S1-4 An Adventure for Intermediate Level Characters 9209

Advanced Dungeons & Dragons®

Official Game Adventure

Realms of Horror

by Gary Gygax and Lawrence Schick



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Realms of Horror

Table
of Contents

Chapter 1: General Judging Notes . . . 2
PART 1: TOMB OF HORRORS . . . 3
Chapter 2: Adventure Judging Notes . . . 4
Chapter 3: Setting The Stage . . . 6
Chapter 4: Entrance Level . . . 7
Chapter 5: False Crypt Level . . . 12
Chapter 6: Tomb of Acererak Level . . . 15
PART 2: WHITE PLUME MOUNTAIN . . . 21
Chapter 7: Adventure Judging Notes . . . 22
Chapter 8: Setting The Stage . . . 23
Chapter 9: Whelm's Guardians . . . 26
Chapter 10: Wave's Guardians . . . 29
Chapter 11: Blackrazor's Guardians . . . 32
PART 3: EXPEDITION TO THE BARRIER PEAKS . . . 36
Chapter 12: Adventure Judging Notes . . . 37
Chapter 13: Setting The Stage . . . 43
Chapter 14: Level I — Officers' Country . . . 44
Chapter 15: Level III — Lounge Deck . . . 48
Chapter 16: Level IV — Garden And Zoo Deck . . . 49
PART 4: THE LOST CAVERNS OF TSOJCANTH . . . 53
Chapter 17: Adventure Judging Notes . . . 54
Chapter 18: Setting The Stage . . . 56
Chapter 19: Wilderness Encounters . . . 58
Chapter 20: Wilderness Lairs . . . 63
Chapter 21: Greater Caverns . . . 67
Chapter 22: Lesser Caverns . . . 74

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Chapter 1: General Judging Notes

About the Presentation

The information needed to run this adventure is presented in the same way for each section and part of a section. The various features are given below.

Boxed Text

This is material meant to be read to the players unless specific circumstances in your game prevent their knowing the information given. In general, boxed text gives what the characters could see, hear, or otherwise perceive before actually beginning to explore the area. Indoor and nighttime descriptions were written assuming that the adventurers are using a torch or lantern to see by, thus illuminating a 30-foot radius area. Sometimes boxed text is used to explain or accompany an illustration that is meant to be shown to players.

For example, boxed text for a room might give a brief description of the room's contents as seen from the doorway; this would include any visible inhabitants. Another example of boxed text is introductory material that sets the stage for subsequent play.

NPC and Monster Statistics

The inhabitants of an encounter area are summarized within the DM text for that area. The statistics for these inhabitants are given in paragraphs with all lines but the first indented on the left side. The stats are presented in the same order in all cases, separated by semicolons. This order is given below, with the abbreviations used explained. Spells and special equipment are given below the stats.

Name (number): AC (armor class); MV (movement in inches); HD (hit dice) or Profession and level; hp (hit points); #AT (number of attacks); D (damage done for each attack); AL (alignment); SA (special attack type); SD (special defense type),

DM Judging Text

This text is printed in standard paragraph format. The first paragraphs of an encounter area's judging text most often provide general information about the area itself that is not readily apparent to the player characters.

The next paragraphs explain the area's peculiarities. They could detail the reaction of the area's inhabitants to various party behaviors. Traps or tricks are described in these paragraphs, and treasure is detailed in the same way.

Specific References

Whenever the judging text refers to other chapters or parts of this product, *italics* are used.

Named Spells and Magical Items

The names of spells and magical items are printed in *italics.* Their effects are usually not detailed, that information being readily available in the *Player's Handbook, Dungeon Master's Guide,* and similar reference works.

General Notes on Judging the Outcome

Ability Checks

Occasionally, the judging text calls for Dexterity, Constitution, Charisma, or Strength Checks. When this occurs, the player whose character is in question rolls 1d20. If the roll is less than or equal to the statistic named, the check is successful. The effects of success and failure are explained in each case.

Cumulative Chances

At times, the judging text gives a "cumulative chance" that something occurs. This means that each time a roll is made, the chance becomes greater. For example, there is a 5% cumulative chance for each turn a character sits under a palm tree that a coconut falls on his head. During the first turn there is a 5% chance, the second a 10% chance, the third a 15% chance, and so on.

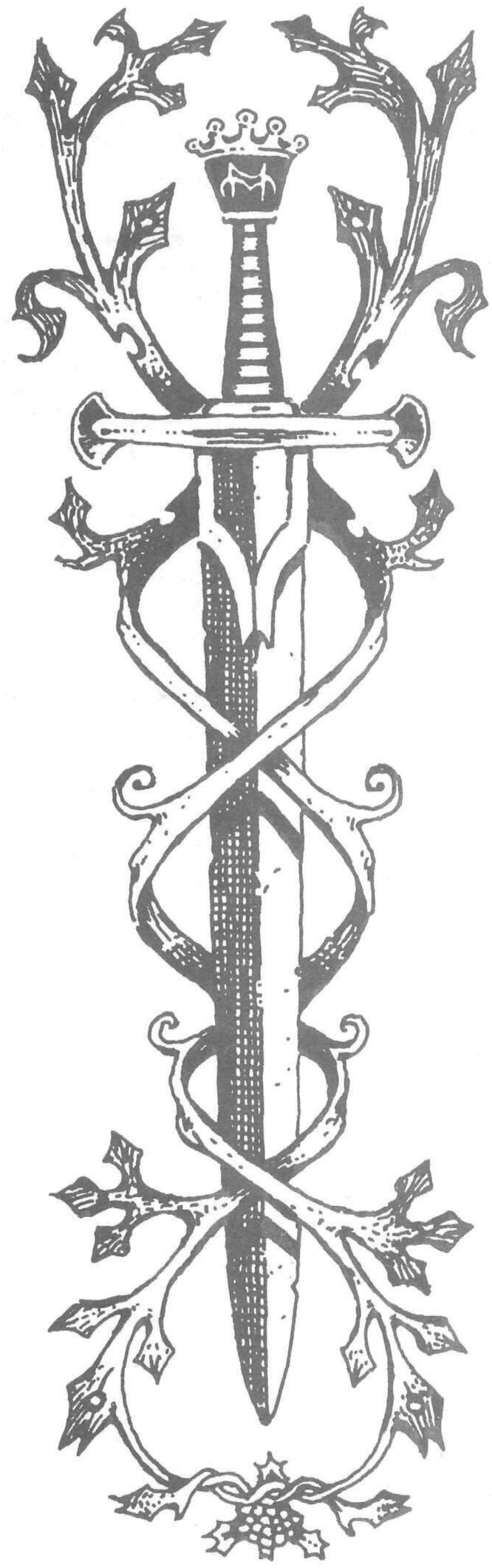
Traps

Many traps inflict damage through ordinary weapons, such as a spear or a dart. When judging these traps, first see how many objects hit a particular PC, then roll to determine how many do damage, and then roll for the damage itself. Within each trap description is an explanation of which dice to roll, including the THACO of the weapons and the damage they inflict.

Other traps inflict damage magically. In this case, the judging notes give the method for determining damage and the applicable saving throw (if any). Some areas contain complex magical spells and traps. To make the game flow more smoothly, you should pay special attention to these areas before playing those sections.

Duplicated Encounter Areas

Certain encounter areas, both in the wilderness and in the tombs and crypts, are duplicates of other areas. Areas that are exactly alike usually have the same map number. There is only one text description to use for each of these areas.



Part 1

Tomb of Horrors

by Gary Gygax

Chapter 2: Adventure Judging Notes

This is a thinking person's adventure, and if your group is a hack and slash gathering, they will be unhappy! If this is the case, it is better to skip this dungeon, rather than to have to tell them there are but few monsters. If, however, you regularly pose problems to be solved by brains and not brawn, your players will find this adventure to their liking.

General Judging Notes

Please read and review all the material in this adventure and become thoroughly familiar with it before beginning play. You will note from the text whether or not an adventure area has one or more illustrations found in the accompanying *Illustration Booklet.* Read aloud the boxed text, but never give any additional information that the PCs would have no way of knowing. Avoid facial expressions or voice tones that might give helpful hints or mislead players. The real enjoyment of this adventure is for the players to cope with the problems on their own, and those who manage to do so even semi-successfully appreciate your refereeing properly, allowing them to live or die on their own.

Passage of Time

Negotiation of the Tomb requires some time, so be prepared to spend several sessions with this adventure. When the game ends for the day, assume the expedition is spending the intervening time until play begins again resting and recovering. Allowing one day of game time to pass in the dungeon for every day of real time that passes between play sessions gives PCs a chance to recover some lost hit points, too.

Wandering Monsters

No wandering monsters occur in the Tomb itself, and none frequent the area around it. Because this is so, the party might be allowed to camp close to its entrance without fear of random encounters. If you choose this to be the case, do not inform your players of this, and make random dice rolls to throw them off the track.

Ethereal and Astral Characters

If any character becomes ethereal or astral within the Tomb, check once per *round* for wandering demons. A Type I-IV demon will attack the ethereal or astral character on a roll of 1 on 1d6, The attack stops when the PC returns to the Prime Material.

Pit Traps

All pit traps throughout the Tomb, except where noted to the contrary, are concealed by a counter-weighted trap door that opens as soon as any person steps on it. Thrusting with force upon these trap doors with a pole reveals them 1-4 on 1d6. They may be discovered in other ways as with other traps.

Those who step upon one of the concealed trap doors fall into the pit unless they pass a special saving throw based on their Dexterity. Unlike normal saving throws, this one is made on percentile dice (D100). PCs have a 1% chance to save per point of Dexterity, with an additional 1% for each point above 12. Thus, a character with Dex 16 has a 20% chance to save (16% for the Dex of 16 plus 4% for the 4 points above 12).

The pit is 10 feet deep with five iron spikes at the bottom, each coated with poison. Roll 1d6 to determine how many spikes wound the victim; a roll of 1-3 indicates the number of spike wounds that occur, and a roll of 4-6 indicates that the spikes missed the falling PC. For characters that fall, give 1d6 points of falling damage, plus 1d6 of damage for each spike wound. For each spike wound, the PC must pass a saving throw vs. poison or die in agony within three turns.

Trapped False Doors

Throughout the Tomb there are false doors that screen a spear trap. These locations are noted with a special symbol.

When one of these doors is opened, a spear shoots out from the wall behind the door, flying a maximum of 30 feet unless stopped by another wall . . . or an unfortunate PC. The spears are magically guided toward living being, striking with a THACO of 12 and doing 2d8 damage points. When the door is closed and re-opened, another spear fires.

Because the spears are magically guided, the door opener(s) or any others standing before it are subject to be struck. To judge this, determine where each PC was when the door was opened. Determine at random which character is the target if it is not clear who the target is.

The trap may not be discovered from the corridor, but the faint magic that operates the spears may be.

Maps, Illustrations, and Inscriptions

Maps

There is only one map for this adventure, and it is Map 1-1 in the *Map Booklet.* To successfully map this area, your players will need a sheet of graph paper 35 squares wide by 43 squares deep. It would be best if you provided the graph paper for them, but give no indication of the proper position on the paper for them to begin mapping. The map in the *Map Booklet is* oriented with north toward the top. The scale is one square equals 10 feet.

Though the master map is shown all on one piece of paper, the text divides the adventure areas into three parts: Entrance Level, False Crypt Level, and Tomb of Acererak Level. The numbering of the adventure areas is continuous to make correlating with the master map easier.

Illustrations

An illustration section was designed for use with this adventure, and it may be found in the accompanying *Illustration Booklet.* It contains 32 illustrations showing various features of the Tomb.

When you come across a notation that an illustration exists, you should show the appropriate illustration(s) to your players. Each illustration has a number that corresponds to the adventure area numbers in the text and to the location on the master map. Not all adventure areas have illustrations, and some areas have more than one. The text states very clearly when to use an illustration, and which illustration to use.

When using the *Illustration Booklet,* you should fold the pages back so that only the appropriate illustration is shown to your players. If there are two illustrations on a single page, cover the unused one with a doubled up sheet of paper. You can place a finger or thumb over the illustration's number to avoid giving the players clues to the number of the room or its location.

Inscription

Also in the *Inscription and Map Booklet* is a reproduction of the message left by Acererak in the mosaic floor of the True Entrance Corridor. This is Inscription 1A.

Character Roster

Number of Characters

The *Tomb of Horrors* was designed for 4 to 10 characters of levels 10-14. It is recommended that the party be balanced in class, including druids, illusionists, paladins, and rangers among the group. Each character should have magical armor and a magical weapon, as well as some sort of miscellaneous magic.

It is difficult for the best of players to handle three characters at once, especially if the characters are not those created by the players. We recommend that you allow no more than two PCs per player, and if you have six or more players, each should have but a single character.

Characters from Ongoing Campaigns

Your players are free, of course, to take their own characters into the Tomb should you decide to incorporate this adventure into an ongoing campaign. If this is the case, the characters should be of levels 10 to 14, and they should have relatively high power.

If your PCs are considerably weaker than those given in the Character Roster, you should consider either delaying play of this adventure until your PCs are stronger, or offering assistance from some NPC. If the party is relatively small and of lesser levels, have the NPC give each PC a magical item of about +2 strength.

A local baron could want to build a summer castle at the Tomb's location, for example, and would offer to give some magic items to your party if they clean the area up. Other similar ideas readily suggest themselves with a little careful thought, but care should be taken to mesh the scenario with your campaign before you incorporate it. Make no mistake: the Tomb is a deadly place, and there is a very great probability of favored PCs perishing.

To sweeten the pot, however, we suggest that you reward successful completion of the mission (destroying the demi-lich Acererak) with 100,000 experience points. This award takes into consideration all the difficulties within the Tomb to gain the crypt and destroy the demi-lich Acererak. Reward partial completion based on this number. Add an additional 1 experience point for each 2 gp worth of treasure removed.

Magic Required for Success

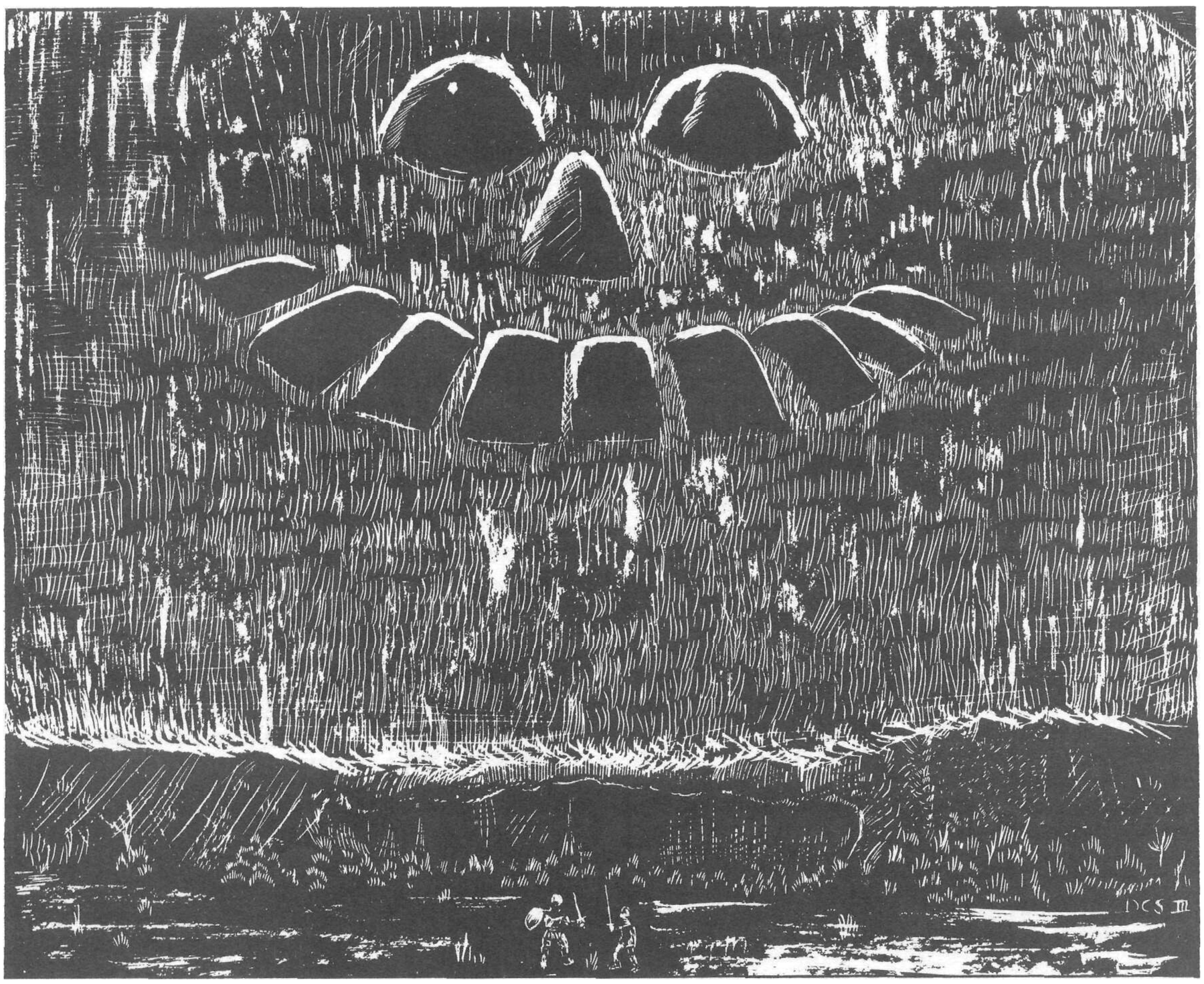
Killing Acererak, the demi-lich, is a difficult job. Only the following spells have any effect: *forget, shatter, exorcise, dispel evil,* and *holy word.* The demi-lich may be destroyed by a *power word—kill* spell, but the magic-user must be either astral or ethereal when the spell is cast to have any effect at all. *Vorpal blades* can do damage, as can +5 *weapons* or *swords of sharpness.* Paladins using +4 *weapons* also have an effect. No other magic or weapons damage the skull of the demi-lich.

This should be considered in equipping the party, though you should not tell the players what spells or items to take. Have at least one of the effective weapons available to the PCs of an ongoing campaign, should they not already have one, but make it cost them something they value. A usable weapon and scroll are available within the Tomb itself, as are gems that a thief can use as sling stones.

Adjusting for Player Skill

If your *players* are not experts, we suggest that you allow each PC an additional potion, with the exception of *giant strength* and *oil of etherealness.* You should also provide one of the clerics with a scroll of three or four clerical spells.

If your players are few and their skill level is near novice, and if you do not believe they can handle multiple characters, give them each a magical item from the list above. Then, add 1 experience level to the levels given on the roster. Do the same with total novices, but give them each a man-at-arms to act as a torch bearer and pack carrier.



Chapter 3: Setting the Stage

Locating the Dungeon

You may locate this adventure in *The WORLD OF GREYHAWK*™ Campaign Setting, in *The FORGOTTEN REALMS*™, Campaign Setting in your own campaign world, or nowhere at all if you choose. Setting the stage for the location you use depends in large part on what you choose.

Should you choose to locate the Tomb in Greyhawk, there are several possibilities for its locale. These include:

1. The highest hill on the Plains of Iuz.
2. An unmapped island in the Nyr Dyv.
3. In the Bright Desert.
4. At the western border of the Duchy of Geoff.
5. Somewhere in the Vast Swamp south of Sundi.
6. On an island beyond the realm of the Sea Barons.

You may, if you choose to, locate this dungeon in The Forgotten Realms, or you may locate this adventure in your own campaign world. Should you do so, be sure to locate it fairly distant from known habitation, but not so far that rumors of its existence cannot reasonably be known or told to the PCs. Furthermore, this adventure may be played successfully as a one-shot exercise, not tied into any campaign or game world setting.

Background, Legends, and Rumors

The following background, legend, and rumors may be used to help dispense information gathered from sages and from *legend lore* spells.

Background

Ages past, a human magic-user/cleric of surpassing evil took the steps necessary to preserve his life-force beyond the centuries he had already lived, and this creature became the lich, Acererak. Over the scores of years which followed, the lich dwelled with hordes of ghastly servants in the gloomy stone walls of the very hill where the Tomb is. Eventually, even the undead life force of Acererak began to wane, and so for the next eight decades, he bade his servants to create the Tomb of Horrors.

Self-resetting traps were built into the plan, traps so deadly that they could snuff the life from even the most experienced adventurer at once. Enchanted creatures, not many, were left in key places.

To satisfy some perverse whim, however, Acererak added bits of information that would lure grave-robbers to their deaths. He also enchanted a good-aligned siren, and imprisoned her within a grotto. All of this was intended to give him the utmost pleasure of watching the deaths of those who had almost found his vault,

When his Tomb was complete, he destroyed all his slaves and servitors, magically hid the entrance to his halls, and went to his final haunt, while his soul roamed strange planes unknown to even the wisest of sages.

Two keys are needed to gain entrance to the vault wherein lie the treasure and remains of Acererak. Yet these keys also carry warnings to him. Joining together the halves of the golden First Key calls his soul back to the Prime Material Plane. Using the Second Key alerts him that he must be prepared to do battle in order to survive yet more centuries.

All that now remains of Acererak are the dust of his bones and his skull. These rest in the far recesses of the vault that also holds his treasure. Now a demi-lich, Acererak does not have the power he once had as a lich, yet he is not without power. If his dust or his skull is attacked, he can retaliate devastatingly. And he will . . . yes, he will.

Legend of the Tomb

Somewhere under a lost and lonely hill of grim and foreboding aspect lies a labyrinthine crypt. To slay the unwary and uninvited, it is filled with terrible traps and not a few strange and ferocious monsters. They guard rich treasures, both precious and magical.

Be warned that the tomb was built by the demi-lich Acererak, who still wards his final haunt. This being is said to be possessed of powers that make him nearly undefeatable. By all accounts, it is quite unlikely that any adventurers ever find the chamber where his bones lie, for the passages and rooms of the Tomb are fraught with terrible traps, poison gases, and magical protections. Furthermore, Acererak has so well hidden his crypt that even those who avoid the pitfalls are not likely to locate it.

Parties large and well-prepared have boasted that they would relieve his tomb of its treasure, but these have not been heard of since they set off. Thus, only the bravest and strongest should even consider the attempt, and if they do locate the Tomb, they must be prepared to fail.

Rumors and Riddles

Use the following as information that may be gained as rumors in areas close to the Tomb, from arcane works of ancient lore, from learned sages, or from *legend lore* spells.

1. Look not into the eyes of the Tomb of Acererak.
2. The wise use wits.
   All others die
   In lich's Tomb
   Beneath the sky.
3. Acererak still wanders the passages of his tomb, setting traps to kill the unwary.
4. The Keys you need,
   They you must use.
   Unlock the door,
   Surprise you lose.
5. A vorpal blade or sharpness carry,
   If against the lich you venture.
   Forget or shatter by the wary,
   Holy spells for this adventure.
6. Her call your ship to rock walls break.
   Your call her help your fortune make.

Starting Play

The material presented here assumes that the PCs have already gathered all the background information that they can and have traveled to the Tomb's location. When this adventure was played at Origins I, referees were instructed that the hill had been found in the Vast Swamp, and that the party had arrived there in barges.

The Hill of the Skull

> Before you is a low, flat-topped hill, about 200 yards wide and 300 yards long. Only ugly weeds, thorns, and briars grow upon the steep hillsides and top of this 60-foot-high mound.
>
> Atop the hill are black rocks, spaced and shaped so that they look like the eye-sockets, nose hole, and grinning jagged teeth of an enormous death's head, accentuated by the overall shape of the hill.

The rocks that form the "skull's features" atop the hill are exposed outcrops of the hard stone that caps the softer stone from which the Tomb was hollowed out. This stone may be described as dark grey-black, with a very dense structure. A dwarf or gnome has a 50% chance to recognize that it would be *very* resistant to weathering.

The sod that grows on the hilltop is only inches thick, and the vines and brambles that grow from it have thin purchase there. A druid has a 50% chance to know that the hill was once bald, and the plants that grow there now have gradually covered it over, probably within the past several hundred years.

Only a search of the hill slopes reveals anything unusual. Whereas the hillslopes to the east, south, and west are steep, they are formed from the dark grey-black stone that outcrops on top. The slope to the north, however, is different, as described below.

Chapter 4: Entrance Level

For play in this area, you need to use Map 1-1, areas 1 through 13, from the the *Inscription and Map Booklet* and the first section of the *Illustration Booklet.*

Cliff Face Encounter Area Descriptions

The North Face

> On the north, the toe of the hill is a low cliff face. Below a ledge of hard, grey-black stone lies a 20-foot-high outcrop of crumbling rock, rotten and eroded. The outcrop is obscured from more distant view by shrubs and bushes growing from the talus at its feet. The ledge forms a slight overhang, where the soft, rotten rock has fallen away. Snake holes in the rotten stone are apparent.

The rotten stone outcrop is about 330 feet wide (thus the need for 35 squares wide on the graph paper used to map the dungeon). Entrance to the Tomb lies behind the rotten stone in the exact center, but false entrances lie to the left and right.

The PCs must collapse the stone in front of an entrance in order to spot it, though magical means may be employed. Probing of the rotten stone outcrop may begin wherever the PCs choose, and it is best that you leave this strictly for them to decide. Ask their intentions. If they decide to search the outcrop, ask *where* they search. Once they have determined the search area, ask *how* the search be made. A dwarf or gnome has a 50% chance to know that the rotten stone can be collapsed by prodding. If the PCs say they prod, ask them *with what.*

The PCs have to prod high in order to collapse sufficient material to expose a portion of a tunnel entrance. Low probing, or probing with short implements (daggers, swords, etc.) not reveal anything. It takes one turn to prod 10 feet of cliff face.

The snake holes are an indication that there are live snakes somewhere within. It is probably best if no snakes are present in the rock that the PCs prod loose, though this need not be the case if you choose.

Tunnel Entrance

Read the following whenever the PCs prod high in a square where an entrance tunnel, false or true, is concealed.

> A vigorous prod results in a collapse of more stone than you expected. The exposed cliff face shows the same look you have come to expect, but an area less than a dozen feet above the foot of the talus, no more than 10 feet from the bottom of the overhang, catches your eye. Another prod reveals what you seek . . . the top of a hollowed-out place behind the cliff face.

Once an entrance is exposed, it requires six turns for six PCs working in teams of three to thoroughly clear a passage. A crawlspace can be opened in one turn by three PCs digging with swords and hands once the proper location has been determined.

Tomb Entrance Level Area Descriptions

1. Western False Entrance Tunnel

At this time, display Graphic #1-1 from the *Illustration Booklet,*

> The corridor is of unadorned stone, roughly worked. It is dark, and cobwebs fill the upper part of the 30-foot-long passageway. A pair of oaken doors stand at the end of the passageway; they open outwards by great iron pull-rings.

The roof 20 feet overhead is obscured by these hanging strands, so casual observation does not reveal that it is composed of badly fitting stones. If the roof is prodded with any force, or if the doors are opened, the roof of the tunnel collapses and inflicts 5d10 hit points of damage upon each character inside it, with no saving throw. The cobwebs must be burned away to be able to inspect the tunnel ceiling.

2. Eastern False Entrance Tunnel

At this time, display Graphic #1-2 from the *Illustration Booklet.*

> This passageway is walled with unadorned stone. It is 10 feet high and extends 60 feet into the hill, ending at two huge doors set side-by-side in a wall of stone blocks.
>
> Above the lintel hang large horned skulls, similar yet unlike. The skull on the left has a smiling aspect. The eye-sockets are rounded and the teeth appear to be set in a smiling curve. The horns on the skull curl upward at the ends. In contrast, the skull to the right seems forbidding. The eye-sockets are widened and angular, and the teeth are set in a grim line. The horns on the skull point straight down.

The floor paving 50 feet into the corridor is a trigger for a trap. It shifts slightly when characters tread there, and a loud rumble is heard coming from the east wall half-way down the corridor.

The trigger sets in motion a 10-foot section of the east wall, which begins to move across the corridor from 20 to 30 feet from the entrance. It takes about one round for the stone to seal off the false entrance, perhaps trapping PCs between it and the false doors at the end of the passageway.

Judge whether any character is trapped as follows. The best way to play this out is using miniature figures or some other representation on a piece of graph paper. It is easier to judge if the graph paper has five or 10 squares to the inch. On this graph paper, draw the corridor, using a scale of one square equals one foot. This makes the corridor 20 squares wide and 60 squares long. If you are using 25mm figures, graph paper of five squares to the inch gives a map that is roughly the same scale as the figures. Pencil marks on the map serve just as well as figures.

Break down the action into small, individual tasks. Ask each player to position his figure before the entrance to the tunnel, and then, as the PCs progress down the tunnel, *you* move the figures in response to what your players say their characters are doing. Should some characters stay behind, their figures indicate this; should others move slowly, searching the walls, their figures indicate that. If you do this, there need be no discussion of who was where when the trap is sprung.

Before beginning play, make a list of the PCs. Note on the list or on the map itself the location of each PC when the trap is sprung. Then, when the trap is sprung, tell the players they hear a rumble coming from the middle of the passage on the east wall. Begin a slow count to 10 out loud, taking about 1 1/2 seconds for each count. After the count of 2, tell the players that a 10-foot-thick stone block is rumbling out of the east wall. As you continue to count, move a pencil across the mapped corridor to indicate the progress of the stone block. After the count of 5, state that the block is about halfway across, and after the count of 8 state that only a small passage remains. After the count of 10, tell them the corridor has been sealed shut with a slam.

During your count, as players state what their characters are going to do, be sure to assure them that you understood their intentions. When a player indicates that his character breaks for the tunnel entrance, remove the figure from the map and replace it with a note telling when this occurred; a 10-sided die set to the appropriate count makes a good replacement for the figure.

When you have finished the count to 10, tell the players that you will reenact what occurred

while you were counting, taking into account their stated actions and perhaps even allowing them to respond. In this way you can determine who made it out safely, and who did not.

Judge PC movement as follows. For each inch of MV that the PC has, he may move that many feet toward the entrance. Thus, if at the count of 2, a PC with MV 6" heads for the entrance, at the count of 3 he is 6 squares closer than when he reacted. The door closes at a variable rate, beginning slowly. At the count of 1, only a slight bit protrudes; at 2 it is 2 squares (2 feet) out into the corridor; at 3 it is 4 squares out; at 4 it is 6.5 squares out; and at 5 it is 9 squares out. At the count of 6 it is 12 squares out; at 7 it is 14.5 squares; at 8 it is 16.5 out; at 9 it is 18.5 squares across; and at 10 it has slammed shut, crushing anything between it and the wall.

As you reenact this, draw the progress of the door on the map. Then, using your notes as a guide, replace the figures and move them according to the players' stated intentions. Move the figures one square per foot moved in each count; you have to fudge a bit because the path that the characters take probably is not in a straight line. If it looks like a PC will be crushed by the door, ask the player if the character will stop before entering the space between the block and the wall or go back if he can. It takes a character half a count (half his MV) to turn back; judge movement back in the same way as movement forward.

There might be some confusion and some waiting in line as the the passage narrows. If the players do not seem to be patient, you might have some make Dexterity Checks at +4, to see if any PC happens to be knocked over.

Only an iron bar can stop the block, and then only if the bar is placed on the floor between the wall and the closing block. A bar elsewhere bends and allows the block to come shut, but 1 count is gained as the bar bends.

Trapped characters can escape only by use of the following spells: *disintegrate, phase-door, stone to flesh, transmute rock to mud,* or *wish.*

3. True Entrance Corridor

At this time, display Graphic #1-3A from the *Illustration Booklet.*

> Brilliant colors are to be seen everywhere, the stones and pigments undimmed by the passage of time. The floor of the corridor is a colorful mosaic, with a distinct, 2-foot wide path of red tiles snaking its way south into the darkness.
>
> No stonework can be seen on the walls or the ceiling 20 feet above, for cement or plaster has been smoothed over these surfaces and then painted in bright colors. The scenes show fields with grazing beasts, a grove with several wolves in the background, working slaves of various races (some strange), and so on. A row of grinning devil masks acts as a border.
>
> Close to the entrance, two jackal-headed, human figures have been painted holding a real bronze chest that has been mounted to the wall. Just beyond is a scene of a dungeon cell door, complete with a painted creature whose taloned and scaled hands grasp the bars of its small window. A bit farther, on the opposite side, a beautiful siren calls and beckons enticingly.

If the PCs examine the bronze chest, display Graphic #1-3B from the *Illustration Booklet.* The chest opens from the front, not the top. The graphic shows two hinges on the bottom and a catch in the center of the top; point these out to the inspecting player.

Depressing the catch obviously allows the lid to swing down. Upon the catch is an easily detectable poison needle trap, which can be avoided by pressing the stud with a dagger pommel or something similar.

When the lid falls open, the chest appears to be absolutely empty. If a character actually feels inside the chest, however, he or she finds a rod that stands vertically from the chest bottom. This lever moves easily from side to side and from back to front. If it is moved with any force in any direction, it opens a 10-foot-square trap door directly in front of the chest.

This trap door is three feet thick, and it cannot be detected by tapping upon it, by dwarvish skills, or by any magical means that would normally detect secret doors or traps. *True seeing* reveals only a fine rectangle outlining the stone trap door; it does not reveal the nature of the trap or show what the stone plug does. Once triggered, the pit remains open thereafter.

The trap door covers a 30-foot-deep pit with five iron spikes at the bottom, each of which has been coated with poison. Judge this trap like other pit traps in the Tomb *(Chapter 1* tells how), except that falling damage is 6d6 because of the trap's depth.

Just beside the trapped chest is a concealed door, hidden behind the painting of the dungeon door and imprisoned scaled monster. To find this door, the plaster and the lath behind it must be broken away. When this is done, a normal, inward-opening door is revealed, leading to area 6.

If the pattern of the floor is carefully observed and studied from the entrance to the end of the passage, the individual with such perseverance is rewarded by suddenly understanding that a message is contained in barely noticeable runes in the mosaic floor. This inscription, which is reproduced in the *Inscription and Map Booklet* as Inscription 1A, reads as follows:

> Acererak congratulates you on your powers of observation. Make of this whatever you wish, for you will be mine in the end, no matter what!
>
> Thou must enter the prison
> Or enter the mist,
> Only then my temple
> And crypt not be missed.
> Shun thou green if you can,
> And know red is blood's color.
> Though the shade of the night
> Is for those of great valor.
> There ignore poppy's hue
> Also color of ice.
> Loop of magical gold
> Is a wise sacrifice.
> Skip thou two leading to
> A fortuitous fall.
> Then no lower thou goest
> If thou checkest the wall.
> Hold thou these keys and those
> Most important of all.
> 'Ware of trembling hands
> Also that which maul.
> First find one that is false
> Then a true one you'll see.
> In the vast columned hall
> Find the throne keyed and key.
> Iron men visage grim
> More than meet viewer's eye.
> Then you've left and you've left.
> Find my Tomb, your souls die!

4. Perforated Fit

If this pit trap is exposed, the PC opening the trap door spots snakes slithering quickly into holes in the pit wall, similar to those found in the rotten stone outcropping outside the Tomb.

A character falling into this pit may spot a secret door in the west wall. Behind this door is a 3-foot-square crawlspace. Where the crawlspace ends, there is a lever that, when pulled, drops the floor, and the lever's puller, into the Forsaken Prison (area 7), for 1d6 points of falling damage.

Where the crawlspace makes the second bend to the south, a secret door in the tunnel roof leads into the Chamber of Three Chests (area 13). This secret door may be discovered magically or by rapping on the crawlspace ceiling; normal secret door detection does not help in the discovery of this secret door.

5. Fork in the Road

> Near the far end of the corridor, in the east wall, is an archway. A veil of mists behind

the archway prevents any vision within. Ten feet beyond, on the south wall of the corridor, is a mosaic of a devil's face with a gaping mouth. The face is carved from green stone, and the 3-foot mouth is dead black.

One section of the red tile path on the floor leads directly through the archway and into the mists. The other leads directly to the center of the south wall, as though into the mouth of the devil-mask there.

If any character stands upon the path within one foot of the arch, display Graphic #1-5A from the *Illustration Booklet.* A bright glow springs up from three stones, as shown in the graphic. The stone on the left glows yellow, that on the right glows orange, and that above glows blue.

Nothing causes the vapors to clear, nor does any sort of magic allow sight into the area, until the glowing stones are pressed in the following sequence: yellow, blue, orange. If this sequence is pressed, or if any PC enters the corridor, continue play in The Veiled Disk, area 6 below.

If the PCs inspect the face of the great green devil, display Graphic #1-5B from the *Illustration Booklet.* The whole area radiates evil and magic; both of which may be detected using appropriate spells, abilities, or devices. The mouth opening is a lethal teleportation device that removes any character entering it from play. The character is killed and turned into a zombie. He appears nude as an additional monster in the Chamber of Three Chests (area 13). All of his possessions are transported to the Crypt of Acererak (area 33).

6. The Veiled Disk

Read the following only if the glowing stones have been pressed in the order yellow, blue, orange.

The vapors within the archway disappear, revealing a room 10 feet wide and 20 feet long. The walls and domed ceiling of this room are white marble, with swirls of blue and grey like the mist that is now gone. On the floor, the mosaic is also gone, but the 2-foot-wide path of red tiles continues to the room's center, where it ends in a circular area, also of red tile.

If the archway is entered when it is clouded, those characters doing so are instantly teleported to the Forsaken Prison (area 7), If it is passed through after the mists clear, and the PC remains on the path to the red circle, he or she is teleported to Statue's Lair (area 12). If the mists are gone and the PC passes through the arch *off* the path, or if the PC leaves the path before entering the red-tile disk, the PC is teleported back to the entrance to the True Entrance Corridor (area 3), looking down the corridor.

7. Forsaken Prison

This miserable cubicle appears to have absolutely no exit, though some might be provided by the three iron levers protruding one foot from the south wall.

Not even magical detection reveals an exit from the room. The levers move horizontally or vertically, singly or in combination, but only the act of moving all three together upwards or downwards have any results. Moving them straight up opens a small trapdoor in the center of the ceiling 10 feet above, and moving them down together drops away the floor to reveal a 50-foot-deep pit.

The trap door in the ceiling is the only way out. Getting it open is no big deal, but keeping it open is the problem. If any lever is released, the trapdoor springs shut in one round. If the levers can be pinned to the wall somehow, they may be used as a step up into the crawlspace above. Continue play in the crawlspace as with the Perforated Pit (area 4).

The pit below the floor has no exit. The floor remains down for one turn, after which it springs back into position. If the victim can hold onto the levers for one turn, he might be able to escape falling. Otherwise, he is dropped into the pit for 15d6 damage points. If the trap closes upon him, he remains there, awaiting company from the next victim.

8. Gargoyle Lair

Read the following boxed text only if the room is entered directly from the passageway that connects it to the True Entrance Corridor (area 3).

An iron door stands at the end of this 20-foot hall. It has a barred window and a large keyhole, and appears to be identical to the door shown in the fresco.

On the other side of the door is a 10-foot-square entryway, and the room beyond is 20 feet wide. The full extent north to south cannot be determined by looking through the barred window.

The iron door *is* identical to the one in the fresco, and the painting gives warning of the creature within. The door is locked, but it can be opened without any particular difficulty.

When any door leading to this room is opened, it frees a four-armed gargoyle from *temporal stasis* in the northeast corner. It is not possible to detect any mechanism for this, but the doors into this area radiate magic from the spells used to free the monster. Faint evil also emanates through the doors from the creature frozen in time.

As soon as the first PC enters the room, this huge monster faces him. It will begin its attack one round later, and so the first two PCs into the room get one free attack each with missiles or magic, if they enter the room so prepared. At this time, display Graphic #1-8 from the *Illustration Booklet.*

Around the creature's neck is a collar studded with 10 huge, gleaming gems of blue quartz, each of which is worth 100 gp. Hidden in a secret compartment of the collar is a slip of parchment bearing an inscription that can only be read using *read magic.* Beneath the runes is the initial A. This inscription, which is reproduced in the *Inscription and Map Booklet* as Inscription 1B, reads as follows:

Look low and high for gold
To hear a tale untold.
The archway is at the end,
and on your way you'll wend.

Gargoyle; AC 5; MV12"/18"; HD 12; hp 64; #AT 6 D 2d4/2d4/2d4/2d4/3d4/ld6; AL CE; SA rending, attack 3 at once; SD +1 weapon or better needed to hit. If any 2 clawing attacks hit, the creature does an additional 7 hit points of rending damage to the opponent so struck,

9. Complex Secrets

This area is a 10-foot-wide passageway blocked every so often by a secret door. These secret doors may be detected normally, but opening them is another matter. Each door operates in a different fashion, and each has been magically treated to resist *knock* spells. Thus, each door must be opened by hand, and the method discovered by trial and error. The table below gives the method for opening each door.

Area	*Opening Method*
9A	Slide down
9B	Pivot centrally
9C	Pull bottom in and flip up
9D	Slide up
9E	Press in and slide left
9F	Slide right
9G	7 studs; press all; press only 1 or 7 and door falls in for 3d6 damage points

This would be no great problem, except that each round PCs occupy areas 9A, 9C, 9E, or 9G, it is likely that someone takes damage from magical bolts fired from hidden devices

in the walls and ceilings. One PC, randomly determined, in each such area will be hit for 1d6 points of damage unless he or she makes a saving throw vs. spells. There is absolutely no way to prevent the bolts from being triggered and from hitting, and armor and spells have no effect against them.

1O. Hall of Spheres

At this time, display Graphic #1-10 from the *Illustration Booklet.*

> A glittering hall opens up, running north and south. It is 20 feet wide and has a ceiling 20 feet above the floor.
>
> This area is similar to the entrance corridor, for the floor is of inlaid tiles and the walls and ceiling are painted with figures of animals, strange signs, and glyphs.
>
> Among these, spaced about every 10 feet, are pictured humans, human-like creatures, and monsters holding what appear to be spheres of different colors. The figures holding the painted globes stand opposite each other, and the spheres seem to be held at four different levels: at the feet, waist-high, shoulder-high, and above the head.
>
> In the north end of the room, there are two doors on the west wall.

The figures holding the spheres have no significance, nor does the position of the globes particularly. Only the color matters, as given in the clue provided by Acererak in the True Entrance Corridor.

The table below gives the colors, positions, and significance of the globes. The isting for the west wall is given first, and that for the east given second; the locations are given from north to south. Thus, Square 1E is the northernmost square on the east side, and Square 7W is in the middle on the west side, and Square 13E is on the south end of the east wall.

The illusion in 1W covers a crawlway to the Statue's Lair (area 12). The trapped doors in 3W and 5W are false doors trapped with spears, as described in *Chapter 1.*

The secret door in 3E is one-way only, leading into this room from the Complex Secrets (area 9G). It may be opened by a *knock, disintegrate, transmute rock to mud,* or *stone to flesh* spell.

The illusion in 7E covers a crawlway to the Chapel of Evil (area 14). The crawlway appears to have been unfinished, ending as it does in solid stone. Actually, the passage ends in a secret door. Detecting this door requires a roll of 1 on ld6, no matter what the race of the detecting character, and no form of magic except the *gem of seeing* detects it. When the secret door has been detected, continue play using the encounter area descriptions from *Chapter 4: False Crypt Level.*

Square	*Figure*	*Color*	*Position*	*Significance*
1W	Dragon	Gold	Above head	Illusion
2W	Manticore	Orange	Waist	None
3W	Doorway			Trapped
4W	Lich	Purple	Feet	None
5W	Doorway			Trapped
6W	Knight	Bronze	Waist	None
7W	Wyvern	Gray	Shoulder	None
8W	None			
9W	Hippocampus	Bright Blue	Feet	None
10W	Priest	White	Above head	None
11W	Human	Turquois	Shoulder	None
12W	Griffon	Scarlet	Waist	None
13W	Leopard	Pale Green	Feet	None
1E	Spellcaster	Pale blue	Shoulder	None
2E	Lion	Silver	Feet	None
3E	None			Secret door
4E	Human	Green	Above head	None
5E				
5E	Hawk Man	Yellow	Shoulder	None
6E	Serpent Man	Pink	Above head	None
7E	Hydra	Black	Feet	Illusion
8E	Maiden	Pale violet	Shoulder	None
9E	None			
10E	Knight	Red	Waist	Illusion
11E	Unicorn	Buff	Feet	None
12E	None			
13E	Skeleton	Indigo	Head	None

The illusion in 10E covers a crawlway to the Chamber of Three Chests (area 13). The crawlway appears to have been unfinished, ending in solid stone as does the crawlway behind 7E. Again, the crawlway ends in a secret door, but this one is not very well made. Detecting this door requires only a roll of 1-4 on 1d6, and magical detection works also. When the secret door has been detected, continue play using the description for area 13 below.

11. Another Veil

In the center of the south wall of the chamber is an archway with mists beyond it. It appears to be the twin of the archway at the Fork in the Path (area 5). Whenever anyone comes within three feet of the portal, display Graphic #1-5A from the *Illustration Booklet.*

The glowing stone on the left is olive, the keystone is rust-red, and the stone on the lower right is pale yellow. No matter which stones are pressed in what order, the archway remains clouded and veiled with a haze. No magical or physical means allows the PCs to penetrate the mist.

Whenever someone steps through the portal, he is teleported back to the entrance to the True Entrance Corridor (area 3) totally nude. All of his possessions are teleported to the Crypt of Acererak (Tomb Level, area 33).

12. Statue's Lair

If the PCs have arrived from the Hall of Spheres (area 10) via the crawlway, read the first boxed description; otherwise display the graphic and read the second boxed description.

> The crawlway ends in an area tall enough to stand up in. To the north is an iron door with a grilled window and a large keyhole.

The PCs may recognize this door as looking the same as the door on the fresco in the True Entrance Chamber (area 3). At this time, display Graphic #1-12 from the *Illustration Booklet*

> Within this smallish room is an 8-foot-tall statue of a gargoyle. The gargoyle has four arms, one of which has been broken off and lies on the floor near the statue. Each hand appears to be clutched as though grasping something.

No amount of fooling around with the broken arm enables it to be replaced, and the statue does nothing at all meanwhile. A close look at its open and outstretched hands, however, detects that a large gem fits in a carved and faceted depression in the hands of each of the three remaining arms. The hand of the broken arm has no such depression. The statue radiates an aura of goodness.

If three large gems of any sort are placed within the hands, the stony digits close and crush them to powder, dump the grains on the floor, and return to their normal positions. By the way, one of the 100 gp blue quartz stones from the necklace of the gargoyle in the Gargoyle Lair, area 8, fits perfectly into the depressions. If a total of nine gems are so crushed, a 10th gem (or more) will trigger a *magic mouth* spell to speak the following words:

Your sacrifice was not in vain.
Look to the fourth to find your gain.

As these words are spoken, an invisible *gem of seeing* come into being in the palm of the broken arm on the floor. This item must be found and cleaned of a magical oil before it can be seen or used. Note that if the arm is carelessly moved, the *gem* will fall off and roll away. Though this makes a noise (roll thieves' chance to hear), *detect invisibility* or any other sort of searching except by careful feeling is useless.

Describe the *gem,* once wiped clean and visible, as an oval diamond, with two flat and polished sides, very clear, and about one inch in diameter by one-quarter inch thick. It operates only 12 times before shattering.

13. Chamber of Three Chests

The character opening the secret door at the end of the crawlway from the Hall of Spheres (area 10) is dumped to the floor 10 feet below by a tilting stone at the mouth of the crawlway. This causes an automatic 1d6 points of falling damage. At this time, display Graphic #1-13A from the *Illustration Booklet.*

> Three large chests are the only contents of the room. They are positioned in the room's center, facing north. The chest on the left is gold, that in the center is silver, and the one on the left is oak, bound with thick bronze bands. Each is about four feet long, two feet wide, and three feet high. They have visible locks, and they appear to be affixed to the floor.

In fact, the chests are locked, but the locks yield to picking without difficulty. Inspection reveals that the gold and silver chests are merely precious metal plating iron, which shows through where the plating has been scratched.

Behind chest 2 and between chests 1 and 3 is a secret trap door in the floor. This leads to the crawlway connecting the Perforated Pit (area 4) and the Forsaken Prison (area 7). Searching and uncovering this secret door also reveals the presence of snake holes in the corners behind chests 1 and 3.

Gold Chest

When the lid to chest 1, of gold-plated iron, is lifted, 12 large asps slither out so quickly that no one has a chance to stop them. Others disappear into snake holes in the floor of the chest. At this time, display Graphic #1-13B from the *Illustration Booklet.*

The asps fan out through the room, looking frantically for escape. When they are attacked, or after they have searched in vain for two rounds, they strike at the nearest PC, leaping twice their length of five feet to do so. Once they attack they continue biting until they die. There is a 10% per round of searching that each asp discovers the snake holes in the south corners of the room.

