below, whether or not a sword is in the slot before the king's throne. All damage sustained by PCs is illusionary in nature, and one successful hit on the dragon dispells it. Anyone "slain" by the dragon awakens in 1d4 turns.

16. Ship Room.

Two long shelves on the north and south walls support 27 models of the ships of Koralgesh. All vessels are armed with catapults fore and aft, and all bear the colors of Koralgesh.

The models are of great value as collector's items but are extremely fragile. Transportation is nearly impossible, but in the event of anyone devising what the DM feels to be a possible method, each ship is worth 150 gp. There is a 25% chance that the models break regardless of their method of transportation, and 95% if they are roughly handled.

17. Stairway.

A skeletal figure in chain mail lies on the floor near a stairway that leads upwards. Shield and sword lie near the body.

If the body or its possessions are disturbed, the skeleton (AC 7; HD 1; hp 8; MV 60' (20'); #AT 1; Dmg 1-8 by sword; Save F1; ML 12; AL C) animates and attacks. It cannot be turned until it animates. The skeleton wears a *ring of fire resistance* on its right hand and



a leather pouch on its belt contains 12 gp.

18. Lounge and Library.

Shelves of moldy books line the walls, and an unhealthy, green growth clings to the ceiling and wall to spread across the floor.

The green slime (AC can always be hit; HD 2***; hp 16; MV 3' (1'); #AT 1; Dmg turns flesh to slime; Save F1; ML 7; AL L) does not attack anyone unless the room is entered. It can only be harmed by fire or cold. It can be burned off armor or clothing if attended to quickly. Once in contact with flesh, it turns the victim into green slime 1-4 rounds after the first 6-round (one minute) period. Burning the slime after it has made contact with flesh causes half-damage to the victim and half-damage to the slime.

Second Floor (L3)

19. Closet. The door opens outward to reveal a small chamber that contains mops, buckets, brooms, large bars of yellow soap, and five small kegs.

The kegs contain high quality oil for the lamps in the quarters located on this floor.

20. Guest Room. Two large beds, a table, and a rumpled carpet occupy this room. A fireplace is built into the eastern wall, and an overturned nightstand lies on the floor near the bed towards the east. The room has been ransacked; nothing of value remains.

21. Guest Room. Two beds stand in the northern part of the room, and an open chest lies overturned near the

eastern wall. A table near the west wall has been turned over, and its legs have been removed. An oval carpet lies on the floor near a fireplace on the southern wall. The room has been ransacked; nothing of value remains.

22. Guest Room. Two beds stand near the middle of the room. A chest near the bed to the west has been broken open, and a table lies on its side near the north wall. A tattered oval carpet lies on the floor under the eastern bed, and a fireplace has been built into the center of the western wall. The

room has been ransacked; nothing of value remains.

23. Bath.

The shattered door to this room lies just inside the door frame, and a foul odor fills the air. Thick trails of mucous lead from the door to a murky pool of dark water in the center of the room. Several obscure forms can be seen floating in the pool.



Fresh slime trails lead to and from this room, and the foul odor is noticed whenever anyone ventures within 30' of the door. This room is one of two lairs for the tyrannabyss (AC 8/6; HD 5**; hp 30; MV 60' (20') land/120' (40') water; #AT 2 claws/1 sting; Dmg 1-4/1-4/1-4 + special; Save F3; ML 9; AL N). If it has not already been encountered and slain, there is a 25% chance that it is lurking in the dark waters of the pool. It attacks intruders immediately if it gains surprise or it waits for them to approach the pool. It uses its long eye stalks much like a periscope. It surges up from the pool and fires its lancet at the nearest target. If a victim is hit, the tyrannabyss drags him into the pool and submerges. The victim takes listed damage per round or dies by drowning, whichever comes first. His comrades may be able to force the tyrannabyss from the pool and save him if they react fast enough, or sever the lancet's connecting tube if they are standing close enough to do so before the victim is dragged into the pool. Blind attacks into the pool with arrows, etc., are at -3 to hit, and have a 1 in 6 chance of hitting the victim.

Three partially consumed bodies (a week old) float in the pool. Two of them appear to be sailors, and each body wears a gold earring worth 1 gp. The third body is that of an orc wearing a torn belt pouch that contained 30 gp, now scattered over the floor of the pool. Assuming that the party notices this and decides to retrieve the coins, 1d4 turns are needed to do so.