Asps, 12: AC 6; MV 12"; HD 3; hp 9 each; #AT 1; D 1; AL N; SA poison, save at -2.

Silver Chest

When chest 2, of silver-plated iron, is opened, characters find a coffer of crystal containing a golden ring on a blue velvet pad. The coffer, which appears to be worth 1000 gp, is bound in gold and has a tiny golden lock. This lock resists all sorts of picking attempts, though a *knock* spell open it.

Removing the crystal coffer or casting the *knock* spell releases a mechanism beneath the coffer and hidden by the velvet pad. This mechanism releases eight darts, which fire upward at various angles. At this time, display Graphic #1-13C from the *Illustration Booklet.*

The PC lifting the coffer or casting the *knock* spell is struck automatically by 1d4 of these darts. Should a second person be assisting in the coffer's removal, he, too, is struck by 1d4 darts. Furthermore, any standing or kneeling character who is within three feet of the chest when the bolts are released is hit by 1-2 darts, up to a total of eight darts. Each dart has a THACO of 12 and inflicts 1d6 damage points.

Oak Chest

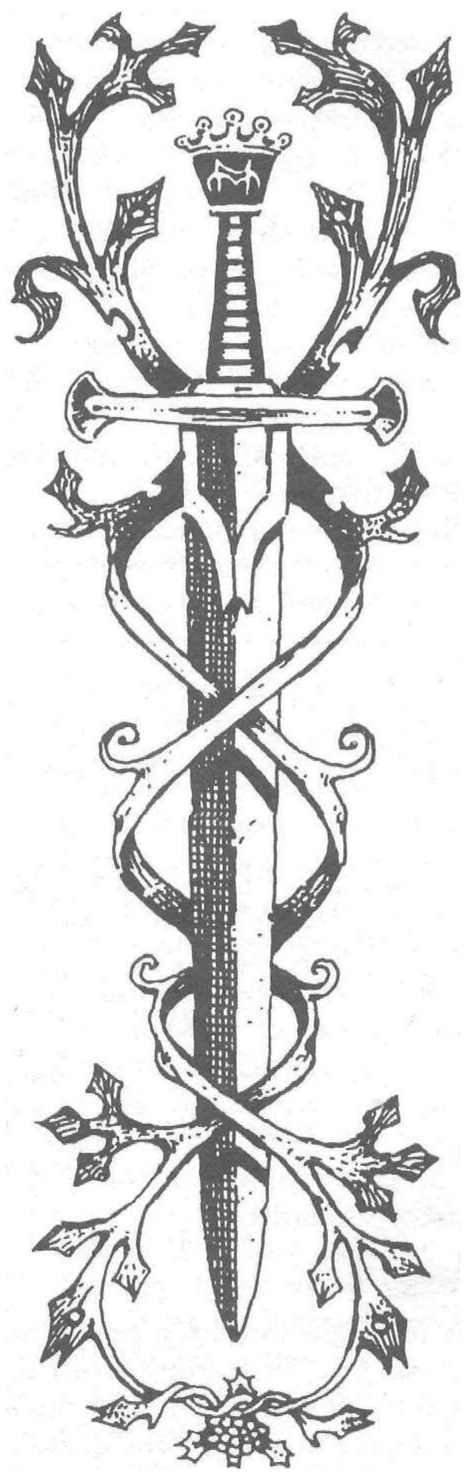
When the lid to chest 3 is opened, an animated skeleton of a giant instantly teleports into the chest. If a PC is here as a zombie because of stepping through the deadly mouth of the green devil mosaic (area 5), this creature is flung out of the chest with great force before the skeleton makes its appearance. When the skeleton steps from the chest, display Graphic #1-13D from the *Illustration Booklet.*

The skeleton attacks two PCs per round if more than one is in the chamber, going for fighters first. It cannot be turned, and magic does not affect it. It strikes first in the round with each of its non-magical scimitars.

If a PC-zombie is present, the other PCs recognize him, but it takes one round for any to realize that he is no longer the comrade they once knew. The monster is flung out of the chest onto the PC nearest the front, requiring that character to make a Dexterity check or fall to the floor under the weight of the monster, who will "seem to cling like one possessed, so glad is he to see the party." Actually, the PC-zombie uses the one-round opportunity to rake its unfortunate ex-comrade with both hands, and bite as well. Its strength is as it was in life, and so it might be difficult to dislodge without aid. It cannot be turned nor affected by magic.

Skeleton, Giant: AC 2; MV " HD 10; hp 32; #AT 2; D 2d6/2d6; AL CE; SA attacks first; SD magic resistance. Against it, edged weapons do only 1 damage point, though blunt weapons do regular damage; the flats of bladed-weapons may be used to score half damage, with a penalty of -1 to hit. Holy water does 1d4 damage points.

PC-Zombie: AC 10; MV 8"; HD as in life; hp as in life; #AT 2; D 1d8 + strength bonus, if any; AL CE; SD magic resistance. Against it, holy water does 1dl2 damage.



Chapter 5: False Crypt Level

For play in this area, you need to use Map 1-1, areas 14 through 19, from the *Inscription and Map Booklet* and the first section of the *Illustration Booklet.*

Encounter Areas

14. Chapel of Evil

At this time, display Graphic #1-14 from the *Illustration Booklet.*

> This chamber is obviously a chapel, judging by the furnishings and the wall mosaics. A mosaic path leads directly up the center aisle between ranks of great wooden pews that face the south end of the room. It leads through a wooden railing to what appears to be an altar formed from a single block of glowing blue stone.
>
> Behind the altar is a semi-circular dais on which rests a carved and padded wooden chair. Beside the dais stand two large brass candelabra, each holding five white candles. In each south corner is a white pottery urn of considerable size, stoppered with a large brass and wood plug.
>
> On the floor to the right of the altar, a human skeleton in black chain lies sprawled on the floor, its right arm outstretched and its finger pointing to an archway in the west wall. The base stones and keystone of the arch glow vivid orange, and the room beyond the arch is filled with a luminescent orange mist.
>
> The wall scenes show normal life, save that those depicted have rotting, worm-eaten flesh, skeletal hands, and the like. Yet, in contrast, there also are depicted various religious symbols of good alignment.

A faint aura of good can be magically detected. Only the pews, the altar, and the archway are remarkable. The urns are empty.

The Pews

All of the pews have hinged seats. The last pair of pews have 4000 sp hidden in each, and the next pair have 3000 ep each.

The front two pews contain poison gas traps, which are set off as soon as the pew bottom is opened a crack. The cloud of gas fills the whole chapel in two rounds after opening the pew bottom, and all in the place lose 2d4 points of Strength for 48 hours if they fail their saving throw vs. poison.

The Altar

The stone altar glows with a pale blue opalescent light, seemingly coming from within. A very faint aura of evil emanates from it, which can be detected 2 in 6 per round of detection. If the thing is touched by living matter it sends a 40-hit-point lightning bolt 40 feet long and 8 feet wide shooting up the central aisle. After this bolt streaks forth, the altar turns a fiery blue-red, and if it is touched by any object it disintegrates in a 60-hit-point explosion with a radius of 30 feet. Successful saving throws vs. staves reduce the damage by 50%.

The Cursed Portal

The vivid orange mists on the other side of the archway cannot be penetrated with any sort of vision or magic. The skeleton, of course, misleads the party, for any character passing through the portal enter a 10-by 10-foot room where sex and alignment are reversed by a terrible curse. This causes the stones to stop glowing until the PC returns to the chapel through the portal, when they glow again.

The portal also reverses the curse, but at a price; such re-entry does not alter the glowing stones. Re-entering the archway restores the original alignment of a PC cursed by the portal, but he or she takes 1d6 damage points as well. Passing through the portal a third time restores the original sex, but the PC is teleported nude to the True Entrance Corridor (Entrance Level, area 3), all his possessions having been teleported to the Crypt of Acererak (Tomb Level, area 33). Once restoration of alignment has been accomplished, paladinhood, ranger status, and so on are not affected.

Concealed Exit

Careful inspection in the east wall directly opposite the archway reveal a small slot with a circle faintly traced above it. Below the slot, but completely concealed from physical inspection or magical detection, is a movable stone block.

This block is 2 feet wide, 4 feet high, and 10 feet thick, and wedge-shaped. It is impregnated with strong anti-magics to prevent its detection or removal or change to another form or substance. It cannot be detected, altered, or moved in any way save that described below.

The slot above the block is of sufficient size to accept a coin or a flat gem. It is also just right for insertion of a magical ring, which is what the faint circle intends to describe. Whatever fits into the slot disappears forever, but only a magical ring actually triggers the opening mechanism. The block slowly sinks into the floor, allowing entry into the passage beyond. When the PCs enter the corridor behind the stone, use encounter area 15 below.

15. Pit Trio

> The tiny hole in the wall of the chapel widens and becomes taller, indicating that the stone block was a wedge of enormous size. Beyond the area occupied by the stone wedge is a 10-foot-square landing, with 20 feet of steps leading steeply down to the south. On the landing's north wall is a lever, with markings that obviously mean it operates the stone wedge.

The gate opens easily from the landing simply by operating the lever.

The series of three doors in the corridor are easily pushed open . . . *very* easily pushed open after an initial resistance is overcome. Require that the person opening the door roll 1d6. Although *any* roll opens the door, on a roll of 1 or 2, the person pushing the door has greatly over-estimated the amount of strength needed for the job. He plunges through the door and lands directly on the counterweighted trap door covering a standard pit trap, which lurks just to the west of the door.

Of course, if the door is not violently pushed against, but is given merely a sharp rap, it swings inward. Thereafter, the PC in the lead has standard chances of falling into the pit trap after passing through the doorway.

By the time the third door and pit have been reached, the party should certainly expect the pit, and thus they are likely to circumvent it and may bypass it altogether with no further examination. This carelessness prevents them from discovering the wooden door painted to look like stone on the south wall at the pit's bottom. This door is observed on a roll of 1-5 on 1d6, and it may be felt immediately if the walls of the pit are touched. It is most probable that the party proceeds to the Slide to Doom (area 16).

16. Slide to Doom

> At the end of the corridor is a door formed of huge oak planks heavily bound with iron bands. Several locks seal it off, including two separate keyholes and an enormous padlock.

A PC who listens with an ear to the door hears far-off music and singing of a joyful sort, obviously coming from somewhere beyond; this is an *audible glamer* spell. The locks are impossible to pick.

The door is impregnated with anti-magics, which may be detected as a faint magical aura. No forcing or *knock* spells can open it or the locks, and *warp wood* or fire spells have no effect. A *disintegrate, phasedoor, passwall* or *wish* spell will circumvent the magics, to the chagrin of the PCs. The door may be chopped to pieces.

Once the door is destroyed or gotten through, read the following.

> Sounds of confusion and running away can be heard from the north. All music and singing has ceased. A faint flickering glow, possibly of torchlight, can be seen northward.
>
> The walls of the passage are of smooth white alabaster, and the floor is a very smooth, highly polished, smoke gray marble. Reflection of your light indicates that it extends at least 50 feet beyond the door, but beyond that it is impossible to tell.

The destruction or circumventing of the door negated the first *audible glamer* spell and triggered a second to produce the noise heard. The flickering light comes from a fiery pit 60 feet down the corridor.

The corridor floor is a counter-weighted beam. Its pivot point is at the door, and the point at which it is overbalanced is the third square north of the door. When one or more PCs step there, the whole 50-foot-long beam that makes up the floor begins to tilt downward as the north end slowly sinks. This produces a trap situation similar to that in the Eastern False Entrance Corridor (Entrance Level area 2, *Chapter 3).*

Note the position of each PC on a piece of paper, and then display Graphic #1-17 from the *Illustration Booklet.* Describe what has begun to occur, and, if you like, draw a map and place figures as you did before. Begin a slow count to 5.

Once again, the PCs may make a break for the door, again moving at 1 foot per inch of MV. After you have finished the count, calculate the position of each PC. At this point, it is a good idea to draw the situation out and place markers for the PCs, for characters are likely to die if any remain in the corridor. Reenact the PCs' escape from the trap as you did before.

All characters still north of the doorway at the conclusion of the count fall to the floor and begin sliding downward to the north at 10 feet per segment. When the 40-foot point is reached, each takes 1d6 hp of heat damage. At the 50-foot point, each takes 2d6 points of heat damage. In the next segment, the PC is plunged into a pit of flames and molten lava that will absolutely snuff him or her out.

17. Corridor of Fear

The wooden door in the third pit's south wall leads to a narrow passage 10 feet long, after which it opens onto a 10-foot wide staircase leading steeply down. In the east wall of this staircase is a secret door to the Laboratory (area 19), which may be discovered normally if searched for.

At the second staircase, the observant (secret roll of 1 on 1d6) notice that the appearance of the toe of the second staircase appears to be blurred. This is due to the wisps of gas that fill the low-lying corridor. Characters who descend the stairs breathe the gas if they do not specifically state they are holding their breath or take some sort of magical precaution. One breath causes uncontrollable *fear* unless the PC passes a saving throw vs. poison.

A PC who holds his breath can descend into the gas, which irritates the eyes. Beyond the first 10 feet, the gas becomes thicker and the door into the False Crypt (area 18) is so inconspicuous that there is only a 50% chance for any single PC to notice the south door before he must leave to take another breath. Once the south door is opened, the poison gas dissipates immediately.

A stricken PC is affected for 2d4 rounds, during which he screams in terror, eyes wide with fright. The PC runs from the party at top speed, paying scant attention to what lies ahead in favor of terrified looks to the rear, feeling that some unspeakable terror is hard on his heels. He flees up the stairs and then attempts to climb out of the pit. This takes two rounds. At the beginning of the fourth round, he has a 50% chance to head toward the door to area 16 and an equal chance to leap the pit (Dexterity Check) and go back in the opposite direction. If the trap doors and passageway doors have been spiked open, he can leap the pits if he makes his ability checks. If not, he has a 50% chance to forget that they are there because of his unreasoning terror. If he makes it all the way to the Chapel of Evil (area 14), judge his actions there in the same way, giving him a 50% chance to forget any dangers that might be present.

18. False Crypt

> The inconspicuous door slides easily aside to reveal a steep stairway down, almost completely filled with heavy, thick cobwebs. Barely visible at the foot of the stairway is a silvery object about the size of a mace.

The cobwebs were formed from a permanent variety of *web* spell. They may only be removed by magical fire, such as *burning hands,* the flame from a flaming sword, etc. Any character trying to break through them becomes hopelessly entangled and cannot get free unless magically burned free or *wished* out.

The silvery object is indeed a mace, which begins to glow with a bright golden light when it is picked up by any character. It was left here by Acererak as part of the deception he created in the false crypt.

The "Lich"

When the first PC ventures to the bottom of the stairs, read the following and display Graphic #1-18 from the *Illustration Booklet.*

> At the bottom of the stairs is a chamber 20 feet square. It is filled with rotting and decayed furnishings that obviously were once most costly.
>
> Centered in the room is a solid gold couch. Lying in state upon it is a bandage-wrapped figure with a huge golden crown at its head. The figure rises slowly and a booming voice that seems to fill the whole chamber demands:
>
> Who dares to disturb the rest of Acererak? It is your death which you have found.
>
> The figure seems to notice you for the first time. It raises its arms as though to cast a spell. (Read this only if someone has picked up the mace: Or perhaps it throws its arms up in fear of the glowing mace in your hands.)

The figure, which your players may interpret as being a lich, is actually a magically-prepared zombie. Spells seem to have no effect on it, and it continues to gesture until it is hit, when it retaliates by striking back.

If the zombie is attacked with the glowing mace, it is struck every time, regardless of the to-hit roll actually made. Roll dice and then announce that the "lich" bellows (really a *magic mouth)* and staggers from the blow. It takes two such blows from the mace, and on the third, the "lich" withers and disappears in a puff of dust. The mace, too, shatters at the same time, triggering the programmed illusion described below.

If the "lich" is attacked by any other weapon, roll hits and damages as usual. When the monster has absorbed enough damage to kill it, it withers and disappears in a puff of dust, also triggering the programmed illusion.

Zombie "Lich": AC -4; MV 12"; HD 6; hp 32; #AT 1; D 1d8 +2; AL CE; SA nil; SD magic resistant. It has been treated with anti-magic charms so that it absorbs a total of 12 spell levels before any spell takes effect; any spell partially absorbed is spoiled. The monster is keyed into the glowing mace as described above,

Programmed Illusion

As soon as the "lich" has been destroyed, read the following:

> The air fills with a low rumble, and the floor of the crypt begins to vibrate. The walls give a shiver, and several loose stones fall from the ceiling above, A jagged crack appears in the floor, accompanied by a sharp rending sound.

If the players inquire what treasure may be picked up, tell them that among the debris may be seen the chests and caskets, but these either appear to be empty or closed securely enough that the room's collapse does not open them. The golden throne, worth a small fortune, is nearly covered by debris, and beside it within easy reach lie the monster's golden and gem-encrusted crown, a small leather bag of high quality, and a small jade coffer.

Lay out a map of the false crypt and surrounding corridors as with the earlier traps, and tell the PCs that they may flee at 1 foot for each inch of MV. Begin to count slowly to 10 as with the two traps where player response time was limited. There is no real danger here, but the PCs probably will not believe it and are likely to stampede for the stairs and the way out.

The illusion continues beyond your count, giving the full effects of a cave-in. A mechanism forces actual dust to billow up the stairs, and bits of stone begin to fall in the east-west Corridor of Fear (area 17) tunnel and then in the north-south tunnel and stairs reached from the pit. Sounds from a supposed collapse are heard throughout the Tomb, and it is likely that the party does not stop until it reaches the entrance. If the party runs out, ask them if they thought it was too hard a dungeon ...

The jade coffer is worth 5000 gp and contains six *healing* potions. The crown is gem-encrusted and worth 25,000 gp. The small sack holds 278 pp, 29 10-gp gems, a scroll of seven magic-user spells (pretend to roll, but they are all 1st and 2nd level), and a map showing a location several hundred miles away which supposedly has a rich treasure (it is a fake, naturally). If this doesn't make them suspicious enough to take another run through to check things out, put the adventure away for use at another time.

Note that something so simple as a *commune* spell can reveal that Acererak has not been destroyed. In any event, Acererak sees to the righting of things eventually. If the party returns, they find that the only treasure left in the pseudo-crypt is the gold couch, which is worth 50,000 gp.

19. Laboratory

At this time, display Graphic #1-19 from the *Illustration Booklet.*

This is a huge room, cluttered with a wide variety of items. The walls are lined with shelves upon which stand vats, clay pots, vials, jars and the like. There is a large desk and stool, on which rests a leather-covered tome, nearly buried beneath a large roll of linen. Two workbenches are littered with dried herbs, bones, skulls, and the like. On two large tables with heavily stained tops stand clay pots and urns similar to the ones that flank them on the floor. In the approximate center of the room are three huge vats, each about seven feet in diameter and four feet deep.

Though there is only one item of real value here and some information to be gained, the vast quantity of material should cause play in this room to take time. Be patient with your players when they investigate. Make up descriptions as detailed as you can. The shelves hold containers that obviously once were filled with unguents, ointments, oils, perfumes, etc.; of these only spoiled traces remain. The covered jars are filled with dust and impotent ingredients of all sorts.

The urns and clay pots hold white and greyish salts used in the preparation of mummies. The linen wrappings are also used for that purpose.

The Tome

The tome gives details on embalming methods, according to the gold leaf on the cover, but the paper pages are so old they crumble to dust at the first turning. Patient exploration of this decaying volume, however, provides details on preparing a body that will be turned into a zombie; this should provide a clue about the true nature of the monster in the False Crypt (area 18).

The Vats

The vats are formed from stone and are lined with glazed clay. They are affixed to the floor, and are too heavy to move. The vat on the west side holds three feet of dirty water.

The vat in the middle contains a slow-acting acid which causes 2-5 hp of damage the round after it comes in substantial (immersed arm, splashed on, etc.) contact with flesh; minor contact causes only a mild itch. At the bottom of this vat is one-half of a golden key. Because the acid will harm even magical weapons, the players have to figure out some way to neutralize or drain off the contents of the second vat. A reach-in-and-grope-for-it technique has a 1% cumulative chance per round of being successful. One of the urns contains the remnants of a petroleum-jelly-like substance that can be smeared over the arm for such a venture.

Hanging from the edge of the vat on the east, and partly submerged in the greyish liquid in the vat, is a body. Its condition indicates that it is of recent vintage, and its clothing indicates it to have been an adventurer. Only by prodding at the liquid or by removing the body is the true nature of the substance in the vat revealed. At the bottom of this vat, feeding on the body, is a gray ochre jelly, which conceals the other half of the golden key in the middle vat. The part of the body that was once "submerged" in the "liquid" has been consumed by the jelly, causing its recent growth.

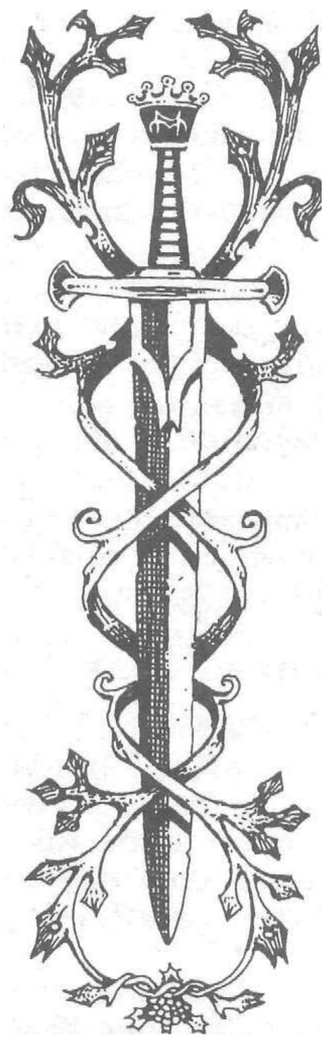
The First Key

The key parts are magical and not be harmed by anything. If they are joined together they magically form into one solid key, hereafter called the First Key. This key is necessary to find Acererak's true crypt. Its use is detailed in *Chapter 5: The Tomb of Acererak.*

To the Next Level

In the southwest corner of the room is a magical secret door which leads to the bottom level of the Tomb. This entrance can be found by any means, but spells have been cast upon it that cause it to resist all attempts to open it. No physical means allow the door to be opened, and all magical attempts to force it open or to circumvent it will also fail.

It is necessary to dispel the closure spell. A *detect magic* will show the general area that is causing the problem, but it cannot remove the magical guard. Before this can be done, the enchanted area must be viewed through a *gem of seeing* or with a similar spell. Then a *dispel magic* or *remove curse* can remove the guard which prevents the door from being opened. Once this is done, the secret door can be opened easily.



Chapter 6: Tomb of Acererak Level

For play in this area, you need to use Map 1-1, areas 19 through 33, from the the *Inscription and Map Booklet* and the first section of the *Illustration Booklet.*

2O. Deadly Spikes

At this time, display Graphic #1-20 from the *Illustration Booklet.*

> A 10-foot-deep, open pit completely fills the passageway and extends so as to make jumping across it totally impossible for most creatures. Sticking out of the pit bottom are 200 spikes, arranged so that one spike is centered in every square foot of the pit. The spikes are about two feet long and are very sharp.

It appears that the pit must be crossed by climbing down the wall, maneuvering carefully through the spikes, and then climbing up the other side. It is not so simple! Any footstep on the easternmost three feet of the pit floor, or any touch of one of the spikes there, causes a volley of spikes to be discharged upwards. After the volley, new spikes emerge to replace those discharged.

Each person in the pit, above it, or leaning over its edge when the volley discharges is struck by 2d4 spikes. The spikes have a THACO of 10, and each hit causes 1d6 points of damage.

Characters need to employ magical means to get across the trap.

21. Agitation

At this time, display Graphic #1-21 from the *Illustration Booklet.*

> This room, filled with funerary offerings and furniture, has been looted. There are four rotting sofas, several throne-like chairs, stands, small tables, chests, and braziers, all jumbled together, along with vases and urns that are dented, chipped, and broken. Only the rather plain tapestries, which appear to feature weed-grown rocks and green and golden tan scenes of undersea life, have been spared and remain hanging upon the east and west walls.

The Coffers

There are 24 locked coffers amidst the general havoc. When a coffer is inspected, roll 1d6 to determine what the contents are. On a roll of 1-3, the coffer is empty. On a roll of 4-5, the coffer contains 8d10 pp. On a roll of 6, the coffer contains 2d4 10-gp gems.

The Trunks

Among the furnishings are six heavy trunks, each of which contains asps. When a trunk lid is raised, 1d3 asps slither out so quickly that no one has a chance to stop them. Others escape through breaks in the chest and disappear into snake holes in the floor concealed by debris.

The asps, which are not as large as those in the silver chest of area 13, fan out through the room, looking frantically for escape. Though there are several noticeable snake holes near the tapestries, the snakes will not come within five feet of the hangings. When they are attacked, or after they have searched in vain for two rounds, they strike at the nearest PC, leaping twice their length of three feet to do so. Once they attack they continue biting until they die. There is a 20% per round of searching that each asp discovers the snake holes concealed by the debris.

Asps: AC 6; MV12"; HD 2; hp 4 each; #AT 1; D 1; AL N; SA poison, save or die.

The Agitator

The weight of the players upon the balanced floor have triggered a mechanism. As long as the PCs are in constant motion, the mechanism is foiled, but if the occupants of the room stay relatively in the same place, the mechanism causes the floor of the room to buck and jump violently up and down.

For each round that *all* PCs in the room do not vary their positions by more than a couple of feet or so, there is a 50% chance that the floor begins to move violently for one round. Require each PC to make a Dexterity Check. Failure means that the PC falls and sustains 1 point of damage.

The Hangings

The hangings, which are well-affixed to the wall near the ceiling, are not tapestries at all, but are magical creations of green slime and brown mold. Though they may be handled normally, if they are torn, they instantly turn into green slime, and if they are burned they become brown mold. Note that the hangings are not actually green slime or brown mold while still on the wall; they turn into those monsters through magic. The hangings have been specially treated to resist magical detection of any kind.

Should a hanging be torn, an easy thing to do, it turns into a sheet of green slime that falls to the floor, covering an area 20 feet long and 10 feet out from the wall. Any characters in this area are covered with slime and are lost in three rounds, with no recourse possible due to the amount of slime. If a PC is holding a hanging when the room becomes agitated, it is 75% probable that the jerking motion tears the thing. The PC searching for secret doors behind the still-hanging tapestries must be *very* careful, and those exiting through the secret door in the west corner must take care as well.

If the hangings are subjected to burning, they instantly turn to brown mold. In the first round after release, the mold drains 4d8 hp of heat from all characters within five feet. If there is an open heat source, the mold increases 25% in size, draining 4d10 hp of heat the next round from any PC still within range. Note that burning a hanging already turned to green slime will not turn it to brown mold.

Green Slime-. AC 9; MV 0"; hp 50; AL N; SA slimes victim.

Brown Mold: AC 9; MV 0"; AL N; SA freezing; SD cold magic required to kill or damage.

22. Siren's Cavern

> After a turn to the south, the corridor ends in what appears to be a cavern. The size of this chamber cannot be determined, for silvery mists shot through with delicate streamers of gold fill the air. The mist blocks vision beyond six feet.

If the PCs talk loudly or cause any loud noise, a most beautiful singing begins. Each PC must make a saving throw vs. spells at +4 or be drawn into the mists by the beauty of the song. Any so drawn must pass a saving throw vs. poison or become idiots until he can breathe the clean air above-ground, under the warm sun.

The Siren

As a private joke, Acererak has caused a beautiful and good-aligned siren to be placed in this cavern under an enchantment. She dwells in a wondrous grotto in the center of the cavern. Her aura of good may be detected from outside the cavern by a PC using such magic.

Should the PCs enter the cavern and find the grotto, they see her seated there. She rises and moves toward them, a look of anguish on her face. At this time, display Graphic #1-22 from the *Illustration Booklet.*

Aquaire, the siren, can converse in a friendly fashion only, though her expression clearly shows she is in distress. If the PCs treat her well, she dispels the idiocy of any who were affected by the mist. If asked about her distress, she answers "I cannot say." She can ask how characters are and if they find the going hard in this dungeon. She knows nothing about the dungeon layout. To other direct questions, she can only answer evasively, saying: "I cannot say," "That is unknown to me," "Possibly," and so forth until she is freed.

The spell placed upon her prohibits her from telling the PCs about the enchantment or how to break it, and so she can give no clues about the nature of her imprisonment. The spell is broken if the PCs ask her to join them. She can

then tell how Acererak found and imprisoned her. She can stay with the PCs through the adventure, and thereafter be their friend for life.

Aquaire (siren): AC 5; MV 12" //24"; HD 4; hp 20; AL CG; SA spells; special touch. She has the following spells available once per day: *charm person*, by song at +2, which affects every person within 3"; "invisibility, suggestion, and *polymorph self.* Any creature whom she touches in anger must pass a saving throw vs. poison or become an idiot for 5d4 turns; she can reverse this effect, or the idiocy caused by the mists, by touch also.

The Treasure

To torment the PCs, Acererak has caused them to be tempted by treasure in the form of two sacks temptingly displayed in the grotto with the siren. One of these is large and radiates magic, and one is small and does not.

If the PCs ask Aquaire to join them, both sacks disappear. If either is touched beforehand, the siren and the other sack disappear. It is not possible to gain both the large and small sacks, nor is it possible to gain both a sack and the siren. If the PCs attempt to grab the sacks simultaneously, dice to see which is touched a fraction of a second sooner. The other disappears, along with the siren, forever.

The large sack appears to be normal, but it radiates magic. It actually is a *bag of holding* containing 50 pieces each of copper, silver, electrum, gold, and platinum. Filled to its 30-cubic-foot capacity or to its 250-pound weight limit, it weighs only five pounds.

The small sack itself is normal. Roll 1dlO to determine the contents.

Roll	*Contents*
1-2	Wool
3-4	5 pieces of jewelry
5-6	1d6 potions *extra healing*
7	1d6 scrolls of one spell
8	4dl2 100-gp gems
9	*bracers of defense AC 6*
0	Ring of *feather falling*

23. Secrets and Swords

The door at the end of the 50-foot-long corridor to the north appears to be a false door, but it is not trapped. The seemingly blank wall of solid stone behind the false door, however, hides a secret door.

Furthermore, in the corridor floor just north of this secret door is a secret trapdoor. This opens to a narrow and steep staircase that spirals down to a 5-foot-wide passageway leading north. This eventually opens up to a 10-foot-wide passage that turns east and ends in a huge adamantite door.

The 1-foot-thick adamantite door has permanent anti-magics upon it, which allow no magical or physical way of forcing entry. In the door at about waist height are three slots, just the length and width of a sword blade. If three swords are inserted here at the same time, the adamantite door open up. Once open, there is *no* way of preventing it from closing five rounds later.

24. Sleeping Juggernaut

The double doors in this area are unusual in that they swing open in either direction. When they open, they fit into depressions made for them in the corridor walls. When these double doors are opened, two things are triggered. One of these is a sleep gas that fills the corridor just to the north of the double doors. The second is a juggernaut that waits in the 20-foot-square room at the end of the corridor.

The Sleep Gas

The sleep gas is released soundlessly by the opening of the doors. In the first round, it fills the corridor north of the doors; any PC in that area at the end of the round is affected. In the second round, it begins to fill the corridor to the west, filling one 10-foot square per round for the next three rounds. Any PCs who occupy an area affected by the gas collapse in slumber for 2d4 turns. Elves and those who hold their breath are unaffected.

The Juggernaut

The juggernaut, which is a sort of magical steamroller, occupies the northwest corner of the 20-foot-square room, just opposite the swinging door. Like the double doors, this door swings in either direction and fits into a depression made for it when it is open.

There is a 25% chance *per turn* that the juggernaut moves. If it does, it moves 1d6+l squares, first in its chamber and then through the swinging door and into the corridor. If the dice so indicate, it rolls south down the sleep-gas corridor and possibly even out through the double doors and down the corridor to the west.

It squashes flat anything in its path, including sleeping PCs. When it gets to the end of its indicated path, it returns to its starting place. The entire journey takes one round per square moved. The rumbling that this monstrous device makes is thunderous, and it can be heard all the way back to the Laboratory (area 19). Should any PC actually see the juggernaut, or be destroyed by it, display Graphic #1-24 from the *Illustration Booklet.*

25. Throne Room

At this time, display Graphic #1-25A from the *Illustration Booklet.*

> The adamantite door opens into a huge chamber, painted in pastel colors. The 30-foot-tall ceiling is supported by scores of 3-foot-diameter, pastel pillars. On the north side of the room is at least one smaller chamber, and probably more; the sheer number of pillars makes observation difficult. On the south side of the room, contrasting sharply with the pastel hues elsewhere, is a stark black dais atop which rests an ebon throne.

The Pillars

Each pillar radiates magic. Any character who touches a pillar, even accidentally, floats uncontrollably upward because of a *levitation* spell put on him by the pillar. There seems to be a gentle breeze in the room, for any character floating amongst the many-hued columns begins drifting toward the northeast or northwest corners of the room. To stop this effect a *dispel magic* or *remove curse* spell must be placed upon each floating individual.

The Green Devils, Part 2

Twenty-four feet above the floor, a devil face mosaic can be found in each corner of the room. If these are inspected by the PCs, display Graphic #1-5B from the *Illustration Booklet.* The mosaics appear to be identical to the devil mask mosaic first encountered in the True Entrance Corridor (Entrance Level area 5). Only the mosaic in the northwest corner is of the same hideous green. Those in the other corners are green, but the green seems to have a pastel blue, grey, and yellow tint.

Actually, the mouths are teleportation devices. The two on the south side of the room bring in fresh air from the outside, and the two on the north side of the room remove some and take it elsewhere. This accounts for the gentle movement of air along the ceiling.

Anything that comes within three feet of either of the mosaics on the north wall is sucked into the gaping jaws and spat out again. Any living thing entering the mouth on the northwest corner is spat out nude from the devil mosaic in area 3; any possessions and non-living objects carried are teleported to the Crypt of Acererak (area 33), Any living thing entering the mouth on the northeast corner is teleported to the Chamber of Hopelessness (area 28). Because the teleportation devices on the south wall are only one way into this room, no entry into their mouths is possible.

Charred Remains and Wishful Thinking

If any PC ventures into the southeast corner, display Graphic #1-25B from the *Illustration Booklet* and read the following text.

In the southeast corner lie cinders, ashes, charred bones and skulls, the crisped remains of clothing and gear, and blackened arms and armor, a thoroughly awful and frightening sight. These encircle a huge gem, glowing with a repulsive orange light.

The gem radiates pulses of wickedness and a magical aura so strong that the detecting character gets the vague feeling that the magic is *wish*-connected. The gem is a cursed *wish* magical item, and no matter what is desired by the character daring to touch it and *wish,* a reverse or perversion brings doom to that character and all named in the *wish.*

In the second round after granting the perverted *wish,* giving the PCs enough time to react to the damage, the gem turns *truly* malignant. Tell your players that the gem begins to pulse with reddish light, growing progressively stronger, brighter, and hotter.

Count to 10 as usual. At the count of 2 the stone is too hot to be held in the hand. At the count of 5, any burnable material in contact with it begins to smolder. At the count of 10, the stone explodes, absolutely killing any character within a 15-foot radius with a wave of searing radiations and flames. As before, for each count, the PCs may escape at 1 foot per 1" of MV.

After the explosion, a putrid and horrid mass of stinking purplish mold bubbles and chuckles where the gem was at the time of the explosion. In one week the mass reforms as a glowing orange gem ...

Ebony Dais and Silver Throne

When a PC inspects the dais on the south wall of the room, display Graphic #1-25C from the *Illustration Booklet.*

Contrasting with the pastel colors of the floor and pillars of the hall, the blackness of the huge dais is stark indeed. Atop this stepped platform rests an obsidian throne inlaid with silver and ivory skulls. Upon the throne rest a golden crown and an electrum scepter with a gold ball at one end and a silver knob at the other. A small replica of the crown is inlaid upon the lower front panel of the seat.

Both crown and scepter give off an aura of magic. Each of these items is obviously valuable (25,000 gp for the crown, 12,500 gp for the scepter), but both are *cursed,* as described below. If either item is removed from the Tomb before Acererak has been destroyed, the demilich sends a Type I demon to reclaim his regalia and return it to the throne room. If both items are removed and Acererak remains, he will send two such demons for his treasure.

The Crown

The golden crown allows the wearer to negate the pillars' *levitation* effects at will. It also grants vision within the hall as if in normal daylight, even if the room is completely dark to anyone else. Should the crown be worn outside this place, the wearer is blind until the crown is removed.

Once donned, the crown of gold cannot be removed except by using the scepter, as described below. The wearer knows that the crown can be removed only by touching the scepter to its top. Once removed, the magic will not work for or on that PC again.

The Scepter

The scepter's magic is triggered by either the crown itself or the golden inlay of the crown on the lower front panel of the throne.

If the silver knob is touched to the crown, the wearer is instantly snuffed out, turning to a foul-smelling powder. The PC cannot be brought back to life by any means, including a *wish.* If the golden ball is touched to the crown, the wearer can remove the crown if he so desires.

The Hidden Passage

If the scepter's silver knob is touched to the golden crown inlaid on the front panel of the throne, the throne sinks into the floor. Behind it is revealed a 5-foot-wide passageway leading south to the Wondrous Foyer (area 29).

26. Electric Blue

In the northwest corner of the room stands a 10-foot-square closet with a door that shimmers with a faint, electric blue light. A brass pull beckons to be used.

When the door is touched, the faint gleam grows bright. The door opens easily to reveal a room empty of everything save dust.

27. Swords and Shields

In the center of the Throne Room's north wall stands a 10-foot-square closet with a door that shimmers with a faint, lilac light. A brass pull beckons to be used.

When the door is touched the faint glow will shine forth a bright purple with tinges of a sickly green. If the door is pulled open, display Graphic #1-27 from the *Illustration Booklet.*

No furniture occupies this 10-foot-square chamber, though there is a small door centered on the north wall. Upon the west, north and east walls hang crossed pairs of swords centered behind shields. There are eight pairs in all; the east and west walls have three pairs each, and the north wall has one pair on either side of the door.

If the south threshold is crossed by any creature, a set of swords and shield fly off the west wall and attack the individual who entered. They fight until destroyed or until the person entering the room is dead. If the room is entered from the north, all eight sets swoop to attack at once. Only after all sets are destroyed is it possible to enter the room without being attacked.

Each sword in the first set has a THACO of 19 and does 1d8 +l damage points. One will strike at the beginning of the round, and the other at the end of the round. All hits against this trio be at AC 3. Hits will be taken by the shield first, as it interposes itself. When the shield has sustained 11 hp of damage, it falls to the floor. At this time the swords may be attacked; each sustains 11 hp before dropping to the floor. Should their opponent die or leave the room before the swords and shield are destroyed, they return to their former position.

Only the following spells affect these items: *repulsion* sends all three back to their original positions; *heat metal* or a *rod of cancellation* will cause one of the three to fall to pieces; *transmute metal to wood* causes two of the three to fall to the ground as motionless hunks of timber; *disintegrate* will destroy all of a set; *enchant weapon* causes a sword to become a plain iron weapon.

Worse still, if the threshold is crossed by a second PC or more, a pair of blades and a shield fly off the wall to attack, beginning with the middle set on the west wall and working around to the pair closest to the door on the east wall. Each trio of weapons fights better and is harder to destroy than the trio preceding it. Succeeding sets decrease the THACO by 2, increase the damage by 1, better the AC by 1, and have 1 hp more than the set previous. Thus, the second PC to enter is attacked at a THACO of 17 by the swords that do 1d8 + 2 hp of damage; the set fights as though at AC2 and requires 12 hp to kill each part. Think how wonderful the eighth set is ... AC -4, 1d8 + 8 hp of damage, THACO 5, 18 hp per item!

28. Chamber of Hopelessness

At this time, display Graphic #1-28 from the *Illustration Booklet.*

Within this room, a small fountain of water fills a wall basin, spills over onto the floor, and drains away through holes in the walls.

The floor is littered with numerous skeletons, rotting equipment, scattered coins, broken weapons, and the like.

The fate of those whose remains litter the floor is clearly stated in glowing letters on the north wall. These say plainly:

> You who dared to violate my tomb now pay the price. Stay here and die slowly of starvation, or open and enter the door to the south, where certain but quick death awaits. Whichever you choose, know that I, Acererak the Eternal, watch and scoff at your puny efforts and enjoy your death throes.

There is always plenty to drink from the water fountain, the basin of which has been stopped up with debris. It is impossible to flood the place, for there are hundreds of small snake holes in the walls and floor.

Among the debris is found 1dlO x 30 each of sp, ep, gp, and pp hurled about. Crushed gems and broken magical items can be found among the litter, the work of insane victims and attacking swords. Careful searching reveal 2d10 10-gp gems, a potion of *diminution,* and a *+1 flail.*

If the door to the south is opened from this side, all of the swords and shields swoop from the walls to attack. The attack ceases as soon as the PC retreats to this chamber.

29. Mummy Chamber

In the northwest corner of the room stands a 10-foot-square closet with a door that shimmers with a faint, electric blue light. A brass pull beckons to be used.

When the door is touched, the faint gleam grows bright, just as with Electric Blue (area 26). The door opens easily to reveal a low stone table bearing a large wooden sarcophagus. Various broken and looted chests, urns, and coffers are scattered about. Within the sarcophagus are mummified partial remains of a human. The wrappings are partially undone and tattered, and a huge amethyst is just barely visible between the wrappings covering the head.

This 5000-gp gem has an evil magic placed upon it. If it is removed from the eye-socket the remains become an undead mummy, made more deadly than normal because of the *resist fire* that has been cast upon its wrappings, the *haste* that has been cast upon the body, and the *ring offire resistance* it wears on its right hand.

Mummy: AC 3; MV12"; HD 6 + 3; hp 39; #AT 2; D Idl2 + l; AL CE; SA rotting disease, fear; SD magic weapon needed to hit, giving half-damage only.

3O. Wondrous Foyer

At this time, display Graphic #1-30 from the *Illustration Booklet.*

The narrow passage behind the throne leads south to a landing and steps which fan out as they ascend. The six steps are made of milky onyx, pink marble, lapis lazuli, black marble, serpentine, and intensely green malachite. Upon the fourth step is a large, cylindrical key made of bronze.

The walls of the chamber are untarnished and gleaming copper panels set between panels of rare woods that have been inlaid with ivory. The ceiling is highly polished silver, formed so that it reflects the slightest light into brilliance.

At the head of the steps are a pair of huge doors apparently made of mithril. These doors are 14 feet wide and 28 feet tall. Where they meet, at about waist height, is a cup-like depression, with a central keyhole. The key is of a size that appears to fit the keyhole.

TheSecondKey

The bronze key is an important find for the PCs, for without it they are not able to locate the true crypt of Acererak. Upon the key, however, has been cast an *antipathy* spell, and any who touches it must make a saving throw vs. spells at *-2.* Those who fail will never touch the key or allow it within two feet of their person under any circumstances.

The Mithril Doors

The doors are solid mithril three feet thick. They have been impregnated with great magics in order to make them absolutely magic-resistant.

If the Second Key is inserted into the keyhole apparently made for it, it transmits a charge of electricity to the PC holding it, causing 1d10 points of damage. The First Key also appears to fit the keyhole, but its use causes 2d10 hp of electrical damage to the PC so foolish as to insert it.

The real key to these great doors is the scepter from the Throne Room (area 25). If the gold ball is inserted into the hemispherical depression, the mithril doors swing silently open.

Nevertheless, using the scepter has its perils, too. If the silver sphere is touched to the depression, the holder of the instrument is teleported instantly back- to the True Entrance Corridor, being spat nude from the mouth of the devil mosaic in area 5. All of his possessions and other non-living materials with him are teleported to the Crypt of Acererak (area 33), and the crown and the scepter flash back to the throne.

The Flow of Blood

If the door is bludgeoned, body-slammed, or attacked with blunt weapons, it doesn't budge. If it is scratched or nicked, however, the scratch becomes a blood-red line almost immediately. If the door is hacked at by an edged weapon, the wound begins to gush blood . . . the blood of all those who have died in the Tomb!

The red flow cascades down the steps and fills the area to the top of the first step in six rounds. Each round thereafter, the level rises higher by one step. In 20 rounds it completely fills the foyer to the ceiling.

A *cure critical wounds* applied to the cut stanches the flow of blood, as does a *heal,* two *cure serious wounds,* or four *cure light wounds* spells.

Magic may be used against the blood, but the effect may not be what is expected. In fact, only the following spells have any effect at all:

Spell	*Results*
cone of cold	freezes blood; stops flow for 3 rounds
create water	turns blood to normal water
disintegrate	destroys all blood
levitate	coagulates the blood into a huge ochre jelly as it levitates it
polymorph	creates 1d12 wights, which attack at once
purify water	turns all blood to a weakness gas, which weakens all in the area to STR 3 for 1 day
raise dead/ resurrection	either spell destroys the blood and will bring a shade to stand on the top stair and bless all the party so that they regain up to 10 lost hit points each and are completely refreshed

Fire of any sort, magical or otherwise, turns the blood to a deadly poison gas. The gas is absolutely fatal. All characters in the foyer area are dead, with no saving throw. Characters in the 5-foot-wide passage north of the foyer are slain unless they pass a saving throw vs. poison at -4.

31. False Treasure Room

At this time, display Graphic #1-31 from the *Illustration Booklet.*

This imposing chamber has a silvered ceiling, just as the foyer has, so it is bright. The walls are of ivory inlaid with gold, and the floor is polished common agate.

In each corner hulks a 9-foot-tall statue of black iron, the faces of which are fearsome and terrible in their rage. The statue in the northeast corner holds a saw-toothed, two-handed sword raised to strike. In a similar way, that to the northwest bears a huge, spike-ended mace. The

statue in the southeast corner readies a wickedly-spiked morning star, and the one in the southwest corner has a voulge.

Centered in the room is a bronze urn, which stands just before a huge stone sarcophagus. The name Acererak is spelled out in silvery letters on the side of the sarcophagus, and the top has been carved into the likeness of a sleeping spellcaster. Massive iron boxes flank the sarcophagus against the south wall.

Each statue has a magical and evil aura, but they are merely hunks of metal. The room is lined with lead and has anti-magical properties, so no spells work within it. Furthermore, save for magic or evil detection, magical items fail to function here.

The Bronze Urn

This gold-filigreed container is very large, and warm to the touch. Its stopper is sealed shut with gold fill. This gold must be pried out to open the urn.

An efreet awaits release from the urn. If care has been taken in the process of his release, the efreet should be mildly surprised at the appearance of the party, for they are not his original owner; that unfortunate died here before availing himself of all three of the services the efreet was required to fulfill.

Communication with the efreet is possible through the urn *before* the stopper is loosed. If such communication is established, the relief the efreet experiences turns to annoyance in the bargaining process. In the end, after much bickering, the efreet reluctantly agrees to fulfill three *wishes* for the PC who releases him; in fulfilling these services, the efreet seeks to pervert the *wishes* by adhering strictly to the *letter* of the request, and not necessarily its spirit.

If, on the other hand, no bargaining is conducted or if the stopper is pulled with no such communication, and the urn was treated with care in the process, the efreet is glad enough to be free that he fulfills the remainder of his contract with the urn's former possessor. Roll 1d6; on a roll of 1-4, only one service remains in the contract, and on 5-6 two services remain. In this case, the efreet performs the services gladly, fulfilling the remaining *wishes* in the spirit intended.

If the urn has been battered, knocked about, shaken, overturned, or the like, the efreet is in a fury. Removal of the stopper is at the PC's peril, regardless of any "promises" made by the efreet. He will attack the luckless PC at the first opportunity; if communication is established and a bargain struck, the efreet fulfills his bargain and then attacks.

Efreet: AC 2; MV 9" /24"; HD10; hp 60; #AT 1; D 3d8; AL N; SA spells; SD immune to normal fire, magical fire at -1 to hit and damage. The efreet can use the following spells once per day: *grant 3 wishes, become invisible, assume gaseous form, detect magic, enlarge, polymorph self, enhanced illusion, wall of fire.* He can also *produce flame* and cause *pyrotechnics* as often as desired.

The Granite Sarcophagus

The lettering is platinum, worth 100 pp if pried from the stone. The far end of the sarcophagus has been battered in. Inside can be seen bits of a wooden inner shell, a few bones and windings, dust, and a broken *staff of the magi* (evident from the runes upon it). If the contents are disturbed in any way, a shattered skull rolls out.

The Iron Chests

Each chest is set into stone and cannot possibly be moved. Each has triple locks set with poison needle traps, and sports evidence of prying, battering, and so on.