24. Library. Shelves filled with books line the walls, several of which have been pulled down to spill their contents onto the floor. A long table with six chairs stands before a fireplace near the east wall.

Though none of the remaining texts are magical in nature, the DM may create an assortment of strange and unusual tomes with references to lost treasure hoards, shipwrecks, ways to create potions, and so forth. Some false information and forged treasure maps would also be helpful.

25. Throne and Dining Room.

Great murals of ocean adventures decorate the room and a large tapestry hangs on the northern wall. Three immense tables of scarred wood stand near the center of the room and a smaller, richly carved table stands before three ornate chairs near the north wall. Chairs, plates, and eating utensils litter the floor. Open archways lead from the room in the south and southeast walls. A small, man-sized archway can be seen in the extreme southeast corner and closed doors can be seen in the east, south, and west walls.

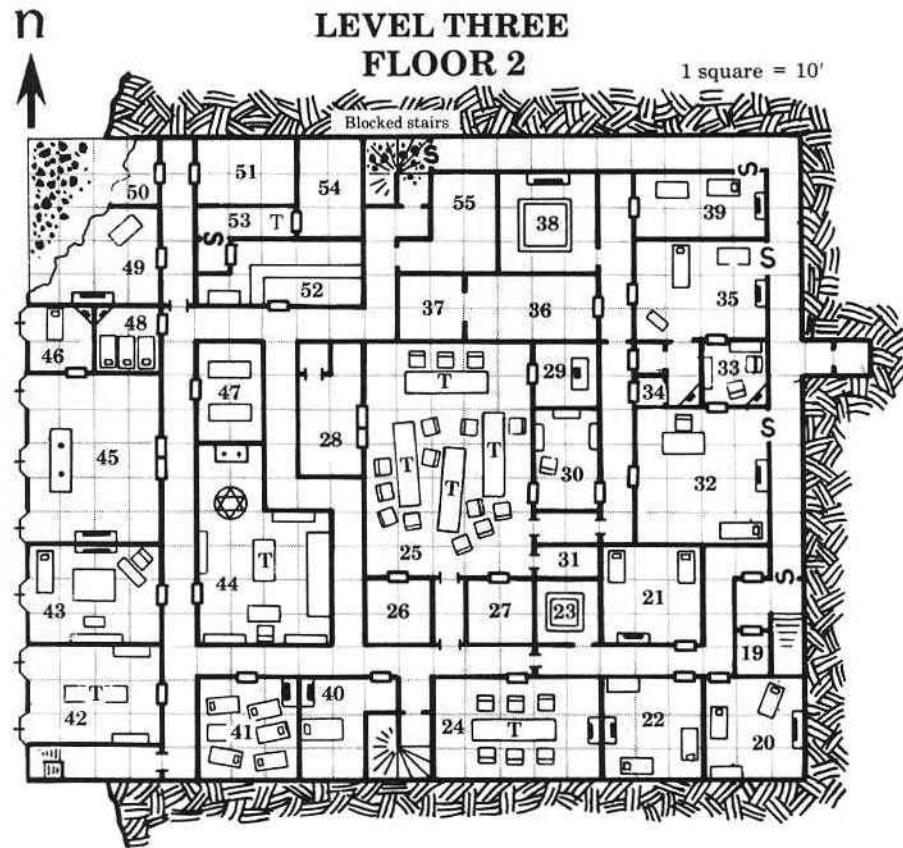
The distance that the PCs can see is limited by their source of light. The DM must examine the map of the room and reveal what he feels the people can see from any given area in the room. Pewter dishes on the royal table have a net worth of 200 gp. As the party members approach within 30' of the door to room 29, a ghostly image appears, beckoning to the party to follow, and disappears into room 29.

26. Royal Guards' Room.

Five bunks stand along the walls, and three stone statues stand in the room in varied positions.

The stone statues have shocked, horrified expressions. They wear expensive, ornately carved breastplates and greaves. One stands with his left forearm raised before his helmed head, and his right hand on the hilt of his sheathed sword. Another looks like he just rolled off his bunk, and crouches with his left hand raised in front of him. On the floor below his outstretched fingers lie a number of glass shards — the remnants of a mirror. The last figure stands as if frozen in the middle of a charge, sword raised over his head. Under one bunk is a helmet identical to those worn by the statues.

If rescued by a *stone to flesh* spell, the guards recall seeing Landau (as mentioned in area 29, this level) entering the room and ordering them to surrender to him or perish. Moving in to arrest



him, the men were attacked by a medusa that Landau generated using a *create any monster* spell. Landau, now long dead, was a 24th-level magic-user.

27. Royal Guards' Room. Five bunks stand along the walls. The bedding been stripped off and laid in a pile in the center of the room. The room was ransacked; nothing of value remains.

28. Kitchen.

A fire pit stands next to the northeast and west walls, and a counter with two cabinets stands in the southern part of the room. An open archway can be seen in the northwest corner.

Four giant centipedes (AC 9; HD 1½; hp 4, 3, 3, 3; MV 60' (20'); #AT 1; D Poison; Save normal man; ML 7; AL N) live in the left cabinet (its door is slightly ajar).

29. Room of the Book.

The door opens into a small room decorated with a rich tapestry that

hangs on the east wall. The tapestry displays the heraldry of Koralgesh, and a stone altar bearing an immense, closed book stands before it. Lying on the floor in front of the altar is a skeletal figure in blue clerical robes.

The body has no valuables and lies with its right arm stretched toward the altar with a writing quill clenched in its hand. The book is closed, and its ancient leather cover is embossed with the sun and sea of Koralgesh. If opened, an unseen voice reads the page. Whoever opens the book must turn each page until the book is completed. Upon completion, the book closes by itself. This act lays the spirits of the dead to rest throughout the Keep, destroying all undead and phantoms. The following information is read to the party.

The forefathers of our city were men of courage and wisdom. In their planning of the construction of this, our city, they consulted our wisest men, and were advised by these worthies to look for a building site accessible only by the sea. Long did they journey



along the coasts of the Western Sea. At last, along the forbidding coast of Gesh, a natural harbor was found, at the very feet of the great mountain, Helm's Peak. Here, they decided, would they build the queen of all seaports, Koralgesh.

They sent afar for stone masons whose craft would be worthy of such a task, and the dwarves of the White Mountains answered their challenge. The dwarves journeyed to the mountains of Gesh and labored hard and long. Tier upon tier of city streets and buildings were constructed from the very edge of the Western Sea up the sides of Helm's Peak itself. Granite from their homeland was imported to construct the face of the Keep, and with great cunning the dwarves delved into the body of the mountain.

In defense of our harbor, a great sea chain was stretched across its mouth. This barrier kept at bay the pirates that raided the coast of Gesh. A small fortress was erected, and a body of loyal guards controlled the windlass that lowered the chain for those ships authorized to leave or enter our port.

Soon, Koralgesh became the leading seaport of the Western Sea. Her riches became an asset that the council used to finance a fleet of ships, the like of which had never sailed the briny depths, and trade expanded to every seaport along the coasts. Silks, jewels, spices, art, and precious metals were entrusted to these vessels and never was a cargo lost. The reputation of our city grew until the decisions of our council were viewed as the laws of the sea.

Then came the man who called himself Landau. His was a power whose limits we knew not, and by guile and sorcery did he insinuate himself into the confidence of our

nobility. His honeyed tongue made many friends, and his favor and power was sought by many who were not content with their positions in our city. He became a familiar figure at court, and often he was seen observing the ships in our harbor. Most interested was he in the operation of the great chain across the inlet. Alas, even I was deceived by his talents. In a blind faith in his integrity, I awarded him the freedom of the Keep and much honor. Here, to my eternal shame, I unknowingly betrayed my king and my people.

His true nature was finally revealed upon the day of the summer solstice. This, our most holy of days, was a celebration of the longest day of the year and the triumph of Kor the Sun King over Tram, Lord of Darkness. At the height of celebration, Landau caused a great weariness to fall upon our sentries and the harbor guards. He then lowered the sea chain for the pirate fleet lying in wait down the coast. Too late did I see our folly, and too late were my warnings to save our city. The pirates caught the city unaware and great was the slaughter. Our king rallied the remnants of his guard, and the sun and sea of Koralgesh struck into the heart of our enemies. Our warriors slew three for every one of our own, but the pirates pressed forward in such numbers that the standard of our city was overthrown and trampled underfoot.