The eastern chest holds 10,000 gems. These have been spell-treated to appear to have a value not less than 50 gp, no matter how they are tested in the dungeon. The western chest contains 10,000 coins treated in the same way to appear as platinum. When this treasure is removed to a distance of 13 miles from the Tomb, its real nature becomes apparent. Each gem is actually a 1 gp quartz stone, and each coin is copper.

The Secret Chute

It requires three persons of STR 16 or better to move any of the iron statues. The statue in the northwest corner hides beneath it a ring pull set into the floor. Lifting the ring raises a small plug of stone and reveals a chute that leads down to the west. A strong aura of magic can be detected from the chute, and a faint aura of evil can be detected from the space beyond.

32. Out of Phase

This area, including area 33, is out of phase with the rest of the Tomb. No attempts at finding succeed, including *passwall, wish, dimension door,* or whatever. The only way into the area is via the magical chute from the False Treasure Room (area 31), which brings the character into phase with the true Crypt of Acererak (area 33).

Sliding down the chute leads the party 10 feet down, depositing them at the south end of a 30-foot-long corridor that heads north. If the party goes no further, they can discover the secret door leading to the true Crypt of Acererak (area 33). Should the party follow this corridor as it bends west, they eventually discover the way out.

The Secret Door

The portal cannot be detected by any magical means, but careful inspection reveals that the wall at this location is different. What appears at casual glance to be ordinary stone is really an adamantite slab. Furthermore, it has a small opening that is metal-lined: obviously a keyhole. Any attempt to force the door open by physical or magical means is useless.

If the First Key (the gold key from the Laboratory, area 19) is inserted, the tremendously thick door sinks into the floor. There can be no real doubt that the end of the adventure, one way or another, is near. The Second Key (the brass key from the Wondrous Foyer, area 30) does nothing.

The Way Out

The two one-way doors at the end of the corridor are actually a form of *phase door.* They are impossible to detect from the south, because they do not exist in phase with the rest of the Tomb. They appear to be normal doors to PCs approaching from the north, and they operate normally . . . except for triggering a trap.

In phase with the doors is a standard pit trap just outside the west door. If anyone is standing in the corridor in front of this door as either door is opened, he is dropped into the pit as it comes into phase with the rest of the Tomb. Judge the fall into the pit as normal, but there is a complication: as soon as the door is closed, the pit drops out of phase. Only opening one of the one-way doors again brings the pit back into phase with the rest of the Tomb. It is possible that an unwary PC might be spirited away from the party without anyone knowing just what happened.

33. Crypt of Acererak the Eternal

This 10-foot by 20-foot burial vault has an arched ceiling with a 25-foot peak. There is absolutely no furniture in the room, though there is a 2-foot-square pool in the center of the floor.

Inspection of the pool reveals that it is only two inches deep, though it visually appears much deeper. In the middle of the pool bottom is a small hole with the appearance of a drainhole. Actually, it is a keyhole.

If the First Key is inserted into the keyhole, it explodes for 5d6 damage points to the individual inserting it. The explosion does not damage the keyhole, but it sprays water everywhere, revealing the pool bottom.

If the Second Key is inserted nothing untoward occurs. Turning the Second Key right once opens a drain and drains all the water from the pool. Turning the key a second time has no visible effect. Turning the key a third time, however, triggers a mechanism, as evidenced by a loud rumbling and vibration in the floor. Turning the key left at first has no effect. Turning it left after the water has drained, however, resets the mech-

anism and refills the pool. Only turning the key right three times in succession triggers the mechanism that reveals the vault containing the treasure and remains of Acererak.

Raising the Vault

As soon as the key is turned, the south 15 feet of the floor begin to rise, including the area of the pool. Begin a slow count to 5. At 1, the floor has risen only 1 foot, at 2 it is 5 feet in the air, at 3 it is 15 feet up, at 4 it is 20 feet up and even with the arch of the ceiling. At 5 the floor domes and comes into contact with the roof, squashing anything left upon it.

The south 15 feet of the room is now filled with a mithril vault. There is a door in the center of the device, with an inset ring. A hard pull swings open a thick door made entirely of mithril. At this time, display Graphic #1-33A from the *Illustration Booklet.*

The Treasure

Inside the vault are the following:
all items from characters teleported nude
97 10-gp gems
a 10,000-gp peridot, a 50,000-gp emerald, and a 100,000-gp black opal
12 potions and 6 scrolls, determined randomly
1 ring, 1 rod, 1 staff, and 3 miscellaneous magical items, determined randomly
two cursed swords and a cursed *spear of backbiting*
a +5 *sword of defending,* which may be used to destroy the demi-lich.

The Dust Ghost

The demi-lich Acererak also lingers in the crypt, for in the far recesses, upon a sort of altar, are the dust of his bones and his skull. This bit is enough!

If the treasure in the crypt is touched, the dust swirls into the air and forms into a man-like shape. It picks out the spellcaster of the party, either magic-user or cleric, and advances threateningly. If it is struck by physical blows or spells, it staggers back, only to begin its advance again. Each such attack causes some of its dust to seem to disappear, so that it is becoming more and more insubstantial. Furthermore, it appears to become slower as it is hit more frequently.

All this is a sham, of course, for the bone dust of a demi-lich gains power as it is attacked. If this shape is ignored, it dissipates in three rounds, for it can only advance and threaten, not harm. However, the dust ghost gains power factors from physical or magical attacks; the more potent the attack, the more power gained. When it gains a total of 50 power factors, it becomes a ghost controlled by Acererak, with all of the ghost's abilities.

Physical attacks give the dust-creature one factor of energy. Magical attacks give it one energy factor for every level of the spell used; thus, a 3rd-level spell bestows three energy factors.

When the ghost is formed, ask each player to make a saving throw vs. spells for his/her PC. Those failing the roll age 10 years and flee in panic for 2d6 *turns.* Clerics above 6th level are immune, and other adventurers above 8th level add +2 to the saving throw.

Acererak cause the ghost to immediately attack from the ethereal plane, choosing the person who can do him the most harm as the victim of its *magic jar* spell. This person may be a fighter wielding one of the weapons that can hurt him, or it may be a cleric or magic-user with a spell that can destroy him. The demi-lich can tell which member of the party is the most powerful, and it usually selects a magic-user over a fighter, fighter over a cleric, a cleric over a thief.

If the *magic jar* is successful, the soul of the victim is trapped in one of the three large gems in the treasure. If unsuccessful, the ghost semi-materializes and continues his attack by touch. Use your judgment about the aging effects of successful hits, causing a superannuated character to die.

Once the ghost has *magic jarred* or killed Acererak's intended target, it will retreat to the ethereal plane again, only to attack the next-most powerful foe. This continues until the ghost is dead.

Ghost: AC 0 (prime material)/8 (ethereal); MV 9"; HD 10; hp 50; #AT 1; D age 10-40 years; AL CE; SA *magic jar* attack. When the ghost is ethereal, only attacks from the ethereal plane hit. When it has semi-materialized, only silver or magic weapons hit, with silver weapons doing only half damage.

The Skull

If any character is so foolish as to touch or attack the skull of the demi-lich, display Graphic #1-33B from the *Illustration Booklet.* There are two 50,000-gp rubies set into the eye-sockets and six 5,000-gp diamonds set as teeth in the jaw.

In the round just after being touched or attacked (either physically or magically), the skull rises into the air and scans the party. In the following round, the soul of the strongest remaining PC is drawn from his or her body and trapped within the right eye jewel, which then gleams with wickedly evil light. The character's body collapses in a mass of corruption immediately following the attack; it molders rapidly, and it is totally gone by the end of the round. There is no saving throw against this. In the third round after the touch, the skull again scans the party, the diamonds of its hideous grin gleaming wickedly. In the fourth round, it sinks back to its former position, temporarily satisfied.

If the skull is touched or attacked more than the single time, whether in the same round as the first touch or attack, during the soul-capture, as it sinks, or after it has returned to rest, the process is repeated. This time, the skull drains the soul of the next strongest character into its other eye. If the attack occurs while the skull is in action, it does not return to rest until this second soul-snatch is accomplished.

The skull has the ability to capture eight souls altogether. If it is still intact after this and continues to be molested, Acererak pronounces a curse upon the remaining characters. This curse *teleports* them randomly in a 1d6 x 100-mile radius, each cursed to a fate particularly noxious to adventurers.

As stated in the Monster Manual II, only the following weapons can affect the skull: *vorpal blade, sword of sharpness, +5 sword,* or a paladin using a +4 *sword.* Such a weapon is the *+5 sword of defense* among the treasure, the legacy of an unlucky (or unskillful) earlier attempt to destroy the demi-lich.

The large gems, or any others of at least 10,000-gp value may be used as weapons against the skull. When hurled at the skull or slung at it, a gem of high value inflicts 1 damage point per 10,000-gp value, rounding down. Thus, a 20,000-gp gem does 2 hp of damage. When used this way, the gems will be shattered, if they hit; even if they miss, the gems must pass a saving throw vs. crushing blow or be shattered against the vault wall.

A variety of spells may be used, as follows:

Spell	*Effect*
forget	Skull sinks without stealing soul
exorcise	Skull sinks without stealing soul
shatter	10 damage points
power word—kill	If thrown from astral or ethereal plane, destroys skull
dispel evil	5 damage points
holy word	20 damage points

Acererak's skull takes 50 hp before it is destroyed, and it is AC -6. If the skull is destroyed, each PC whose soul has been trapped must make a saving throw vs. spells. Those who fail are gone, for the demi-lich has devoured the soul from the gem before being destroyed. Those who pass still have souls trapped in the gems, and this is evidenced by a faint inner light. If the gem is viewed with a *gem of seeing* or similar magic, a tiny figure will be seen to be trapped inside the gem.

Such gems can be removed from the skull fragments with no difficulty. When they are shattered, the soul is released, but some material body must be ready within 10 feet to receive it. This may be a clone, a simulacrum, or a soulless body of some sort.

Part 2

White Plume Mountain

by Lawrence Schick

Chapter 7: Adventure Judging Notes

General Judging Notes

Your players need both brains and brawn to successfully complete their mission, as there are situations here that cannot be resolved by frontal assault. If your players are unused to hack-proof dilemmas, they may find this module frustrating or even boring. If your players are used to using their wits, however, they should find this an intriguing balance of problems and action.

Please read the entire module through and thoroughly familiarize yourself with complex areas before beginning play. Try to remain objective, and let the players determine their own course of action. It is easy to fall into the trap of referee versus players—try to avoid it. When describing things to your group, be careful not to give them information or insights which their characters would not normally have. Though you are always obliged to describe what they can easily see of their surroundings, try not to give away useful information that they haven't asked for.

The party will want a copy of Keraptis' message for reference. Neither deny nor confirm guesses from players who think they have figured it out.

Player Character Party Balance

This module was designed for characters of fifth through tenth level. Characters below fifth have too little experience to be of much help to the party, and they are likely to be killed too easily. Conversely, high-level characters have too many abilities and resources to find a proper challenge in this dungeon.

It is suggested that the party number at the very least four and at the most ten characters, with a combined total of 40 to 60 levels between them. A good party balance would be something like 40% fighters, 30% magic-users, 20% clerics and 10% thieves.

Passage of Time

Unless you are used to mastering lengthy adventures, it will probably take more than one session for a party to investigate all three branches of the dungeon. If this is the case, it would be best if the party were required to leave the dungeon and re-enter upon resumption of the game.

Standard Dungeon Features

The Vibration

Within the dungeon, beginning with the stairway down, perceptive PCs notice a continuous low vibration. This vibration is from the Plume geyser. After a time, the PCs will become used to it, but it takes its subconscious toll, for just as a very low organ note inspires subconscious fear, so, too, this vibration. Thus, all saving throws against fear are made at -1.

Air and Smoke

The air is warm, humid, and rather foul. Lamps and torches burn fitfully and give off a lot of smoke.

Corridors

All corridors in this dungeon are ten feet in height; they have been carved and, in some places, seemingly melted through solid rock.

Except where flights of steps lead out of it, warm, scummy water one foot deep covers the floors of all rooms and corridors. Furthermore, all floors are covered with an inch or so of slippery mud. The water and mud cut average movement down by one-third, and necessitate continuous probing or the floor by the party as they advance. It is very difficult to keep silent, to run without falling, or to depend on *invisibility* spells for concealment (waves and foot-shaped holes in the water give one away).

Wherever there is water, there are floating patches of green and white scum, a subterranean algae or algae-like fungus. In the damp humidity of the dungeon, this harmless stuff clings in patches to the walls and even the ceiling.

Doors

Unless stated otherwise, all doors are eight feet square. They are made of oak and bound in iron. Though the doors are swollen by the dampness, and thus difficult to open, the wood is not rotten.

Wandering Monsters

Each turn, roll 1d12. On a roll of 1, an encounter occurs. To determine the wandering monster encountered, roll 1d6 and consult the table below. If an encounter occurs that is impossible, re-roll. If a second encounter occurs that is impossible, then no encounter takes place.

1. Black pudding: AC 6; MV 6"; HD 10; hp 45; #AT 1; D 3d8; SA dissolves wood and metal; SD blows, cold and lightning do no harm. It lies in wait for the party just ahead of their march, concealed by the water if there is any.
2. 1d6 Bugbear Patrol: AC 5; MV 9"; HD 3+1; #AT 1; D 2d4; SA surprise. These guys have been *charmed* by Keraptis and cannot be persuaded to betray him unless the charm is broken. They will fight until killed. There are a total of 24 bugbears to draw upon; keep a record of those killed, and remove them from the total.
3. 2 Gargoyles: AC 5; MV 9"/15"; HD 4; hp 21, 19; #AT 4; D 1-3/1-3/1-6/1-4; SD +1 or better weapon to hit. They spring on the party from niches carved into the ceiling. They attack at once, not stopping until they are killed.
4. Invisible Stalker: AC 3; MV 12"; HD 8; hp 33; #AT 1; D 4d4; SA surprise 1-5 on 1d6; SD invisibility. It will attack at once. It is one of three in the dungeon.
5. 1-3 Ogres: AC 5; MV 9"; HD 4+1; hp 21, 18, 17; #AT 1; D 1d10. There is no chance that the ogres can surprise the party. The ogres attack as soon as they know the party is present. The ogres are *charmed* and are loyal to Keraptis. They fight until they are dead.
6. Cave Wight (30% chance for 2}:AC 5; MV 12";HD4+3; hp22(20); #AT 1; D 1d4 + energy level drain; SD silver or magical weapons to hit, cannot be affected by *sleep, charm, paralyzation,* hot, or cold.

Maps, Illustrations, and Inscriptions

Maps

There is only one map for this adventure, and it is Map 2-1 in the *Map Booklet.* To successfully map this area, your players will need a sheet of graph paper 53 squares wide by 43 squares deep. It would be best if you provided the graph paper for them, but give no indication of the proper position on the paper for them to begin mapping. The map in the *Map Booklet* is oriented with north toward the top. The scale is one square equals 10 feet.

Though the master map is shown all on one piece of paper, the text divides the adventure areas into four parts: Entrance (areas 1-2), Whelm (areas 3-8), Wave (areas 9-16), and Blackrazor (areas 17-27). The numbering of the adventure areas is continuous to make correlating with the master map easier.

Illustration

An illustration designed for use at the start of this adventure can be found as Illustration 2-1 in the accompanying *Illustration Booklet.* It shows White Plume Mountain in relation to its surroundings in the World of Greyhawk.

Inscription

Also in the the *Inscription and Map Booklet* is a reproduction of the message sent by Keraptis to the former owners of the three highly-valued weapons he stole. It is Inscription 2A.

Chapter 8: Setting the Stage

Locating the Adventure

White Plume Mountain is located in the World of Greyhawk. It can be found in the northeastern part of the Shield Lands, near the Bandit Kingdoms and the Great Rift. Illustration 2-1 in the *Illustration Booklet* shows its location with respect to The Great Swamp there.

However, those who wish to integrate this adventure into their own campaign can place White Plume Mountain wherever they like, and the party may be required to journey to the vicinity through the wilderness. How they get there is up to you.

Background, Legends, and Rumors

Background

White Plume Mountain has long been a subject of superstitious awe to the neighboring villagers. People still travel many miles to gaze upon this natural wonder, though few approach it closely, for it is reputed to be the haunt of various demons and devils. The occasional disappearance of those who stray too close to the Plume reinforces this belief.

Thirteen hundred years ago, the wizard Keraptis was searching for a suitable haven where he could indulge his eccentricities without fear of interference. He visited White Plume Mountain, going closer than most dared to, and discovered the system of old lava-tubes that riddle the cone and the underlying strata. With a little alteration, he thought, these would be perfect for his purposes. The area already had a bad reputation, and he could think of a few ways to make it worse. So, taking with him his fanatically loyal company of renegade gnomes, he disappeared below White Plume Mountain and vanished from the knowledge of men . . .

Rumors

The following information may be provided to players as background or rumors of the goings on in Greyhawk or any city of importance in your own campaign world.

Several weeks ago three highly-valued magical weapons with the cryptic names of Wave, Whelm, and Blackrazor disappeared from the vaults of their owners in the midst of the city of Greyhawk. Rewards were posted, servants were hanged, and even the sanctuary of the Thieves' Guild was violated in the frantic search for the priceless arms. Despite this, not even a single clue was turned up until the weapons' former owners, all wealthy collectors, each received a taunting note, signed with a symbol that research has found to be that of the wizard Keraptis, thought to be dead for over 1000 years.

Whelm

Whelm is a magical hammer, fashioned by the dwarves to kill all trolls, giants, goblins, hobgoblins, and bugbears. It can be thrown and return to the hand of him who throws it. It detects gold, gems, and the presence of goblins, and it can stun its enemies by striking it upon the ground.

Wave

Wave is a magical trident, dedicated to the god of the sea Poseidon (or a sea-god of your choice). Fashioned for a champion of the sea-god, it brings death or disfigurement to any who do not convert to the worship of this god. It commands the fish of the sea and allows its bearer to live beneath the sea as he can upon the ground. Its bearer can communicate with it and with sea creatures using only his mind. It has control over water, locating the nearest water source; it withers its enemies, drying their bodies to dust.

Blackrazor

Blackrazor is a magical sword, black as the sky, yet glistening as though with starlight. In battle, the owner is immune to *fear*, and his actions are quick as lightning. Yet, it devours souls, they say, even that of the man who bears it.

Interview With the Victims

Your players may decide that their PCs are just the folks who are to retrieve the missing items . . . for fair and just consideration, of course!

Whenever the PCs get directly involved, you may play out an interview with an NPC who is the spokesman for the three victims. During this interview, show or give your players the note, which is reproduced as Inscription 2A in the *Inscription and Map Booklet.* This note says:

> Search ye far and search ye near
> You'll find no trace of the three
> Unless you follow instructions clear,
> For the weapons abide with me.
>
> North, past forest, farm, and furrow,
> You must go to the feathered mound.
> Then down away from the sun you'll burrow:
> Forget life, forget light, forget sound.
>
> To rescue Wave, you must do battle
> With the Beast in the Boiling Bubble.
> 'Cross cavern vast, where chain-links rattle
> Lies Whelm; past waterspouts double.
>
> Blackrazor then remains to be won
> Underneath inverted ziggurat.
> That garnered, think not that you're done,
> For now you'll find you are caught.
>
> I care not, former owners brave,
> What heroes you seek to hire.
> Though mighty, I'll make each one my slave
> Or send him into the fire.

After the players have had time to digest the note, have the NPC relay that White Plume Mountain has tentatively been identified as the "feathered mound" of the poem. The spokesman states that the former owners of Wave, Whelm, and Blackrazor wish to outfit a group of intrepid heroes to take up the challenge. He promises that, if the party can rescue the weapons from this false Keraptis (for who can believe it is really the magician of legend, after 1300 years?), they will be granted whatever they desire, if it is within the three NPCs' power to do so.

The Legend of Keraptis

Today, the once-feared name of Keraptis is little known even to learned scholars. Or it was little known until three weeks before the start of the adventure. It is possible that the PCs seek to find out more about Keraptis, and so the legend below has been prepared for the sage they consult. Of course, finding out this information will require searching through the dustiest of the sage's tomes and take a day or so. The sage may be a man of books and scrolls, but he knows value when he sees it. He should make obtaining this information dear to the party . . . perhaps a complete map of everything they find, first choice of any books, scrolls, etc., and maybe even a nice gem or two? What say?

> Well over a millennium ago, the wizard Keraptis rose to power in the valleys of the northern mountains, bringing the local warlords under his thumb with gruesome threats—threats that were fulfilled just often enough to keep the leaders in line. Under Keraptis' overlordship, the influx of rapacious monsters and raids from the wild mountains decreased markedly, dwindled, and then almost stopped.
>
> Seeing this, the populace did not put up much resistance to paying Keraptis' rather heavy taxes and tithes, especially when stories of what happened to those who balked were circulated. Those lords who protested disappeared in the night and were replaced by the next in the line of succession, who was usually inclined to be more tractable than his predecessor.
>
> Gradually, as all dissension was stilled, the taxes and levies became even more burdensome. Eventually the wizard was taking a large piece of everything that was grown.

made, or sold in the valleys, including the newborn young of livestock.

Around this time there began numerous reports in the land of sudden madness, demonic possessions, and sightings of apparitions and undead. Furthermore, monstrous incursions into the settled lands began to increase as raiding parties of humanoids burnt whole villages, and evil and fantastic monsters appeared from nowhere to prey upon the harried peasants.

At the height of these outrages came Keraptis' tax-collectors with word of a new levy. One-third of all newborn children were henceforth to be turned over to the wizard!

As one, the people arose and destroyed the sorcerer's hierarchy and marched on his keep. There, led by a powerful and good cleric, and his ranger acolytes, they destroyed Keraptis' minions. The great wizard barely managed to escape to the south, accompanied only by his personal bodyguard company of deranged and fanatical evil gnomes.

Keraptis fled to the cities of the south and west. Wherever he went, he found that his reputation preceded him, and he was unable to stay anywhere for long. Once again retiring north, he came to the shores of the Lake of Unknown Depths, where he heard tales of haunted White Plume Mountain. Investigating further, he at last found the refuge he was looking for in the tangled maze of volcanic tunnels beneath the cone. He and his gnomes vanished into the shadow of the Plume, and humankind heard no more of the evil wizard.

That was almost thirteen hundred years before the present day. Now, seemingly, the hand of Keraptis is once again interfering in human affairs. If it is in truth the ancient wizard at work here, he must be thwarted before his power grows once more!

The Aged Map

You may want to provide your players with a sketch of the geography surrounding the mountain. This could be in the form of an ancient map, which could be provided by the sage . . . for an extra fee, of course. This map is Illustration 2A in the *Illustration Booklet.*

Starting Play

This adventure has been written as though the PCs have already arrived at White Plume Mountain. How they get to this location is up to you. If this is to be part of an ongoing campaign, you want to start them at some distance from the mountain, having them travel to this location. If this is a one-shot adventure, give them the background and legends that they would have heard as though they had played it out. When play begins at the mountain itself, it is assumed that the the party is on foot.

If getting to the mountain is part of play, have the party pass through a small village about five miles from the mountain. They can arrange to leave their horses and possessions here, trusting the villagers not to steal their belongings. (Dishonest villagers have to weigh their fear of White Plume Mountain against their certain belief that the party will never be seen again.) In the village, they may hear about the Dead Gnoll's Eyesocket, a small natural cave in the side of a hill about two miles from the Plume. The villagers who know about the cave may mention that it can be protected easily from any unintelligent wandering monsters or beasts.

The Mountain

Seen from afar, the mountain appears like this:

> White Plume Mountain stands alone in a vast area of dismal moors and tangled thickets. It is an almost perfect cone of lava about 1000 yards in diameter at the base and rising about 800 feet above the surrounding land. The white plume that gives the mountain its name issues from the very summit of the mountain another 300 feet into the air, trailing off to the east under the prevailing winds like a great white feather.

The mountain was formed from ancient slow lava leakage. The plume is a continuous geyser that spouts from the mountaintop. The spray collects in depressions downslope and merges into a sizable stream, which eventually flows into The Great Swamp. There are steam vents in various spots on the slopes of the mountain, but none of them are large enough to allow entry.

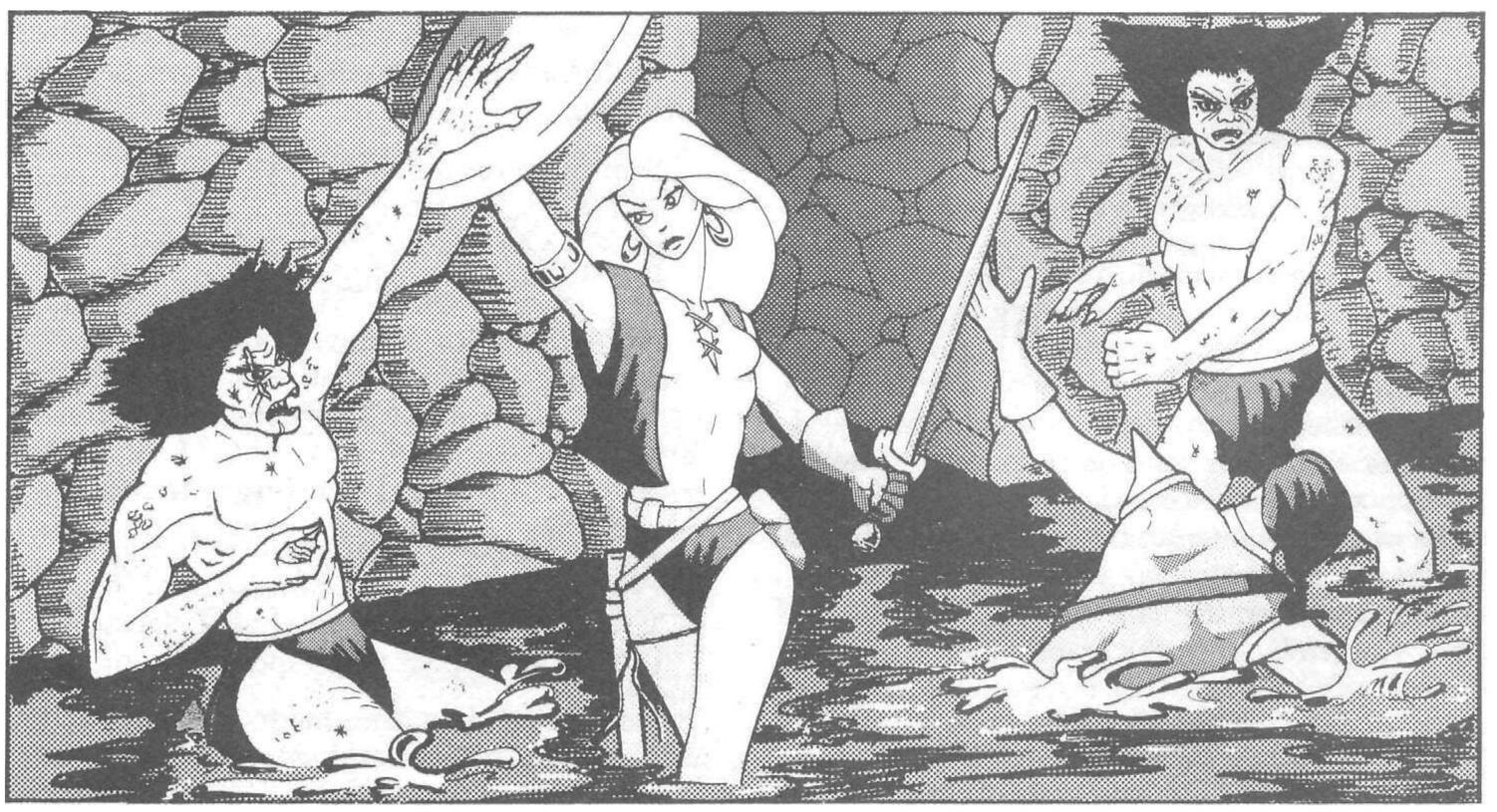
The Wizard's Mouth

The only possible entrance into the cone is a cave on the south slope known as the Wizard's Mouth. This cave actually seems to breathe, exhaling a large cloud of steam and then slowly inhaling, like a man breathing on a cold day. Each cycle takes about 30 seconds.

Approaching the cave, the party hears a whistling noise coinciding with the wind cycle. If it were not for the continuous roaring of the Plume, this whistling could be heard for a great distance. If the PCs enter the cave, read this:

> The cave is about eight feet in diameter and forty feet long. The ceiling and walls of the cave are slick with the condensed steam which runs down them. The floor is covered with several inches of fine muck.
>
> Air flows into the cave with a speed that causes torches and to flicker madly, accompanied by a loud whistle. The rush of air slows down presently, and there is an ominous silence for a heartbeat or two. Then, almost without warning, a blast of steam flows against the cave ceiling and out the mouth. This flow, too, abates, and the cycle is repeated.

At the end of the cave, near the foot, is a long horizontal crevice which is about a foot wide. The air is sucked into this crack at great speed, creating the loud whistling and snuffing out torches. Shortly, the rush of air slows down, stops for about two seconds, and then comes back out in a great burst of steam. This steam is not hot enough to scald anyone who keeps low and avoids the crevice, but it does make



the cave very uncomfortable, like a very hot sauna bath interrupted by blasts of cold air.

1. The Shaft

For play in this area and beyond, use Map 2-1 from the *Inscription and Map Booklet.* For play in the eastern corridor, areas 1-8, use the text from *Chapter 9: Whelm's Guardians.* For play in the northern corridor, areas 9-16, use the text from *Chapter 10: Wave's Guardians.* For play in areas 17-27, use the text from *Chapter 11: Blackrazor's Guardians.*

Only careful probing of the muck near the back of the cave reveals a small, square trap door with a rusted iron ring set in it. Once the muck has been cleared away it will require at least three characters of Strength 16 or better to pull up the encrusted door, or two strong characters and a *knock* spell, or *passwall,* etc.

Directly beneath the trap door is a 20-foot-square vertical shaft and the beginning of a spiral staircase leading down. The spiral staircase, which descends about 100 feet, is badly rusted. Perceptive characters feel it thrumming to a continuous low vibration.

1A. Floating Scum

> At the bottom of the staircase, the floor is covered with water. Floating upon it are patches of green and white scum. Some of the scum seems to have gained purchase on the rock walls and ceiling. It clings there, moist and ugly, staining the smoothly carved volcanic rock. Just opposite the foot of the stairs is a 10-foot-wide corridor that heads east.

The scum is harmless subterranean algae, but you might have some fun with the players before the PCs discover this is so. Whenever one of them steps into the water, the resulting waves may slosh some of the algae in their direction. You might want to ask for a Dexterity Check a couple of times, "just to see if one of you bumps into a patch of that slimy stuff by accident. The floor is very slippery, you know!" As soon as the players are convinced that the stuff is harmless, disregard it from then on.

The floor of the passage leading away from the first room is covered by the warm, scummy water mentioned above. The water on the floor is about a foot deep, and the floor itself is covered with slippery mud.

2. Reception Room

> Before you, a gynosphinx squats behind a free-form desk in the middle of a three-way fork. The sphinx is rather mangy and bedraggled, her hair in tangles. She is filing her nails, appearing thoroughly bored.

In front of the sphinx, a weak *wall of force* blocks off the corridor. It can be brought down by *disintegrate, dispel magic* (always 100% effective), or *passwall.*

As the party approaches, the sphinx looks up at them from her work. In a nasal voice, the essence of the most bored receptionist that ever existed, she says "Welcome to White Plume Mountain. Can I help you?"

In the ensuing role-play, once she gets the idea that the PCs want to enter, she tells them about the *wall of force* if they have not discovered it. In the same bored tone, she then offers to let the party pass (by removing the *wall of force)* if they can answer the following riddle:

Round she is, yet flat as a board
Altar of the Lupine Lords
Jewel on black velvet, pearl in the sea
Unchanged but e'erchanging, eternally.

The answer is "the Moon." If this is given, she buzzes the party through by lowering the *wall of force.* If not, she says "Nah. That's not it." Then she goes back to filing her nails, only looking up if the party eventually gives another answer.

The sphinx knows nothing of the remainder of the dungeon. Depending on which of the three corridors the party decides to take, continue play with the text in Chapter 8, 9, or 10. If she is encountered again, she is seen just as when first encountered, and she does not even glance up at the party as they pass.

If the *wall of force* is knocked down or circumvented, the sphinx attacks, fighting to the death and pursuing the party if they attempt to flee. If she is killed, the party finds her clone here when they return. The clone has no knowledge of the battle and reacts just as though the PCs had entered by solving the riddle.

Gynosphinx: AC -1; MV 15"/24"; HD 8; hp 38; #AT 2; D 2d4; SA *dispel magic, symbol.*

Ending the Adventure

If a party should succeed in obtaining any or all of the magical weapons and is finally leaving for good or for the night, they may be stopped at the reception area by the sphinx. She says that there is a message for them and heads rapidly down the south corridor, buzzing herself through the *wall offeree* as she does so. She disappears around the corridor as the PCs try in vain to find a mechanism for lowering the *wall of force.* A voice speaks to them out of the air, saying:

> Not thinking of leaving, are you? You've been so very entertaining. I just couldn't think of letting you go, especially with my little collector's item(s). and since you've eliminated its (their) guardians, why, you'll simply have to stay . . . to take their places.
>
> I'll have to ask you to leave all of your ridiculous weapons behind and let Nix and Nox here escort you to the Indoctrination Center. I'll be most disappointed if you cause me any trouble and Nix and Nox have to eliminate you.
>
> Don't worry. You'll like it here!

Coming up the south passage are Nix and Nox, two efreet, who pass into the reception area as the *wall of force* is dispelled. They attempt to "take the PCs to the Indoctrination Center," using force. Treat this as a normal melee once the PCs get the idea that the guys are serious about stripping them of all weapons and armor and clapping them in irons, and resist. If the party can get past them, they're home free.

Of course, this whole episode can be omitted if the party has already taken too much damage. Conversely, if your players have had too easy a time of it, this can be made tougher by the addition of one or two more efreet (Box and Cox).

If, for some foolish reason, the party decides to comply with Keraptis' request and go with Nix and Nox to the Indoctrination Center, you just have to play it by ear. It's not too difficult. Use your imagination and make it up as you go. Just make sure that the party is extremely sorry that they ever decided to submit to Keraptis' demands. They probably end up as the brainwashed new guards in the White Plume Mountain dungeon . . .

Efreet, Nix and Nox: AC 2; MV 9" /24"; HD 10; hp 40, 36; #AT 1; D 3d8; SA spells; SD no effect from normal fire, magical fire -1 to hit and damage. They can use the following spells once per day: *invisibility, assume gaseous form, enlarge, polymorph self, programmed illusion, wall of fire.*

Chapter 9: Whelm's Guardians

For play in the eastern corridor, areas 1-8, use the text from this chapter. For play in areas 9-16, use the text from *Chapter 10: Wave's Guardians.* For play in areas 17-27, use the text from *Chapter 11: Blackrazor's Guardians.*

3. Slimed

A large patch of green slime covers the floor in the indicated area. As it is totally covered by water, it is not easily detectable, and characters may walk through it and not even notice they have done so until it has eaten through their boots and started on their feet. The usual flask-of-oil method does not work here, as the flaming oil just floats on the water. A *fireball* would probably wipe the slime out.

Green Slime: AC 9; MV 0"; HD 8; hp 35; attacks by dissolving the flesh it contacts, turning it into green slime within 1d4 rounds; can be killed by fire, cold, *cure disease.*

4. Silver Globe Awards

Once the door to this room is open, which requires some forcing, read the following:

> Within this 30-foot-square room, nine silvery globes hang from the ceiling by fine wires. One 2-foot-diameter globe hangs in the center of each 10-foot square. Other than the globes and the ever-present water upon the floor, the room appears empty.

Though the door appears normal, it gives off a mild aura of magic. Say nothing that tells the PCs whether the magic comes from the door or inside the room until the door has been opened. Then, magic can be detected from the door itself.

When the party has entered the room (or as much of the party as is going in), the door slams shut behind them. No spike, *hold portal, passwall,* or *knock* can open the door or keep it open. Only the proper key turned in the keyhole on the inside of the door (there is no keyhole on the outside) unlocks its magic.

The silvered glass globes are suspended by unbreakable wires. Inspection with *X-ray vision* or *clairvoyance* will show that each contains some apparent treasure and a key (aha!). A good hard crack with a weapon shatters any of them, dropping the contents (if not caught) into the muck below.

Starting in the northwest corner of the room and working across then down, number the globes 1 through 9 for your own and the players' reference. This way you know which globes on the following list the PCs are smashing, if any. Only one of the globes contains the real key; the others each contain a false key. Some contain real treasure, some phony treasure, and some contain monsters. None of the monsters can be detected by *X-ray vision* or *clairvoyance.*

Globe	*Contents*
1	300 lead disks, a false key, and 3 folded-up shadows
2	False key and a *potion of silver dragon control*
3	Jewelry worth 12,000 gp, a false key, and an angry air elemental
4	False key and a *ring of flying* with 4 charges,
5	False key and 11 worthless glass gems
6	Phony glass jewelry, a false stone key, and a gray ooze that fills the whole globe
7	False key and a *wand of paralyzation* with 1 charge
8	The real key and a magic ring (see below)
9	Gems worth 600 gp and a false key

Upon release, the ring speaks to the entire party telepathically, saying:

> Stop before you put me on, for once you have done that I cannot be removed lest my powers be lost.
>
> I confer upon my wearer the following powers: *invisibility, haste, flying,* and *treasure finding,* though some of these powers may be used but a few times. I also protect from harm and *charm,* and I turn spells. Lastly, I can grant one *wish.* My drawback is that I eat 1 hit point per year, never to be regained,
>
> Choose now whose hand I grace permanently, for I must be worn for me to leave.

This is a basic loyalty and intelligence test. Will the party members cut each other's throats over the ring? Of course, if they take the time to think about it, they'll realize that the ring must be a diversion.

The ring seems to have all the powers mentioned above as long as it remains in the room. Once outside, it has no powers at all and can't even talk.

3 Shadows: AC 7; MV 12"; HD 3+3; hp 19, 17, 14; #AT 1; D 1d4 + l; SA 1 point strength drain.

Air Elemental: AC 2; MV 36"; HD 8; hp 33; #AT 1; D 2d10; SA whirlwind; SD +2 or better weapon to hit.

Gray Ooze: AC 8; MV 1"; HD 3 + 3; hp 16; #AT 1; D 2d8; can be killed only by lightning or physical blows.

5. Golem Pro'lem

> Lined up against the 30-foot north wall of this room stand five flesh golems. Each wears a shirt with a number emblazoned on its chest: 5, 7, 9, 11, and 13.
>
> The golem on the left, wearing the number 5, says:
>
> One of us does not belong with the others. If you can pick it out, it will serve you and the others allow you passage. If you pick the wrong one, we kill you. You have 60 seconds.

The answer: 9 is not a prime number. Give your players an actual 60 seconds to figure it out.

Golems: AC 9; MV 8"; (HD 7); hp 30; #AT 2; D 2d8; SD +1 or better weapon needed to hit. Unlike typical flesh golems, these take full damage from magical fire or cold attacks; saving throws are applicable. Electrical attacks restore 1 hit point of damage to the golems for each die of the attack; thus, a 6-die *lightning bolt* would restore 6 damage points to each golem it strikes.

6. Turnstile

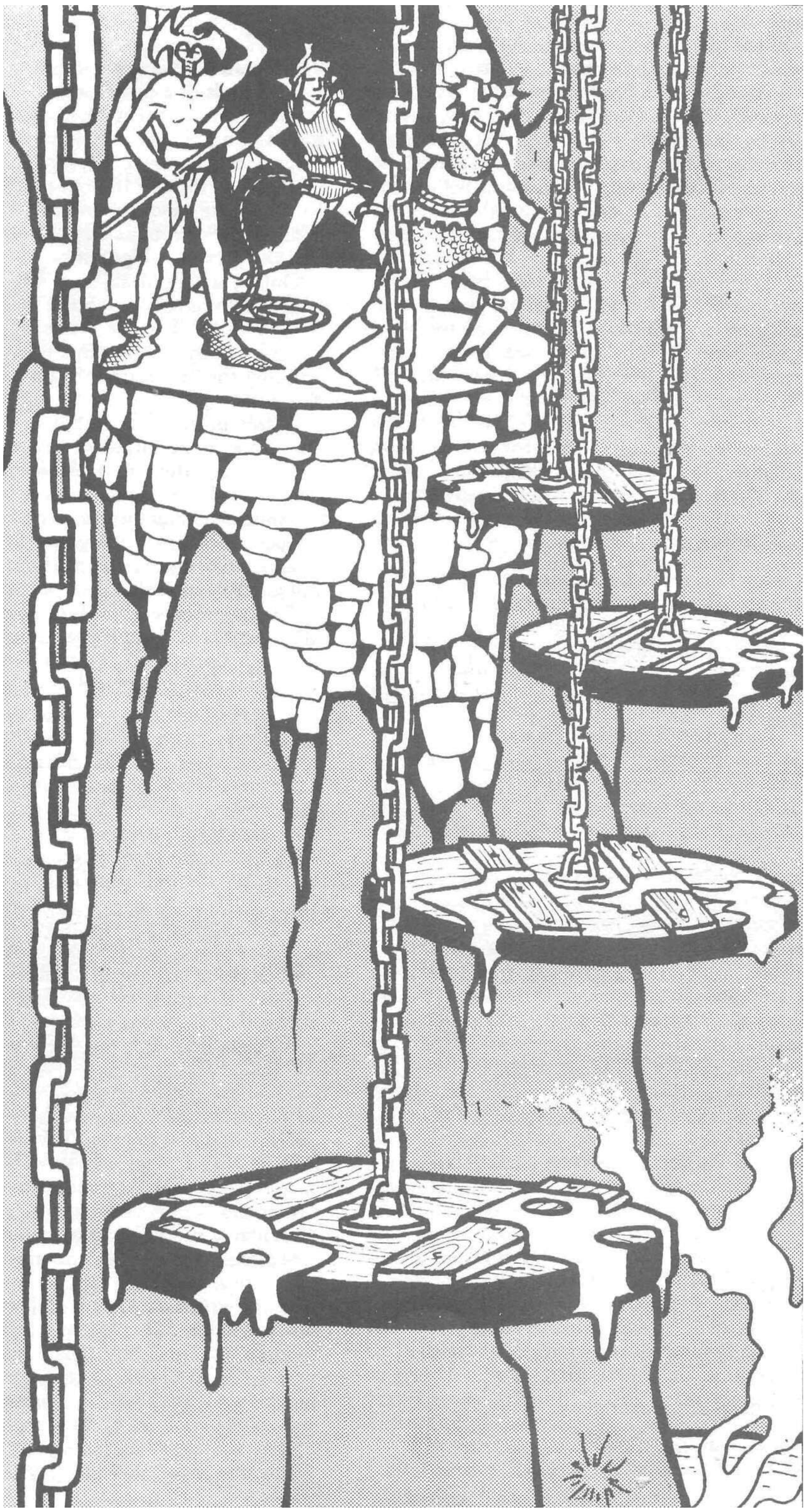
> A short flight of stairs climbs north out of the murky water to a dry corridor 20 feet long. At the end of the corridor is a corridor to the east, but this is barred by a turnstile. The turnstile is made of iron bars attached to a central post. These are spaced so that they miss other bars projecting from the wall.

The turnstile, which only turns counterclockwise, allows passage only toward the east. It does not turn clockwise, and so it probably has to be destroyed on the PCs' way back. A golem could rip it out, or strong characters could try with a chance equal to their percentage for *bending bars.*

7. Disk Bridge

The door to this room feels warm to the touch. It has a tiny keyhole. If the PCs listen at the door, they can hear a rushing sound followed by the spattering of water on the door. The longer they listen, the more information they gain about the geyser eruptions within.

> The door opens onto a stone platform near the north end of a large natural cave. The ceiling averages 50 feet above the level of the platform, whereas the floor of the cave, 50 feet below, is a pool of boiling mud. The cavern walls are coated with a scum that gives off a pale, phosphorescent glow.
>
> In the cavern wall opposite you is



another stone platform, approximately 90 feet away. Bridging the gap between the platforms, a series of wooden disks sways to and fro, suspended from the ceiling by massive steel chains. The nine disks are about four feet in diameter, and three feet apart. Each disk is attached to its chain by a giant staple fixed in its center. The disks and chains, too, are coated with scum.

It is assumed that the PCs inspect the cavern from the safety of the corridor. Ask for actions from the PCs before reading the following text. If any steps immediately onto the platform he or she takes 1d4 damage points from the erupting geysers.

In an unexpected spurt from the mud pool below, two geysers spout, their gushing fountain reaching nearly to the roof of the cavern. The geysers are not far from the disk bridge, and their flow sets the disks in motion again. Presently the geyser spouts end, and the room is quiet again save for the burble from the mud cauldron below.

Points A and B on Map 2-1 mark the locations of the geysers. Geyser A, which is alongside disk 3, spouts once every five rounds. Geyser B, which is alongside disk 8, spouts once every three rounds. Every 15 rounds both geysers spout together. The wet, slippery algal scum lives on the water and nutrients spewed up from the geysers; it is harmless.

The disks swing freely and tilt when weight is placed upon them. Require each PC to make a Dexterity Check to make the transfer from platform to disk or disk to disk. One disk can be negotiated every two rounds with no penalty; negotiating the disks at one per round gives a penalty of -2 to the saving throw. Experience improves success as the PCs get the hang of it, and so for every three transfers made successfully, add +1 to the ability check.

Of course, given the rate at which PCs can traverse the disk bridge, there is almost a certainty that one of them is near a geyser when it erupts. Should this occur, there is a chance, based on strength and nearness of the geyser, that the PC loses his grip on the chain and is washed off into the mud below, an almost instant death. The table below gives the chance for a character with Strength 18 or better to sustain his grip on a particular disk when either or both of the geysers erupt. For each point of Strength below 18, there is a 10% less chance.

The table also gives the base damage sustained from such an eruption. The damage is determined by closeness to an eruption. For characters directly over the geyser, the damage is 6dl0; this goes down by 1d10 cumulative for every 10 feet away, with a minimum of 1d4 damage. This

means that the damage for 20 feet away is 3d10 (6d10 - 1d10 for the first 10 feet - 2d10 for the second 10 feet). Characters who pass saving throw vs. breath weapons take only half damage.

The chances given for the north and south platforms are those for a character being knocked down by the force of the spray.

It is recommended that you judge play in this cavern by using a map and markers or metal miniatures for the PCs. Draw out the cavern, the platforms, and the disks; do *not* draw in the geysers. Lay out the map when you describe the room, and ask that the players indicate with a marker or miniature where their characters are before reading about the geysers. Then, let them reposition their figures and read about the geyser. Roll saving throws for damage and for falling after the geysers erupt.

If you use a scale of 1" = 10 feet, with five squares to the inch, a disk is two squares in diameter. Using metal figurines on this map makes everything seem closer than it would be, but your players still are able to see the reason for a Dexterity Check when characters are jumping from disk to disk. Make sure that the players understand about the force of the geysers and the scalding temperature of the water.

It should be clear that the best way to cross the cavern is by using magic of some sort. Be sure to keep track of game time in rounds. Whenever a geyser erupts, indicate that, even while the players are talking. The best way to do this is by allowing game time to pass at the same rate as real time. Use the table below to determine when the geysers will erupt again; the time starts with the eruption of both geysers. As play gets more complex, you may have to adjust the time between eruptions, though you could say that the time taken up in Strength saving throws is time the eruption takes and the time taken up in damage rolls is time the PC spends recovering.

Time	*Eruption*
0	A,B
3	B
5	A
6	B
9	B
10	A
12	B
15	A,B

8. Whelm's Guardian

The door is perforated with tiny holes. No infravision can penetrate the darkness behind it. Otherwise, the door is normal.

The chamber is the lair of the vampire Ctenmiir, who is compelled by a *curse* to remain here in a trance except when defending the treasure. He is not affected by the *continual darkness* spell that has been laid upon the room.

When the door is opened, the vampire will awaken, though he remains in his coffin for two rounds. In the third round, he will open the coffin lid slowly and silently. This action may be seen by the PCs if they have *dispelled* the magical darkness. In the fourth round, he attack the most powerful PC, choosing a paladin over a cleric, a cleric over a fighter, a fighter over a magic user, a magic user over a thief.

He continues fighting until all PC intruders are dead, until they flee, or until he has 0 hp, when he takes a round to turn to *gaseous form* and another round to escape through the holes in the door. If allowed to escape, he passes through the cavern taking 5 hp, passes through the keyhole, and regenerates in the darkness of the corridor on the other side. He returns in gaseous form 17 rounds later for another go at the party. Destroying his coffin won't bother him, as Keraptis has spares hidden away.

The Treasure

Hidden in a niche beneath the coffin of Ctenmiir are six leather sacks containing a total of 10,000 sp and 9,000 gp. There are also potions of ESP and *black dragon control* and a scroll of three spells: *magic mouth, dispel magic, monster summoning III.* Wrapped up in velvet is a hammer of dwarvish make.

Whelm

Whelm is a *hammer* +5, *dwarven auto-return.* In the hands of a dwarf, it can be thrown and return from 150 feet thrice per day; in the hands of a fighter or cleric of another race, it behaves as a *hammer* +3. It has alignment LN, intelligence 15, ego 18, and purpose to kill all trolls, giants, and goblinoids (including bugbears and hobgoblins). It detects gold, gems, and the presence of goblins.

Once per day, it act as a *hammer of stunning.* When struck upon the ground, it sends forth a stunning shock wave for a distance of 60 feet. Up to 45 hit points of enemies can be stunned for 1d4 rounds if they fail a saving throw vs. spells.

A drawback is that the bearer of this weapon come under the influence of a severe case of agoraphobia (fear of wide open places). He fights at -2 to hit when outside in daylight, at -1 outside at night or inside a building, and at no penalty when underground. This penalty affects the bearer in combat with *all* weapons, not just Whelm, but it does not affect dwarves.

The hammer reveals all of its properties, its alignment, and its purpose, though not its ego or intelligence, to the person who chooses to bear it. It does not reveal its drawback.

Location	*Spout from A*	*Spout from B*	*Spout from both*
N Platform	90%/1d4	160%/1d4	90%/2d4
Disk 1	75%/3d10	140%/1d4	75%/3d10+2
Disk 2	70%/4d10	120%/1d4	70%/4d10+2
Disk 3	65%/5d10	100%/1d4	65%/5d10+2
Disk 4	70%/4d10	90%/1d4	65%/4d10+2
Disk 5	75%/3d10	80%/1d10	60%/4d10
Disk 6	80%/1d10	75%/3d10	60%/4d10
Disk 7	90%/1d4	70%/4d10	65%/4d10+2
Disk 8	100%/1d4	65%/5d10	65%/5d10+2
Disk 9	120%/1d4	70%/4d10	70%/4d10+2
S Platform	150%/1d4	85%/3d10	85%/3d10+ 2

Chapter 10: Wave's Guardians

For play in the northern corridor, areas 9-16, use the text from this chapter. For play in areas 3-8, use the text from *Chapter 10: Whelms Guardians.* For play in areas 17-27, use the text from *Chapter 11: Blackrazor's Guardians.*

9. Drain

At the bottom of this 10-foot-deep pool is a very stiff valve wheel that may be turned only by a combined strength of 40. When opened, the valve opens a drain that empties all the water from the wet corridors in 10 turns.

Also at the bottom of the pit is a secret door hidden magically. It can only be found by *detect magic* or the use of a *gem of seeing* or similar magic. It leads to Keraptis' Indoctrination Center (see the section on *Ending the Adventure* in *Chapter 8: Setting The Stage).*

10. Kelpie Lair

This 60-foot-square room has two exits, both in the northeast corner of the room. In the north wall, a flight of stairs climbs north, and in the east wall stands a wooden door.

Though this appears to be a normal, water-covered room, actually most of it is a 15-foot-deep pool (marked A). Only a 10-foot-wide walkway (marked B) around the west side of the room is at the same level as the entrance corridor from the Reception Area (area 2) and the level of the stairs and door. This walkway is broken just north of center on the west wall. Furthermore, it does not extend to the door on the east wall. The room there (marked C) is a decoy to lure the unwary into the pit and is completely empty.

On the floor of the pit, and in a 20-foot-square room totally beneath the water to the east, live two kelpies. When the first male PC either ventures onto the walkway along the west wall or enters the deep part of the room, the kelpies rise to the surface in the shape of female humans.

In the first round thereafter, they each attempt to *charm* a male PC. The targets, chosen randomly regardless of race, must pass a saving throw vs. spells at -2 or jump into the pool to join one of the most beautiful and desirable creatures they have ever seen. If only one male PC is present, the kelpies both *charm* him. If the charms fail, the kelpies revert to their natural form and sink below the surface.

A victim jumping into the water is wrapped about by the kelpie and sinks below the surface. He swims downward with the kelpie and willingly inhales water, suffering 2dlO damage points per round until dead or saved. PCs may attempt to prevent this, but they have to first grab the victim and then roll above his Strength +2 to keep him from his heart's desire. Alternatively, the kelpies may be killed, at which time the spells are broken.

Within the submerged room to the east (marked D) is the kelpies' treasure. Scattered about are 600 gp, a piece of jewelry worth 2000 gp, and a suit of *chain +3.* This room may only be entered from near the bottom of the pool.

2 Kelpies: AC 3; MV *9"//24";* HD 5; hp ; #AT nil; D nil; AL NE; SA charm male at -2; SD fire attacks do half damage.

11. Rotating Drum

Opening the door of the corridor leading to this area sounds a silent alarm in the Guard Station (area 12). This brings the guard Burket to a 1-foot-square loophole at the corridor's far end. If the PCs have no light source exposed when the door is open, they see a glimmer of light from the loophole before Burket gets into position.

Neat its end, the corridor passes into a 10-foot-diameter cylinder. The cylinder, which rotates counter-clockwise, is made of metal, and it is painted with a dizzying pattern of black and white spirals. The interior is smooth and oily.

This cylinder is 30 feet long, and it rotates along the long axis with a velocity at the edge of about eight miles per hour. The entire inner surface is covered with oil, making it quite slippery. No one could walk or run through the cylinder because of the slipperiness and the dizzying effect of the pattern. It is, however, possible that a PC could make it through the cylinder by sliding on his belly, particularly if he took a running start first.

Burket watches the progression of the PCs up the corridor and into the cylinder. When the first PC arrives at the west end of the cylinder, he nocks an arrow and ignites it. Keep track of the time the PCs spend from this point on, using one minute of real time as one minute of game time. It is also best if you draw this area out using a scale of 1" = 10 feet, on graph paper with five squares per inch. Have the players position markers or miniatures to indicate their positions.

If the PCs spend some time at the west end of the cylinder, there is a cumulative 5% chance per round that one of them notices the burning smell, unless they have torches. There is an additional straight 5% chance per round spent looking through the cylinder that the PCs notice the light from the burning arrow.

Burket douses the arrow after five rounds, immediately igniting another in the next round. He has a dozen arrows that he can use up in this manner, but he is not patient enough to wait for more than 2 + 1d4 to be used up before firing a flaming arrow at the PC closest to the end of the cylinder.

If a PC attempts to slide through the cylinder, Burket fires a flaming arrow when the PC is about halfway through. The oil ignites with a whoosh (the PCs may figure this possibility out beforehand, particularly if any think about the torches or lanterns the party may be carrying), burning for a total of 2d4 rounds. Any PCs in the cylinder as it ignites take 2d8 points of fire damage. Any PCs in the cylinder after ignition take 1d4 points of burn damage per round. Be sure to check for damage to clothing and other burnable materials, such as scrolls, potions, etc.

After igniting the cylinder, Burket remains at the loophole, firing arrows until threatened by spell-casting or missile weapons, or by a PC making it more than half-way through the cylinder. Then, he warns his lover, the sorceress Snarla, closes and locks the loophole, and prepares to defend the door to the Guard Station (area 12).

Burket (through loophole): AC 0; F 4; hp 18; #AT 1; D ld6 + 3 plus burn damage from flaming arrow; AL CE.

12. Guard Station

Any opening the door to this area must face Burket hand-to-hand and the werewolf sorceress Snarla. Snarla has already cast *shield* upon herself and *haste* upon Burket, who positions himself at the door, which is already barred. She then positions herself at the loophole, preparing *stinking cloud.*

The door can withstand 20 damage points before giving way. When it opens, it bursts inward to the left, revealing Burket standing inside to the right with an arrow nocked and ready. Burket fires at the closest PC. Simultaneously, Snarla throws open the loophole and casts *stinking cloud* at all the PCs in the outer corridor. Unless something unusual happens, she slams and locks the loophole shutter immediately.

Burket is clad in chain and has a strength of 18/44. He drops his bow and draws his sword, joining melee with the first PC through the door. Snarla snatches up her spell book and moves to the open door of their bedchamber, from which she watches the melee.

Burket attempts to keep the melee in front of the door, if he can, to limit the number of opponents he must fight at once. If a second PC makes it into the room, he yells for Snarla to retreat and then makes a fighting retreat to their bedchamber. Just as soon as he is near the doorway, even if he is engaged with someone, Snarla casts *web* within the Guard Station, targeted to snare as many PCs as possible, but missing Burket. If at any time Burket seems in desperate trouble, if he is killed, or if she is in a bad situation herself, Snarla becomes a werewolf, attacking at once at +2 due to desperation.

Burket shoulders the door shut, aided by Snarla's *push* spell, cast either on the door or on the PC closest to it, whichever makes more sense. This door, stronger than the other, can take 30 damage points before bursting inward.

The Guard Station contains only a couple of

benches, a table, and a candlestick, all most likely turned over in the melee.

Burket: AC 4; MV 12"; F 4; hp 18; #AT 1; D 1d8 + 3; AL CE; SA +1 to hit because of strength.
Snarla (human form): AC 10; MV 12"; MU 7; hp 17; #AT 1; D 1d4; AL CE; SA spells; SD spells, can become werewolf at will,
Snarla (werewolf form): AC 5; MV 15"; HD 4 + 3; hp 26-previous damage; #AT 1; D 2d4; AL CE; SD silver or magical weapons needed to hit.

13. Snarla's Bedchamber

Having retreated to the bedchamber, Burket and Snarla prepare to fight for their lives. Snarla crouches down behind the bed in the northeast corner and prepares *magic missile.* Burket picks up his heavy crossbow and readies a shot at the door from the northwest corner. As soon as a PC enters the room, Burket and Snarla fire.

Then Burket leaps forward, sword in hand, battling to the death to prevent anyone from getting to Snarla. Snarla prepares *dispel magic,* but she waits to cast her spell until the PCs have cast their first spell in the room. When it appears Burket will die, she casts *fear* (at -1 because of the subsonic vibrations) and changes into werewolf form. She fights until dead.

After the melee, read the following.

> The inner sanctum is a beautifully ornate room. The floor is covered by fine oriental rugs, the walls by erotic tapestries and shimmering curtains, the ceiling by an intricate mosaic depicting a summer sky dotted with fleecy clouds. In the northeast corner is a large and lavishly-covered bed, strewn with cushions. Next to it on a low table is a buffet of sweetmeats, cakes, and other delicious-looking comestibles. In the northwest corner of the room is a brass-bound oak chest.

The party should take a hint that nothing was disarrayed in the melee, and thus be clued in to the illusions. Anyone who investigates the bed finds that it actually feels quite uncomfortable, and anybody tasting the food will be disappointed in the extreme, finding it tough and not very tasty. *True seeing* or *detect illusion* reveals that the opulent bed is actually only an old straw tick, and the delicious treats are something very much like iron rations. In reality, the walls, floor, and ceiling of the room are quite bare. Only the brass-bound chest appears as it actually is. *Dispel illusion* or *dispel magic* will remove the illusion.

The chest must be opened while uttering a command word known only to Snarla, or else it dissolves into a *stinking cloud,* leaving 400 ep, 300 gp, and seven gems worth 1300 gp total.

Snarla's spell book may be found behind the bed. The book contains only those spells which she has memorized: *fear, haste, dispel magic, web, stinking cloud, magic missile (2x), push, shield* . It is protected by an *explosive runes* spell.

If captured alive (unlikely) and made to talk, Snarla and/or Burket tell the party only that she is charged with keeping the kelpies and certain other denizens of the dungeon fed, and that Burket is her bodyguard. There are strange gaps in their memory in the areas of dealing with their employer or any section of the dungeon other than their own. Neither has ever been north of the bulkhead doors at 14, east of the green slime at 3, or west of the pit at 18.

14. Bulkheads

> The corridor north is totally blocked by a metal wall; the floor is dry. In the center of the wall, which appears to be six inches thick, a rectangular hole two feet wide and six feet tall has been cut. The bottom of this hole is two feet above the floor. A plate of metal covers this hole on the north side. Massive bolt and rivet heads stud the wall and the metal plate.

It takes a total of STR 20 to push open the metal door in the bulkhead, which is sprung so that it remains in the closed position. Actually, the bulkhead is two inches thicker, and the door is raised so that it fits into the doorhole; the door also has 6-inch flanges all the way around and five heavy, sprung hinges on the west side. The door has a handle on the north side so it can be pulled open by someone coming from that direction, but it, too, takes a total of STR 20 to pull it open.

This bulkhead and the two to the north are designed to keep the dungeon from flooding by the boiling lake to the north, should there be an "accident."

15. Domed Tunnel

> Twenty feet north of the third metal wall, the corridor enters a vast cavern, opening out onto a ledge. The corridor continues out onto the ledge, but there the walls no longer are made of stone. Instead, they seem to be made of some invisible substance, transparent as glass when faced straight on, yet silvery when seen from an angle. The corridor shape is no longer square, but is domed, as though a series of invisible hoops were supporting it. The corridor is very warm.
>
> The corridor occupies the central part the ledge, which apparently projects from high above the floor in a very tall cavern. Silvery globes rise from the floor of the cavern, apparently far below, float slowly past the ledge, and disappear into the flat, silvery ceiling about 50 feet overhead.

The corridor passes into a lake of near-boiling water, protected by a rubbery, magical force field that forms an elastic skin of super surface tension. The skin is soft, resilient, and uncomfortably warm to the touch. Under any pressure it immediately becomes taut.

It may not be obvious to the PCs that they are below water. Because the water is very clear, and the ledge (marked A) so vivid where their light can penetrate, it might appear that there is some sort of flexible wall that bounds the corridor, and that there is merely air on the other side of the wall. The silvery ceiling and the silvery bubbles rising from the depths should be recognized by anyone who has spent time looking at an aquarium, though.

Any character unwise enough to puncture the magical force field with something sharp leaves a permanent hole. A stream of scalding water rushes into the corridor, hopefully burning the idiot who made the hole (1d4 points of damage). The force field skin does not reseal once punctured. Major damage to the waterskin, as from a slash with a sword or axe, collapses the field like a balloon in 1d6 rounds. During this brief period, the PCs would have to rush back to the bulkhead (at least 1 round) and throw open the door (1 round). All the while, they would be taking 2d4 damage points per round from the boiling water.

The Lake

The boiling lake fills the cavern (marked B). It is several hundred feet deep, extending down to the red-hot rock below, and reaching nearly to the ceiling of the cavern it occupies, 50 feet above the sunken ledge described. It is fed by an underground stream (marked C) which enters at the bottom from the northwest, 100 feet below the ledge (marked A).

The Geyser

The lake's run-off is through a short tunnel (marked D) near the cavern ceiling, about 50 feet above the ledge. From there, the water plunges about 800 feet through a series of near-vertical natural pipes (marked E) to a chamber (marked F) below, at the base of the blowhole. There, it is heated to above boiling by the hot rock and is expelled up into the blowhole. As it rises, pressure is released, which allows the superheated water to flash into steam, causing the geyser-plume (marked G) of White Plume Mountain.

16. Wave's Guardian

After 30 feet the submerged corridor widens out into a low, submerged dome, the walls of which are of the same rubbery, magical, force field. Here lives the guardian of the treasure, just about the biggest giant crab anyone's ever seen.

Around the forearm of one of the crab's

giant claws is a rune-covered copper band. The band, which is keyed to this particular monster, protects it from all psionics and psionic-related spells such as *charm*, *fear*, *confusion*, *paralysis*, *magic jar*, and so forth.

The crab intelligently attacks all intruders, being careful not to damage the waterskin walls. The crab is experienced in fighting in this manner, as is evidenced by the bones scattered about. It can attack two targets at once.

Giant Crab: AC 0; MV "; HD 15; hp 60; #AT 2; D 3d6/3d6; SD magical protection device.

Puncturing the Waterskin Wall

The PCs have to be very careful in this melee or they could be parboiled instead of lunch. The waterskin wall could easily be punctured by PCs foolish enough to use two-handed weapons or violent spells like *fireball* or *lightning bolt.* This is particularly true if the players have not yet figured out that they are underwater.

There is a 10% chance every round that a PC uses a two-handed weapon, a spear, or a pole arm, that a wall is cut after a miss; there is also a 10% chance it is cut after a miss by any PC in melee within five feet of it. In this case, the PC takes 2d4 points of damage from the boiling water that covers him. Again, the wall collapses totally within 1d6 rounds, causing damage as noted above.

It is possible that, during the melee, a PC reaches the treasure chest and obtains Wave. If this is the case, he can command the crab to stop fighting should he convert as demanded. If the waterskin is collapsing, the trident can also make the converted PC aware of its *cube of force* ability, which allows the PCs to escape, as the cube bobs to the surface of the boiling lake, drops down the vertical pipes to the blow chamber, then rises with the water and steam up the central vent, and is blown from the dungeon.

Characters could also survive the boiling lake waters with a combination of *fire resistance* and *water breathing.*

The Treasure

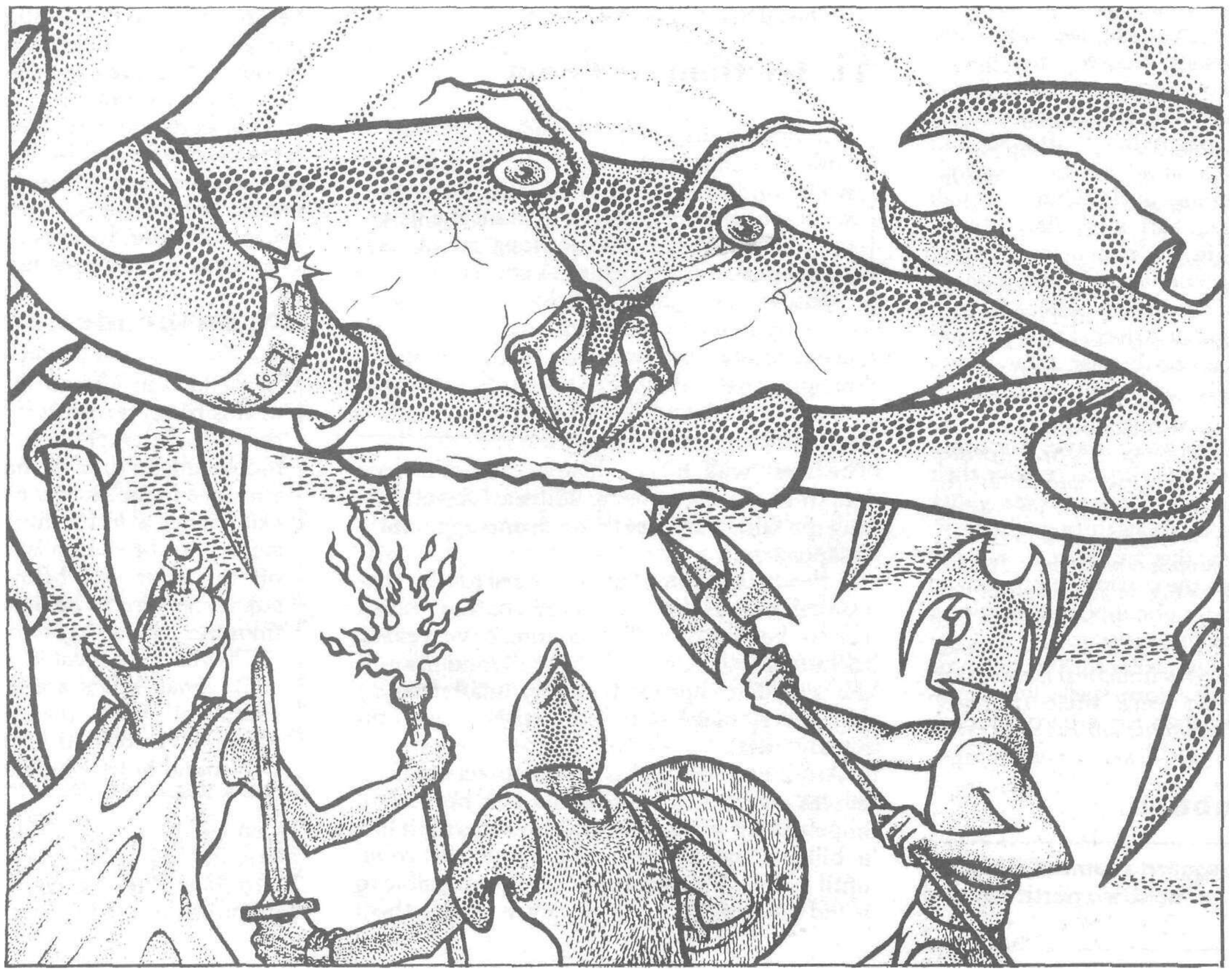
At the north end of the dome room is a heavy chest which is firmly attached to the floor of the ledge. In it are 1000 gp in 10 small sacks; three big gems worth 1000 gp, 1000 gp, and 5000 gp, and seventeen other gems worth 3,935gp total; a *ring of infravision (60')*, a *luckstone,* and a *wand of frost* with seventeen charges. Wrapped in a length of velvet is the trident Wave.

Wave

Wave is a magical trident consecrated to the sea-god Poseidon (or any similar sea god of your choice). It has alignment N, intelligence 14, ego 20, and purpose of death or disfigurement to all who will not convert to Poseidon. It functions as a *trident +3* giving 1d10 damage, as a *trident of fish commanding,* and as a *trident of warning.* It also *locates water,* confers *water breathing* and *underwater action* abilities upon its bearer, and acts like a *cube of force.* It speaks aloud and grants the bearer *telepathy* in the common tongue as well as in the languages of all sea creatures.

In melee, on a natural roll of 20, after it gives its normal damage, Wave dehydrates its opponent, thus draining one-half his hit points remaining after the hit.

Wave instantly communicates telepathically with the person who picks it up, demanding that he become neutral and convert immediately to Poseidon. Until this occurs, Wave withholds knowledge of its abilities, and it functions in melee as though it were a *trident of backbiting.* Wave also might dangle its abilities as bait to persuade a PC to convert, such as if the waterskin wall were collapsing. Wave will not willingly be left behind.



Chapter 11: Blackrazor's Guardians

For play in the western corridor, areas 17-27, use the text from this chapter. For play in areas 3-8, use the text from *Chapter 9: Whelm's Guardians.* For play in areas 9-16, use the text from *Chapter 10: Wave's Guardians.*

17. The Pit

This 10-foot-long open pit is 10 feet deep. It is filled with water and so it is hidden from view, though probing reveals it immediately.

18. Induction Field

A series of copper-colored metal plates lines the walls of this corridor. The plates are six feet high and six feet wide. They are set into the stone midway between the ceiling and floor, forming a smooth, flush surface. The brilliantly polished copper panels so formed extend for 70 feet.

The panels cannot be damaged or removed. They set up an induction field that causes metal objects passing between them to become heated. All metal is affected, including armor, weapons, treasure, rings, gold teeth, and even magic-user's daggers. Though the panels do not, their field extends from floor to ceiling, and cannot be ducked under.

Characters not carrying metal feel only slight discomfort when passing between the plates. Any metal held or worn against the skin, however, become uncomfortably warm after moving 20 feet into the field, painfully hot after 30, and hot enough to damage at 40 feet and beyond. Metal carried in wrappings of cloth burn through by the 50-foot mark, and it similarly burns through leather by 60 feet. A man in metal armor passing through this corridor would take damage as follows: 1d8 points at 40 feet; 2d8 at 50 feet; 3d10 at 60 feet and 4d10 at 70 feet. Those protected by *fire resistance* take no damage if they pass a saving throw vs. spells, and take half damage if they fail.

Fighters and clerics may have no other recourse than to take a full turn to remove their armor, drag, push, or use a *Tenser's floating disk* to get their armor and weapons through the corridor, and then take another full turn to suit up. Armor pulled through the corridor by ropes will burn through the rope at about 60 feet, leaving a pile of hot metal lying in the water.

The only sovereign remedies for this dilemma are the *cone of cold* or *ice storm* spells, which nullify the effect long enough for a party to dash through.

19. Ghoul Ambush

This is a 30-foot-square chamber. In the northwest corner. Stairs climb north out of the water.

Behind a secret door in the southeast corner, eight ghouls wait in ambush for an unarmed company to come through the heat-induction corridor. They are alerted by the first footfall on the floor of this room. Five rounds later, the secret door opens and the ghouls rush out.

They attack figures according to their AC at the time, from least armored to most armored. Between victims having the same AC, they choose fighters over clerics, clerics over magic-users, magic-users over thieves. At least two ghouls attack each figure, and they triple up if not enough victims are in the room.

Once a victim has been paralyzed, the ghouls topple him face-down into the water (2d10 damage points per round until the PC has drowned), and then seek another victim. The ghouls fight until destroyed.

8 Ghouls: AC 6; MV 9"; HD 2; hp 10 each; #AT 3 D l-3/l-3/ld6 plus paralysis. These ghouls wear amulets that protect them from being turned away by clerics or paladins.

20. Ghoul Lair

After the ghouls leave, only their offal remains, foul-smelling and littered with the remnants of their previous meals. All treasure has been removed from them by Sir Bluto, who has delivered it to Keraptis.

21. Frictionless Room

The door pulls open, revealing a 20-foot-wide corridor running west. The floor, walls, and ceiling are lined with a silvery substance that reflects the light all the way to the end of this 80-foot-long room. A door opens in the northwest corner.

Just to the right of the door is a 5-foot-wide open pit 10 feet deep. At the bottom are rows of rusted razor-like blades. A similar pit crosses the room just to the east of the door in the northwest corner.

The west wall is an illusion, with the true length of the room being 90 feet. Objects hitting the false wall pass through and apparently disappear.

The walls, ceiling, and floor are totally frictionless because of the silvery coating, which cannot be removed. This coating covers every surface of the room save the walls and floor of the pits. The slipstuff is totally unaffected by any force, magical or otherwise. It is completely inert.

Anything that alights on this silvery surface moves in the direction of its last horizontal impetus. If it strikes a wall, it bounces off it like a billiard ball, rebounding about the room until it slides into a razor pit. It is impossible to stand on the surface, for even a heartbeat would unbalance the PC enough to send his feet out from under him, sending him on a bouncing ride about the room.

Magic-users find that *fly, levitate, jump, dimension door, blink,* and *teleport* spells do not work in this room.

Ingenuity is required to pass through this room. One method would be to get a rope strung through this room and fastened securely at both ends. Once this is done, a party can pull themselves across, regardless of the surface. The illusionary western wall tends to foil such schemes, however, unless the illusion is detected and dispelled or disbelieved.

The Razor Pits

Anyone falling into a pit takes 1dl2 damage points from the fall and the blades. Furthermore, the victim contracts instant-acting super-tetanus; he must pass a saving throw vs. poison or die in agony within 1d4 + l rounds. *Cure disease* destroys the infection.

22. T-Corridor

The doors at the end of all three corridor branches pull open, into the corridor. Opening any one of these sounds an alarm in the Ready Room (area 24). Sir Bluto and his men wait to determine the direction of the party's progress before taking action. Later, depending on the party's actions, they may enter this corridor through the secret door in order to attack the party from behind.

The secret door to Sir Bluto's Passageway (area 25) cannot be discovered by any physical or magical means. It has been treated to resist *knock,* but *X-ray vision* reveals the presence of the corridor, and *passwall, teleport, wish,* or *dimension door* can be used to get into it.

23. Suspended Stream

Suspended in mid-air in the northern part of this room is a stream that flows toward the east. It enters and leaves through 6-foot-diameter tunnels, half filling them; the entrance tunnel is in the west wall, and the exit tunnel is in the northeast corner. The surface of the stream is flat, about five feet off the floor, but below the surface, the stream appears to be flowing through some invisible pipe about two feet off the floor. Fish swim in the water.

Six small boats are lined up facing the south wall, three on either side of the door. These have covered bows and sterns, and two round holes where a person might fit.

Opening the door to this room activates an alarm in the Ready Room (area 24), where Sir Bluto Sans Pite and eight guards await. This cannot be detected physically or magically.

The stream, which is lukewarm, flows quite quickly. Objects can be thrust through the sides of the stream, but no water other than a few drops escapes. It would even be possible to walk right through the stream, but only a very strong person could do so without being swept off his feet.

The boats are small two-man kayaks; no paddles can be found. Should anyone choose to go boating into the unknown tunnel, he will have to figure out how to get into a kayak once it is in the stream, five feet from the floor. These kayaks tip over easily. If they successfully board the kayaks, the party bumps along through a twisting tunnel. They can regulate their speed by pushing against the walls. Eventually they emerge in the Ready Room (area 24).

Should the party decide to go boating, they are ambushed by Sir Bluto and his men in the Ready Room (area 24). The guards there are watching the streamflow carefully, and they notice when it is disturbed. Should the party decide to leave, the alarm on the door alerts Sir Bluto who then leads his men to the T-Corridor (area 22), attacking from the secret door at the end of Sir Bluto's Passageway (area 25). See the description of area 24 for details.

24. Ready Room

This room is connected to the Suspended Stream room (area 23) by water. The stream enters the room near the northeast corner and exits in the center of the south wall. It is suspended in air, just as it is in area 23.

Using this room as a ready room and command post, Sir Bluto Sans Pite guards the western part of the dungeon, from the T-Corridor (area 22) to the Aquarium/Terrarium (area 26). To aid him in this task, and to feed the creatures in area 26 and the ghouls in area 20, he has eight guards.

Much of the time, these men play cards and roll dice in the Ready Room. Whenever a particularly tenacious and ingenious party bests the Frictionless Room (area 21), however, they go to work. All three doors in the T-Corridor have magical alarms, which notify Sir Bluto and his guards that an adventuring party approaches. Thus, as soon as the party enters the T-Corridor, they are guaranteed an interaction with Sir Bluto and his guards.

If the adventurers go north, opening the door into the room with the Suspended Stream pinpoints their location. The same is true if the door to the Aquarium/Terrarium is opened. If the party leaves either of the areas, he knows this too, for the alarm shows which doors are open and for how long.

Sir Bluto waits until he has a fair idea of what the party is doing before he acts. If the party has gone north, he gives them ample time to explore the stream and kayaks before taking other action. While the PCs are still in area 23, his men array themselves in two teams of four, with two guards on either side of the stream.

If the party boats through the tunnel into the Ready Room, Sir Bluto's men are ready. The team nearest the tunnel upsets the first kayak through. They are practiced at this maneuver, and there is no chance that the PCs can save themselves from a dunking. The first team then awaits a second kayak, which they net themselves.

In the round following the dunking of the first kayak, the second team, who are a bit downstream, throw a net over the upset boat and floundering PCs. In order to escape netting, each PC must make a Dexterity Check at -4. Failure indicates that the PC is enmeshed in the net.

In the two rounds following netting, the PCs are dragged from the stream by the 4-guard team, who dump them to the floor. After the PCs are on the floor, the guards move in to finish off their catch with swords. They hit netted PCs at +2.

All actions by the PCs, including unsheathing swords and the like, need to be accompanied by a Dexterity Check, this time at -2. Once weapons are drawn, combat may proceed with the PCs being -2 to hit and at half normal damage from most weapons because of the net. Use your judgment when refereeing this.

8 Guards: AC 4; MV 12"; F 4; hp 20; #AT 1; D 1d8; ALLE.

Sir Bluto Sans Pite

Sir Bluto attacks any un-netted PC, choosing a fighter over other characters. If no PC escapes netting, he waits to see if there are any more kayaks. When it appears to him that there are not (after three rounds), he helps his men. If, in a fight, it appears that he or his men will be bested, he orders a retreat, preferring to harass the PCs rather than die. He does not leave his area of the dungeon, and he does not let any PC into area 27 if he still lives.

Sir Bluto was a respected knight of the realm before his indictment in the River of Blood mass-murder case. His mysterious disappearance from prison left even the Royal Magician-Detectives baffled, and a reward of 10,000 gp was posted for his capture. Someone in the party is sure to recognize his one-of-a-kind face.

Sir Bluto: AC -1; MV 12"; F 10; hp 50; #AT 3/2; Dld8+5; AL CE. His strength of 18/77 gives him +2 to hit, +4 to damage. He wears *plate +2*, carries a *shield +1*, and uses a *sword +2*. He also wears *boots of striding and springing*, and he is carrying the key to the secret doors in area 25.

Other Attack Plans

Sir Bluto is not the type to wait very long for the enemy to come to him, nor is he likely to let any get away if he can. Thus, no matter what, the party does, once they enter the T-Corridor, they meet him.

If the PCs take longer than one turn in area 23, Sir Bluto splits his forces. He will lead four of his guards along the secret passageway (area 25) to the T-Corridor, then north. The remaining guards mount kayaks (they know how, and they have paddles), and, when the alarm shows that Sir Bluto has thrown open the door to area 23 (3 rounds later), they launch the kayaks through the tunnel to perhaps catch the party unawares. Only one guard paddles in each kayak, and the other has his weapon ready. In the second round after Sir Bluto bursts upon the party, the boat-team leaps from the kayak (requiring a Dexterity Check), and joins the battle from the back of the party in the third round.

If the PCs leave area 23 without boating to area 24, as soon as he sees the door is open, Sir Bluto leads four guards through the secret passage, launching the others as above one round later. He hopes to catch the party between his two teams, though this may not be possible. It take him two rounds to get to the secret door and use his key, and a third to burst from the secret passage. The boat-team waits one round before launching, takes another to get to area 23, a third to disembark, and a fourth to burst through the door into the T-Corridor. If the PCs are moving rapidly, they may be south of the secret door, in which case Sir Bluto attacks to the south, using the boat-team as reinforcements,

If the PCs turn south, Sir Bluto and all his guards rush through the secret passageway as soon as the door to the Aquarium/Terrarium (area 26) is opened. They pick up crossbows on the way. With Sir Bluto in the lead, the guards burst into area 26 behind the party, splitting into two groups to engage the party on two fronts. They use the crossbows on the PCs away from the hand-to-hand melee, if any. Sir Bluto's party engages at once if the PCs are within 30 feet, but only when the six crossbow bolts they brought have been expended do all of the guards engage.

In any of these engagements, if he finds himself hopelessly out-manned, Sir Bluto sounds a retreat. Plenty of time to pick the PCs off later, using crossbows. Sucji a battle could be quite interesting fought in area 26! If Sir Bluto or any guard remains when the door in the lowest level of area 26 is opened, he rushes to help the ogre mage in area 27.

25. Sir Bluto's Passageway

The magical secret doors to this area cannot be detected physically or magically. They open only to the bearer of Sir Bluto's magical key. See the description for the T-Corridor for more information.

26. Aquarium/Terrarium

This is an enormous room, carved from the rock; it is lighted. The walls climb 30 feet to an enormous ceiling, which has a low arch and gives off light. The room is 100 feet from east to west, and 130 feet from north to south. The room drops 40 feet in tiers to a 20-foot by 50-foot area with a door in the southeast corner.

At the level of the door, a 10-foot-wide walkway runs beside the walls. Next to it is a 10-foot-wide pool, filled to the level of the floor; it is 10 feet deep, and rests on the second tier. The inner wall of the pool seems to be transparent glass, an aquarium holding half-a-dozen giant crayfish.

The third tier, 20 feet below the walkway, is a 10-foot-wide walkway with a sand-covered floor. Its outer wall is the stone step that makes up the second tier. Half-a-dozen giant scorpions scuttle about on this level, which is like a terrarium bounded on the inside by a 10-foot-tall glass wall.

Just inside the scorpion run on the third tier is another 10-foot-wide pool, filled to the level of the sandy floor. Like the first, this pool is 10 feet deep and has an inner wall made of glass; this aquarium holds four sea lions.

At the center, 20 feet below the level of the third tier and the surface of the water in the sea lion aquarium, is the floor of this room. In the 10-foot stone wall to the south is a door in the southeast corner. Opposite it on the north wall is a 2-foot-square metal door with an obvious keyhole.

Three manticores pace about the lowest level. Even from here, it is apparent that their wings have been clipped, and their interest in your group reflects that of the inhabitants of the other levels, all of which seem to be moving in your general direction.

As soon as the door to this room is opened, it sounds an alarm in the Ready Room (area 24), occupied by Sir Bluto Sans Pite and eight guards unless they are dead. Sir Bluto leads his guards along Sir Bluto's Passageway (area 25), emerging into the T-Corridor (area 22) behind the party. He and his men attack the PCs in this room, as indicated in the description for area 24.

As the accompanying side view shows, this large room is terraced around the outside in giant steps 10 feet wide and 10 feet deep. Step A is the walkway at the level of the entrance. Steps B, C, and D are enclosed by magically-created glass walls that keep the inhabitants of these terraces confined. The glass walls cannot be broken by arrows, slung stones, or such things as thrown helmets, but a STR 18 character could break a hole in one with 2d4 swings of a heavy mace (longer for less-strong types).

Steps B and D are filled to the brim with water. The only exits from the room are the doors on levels A and E, so if the party wants to continue onward, they must get safely to the bottom level. The door in the bottom level opens into a corridor which passes under the rest of the room.

The Creatures

In the pool on Step B live six giant crayfish. On the sandy floor of Step C are six giant scorpions. In the pool on Step D are four sea lions. At the bottom of the arena live three wing-clipped manticores.

The creatures, all of which have been *charmed* to stay on their own levels, are randomly distributed about their levels when the party enters, but as the intruders near each sec-



tion the monsters move to follow, expecting to be fed. They are used to live food, and ignore dead meat or other food. Except for the manticores, they consider anything living that enters their levels as food, and attempt to eat it.

The manticores know Sir Bluto and his guards, who feed them, and they do not hesitate to fire their spikes at the PCs, whom they recognize as intruders. They can only fire at creatures on Step A because of the protective glass wall around Steps B, C, and D. They can only hit targets on Step A by firing along the long axis of the room. Likewise, they can only be hit by missiles fired from Step A if the missilier is at the north or south end of the room.

6 Giant Crayfish: AC 3; MV 6"//12"; HD 5+5; hp 22 each; #AT 2; D 2d8.

6 Giant Scorpions: AC 3; MV 15"; HD 5+5; hp 22 each; #AT 3; D 1dl0/ldl0/ld4; SA poison sting.

4 Sea Lions: AC 5/3; MV 15"; HD 6; hp 27 each; #AT 3; D 1d6/ld6/2d6.

3 Manticores: AC 4; MV 12" ; HD 6 + 3; hp 41, 29, 24; #AT 3; D l-3/l-3/ld8; SA 24 tail spikes at 1d6 each.

The Safe

A safe is set in the wall opposite the door on level E. If the trap on the keyhole is not removed before being opened, a vibration device in the wall is triggered that shatters the glass walls in 1d6 rounds. The safe contains 6000 sp and one piece of jewelry worth 3000 gp.

Flood Control

If all the glass walls are broken, a *wall of force* like the one at the Reception Area (area 2) activates immediately in front of the door on level E, preventing the water from forcing the door open and escaping into the corridor beyond.

There is enough water in the room to completely fill levels D and E and cover level C to a depth of about two feet. Any PCs caught in this torrent occupy the area with whatever other creatures remain. Any scorpions drown in ld6 + 2 rounds.

The water slowly drains out of four small drains in the corners of level E, but it take 20 turns to do so. Of course, parties who choose to wait are subject to rolls for wandering monsters. Once the water is finally gone, the *wall of force* disappears.

If the party manages to knock down the *wall of force* (by using a *dispel magic, disintegrate,* or *passwall),* the pressure of the water pushes open the door and the water rushes into the corridor beyond, pulling along any swimming characters and miscellaneous debris nearby. The water collides with another modified *wall of force* covering the door at the end of the corridor. It begins draining out through a very large grating in the floor in the southern end of the passage. The water takes only two turns to drain out through this grating. When the water is gone, the last *wall of force* dissipates. The water drains straight down through an old lava tube to a large empty cave with no other exits.

27. Blackrazor's Guardian

> The door opens to reveal a luxurious room 50 feet wide and 30 feet across. The floor is strewn with rugs and cushions, and tapestries cover the walls. A six-foot hookah stands in the corner beside a sumptuous divan.
>
> Rising in surprise as you enter is a halfling, smiling in obvious pleasure. He holds a carved walking stick.

Here resides Qesnef, a huge ogre mage who lost a bet with Keraptis and as a result must guard his treasure for 1001 years. A *magic mouth* warns him of the approach of trespassers, so he can *polymorph* himself into the guise of a doughty halfling warrior, perhaps one who has been trapped by the evil wizard. Next, hopefully before the party enters, he casts *invisibility* on the sword Blackrazor, pushing it against the wall behind the other treasure.

In halfling guise the ogre mage attempts to gain the party's trust, if only momentarily. He attempts to maneuver himself to get as many PCs as possible with his *cold* spell. When discovered, he first invokes his *ring of mirror images* and then casts his *cold* spell. Next, he attacks hand to hand, choosing as targets those who were damaged by his spell. When his *mirror images* dwindle to two, he invokes another charge from the ring.

When down to 10 hp, he casts *darkness* around himself, and then *gaseous form,* withdrawing temporarily in order to regenerate enough points to continue fighting. Unless the PCs draw Blackrazor, he resumes battle when he has regained 10 hp, following the PCs wherever they may be. If they draw Blackrazor, or even attempt to, he attacks at once, fighting until death.

Qesnef (Ogre Mage): AC 1; HD 5 + 2; MV 9" / 15"; hp 35; #AT 1; D 1dl2; SA spell abilities; SD spell abilities, regenerates 1 hp per round. Qesnef has the following spells: *fly, invisibility, darkness 1" r, charm person, sleep, assume gaseous form;* he can cast a *cold* spell that does 8d8 points of damage. Qesnef also wears a ring *of protection +3* on his left hand and a *ring of mirror images* (5 charges) on his right.

The Treasure

The treasure, shoved casually beneath the divan, includes 1000 ep, 200 pp, four pieces of jewelry worth a total of 11,000 gp, a *potion of healing,* a clerical scroll of *protection from evil,* and *armor of vulnerability.*

Blackrazor

Blackrazor is a black sword that shines like a piece of night sky filled with stars, and it is sheathed in a black scabbard decorated with pieces of cut obsidian. It has alignment CN, intelligence 17, ego 16, and purpose to suck souls. In battle, it acts as a *sword* +3 that can talk aloud in any language that its bearer knows; it also can communicate via *telepathy.* It confers magic resistance to *charm* and *fear,* and it can *haste* its bearer once per day for 10 rounds. It detects living creatures (souls) within a 60-foot radius.

On a killing stroke, Blackrazor temporarily sucks the soul from its victim and devours it. This temporarily adds to the bearer's fighting ability. The number of levels of the dead foe is added to the bearer's levels for as many turns as levels transferred. Furthermore, the bearer gains the full hit points of the victim for the same period, and all damage to the sword's wielder after the transfer is removed from the added hit points first.

For every three days the sword remains "unfed," its ego increases by one point, until it can compel its bearer to kill a human or humanoid being. Upon feeding, its ego returns to 16. Blackrazor exists solely to feel power and souls coursing through itself, and sometimes it may not be too picky about where the energy is coming from. Those killed by the black sword cannot be raised.

Blackrazor is a negative-energy artifact that exists by absorbing positive life energy from those it kills. There is a drawback to this, however, for if it even strikes a negative-energy being like an undead (except for ghouls and ghasts), it works in reverse. This nasty turn of events should be concealed until the sword is used against an undead. When this occurs, Blackrazor transfers one level and corresponding hit points from the wielder to the undead creature hit, repeating this each time it strikes. Used against an undead, the wielder can actually die and have his soul sucked out by his own sword as the undead gets stronger and stronger.

If the wielder survives, he needs a *restoration* spell or twice the usual number of levels received from positive kills to replace the lost hp and levels. Those killed for replacement must be of the same race as the sword-wielder.

Part 3

Expedition to the Barrier Peaks

by Gary Gygax

Chapter 12: Adventure Judging Notes

General Judging Notes

This module was begun early in 1976 when TSR was contemplating publication of a science fantasy role playing game. It was designed as a tournament module for Origins II from old Greyhawk Castle campaign material involving a spaceship, with the help of Rob Kuntz. This module offers a unique and challenging blend of fantasy and science fantasy role playing. It can serve as both an exciting one-shot crawl in an unusual dungeon, as well as an indication of how you can combine science fantasy with regular AD&D® game playing.

Be certain you are quite familiar with the entire module, and read each encounter section carefully.

Passage of Time

Keep track of all time spent in the ship, using turns and rounds. Illustrations of various places, objects, and creatures are provided for you to show your players. When you do this, allow players to view them as long as they like. Keep track of the actual minutes spent looking at a picture, and rack off rounds accordingly.

When the PCs first arrive on the garden and zoo level, roll 1d6 to determine if it is light or dark; on a roll of 1-4 it is light. Then, using a 12-sided die for day and a 6-sided die for night, determine randomly what the time is. The 12-sided die roll tells you how many hours of the 14-hour day have passed; the 6-sided die tells you how many hours of the 6-hour night have passed. After that, you be able to keep track of when the lights come on or go off.

Maps, Illustrations, and Inscriptions

Maps

Scale is 10 feet per square on the maps. Ceiling height variations are shown.

Doors and Hatchways

You must consult the map for information about doors and hatchways, for they are keyed to a colored plastic rectangle, like a credit card. The various colors indicate the level of security of the person using the card, and so not all doors can be opened by every card. Instead of the usual door symbols, the map provides a letter indicating the color of card that opens the door. These are as follows:

Map Symbol	*Card Color*
G	gray
R	red
Y	yellow
O	orange
V	violet
B	brown
J	jet black

Drop Tubes

The locations of the grasp handles that move upward is shown with a *U* on the map; the belt moving downward is coded *D.* Drop tubes with full anti-gravity are coded with the letter *A* in the center. Those in which the anti-gravity is not functioning, but in which the grasp handles still move, are coded with the letter G in the center to indicate that gravity is still in effect. Non-functioning drop tubes are coded with the letter *N.*

Illustrations

Illustrations have been provided for you to show to players at key points in play. Whenever there is an illustration for an area, the text clearly states the number of the illustration to use. Most of these illustrations are half pages, and so you may want to fold a piece of paper in half to cover up the illustration that does not apply. Allow as much time as your players want to look at the illustrations, keeping track of the rounds that pass as indicated above.

Technological Items Aboard Ship

The following sections describe the various technological items that are common throughout the ship. Other items less common are dealt with in the places where they may be found. In addition, a section is provided on simulating the technological ignorance of PCs even though the players controlling them are not ignorant at all.

Colored Security Cards

Each of these cards is a rectangular bit of nearly indestructible, transparent plastic about credit card size. These appear to PCs as thin panes of deeply colored glass about three inches long, two inches wide, and thinner than a gold piece; if the PCs try to break one, they discover that it can be bent with great difficulty, but it cannot shatter. No clues to the function of these cards should be given, as the players (and their characters) must figure out their proper use.

The colors indicate security level of the areas behind or between doors. Such doors will have a slot beside them into which the card could be placed; this much should be apparent to the *players* when their characters come upon one of these doors. Nevertheless, give no clues to the players about how the cards *or the doors* function; the characters have to figure it out. The best way to do this is to use Technological Use Chart 1 (Graphic 3-1 in the *Illustration Booklet).* Instructions for using this chart are given on page 41.

Although cards of some colors are specific to certain ship areas, most will serve to open doors to areas which are keyed to lesser security clearance. The rank of the colors is given below, in descending order; also given is the general description of the rank, occupation, or profession of the person who held each card.

Security Card Descriptions

Color	*Security Level*	*Holder Description*
gray	highest	ship commander; top officials
red		police/security officials
yellow	special	medical officers
orange		security personnel
violet		technicians
brown		crew and maintenance workers
jet black	lowest	passengers/ colonists

The yellow cards of medical officers will not trigger orange entry locks of security areas.

Robots and androids can distinguish card color by means of their visual sensors, provided the card is held forth in a manner which enables the scanning of its surface.

Ship Lighting

Ship lighting generally remains completely functional. Some corridors are fully lit, whereas others are unlit or are only dimly lit. In much of the ship, the rooms are lit only when a panel inside the door is touched. The lighting in each area is shown on the maps.

The garden and zoo area has alternating light and dark periods on a 21-hour cycle. A 14-hour day is followed by a 7-hour night. There is no way for the PCs to control the ship's lighting of this area, though they may of course use magic or physical means to light up the dark or darken the day.

Security Doors

Doors are of two general types. Some doors open merely by pressing a panel beside them, whereas others require the insertion of the colored security cards before they will function. Graphic 3-6 in the *Illustration Booklet* shows a typical card-operated security door. You may

show this illustration whenever the party approaches one of these, although after a time or two this probably will not be necessary.