One by one, our warriors fell until, at last, King Ambril faced our enemies alone. I watched in dismay as a rain of arrows descended upon him, for the cowards would not brave the terrible length of his sword. Before he fell, he raised his sword above his head, and drove it half its length into the very body of Helm's Peak. With a great cry to Kor to avenge him, he snapped the blade off within the stone, and the Immortal answered. Deep beneath our feet the mountain growled in anger. Great cracks opened in its sides, and glowing rock poured forth to engulf our enemies. With a shuddering roar that leveled buildings, a great explosion rent the mountain from within. I watched in horror as the entire city below the Keep was cast into the sea. A huge cloud of glowing embers rolled across the harbor, and destroyed every ship therein. The very waters of the sea

boiled; a shroud of mist rose high into the sky.

Staggering through the choking gasses, I found the oathbreaker, Landau, as he was looting the great vault. Long did we battle and magic filled the air. We exhausted our talents and fought like beasts until, at last, I slew him with my own hands. Now, I am the last to record this knowledge in the Chronicles of Koralgesh. I end my journal to await my fate. May the Immortal Kor be merciful.

30. Study.

Two doors stand in the southern portion of the east and west walls. Two plush chairs occupy the center of the room, and a bookcase stands against the west, north, and east walls.

The shelves contain books covering a variety of topics: poetry, history, shipping, law, and economics to name a few. The second shelf in the eastern bookcase conceals a hidden panel that can be released by removing the books from the shelf, and depressing a concealed stud in the left corner of the shelf. The compartment contains one scroll of protection from lycanthropes and a potion of gaseous form.

31. King's Guardroom. Two low benches lie on their sides near the north and south walls. Litter covers the floor and the room has a pungent, animal odor. Nothing of value is in this room.

32. King's Chambers.

A massive oak desk and chair occupy the northwest part of the room. A fireplace stands in the center of the east wall, and a large reading chair sits on an ornate carpet in front of it. A large bed and a small nightstand occupy the southeast corner; the oaken foot and headboard corner posts are surmounted by a large, gold ball. An open clothes closet stands against the south wall. Two large mirrors hang on either side of the door in the west wall, and another door can be seen in the north wall.

The mirrors reflect the contents of the room whenever they are looked into at an angle. Anyone who looks directly into the mirrors for more than one

round is awarded a view of the outside of the Keep as if he were standing upon the battlements. Rolling mists are all that can be seen now. A vague, birdlike figure is seen as it plummets from above and disappears into the cloudy vapor; the figure is that of a harpy that lairs in the ruins of the outer battlements, now inaccessible from the inside. It won't be encountered by the party unless the party attempts to scale the mountain above the Keep. In the drawer of the nightstand is a *dagger +2*; also, a *ring of water walking* is concealed in the golden ball at the left of the footboard (the ball can be unscrewed from its base). Several oil lamps hang on the walls and, if the support bracket to the lamp left of the fireplace is pulled directly outwards, a sharp click is heard, and the secret door in this wall opens. To close the door, simply reverse the process. Matching lamps in the corridor open the secret doors from the other side.

33. Lounge.

A fireplace occupies the southeast corner of this chamber. A low bookcase stands against the north and west walls, and a door is located in the western side of the north and south walls. Two dusty, but comfortable looking chairs sit before the fireplace.

The room is unoccupied, and the only items of any value are two golden candlesticks (50 gp each) and a small jade statue of Kor (250 gp) on the mantle of the fireplace.

34. Servant's Quarters. A small 10' square room lies behind this door. Its cobwebbed interior shows only a cot, a wooden chair, and a small table with a basin set into its surface. There is nothing of value in this room.

35. Queen's Room.

This is a large, ornate room. A plush chair on an oval carpet faces a fireplace in the center of the east wall. A canopied bed, lady's vanity table, and a chest can be seen near the north wall. Two large mirrors hang on either side of a door on the west wall. Another chest and a round table are located in the southern portion of the room. An open archway and a door can be seen in the southern wall.

The open archway leads to a nursery; inside are a child's crib and corner fireplace. Several lifelike toy birds are suspended in the air above the crib. If touched lightly, they sing melodiously. If moved with any force, they lose their dweomer and fall to the floor. A small handmaiden's chamber lies next to the nursery.

The mirrors on the east wall are identical to those in room 32. There is a 10% chance for each PC to catch another glimpse of the harpy. A silver hand mirror, comb, and brush (25 gp value) lie on the vanity. Each chest contains clothing, but the only thing of real value is a silver embroidered belt of soft leather with a buckle of small pearls set in the shape of the sun (250 gp value). A secret door is concealed in the northern corner of the east wall; it is opened in the same manner as the door in room 32.

36. Music Room.

This room contains musical instruments of many different shapes and types. Wooden flutes, harps, lutes, and others line the walls. Wooden stools are scattered around the room, and an open archway is located in the center of the west wall.

These instruments have all suffered from the dampness, and are worthless and unplayable as a result.

37. Weaving Room.

A large loom occupies the center of the room. An ornate chair and wooden chest stand next to it.

A tapestry of an ocean scene has been started on the loom. If the chest is opened, it reveals spools of different colored thread. A spool of silver thread and a spool of gold thread (worth 10 and 20 gp) lie in the bottom of the chest, beneath the removable upper rack.

38. Royal Bath.

The door to this room has been forced off its hinges and lies just inside the doorway. A foul odor fills the room and glistening, wet trails can be seen on the marble floor. A large bathing pool occupies the center of the room; its waters are dark and murky. A fireplace can be seen in the center of the north wall.

There is an 80% chance that the tyrannabyss is lying at the bottom of the pool, if it has not already been encountered and slain. The water in the pool is too filthy to see through. If present, the tyrannabyss tries to gain surprise and attack with its harpoon weapon. Any characters so hit are dragged into the pool. If the beast succeeds in capturing its prey, the victim's friends can come to his aid at -3 to hit the submerged animal, at a 1 in 6 chance of striking its prey. There is 470 gp of mixed coins at the bottom of the pool (1d8 turns to retrieve).

39. Princess's Chamber.

A large vanity has been pulled away from the wall towards the door, and an ornate chest can be seen near the south wall. A narrow table with cobwebbed candlesticks and small jars also stands against the south wall. A canopied bed and a small nightstand occupy the northeast part of the room, and a fireplace is built into the center of the east wall. Large mirrors hang on either side of the door.

The door to this room is bolted from within, and must be forced open. As soon as the party tries to force the door, it hears a muffled crash from within the room. The long table against the south wall is covered with cobwebs, but the small jars have recently been disturbed. A wooden chair lies on its back in front of the table, and a small paint brush lies beside it, still wet with red paint. There is one opened jar on the table and it contains old, dried red paint. A parchment on the table depicts a brightly colored bird still in the process of being painted. All of the jars contain dried pigments. The mirrors perform the same way as those in Rooms 32 and 35. In a small silver box at the back of the drawer in the vanity are four gold rings. One of the rings is a *ring of animal control*. The total value of the box and the other rings is 500 gp.

40. Steward's Room.

The door opens into a small 10' square entry that leads into a larger room. A table stands against the north wall and a fireplace can be seen in the northern corner of the

west wall. A bed, desk, and chair occupy the remaining part of the west wall. A cloaked figure sits in a chair facing the fireplace.

The cloaked figure is the skeletal body of the Keep's steward. A chain of office hangs around his neck, and a heavy gold ring with a large dark gemstone is worn on his right hand. The heavy facing of the ring rotates and produces a small key from the gem's surface. The chain is worth 25 gp and the ring is worth 55 gp.

41. Servant's Quarters.

Six bunks are scattered throughout this room, and a fireplace is located in the northern corner of the east wall.

This is the lair of three ghouls (AC 6; HD 2²; hp 14, 12, 10; MV 90' (30'); #AT 2 claws/1 bite; Dmg 1-3/1-3-1-3 + paralysis; Save F2; ML 9; AL C); they are awake and alert. The door is locked from within. Any noise made by the party in its attempts to pick or force the lock alerts the ghouls inside. The ghouls unlock the door, open it, grab whomever is on the other side, and snatch him into the room. Two of them attempt to close and lock the door, while the third keeps their victim busy. Behind a loose stone in the southwest corner of the room is a cloth sack containing 423 cp, 107 sp, and 185 gp, but a PC must look carefully to see it beneath the dust and litter.

42. Map Room and Observatory.

The door opens to reveal a room whose western wall contains two shuttered windows at the corners of the chamber. A pedestal supports a long, tubelike structure before each window and a small statue stands between them. A long table stands in the center of the room; the table is bare except for a small, carved stand. A large shelf against the north wall contains rolls of parchmentlike material, and a small table stands against the south wall.