To trigger an entry, the card is slipped into the proper slot. It disappears from view and reappears in the return bin when the door or access hatch opens. An improper card triggers an alarm, a low buzzing sound, and the card is withheld by the lock.

Drop Tubes

There are four drop tubes that allow passage between the different ship areas. Each tube is a shaft with two belts running its vertical length. Each belt has a series of handles spaced eight feet apart. In each tube, one of these belts is moving up; the belt on the opposite side is moving down. At the top and bottom of the tube, the handles disappear into the wall and the belt makes the return trip concealed. Anti-gravity devices allow individuals to travel weightlessly from place to place within the tube. An individual need only step into a drop tube, grasp a passing handle, and be borne in the desired direction.

The four drop tubes are in different states of repair. In some of the tubes, anti-gravity devices are operational, and in some, the mechanical belt functions. In the completely functional drop tubes, travel is as described above. One of the tubes is completely non-operational tube; in it the handles do not move at all, but they will support up to 400 pounds of weight. In another tube, the belts function, but the anti-gravity device does not. It can be used if the PCs firmly grasp a handle prior to stepping into the tube; if any character attempts to step into a tube and then grasp the handle, allow a base 10% chance of success, +5% for each point of Dexterity above 6. Failure equals a fall which will almost certainly prove fatal from the upper level.

The belt traveling upward is always toward the ship's hull, and that traveling downward is always toward the interior. Drop tubes with full anti-gravity are brightly lit, the tubes with functional grasp handles only are dimly lit, and non-functioning tubes are dark.

Graphic 3-7 in the *Illustration Booklet* illustrates a typical tube entrance. Note that the illustration shows a sealed sphincter above, indicating that the level above is sealed off. Similar closing devices will be noted by users of a drop tube between functioning levels, but these sphincters are open. Small, broad doors are noticeable in the drop tube between levels I and III and between levels IV and VI. These are access doors to the 'tween decks areas (not detailed here). They are keyed to brown cards.

Power Disc

This blue glass or slate disc is the size of a coin. One side is smooth and unmarked, but the other side has a white arc, marked like a sundial with five lines. A taut thread rests on one of the lines.

The position of the thread indicates the charge left in this portable power source. These discs are designed to be fitted into the various slots and holders of the weapons and equipment.

The needle of an operating power disc fully charged with six charges is all the way to the right. Power discs found in ship stores normally are fully charged, but the charges of those found scattered about the ship should be determined randomly by rolling 1d6. Power discs may be inserted either side up when installed in a device. Different devices have different rates of power use; these are noted for each device. It requires two rounds to change the power disc in a device once someone discovers how to make the change.

Laser Weapons

This white armband has a 6-inch-long black leather grip and a 6-inch-long spear ending in a smoothly polished, pointed red jewel with a silvery tip. There is a coin-sized slot at the base of the spear. Inside the armband are a number of overlapping plates. The armband is heavy, and it seems to be made of horn.

The pistol, shown in Graphic 3-8 of the *Illustration Booklet*, is operated by inserting the hand through the band and applying firm pressure to the grip. The plates in the band gently close on the wrist to hold it in place, although the hand may be slipped out with care. The beam originates from the end of the ruby jewel. It is powered by inserting a power disk into the slot; expended disks are partly ejected.

This enormous white armband has a 6-inch-long black leather grip, and a 2-foot long spear ending in a smoothly polished, pointed red jewel with a silvery tip. There is a coin-sized slot at the base of the long projection and a red rivet set in the end of the short projection. Inside the armband are a number of overlapping plates. The armband is heavy, and it seems to be made of horn.

Attached to the armband is a smooth rope that connects to a mail coif and visor. The coif is of a soft, lightweight metal. The visor is transparent, and it is made of thick pieces of smoky-gray glass mounted in a frame.

The rifle, shown in Graphic 3-9 of the *Illustration Booklet*, is a larger version of the pistol, with an attached mesh hood and goggles, which must be worn for effective fire. When activated by a button on the grip, the actual target of the rifle is ghosted onto the goggles.

When hit by a laser beam, the target must pass a saving throw vs. stone or be damaged 10% of the time. Damage location is determined on 1d8, with a roll of 1 indicating a head shot and death, 2-3 indicating an arm shot, and 4-8 a leg shot or rear member; damaged limbs are useless until healed. Damage is based on straight AC (no Dex bonus); negative armor classes reduce damage.

A pistol laser beam can cut through one inch of bulkhead or deck metal along a 1-foot path each time it is aimed and fired at short range. Comparatively, it can cut through six inches of steel or one foot of iron along a 1-foot line. The beam from a rifle is twice as wide.

Laser Pistol: Range S = 4", M = 8", L = 12"; thin beam; drains $^1/_2$ charge per use; fires 2x per round; save vs. stone or be hit, at -8 for short range, -4 for medium; D 2d8 + AC of target.

Laser Rifle: Range S = 6", M = 12", L = 24"; thin beam; drains 1 charge per use; fires 2 per turn; save vs. stone or be hit, at -6 for short range, -4 for medium, +2 if goggles not operating; D 2d8 + AC of target.

Paralysis Pistol

This glass bottle or retort has a pimpled or warty surface and a black handle on one side. Inside the bottle may be seen threads, wires, globes, and a rod. The broad end of the bottle has a rounded metal plate with several brass prongs sticking out of it. The narrow end is capped with a silver sheath and golden ball. The black handle has a round panel, larger than a coin, with a rivet in the center.

This pistol, shown in Graphic 3-10 of the *Illustration Booklet*, is fired by squeezing the handle while pointing the broad end of the pistol toward the target. When fired there is a humming noise and many flashing lights and sparks go off inside the glass part. A small number of sparks shoot from the golden ball at the narrow end, but the paralysis ray from the other end is invisible. If the small button in the handle is pushed, the raised disc pops open, revealing a spot for a power disc.

Paralysis has a duration that varies with the range, and every creature caught in the cone of fire is affected. Successful saving throws vs. paralysis decrease the power of the paralysis and the duration of effect. The paralysis lasts three turns at short range, two turns at medium range, and one turn at long range, A successful saving throw vs. paralysis at short range indicates that paralysis last only 2d6 rounds. At medium range, a successful save means that the target creature is paralyzed for 1d4 rounds and slowed to half movement and attacks for 1d4 rounds thereafter. At long range, a successful save means the creature is slowed for 1d4 rounds. Slowed creatures lose all Dexterity bonuses. Slowed creatures struck again by the paralysis ray are automatically paralyzed for one to three turns according to the range.

Paralysis Pistol: Range S = 2", M = 4", L = 6"; cone 6" long, 3" diameter; drains 1 charge per use; fires 1 per turn; D paralysis or half movement, depending on save; duration depends on save.

Grenades

This artifact is about the size of a large apple or similar fruit, indented all around for grasping. It is smooth and featureless, except for a large rivet with a pointer and a small one with a large top. Around the larger one are three runes.

The grenade is pictured in Graphic 3-11 in the *Illustration Booklet.* Its pointer sets the time of explosion to a 3-, 4-, or 5-second delay. The smaller arming button must be depressed, given a half turn, and depressed again, being kept in until the grenade is thrown.

To determine the effect of these grenades, use the rules for *grenade-like missiles* in the *Dungeon Masters Guide*. The 10' radius area hit is determined by rolling regular hit dice, but even a miss lands somewhere. There are four grenade types: explosive, poison gas, sleep gas, and incendiary.

Explosive Grenades

These do 1d6 +4 points of damage to all within blast radius, with half damage from successful saves vs. breath weapons. All within the blast are stunned for 1d4 rounds and deafened for 1d4 turns. Creatures within a 20' radius are stunned for one round and deafened for 1d4 rounds.

If the grenade is enclosed in a container of normal material (not ship's hull metal) of less-than-specially-designed anti-explosive construction, the detonation throws shrapnel in a 20' radius, and all within take 1d10-1 additional hit points of shrapnel damage.

Poison Gas Grenades

All air-breathing creatures within the 10' blast radius must pass a saving throw vs. poison or die. Those saving are nauseated and unable to engage in combat for 1d6 rounds.

The cloud of poisonous vapors persists for six rounds in a stagnant area, but in ventilated areas it is gone in two rounds. In windy situations it lasts only one round. The grenade cannot be used effectively in very windy situations.

Sleep Gas Grenades

All air-breathing creatures within the radius of effect must save versus poison or instantly fall into a comatose slumber lasting 1d4 + 1 turns. Those saving must make a second save even though no longer within the area on the following round. This reflects persistent qualities of the gas. The persistence of the cloud is the same as for poison gas.

Incendiary Grenades

All creatures in the blast radius take 2d6 points of fire damage, no saving throws allowed except for magical *fire resistance.* All combustible materials within the area are set afire. Next round, and for 1-3 rounds thereafter, each creature originally within the blast area sustains an additional 1d6 hit points of damage from residual chemicals burning. Each skin of water used reduces damage by 1 hit point, and total immersion negates residual burns.

Anti-Grav Belt

This strangely crafted girdle has three leathery straps and is hung with odd ornaments. It has no apparent clasp to open the girdle, though the front bears a large, embossed disc.

The belt, pictured in Graphic 3-12 of the *Illustration Booklet,* is opened by giving the disc a quarter-turn clockwise and pressing in upon the boss. In the back of the embossing is a circular indentation the size of a coin. A power disc may be fitted into this recess. The belt is activated by turning the boss counter-clockwise half a turn and pushing inwards.

This device can be used to make an object up to 500 pounds weigh only as much as a 1-pound object. It slides along frictionlessly, but once it gets going, it will still have the momentum of a 500-lb object, causing damage accordingly.

Anti-Grav Belt: MV float upward or downward at 3" per round; load limit 500 lb; drains 1 charge per turn.

Gas Mask

This leathery ceremonial mask is shaped like a featureless face. It has several straps and a silvery metal plate that covers the area of the eyes but does not seem to impair vision from the inside the mask. There are no openings for breathing or talking. A metal cylinder projects from the chin of the mask, with metal cords attaching it to the mask's mouth and nose.

The mask's eyepiece is a one-way mirror permitting sight out of the mask. At night or in dark surroundings this mask reduces the range of vision by 10 feet. The mirror does not make the wearer impervious to gaze attacks, but it reflects such attacks. The mask gives total protection from the various harmful gases throughout the ship.

Language Translator

This club- or hatchet-shaped device has an elongated metal dish on one end where the blade should be. Across the back are two colored plates, one red and one blue. Above these is a fine metal net, set in the handle. A fine crack encircles the handle at the butt.

The translator is depicted in Graphic 3-13 of the *Illustration Booklet.* The red button is for receiving, the blue for transmitting. A pull on the base opens the power disc compartment.

The device is pointed toward speech and the red button pushed; the device picks up the loudest/closest speaker within 60 feet. After one full turn of speech has been recorded, the device analyzes the speech for another turn. Thereafter, it allows partial translation of the foreign tongue. Robots and androids have built-in language translators. These are more powerful, requiring only six rounds of speech and six rounds of analysis.

Language Translator: Range 6"; analysis time 1 turn speech, 1 turn analysis; drains 1 charge per turn.

Repair Robot Remote Control Box

This brown metal box, about the size of a tinderbox, has violet labels. When the hinged cover is lifted, a panel of white horn-like material can be seen inside. In the center of the panel is set a metal mesh screen the size of a coin, below which is a black square. In the upper right corner, a small blue gem is set.

This device is used to summon one worker robot within range to the immediate vicinity of the holder. The closest robot responds unless several are within its 180-foot range; then, the ship's computer moderates which robot responds.

The device is activated by pressing the black

square. A worker robot arrives within 1d4 turns if any are available. Once a worker robot has arrived it may be given verbal commands by depressing the black button and speaking into the metal grid. The back panel may be removed to reveal a cradle for a power disc.

This device has its own store of power but for each turn of operation there is a 2% cumulative chance that the power pack drains, causing the blue light to flash. In 1d10 rounds the remote goes dead. Any power disc reduces the chance of failure by 5% per charge in the disc, but eventually this drains too.

Wound Healing Canister

This smooth, featureless gourd is indented on one side to fashion a grip. It has a flat bottom and a tiny neck with a hole pierced in it. A rivet has been pushed into the gourd at the neck end, and a disk with a sundial pattern is set into the base.

This canister is depicted in Graphic 3-14 of the *Illustration Booklet.* Pressing the rivet propels a directional spray from the hole in the neck. This spray heals 2d12 points of damage and cures any disease, infection, or spore infestation on the skin. A full canister contains six charges; the dial on the bottom shows the number of charges remaining. One spray uses one charge.

Hand Pump Spray Gun

Two seamless barrels made of horn or bone have been attached together, and an oily-looking rope is fastened to the top of these barrels where they join. Attached to the end of the rope is a white wand with an intricate handgrip. Two woven straps of equal length are attached to the barrels, and a handle is attached to them at the top.

By unlatching the handle and pumping it up and down, pressure is put into the cylinders, which are attached to the nozzle. The backpack is then worn upside down, so the handle and the hose are at the bottom. When the lever in the handle is squeezed, a fine mist sprays from the tip of the nozzle.

The backpack can hold most liquids, except strong acids, and can be refilled by screwing off the top of each barrel. This device was used to spray weed poison, which may be found in 1-quart cans. When mixed with five gallons of water, this yields a liquid that will cause 2d4 damage points to a large plant or vegetable creature, or that destroys a 2-foot-square area of ground cover vegetation.

Hand Pump Spray Gun: Range 3 feet; capacity 5 gal (40 pints); 1 pint used up per spray.

Power Armor

This unusual plate armor has been worked to create the illusion of a heavily muscled man. The great helm has no visor, but has a broad glass plate in front with a piece of glass above this. The joints are finely, if somewhat strangely, articulated, and an oily, black, leathery material attaches the plates there. Plates, ropes, and large metal bosses are attached at various points. On the back of the left hand is a rectangular metal box from which projects a short rod tipped with a cone-shaped red jewel.

This mechanical marvel, displayed as graphic 3-15 in the *Illustration Booklet,* can be opened by pressing two separate buttons concealed at the rear of the helmet. A person then would climb into the lower half, bend over, and put on the upper half. The armor reseals itself when the back is arched.

The armor is AC 0, and when operating gives strength of 18/00, MV 6" for every 1" normally, anti-grav capability, and a chin-activated laser pistol. It has its own power pack which is recharged in special stations not in this module of the ship. There are so many operating parts to this armor that it is unlikely a PC could learn to operate it effectively, though one may decide to use it as regular plate.

Police Robot

Police robots are very powerful robots designed to keep order aboard ship; one is depicted in Graphic 3-16 of the *Illustration Booklet.* In the performance of their duties, these robots respond politely and firmly to PCs; not even PCs with gray cards can order these robots around.

They have 200% human norm for both sound and visual sensors; thus they can never be surprised. They have infravisual capacity to 12" . Police robots have built-in orange or red color card capacity, language translators, and atmosphere analysis devices. They have anti-grav units built in, and the capacity of this unit type is the robot plus 1,000 pounds. Emergency speed is usable for one turn every hour.

They are protected by a force screen that must be brought down before any damage is given to the robot itself; this force screen replenishes itself slowly. When the force screen is up, they can withstand vacuum or water pressure equal to 500 feet depth. Cold does not harm police robots, nor does gas, paralysis, poison, etc. Fire/heat attacks cause only half damage and acid affects them only if the force screen is down. Most magical attacks are useless. Nevertheless, the robots are susceptible to lightning and electrical attacks, which may fuse the circuitry of the robot (1% chance per hit point of damage sustained that the robot will malfunction and cease operation).

Police robots have a variety of attack forms, but only one may be used in any particular round. The following attacks are possible:

2 subdual tentacles of 6-foot length and 18/00 strength

2 arms, D 3d6

laser pistol built into forehead, unlimited power

grenade gun in base, 8" range, standard storage capacity 3 sleep gas, 1 poison gas, 1 explosive, 1 incendiary

paralysis pistol in chest, power disc operated

tractor/pressor beam, pulls/pushes 300 lb as a *telekinesis* spell

In many areas, alarms may be triggered by unwary PCs, thus calling one or more police robots. These robots are programmed to use subdual and non-lethal attack forms initially. There is a 25% chance that any police robot encountered has lost this programming, however, so that violent and deadly attack methods are used. For such robots, roll 1d6 to find out the attack method used from the list above. Robots of this type are 10% likely to have armed themselves with a laser pistol or rifle; in this case roll 1d8, with a 7 or 8 being attack with the weapon.

The 20-point force screen replenishes at 1 point per round. It must be brought to 0 before any damage is given to the robot. At 10 or fewer hit points remaining, there is a 50% chance per round that a police robot ceases functioning.

Police Robot: AC -1; MV 18" (emergency 24", anti-grav at 3" per round up or down); HD 10; 60 hp; #AT 1; D by weapon type; AL LN; SD half damage from fire, 20-hp force screen that regenerates at 1 point per round, immune to cold, paralysis, gas, poison; MR special. Electrical attacks short it out.

Worker Robot

The shape and size of these robots varies greatly. Smaller models are used for low-clearance work between decks, whereas the larger varieties are normally cargo handlers. Small

robots, such as the robot shown in Graphic 3-23 of the *Illustration Booklet,* have only two manipulative appendages. The large ones, such as the one depicted in Graphic 3-17 of the *Illustration Booklet,* have these plus two heavy-duty cargo-moving tentacles with a strength equivalent of 24. Worker robots have human standard sound and visual capability, and they have infravison to 9". They have built-in heavy-duty tractor and pressor beams built in that can move 2,000 pounds.

These robots generally have built-in violet card capacity, although 10% have yellow color card capacity also. They have atmosphere analysis equipment built in, and anti-gravity mechanisms that allow them to carry up to 2,000 additional pounds of weight by such means. Worker robots are immune to vacuum, can withstand water pressure equal to 2,500 feet, and are unaffected by cold.

Worker robots do not attack first, defending themselves only if actually attacked and damaged by an opponent. Then, they seek to grasp and hold first, even with the very powerful cargo-handling tentacles. They take half damage from acid, fire, and heat attacks, and are unaffected by spells except those which damage their component parts, such as *heat metal.* Electrical attacks cause normal damage, and there is a 1% chance per point of damage sustained by the robot that its circuits are fused and made totally non-functional. At 20% remaining hit points, there is a 50% chance per round that a worker robot ceases functioning. There is a 10% chance per round that a worker robot switches on either its tractor beam or its pressor beam if it is being attacked.

Worker Robot: AC 2; MV 12"; HD 7-12; 7 hp per die; #AT 2 (small) or 4 (large); D 2d6/2d6; AL N; SD half damage from fire, immune to cold, paralysis, gas, poison; MR special. Electrical attacks short it out.

Android

Androids look like vaguely alien humans, much like the alien people they were designed to represent. They are represented by Graphics 3-18, 3-19, and 3-45 in the *Illustration Booklet.* About half are "male," the other half "female." They have been programmed to relieve humans of some of their duties. Unlike humans, they were not affected by the plague.

Androids generally have better stats than do average humans. Strength varies from 15 on standard female models and 16 on standard males to 18/00 on guard models. Dexterity standard is 18. Vision is 150% human norm, with infravision to 6". Sound sensors are also 150% human norm. Each has a built-in frequency key that acts like a yellow or violet security card, giving them instant access to all corresponding areas. Androids are programmed to be able to use any standard human weapon.

Androids are impervious to cold; take only half damage from acid or fire; and are immune to paralysis, gas, poison, and gaze weapons. As they are machines, spells do not have any effect unless the magic affects their components: thus, *charm* or *hold* is useless, but a *heat metal* spell would affect their metal parts.

If hit with electrical attacks, however, there is a 1% chance per hit point of damage they sustain that the attack short their circuits. Immersion in water for three full rounds always short circuits an android unless it is a specially-built underwater model.

Android (standard model): AC 3; MV 15"; HD 7; 35 hp; #AT 2; D 1d8/ld8; AL N; SD half damage from acid and fire, immune to cold, paralysis, gas, poison; MR special. Electrical attacks short it out. When at 7 or fewer hp, there is a 50% chance per round it ceases functioning.

Simulating Technological Ignorance

Because the *player characters* should not be aware of the actual nature of the different technological items found on the ship, descriptions have been provided for most of the unusual items that they might find. Illustrations for many of these items also have been provided, in the *Illustration Booklet.*

This would pose no problem if the *players* had no technological knowledge . . . but this is simply not the case. Therefore, a mechanism has been provided to simulate the technological ignorance of the PC without keeping the player in the dark.

Four flow-charts have been provided; these are found as Graphics 3-1 through 3-4 in the *Illustration Booklet.* Whenever the PCs come across a technological item and try to figure out what it does or how to work it, use the appropriate flow chart, depending on the kind of item. There are charts for simple items and complex ones, for lethal items, and non-lethal items.

Each flow chart is provided with a brief explanation of how to follow it. You should lay the flow-chart out in front of the player with some kind of marker to indicate his character's position on the chart. Inform the player of the appropriate modifier from the table in column 3, and have him roll 1d10. By following the appropriate arrow, move the marker to indicate the various manipulations the PC is making.

Another 1d10 roll is made every round spent working with the item. A PC may elect to stop before any roll, beginning at the start again the next day, but once the die is rolled *results are final for that step.* By luck and perseverance, the PCs should be able to learn to use all of the technological items.

By using the charts, there is no need to have the player detail his character's exact action, for this probably would be influenced by the *player's* knowledge of science or technology. The modifiers should take into account anything special about the PC or his background, but if they don't, feel free to add your own. The object here is not to roll dice, but to have fun, so make this as exciting as you can, making up *plausible* actions to explain the dice rolls.

Modifiers to each 1d10 roll are given in the table below. These modifiers are cumulative, and are added to or subtracted from the die roll. Negative results count as 1, *not 0,* which stands for 10 on the flow-charts.

Determining Technological Properties

intelligence less than 10	+1
intelligence 15-17	-1
intelligence 18	-2
similar object observed in operation	-1
proper operation previously explained	-2
previously operated similar item	-2

Several persons are allowed to try to discover the properties of any item as long as it remains functional. Once one character learns how to use an item, he or she may instruct others in its use. This takes one turn for simple items, six turns for complex ones.

The Spaceship Levels

The self-contained modular section of the spaceship has six levels. From top to bottom these are Level I (officers' and technicians' quarters, laboratory and medical areas); Level II (10-foot-tall service deck); Level III (observation balcony); Level IV (botanical garden zoological menagerie); Level V (10-foot-tall service deck); Level VI (activity deck).

Maps are provided of all decks, but of these, only Level I, Level III, and Level IV are detailed with text. The paragraphs below give some information about the decks not detailed so that you can use them as adventure areas if you desire.

Level II

For play in this area, use Map 3-2 from the the *Inscription and Map Booklet.* It provides details on the locations of preplanned encounters and the encounter areas; there are no random encounters on this Level. This service

deck has a ceiling height of only seven feet.

Hazardous Machinery

Areas near machinery may be potentially dangerous, though all wiring and piping is protected by metal, as are all machines. Even so, should a PC strike, prod, poke, or otherwise attack a generator or transformer, there is a 10% chance per round that he is electrocuted, and another 10% chance that he causes an explosion causing 5d6 damage points to any in a 10-foot radius. PCs in the blast area are stunned for 1d6 rounds. After an explosion, the lights flicker, there are hissings and cracklings from the wiring, and so forth. A worker robot appears to repair the damage in 1d4 rounds.

Intellect Devourer

This monster is trapped here because the ship's energy fields prevent it from becoming ethereal, and even its great intelligence does not understand the operation of the security doors and hatches.

It picks up the thoughts of any person in the level 3d4 rounds after the PCs enter unless it is in the cargo hold of Level III, to which an explosion has created a pathway. There is a 40% chance it is in the cargo hold; if so, it emerges in 1d6 turns, when it detects thoughts in 3d4 rounds. Once thoughts are discovered, the creature stalks its prey. The monster comes to any explosion in 1d4 + 1 rounds.

Level V

For play on this level, use Map 3-5 from the the *Inscription and Map Booklet.* It gives the location of the preplanned encounters and the encounter areas. There are no random encounters on this Level. This service deck has a 7-foot ceiling. It is damp (high chance to fall if running), and there is a great deal of mold about; some of it might be deadly. Solid areas on the map are a continuation of Level IV.

Below this level is Sub-Level V, filled with atmospheric ballast. This level is inaccessible except via a magical spell that would open a hole in the deck.

Level VI

For play in this area, use Map 3-6 from the the *Inscription and Map Booklet.* It gives locations for the preplanned encounters and the encounter areas. There are no random encounters on this level.

This is the activity deck. All equipment here has been ruined. In the cargo holds can be found various foodstuffs, stasis cages, and other stored materials. Small creatures inhabit the auditorium and the theater, empty of everything save seats. The water in the swimming pools is four feet deep at the south and 30 feet deep at the north; it is relatively clean, but the filtration system is malfunctioning. Ratoids inhabit the wrestling mats in the gymnasium.

Physical Training Androids

Three malfunctioning androids, shown in Graphic 3-45 of the *Illustration Booklet,* can be found in the training room. They approach the PCs as they enter and tell them to prepare for training. The trio then select opponents and begin to "train" with them. Stats are provided as they are used in melee.

One is a boxer and a wrestler. It no longer pulls deadly punches or nor looses deadly holds. It strikes first with combination punches at +2 to hit, grappling if its victim comes close.

The second is a fencing instructor armed with a faulty epee that delivers 1d4 +1 points of electrical damage when it hits, or even when it misses if its opponent wears metal armor; it malfunctions for 6 rounds only. It strikes three times per round (beginning, middle, end) unless its opponent uses a sword; then it strikes twice (beginning, end) and parries to give opponent -4 to hit. If disarmed it attacks as a normal android.

The third is a karate master. If its opponent is able to communicate with it and suggests that its discipline is inferior to boxing, it goes berserk and attacks the boxing android; should this happen, each destroys the other. Otherwise, it attacks, stunning its opponent for 1d4 +1 rounds on any unmodified to-hit roll of 18-20; it attacks another once one opponent is stunned.

Android (boxer): AC 0; MV 15"; HD 7; 35 hp; #AT 2; D ld8+4/ld8+4; AL N; SA +2 bonus to hit, strikes first; SD half damage from acid and fire, immune to cold, paralysis, gas, poison; MR special. Electrical attacks short it out. When at 7 or fewer hp, there is a 50% chance per round it ceases functioning.

Android (fencer): AC 3; MV 15"; HD 13 with sword; 50 hp for padding; #AT 3; D ld6 + 3/ld6+3/ld6+3; AL N; SA faulty epee giving 1d4 +1 extra damage; SD parry gives opponent -4 to hit, half damage from acid and fire, immune to cold, paralysis, gas, poison; MR special. Electrical attacks short it out. When at 7 or fewer hp, there is a 50% chance per round it ceases functioning.

Android (karate): AC 3; MV 15"; HD 9; 35 hp; #AT 2; D 3d4+4/3d4 + 4; AL N; SA +2 to-hit bonus, stun; SD half damage from acid and fire, immune to cold, paralysis, gas, poison; MR special. Electrical attacks short it out. When at 7 or fewer hp, there is a 50% chance per round it ceases functioning.

The Vegepygmies

Vegepygmies are short, bipedal creatures with sharp thorn-like claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. Their heads have a topknot of small leaves. These creatures sprang up from radiation-twisted hydroponic cultures that affected exposed humans. They have evolved into small vegetable creatures that can bud and propagate by russet mold.

They vary in size and coloration. Usually, their colors be similar to their normal surroundings. Thus, some be splotched with green and others may be a mottled gray-brown. This protective coloration allows them to conceal themselves very well in areas that match their colors, either among the vegetation of Levels III and IV, or in the grey-brown corridors of Level I.

They survive as hunters and scavengers, communicating with a code of chest-slappings and thumping. They are meat-eaters primarily, and are mainly responsible for the disposal of carrion throughout the ship, though they grow fungus for consumption. They use weapons fashioned from material gained by looting the ship; the weapons are crude but effective.

There are two bands, one living in the northern half of Level I and the other living in the southern half of Level I. These bands compete with one another for food, but generally keep to the areas the band has claimed and do not fight one another. They wander the ship on all levels, looting what seems important to them.

The southern band has trained dog-like creatures called thornies. These man-sized vegetable creatures have animal intelligence. They have been attack-trained by the vegepygmies, who can command them to fight to the death.



Chapter 13: Setting the Stage

Locating the Adventure

It is assumed that this adventure is located in the *WORLD OF GREYHAWK*™ fantasy world setting. As presented here, the spaceship lies in the Grand Duchy of Geoff, in the mountains northwest of the city of Hornwood.

Of course, if you want to use this adventure in your own campaign world, feel free to do so. You need only to locate it in a mountain range not far from a city large enough to finance the expedition.

Background, Legends, and Rumors

Use the following material to provide a background for this adventure. The material on the spaceship is for your eyes only, though the information on the situation and the rumors should be shared with your players.

Background

The Spaceship

Sometime else, a large exploration-colonization expedition of human origin was overtaken in the course of its space journey by a deadly plague. In a vain effort to halt the spread of the virus, the modular sections of the vessel were sealed and then separated, each left to its own fate. One section was drawn through a black hole and spewed into the universe where Greyhawk exists, and it landed safely.

This process, however, caused an earth tremor, and a landslide buried the ship section for some time. Then a computer malfunction sent worker robots to offload some cargo, and when these robots found the hatch broken by fallen earth and stone, they promptly cleared it. The cargo they offloaded was, unfortunately for the inhabitants of the area, from the holds containing various alien flora and fauna. The offloading freed these creatures from stasis. A few species prospered and propagated, giving rise to the strange creatures reported in the past.

Recently, another earthquake uncovered an upper airlock, and the tremor caused the same computer malfunction. More cargo was offloaded, and these creatures are responsible for the present troubles.

There are three types of monsters aboard the ship. Some, all of which are familiar to the PCs, are wanderers who ventured aboard. Others, which may be familiar to the PCs, were collected as specimens and placed in stasis cages. Other specimens were placed in the botanical gardens, the zoo, and the aquarium on Level IV. Some of the monsters have evolved from happenstance. Among these are the vegepygmies.

The Situation

The Grand Duchy of Geoff has recently been plagued by a rash of unusually weird and terrible monsters of an unknown sort. This western area, particularly the mountain fastness that separates the Grand Duchy from the Dry Steppes, has long been renowned for the generation of the most fearsome beasts, and it has been shunned accordingly—save for a handful of hardy souls with exceptional abilities and sufficient wealth to build stout strongholds to ward off the attacks of the predatory creatures infesting the rugged lands thereabouts.

Within the last few months, however, a walled town not far distant from the area, and four small fortresses as well, were destroyed in mysterious attacks. The remaining barons and lords have preserved in brine several partially decomposed corpses found on or near the sites of the ravaging. While these strange bodies are assumed to have belonged to the forces which were responsible for the destruction, the remains were too far gone learn anything other than they were creatures heretofore unknown to even the wisest sages of Geoff.

The urgent plea for aid which accompanied these gruesome corpses could not be ignored, and the Grand Duke acted immediately. He has advertised for the several doughty warriors to lead an expedition into the area. He also has called on upon the other powers of the state to likewise furnish their minions for the expedition as well. Thus, the Society of the Magivestre, the Fellowship of the Blinding Light, the Magsmen's Brotherhood, and the High Lord of Elvendom (at Hocholve) have put out a call for the bravest of adventurers, whom they will equip accordingly to accompany the expedition as their representatives. The adventurers answering the call are to assemble at the Grand Duke's mighty castle near Gorna.

Rumors

Several unconfirmed reports have related that the monsters have been disgorging from a gated cave in the Barrier Peaks, about a week's journey from Gorna. The entrance to this place is said to be high upon a rocky face. It is sheathed in armor, which is said to have frustrated all attempts to explore the space beyond the metal door.

Several search parties have entirely disappeared. It is possible they entered the cave somehow but never returned. The expedition must find out exactly what this cave is, what is causing the monsters to come forth, who is responsible, and how to prevent future incursions. In addition, any other information regarding this mysterious locale, its strange denizens, magical devices, or unusual weaponry is highly desirable.

Starting Play

> Your party set forth from Gorna a week ago, and for the past two days have been climbing higher into the crags of the Barrier Peaks. Last night was spent in the keep of the only baron remaining in the area—and he was fulsome glad for your company. This morning, as the eastern horizon turned from pearl gray to rosy pink, a score of the baron's retainers guided the expedition toward the unknown area.
>
> It is now afternoon, and you have set up camp in a hidden dell but a few bowshots from the strange entrance. The men-at-arms have been detailed to guard the supplies and mounts of the camp while you go onward immediately. They will await your return for four full days before returning to their keep.
>
> Gathering your personal gear, you climbed the steep slope of the dell's north side, passed the rim, and forced your way through a thick growth of trees and undergrowth. There, across a field and beyond a rocky rise, can be seen the cave, with its strange metal door.

At this time, display Graphic #3-5 from the *Illustration Booklet.*

The Cave Doors

> Inspection of the southern hillside reveals not one, but two doors, both of metal and protected by metal armor. There is the large lower door, now closed, that rumor told of. In addition, there is a small upper door, which is now open. Perhaps it was through this door that the ill-fated earlier search parties passed, never to return.

The party must enter the spaceship through the upper door. The lower door is sealed fast and cannot be opened by any physical or magical means available to the party. The skin of the ship resists any attempts to use such spells as *passwall, teleport, phase door,* or *wish* to pass through it.

The upper door remains open for six full turns (one hour). Then, it closes for 20 hours, reopening afterwards for another hour. As the men-at-arms will wait exactly four days, the party had better be on its toes and not be too timid. For further play in this area, use the text from *Chapter 14: Officer's Country* and Map 3-1 from the *Inscription and Map Booklet.*

Chapter 14: Level I—Officers' Country

For play in this area, use Map 3-1 from the the *Inscription and Map Booklet.* It provides details on the locations of the preplanned encounters and encounter areas, as well as details on the random encounters.

Encounter Area Descriptions

For play in this area, use Map 3-1 from the *Inscription and Map Booklet* and the appropriate drawings from the *Illustration Booklet.* Entry is through the southernmost doors.

Entry Air Lock

> The armor of the cave is fashioned of strange metal, hard and shiny. Within the slightly curved armor wall protecting the cave is a man-made room about 18 feet deep and 20 feet wide. The room is dark, but there is enough light to see that it is formed completely of metal . . . the same sort as the outer wall.
>
> Ahead are closed double doors of metal; each is 10 feet square. To the sides are two other doors, not so large. Adventure awaits . . . .

On the fifth round after the first PC has entered the ship, the outer door slides shut behind them. It cannot be stopped. At the same time, the inner door opens. The side doors are access to the space suit storage racks, as well as emergency access to and from the air lock.

Unnumbered Areas

These rooms are apartments, activity rooms, and utility/maintenance/storerooms. Unless a planned encounter is indicated, each is thoroughly looted. Within are found some jumbled furniture or rotting goods, all worthless or in bad condition. The furnishings are plastic or metal, and only bits of rag or odd pieces of junk can be found. Amid the junk, inanimate skeletons of generally human appearance often are present; roll 1d6, with a roll of 1-3 indicating how many skeletons are present, and a roll of 4-6 indicating that none are present.

Dining Rooms

All five are in ruins. The mess tables in the two cafeterias to the west and the tables and chairs in the three officers' messes to the east are jumbled. Many skeletons and bones are strewn about.

Kitchens

> Along one wall is a bench with a number of metal boxes resting on it; the front of each has a door of dark glass beside which are several square metal plates. On top of each box is a short, black cylinder. Inside each box are a number of metal shelves spaced close together. Along other walls are sections of fine metal mesh with rivets below. Next to these is a long, narrow door that opens to a small shelf-like compartment. Near the entrance is a dark glass plate with four rivets below it.

Described above are ovens (boxes) with selector buttons and temperature control knobs; a speaker grill and call button; and a food dispenser with computer menu screen and control buttons. The menu screens no longer work, but at least two of the eight food dispensers work when a button is pressed; the others have a 20% chance of functioning. Working dispensers provide food in a compartmented "horn" tray; 50% of the time it is poisonous.

Everything useful and not bolted down has been removed from these areas. Each kitchen has some bare counter space and a number of unused trays about.

If pygmies are encountered in a kitchen area they gain +2 to hit and +2 to damage due to their ferocious reaction to the threat of their food supply. At least one immediately returns to the home area and gathers the whole tribe to do battle.

Game Rooms

> Within this room are a number of brightly colored boxes, some with dark glass panels and others with strange apparatus bolted to the upper surface. Pictures on the boxes show human-like creatures holding ornate rods that shoot *magic missiles* or *lightning* bolts at fantastic enemies. Others show starlit skies with metal bats swooping after one another. The boxes also have a variety of slots, colored rivets, knobs, and short levers on their front or top surfaces.

These rooms are typical game arcades, with computer games and mechanical games. The electronic ones are still functional. A PC with coins from the spaceship may use one of the shooting gallery games to learn how to shoot the alien weapons at a —1 if that is specifically stated as an action here. When activated, the games flash lights and make all sorts of wondrous noises. Use your imagination in describing the functions of any of the games.

Lounges

These once-posh areas contain torn easy chairs, small tables broken and overturned, broken drink and snack dispensers, rubble and ashes from fires, bones and skulls. Diligent search in the deep folds of lounge furniture reveals some items lost there just before the plague took everyone. Roll 1d6 for each lounge area searched; check once only. The treasure found is:

Die Roll	*Treasure*
1	notes and drawing of intellect devourer (brown card after first discovery)
2	1-3 ampoules of liquid (see below)
3	piece of jewelry, worth 3d6x100 gp
4	3 pieces of jewelry, worth 1d4xl,000 gp each
5	jet black card
6	violet or orange card (50%/50%)

To understand the notes, the spell *comprehend languages* must be used; they tell that it has escaped and is loose in the areas between decks. The ampoules are a *cure disease* serum 70% of the time, nothing special 20%, and poisonous 10%.

Meeting Rooms

These areas contain various long, fixed tables, chairs, broken communications panels (bent metal and broken wiring), and many skeletons. There is nothing of value, and anything loose has been taken away.

Recreation Area

The equipment and furniture is now destroyed or taken. There are many piles of litter and skeletons in the place.

Medical Areas

Medical Records

> As you enter, a sepulchral female voice intones something incomprehensible, much like an arcane chant. Within this area are three undisturbed desks, several chairs, small beds, high padded tables, and so forth.

The voice is a robotic recording, stating that the doctors are out. Careful search of the desks has a 10% chance per round of turning up a yellow card, but as soon as a desk is touched an alarm brings a police robot in 1d4 rounds. Other equipment in the place is either nonfunctioning or of small value.

Emergency Treatment Room 1

When the PCs enter this room, display Graphic #3-18 from the *Illustration Booklet.*

Within this room is a female in some sort of close-fitting uniform. She appears to be human, though vaguely alien. She speaks in an incomprehensible tongue, taking out a crystal wand with a long silver point. This she lays upon the table, and then she removes a curious device as brilliantly polished as a mirror, which she displays to you.

The female android nurse in this room is asking if any need treatment. She treats any wounded human who enters, using a healing spray that heals 2dl2 damage points; the device has five charges left. If asked, she gives an injection that will *cure disease* or *neutralize poison* within three turns. Note that requests must be in a language understandable to the android, mainly the language of the ship, or in sign language. If attacked, the android does not fight back nor summon any aid.

Medical Treatment Room 2

When the PCs enter this room, display Graphic #3-19 from the *Illustration Booklet.*

Within this room stands a male in some sort of uniform; he appears to be human, yet is vaguely alien and threatening. The room holds tall metal tables and a large glittering metal statue with many strange arms, some of which bear alien weapons. The male speaks as he advances, arms out to grasp the nearest party member.

The male android surgeon in this emergency operating room is malfunctioning. He attempts to grapple, anesthetize, and operate on whomever he can catch. If a PC falls victim to it, he is anesthetized in the first round and killed by the surgeon in the second.

Android: AC 3; MV 15"; HD 7; 35 hp; #AT 2; D 1d8; SA strength bonus of +1 to hit, +3 to damage; SD half damage from acid and fire. Electrical attacks short it out.

Labs

This is an alchemist's workchamber, complete with crystal retorts, alembics, and other arcane apparatus. There are several small cages containing bones, and a variety of drawings upon the wall, none of which is familiar.

The biochemical and chemical labs contain apparatus for projects related to alien life forms, and, at the last, they were used in attempts to stop the plague aboard. Those labs without color-card-keyed doors are general purpose work areas.

Lab A

This room contains a lab technician worker robot still at work, vainly attempting to find a plague serum. If the party displays a yellow card or higher, the PCs can help themselves to anything in the place. If no proper color card is shown, if the party interferes with the robot's work, or if the PCs attack the robot or are destructive, the worker will broadcast an alarm bringing 1-3 police robots in 1d4 rounds.

On a counter top are two ampoules of *neutralize poison* and three of *cure disease.* There is also a canister of healing spray that restores 2dl2 hit points per charge; there are three charges left.

LabB

This room was a special hydroponic culture lab. If any use of a computer console has been made prior to entering the area, the computer malfunction factor will have caused it to pump nutrient solution into the tanks to feed the supposed cultures, which now contain only russet mold spores. Thus, the room is packed full of russet mold when it is entered, and an avalanche of the stuff pours over the 10-foot-square area outside. Everyone covered by the stuff or within three feet of it must pass a saving throw vs. poison or become a mold culture medium. The victims die in 1d4 + l turns unless a *cure disease* is cast. Those saving versus poison take 5d4 hit points of damage from the mold.

The body of any character who dies from contacting russet mold immediately starts to sprout new growths of mold from the spores left at contact. Then, when entirely encased in mold, a vegepygmy rises from the remains in 20 + ld4 hours. It does not recall any other existence, and it is hostile to anything other than its own kind.

Russet Mold: AC 9; MV 9"; #AT 0; D nil; SA spores kill in 1d4 + l turns unless save vs. poison; SD immune to fire, cold. Killed by alcohol, acid, *cure disease,* or *continual light.*

LabC

Most of the chemicals stored here are no longer active. There are many varieties of containers, including bottles, jars, ceramic bottles, and so on; there are 20 of each sort of container mentioned to experiment with.

The white powder in bottle #3 is an active defoliant. One handful (there are 10) causes 1d10 points of damage to vegetable life forms such as shambling mounds, treants, vegepygmies, etc. One handful also can absolutely wipe out a 10-foot-square area of vegetation.

In bottles #2, 7, and 9 is clear fluid (acid) that causes 3d4 hit points of damage when spilled over any living creature.

In jar #5 is a nasty green powdered poison; saves are made at at -1 if touched, -5 if tasted.

In jar #20 is a pink powder that conveys the power of infravision 90' for six turns; there are 36 doses.

In large ceramic bottle #1 is a greenish fluid that causes plants to grow. Each application (there are 20) adds 2d4 hp to vegetable life forms. The contents of the whole bottle act like a *plant growth* spell in a 10-foot-square area. The vegepygmies consider this a great treasure and attack to get it, for its odor drives them to a frenzy at 30 feet.

In large ceramic bottle #2 is an acid that can eat through a 10-foot-diameter section of deck metal in one turn and a 3-foot-diameter section of hull metal in 10 turns. In contact with living tissue, the acid causes 3d6 points of damage the first round, 2d6 points the second round, and 1d6 points the final round.

Library

In addition to standard library fixtures, there are 24 microfilm viewers. There are a total of four skeletons in the place. Beneath one table is a human skeleton dressed in what once was a fancy uniform with gold braid, medals, and ribbons. There is a sealed cabinet behind this skeleton, beneath which a corner of a gray card peeps out. Only if the cabinet is being carefully examined, or the area within 10 feet of the skeleton is minutely searched can the card be discovered.

PoliceHQ

At this time, display Graphic #3-16 from the *Illustration Booklet.* There are 1-3 police robots in the first room of this complex. They inquire what the nature of business of any entrant is in the alien tongue. Within one turn, however, the robots are able to translate the PCs' speech, and then they demand to see proper security clearance. If the PCs do not display a red, gray, or orange card, they are subdued by the robots and placed in the six 10-foot-square security cells to the north. The robots do *not* take away any gear from prisoners unless the item was used to attack one of their number or is a weapon they are familiar with (pistols, etc.).

Cells

A row of short, projecting studs on the top and bottom of each cell front generates a confining force field. This is activated by the police robots when the PCs are imprisoned, and it prevents any magic from operating through it. In the center of the cell front is a small post with a card lock similar to those found on other doors; it activates with a gray, red, or orange card. Below this is a button and a dial that controls the force screen.

Attempts to release the prisoners must be

made from outside the cells. Prisoners starve to death if such an attempt is not made, for the computer-controlled food dispenser is malfunctioning and only drinkable liquids are dispensed. The robots pay no attention to the PCs after imprisoning them unless they escape the cell somehow. At various times robots leave, so at some point within 12 turns there is only one robot there. However, there is a 1 in 12 chance of another entering each turn.

Spells cast from outside the cells have a chance to damage the lock and bring down the force field. *Cold* has a 10% chance of causing a lock to malfunction, *fireball* and *magic missiles* have a 50% chance, and electricity-based spells a 10% chance per die of damage.

A locked metal chest in the corner farthest from the cells contains two gas masks, 12 sleep gas grenades, and two laser pistols; it opens by a gray or red security card or by forcing. The first police robot disabled/destroyed here by the party has a red card stored in its chest compartment.

Security Chief's Office

Within this room a uniformed skeleton sits behind a desk built into which is a monitoring screen. This monitor is displayed in Graphic 3-20 in the *Illustration Booklet.* It has an on-off switch, a 56-position slider (one for each former level of the ship; positions 11-16 now show Levels I-VI of this module), and three dials (100's, 10's, 1's, which show specific rooms on each level).

When turned on and tuned in, the monitor shows only wide-angle views of rooms or the four corners of areas larger than 50 feet square. Dark areas have infrared lens viewing, but only 1 in 6 of these lenses still functions. There is a 1% chance per round, cumulative, that use of the viewer causes its total malfunction.

The room also has the personal locker of the chief. This is locked and can be opened in the same fashion as the metal chest outside. In the locker are the rags of a full dress uniform upon which are three gem-encrusted medals (1d4xl000 gp each), a laser pistol with full charge, and a suit of powered armor with a malfunctioning power pack.

Stores

This small central emergency stores compartment is the only stocked room of its kind on the ship. There are various crates and containers of foodstuffs, the equal of 100 iron rations. There are four ampoules each of *cure disease* serum and *neutralize poison* antidote. There are also 14 canisters of healing spray and a small brown box with violet labels that contains a Repair Robot Remote Control.

Small Arms Lockers

The door to this area is made of plasteel, and it cannot be opened except with a laser drill or the appropriate card. Within are racks and cabinets, many of which have been stripped; these are depicted in Graphic 3-21 of the *Illustration Booklet.* There are, however, eight paralysis pistols, six laser pistols, and three laser rifles. In addition, there are a total of 60 grenades, 20 each of sleep gas, incendiary, and explosive. A fully operational suit of power armor is in a closed and locked locker at the end of a row of seven opened ones. A locked metal chest holds 20 power discs.

Computer Central

> In the center of this room is an altar supported by a single silvery column; three skeletons sprawl nearby. The altar has two arms, extended as though to embrace the worshiper. Upon its slanted surface are runes, jewels, and inset decorations. It faces a wall of dark glass.

The "altar," which is depicted in Graphic 3-22, is a computer terminal, and the dark glass wall is the viewing screen. This terminal is now in touch only with a small auxiliary computer. The large master switch on the pedestal turns on the visual display screen above the control panel, while a mechanical voice begins to relate what is being shown and report on the state of the ship in that area, all in an alien language, of course. Pictures flash on and off every segment. At any time one of the controls is tampered with, the violet mold culture in Lab B is fed, and one of the following occurs (roll Idl2):

1. minor fire: automatic system immediately sprays a chemical extinguisher upon it and puts it out, a green light blinks, and a repair robot comes in 1-3 turns to repair the damage
2. ship lights brighten/dim: if sleep (dark) period is in progress, the lights dim again automatically in one turn
3. view screen malfunction: green and amber lights blink, indicating repair and police robots are on their way; the screen is out until repaired; robots due in 1-3 turns
4. cargo displacement/unloading ordered: worker robots discharge cargo (a bulette) while screen displays this activity
5. anti-gravity in control room: treat as *reverse gravity* for one round, then gravity returns (10-foot fall for most characters), and computer acts as noted in 1. above
6. close and lock all doors: this is a security alert measure which brings four police robots to the computer central room unless 7 or 10 occurs; pink and amber lights flash when the alert occurs
7. unlock doors: security alert canceled; pink and amber lights go out
8. all power to androids shut off/on
9. all power to worker robots shut off/on
10. all power to police robots shut off/on
11. drop tubes sealed; all power shut off/on for tubes and lifts
12. full alert: all doors and sphincters shut and locked; red lights flash, alarm sounds at 10-second intervals; sleep gas pumped into the central complex of rooms in one round; four police robots and two worker robots enter the computer room in 2d4 rounds; only a gray card slipped into a slot in the console *and* the action noted in 7 can cancel the alert.