The cupped stand on the table is the resting place for a crystal ball concealed behind the map shelf on the north wall. At the back of the lowest shelf is a small seam that appears slightly chipped and cut. By inserting a dagger

blade into this seam and prying downward, a catch is released with an audible click. The entire shelf can now slide along the wall to the left to expose a small, locked wall safe. Inside this safe is a *crystal ball* in a blue velvet bag. The brass tubes are green with corrosion, but could be cleaned up. They are telescopes, bolted securely to their pedestals. If they can be removed without damage and are properly cleaned, each telescope is worth 750 gp. The small statue is a replica of the Immortal Kor; it has a small slot in the base of its low stand. If a gold coin is dropped into this slot, the statue says: "High humidity and deep fog . . . again. Water temperature variable to boiling, and it looks like rain." If the base is smashed open, no coins are found, and the statue ceases to operate.

43. Wizard's Chamber.

A shuttered window is located in the center of the west wall. A bed, fireplace, desk, and chair occupy the northern part of the room, and a very large carpet covers the center of the floor. Below a very large painting on the south wall stands an ornate chest.

The 8' x 20' painting on the south wall portrays a mirror copy of the room itself. Standing on the carpet in the painting is a large, apelike figure with scaled skin and long, muscular arms. Three orcs stand huddled behind the desk, and two hideous, ghoul-like creatures stand near the chest. The apelike creature is an epadrizzil (eh pa DRA zil; AC 3; HD 4 + 1***; hp 21; MV 120' (40'); #AT 2; Dmg 1-4/1-4; Save F3 + special; ML 12; AL C). It steps out of the painting and attacks anyone or anything disturbing its master's belongings (see new monster description for details). Anyone captured by the epadrizzil and placed in the painting can be released by means of a *dispel magic* spell, a *rod of cancellation*, or by destroying the painting (AC 9; hp 20; half-damage by weapon type). This also frees the three orcs (AC 6; HD 1; hp 6, 6, 5; MV 120' (40'); #AT 1; Dmg by short sword, 1-6; Save F1; ML 6; AL C) and the two thouls (AC 6; HD 3**; hp 22 (now 14), 13 (now 9); MV 120' (40'); #AT 2 claws; Dmg 1-3/1-3 + paralyzation, ML 10; AL C). The two thouls are wounded and regeneration takes place

one round after they are free. The orcs bolt for the door, initiating combat with anyone in their path. The thouls have a 50% chance of attacking the orcs; otherwise, they attack the party unless engaged immediately by one group or the other. The orcs each have 2-16 cp; the thouls have no treasure. The chest contains one pair of elvish boots, an elvish cloak, and three magic-user's scrolls. A small leather bag contains 15 gp and 3 pp. Scroll 1 has two second-level spells: *detect invisibility* and *phantasmal force*. Scroll 2 has one first-level *magic missile* spell, with 3 missiles. Scroll 3 has one first-level *detect magic* spell and two second-level spells; *knock* and *levitate*.

44. Wizard's Workroom.

A long table cluttered with tripods and beakers stands in the center of the room, and a large desk can be seen near the south wall. Four bookshelves stand against the walls: one to the north, one to the west, and two to the south. A heavy, black marble altar occupies the northernmost wall. A pentagram has been inscribed on the floor in front of it. A large counter with four cabinets stands against the east wall.

The door to this room has been *wizard locked*. A *knock* spell opens it, but the door locks again if it closes. It can be opened by force, but always at some penalty (roll strength or less on 4d6, for example).

Anyone entering the room must save vs. spells. Successful characters see a blinding flash and lose their sight for one turn. Those characters who fail their saving throw see their exact duplicates step from the pentagram and engage their counterparts in melee. Any PC who succeeds in slaying his double sees it fade and disappear. Each double is only visible to its original character. All damage appears real and lasts for two turns. If a PC is "slain" by his duplicate, he recovers in two turns from the illusionary damage and is under a compulsion to leave the room, never to return. The counter with four cabinets contains the following:

Cabinet 1: 20 vials of assorted materials, spices, dried powders, etc. Each stopper is numbered and vial 7 and 19 are also sealed with wax. Vial 7 is a *potion of diminution* and vial 19 is a *potion of healing*.

Cabinet 2: empty.

Cabinet 3: miscellaneous magic paraphernalia, 10 small jars of lizard scales, powdered blood, hair, etc.

Cabinet 4: glassware and a bundle containing *chain mail armor +1* wrapped in oiled leather.

A large, shallow bowl on the altar is actually a *shield +2*.

45. Temple of Kor.

This large room is nearly empty except for a large altar of polished marble, and a large oval carpet on the floor in front of it. A fireplace is located in the center of the south wall, and a shut door can be seen in the north wall. Three stained-glass windows are built into the western wall, and the one above the altar appears to have writing on it.

The inscription on the stained-glass window over the altar reads as follows:

*He who stands and beholds my face
With heart and courage pure,
My Blessings on him I will place
And all his ailments cure.*

Anyone who stands in the light of the late afternoon sun has all of his wounds healed. This takes place only if the DM feels that the character has been properly played and has lived up to the rhyme. A result of 1 on 1d6 indicates that the sun is blocked by rising mists from the sea below, and no healing thus takes place.

46. Bishop's Room.

A small bed lies near the north wall of this room. A fireplace and mantle can be seen in the northeast corner, and a small desk stands against the east wall. A stained-glass window is located in the northern part of the west wall.

A sliding door in the left side of the mantle reveals a narrow compartment containing two clerical scrolls. Scroll 1 has two first-level spells, *cure light wounds* and *light*. Scroll 2 has one second-level spell, *protection from evil*, and one first-level *detect magic* spell.

47. Administrative Office. This room is empty except for two overturned desks and littered paper. Examination

of the papers indicates that this was a records office. Ledgers of ships, cargos, ports, etc., are all that can be found here.

48. Cleric's Room. Three cots stand in a row against the south wall. A fireplace is built into the northwest corner and a desk stands against the northern wall. Nothing of value is here.

49. Admiral's Chamber.

Rubble is scattered over the floor and the outer wall of the Keep is destroyed. An overturned desk lies in the northeast corner and a fireplace is built into the south wall.

This is the lair of five rock baboons (AC 6; HD 2; hp 11, 9, 9, 6, 5; MV 120' (40'); #AT 1 club, 1 bite; Dmg 1-6/1-3; Save F2; ML 8; AL N). There is a 50% chance that they are here. If not, they are definitely in room 50 and are attracted to this room by any noise.

50. Ruins. See monster description in Room 49.

51. Classroom. Two rows of five small desks occupy the center of this room. A lecture stand and blackboard can be seen near the eastern wall. Nothing of value is in this room.

52. Treasury. The entrance to this room has two back-to-back doors. The outer door is made of heavy oak and opens outwards. The lock is needle-trapped (save vs. poison at +3 to aged venom). This door cannot be forced inwards due to the presence of the second door. The second door is made of iron bars and opens into the room. It is locked and chained. The steward's ring key (room 40, this level) opens both of these locks.

A long, L-shaped counter travels the length of the room. A desk occupies a space in the southwest corner and a heavy oaken door can be seen behind the counter.

The small room behind the counter is empty with the exception of a brass anchor about 1' long, hanging on a peg in the northern wall. If the anchor is removed from its peg, a secret door into Room 53 opens. Replacing the anchor shuts the door.



53. Trapped Corridor.

A long corridor stretches nearly 60' to the east, stopping at a wooden door.

The corridor is actually 30' long, but skillful workmanship has gradually decreased the dimensions of the walls, floor, and ceiling to provide the illusion of distance. The eastern end of the corridor is only 4' high with a heavy 3' door.

Halfway down the corridor is an anti-gravity trap. The ceiling here extends upwards for 10'. Anyone walking under this area falls upwards and takes 1d6 hp damage. Impact with the ceiling animates three skeletons (AC 7; HD 1; hp 6, 6, 6; #AT 1; Dmg by short sword 1-6; Save F1; ML 12; AL C) who attack the unfortunate adventurer. The brass anchor nullifies the anti-gravity trap, if carried beneath the pit in the ceiling. This action drops everything to the floor for 1d6 hp falling damage. If the anchor is carried out from under the pit, anything still below it falls upwards and takes the listed damage.

The 3' door in the east wall is made of heavy oak and bound with brass; it cannot be forced open. There is a brass plate in the center of the door with a peg near its top. If the brass anchor is hung on this peg and used as a knocker, three knocks open the door. Any other method used to open the door results in the release of a throwing star from a concealed slot in the west wall for 1d4 hp damage. The star strikes one person standing in the center of the hallway. If its path is unobstructed, it strikes anyone standing in front of the door or the door itself. A total of five such stars can be released — one per attempt to open the door (strike as F4).