Once it has been discovered what a particular control does, that control always has the same results. Any attempt to destroy computer-related equipment in this area results in 12 above, with robots attempting to kill all unidentified creatures without gray or red color cards found in the computer room.

Police Robot Holding Area

There are 1d6 robots in this 4-room area, but they do not question any character displaying an orange, red, or gray color card, though possession of a card does not allow characters to command the police robots.

Among the repair parts are 12 power discs; locating them requires five rounds of searching. A repair robot (Graphic 3-23 in the *Illustration Booklet)* are at work on one of the 11 police robots in various stages of repair.

In the arsenal, behind the red-card door, there are cases of grenades of all types and locked metal boxes of charged power discs. Twelve of each grenade type and 12 power disks are plainly visible on a bench. Any attempt to remove weapons or power disks openly results in attack by the police robots regardless of color card presented, but whatever can be hidden away can be gained. A police robot checks on activities within the robot arsenal once every 3rd round.

Ship Commander's Quarters

This 5-room suite served as the apartment for the ship commander and his family. Everything therein is disordered from the frantic plague days, but nothing has been looted.

Within the living room and reception area, there are couches, arm chairs, small tables, paintings, etc., as well as several skeletons.

In the commander's personal chamber, besides his bedroom furniture and effects, is a small desk containing a full set of security cards except for the gray, which may be found

by searching his papers. In a locked closet are his uniforms and a laser pistol. The lavatory cabinet contains two capsules of cyanide (instant death, no save). A locked plasteel security safe in the desk can be opened only by means of lasering the lock mechanism for six charges; inside are orders regarding the ship's destination and activities, 100 plastic encased diamonds worth 100 gp each, and a packet which explodes for 50 hp damage in a 10-foot-radius if it is opened (opener gets no save, others in the blast radius do).

The master bedroom is unremarkable except for a "tin" spaceship that is actually a 1,000 gp platinum commendation. In the personal retreat of the commander's wife, however, there is some nice furniture. Her skeleton lounges on a dressing table, behind which is a jewelry case with four rings (value 2,000, 750, 300, and 50 gp respectively), and three necklaces (one set with seven aquamarines worth 500 gp each, jewelry value 4,000 gp). A shoe near the skeleton hides her grey color card.

Security Chief's Quarters

None of these five rooms has been ransacked. In the living/reception room is a skeleton in addition to the usual furniture. In the dining area, however, a bottle of liquor on the buffet is treated with a drug to cause persons imbibing it to tell the absolute truth for three rounds. There are seven ounces left.

In the chief's study, in addition to the usual furniture, can be found three orange cards. The dressing room has little of interest save two intact uniforms in a wall wardrobe.

In the master bedroom, another skeleton is sprawled on the floor near the bed. Under some rags nearby is a small metal box with several buttons, a dial, and a grille. It is a command control for police robots, but the voice command is keyed to the chief, so it is useless. If the orange and red buttons are pressed simultaneously, all police robots within 30 feet are shut off until the control box is beyond the 30-foot range. If either button is pressed separately, it calls police robots or releases those shut down. It can be used only seven times before it malfunctions and is ruined.

Preplanned Encounter Descriptions

1. Lurker Above

The floor beneath the creature is covered with bits of rags, bones of various creatures, pygmy husks, and a violet card.

2. Motionless Female Form

This is a seemingly unconscious beautiful human female, but in reality it is a berserk, malfunctioning android. It is armed with a 2-foot-long metal bar (D 2d6) and a paralysis pistol. When any creature comes within 20 feet it springs up and attacks twice with the pistol. Thereafter, it uses the bar if opponents are within range, or the pistol otherwise. The paralysis weapon has a full power disc (six charges).

3. 5 Displacer Beasts

If there are more than 10 persons in sight, there is a 60% chance that the beasts flee unless they have been surprised. Once engaged, they fight to the death. Amidst the litter of their nest area is a brown color card.

4. 3 Phase Spiders

Caught in their webs near the ceiling is a jet black card. In the pool of water beneath (which the spiders use as a lure to attract prey, the water coming from a leaking overhead pipe) are seven small gem bearings, beryls worth 100 gp each.

5. Shriekers and Fungi

The vegepygmies grow fungi to eat and raise shriekers to serve as a warning system for them. The vegepygmies, who know how to move around the shriekers without causing them to sound off, are ready for trouble whenever the fungi begin their wailing. There are ld4 + 4 shriekers at each end of the corridor, and the other fungi grow in a humus layer spread along the length of the passage.

6. Northern Vegepygmy Band

Whenever the PCs spot a vegepygmy, display Graphic #3-24 from the *Illustration Booklet.* In the area indicated on Map 3-1, there are four vegepygmies per 100 square feet of room space. The full range of HD (1-4) is represented in each group of four creatures. The 1-HD monsters will use darts (D 1-3); the 2-HD monsters will use 2 javelins (D 1d6); the 3-HD monsters will use clubs (D 1d6); and the 4-HD monsters will use a mace-like weapon (D 1d6 + l). In melee, a call always goes out for assistance, and so any fighting near their lair is sure to bring out all 250 of the northern vegepygmies, though they do not fight in units or with much of a battle plan.

The 6-HD leader lives in the largest area with four 4-HD creatures. It has collected two sleep gas grenades, one explosive grenade, one laser pistol (four charges), and one laser rifle (two charges); it may use these in melee near the northern band's lair, otherwise it has a halberd-like weapon (D 1dlO).

In each room are from 1-3 jet black cards. The leader has an orange card and a violet card. The vegepygmies know how to use the cards, which they carry when scavenging.

Vegepygmies: AC 4; MV 12"; HD 1-6; #AT 1; D by weapon; AL N; SD piercing or thrusting attacks do only 1 hp damage, no damage from electrical attacks, immune to *charm* spells etc. that do not affect plants.

7. Southern Vegepygmy Band

The members of the southern band are splotched with patches of green chlorophyll. They live with dog-like thornies that they have attack-trained. Within the rooms occupied by the band and indicated on the map, there are three vegepygmies per 100 square feet of area as well as one thorny. There are one each of 1-3 HD monsters in each 10-foot square of lair, as well as three 5-HD sub-chiefs in the largest room.

The leader lives in the second largest room with four 4-HD bodyguards and six thornies. In addition, it has one poison gas grenade and one sleep gas grenade that it knows how to use. It has forged the band into a fighting force that acts together; they do not attack without the leadership of the chief or one of the sub-chiefs.

Each room has one jet black card. The chief has a red card, and the sub-chiefs have one card each, yellow, violet, and brown.

Vegepygmies: AC 4; MV 12" ; HD 1-6; #AT 1; D by weapon; AL N; SD piercing or thrusting attacks do only 1 hp damage, no damage from electrical attacks, immune to *charm* spells etc. that do not affect plants.

Thorny: AC 3; MV 15"; HD 4; hp 20 + 1dlO; #AT 1; D 1d4 +1; SA ripping from thorn-like growths at close range, D 3d4; SD piercing or thrusting attacks do only 1 hp damage.

8. 9 Dopplegangers

The pack lurks around this area. These monsters wait until creatures are using the tube, and then attack those still awaiting their turn. The arrows indicate possible hiding places. Although they have no treasure, outside the drop tube is a poster giving an outline map of the Level. Tube procedures and safety measures are printed underneath the map, and these instructions can be read with magical aid.

Chapter 15: Level III — Lounge Deck

For play in this area, use Map 3-3 in the *Inscription and Map Booklet.* It will provide details of the location of the preplanned encounters and the encounter areas, as well as information about random encounters.

Encounter Area Descriptions

Walkway

A 20-foot-wide walkway runs all around a huge open area approximately 80 feet below. Even so, here and there, climbing vegetation from the greenery there has made its way to this level.

In the area below, there is a central islet surrounded by a lake. From the lake, streams run to the northeast, northwest, southeast and southwest. The area is covered by many sorts of vegetation, and the place is alive with life . . . not all of it familiar.

When the party steps onto the walkway, display Graphic 3-25 from the *Illustration Booklet.* At every corner of the walkway stands a magnifying viewer, displayed in Graphic 3-31 of the *Illustration Booklet.* When mastered, a viewer may be used to scan the garden area below at a magnification of 5X, making something 100 feet away seem only 20 feet away. The face fits into the large slot, with the viewer's side-pieces fitting above the ears. The viewer is mounted on a flexible rod; removing the viewer destroys its optics.

Cargo Holds

These areas are still filled with huge crates and containers of building materials, fertilizers, and similar colonization materials. There are destroyed goods as well as human bones here and there. The party will find nothing of value in any cargo hold not specially noted.

Access to Level II

In one of the holds in the northeast part of the level, there is a hole in the ceiling, as indicated on the map. There is a 40% chance that the intellect devourer from Level II is here if it has not been destroyed. If the creature is not here when the party enters, check again each turn. In this hold there are bones strewn about, and under a human skeleton are an orange card and a laser rifle with two charges.

Lifts

Within cargo holds are floor elevators for cargo transfer between these holds and those below. They are operated by strong depression of colored floor panels on the lifts. The green plate takes the lift down, the silvery one takes it up, and the blue plate makes an emergency stop.

Although the lifts are functioning well, the emergency stop causes malfunction 50% of the time, stalling the elevator for 1d4 turns; then, there is a 20% chance per turn that a worker robot arrives to repair the trouble. Unless a violet card is displayed to the robot, it calls for 1-3 police robots.

Lounges

These rooms are still in a relatively good state of repair. There are tables and chairs, loungers, couches, amusement devices, and so forth. There are some bones, but there are no skeletons.

Preplanned Encounter Descriptions

2. Choke Creepers

At this time, display Graphic #3-28 from the *Illustration Booklet.* There are more of these than can be dealt with; as soon as one vine section is chopped off, another is there to take its place. Hence, it has unlimited attacks. These creepers are attracted to the strongest light source, creeping at $^1/_2$" per round.

Choke Creeper: plant AC 5, vine AC 6; MV $^1/_2$"; HD 4; plant hp 200, vine hp 18; #AT 1 per vine; D 1d4 each vine; SA 10% chance of strangulation per round; SD immune to normal torches, electrical attacks double growth and MV for 1 turn.

3. Bloodthorns

At this time, display Graphic 3-29 from the *Illustration Booklet.* There are four long tendrils along each 10 feet of the vine; these have a 5-foot lashing range. These are attracted to the strongest light source, creeping at $^1/4$" per round.

Bloodthorn: tendril AC 4; MV $^1/4$"; HD 3; tendril hp 6, 10-foot vine section hp 20; #AT 1 per tendril; D special; SA suck victim's fluids, 25% of hp per round; SD electrical attacks regenerate plant.

4. 3dl2 Webbirds

Whenever the party approaches within 40 feet of their area, the webbirds will fly overhead and attempt to capture the PCs with their webs. At this time, display Graphic #3-30 from the *Illustration Booklet.*

Roll 1d6 and add 1 for every 6 birds flying overhead. If the result is 1-2, no one is caught. If the result is 3-5, one PC is caught for 2d4 rounds unless freed. If the result is 6-8, then 1d4+l PCs are caught for 1d4+l rounds. If the result is 9 or more, then all the PCs are caught and so are slowed to 1" per round, with no attacks possible. They only attack PCs not carrying torches or other open flames, shunning those who carry such things.

As soon as an individual is caught, 1d4 of the creatures alight upon the PC, and insert eggs. Unless given a *cure disease* in ld4+2 turns, the eggs hatch, and the grubs devour their host, causing 2d4 damage points until the host is dead.

Webbirds: AC 8; MV 3" /18" ; HD 1; hp 4 each; SA web, lay eggs in webbed victim.

5. Intellect Devourer

There is a 40% chance for this monster to be present. See *Chapter 12* for details.

6. Green Slime

The growth to the east near the drop tube is above the doorway and drops off on PCs passing through. Roll 1d6, and a blob drops on a roll of 1 or 2; check for each character passing through until four pieces of slime have dropped.

The slime to the south is covering the rail of the walkway; the bluish coloration gives it excellent camouflage, appearing to be peeling paint rather than a green slime.

The slime in the kitchen covers a jet black card and a violet card, three pieces of jewelry (1d4xl,000 gp each), and a laser pistol with no charges.

7. Robot Station

In this room are one police robot and three worker robots. There is a 50% chance that any of them is non-functioning; roll for each.

8. Ropers

Three ropers inhabit this space. One roper is on the walkway "fishing" for small arboreal creatures in the tree tops 20 to 40 feet below; it is 80% indistinguishable from the pillar that supports the overhead. Its two companions lurk just inside the dark entry to the cocktail lounge.

These creatures each have 2d6 10-gp gems in their gizzard-like organs, and during the course of their hunting, they have collected the following treasure: two dud explosive grenades, one hand pump spray gun with 10 pints of defoliant, a spool of platinum wire worth 1,600 gp, and an anti-grav belt.

3 Ropers: AC 0; MV 3"; HD 10,11,12; hp 47,50,62; #AT 1; D 5d4; SA 1d6 strands, hits cause weakness. Laser hits cause +4 damage.

Chapter 16: Garden and Zoo Deck

For play in this area, use Map 3-4 from the *Inscription and Map Booklet.* It details the locations of the various wondrous plants and creatures that form the preplanned encounters on this level. It also gives the locations of the various encounter areas. All random encounters on this level are harmless.

Encounter Area Descriptions

If the PCs arrive on this deck, via any of the working tubes, they are greeted by choke creepers, though they may not recognize them as such. Display Graphic 3-26 from the *Illustration Booklet* and read the description below. If the PCs somehow arrive from the stairways, show Graphic 3-27 from the *Illustration Booklet* and read the text.

> Immediately upon setting foot on this deck it is apparent that it is teeming with life. A number of bird and animal calls, screams, and similar sounds can be heard. Nearly everywhere in the central open area is covered with foliage, some of it climbing the walls to the balcony 80 feet above. Those areas not so covered are spread with dead leaves and vegetable matter, bones, rubbish, husks, and so forth. Earth is slowly spilling onto heretofore bare metal decks. Small animals, birds, insects, and reptiles can be seen darting here and there.

When the choke creeper attacks, or if any PC asks specifically about the vegetation in the tube area, show Graphic 3-28 from the *Illustration Booklet,* and let the players deal with the monster.

Tiers

There are four tiers rising along the boundary of the place, each being about five feet higher than the next. Likewise, a tier descends towards the central lake. These are shown on the map with closely-spaced double lines.

Artificial Burrows

Beneath the outermost tiers, artificial burrows were built for small animals. These are shown on the map. The C shape indicates the entrance, the oval shape the den, and the line the animal tunnel. The tunnels are large enough to permit the entry of a gnome or halfling.

Serviceways

Keepers could easily take care of the artificial burrows by means of the serviceways underneath the tiers. These serviceways are accessed through violet-card doors in the 10-foot wide passage immediately outside the garden area. Small, latched metal doors open into the den portions of the burrows.

Garden Paths and Clearings

There is a network of flagstone paths that wend their way through the garden. Each begins at a cleared area just inside one of the tube chambers. Here there are several stone benches. The ground beneath has been treated so that no large plants can take root in the clearings or on the flagstone paths themselves, but vegetation elsewhere is so thick that it is impossible to tell what direction a pathway takes.

Each of the clearings closest the central lake have access hatches to Level V concealed beneath a large flagstone.
These are marked with an *S* on the map.

Streamlets and Pools

The small streams vary in depth from one to two feet deep or so and are about as wide as they are deep. The pools, about 12 feet across, are shelved from two feet deep at the edge to about 10 feet deep in the center, where silt has built up a layer nearly a foot deep. Life abounds in and near them—insects, colorful fish, amphibians, and so forth.

Swamp

In this area of the garden, the underground piping leaks badly. This seepage, added to the lake's overflow, has created a boggy area with water 1-3 feet deep between hummocks of vegetation.

Central Lake

This body of water was formerly a large, natural-appearing aquarium. Various harmless water creatures, or aquatic life confined to water and not overly dangerous, was kept here. Numbers of fish still break the surface now and then, and reptilian and amphibian creatures abound on the verges. The lake is 100 feet deep, with a central island that houses the entrance to a below-surface viewing chamber.

Central Island

This place has two 10-foot high tiers. The tier walls are made of natural stone and are generally obscured by vegetation. There is no path on the small land space, but the bridge leads directly to a pair of doors in the east face of the lower tier. These open at a touch of the key plate.

Below-Surface Aquarium Observatory

The observatory beneath the island has a stairway that spirals down to observation floors 50 feet, 70 feet, and 100 feet (lake bottom) beneath the surface of the lake. On each floor, thick glass panels display the aquarium, with lounge chairs set to make viewing restful.

If the ship's lights are on, the viewers see various forms of large and small fish. Glints of gems are seen in the lake bed.

A small closet on the lowest level of the marine observatory can be opened with a violet card. Inside are a half dozen wet suits with breathing apparatus in flat chest packs which attach to full bubble-type headgear, and swimming foot fins.

Deadly Reptiles Section

This section once held a variety of deadly reptiles, in cages along the northeast wall. The viewers were protected from the reptiles by a force-field that extended from a fence that separated the cages from the viewing area. In the mania that accompanied the plague, all of the force screens were shut off except in the darkened cage at the north end; in this cage are the remains of the pair of horrible monsters which were penned therein. There are numerous small life forms scattered among the vegetation and boulders, but in the center enclosure, amid some boulders and screening vegetation, are two lizardoids.

4. Dangerous Animals Section

This area once held various ferocious beasts that the crew took out of stasis for a time and put on display behind the force screens of the cages. The area is a menagerie no longer, but rather the home territory of an aurumvorax. Vegetation has grown over the natural-looking animal cage, as well as in the viewer area. It gives the area the appearance of a lush jungle.

5. Deadly Plants Section

In this area, just as in the deadly reptiles section, were once kept various dangerous plants and plant-like creatures. The force fields that kept them from escaping were shut off in the mania that accompanied the plague, and the controls were destroyed, freeing the exhibits. This area is now jungle-like, with many plants of strange and colorful types. This is the original home of the four particularly dangerous species that can be found growing throughout the garden area.

Crew Lounge

This area was for the breaks of the on-duty gardens and zoo crew. It contains several skeletons, a brown card, and a paralyzer pistol with three charges.

Storage Room

This chamber was used to store the various tools, implements, and items used by the crew

who kept the gardens and zoo exhibits. Amid the litter of useless items are found 100 feet of nearly unbreakable/inseverable rope; this is no more bulky than normal rope. In addition, there are two 10-foot poles of plasteel, a portable spotlight with enough charge to last one turn, and a hand pump spray gun (empty). There also are 20 cans of powder, each of which will give 40 pints of defoliant when mixed with 5 gallons of water; there is a 10% chance that any particular can of defoliant is no longer potent, but this cannot be determined until the liquid is used on a plant.

Robobar

Although this no longer functions, there is a 1-gallon container filled with alcohol; this can be located after a thorough search.

Preplanned Encounter Descriptions

1. 8 Giant Leechoids.

These swamp creatures are nearly identical to the giant leeches common elsewhere. The victim must save versus poison, however, for otherwise the next round he or she enters a hallucinatory state and lies down in the swamp for three turns. Blood drain is 2 hit points per round until dead, but the victim can easily drown first. This creature is displayed in Graphic 3-32 from the *Illustration Booklet.*

8 Giant Leechoids: AC 7; MV 3"; HD 2 + 2; hp 15,14,12,12,12,12,11,10; #AT 1; D 1-4.

2. Boring Grass

This mutated, carnivorous plant attacks any living thing which rests upon it. The blades are corkscrewed, and they immediately bite into exposed flesh, inflicting 5d4 hit points of damage per round. On the second and each successive rounds the victim must save versus poison or be paralyzed. Any wound inflicted by this stuff slows the victim to 50% of normal movement for 1d4 days or until a *neutralize poison* is given.

Magical protections, like a *ring +1,* can slow the attack by one round, so no damage is taken immediately. It requires one round for the boring grass to get through leather soles or thick clothing; plate soles are impervious to the grass for six full rounds. Both types protect indefinitely if the wearer keeps moving.

The grass can be killed by burning it with oil poured upon it, defoliants, or a blaster, incendiary grenade, or explosive grenade. Lasers have too small an area of effect to be sufficient to damage this vegetation seriously.

3. 2 Leaping Lizards

These mottled near-dinosaurs, which are displayed in Graphic 3-33 from the *Illustration Booklet,* are well camouflaged. They are 90% unlikely to be spotted until they are within hopping range (3"), and unless seen they gain surprise or complete surprise (roll of 1-2 on 1d6). Their nest contains three unhatched eggs, numerous bones, husks, a broken laser rifle, a pile of dead leaves with a human skeleton beneath. A nearby pouch has a violet card and an aerosol defoliant can with four sprays of 2d4 hp damage to plants. Beside it, in a plastic sack is a laser drill with six charges; it can cut through ship's metal (including plasteel), making a 1-inch-diameter, 1-inch-deep hole in one round with one charge. The end of a gold medallion worth 200 gp can be spotted sticking from a pile of droppings.

2 Leaping Lizards: AC 5; MV 12" =3" (clear hop); HD 8; hp 47,39; #AT 3 (claw/claw/bite); D 1d4/ld4/4d4.

4. Aurumvorax

The brute here has a temperament that would make a wolverine seem like a lap-dog in comparison; it is displayed in Graphic 3-34 from the *Illustration Booklet,* This 8-legged, golden-furred carnivore stands about l-$^1/_2$ feet high and is 3 feet long. It is a high-density, very massive creature and weighs over 500 pounds despite its small size. It scuttles from hiding to attack, surprising prey 50% of the time.

If it succeeds in closing its jaws on a victim, it does not let go. In the next round, it scrapes its victims with 2d4 claws, each causing 1d4 damage points, as well as automatic 2d4 damage from the bite. The thing only looses its grip when dead. Gas, poison, or fire do not harm it, but lasers cause half damage and explosive grenades stun the creature for 1-3 rounds. It has no treasure.

Aurumvorax: AC 0; MV 9" (3"); HD 12; hp 84; #AT 1; D 2d4; SA ripping claws on bit victim.

5. Twilight Bloom

This double-mansized, fern-like plant, displayed in Graphic 3-35 from the *Illustration Booklet,* has a branchless, scaled trunk. Among the fern-like fronds are cup-shaped purple flowers with silvery stamens; the flowers point upward toward the lights in the ceiling and exude a very attractive perfume and sweet sap. Around the base of the plant is a fine, mossy mat, actually the roots. The vibrations of any creature passing beneath the cupped lavender blooms cause them to gently tilt and drip a syrupy poison from the flower, with a 25% chance of the creature being struck by this toxic sap.

Twilight Bloom: AC 8; MV 0"; hp 20 + 1d6; SA poison, save or die.

6. Tri-Flower Fronds

The deep green 5'-8' tall stalks of this plant, which is displayed in Graphic 3-36 from the *Illustration Booklet,* are topped by trumpet-shaped flowers of vivid orange, bright yellow, and intense red. The orange one shoots 2d4 3-foot-long tendrils from its center, and any creature struck must pass a saving throw vs. poison or fall into comatose slumber. The yellow bloom bends over the sleeping victim and discharges a sticky enzyme for 2d4 damage points per round, rotting the flesh of the victim so that the 1-foot-long tubular tendrils of the red blossom can draw up body fluids for 1d6 hp per round.

Other tri-flower fronds in the garden have color combinations of white, pale silvery-gray, and pink or of golden brown, chocolate brown, and russet.

Tri-flower frond: AC 9; MV 0"; hp 16 + ld4; AT# 2 (rotting enzyme, sucking tendril); D 2d4/ld6 SA sleeping poison.

7. Forester's Bane

This carnivorous plant, displayed in Graphic #3-37 from the *Illustration Booklet,* has delicious-smelling white berries. These are bait for the broad, ribbed leaves that close around anyone walking within five to seven feet of the plant. Hidden in the bushy center are ld4 + 2 tough, saw-like leaves that flail the victim to shed its juices and shred its flesh, which feeds the plant. On other Forester's Bane plants, the berries also can be a transparent golden color or yellow-green; they are non-poisonous.

A trapped creature has a base 5% chance to break free each round, +5% per point of strength. Even if successful in breaking free, the victim is subject to one round of saw stalk attacks.

Forester's Bane: snapper leaves, AC 7, saw stalks AC 4, bush AC 9; MV 0"; HD 5 (saw stalks); snapper leaves hp 12, saw stalks hp 20, bush 24 + ld6 (when bush is dead, whole plant dies); #AT ld6 + 4; D 1d4 + l; SA snapping leaves.

6. Umber Hulk

This creature lurks near the drop tube for prey. Amidst the debris of its nest are a mud-encrusted laser rifle with three charges. There is also an anti-grav belt with one round of power remaining in its disc; if the wearer goes up over 30 feet, or if it is used a second short period, it ceases to function, and the wearer falls.

Umber Hulk: AC 2; MV 6" (l"-6"); HD 8; hp 49; #AT 3; D 3d4/3d4/2-10; SA gaze causes *confusion.*

7.6 Baboonoids

These creatures are omnivorous, but they do not hunt large creatures. Even though they hide from the party, it is 75% likely that they are noticed if the party is being cautious as it moves along. If molested, the baboonoids hurl retch plant fruit at attackers. The bull who leads the tribe also has two sleep gas grenades which he hurls if hard-pressed.

These creatures have a limited vocabulary language, and it is 20% possible to parley with them. If the party kills the shambling mounds (preplanned encounter 11), two baboonoids agree to serve as scouts for the party as long as it remains on Level IV. Of course, some means of communication must be established, and the baboonoids desire all grenades which are found, as they understand the use of such missiles from their experience with retch plant fruit.

6 Baboonoids: AC 6; MV *6"* *12" (tree movement speed); HD 4; hp 30,25,23,22,16,13; #AT l; D ld4 + l.

8. Scintillating Fish

This pool is inhabited by darting 1-foot-long phosphorescent fish that appear as sparkling lights when viewed from a distance. These fish have poison spines, and any creature touching one must pass a saving throw vs. poison at -3 or die instantly. There are 20 fish, each having 50 + 5d10 scales of phosphorescent gem-like material, each worth 5 gp.

9. Brown Pudding

This brown-colored variety of black pudding hides in the swamp, where it appears to be nothing more than a muddy hillock. If approached within 10 feet, it has a 50% chance of attacking by surprise or complete surprise. It has no treasure at all.

Brown Pudding: AC 6; MV 6"; HD 10; hp 54; #AT 1; D 3d8; SD cutting or lightning make more of these monsters, cold and electrical attacks do not harm it, fire or lasers will do full damage.

10. Brilliant Fish

These foot-long fish sparkle and flash only when there is bright light. Then they are similar to the scintillating fish in preplanned encounter 8, but they have more-varied color. Each of the 32 fish in the pool has developed into a voracious piranha-like predator. Their scales are worthless.

Biting Fish: AC 5; MV 12" ; HD 1; hp 2; #AT 1 as though 5 HD; D 1-3.

11. 2 Shambling Mounds

These vegetable creatures lurk amongst the thick growths near the path to catch the unwary, surprising on a roll of 1-4 on 1d6. They emerge when prey is within 10 feet of them, closing to striking distance in one round.

If these monsters are slain, a careful inspection of the area reveals a narrow path leading to a heap of rotting vegetation. At a depth of one foot in this heap are two fully-charged power discs. Another foot down is a human skeleton with a jeweled ring (5,200-gp value). Digging another foot farther, the unfortunate digger uncovers a nest of 5d4 rot grubs, which attack at once.

2 Shambling Mounds: AC 0; MV 6"; HD 10,8; hp 62,47; #AT 2; D 2d8/2d8; SA two simultaneous attacks which succeed against the same opponent equal entanglement and suffocation in 2d4 melee rounds; SD fire does no harm, cold causes half or no damage, weapons score only half normal damage, but defoliants do double damage.

5d4 Rot Grubs: AC 9; MV 1", 1 hp each; SA burrow into flesh and eat heart of victim in 1-3 turns unless flame is applied to each entry point immediately (flame causes 1d6 hit points of damage per application) or if a *cure disease* treatment is used.

12. Green Slime

This mossy patch is actually green slime, touching which causes exposed flesh to become green slime in 1d4 rounds. Dissolves wood, leather, and metal. Killed by cold, fire, or *cure disease* treatment.

13. Squealer

This creature, which is displayed in Graphic 3-38 from the *Illustration Booklet,* is a fierce and semi-intelligent predator about the size of a large gorilla. It is spotted yellow and green.

It is found on a tree limb, from which perch it is imitating the shrieks and cries of something in distress. When the party passes under the tree, it drops with surprise 50% of the time. It clutches its victim with its 18/00 Strength forelegs while retaining a hold on the branch with its three rear limbs. The beast then draws its prey to its maw as it bites and claws it to death.

Its lair is inside one of the burrows, of unusually large size. Amidst the bones therein is a young squealer (half all stats below), an orange card, an incendiary grenade, and four 100-gp gems.

Squealer (adult): AC 6; MV 12" *9"; HD 12; hp 71; #AT 3; D 6+ld6/l-3/l-3.

14. Fishing Roper

Within a 40-foot radius of this spot, there are many lizards and harmless lizardoids living in the burrows, the shrubbery, and the trees, for there are many flowering plants and their attendant insects here. These creatures range from chameleon-size to more than three feet long. If the PCs have not slain all of the ropers on the walkway above (see Level III), there is a 10% chance per round that one of them sends down a rope to fish for the lizards, or the monkeyoids and catoids which prey upon them from time time. If the party members are on one of the higher tiers, it is 50% probable that one of them is grappled by a roper's strand.

15. Choke Creeper

At the root base of these plants, some of which have sent their mobile vines to the walkway above, there are eight vines that can attack. The entire plant can be killed from this level. At this time, display Graphic #3-28 from the *Illustration Booklet.* These creepers are attracted to the strongest light source, creeping at $^1/_2$" per round.

Choke Creeper: plant AC 5, vine AC 6; MV $^1/_2$"; HD 4; plant hp 200, vine hp 18; #AT 1 per vine; D 1d4 each vine; SA 10% chance of stranglulation per round; SD immune to normal torches, electrical attacks double growth and MV for one turn.

16. Bloodthorn

Unlike the mobile vines on the walkway (Level III), these stem areas have ld4 + 4 tendrils around the base. Each of these larger tendrils has a lashing range of seven feet. This carnivorous plant is shown in Graphic 3-29 from the *Illustration Booklet.*

Bloodthorn: plant AC 3, tendril AC 4; MV $^1/_4$"; HD 5; plant hp 170, tendril hp 10; #AT 1 per tendril; D special; SA suck victim's fluids, 25% of hp per round; SD electrical attacks regenerate plant.

17. Wolf-In-Sheep's-Clothing

When this encounter takes place roll as if on the wandering monster table, look unhappy, and then show the group Graphic 3-40, "The Cute Little Bunnyoid on the Stump." This predator comes from the same planet that the abundant rabbitoids seen all over the level come from. It has developed a fleshy growth atop its body which exactly duplicates one of these harmless herbivores, and it wiggles and displays this as bait for other bunnyoids or creatures which prey upon them. The carnivore, which is displayed in full as Graphic 3-41 of the *Illustration Booklet,* has likewise adapted its body form to resemble a tree stump, while its mobile and grasping tentacle roots appear to be nothing more than gnarled tree roots, and its eyestalks appear to be vines or plant growths.

When the PCs approach, the rabbitoid lure

seems to look at them, then crouch and freeze. If a PC comes to within 10 feet of the creature, the root tentacles strike to grab, crush, and draw him to the maw. It requires one round to be dragged to this toothy orifice, during which there is a 5% chance per point of strength above 12 that the character grabbed can break free of one root tentacle. Once free of the tentacle, those with at least 18/01 Strength have a 1% chance to actually snap the member for every percent of exceptional strength. Each monster has seven root tentacles and two to three eyestalks.

Wolf-In-Sheep's-Clothing: bodystump AC 5, root tentacles AC 3, eyestalks AC 7; MV 1"; HD 9; bodystump hp 50, root tentacle hp 20, eyestalk hp 15; #AT 1-3 plus bite; D 1d4 each plus ld6 + 6 for bite; SA camouflage.

18. Froghemoth

Whether this is a mutated thing or the adult form of some specimen loosed from captivity, this monster, displayed in Graphic 3-42 of the *Illustration Booklet,* is unquestionably the most fearsome of all the terrible life forms on the Level. The froghemoth's 18-foot-long, 10-foot-wide body is yellow-orange on the belly, shading to a medium green on its back and thick, bowed rear legs. From each shoulder sprout two tentacles, which are green on top and yellowish underneath. The creature's nostrils are stalk-like, and its three eyes are housed on a retractable protruding appendage that is withdrawn when danger threatens the optics.

When first encountered, the froghemoth is submerged beneath the bridge, two tentacles trailed across the path leading to it and its eyestalks floating like pond lilies. When the PCs cross the bridge, it grasps two of them with the tentacles, and then emerges and grasps with its 18/50-Strength, 10-foot-long, barbed tongue. Unless the PC attacked by the tongue is able to hold fast to something quickly (compare roll of 3-6 on 1d6 with monster's roll of 1d8), he is drawn that very round to the froghemoth's gaping jaws and torn to shreds. It swallows prey whole on a to-hit roll of 19 or 20. Any prey resisting the tongue causes the creature to either grasp it with the two unused tentacles or draw its head to the morsel and eat it that way. If prey is escaping, the creature pursues for 1d4 +1 rounds out of the water, but only in the swampy area to the southeast of the lake.

Any searcher can find one 100-gp gem per turn spent searching the bottom of the lake bed; there are 50 + 5d10 in all. An unassisted diver may remain under water one round. At the point marked with an X, the monster has built a nest of tree trunks and debris. Therein can be found bits of skulls and bones, a twisted laser rifle, a poison gas grenade, an atmosphere analyzer (30% chance of being functional), a plastic model of the level, and a metal chest filled with 100 small gold bars, each valued at 12 gp. If one carefully examines the chest he sees that it has a small compartment in which is a dial. The chest and its contents can be made absolutely weightless for up to one hour per charge of a power disc; chest capacity is three cubic feet.

Froghemoth: body AC 4, tentacles AC 2, tongue AC 6; MV 2"/8" (4" in swamp); HD 16; body hp 105, tentacle hp 21, tongue hp 14; #AT 1 or 4; D 5d10 or 4x 1d4 + 4; SD immune to fire or gas attacks, cold slows it 10 half MV and #AT for 1 round, electricity does 1 point per die damage.

19. 1OO Gasbats

These nocturnal plant-animals vaguely resemble bats with the bloat, as shown in Graphic 3-39 of the *Illustration Booklet.* They emit a highly explosive gas. During the 14 daylight hours, these creatures are at rest, floating near the top of the forest; at night, they become frenzied, flying at the light source and emitting their explosive gas. If any flames are nearby, the gas explodes for 1d6 damage points to anyone within a 5-foot radius.

Amid the bat droppings on the forest floor are six rose and cerise branched mushrooms. Consuming one of these gives the individual the equivalent of a *haste* spell for two rounds. The baboonoids *love* these mushrooms.

Gasbats: AC 8; MV l"/9"; HD $^1/_2$; #AT special.

20. The Horrid Plant

This leprous yellow-gray and ugly scarlet plant, which is displayed in Graphic 3-43 from the *Illustration Booklet,* is intelligent and peaceful, though you could not tell it from its spiky leaves, stems, twitching tendrils and writhing roots. If any intelligent creature comes within five feet of this creature thinking questioning thoughts, the plant communicates telepathically, giving the creature assurance that it is friendly to it, and warning it of the dangerous plants (#5,6,7,21). It can also give a vague description of the level.

If the plant is attacked, it lashes its 5-foot-long spiked leaves at the attacker. If this fails to drive the opponent away, or if it is attacked from a distance beyond its lashing range, the plant discharges a bolt of electricity at the nearest attacker. Once attacked it does not communicate with the party.

Hideous Plant: AC 6; MV "; HD 6; hp 63; #AT 1; D 3d4; AL N(G); SA electric bolt (4x per day, every other round, 30 hp damage, no save).

21. Retch Plant

These tall, slender palms, displayed in Graphic 3-44 from the *Illustration Booklet,* have blue, violet, or lilac fruits growing like coconuts among the palm-like fronds. There is a 20% chance that one of these globes falls onto anyone walking under the tree, and if it is brushed the chance rises to 90%. If the palm is roughly contacted, 1d4 + l of the fruit globes tumble down.

These fruits are membranous and taut, so when they fall they burst, spraying nauseating liquid in a 5-foot radius. There is a 25% chance that any person near the palm is splashed, and thus spends the next three rounds vomiting; weakness follows for six turns, during which the victim is at only 50% of normal strength, no saving throw. If the affected character is washed with wine, the smell goes away, but otherwise, an odor lingers for 12 turns, which attracts all monsters within 50 feet of the affected creature!

Retch Plant: AC 8; MV 0"; hp 30 + 1d10; SA ld4 + 4 explosive fruits, D vomiting and weakness.

22. Trappers

These creatures are posing as the stony/metallic flagstones/floor, holding attacks until several characters are on them. The trapper in the garden area has no treasure, but if it is killed the entrance to the 'tween decks is discovered. The one in the sloping passageway to Level VI has a laser pistol, a jet black card, three full power discs, and two pieces of jewelry(1d6xl,000 gp each) hidden beneath it.

2 Trappers: AC 3; MV 3"; HD 12; hp 69,61; SA crushes giving 4 + AC of victims in hp of damage per round, and smothers in 6 melee rounds; SD victims unable to use weapons, fire and cold do only half or no damage.



Part 4

The Lost Caverns of Tsojcanth

by Gary Gygax

Chapter 17: Adventure Judging Notes

General Judging Notes

Many of the monsters encountered in this adventure are described in *Monster Manual II* and many of the spells and magical items are described in *Unearthed Arcana.* Although these books are not absolutely required to play this adventure because monster stats are provided here and you could make up the properties of any spells or magical items unknown to you, it would be wise for you to own these books.

To properly referee the adventure, an undertaking likely to last several game sessions, you must read the entire scenario thoroughly first. The more familiar you are with each encounter, the greater your skill in describing it, and the higher the level of player enjoyment. So read the entire module first, re-read parts you believe vital, and only then gather your group for play.

Player Character Party Balance

This module was designed for six to eight characters of levels 6-8, although it can be challenging for characters as high as level 10. However, if more than four level 9-10 characters are used, monster encounters should be strengthened to balance the party's strength.

Wilderness Travel

Movement Rate

The terrain through which the party must travel is treacherous and rocky. The trails in this area are overgrown and in poor condition; the minor trails are shown on the DM map only. Thus, the party must move more slowly than normal. A party can move through the wilderness at the following rate per day (1 hex - 3.5 miles):

Terrain Type	*Mounted*	*Afoot*
Major trail	5 hexes	3 hexes
Minor trail	4 hexes	2 hexes
Off trail	2 hexes	1 hex

Mounts

In addition to any other equipment or magical items supplied by the party's sponsor, the party should be given mountain horses, bred for strength and stamina. Their full statistics are as follows:

Mountain Horse: AC 7; MV 24"; HD 3; hp 16 each; #AT 2 as 2 HD monster; D Id4/ld4.

The party's mountain horses can feed on the grass and lichens that grow along the mountain trails. The *Wilderness Survival Guide* gives information on how the mounts become fatigued should they not be allowed to graze.

Hunting and Foraging

If supplies run low, the party must hunt for food. Hunting and foraging takes an entire day's time, and means that the party cannot leave the hex in which they begin the day. One day's hunting and foraging provides food for two days.

Cavern Features

Passageways

All of the passageways in both the Lesser Caverns *(Chapter 21)* and the Greater Caverns *(Chapter 22)* are natural, with few signs of mining. The floor is generally smooth and worn-looking, although there is some fallen stone.

Ceiling height in the 10-foot-wide passageways varies from 10 feet to 15 feet in the lesser caverns, and from 13 feet to 20 feet in the greater caverns. Passageways 20 feet or wider have ceilings 21 feet to 32 feet in height on both levels.

Chambers

All chambers have the same natural appearance as passageways. The floor is generally smooth, although there are some rugged places with fallen stone or stalagmites. Floors are slick in places, and characters moving rapidly fall on a roll of 1 on Id6.

Ceiling height in the smaller caves and chambers varies from 21 feet to 32 feet on both levels. Caverns larger than 40 feet by 40 feet have walls about 15 feet high and domed ceilings with a height of about two-thirds the longest dimension of the cavern. For example, a chamber 40 feet x 100 feet would have a maximum height of about 65 feet at the central part of the cavern. Exceptions are noted.

Rock Formations

Rock formations in the caverns are quite colorful. Stalactites depend from the ceilings of most areas. In the caverns closer to the entryway, the walls and floor tend toward drab grays and gray-browns, but farther along the stone is red, yellow, green, and blue. Some areas have sparkling mica or quartz; shining, low-value onyx deposits; or vari-colored strata of minerals that make the place look like a wonderland in torch-or lantern-light.

Plant Growth

On the frequent shelves and ledges along the walls grow strange lichens and fungi. Some of these plants give off a very faint, pale gray luminescence. This glow is not sufficient to see by, but eyes adjusted to the darkness can spot movement within 10 feet by its radiance.

There are also some areas where sand and compost allow for the growth of huge fungi of all types, some looking similar to shriekers and violet fungi but not actually of either species. These areas of growth occur where there is plentiful water seepage from walls and ceiling.

Water

The caverns are quite damp. There are small rivulets and pools of water every 100 feet or so. The pools support small pale life, crayfish and fish, as well as crickets, beetles, and other insects. Characters who listen closely can hear a number of small sounds, mostly those associated with the insects and other small life which inhabit the caverns.

Teleporters

Caves and caverns are real tests of playing ability when the DM referees them properly. Even mapping and moving through them is a challenge. When confronted with the teleportation corridors in the Lesser Caverns (Marble Corridors, area 19), your players may become disheartened if they have not had considerable experience in similiar situations.

If your players are unable to deal with the situation, you may place certain clues to be found with monsters that have other treasure. Each clue is one of the following lines, written on a piece of parchment and found in a scroll tube of little or no value.

Going south takes you southwest
Going north takes you southeast
Travel southeast and you are south
Northwest brings you north
Travel southwest reverse that
From northeast you go northwest

Nothing else should be said when the clues are read. After being teleported a time or two, the players should realize the meaning of the clues, yet still be challenged by the situation.

Awarding Experience Points

It is likely that completing the module will require many gaming sessions. Because the caverns are so far from any town or other refuge, the party has to stockpile captured treasure in some secure place. Experience points for treasure are rewarded only for those items that are taken back to a civilized locale when the party leaves the caverns.

At the DM's option, a party that has played well can dispose of a load of treasure in Gnome Vale, one of the Wilderness Lairs. The gnomes use their gems to buy treasure, paying 90% of the total value of the treasure they buy. This assumes that the party has managed to win the friendship of the gnomes at some point in the adventure.

Awarding Levels

During the course of several game sessions, player characters may accumulate enough experience points to qualify for an increase in level. Because the caverns are so far from any

place where characters can train, you could allow player characters to advance without prior training, provided that the quality of play has been very high. Regulating the amount of time and treasure needed to train is important in the proper handling of a campaign. If you choose to allow player characters to advance in level without training, it should be because of their playing skill and the special circumstances of this module. Advancement without training should be regarded as a reward for excellence rather than as a normal part of the campaign.

Poor play does not merit special consideration. Players will not improve if the DM pampers rather than challenges them. If your players perform badly, do not allow their characters to increase in experience level. Be most judicious in how you handle awards to player characters. Allowing foolish and ignorant players to advance their characters to high levels reflects badly upon the game and even more so upon the Dungeon Master who allowed such a travesty to occur. In effect, it is the excellence of the DM which is judged when the caliber of play by any group is discussed. Keep yours high!

Wandering Monsters

There are no true wandering monsters in the adventure.

Wilderness Encounters

PCs traveling on the wilderness trails have encounters at places indicated on the DM's wilderness map. These encounters and encounter areas are fully described in *Chapter 19: Wilderness Encounters.* If the party decides to trek overland, one of these encounters could take place in any hex.

Cavern Encounters

In the caverns, if the party is showing no light, and are reasonably quiet, there are no encounters at all. Even so, you should make rolls periodically as though it *were* possible for a random encounter to occur. This keeps the players on their toes.

Occasionally, pretend to consult the module and inform the party that they have seen a large number of bats, many normal rats, huge night-crawlers, or various large slugs and grubs. All are harmless. They are the usual prey for the larger creatures inhabiting the caverns.

Only when the party is near an encounter area and is making a good deal of noise or is waiting quietly for more than one turn is it possible for one of the creatures to leave its lair and investigate. This happens only if the creature could normally leave its lair and move about, and no monster travels very far. To see if such an encounter takes place, roll 1d6. On a roll of 1, the nearby monster comes to see what is up.

Maps, Illustrations, and Inscriptions

Maps

There are six maps for this adventure, five in the *Inscription and Map Booklet* and one in the *Illustration Booklet.* Maps 4-1 through 4-5 in the *Inscription and Map Booklet* are for the DM; Illustration 4-1 in the *Illustration Booklet* is for the players.

Yatil Mountain Wilderness Maps

Two maps for the Yatil Mountain Wilderness are provided: Map 4-1 for the DM and Illustration 4-1 for the players. If you photocopy Illustration 4-1, your players will have an easier time mapping. The scale on both maps is one hex to 3.5 miles.

Map 4-1 shows far more than the players' copy. It shows part of Greyhawk, including the border areas of Ket and Perrenland between the Velverdyva River and the town of Krestible. Shown on the DM map are the mountains and hills, the major and minor trails, the river, and all encounter areas. Shown on the player map are the major trails and the mountains that border them.

The lettered areas on the DM map are special encounter areas known perhaps to the inhabitants of the area whom the PCs will meet. It would be best to determine what can be encountered in these areas before beginning play, perhaps even noting the information on the player map. After all, the location of the blue dragon's lair is at least *approximately* known by almost everyone! *Chapter 19: Wilderness Encounters* gives the technique for determining the character of these areas.

The large dots mark pre-determined wilderness encounter areas. The encounters for these areas may be diced ahead of time, but they need not be.

Underground Area Maps

There are four subterranean areas in which play is likely to occur: the lair of the gnomes in Gnome Vale, the Lesser Caverns, the Greater Caverns, and the Dark Labyrinth in the Greater Caverns. To successfully map these areas, your players will need graph paper with the number of squares given in the table below. It would be best if you provided the graph paper for them, but give no indication of the proper position on the paper for them to begin mapping.

	Area	*Width*
Gnome Lair	35	46
Lesser Caverns	38	49
Greater Caverns	44	56
Labyrinth	28	30

The maps in the *Inscription and Map Booklet* are oriented with north toward the top. The scale is one square equals 10 feet.

Inscriptions

Also in the *Inscription and Map Booklet* are reproductions of various inscriptions found in the caverns.

Adding Side Adventures

This adventure has a great deal of potential; it is one that can take many sessions to finish. You might stress this to your players, telling them to expect a lengthy wilderness adventure long before the caverns are even reached. The wilderness section includes a wide variety of possible encounters. Some of these can become the basis of several side adventures.

Befriending one the gnomes, elves, dwarves, or mountain tribesmen could be an interesting role-play session. Such an act would be of great value in providing the party with healing, information, or help against bands of raiders. However, gaining the trust of these folks usually requires the party to fight against their enemies.

An encounter with a military patrol could be a challenge to the party. A friendly patrol could tell the party of the "dangerous areas" (variable encounter sites) on the trail ahead, but not the exact locations. Winning the trust of a patrol would be very difficult, however, for it is their mission to be suspicious of all armed travelers.

If the party succeeds in defeating the brigands in the Craggy Dells, they could find information that will lead them to the persons buying hippogriffs from the bandits.

Chapter 18: Setting the Stage

Locating the Adventure

It is assumed that this adventure is located in the *WORLD OF GREYHAWK*™ fantasy world setting. As presented here, the Caverns lie in the Yatil Mountains on the borders of Ket and Perrenland, between the Velverdyva River and the town of Krestible.

Of course, if you want to use this adventure in your own campaign world, feel free to do so. You need only locate it in a mountain range near a major river. You must then provide the background for two political powers competing for the treasure, corresponding to the Kettites and the Perrenlanders in this setup.

The adventure may also be used as a one-shot, with minimal alteration or addition. The information provided should make the "world" portrayed seem larger than it really is. If your players like this feeling, you may consider using this adventure as the starting place for a campaign.

Background, Legends, and Rumors

Detailing the Background

The details of how the party was gathered should be created before play begins. You should also create a background of the realms seeking the treasure, either making it up for a one-shot adventure or choosing appropriate antagonists from your campaign world. You should know the power and personality of the ruler sponsoring the party's search, the strength of the ruler's political rivals, if any, and the politics of the sponsoring realm.

Should you decide to use the background provided here, tell the players the party has been commissioned by His Grace, the Margrave of The March of Bissel. The Margrave is very interested in the treasure, but political pressure prevents his searching for it himself. He is worried that his enemies or rivals in the realms of Perrenland, Ket, Veluna, and luz have already sent expeditions to recover the treasure, and he fears that his expedition is too late. He believes that spies in his own realm will relay his plans to his enemies, who may send out forces to stop the adventurers.

Should you decide to make up the background from your own game world, remember that nations other than the party's sponsor would also want Iggwilv's treasure, and they would have to be handled in some detail. Enemies might use spies to hinder the party, or send adventurers of their own to get the treasure first. It would be interesting play for the party to have to handle these problems long before they reach the caverns themselves.

Legend of Iggwilv and the Lost Caverns

The following legend about Iggwilv and the Lost Caverns of Tsojcanth is provided both as background for the DM and as information to give to players. You may choose to relay the legend to the players just as it is written here, or you may have them consult sages and tomes, seek out rumors and the like, and gain bits and pieces of this information. Use the former method, reading this material to your players, if they do not care for the role play necessary to piece it together.

Nearly a century ago the archmage Iggwilv sent her evil minions to conquer the lands around her abode. So successful was she that the Marches of Perrenland were subjugated for a decade, and great indeed was the loot brought to Iggwilv's lair in answer to her insatiable demands for treasure.

Legend states that the archmage gained much of her prowess from discovering the Lost Caverns of Tsojcanth, wherein was hidden magic of unsurpassed might. It is certain that Iggwilv ruled her domain from these caverns. There she also conducted arcane experiments and rituals, trying to further increase her powers.

These experiments were her downfall, for during one she accidentally freed the demon Graz'zt, whom she had imprisoned and forced into servitude. There was a terrible battle, and although the demon was forced to flee into the Abyss, Iggwilv was so stricken from the contest that her powers and strength were forever lost.

With the wane of her evil, Iggwilv's realm was sundered. Her former henchmen and slaves stole her treasure and scattered to the four winds in the face of enemy armies. The archmage, however, used the last of her power to prepare a hiding place in the caverns for her remaining wealth. Legends say that this included several tomes of great power and a fabled magical lamp. What else might be hidden no one knows, for no one has yet discovered Iggwilv's hoard.

That Iggwilv is long dead and gone cannot be doubted. Until recently, though, the stories of her secret cache of treasure in the Lost Caverns of Tsojcanth were regarded as another grandfather's tale to amuse the younglings. It was believed that all her treasure had been looted, and that no magic or wealth remained. Cartloads of tapestries and rugs, statues and rare art objects had been recovered over the years as well as chests of precious metals, sacks of coin, and coffers filled with gems and jewelry.

Recent investigations have indicated that Iggwilv's lair was definitely located somewhere between the gorge of the Velverdyva River and the hills east of the town of Krestible. The realms of luz, Perrenland, and Ket have sent expeditions into the Yatil Mountains seeking the exact location of the caverns; the few that have survived have all failed.

Preparing for Play

Fair Warning to Players

Players seeking the early death of their characters should be quite satisfied with The Lost Caverns of Tsojcanth, for there are many opportunities for the foolish and rash to end it all. It would be a good idea to caution the players that this is a most difficult and perilous adventure, one fraught with all manner of danger. Tell them that, to succeed, they must be prepared materially and mentally. This is meant to serve as a word of caution to the able player. Those without real knowledge of AD&D® game play, without ability to handle characters of the appropriate level for this adventure, will see their characters perish swiftly if the module is handled incorrectly.

Preparing the Player Characters

If you use the PCs from the Sample Character Roster, your players will have to roll their own hit points, choose spells, and equip themselves. Have them list exactly what they have chosen to take along and where it is to be packed. You may choose to have them purchase the mountain horses that they will need for the trek, or you could have their sponsor provide them.

Warn magic-users that they must have either an ample supply of scrolls or their spell books and magical components. You should allow the MUs to have previously prepared smaller spell books for the journey, each containing no more than four spells of each appropriate spell level. Likewise, prepared packets of components can be carried.

If your players choose to use their own characters and the party is relatively weak in levels, numbers, or magic, you will have to bring them up to the strength indicated by the Sample Character Roster. You might give each PC a level at once, perhaps provided magically courtesy of their sponsor. You could use the *Dungeon Master's Guide* to equip the PCs with magical items appropriate to their levels, so that each character has items like those in the

Sample Character Roster, perhaps a gift or loan from their sponsor. You could even provide one or more of the Sample Characters from the roster to be NPC guides/observers.

After you are sure that your players' characters are up to the adventure, have the players equip their characters as above. Make sure that they have mountain horses as mounts and at least two weeks' iron rations in their saddle bags.

Starting Play

Accepting the Mission

Unless you choose to take care of this via role play, read the Legend of Iggwilv and the Lost Caverns to your players as background. Explain that your PCs have been gathered by their sponsor, and then read the boxed text below. You may choose to role-play this out instead of read it.

> Your party has been gathered by agents of His Grace, the Margrave of the March of Bissel. Now that you stand before him, he tells you that there are "political considerations" (which he does not explain) that prevent him from searching for Iggwilv's trove himself. He stresses that it is vital that the treasure not fall into the hands of his enemies.
>
> He is delighted that you have chosen to accept his mission, which is to get Iggwilv's magical treasure before Bissel's enemies do. The Margrave reaches into a golden chest on the table before him, withdrawing an ancient map. He explains that the map shows the most probable location of the Lost Caverns of Tsojcanth, the lair of the long-dead Iggwilv. He points out that the track through the mountains has many branches, and that he does not know their significance. Perhaps, he says, you can find out more when you are closer to your goal.
>
> The Margrave states that he will also give you an escort from Thornwood to a narrow trail leading from the easternmost arm of the Bramblewood Forest northward into the Yatil Mountains—the very heart of Iggwilv's old domain. More than that he cannot do. You will be on your own.
>
> Again, he outlines the terms of your agreement. He has provided you with the map and such other equipment as you now possess. You have pledged to repay the Margrave for this equipment he provided (and your mounts) out of the monetary treasure obtained by you. You will also be required to pay a treasure tax of 15% on all coins and precious metal taken, though gems and jewelry are taxed at 5% of total value. He tells you that the remainder as well as any magical items taken, are your reward for undertaking this perilous quest. However, you are warned under threat of dire punishment not to allow any magical items to fall into evil hands.
>
> You leave his hall, anxious to make last-minute preparations, for you leave at dawn on the morrow.

Inspecting the Map

> In your chambers, you examine the map he has given you. It reveals that the track through the mountains has numerous branches. At the end of each track is the location of things the nature of which is uncertain or unknown to the Margrave or his agents, though he suspects that at one of the sites are the caverns you seek. Obviously, the map is incomplete, for from what you know of this part of the world, there are mountains where nothing but blank space is shown on the chart. With this map you must somehow find where the treasure is hidden. The more direct your route to the caverns, the less the likelihood of injury or death from the many perils of the journey.
>
> As you study the map, one of you holds it a bit too close to the candle and it begins to turn brown. But wait, it is not just burned, but a verse written in an ancient hand is revealed, written in the northeast corner of the map. It might be a clue, or it might be doggerel of no use whatsoever, save to mislead you.

At this time, give your players the map designed for their use, Graphic #4-1 from the *Illustration Booklet.* The verse clue below is reproduced on the map.

> The horn of Iggwilv
> Pierces the heart —
> Look over your shoulder
> Before you start.
> How many sorrow?
> Foolish men,
> Because they didn't
> Turn back then.

Before giving out the players' map, it would be best to determine the nature of the lettered planned encounters on the DM's map. This is important because the PCs, in their overland trek to reach the Yatil Mountains, would certainly have asked inhabitants and travelers about the nature of the unknown areas, and *some* information surely would have been provided.

It is highly unlikely that the blue dragon has *never* been seen, and his presence in the area will have been relayed to the PCs. The presence of a hermit will surely have sparked some rumors, though the location of his cave is probably not known at all. Similarly, that there are giants, dwarves, gnomes, mountain dwellers, wyverns, and wolves should not be a secret. Perhaps the exact location of the lairs of these creatures is unknown, but their presence is probably rather well-known, at least in rumor.

The technique for determining these encounters is given in *Chapter 19: Wilderness Encounters.* Once you have determined what the lettered encounters will be, you may decide to sketch in some information on the players' map before giving it to them, or you may provide it as information they gained along their overland trek. How much information you give out will depend on what the encounters turn out to be and on what actions the PCs take on their overland trek.

Overland Trek

The adventure is written as though the party is entering the Yatil Mountain Wilderness from the south. How they get there is up to you. You may wish to play out their journey or not. If you do not choose to play it out, you might ask the players what general actions their characters would have performed while making the journey. If they state that they would be showing the map to locals and travelers, hoping to gain information, you can provide as much information as seems appropriate. Giving them some correct information and some false information would certainly be fair, but take care not to spoil all the surprises!

In any case, as soon as they have arrived at the area shown on their map, read them the boxed text below.

> After a week's journey, your band has reached the foothills of the Yatil Mountains. Last night you camped at the side of a narrow pathway that wends ever deeper into the mountains. Today, before you are those grim peaks, and behind is the escort of horsemen riding south for home.
>
> The sun is just emerging over the peaks to the east. The terrain through which you must travel is treacherous and rocky, and the trail you must travel is overgrown and in poor condition. Fortunately, you have sure-footed, mountain-bred horses which assure a swifter passage to your destination than were you afoot or on less-sure steeds.
>
> With one last glance at the vellum map provided you, you secure it safely, yet close at hand. The path into the mountains to the north has not yet been touched by the sun's rays, but there is naught else to do but proceed with the quest to find the Lost Caverns of Tsojcanth. You set forth for the day.

Chapter 19: Wilderness Encounters

Encounters in the Yatil Mountain Wilderness shown on the players map and on Map 4-1 for the DM are of three kinds. There are random encounters, determined by the roll of a die; these can occur when the party is in any non-trail hex. Also, there are encounters that occur only at specific spots on the DM's map; these planned encounters should be determined before play begins.

Random Encounters

There are no Random Encounters as long as the PCs remain on the major or minor trails, for any encounters there are taken care of by the Planned Encounters described below.

If the party wanders off the trails, however, you should make an encounter check each morning and each night. Roll 1d10, with a roll of 1 indicating that an encounter occurs that day. Use the *"Yatil Mountain Wilderness Encounters* table below to determine what the party encounters.

Planned Encounters

Planned encounters for this adventure are of two types: fixed encounters and variable encounters. The fixed encounters occur at the lettered areas on Map 4-1; they represent the lairs of major monsters or NPCs, which are described in *Chapter 20: Wilderness Lairs.* Variable encounters occur at specific points when the party travels along the Major or Minor Trails. These encounter sites are marked as heavy dots on the DM's map, but are completely unmarked on the players' wilderness map.

The exact encounter that occurs on an variable encounter site can be determined randomly at the time of this encounter. To determine the nature of the Variable Encounters found at the solid dots on the DM's wilderness map, roll 1d20 and consult the table below. You may do this prior to play if you like; this has the advantage of allowing you to think about the upcoming encounter and might make it more enjoyable. If you prefer to be surprised yourself, you can roll it at the time it occurs.

Yatil Mountain Wilderness Encounters

Die Roll	*Encounter*
1	Border Patrol
2	Avalanche
3	Rockslide
4	Brown Bears
5	Gnoll Raiding Band
6	Giant Eagles
7	Mountain Tribesmen
8	Giant Snake
9	Goblin Band
10	Hill Giants
11	Wolf Pack
12	Mountain Dwarf Band
13	Hermit
14	Trolls
15	Wyverns
16	Hobgoblin War Party
17	Ogre Ambush
18	Elven Warders Band
19	Blue Dragon
20	Stone Giants

Encounter Descriptions

If the party camps in a hex adjacent to a dot or one of the numbered Lair Areas, the DM may decide to give the party a night encounter. Daytime encounters occur whenever the party stops in or passes through a hex with a dot, or whenever the party enters the location of a wilderness lair.

Each variable encounter is described in the paragraphs which follow. Most can be used more than once, and so if they are encountered again you will have to change them slightly so that they will seem different to the players. In repeated encounters with intelligent creatures, you can use the outcome of previous encounters to make them more interesting. One of the best techniques for making an adventure world come alive is to have the PCs' actions alter how they are treated. Encounters with creatures that have wilderness lairs often make reference to the material in *Chapter 20.*

1. Border Patrol

The party will encounter a rather large group of armed and liveried riders; their banner will proclaim them as being a border patrol. If they are in the southern part of the area, they will encounter the Kettite patrol; if in the north, they will encounter the Perrenlander patrol. The makeup of these patrols is given below.

These patrols are typical of their kind. Their mission is to catch brigands and smugglers, prevent raids by humanoid bands and larger wilderness monsters, prevent unauthorized border crossings, and to give advanced warning of invasion or other hostile troop maneuvers. Only the leaders of each patrol speak the common tongue; the others speak the language of their home realm.

Thus, the patrols are suspicious of all individuals encountered. A party that acts in a suspicious or hostile manner will be threatened in an attempt to disarm them and bring them to the nearest border stronghold for further questioning. Neither patrol will fight long, unless they appear to be winning. If they are obviously weaker or outnumbered, they will seek to break off the battle and return to their post to give a full report of the battle.

Should the PCs simply state that they are in the Yatils adventuring and seeking to slay the enemies of mankind, this generally suffices to obtain a grudging dismissal from the patrol. If the Kettites are encountered, the presence of a lawful neutral cleric will cause the Mullah to be friendly to them, and even a lawful good cleric will prevent hostility. If the Perrenlanders are encountered, an elf or half-elf of good or chaotic neutral alignment will favorably impress them.

The 0-level men carry 1d4 +1 gp each. Others carry 10 gp per level. The leaders possess an additional 3d10 +120 gp in government funds.

Kettites: (southern part of map)

Captain: AC 2; F 5; hp 32; #AT 1; D 1d6+1. He is armed with a lance and a scimitar and mounted on a medium warhorse (15 hp).

Mullah: AC 3; C 4; hp 25; #AT 1; D 1d6 + l. He is armed with a mace and is mounted on a medium warhorse (14 hp). He has the following spells: *command, cure light wounds (x2), light, protection from evil; hold person, silence 15'r.*

6 Lancers: AC 4; F 1; hp 21 each; #AT 1; D 1d4. Each is armed with a lance and a scimitar. All are mounted on medium warhorses (hp 15,13,12,12,11,11).

Sergeant: AC 5; F 3; hp 21; #AT 1; D 1d4. He is armed with a dagger and a composite short bow, and he has four *arrows +2.* He is mounted on a medium warhorse (14 hp).

12 Horse Archers: AC 6; Level 0; hp 7 each; #AT 1; D 1d4. Each is armed with a dagger and a composite short bow, and each has one *arrow +1.* All are mounted on light warhorses (14,14,13,12,11,11,10,10,9,9,9 hp).

Medium Warhorse: AC 7; MV 18"; HD 2 +2; hp as above; #AT 2 hooves, 1 bite; D 1d6/1d6/ld3).

Light Warhorse: AC 7; MV 24"; HD 2 +2; hp as above; #AT 2 hooves, 1 bite; D 1d6/1d6/ld3.

Perrenlanders: (northern part of map)

Commander: AC 3; F 6; hp 49; #AT 1; D 1d6 + l. He is armed with a lance and a hand axe and is mounted on a medium warhorse (16 hp).

Lieutenant: AC 4; F 4; hp 30; #AT 1; D 1d8. He is armed with a long sword and a light crossbow and is mounted on a medium warhorse (15 hp).

10 Horse Archers: AC 5; Lvl 0; hp

6,6,5,5,5,5,4,4,4,4; #AT 1; D 1d6. Each is armed with a hand axe and a composite short bow, and each has one *arrow +1.* All are mounted on medium warhorses (15,14,13,13,13,13,13,12,11,11 hp).

Elf Fighter/Magic-user: AC 4; F 3/MU 3; hp 19; #AT 1; D 1d8 + l. She is armed with a long sword and is mounted on a pony (5 hp). She has the following spells: *magic missile, sleep; stinking cloud.*

4 Elven Scouts: AC 6; HD 1 + 1; HP 8,7,7,6; #AT 1; D 1d6. Each is armed with a short sword, a dagger, and a long bow. All are mounted on light warhorses (15,13,12,12 hp).

Medium Warhorse: AC 7; MV 18" ; HD 22 +; hp as above; #AT 2 hooves, 1 bite; D 1d6/ 1d6/ld3).

Light Warhorse: AC 7; MV 24"; HD 2; hp as above; #AT 2 hooves, 1 bite; D 1d6/ld6/ 1d3.

Pony: AC 7; MV 12"; HD 1 +1; hp as above; #ATI bite; D 1-2.

2. Avalanche

> Above you comes the faint, but definite, sound of splintering followed by a rocky clattering and rumbling.

A glance up would indicate that rock from the steep face above has been dislodged. The PCs must immediately move or else be crushed by an avalanche.

Begin counting slowly to 10. Any PC whose player has not stated otherwise is directly in the path of the falling rocks. The character must pass a saving throw vs. spells or be killed by the avalanche; the avalanche is not magical, of course, and the save simply indicates the relative danger.

If the party flees back the way they came, they have to cross a rockslide (Encounter 3) in order to continue their journey. If they flee ahead, the rockslide awaits their return.

3. Rockslide

> An old avalanche has partially blocked the trail, which passes along a steep slope at this point. A rock jumble must be negotiated in order to continue in this direction. Treacherous footing requires slow progress if horses and their riders are not to plummet into the canyon below.

It requires half a day to safely get past. If the party takes the time, no untoward occurrence befalls them. If the party attempts to cross quickly, however, each PC must pass a saving throw vs. stone or suffer a fall. Falling mounts and riders take 1d6 damage from the plunge through the rocks, with an additional 1d6 damage if a 6 is rolled; this procedure repeats itself on a roll of 6, and so it is possible that an unlucky PC or horse can be killed in the fall.

4. Brown Bears

> Three brown bears amble on the narrow path ahead. There is no safe route around them, for the slope is steep and rocky. The bears turn in your direction, growling.

The bears are hungry and attack the horses bearing foodstuffs; the bears are not eager to eat people or horses, but are merely after the food that the party carries, though the PCs may not realize this. The bears can be frightened away, with fire for example, or they may be stopped from attacking by throwing food to them.

3 Brown Bears: AC 6; MV 12"; HD 5+5; hp 37,30,23; #AT 2 claws, 1 bite; D 1d6/ld6/ 1d8; SA hug for 2d6.

5. Gnoll Raiding Band

This band of gnolls has scouts posted. Only if the scouts are surprised is it likely that the PCs see them. Roll surprise as usual, and if the gnolls are not surprised, roll 1d6; a roll of 1 indicates that they are spotted by the party.

If the gnolls are spotted by the PCs, give them an indication of the nature of the party: 32 armed gnolls are camped in a wide place near the path ahead. The PCs can then choose to engage or not, and give them the option of skirting the gnolls off the path. Roll to see if the gnoll scouts notice the party if you want. Having the gnoll band chase the party or dog them for a while could be interesting.

If the party does not spot the gnolls, the gnolls lay an ambush for the PCs. During the resulting melee, if more than one-quarter of the gnolls is slain without equal loss to the party, the gnolls flee over the trackless mountainsides. The party may pursue, if they like and can find the track.

Individual gnolls have 1d10 + 2 sp each; the leader has 1d10 +2 gp. Obviously, the group hasn't had much success . . . yet.

Sub-Chief: AC 4; MV 9"; HD 3; hp 16; #AT 1; D 1dlO. He is armed with a halberd.

6 Archers: AC 6; MV 9"; HD 2; hp 14,13,12,11,10,8; #AT 1; D 1d6. Each is armed with a club and a longbow.

10 Polearmsmen: AC 5; MV 9"; HD 2; hp 12,12,11,11,10,10,9,9,9,9; #AT 1; D 2d4. Each is armed with a bill-guisarme.

3 Swordsmen: AC 6; MV 9"; HD 2; hp 12,11,10; #AT 1; D 1d10. Each is armed with a two-handed sword.

5 Axemen: AC 6; MV 9"; HD 2; hp 13,10,10,9,8; #AT 1; D 1d8. Each is armed with a battle axe.

7 Scouts: AC 6; MV 9"; HD 2; hp 12,11,10,10,10,9,9; #AT 1; D 2d4. Each is armed with a morning star,

6. Giant Eagles

High in the sky are the silhouettes of giant birds. If the PCs search for 2d6 turns, they find the nest belonging to one of the three mated pairs of giant eagles in this colony. Searching for another 2d6 turns reveals that there are six birds in all and turns up a second nest. Only if the PCs search the whole hex, which takes half a day, can they spot all three nests.

If the party approaches the nests, the eagles telepathically warn off any dwarf or high elf with the party. Otherwise, when the party approaches within 100 yards of a nest, the pair whose nest it is plummets to attack the party if they approach closer or make hostile gestures. A second and a third pair arrive in 1d6 and 1d10 rounds.

Climbing to either nest requires spells or thief ability, and cannot be done with any safety as long as even one eagle remains. It takes half a day to climb to the eyrie and return.

In two of the nests (determine randomly) are five eggs (two and three respectively). In the third is a wooden tube with a scroll of three clerical spells. The level of each spell should be randomly rolled on 1d4, and the exact spell should be chosen by the DM or determined randomly.

If this encounter is rolled a second time, use the results of the first encounter as a guide toward determining how the eagles behave. If the PCs killed eagles in the first encounter, the second encounter is with ld4 + 6 eagles, who attack by surprise, plummeting from enormous heights. If the PCs were respectful, the eagles could warn of an ambush, an impending avalanche, or the like; roll again for another encounter to see what the eagles tell the party. They may convey information telepathically about the hermit, if he or his lair has not yet been discovered.

6 Giant Eagles: AC 7; MV 3" /48"; HD 4; hp 29,28,27,26,24,23; #AT 2 talons, 1 bite; D 1d6/ld6/2d6; SA plummet at +4 to hit with two talon attacks only at 2d6/2d6 damage.

7. Mountain Tribesmen

This band is traveling between Gnome Vale and its tribal camp (both wilderness lairs; see *Chapter 20).* Determine the destination either randomly or as seems appropriate to the loca-

tion of the encounter.

When encountered away from their lair, this band is discovered in a traveling camp only by surprising them at -1. Otherwise, they are well-hidden in ambush. As stated above, they do not attack frontally if the party seems strong or poor, preferring to whittle the party down with missile fire from the crossbowmen and the spearmen. If, however, the party seems weak or very rich, they attack after a couple of rounds of missile fire, particularly if the party seems about to run away. Negotiation is easily accomplished, particularly if it involves gifts.

If the PCs have met these mountaineers before, use the results of the first encounter to dictate the actions of the tribesmen. Be sure to deplete the ranks of the tribesmen by any killed by the PCs, though those only wounded will have been healed by the tribal medicine man.

Chief: AC 5; MV 9"; F 5; hp 40; #AT 1; D 2d4. He is armed with a bastard sword and throwing spear. He has a strength bonus of +1 to hit and +2 to damage.

Sub-Chief: AC 5; MV 9"; F 4; hp 33; #AT 1; D 1d8. He is armed with a battle axe and a light crossbow; he has one *bolt* +3.

Warrior: AC 6; MV 12"; F 2; hp 19; #AT 1; D 2d4. He is armed with a morning star and three javelins. He has a strength bonus of +1 to hit and +2 to damage.

Medicine Man: AC 8 (AC 6 due to dexterity); MV 12"; D 5; hp 29; #AT 1; D 1d6. He wears leather armor and is armed with staff, dagger, and three darts. He has the following spells available: *animal friendship, entangle, faerie fire, speak with animals (x2); charm mammal, cure light wounds (x2), obscurement; call lightning, neutralize poison, tree.*

8 Spearmen: AC 6; MV 9"; F 1; hp 10,9,8,8,7,7,6,6; #AT 1; D Id6. Each is armed with a spear and a club.

4 Axemen: AC 7; MV 12"; F 1; hp 11,10,8,7; #AT 1; D 2d4. Each is armed with a bardiche.

4 Crossbowmen: AC 8; MV 12"; HD 0; hp 7,6,4; #AT 1; D Id4. Each is armed with a dagger and a light crossbow.

8. Gray-Furred Giant Snake

The PCs see some movement of a furry gray animal in the rocks to the side of the trail. Investigation reveals a giant snake with gray fur, which attempts to slither off to its snakehole. It fights to the death if cornered; its bite is deadly, killing in 1d4 rounds.

The snake has no treasure, but mountaineers consider the furred snakeskin of great value (1d6xl00 gp) for warmth and protective qualities (AC 6).

Giant Snake: AC 5; MV 15"; HD 4 +2; hp 24; AT 1; D 1-3; SA surprise on 1-3; poison bite, D 2d4 + save vs. poison or die.

9. Goblin Band

These marauding humanoids seek to rob unsuspecting travelers or to raid unprepared homes and settlements. They are working their way northward toward the Clatspur Mountains, hoping to eventually reach the Vesve Forest. This information, gotten from a prisoner, would be of interest to the border patrols, the mountain tribesmen, the gnomes, the dwarves, or the elf warders.

These careless goblins may be surprised easily, with a 1-4 on 1d6. If strongly attacked, or if they take one-third casualties without hope of immediate victory, they stop fighting and flee into the trackless mountains. They are carrying several sheep carcasses which they drop in their flight.

The leader carries 17 gp and a 50-gp gem. Each sub-leader carries 2d6 gp. Each of the 40 regulars carries 3d6 sp, and each of the skirmishers carries 2d6 sp.

Leader: AC 5; MV 6"; HD 1 +1; hp 9; #AT 1; D 2d4. He is armed with a morning star and a spear.

4 Sub-Leaders: AC 5; MV 6"; HD 1; hp 7 each; #AT 1; D 1d6. Each is armed with a spear and a short sword.

40 Regulars: AC 6; MV 6"; HD 1-1; hp 5@7,10@6,10@5,15@4,5@3; D 1d6. All are armed with various weapons, and ten have spears to throw before melee.

25 Skirmishers: AC 6; MV 6"; HD 1-1; hp 5@6,5@5,5@4,5@3,5@2; D by weapon. All are armed with slings, and five also have short swords.

1O. Hill Giants

Unless the party has scouts and catches the giants by surprise, read the following:

> Ahead, as you come around a bend in the path, a giant stands with legs planted in an aggressive stance, arms folded across his chest. He glowers, and in broken common says one word: "Gift." He leisurely stretches out one enormous hand in your direction.
>
> The path is hemmed in at this point by rocks and trees, which afford some cover and also a ready supply of throwing stones for the monster blocking travel.

This large fellow acts as spokesgiant for two of his brethren who are hiding in the rocks and trees beside the path not far from the party. The giants want at least 50 gp from each PC, though they, of course, would be delighted by more.

During the negotiations, the hidden giants may reveal themselves, particularly if the PCs offer a bribe far less than the 50 gp they want from each traveler. The PCs may learn of the presence of other giants by the barely muffled snorts of laughter and derision. Once detected in this manner, they are easy to spot, though they remain fairly well hidden from missiles or magical attacks. Furthermore, if negotiations take overlong, the hidden hill giants become impatient. Unless treasure is offered in 1d4 + 2 rounds, they reveal themselves by lobbing rocks in the direction of the party, feeling that this will speed things along.

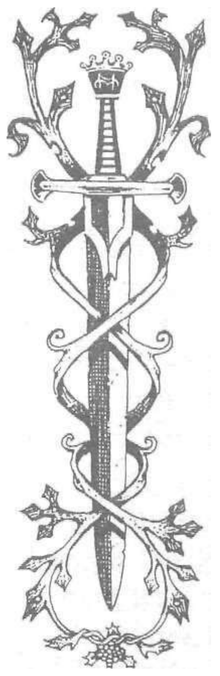
If the giants feel the party is weaker than they are and negotiations have not gotten them 50 gp value from each PC, they attack in 1d6+5 rounds, hurling the nearby rocks at the party and fighting hand-to-hand if it comes to that. The location of the giants makes it impossible for the PCs to pass without a fight. If the giants feel the party is stronger, they put up a bluff, but allow the party to pass unmolested if pushed. If attacked during negotiations, they fight.

If they are surprised, they are found having lunch (a mountain goat) in a grove of trees not far from the path. If attacked by surprise, they defend themselves, pressing an attack until one is killed. At this point they take separately to the hills, returning to their lair, a nearby cave, by a round-about route in 3d20 rounds each. If cornered there they fight to the death.

The giants' cave can be found in 2d6 turns or by following the giants. There they have a store of 2300 gp, 3600 sp, and 1900 cp.

A second encounter of this type could be with the survivors, if any, of the first encounter. Otherwise, it is with a similar band, with similar treasure.

3 Hill Giants: AC 4; MV 12"; HD 8 + 1-2; hp 50,42,33; #AT 1; D 2d8; SA hurl rocks for 2d8 points of damage.





Chapter 20: Wilderness Lairs

As explained in the judging notes for this adventure in Chapters 17 and 18, you should determine the nature of the wilderness lairs before beginning play. These are the lairs of major inhabitants of the area, and it is likely that travelers whom the PCs might have met in their journey would have given them hints about what to expect. They are found at letters A-I on the DM's wilderness map. These lairs, which include the Lost Caverns, occur either at the end of major trails, in which case they appear on the player's wilderness map, or they occur at the end of minor trails, in which case they appear on the DM's map but do not appear on the players' wilderness map. Though their presence in the area might be the subject of rumors or legends, just as the Lost Caverns are, their exact location is not known.

There are eight lairs described fully in this chapter. A visual description of the entrance to the Lost Caverns is given here, but it is detailed in *Chapter 21: Greater Caverns* and in *Chapter 22: Lesser Caverns.*

Before play begins, determine the location of each lair. From the list below, choose a lair for each of the areas A-H, using each lair only once. You may do this randomly if you like, rolling 1d8 and consulting the table below. No specific encounters are given for these six areas, but the lairs are described in the paragraphs which follow. Area I is the Lost Caverns.

Yatil Mountain Wilderness Lairs

Roll	*Lair*
1	Tribal Camp
2	Wolf Den
3	Hermit's Cave
4	Wyverns' Roost
5	Dragon's Cavern
6	Stone Giants' Playground
7	Gnome Vale
8	Craggy Dells

1. Tribal Camp

Read the following when the PCs have arrived at the location of the Minor Encounter Area.

> The path disappears in a boulder field above the tree line; whereas at lower elevations there were abundant evergreens, here the mountainside is dotted with low-lying juniper and stunted, twisted pines. Above the field on both sides, the boulders give way to smaller rock debris before the mountain wall rises steeply into the clouds. On this lower slope the wind screams down from the peaks hidden above, and the vegetation shakes in gusts of wind that carry wisps of cloud and mist.

> There is no path through the boulder field, and travel across the area is slow and dangerous. The juniper conceals deep ravines and depressions that lie in wait for the unwary traveler, and the only safe passage is through and between the giant stones that lie scattered among the contorted vegetation. The shreds of clouds ripped from the solid blanket that lies above make long-range sight impossible, and the world beyond 100 feet is seen only occasionally through mists and rocks.

Entering the Camp

If the PCs venture forward, then have them make an occasional Dexterity Check just to keep them on their toes. Then, roll surprise as usual. The mountain tribesmen do not expect to have company here, and so they are not overly cautious. Adjust the boxed text below to account for the surprise roll.

> After crawling across a particularly dangerous pile of rocks, and coming around a large boulder damp from the mists, the party sees a 100-foot-diameter open circle among the boulders. In the area are 15 rude shelters made of hides and sticks. Each shelter huddles against one of the boulders on the circumference of the open area, as if to seek shelter from the penetrating dampness of the place. From the center of the open circle rises a veil of smoke, which is torn apart almost immediately by the incessant wind that gusts across the tops of the rocks.

This is a temporary hunting camp for human mountain tribesmen. Their home is Gnome Vale, in Encounter Area G on the DM's wilderness map. The tribe's chief is a feudal vassal of the gnome lairds there, who sent out this band to bring back food for the inhabitants of the Vale. From this camp they send forth hunting parties, and, from time to time, scouting parties to look for potential raiders, particularly humanoids.

If warned of the party's approach, the tribesmen defend the village by stealthy attacks from the boulder field, attempting to ambush the PCs. If the party appears weak, they continue the attack until they see they cannot win. Then, the chief (or other leader) signals a retreat. If the party appears strong, the chief negotiates in rough common, indicating that the attack can be bought off by a bribe of treasure or food.

If access to the village is gained by a strong party or by surprise, however, the tribesmen accept the entrance of the PCs in a humble and subservient manner. The tribesmen are neutral, and are highly suspicious of strangers, but if the party is friendly, eventually they offer what hospitality they are able to afford. They do not attack the party once that hospitality has been tendered.

Chief: AC 5; MV 9"; F 5; hp 40; #AT 1; D 2d4. He is armed with a bastard sword and throwing spear. He has a strength bonus of +1 to hit and +2 to damage.

Sub-Chief: AC 5; MV 9"; F 4; hp 33; #AT 1; D 1d8. He is armed with a battle axe and a light crossbow; he has one *bolt* +3.

Warrior: AC 6; MV 12"; F 2; hp 19; #AT 1; D 2d4. He is armed with a morning star and three javelins. He has a strength bonus of +1 to hit and +2 to damage.

Medicine Man: AC 8 (AC 6 due to dexterity); MV 12"; D 5; hp 29; #AT 1; D 1d6. He wears leather armor and is armed with staff, dagger, and three darts. He has the following spells available: *animal friendship, entangle, faerie fire, speak with animals (x2); charm mammal, cure light wounds (x2), obscurement; call lightning, neutralize poison, tree.*

8 Spearmen: AC 6; MV 9"; F 1; hp 10,9,2@8,2@7,2x6; #AT 1; D 1d6. Each is armed with a spear and a club.

4 Axemen: AC 7; MV 12"; F 1; hp 11,10,8,7; #AT 1; D 2d4. Each is armed with a bardiche.

4 Crossbowmen: AC 8; MV 12"; HD 0; hp 7,6,4; #AT 1; D 1d4. Each is armed with a dagger and a light crossbow.

The Camp

The huts are crude affairs of branches piled against the boulders and then covered by hides. Within each shelter is space for sleeping as well as a warming fire. Most of the huts are so low that entry must be made by crawling, and it is impossible to stand once access has been gained. Cooking, and there is little of that since the tribesmen eat most of their food raw, is done at the communal fire pit found in the center of the opening.

The chief's hut is marked by a totem pole seven feet tall and covered by the artifacts taken from fallen victims of the tribe. The pole's top is adorned with a human skull. The hut of the medicine man is marked in the same manner except that his totem is topped by the skull and antlers of a deer. The entire band's treasure totals 1d6 sp and 5d6 cp.

With a bribe of treasure and weapons or similar gear, the tribe can be enlisted as allies against known raiders, or to attack someplace with the prospect of gaining great and easy wealth. Nevertheless, they remain loyal to the gnome lairds. They might lead the party to

Gnome Vale if they truly trust the PCs. In no event do they serve for very long, and they refuse to venture close to the Lost Caverns.

2. Wolf Den

When the PCs reach the location of this minor encounter area, roll surprise. If the party has surprise, read only the first boxed text and then judge actions by what follows. If the party does not have surprise, read the second boxed text. The judging information given after it should be used instead of that which follows the first boxed text.

Party Has Surprise

> The climbing path rounds a bend and ends abruptly, blocked by an ancient rockslide that has covered it in rock rubble. The slide was extensive, as indicated by the extensive area bare of trees. No trace of the path can be seen. Ahead, the rock debris forms a steep slope thick with underbrush and creeping vines.

If the party wishes to continue on, inform them that travel through the area is difficult, and only a strong man with a sharp sword is able to make his way through the dense thicket. Nevertheless, careful examination reveals that there are animal tunnels through the greenery and around and over the rocks. Passage can be gained if one is willing to travel on all fours. Although undignified and awkward, movement in this manner is significantly less tiring and much more quiet that attempting to hack through the underbrush while climbing the rock debris.

The Wolves' Den

If the PCs investigate farther, they come upon a wolf den. There actually are two dens in the area, one for the 12 wolves in the pack, and another for the two wolfweres that lead the pack. The tunnel taken by the PCs leads to the den of the wolves. Around one sharp bend in the tunnel, and no more than a spear's length in front of the leading adventurer, a fissure in the side of the mountain are seen.

The cave entrance takes several sharp turns before opening into a large den wherein the pack lives. Fissures in the rocks allow a dim light to penetrate even to the den itself, and it is possible to see shapes if the eyes are allowed to become accustomed to the darkness. If the wolves are there, they are ready for an attack as soon as the first PC enters the cave. They defend their den and cubs to the death.

12 Wolf Adults: AC 7; MV 18"; HD 2 + 2; hp 16,14,13,12,11,10,9,9,8,7,7,6; #AT 1; D 1d4+ l.

4 Wolf Cubs: AC 10; MV 9"; HD 1-1; **hp** 4,3,3,2; #AT1;D1.

Party Does Not Have Surprise

As the PCs climb the path, they hear songs on the wind, coming from some place ahead. The songs are melancholy and beautiful, sung in a youthful tenor voice. When the PCs investigate, read the following.

> The climbing path rounds a bend and ends abruptly, blocked by an ancient rockslide that has covered it in rock rubble. The slide was extensive, as indicated by the extensive area bare of trees. No trace of the path can be seen. Ahead, the rock debris forms a steep slope thick with underbrush and creeping vines.
>
> Seated on a flat rock that emerges from the undergrowth about 50 yards up the slope, a lad sings a sad love song to his maiden, accompanying himself on the lute. They appear oblivious to anything but each other.
>
> The girl wears a cloak of dove grey lined with white and trimmed in fur. The lad wears a jerkin of dark gray wool, also trimmed with fur. They sit upon a cape of animal skin. Pitched nearby is a silk pavilion.

This is a mated pair of wolfweres, waiting in ambush for the party they have known about for some time, having been warned of their approach by the wolves. As soon as they know the party is within earshot, the male begins to sing, continuing until the PCs reveal themselves, when he stops.

The wolfweres attempt to convince the party that they are friendly and trustworthy. Their intention is to have the party accept them and to camp in this location for the night. If the party seems interested in this, the wolfwere describes the tunnel through the greenery that leads to the rock where they are seated. The wolfweres continue discourse until they gain the party's trust.

They keep tight control over the wolves, two or three of which can be seen lolling around. This control causes the wolves to act in a friendly manner as well. After the PCs have arrived, the wolves bring out the four cubs, as further camouflage for their real intentions.

The wolfweres want to kill all of the PCs as efficiently as possible, with the greatest surprise. Thus, after dark, when almost all are asleep, the wolfweres emerge from their pavilion and begin to sing, hoping to lull all party members into lethargy (pass a saving throw vs. spells or be *slowed).* Then they call the pack and attack.

If the party becomes suspicious (roll surprise again; an observant or lucky PC might notice that the wolves lolling around do not have the same markings as those that came with the cubs, for example), the wolfweres begin to sing immediately. This are the signal for the waiting wolves to attack. As soon as the attack is underway, the wolfweres change to wolf-form and join it.

If the party attacks without warning (roll surprise again), they might be able to deal with the wolfweres before they can make their singing attack. As soon as possible, the wolfweres change to wolf-form and howl a signal to attack.

If the party has surprise, the wolfweres are in wolf-shape, lounging at their den. When the melee begins at the wolf pack's den, the wolfweres join the attack three rounds later. If they feel their own lives threatened, they flee.

2 Wolfweres: AC 3; MV 15"; HD 5; hp 37,34; #AT 1 (2 if human weapon used); D 2d6 (plus possible weapon); SA singing causes lethargy (treat as *slow* spell) for ld4 + 4 rounds; SD cold unforged iron weapons or + 1 or better weapons needed to hit.

The Wolfweres' Den

The den of the wolfweres is close by the wolves' den. In it is human clothing and a lute; 4000 cp, 5000 sp, and 100 pp; one piece of jewelry worth 500 gp; and potions of *flying, healing, levitation,* and *sweetwater.*

3. Hermit Cave

> Sitting before a small cave is a gaunt, dirty, disheveled man with matted hair and beard. He wears a tattered cloak over a soiled loincloth, hair shirt, and rough leggings. Worn sandals are strapped to his feet.

The hermit appears to be non-threatening. He is neutrally aligned and seeks revelation in mountain solitude. If the party pesters him with questions, he is happy to give them directions and aid them in finding their goal—just to be rid of them. He not only knows some information, but he also has a bit of parchment that can help them, should they approach him properly.

If the party becomes threatening, this seemingly harmless old coot is more than their match. He has the psionic power of *mass domination,* at the 19th level of mastery (see the *Player's Handbook,* Appendix I). He can dominate five creatures, each of 20 HD or 20th level. He uses this power only if attacked, severely threatened, or abused, and then with intelligence, attempting to have the party leave him alone.

Those attacked must pass a saving throw vs. spells at -4 or obey his commands. Orders

that conflict with a character's alignment or those that command suicide are not obeyed. Those dominated obey his commands for 95 turns (approximately 16 hours). The time of a character's obedience is reduced one turn for each point of intelligence, wisdom, or charisma over 14 (cumulative).

Placing This Lair

You should place the hermit's lair at a location that is most useful to the party, for the hermit has a parchment clue that the characters should have. Place it near the caverns if they are not doing too well, at some distance if they are highly capable. If the PCs have met the hermit but have not gotten the parchment, you should arrange for a second encounter with the hermit, in which he mentions that he has it. The objective here is for the players to gain the parchment, but not to make it too easy for them.

Hermit's Information

In an attempt to dismiss bothersome PCs, the hermit imparts this information:

1. The Lost Caverns of Tsojcanth are said to be south of a tall mountain called Iggwilv's Horn.
2. A narrow track, very infrequently traveled, leads to the Lost Caverns, for when Iggwilv ruled, there was much coming and going to and from the caverns.
3. Rumor has it that the caverns are a nexus of planes, and many odd monsters now inhabit the caverns.
4. There are at least two levels of caverns in the place.

The Parchment

If the party trades some valuable item (which the hermit then keeps in store for some future deal) and some small amount of food and perhaps a new cloak, the fellow gives them a page from the journal of the lone survivor of a past expedition to the caverns. The writing on this parchment is reproduced as Graphic 4-2 in the *Illustration Booklet.* Display this graphic, or give the players a copy of it, when they receive the parchment from the hermit.

4. Wyverns' Roost

When the PCs arrive at the location for this Minor Encounter Area, read this text:

> Jutting from the face of a cliff is a jumble of sticks and branches that clings precariously to the sheer rock. The nest seems in danger of releasing its tenuous grasp upon the escarpment and crashing into the deep ravine below. From within the hodgepodge of branches something shiny glints in the sunlight, and occasional movement can be seen over the edge of the sticks.

If the party remains hidden and quiet, they see the male wyvern return to its roost carrying the carcass of a deer in its mouth. The wyvern descends in ever-narrowing circles until it lands on the edge of the nest and disappears into the jumble of sticks.

If the party leaves the wyverns alone, they are left alone. If the party attempts to talk to the wyverns and promises food, the wyverns are tolerant, but jumpy due to the hatching eggs. One of the hatchlings attempts to peck its way out, but has difficulty, which further agitates the wyverns. In the commotion, it is stepped on, causing it damage. If the PCs offer assistance, the wyverns make them friends.

Attacking the Roost

If the party attempts to climb the face of the rock before the male lands, they are seen. The male drops the carcass of the deer and attacks at once. He does not emit his warning cry to alert his mate until he has made one attack by surprise. Once his second attack begins, he warns his mate, and she, too, joins in the attack.

The wyverns attempts to pluck the party members off the cliff face with their talons or to strike them with their wings so that they fall to the rocks below. They do not use their tails unless they can grasp one of the party members with their talons. If this is accomplished, they rise into the air, striking with the tail until the intruder is killed or feigns death. They then drop the intruder to the rocks below and make another attack. They do not chase the party into the forest at the foot of the cliff.

2 Wyverns: AC 3; MV 6"/24"; HD 7 + 7; hp 39,30; #AT 1 bite, 1 sting; D 2d8/ld6; SA poison sting in tail.

The Roost

In their roost, the mated pair of wyverns has a clutch of three eggs (value 2000 gp each) and one hatchling. Because of this, they are very aggressive. If any approach closely, they will attack until slain. The treasure in the lair is 450 ep, 10 100-gp gems, a suit of elven chain, and a quiver with seven normal and three *arrows +1* in it. The bones of the elf are scattered nearby.

5. Dragon Cavern

Approaching The Lair

This is the lair of a sub-adult, female blue dragon that moved into the area several years ago and has raided the surrounding lands in ever-widening sweeps.

> The mountains stretch away to the horizon, rising into the base of the clouds. The sunlight, when it peeks through the clouds, paints the mountain sides in rainbow hues of faint pastels of pink, yellow, and purple. Then the snow that dots the higher peaks sparkles and gleams. A faint dot of black, like a blemish on the otherwise picture perfect scene, mars the face of a mountain several miles distant.

Read the following when the PCs have approached within a mile:

> The sheer wall of the mountain rises almost to the level of the clouds themselves. The smooth, grey-red rock has been warn by eons of rain and snow until it appears burnished. What once appeared to be a faint dot has become a gash in the multi-hued rock of the mountain wall, an ugly scar that is easy to spot as the lair of a flying creature.

Read the following if the party approaches closer.

> At the base of the mountain ahead, the trail disappears into a rockslide area that has wiped it out. High above is a jagged rent like a dagger-cut in the smooth skin of the mountain. There is no way up to the opening, although there is a small ledge at the foot of the mouth as well as another perch above the rent.

Encountering the Dragon

Roll surprise for the encounter. If neither the dragon nor the party have surprise, she appears on the ledge above, stretches, notices the party, and demands payment, not the least of which is breakfast. She has just awakened from a long nap, and is about to flying off in search of prey when she spots the party.

The creature talks to the party if they appear strong, bargaining with them in spite of her hunger. She agrees to allow them to pass or retreat unmolested if they agree not to attack, offer at least one horse for a snack, and give a bribe of at least 1000-gp value. Her patience wanes if they do not offer her food in a short span of time, and she is seen to be keeping herself in check.

If the party appears weak, if the PCs do not give her what she wants, or if they attack, she attacks at once. In combat, the blue dragon stays aloft and attempts to pick off the strongest party members with bolts of lightning. Sav-

ing one breath for emergency situations, she then lands and begins clawing and biting.

If the dragon has surprise, she comes swooping down on the party from behind as they inspect her cavern. She has been unable to find any prey large enough to satisfy her enormous hunger. If there is a pack-horse, she attempts to make off with it, otherwise she merely gives them a close fly-by; think of her as a jet and the party as the bridge of an aircraft carrier. If successful, she retires to the ledge above and consumes her breakfast, parlaying with the party between bites.

If the party has surprise, they may elect to climb the wall.

Blue Dragon (sub-adult female): AC 2; MD 9" /24"; HD 10; hp 30; #AT 2 claws, 1 bite; D 1d6/ld6/3d8; SA lightning. Although she can speak, the dragon does not have any spellcasting capabilities.

The Dragon's Lair

Climbing to the Cavern

There are hand-and foot-holds in the rock surface, but none of the PCs should feel that this ascent could be made with any sense of safety unless magic is employed.

To reach the ledge at the base of the opening, the first climber must crawl outward and upward over the lip. To do this he must suspend himself upside down, trusting to his grip with both hands and feet to hold himself suspended above the cliff that drops several hundred feet below. With significant exertion, high dexterity, and skill (or luck), he can finally get his hands over the edge of the ledge and pull himself over the lip.

The Ledge

When he is on the ledge, read the following:

> The ledge is no more than five feet wide; it extends the 20-foot width of the narrow cleft and about 10 feet to either side. The opening rises 75 feet above the ledge. It appears as though some awful power had ripped the mountain open to allow the escape of some terrible force; the rock has been sundered rather than cut. From the mouth of the cave comes the stench of things long, and not so long, dead. Cold air pours from the mouth of the cave.

If the party has not met the dragon by now, she is encountered here. Her first act is to burst from the cave in an attempt to knock the intruder from the ledge. If she is successful, and the party member is not roped to his companions, the adventurer falls the 500 feet to the base of the cliff. The dragon then rises into the air and attacks the climbing party.