54. Treasure Vault.

Four large chests stand near the north wall. Several dark stains mark the floor in front of them.

One chest contains 6,320 sp, another contains 3,370 cp, the third contains 5,050 ep, and the fourth contains 3,960 gp and 500 pp. A small chest behind the others contains 97 gems worth a total of 2870 gp.

55. Storage. The door to this room is forced off its hinges. The interior of the room is in ruins. Shattered boxes, barrels, and glass containers litter the floor. Nothing of value remains.

New Monster Descriptions**TYRANNABYSS**

Armor Class:	8/6
Hit Dice:	5**
Move:	60' (20') on land /120' (40') swimming
Attacks:	2 claws/1 sting
Damage:	1-4/1-4/1-4 + special
No. App.:	1-4
Save as:	Fighter 3
Morale:	9
Treasure:	U
Alignment:	Neutral
XP Value:	425

The tyrannabyss inhabits coastal waters — especially reefs and rocky shoals — where it prowls the sea floor in search of prey. It can swim rapidly for short distances by undulations of its body. Its circular mouth is lined with rasping teeth. If its prey is hit by both clawed tentacles (1d4 hp damage each), it is drawn up against this orifice for an

automatic 1d6 hp damage per round of contact. This mouth can rasp through armor at a rate equal in rounds to the difference between the AC and 10. For example, chain mail (AC 5) requires 5 rounds before actual damage to the victim results, while plate mail (AC 3) requires 7 rounds. If the victim breaks away before it takes any personal injury, damage to the armor still takes place.

Below the mouth of the tyrannabyss is its primary hunting weapon, an elongating tube that can fire a barbed sting to a range of 10'. Its sting paralyzes (saving throw applicable) its prey and the tube is retracted to draw its victim within range of its tentacles. If the saving throw is made, victims with a strength of 15 or better can resist the pulling tube, but take 1 hp damage per round due to the lacerations from the barbed sting. The sting can only be used once; then, 3 turns are required for it to be rearmed.

The tyrannabyss is covered with a thick coat of mucous which allows it to withstand prolonged periods out of water, if it can stay damp. The tyrannabyss has been reported to attach itself to the bottom of boats with its numerous suckers and prey upon the crew above. Its soft back is AC 8, while its underside, tentacles, eyestalks, and sting are AC 6. Blunt weapons do only half damage, while edged weapons and fire do full damage. If injured but not slain, the tyrannabyss can regenerate 1 hp per turn in seawater. It has the ability to assume the coloration of its surroundings and its boneless body can squeeze through openings considerably smaller than its body size. It cannot squeeze under doors or through small cracks. If a man can crawl through an opening, so can a tyrannabyss.

EPADRAZZIL

Armor Class:	3
Hit Dice:	4 + 1 ***
Move:	120' (40')
Attacks:	2
Damage:	1-4/1-4
No. App.:	1
Save as:	Fighter 3 + special
Morale:	12
Treasure:	Nil
Alignment:	Any
XP Value:	350

The epadazzil is a scaled, apelike creature with unusually long arms. The skin is brownish-grey, and the creature appears to have some reptilian origins. The epadazzil is a conjured guardian from a two-dimensional plane of existence. Only a high-level magic-user has the ability to summon this creature to do his bidding. To do so, the magic-user must create a special painting (AC 9; hp 20; half-damage from weapon type) in the room whose contents the magic-user wishes the creature to guard. The painting must be an exact mirror image of the room. The epadazzil is confined to this painting unless its services are required. Any creature other than the epadazzil's master that tampers with the contents of the room summons the creature from the painting. The creature immediately attacks to capture the intruder. The epadazzil's great speed allows it to surprise 66% of the time (1-4 on 1d6).

Any hit from the creature paralyzes its victim unless a successful saving throw vs. paralysis is made. Any victim hit by both attacks is grasped, picked up, and carried into the painting to remain in stasis until released. The victim can be released by a *dispel magic* spell, a *rod of cancellation* or by destroying the painting. The latter results in the release of the epadazzil from its bondage; it then returns to its own plane. The epadazzil can regenerate 2 hp per round that it remains in the painting. All attacks on the creature while it is in the painting only damage the painting — not the epadazzil. The epadazzil continues to attack the intruders until it is slain or until the room is cleared. It is semi-intelligent and is immune to *sleep*, *charm* and other mind-affecting spells.