The Cavern

This narrow-mouthed cavern is of considerable size. Within it is the dragon's treasure hoard, which includes 8000 cp, 5200 sp, 2750 ep, 800 gp, and 55 pp amassed in a vast heap. Mixed into this pile are fifteen 10-gp gems, seven 50-gp gems, and four 500-gp gems; a jeweled cup worth 650 gp; a silver dagger with an ivory and lapis handle, worth 400 gp; a scroll of six clerical spells at the 17th level of spell use *(know alignment, dispel magic, remove curse, tongues, cure critical wounds,* and *gate,)* in an electrum tube worth 130 gp; and a *javelin of lightning.*

6. Stone Giants' Playground

Read the following when the party has arrived at this lair's location.

> The path winds through giant boulders that rise like a forest of immense canine teeth. Most of the rocks are smooth, but some show evidence of battering for shards of stone lie littered on the ground, and smaller, round boulders are scattered here and there. Between two of the larger stones, an open area can be seen beyond.

When the PCs investigate, read the following.

> The open area is unlike any area previously encountered in the mountains. Smooth and completely free of either rocks or plant life, the clearing is 50 feet wide and 150 feet long. The ground is made of crushed stone packed almost solid, and a stone hedge surrounds it, towering to 15 feet tall in some places. In several places near the outside wall stand neat piles of round stones several feet in diameter. At the far end of the arena are several tooth-like rocks; some are set on their bases, and others lie on their sides.
>
> Two immense giants are tossing a large boulder back and forth across the clearing. The path appears to have ended here.

Roll surprise. Whoever has surprise, the PCs may watch two stone giants at play for several minutes. If the party does not have surprise, the stone giant opposite the opening from which the PCs watch bowls the boulder in their direction. Though it appears to be aimed at them, it strikes some of the tooth-like rocks that have been set up as 10-pins. The resulting splintering of stones is the giant's sly way of greeting their visitors. If the PCs have surprise, they may decide to leave with no encounter.

This area was cleared by the giants of a minor rock slide that once obstructed the pathway. Now they use the broad area they have cleared to run around on and play catch with boulders of all sizes. The piles of rocks around the perimeter are used for games of catch or are hurled into the surrounding area in a game of who-can-throw-this-the-farthest. The largest of the boulders are used by the giants in a crude game of bowling, and the broken rocks at the far end of the playground are the targets.

The Stone Giants

As long as the party is content to watch from concealment, the stone giants continue to play, laughing uproariously when a boulder comes particularly close to the party. If the PCs reveal themselves, the stone giants are cautiously friendly as long as the PCs make no hostile moves. If the stone giants believe they are in danger, they scoop up these stones and hurl them at the intruders. They continue to do so until engaged in hand-to-hand melee.

If the party converses politely with the giants and offers them food and drink, the giants offer to trade a scroll, which they cannot read, for coins or gems. Though they trade for a minimum of 2000 gp, they ask for far more first, and bargain down. If the bargain is concluded, they go to their cave, which is about a mile away, and return with a scroll in a leather case. The scroll holds two MU spells at the 15th level of spell use; *shocking grasp,* and *Bigby's crushing hand* (AC 6, hp 35).

2 Stone Giants: AC 0; MV 12"; HD 9 +1-3; hp 56,53; #AT 1; D 3d6; SA hurl rocks for 3d10 points of damage.

The Giants' Lair

Finding the lair among the boulders takes half a day without the aid of the giants since the trail twists and forks repeatedly among the boulders. The lair can be entered only by moving aside a large rock to reveal the mouth of a cavern. Here, the giants have their sleeping quarters and a cooking pit, as well as 4000 gp, 5000 sp, and two 500-gp gems. If the scroll has not been traded to the party, it is here as well.

7. Gnome Vale

This area can be one where the PCs seek and find a place of refuge, rest, and recuperation. Though the gnomes here are reclusive, an obviously good-aligned party of obviously good intent can gain their trust, depending on what they say, what they have done, what they promise, what they need, and what they desire.

It is unlikely that the PCs attack the gnomes, though in their infinite wisdom they may. It is very possible, however, that the PCs do not deal with the gnomes in a way that gains them much. In judging this, take into account the condition of the party as well as what transpires in role play. If the party really needs a friend, the gnomes are there for this purpose.

ThePass

As the PCs travel along the minor trail to Major Encounter Area G, they come upon a high pass, barricaded and fortified. When they approach close enough, a gnome appears atop one of the fortifications demanding that they state their business or depart. It is obvious that the place is well defended, and located such that it would be difficult to get around without days of hard trekking.

The speaker is the Chieftain of the band deployed to defend the entryway into their homeland. The advanced guards are chosen for swiftness, and when they sight any enemy or other intruder, two runners are sent to alert the camp. As the force takes position behind the stone fortifications, the Chieftain queries those approaching, unless they are recognizably hostile, in which case the gnome archers fire at once.

The gnomes do not attack a group of humans, elves, or dwarves unless that group attacks first. If the intruders seem harmless, and ask for help, the gnomes provide what they can from behind their wall. If the party provides information about the mountain tribesmen (whom they must not have harmed in any way), the goblins, the hobgoblins, the elves, the dwarves, or the border patrols, then the gnomes begin to relax. If the party has fought and defeated the goblin or hobgoblin bands there is a better chance that the gnomes befriend them.

Only if the party is of good alignment and in need of aid are they permitted behind the fortifications. There they heal the party as much as they can and supply food. They trade information, and if a party member is severely wounded, they may send for aid. If the PCs are friendly and of obvious good intentions (such as offering to help the gnomes), they are permitted to enter the vale and use it as a place of safety and rest for as long as they need. If the party leaves, use the results of the first encounter as a basis for the next.

The gnomes have a fair knowledge of the area, and they can point out things the party wants to know. They know the general whereabouts of the Lost Caverns, though none has been there, and they can indicate its location on the party's map.

The Vale

If the PCs are taken to the Vale, read the following.

> Along the northeastern edge of this wooded valley, the gnomes have established individual dwellings in natural caves and burrows near the cliff face. There are several ponds and springs in the vale, and the gnomes' sheep and goats dot the grassy lowland.

Once in the Vale, the PCs are escorted to the cave complex of Laird Gwaylar, where they become his guests. Map 4-2 in the *Inscription and Map Booklet* gives the floor-plan of this complex. No descriptions are given of the areas on the map, for most will probably not come into play. After all, this is not a dungeon that the PCs have come to trash.

In the Vale, the PCs are treated with honor. Gnome children flock around them, begging for attention and tales of their exploits. You may assign personalities to the gnome leaders, some of whom may be distrustful of the PCs, particularly if not all are of good alignment. While they remain in the Vale, the PCs may have whatever they desire, though if their demands become excessive, they lose considerable respect, and if they become unreasonable, they are given strong hints that they should leave.

For particularly heroic actions, such as in defending the Vale, the party is rewarded by the gnomes. They have the following treasures which they can bestow: a man-sized *shield +1,* a man-sized suit of *chain +1,* and a *potion of diminution.* Their chief cleric can also use a *raise dead* spell from a scroll to save a party member slain in battle against enemies of the gnomes.

In no event do the gnomes agree to accompany the party on its quest except if you determine that the party is too weak to succeed without aid. In this case, one or two gnomes under 5th level agree to adventure as full partners.

8. Craggy Dells

Read the following when the PCs enter the hex containing this area.

> The path crests and drops away into a mountain valley. This isolated place is one of rugged beauty, with rock spires and jutting mesas rising from a dish-shaped valley. The rock formations make the place a series of meadows and dells. There are scattered shrubs and a few groves of trees, but most of the area is covered with lush grasses. Game can be seen grazing in the grassy lowlands.

The Hippogriffs

The towering peaks serve as home to a flock of hippogriffs, who nest at the far southeastern rim of the valley. This flock consists of a male and his harem of eight females. In two of the eight nests, there are fledglings: one in one nest and two in another. Two other nests hold two eggs each.

9 Hippogriffs (adult): AC 5; MV 18" /36"; HD 3 + 3; hp 26,20,19,18,17,16, 15,2x14; #AT2 claws, 1 bite; D 1d6/ld6/ldl0.

The Renegade Trappers

A group of renegade humans and orcs, led by a particularly vile half-orc, is currently camped in the Craggy Dells. The band consists of the Boss, a human henchman, an orc henchman, an orc witch doctor, 22 human brigands, and 16 orcs. They are capturing hippogriffs and fledglings to sell later to powerful individuals who have promised to pay well for the creatures.

Their encampment is near the center of the valley, fairly well concealed from view. Within the grove, tents are pitched haphazardly; the ores and some of the brigands sleep in the open, beneath overhanging ledges of a large outcrop that can be seen from afar. The cook fires are in a small cave in the outcrop, and in a larger cave are the 26 horses for the humans; the orcs (except for the chief) all walk.

Guards are lax during the day, but alert at night. If the PCs enter boldly, making noise or taking no precautions, the renegades have normal chances of surprise. If they gain surprise, they surround the party as they advance into the grove. Otherwise, the renegades meet an attack frontally, the crossbowmen attacking from the ledge above if possible.

Morale in this group is due to the charisma of the leader, who is a bit berserk. As long as he is alive and leading the attack, which he does until he is captured or killed, the others continue combat to their deaths. As soon as the Boss is slain or captured, the remainder scatters and flees.

The Boss, his two lieutenants, and the witch doctor keep treasure in their tents. The Boss' treasure consists of 3 ep, 11 gp, 21 pp; two 100-gp gems; a jeweled earring of 350 gp value; and a jeweled silver brooch worth 1200 gp. His human lieutenant has 30 gp and eleven 50-gp gems. His orcish lieutenant has 26 gp, one 100-gp gem, and a belt buckle worth 75 gp. The witch doctor has 17 gp, a necklace of gems worth 2700 gp, and a *potion of heroism.* Each brigand and orc carries ld10 + 2 gp. In the Boss's saddlebags there is a pouch with fifty large, low-value gems.

Boss: AC 0, includes +2 due to dexterity; MV 12"; half-orc F 6/A 6; hp 43; #AT 2; D 2d4. He wears *splint mail +2* and is armed with a bastard sword, a dagger, and a *crossbow of speed.* He also has three *bolts +2* and two other bolts coated with type D insinuative poison. His backstab does triple damage, but not while he wears his magical splint armor. His chance of assassinating a

PC depends on the victim's level, as follows: Level 4-5, 60%; level 6-7, 50%; level 8-9, 35%; level 10-11, 20%. His thief's abilities are as follows:
pockets 40%, locks 42%, traps 40%, move 33%, hide 25%, hear 20%, climb 93%, languages 10%.

Number Two: AC 2, includes +1 due to Dexterity; MV 9"; F 7; hp 60; #AT 3/2; D 1d6+l. He uses a *shield +1* and is armed with a flail and a short sword. He also has a *rope of entanglement.* He has a bonus of +1 to hit and +3 to damage due to strength.

Number Three (orc chieftain): AC 3; includes +3 due to Dexterity; MV 9"; HD 3; hp 21; #AT 1; D 2d4. He is armed with a bardiche and dagger. He has a +1 damage bonus due to Strength.

Witch Doctor (orc cleric/magic-user): AC 6; MV 9"; C 4/MU 3; hp 13; #AT 1, as HD 2; D 1d6. He is armed with a club and has the following spells available: *cure light wounds, cause light wounds, darkness, affect normal fires, shield; chant, speak with animals, scare.*

10 Brigands: AC 7; MV 12"; Lvl 0; hp 7,3x6,3x5 3x4; #AT 1; D 1d6. Each is armed with a hand axe and a light crossbow.

12 Brigands: AC 5; MV 9"; HD 1; hp 2x7,3x6,3x5,4x4; #AT 1; D 2d4. Each is armed with a broad sword and spear.

8 Orcs: AC 6; MV 9"; HD 1; hp 8,7,2x6,3x5,4; #AT 1; D 2d4. Each is armed with a guisarme-voulge and hand axe.

8 Orcs: AC 5; MV 9"; HD 1; hp 3x7,2x6,2x5,4; #AT 1; D 1d6. Each is armed with a spear and short sword.

Captured Hippogriffs

About one-quarter mile away from the camp is a cavern. The renegades have used boulders and heavy logs to make it into a prison pen for captured hippogriffs. There are seven adult and five fledgling hippogriffs penned inside. The witch doctor has managed to tame three of the adults to a point where they could be controlled by a bold and skillful rider.

If the adventurers find this place and use some spell to communicate with the hippogriffs, they discover that the creatures are grateful and do not attack if freed, as they have sufficient intelligence to recognize benefactors. The untamed adults fly off to rejoin the other wild hippogriffs at the southeast rim, but the others may remain behind if the party puts forth some extra effort. If the hippogriffs are kept prisoner, the party must be cautious of the beasts, for they are unfriendly.

The fledglings stay behind if fed and cared for immediately. Each fledgling fixes on a friendly party member that does this, with a good chance of a life-long friendship developing. The fledglings gain full movement ability and normal AC and damage potential within two weeks, when they each gain another hit die. They do not attain full size, and thus cannot be ridden, for another year. At that time each gains its final additional hit die.

The tamed adults remain behind as mounts if friendly overtures are made to them, with food, soft talk, stroking, and the like. This requires one full day of coaxing, but at the end of that time, there is a 10% chance that a life-long friendship develops and an additional 80% chance the beast remains behind to serve willingly.

4 Hippogriffs (untamed adults): AC 5; MV 18"/36"; HD 3+3; hp 25,21,18,17; #AT 3; D 1d6/ ld6/ ld10.

3 Hippogriffs (tamed adults): AC 5; MV 18"/36"; HD 3+3; hp 16,15,14; #AT 3; D 1d6/ 1d6/ld10.

5 Hippogriffs (fledglings): AC 7; MV 12"/—; HD 1+3; hp 10,8,7,6,4; #AT 3; D 1-2/1-2/ 1d4.

9. Lost Caverns Entrance

Read the following when the PCs arrive at area I on the DM's wilderness map.

> The track leads to a cavern with an entrance that seems like a fanged maw. The roof is jagged and there are rising cones of stone below, A low moan, probably the wind, comes from the cavern mouth.

If the PCs spend a day searching the area, they discover a vertical shaft that drops 60 feet to an underground river flowing through the Greater Caverns. If they decide to investigate, use the text from the section on River Encounter Areas in *Chapter 21: Greater Caverns.*

If they camp in the area, they spot the thousands of bats that leave the Greater Caverns via a narrow crevice. The bats stream out just after dark, the entire group taking half an hour to emerge. If the PCs investigate, they see that this crevice is too narrow for them to negotiate.

Investigating the Entrance

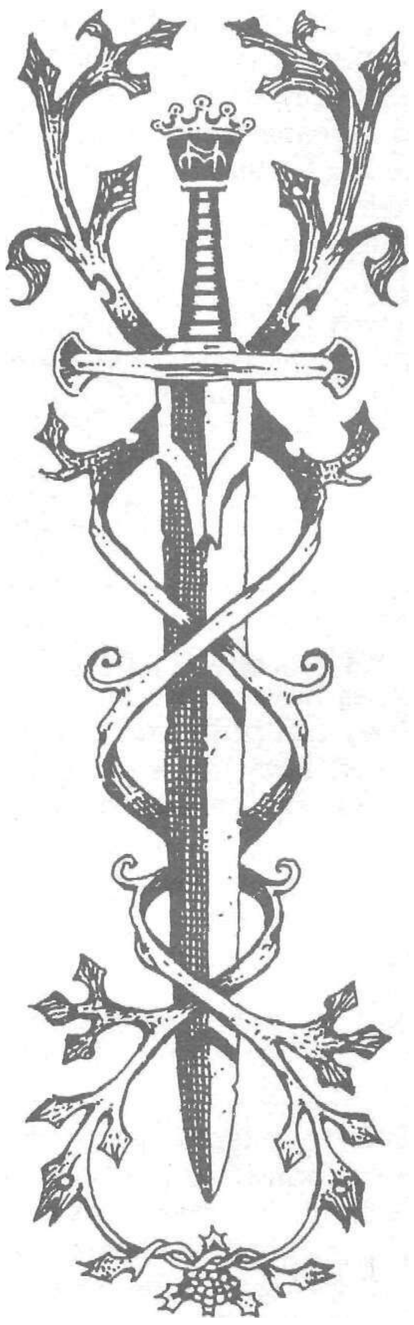
When the PCs investigate the cavern, read the following:

> Within, the cavern is 40 feet wide, 70 feet long, and over 20 feet high in the central area. The walls are dull gray, and the ceiling has many stalactites growing down from it, though most of these have been broken off. The walls and ceiling have been blackened by soot. The floor is smooth and well worn, and the place has obviously been much used in the past. There are bits of broken furniture and discarded gear scattered around.

At the back of the place, the PCs find a smaller cave. When they investigate it, read the following:

> This inner cavern is 20 feet wide, 30 feet long, and 15 feet high. It is similar in appearance to the outer cavern, save that all of the stalactites have been broken off at some time in the distant past. At the northernmost end of this cave is a 10-foot-wide passage slanting steeply down into the heart of the mountain.

For continued play in this area, use Map 4-3 and the text for *Chapter 21: Greater Caverns.*



Chapter 21: Greater Caverns

Here, in Area I on Map 4-1, begins the dungeon adventure. For play in this area, use Map 4-3 in the *Inscription and Map Booklet.* There are no purely random encounters from wandering monsters; any encounters are described in the text below. For a description of the general aspects of these encounter areas, see *Chapter 17: Adventure Judging Notes.*

River Encounter Areas

A deep and swift river flows through the Greater Caverns. The River of the Lost, shown on Map 4-3 as the light-blue areas, must be dealt with in some way for the PCs to venture to the Lesser Caverns. The river encounter areas are described in the paragraphs below. These should be used in conjunction with the Greater Caverns encounter areas described later.

The River of the Lost enters from the west (River area A), cuts across the caverns, turns north into the underground lake (River area E), and then splits into three branches. The main branch exits the lake to the southwest (River area F), curves abruptly to the northwest, passes under a bridge (River area J), and then plunges down a 100-foot waterfall (River area L) to a huge underground lake below. Side branches lead to two smaller lakes to the north (River areas H and I), from which the water exits through hidden cracks.

In most places the river is from 20 to 40 feet deep and is filled with fish of many sorts. It flows through passages that are 15 feet wide with ceilings about 30 feet above water level. The water is quite cold and fresh.

A magical boat can be found at the landing (River area D). It can be used to navigate the river and the various lakes. Swimming in the river is possible except where noted, but it's probably not safe. Characters who can swim, or characters in the magic boat, may float along, letting the river current move them from place to place, though they could plunge over the falls if they are not careful.

Characters wearing non-magical metal armor are unable to swim. Those wearing leather or padded armor may swim, with a 5% chance per hour of drowning. Characters in magical metal armor are considered encumbered. All heavy possessions must be discarded or the chance of drowning increases 2% for every five pounds in addition to the weight of the leather or padded armor. Items that must be discarded include: armor, weapons (except for one dagger, which can be carried in the teeth), sacks or purses filled with coins, backpacks, cloaks, and hard boots.

A. River Entry

The river enters the Greater Caverns from a tunnel to the west, moving at about 20 feet per round. The ceiling of this tunnel is only eight feet above the surface of the water. The tunnel can be followed, with difficulty to be sure, as it twists and turns for over a mile westward. Then, at a point where a chimney rises some 60 feet to the outside world, the tunnel ceiling lowers to water level and further progress along the river is impossible.

It is possible for those with thieving or appropriate magical ability to climb the vertical shaft. It exits about one mile west of the entrance to the caverns.

B. Shortcut

Just to the east of the river entry, a passage north slopes upward until it crosses the Gargoyle Bridge (River area J) over the River. This passage, if it can be reached, provides the quickest way to the entrance to the lower level (Greater Caverns area 18). The passage is no more than two feet above water level at this point, but it is 15 feet above water level at the bridge; the river drops 1 ½ feet in this same distance.

C. Mobat Take-Off

At this point, 40 feet above the river's surface, a tunnel opens onto the top of the passage through which the river flows. From the lip of this tunnel, mobats take off on their forays for prey. They fly up and down the waterway, catching fish and any other prey they spot, returning to this point for feeding.

The tunnel is 20 feet long, 5 feet wide and 10 feet tall. It leads to a ledge in the Bat Room (Greater Caverns area 5). In this cave, the eight mobats hang. On a roll of 1 on 1d10 (not 1d6 as with other areas), a mobat decides to make a food-run whenever the PCs are on the river nearby unless they all have been dispatched. If it spots the PCs and is able to return, it brings the other mobats. See the description of the Guano Cave (Greater Caverns area 5) for information on the mobats and their attacks.

D. Landing

On a stone shelf extending into the river is a wooden boat, 14 feet long and about five feet wide amidships. The craft, which is symmetrical so that there is no obvious bow or stern, has a sharply tapered hull. There are oarlocks on either side.

Inside, three loose planks form a flat deck on which lie three oars. A hole in one of the planks matches a hole in the thwart above, indicating that a mast could be stepped there.

The 20-foot-wide river is dark and looks quite deep. The current flows swiftly northwards.

The boat is made from the wood of an usk tree, exceptionally well seasoned and crafted so that it is as hard as bronze. Beneath the planks are a small mast and a rune-embroidered sail. These radiate an aura of magic, as does the rest of the craft; *detect magic* reveals an alteration-evocation spell upon the boat and its contents.

If the mast is stepped and the sail is raised, the boat can be commanded to move on the word *go.* It moves up-or down-stream at 180 feet per round, regardless of the current. On the command word *stop,* the boat stands motionless in even the swiftest of currents. Steering is easily done with the sculling oar. Additional spells upon the craft allow it to be shrunk to 10% of its size should the proper command be given; this command word is the boat's name, *Shrimpkin.*

This craft, though strongly magical, can be rowed normally, with the third oar used to scull and steer, if desired. Rowing is at 60 feet per round plus or minus the river current. Thus, movement upstream from the landing is at 30 feet per round, downstream speed is 20 feet per round drifting or 80 feet per round rowing.

E. Underground Lake

The river pours into a high-vaulted cavern from the southeast, adding to the ebon-hued lake that touches the walls nearly everywhere. The water is fairly still here and is probably very deep indeed. More than 50 feet overhead, great stalactites drip onto the mirror-like lake surface of the pool.

There are four streams of water entering or exiting the lake. To the southwest, the water pours over a lip in a 1-foot waterfall. To the west is a large eddy, on the surface of which can be seen circling bits of flotsam. To the northwest is a passage under a natural stone bridge, and to the northeast, a somewhat narrower passage heads off into darkness.

It appears that there are three landings as well. To the south, the landing gives way to a passage heading southwest. To the west, the landing branches in two directions, and to the north, the landing there leads off to the northwest.

The lake has nearly sheer sides that extend 40 feet down from the surface. It is 90 feet deep in the center. There are many large white crayfish and fish in the water, carried into the lake by the river. The giant fish that are sometimes carried to this place are prey for the giant turtle or other monsters that live in the caverns.

The current in the lake is barely perceptible, though present nevertheless. Floating objects are drawn to one of the three exits (River areas F, H, or I) within 3d6 rounds. The exit to the

southwest (River area F) is the main channel. This channel draws floating objects to it on a roll of 1-4 on 1d6. A roll of 5 draws a floating object under the natural rock bridge and then into the Black Water Pool (River area H). A roll of 6 draws a floating object north to the Reflection Pool (River area I). Floating objects cannot leave or enter the eddy (River Area G) unless propelled across the eddy boundary.

Piercers Above

On the domed cavern roof hang six piercers. Every round the party moves over the surface of the underground lake there is a 10% chance that one of the piercers drops. Because of the movement of the boat on the water, determine if the creature hits its actual target (a party member) or the boat. There is a 50% chance for either to occur. If the boat is struck, there is no damage; the piercer falls into the lake, but there is a 25% chance that the shock and rocking motion caused tips a PC over into the water. The creatures can breathe water for a short period, so they eat and then emerge from the water to re-attach themselves to the cavern roof.

6 Piercers: AC 3; MV 1"; HD 4; hp 21,19,19,18,18,15; #AT 1; D 4d6; SA 95% chance of surprise.

Turtle Beneath

A giant snapping turtle is asleep at the bottom of the lake center, replete after devouring a large fish. It remains sound asleep unless there is considerable noise directly above him, or unless some bright light penetrates the water to the 90-foot depth where it sleeps.

If awakened, it swims slowly up to the surface to see what is there for it to attack and eat. There is a 90% chance that anyone able to see down into the water detects *something* coming up. If the giant snapper is not detected, there is a 10% chance that its surfacing overturns the boat. Once on the surface, the creature attempts to kill and eat every party member.

Giant Snapping Turtle: AC head 5, body 0; MV 3" //2"; HD 10; hp 60; #AT 1 bite; D 4d6; SA overturn small craft; SD withdraw limbs and/or head for AC 2 protection.

F. Ledge

This is the main channel of the river, and most of the water flows out here over a stone ledge that causes a drop of one foot just as the water leaves the lake. If the boat floats over this ledge and the PCs are unprepared for it, there is a 10% chance it tips over, spilling them into the swift flow beyond.

The river makes a 90-degree bend just beyond the ledge, and it flows more swiftly than when it entered the lake. Between the ledge and the Gargoyle Bridge (River area J), the river drops five feet. It flows at 40 feet per round here and is much shallower than elsewhere. The passage walls are much smoother due to the erosion of the swifter stream. Because of the current, upstream paddling moves the boat only 20 feet per round, and downstream paddling moves it at 100 feet per round.

G. Eddy

As the current strikes the north wall, some of it turns west, and runs along the west wall of the lake. It passes the landing there and then bends east. It meets the water flowing over the ledge, which bends it north. This forms a slowly moving eddy on the lake's western edge that revolves counterclockwise.

The boat does not cross the eddy boundary and enter the eddy unless paddled or commanded. Likewise, it does not drift out of the eddy. If your party is very strong and up to the challenge, it might be interesting to have the magical boat drifting here, empty but for the oars, instead of at the landing (River area D). If you choose to place the boat here, you need to allow the PCs to spot it from the landing. You also need to be sure that you want to force an encounter with *both* the piercers and the turtle should they decide to swim for it.

H. Black Water Pool

> The 10-foot-wide watercourse passes beneath a natural stone bridge. It appears that passageways lead from both sides of this bridge.

In this passage, the current flows northerly at 10 feet per round. There are plenty of protrusions that allow the PCs to halt the motion of a floating boat and allow them to climb onto the bridge. If the PCs decide to continue beneath the bridge, read the following.

> About 180 feet northwest of the bridge, the passage turns north and opens almost immediately into another flooded cavern, this one small enough to be called a pool. Crevices in the cavern walls carry the water away to places unknown. The cavern floor at the center rises in an island, which glints and sparkles occasionally.
>
> The water surrounding the islet is particularly dark. There seem to be particles suspended in it making it look inky.

The water surrounding the islet is about 30 feet deep. The party is able to see only about five feet into the murky water. Wherever they are in the cavern, the PCs can see glints and glimmers from the island.

Isle of Rebuke

Scattered about the surface of the island are 3,000 gems of 1-gp value. These can be seen from the water, making the inviting glints. They are bait, for if any PC sets foot on the isle, a *magic mouth* is invoked. A peal of loud, ghastly laughter echoes in the cavern. As the gales of derisive mirth end, a great voice yells out:

> FOOLS! You are in a *dead end.* Flee back to the south and take the way the water enters or stay here and *die!* You were stupid to enter at all, so you will probably stay here. A deserved fate for niggling *mortals!*

Though the spell is mildly insulting, it will call monsters upon the PCs six rounds later.

Lacedon-Ghasts

Six lacedon-ghasts dwell in a shallow cave under 20 feet of water at the northern edge of the cavern. They hear the magical voice speak if anyone sets foot on the islet, whereupon they swim out and surround the isle in six rounds. They then clamber up onto the rocks and attack. If the PCs are in the boat, the ghasts attempt to tip them into the water; they have a 10% chance per round to do this. If the PCs flee, the ghasts do not pursue more than 50 feet down the passage.

The lacedon-ghasts' lair has the following treasure: 1,000 ep and 2,000 gp; six 100-gp gems; two *potions of water breathing;* and a *battle axe +2, +4 vs. undead and negative material plane creatures.*

6 Lacedon-Ghasts: AC 4; MV 15"; HD 4; hp 29,28,18,17,16,15; #AT 2 claws, 1 bite; D Id4/ld4/ld8; SA stench causes *-2* to hit unless saving throw vs. poison is made, hit causes paralysis unless save is made; SD immune to *charm* and *sleep* spells.

I. Reflection Pool

> More than 100 feet northward the passage opens up into a cavern filled with water so still it acts like a mirror. As the light plays across the walls and ceiling, the beautiful shapes and colors there are reflected in the pool below. Aside from the entrance on the south, the only exit seems to be a very low cut in the west wall. The profound silence is broken only by the tinkle of water splashing on rock some distance below.
>
> From the ceiling of the cavern beautiful stalactites hang suspended. They are multi-hued icicles that compete for space with pastel curtains. The walls are streaked with multi-colored rock formations that sparkle brilliantly.

The marid Kasdu'ul lies in enchanted slumber in the center of the pool under 15 feet of water, one of Iggwilv's prisoners. His 18-foot-tall

form can be seen only if a PC can shield part of the pool surface from the reflection or if he puts a head under the surface for a quick look.

The marid can only be awakened by a *dispel magic* cast upon him. His sleeping form is protected, however, by an *antipathy* spell, and any who comes within 10 feet of him must pass a saving throw vs. spells to continue. If this huge fellow is freed, he is neither particularly grateful to the party nor does he attack the PCs outright. He certainly defends himself if attacked, however, and he attacks if provoked. He is not a servant for the party.

Nevertheless, if offered a large bribe (10 or more gems, a substantial magical item, etc.) he is 75% likely to give the party *water breathing* ability for one day and escort them to any location along the underground waterways, should the party choose to explore them. If they mention dao, he surely is inclined to assist them with an *alter reality* spell in their behalf, providing the party has already defeated the dao or promises to do so at once.

When his conversation with the PCs is over, he departs immediately.

Kasdu'ul (marid): AC 0; MV 9" /15" /24"; HD 13; hp 81; #AT 1; D 8d4; SA spell-like powers; SD spell immunity of limited form; MR 25%.

J. Gargoyle Bridge

> This ornately carved and sculptured bridge arches to about 15 feet above the center of the river. It has many strange forms and shapes in bold relief; carved gargoyle-like monsters leer from it. A thundering rumble, a loud, low-throated roar, fills the ears.

The speed of the current here is 50 feet per round as the river moves rapidly to the west. The roar is the sound of the vast underground waterfall (River area L) 130 feet distant. If the party is afloat and goes 30 feet beyond the bridge, they drift into swift water (River area K) which pulls them over the falls.

As the party comes to 50 feet east of the bridge, they have at most two rounds in which to act or be swept into the swift water (River area K). To play this out, you should have a map of some kind showing the river and the bridge. Count aloud slowly to 10 as you draw your finger along the river to indicate where the PCs are. Adjust the speed at which you draw your finger for any rowing the PCs may be doing. For drifting, allow 2 counts per square on the map, beginning 5 squares east of the bridge.

For full-speed paddling upstream, the boat may be held in position as long as the paddler(s) can make successful Strength Checks; the first roll is made at +4, but every round thereafter the roll decreases by 1. Failure means that the boat slipped downstream 1-3 squares; success means that the boat either went upstream 10 feet, held position, or drifted slowly downstream, at the players' option.

Keep note of what the players say their characters are doing. If the party does not know how to operate the magic boat, they must lasso the bridge to halt their movement toward the falls or row like mad. If the party fails to halt the boat by the count of 10, they pass beneath the bridge. Count once again, this time only to 6, as the boat drifts the three squares to the swift water (River area K). When the count reaches 6, they spill over another ledge and then swiftly on to the falls. Of course, actions by the PCs can alter this.

K. Swift Water

At this point, where the river flows off the map, there is a second ledge, with a drop of two feet. Once over the ledge, it is impossible to paddle the boat upstream, though magic can allow upstream movement.

Beyond the ledge, the speed of the water picks up to 60 feet per minute. At this rate it only takes two rounds to spill over the waterfall. This is the party's last chance.

Because of the rate at which the boat is moving, no amount of rowing can keep it from being plunged over the falls. Only the boat's magical powers can halt the progress, or some similar action on the party's part. If the PCs figure some way to halt the boat physically (as with a *wall of stone* cast across the tunnel), you will have to wing it as far as judging the effects of their action. If the water continues to flow, it drags the boat under in one round after the boat has been stopped,

L. Waterfall

Here the PCs definitely die *unless* they have learned to control the magic boat or have some supernormal means to save themselves. The water drops over a granite ledge to fall 400 feet to a lake below. The plunge kills anyone taking it normally, or else the tumble of water at the bottom traps and drowns them. The magic boat can be commanded to go up the falls (its sailing power is that great), but on the way down the falls occupants tumble out unless they are lashed to the craft.

Unless you have an extensive map for an underground adventure prepared, it is suggested that any party so careless and foolish as to pass unwittingly over the falls and down to the area beyond be considered casualties of the Lost Caverns of Tsojcanth.

Greater Caverns Encounter Areas

1. Stairway to the Lost Caverns

When the PCs investigate the stairway down from the back of the entrance caverns, read the following:

> Steps have been roughly hewn in the passage floor to allow easier movement. The stone of these steps is worn in the center, indicating considerable traffic at some time in the past. The broad stairs have a drop of about one foot, and they lead downward to the north.

The stairway is about 130 feet long. Its 60 broad stairs drop a total of about 60 feet.

2. Stirge Cave

> This is a small cave, perhaps 15 feet or so wide by 30 feet in length. Its walls are a maze of crevices and crannies, and the floor near the walls is covered with streaks and blotches. There seems to be no exit.

This cave is the lair of 20 stirges who lurk in the nooks and crannies of the cave. Once two or more victims are in the place, they flutter down and attack. They have no treasure.

If the stirges are left alone and the cave mouths (Greater Caverns area 3) begin to speak, 1d6 monsters are drawn to the noise, arriving in two rounds. Another 1d6 stirges arrive four rounds later, and so on until all the stirges are attacking the PCs.

20 Stirges: AC 8; MV 3" /18"; HD 1 + 1; #AT 1, as 4 HD monster; D 1-3; SA 1d4 points of damage automatically after first hit, limit 12 points of additional damage.

3. Cave Mouths

> Within this natural chamber some 70 feet wide and 50 feet deep are six exits. Beside each is a weird face carved in bas-relief from the rock itself. Although each face is slightly different from its fellows, all are strange and doleful looking: one has dog-like ears, another protruding tusks, a third drooping wattles, and so forth. There seems to be no relationship between the size of the passageway and the stony visage beside it.
>
> There are a few stalactites on the ceiling above, a few fallen to the floor amid a handful of stalagmites. Nothing else in the chamber seems remarkable.

Each of these bas-relief carvings has an animated mouth with a permanent *magic mouth* spell cast upon it. When any party member comes within three feet of one of these faces, the mouth moves, saying with a bass, mournfully dire tone: "Turn back . . . This is not the way!" This is repeated endlessly until the PC backs off, and it re-occurs when approached again. This mournful sound brings the stirges from the stirge lair (Greater Caverns area 2).

If the characters attempt to speak with a face, it only repeats its deep-voiced warning. However, if the word *truth* is used in any question or demand, then the face states majestically: "My way is the right way." Only the face just to the right of the entryway says anything different, intoning: "I watch the only way!" It speaks the truth, and the five other faces lie.

Inspection of a stone face reveals a glittering gem within its mouth. From left of the entry passage clockwise, the gems are amber, amethyst (purple), aquamarine (pale blue), garnet (deep red), peridot (olive green), and tourmaline (dark pink). Regardless of which is obtained first, the first gem is worth 1,000 gp. The others, although just as large, are flawed and worth but 100 gp each.

The stone of these faces is very hard and nearly impossible to break. Each mouth bites for ld10 +2 points of damage if anyone attempts to take the gem within. A *command* spell or a demand for the gem has no effect, but if any character simply asks the face to stick out its tongue or any similar request, the face must obey. The mouth opens, the sound *aaaahhh* is heard, and the gem can be plucked easily from the tongue.

4. Slate Chamber

This squarish cave has been carved from slate and shale. The flat, gray and blue-gray stones seem to absorb light. Several weapons lie scattered on the floor, including a spear, a battle axe, a bastard sword, and a pair of daggers.

A berserk clay golem lurks in the small alcove in the northeast. It blends with the walls and is camouflaged until it steps out, which it does as soon as it sees light or hears intruders in its lair. Once it confronts the party, it casts *haste* upon itself, begins double-speed movement and attacks. This monster does not leave this room. It has no treasure, but one of the daggers on the floor of this cave is a *dagger* +2, *Longtooth,* which functions particularly well for a gnome or halfling.

Stone Golem: AC 7; MV *7"*; HD 11; hp 50; #AT 1; D 3d10; SA damage cured only by *heal* from 17th-level cleric, *haste* once per day for three rounds; SD +1 or better blunt weapons needed to hit, immune to most spells.

5. Bat Room

This large high-domed cave is covered with several inches of bat guano. Many beetles and a few small rats scurry away into concealment. The sound of flowing water comes from somewhere in the north end of the place.

Eight mobats have taken this cave for themselves, devouring the many smaller bats which once dwelled here. They hang from the ceiling 40 feet above.

When the party enters, they swoop down one at a time, with the first attack having a 50% chance of surprising the victim. The mobats attack in rotation, one at a time, each voicing its piercing screech. Any unmodified to-hit roll of 20 on a wounded mobat means it has been knocked out of the air. It lands on the ground next round, where it has an effective AC of 10.

On the 9th round and each round thereafter, more than one mobat may attempt to attack at the same time. Roll 1d6, and a roll of 2, 3, or 4 indicates the number of bats that have swooped to attack. This means crowded flying conditions, giving the mobats effective AC of 7.

On the north wall of the cave, 30 feet up, is a broad, projecting ledge. It takes a thief's climbing ability or some magical means to reach the stone shelf. On the ledge are a scattering of 10d10 of each type of coin, 2d6 gems, and 1-4 pieces of jewelry. A tunnel leads to the Mobat Take-Off (River area C).

8 Mobats: AC 2 (7 in crowded flying conditions, 10 on ground); MV 1"/15"; HD 2@6,4@5,2@4; hp 29,27,25,24,23,22,19, 17; #AT 1; D 2d4; SA surprise on 1-3, screech paralyzes for 2 rounds opponents who fail save vs. paralysis.

6. Bone Yard

On the floor of this small cave, bones are scattered everywhere. There is a low mound of dung in the middle of floor, covering some of the bones, and what appears to be a crushed minotaur skeleton lies at the south end of the cave. Beside the skeleton are two leather sacks. The floor and ceiling are fairly smooth.

Attached to the ceiling is a lurker above, which is quite hungry, not having eaten in some time. It attacks as soon as anyone moves beneath it.

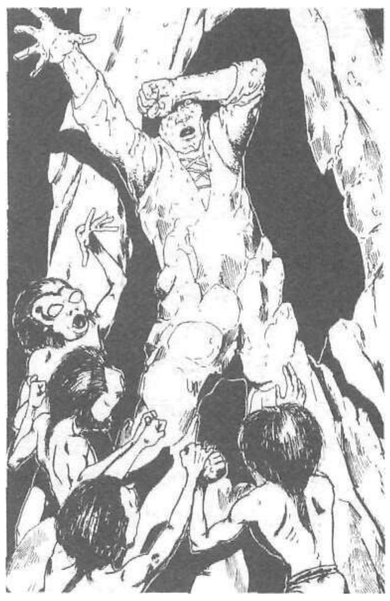
The skeleton is that of a minotaur. One sack holds 102 sp beneath which lie 167 pp; a hurried examination of the coins gives a 90% chance of mistaking the platinum for silver. The other bag contains 281 gp. There are five gems imbedded in the belly of the lurker above, but they cannot be seen unless the party turns the monster over.

Lurker Above: AC 6; MV l"/9"; HD 10; hp 51; #AT 1; D 1d6; SA surprise on 1-4, smother prey in 1d4 +1 rounds; SD entrapped prey must have short, stabbing weapon in hand to fight.

7. Pech Grotto

The walls of this grotto are carved and chiseled into a running series of forms and figures that extend from the floor to the arched ceiling. The work is bas-relief of a caliber superior to that of the stone faces. Though most of the forms are unrecognizable, fungi, blind fish, and various insect forms common to the underground world are familiar.

There are stone chips on the floor and a worked shaft about $4\frac{1}{2}$ feet high and 2 feet wide running northwest from the far end of the grotto.



If the party lingers in the grotto for three or more rounds, they hear the clanking sound of metal on stone. If they shine light down the small tunnel, they alert and arouse the seven pech busily working there to cut a flight of stairs upwards toward a large, sealed cavern they know is there. The light causes them to shout in all of the languages they speak (dwarf, gnome, goblin, common, and their own tongue): "Douse that cursed light, *stupid!"*

They come to investigate and are somewhat friendly if the party complies, and their friendliness increases if the party shows them any courtesy. They even aid the explorers against the clay golem in the Slate Chamber (Greater Caverns area 5) if offered not less than two gems or one piece of jewelry each. They have no treasure.

If the party increases the light or does not douse it when the pech speak, the thin, little guys become increasingly angry and hostile. Several rounds of light (ld4 + 4) cause them to

come out and attack the light source. If the light is from a *light* spell, they retaliate with a *wall of stone* spell to secure themselves against its rays and then continue their work.

7 Pech: AC 3; MV 99"; HD 4; hp 30,28,27,25,24,20,18; #AT 1; D 1-3, with maximum damage to stone monsters; SA special stone spells, +3 damage bonus due to strength; SD immune to petrifaction.

8.Fungus Beds

This place is filled with all sorts of small and medium-sized fungus. The floor and walls sprout many different varieties, all of which give off a pale phosphorescence. Several large, whitish forms can be seen amongst the fungi. It appears that several passageways radiate from this cavern.

This cavern is the favorite feeding ground of the giant cave crickets that live within the caverns. Presently, and whenever the PCs return, there are five of these creatures present. If frightened by loud noise or light, they make a jumping attack at the party; roll 1d6, and if a 1 is rolled the attack was successful and gave automatic damage. Those that miss still have normal chances to hit. Frightened crickets also begin chirping loudly enough to drown out speech in a 90-foot radius. Once the chirping begins, the trolls in Caverns area 10 come to investigate in three rounds. The crickets have no treasure.

5 Giant Cave Crickets: AC 4; MV 6"; jump 3"; HD1+3; hp 9,7,6,5,5; #AT 1 kick; D 1-4; SA 1 in 6 chance of jumping attack for automatic damage, otherwise normal attack; SD chirping.

9.Fungus Beds 2

This small cavern which is overgrown with fungus, very much like the larger chamber to the south. There is a space along the south wall that has been cleared of the fungus that fills the rest of the cave. From near this area, a huge, pale cricket disappears down a passage just opposite you. At the left of the cleared area, from the depths of a narrow alcove, something bright glints.

Careful inspection from afar reveals what appears to be some sort of undead monster in the cranny at the back of the alcove; metal from this creature makes the glint. Hanging from the ceiling of the alcove are six green slime blobs. Unless the alcove is entered, these cannot be seen.

The "creature" is the remains of an elf. Wounded and afraid to attempt slipping past the green slime after nearly being gotten by several pieces which dropped, the hapless fellow expired in the niche, wedged into an upright position. He was slowly coated with stone, which preserved his form.

Now, the corpse is covered by a thin layer of greenish mineral deposit, wet on the surface which makes it glisten. This gives it the appearance of an undead monster. It has a dagger and a sword that is only partly stone-covered. The remains of a black cloak and hood can be noted if anyone looks carefully, as can its *bracers of defense AC 5* and a gold necklace set with a gem (total value 600 gp). Under bits of cloak on the floor behind the body is a leather bag containing thirteen 50-gp gems.

The green slime blobs drop from the ceiling at any movement below. Because of the confined space, they attack as 4 HD monsters. It is the slime, not the crickets, which keeps the opening of the alcove free of fungus.

Green Slime: AC 9; MV 0"; HD 2; hp 13, 11, 10, 9, 8, 7; #AT 1; D Nil; SA turns flesh to slime, destroys wood and metal; SD immune to most spells.

1O. Troll Cave

The smell from this cave is noticed before the cave itself is entered.

This bag-like cave is filled with rotting leaves, bones, pieces of white chitinous material, dung, and all manner of other litter and debris. Several skeletons and skulls indicate that humans and elves have met their ends here. There are at least three larger heaps of rotting vegetation and sticks, possibly nests. The reek from the mess is disgusting.

This cave is the lair of four trolls. These four monsters maintain the fungi cavern areas to assure themselves regular meals of giant crickets, although they also catch fish and even venture outside the caverns for prey. Every so often they take heaps of the foul stuff from their lair and spread it around as fertilizer to encourage continued growth of the fungus.

If they hear noise from the crickets in the Fungus Bed (Greater Caverns area 8) they come out to investigate or feed, for they are hungry. If their lair is entered, they spring from behind the nests, hoping to attack by surprise. They do not give up their hope that the party can become a meal until two of them are dead. Even then, they follow the party until it crosses the river or enters an area containing a monster they fear.

Amidst the litter in their den are: 1d4x20 of each type of coin; 1d4 gems and 1 piece of jewelry; *potions of healing* and *vitality;* and a quiver with nine arrows, of which three are broken, two are normal, and four are *arrows +1*.

4 Trolls: AC 4; MV 12"; HD 6+6; hp 39,36,27,22; #AT 2 claws, 1 bite; D 1d4+1/1d4+1/2d6; SA can attack three opponents at once; SD regenerates 3 hp/round, three rounds after taking damage.

11. Corridor of Limitless Bats

The odor of bat guano in this corridor is choking. PCs notice it immediately upon entering. Furthermore, a gentle breeze flickers torches.

Numerous small fungus growths cover the walls of this passageway, and luxuriant growth covers the floor, which is heaped with guano. The oddly-colored growths seem to match the vari-colored minerals of the walls of the area. A faint squeaking and rustling is heard when you listen.

An enormous number of normal bats roost along the ceiling of the passageway, leaving through a crevice in the ceiling when night falls. Their guano feeds the fungi that fills the place.

The party must move very quietly, and with little or no light in order to avoid frightening the bats. If the bats are frightened by the party they fly everywhere within this area and the area beyond. So many (thousands) fill the air that they cannot help but fly into any PC standing; everyone within the two caverns (areas 11 and 12) will take 1d10 points of damage per round from the frenzied bats. All torches and lanterns are extinguished, and spell casting are impossible. A light they cannot extinguish, such as a magical sword or a *continual light* spell, causes the bats to frantically swarm over the light source. There are so many bats in the cave that, no matter how many are killed, there are an unlimited number.

Bats: AC 10 due to crowded flying conditions; MV 24"; hp 1-2; #AT special; D special.

12. Long Gallery

The cavern widens into a gallery of considerable length and a height of well over 40 feet. Some smaller fungi grow here too, and telltale squeaking and fluttering indicates that there are bats above.

Near the midpoint of both side walls, on the floor, are round indentations. A dozen of these are spaced along each wall of the gallery.

This area is filled with bats, as in the connecting area 11. It is also the home of sixteen cave morays. These snail-like creatures feed on bats and other creatures that come to eat the fungi along the walls of the tunnel.

When the party is about midway into the

area of their colony, shown by the dots on the map, the morays begin striking from their holes. They strike in one round and coil up in the next, so each attacks every other round; choose randomly which attack the first round, so that every round some morays strike. They are very long and can strike up to eight feet from the wall. In this melee, the party members have a 1 in 12 chance of striking the AC 5 body rather than the AC 0 head. If more than four morays are killed, the others crawl out of their den and attack.

There can be considerable confusion if the party fights the bats and the cave morays at the same time. Be certain that you understand how the monsters here work, and that you handle melee here thoughtfully and correctly. The fomorian giants from adjoining area 13 are drawn from their lair by considerable noise from this gallery. They arrive six rounds after hearing a disturbance.

16 Cave Morays: AC head 0/body 5; MV 1" HD 4 + 4; #AT 1 bite every other round; D 2d4; SA surprise on 1-5; SD withdraw into rock.



13. Giants' Lair

This area has the smell and look of a place where particularly dirty, ogre-like monsters would live. The cave is irregularly shaped and apparently has no other entrance. At the far end of the cave is a place where fires have been lit and cooking done, and amid the bones and skulls strewn about the floor, there is a flat rock which appears to have been used as a table. It still has the remains of some creature upon it; a large knife has been stuck into the carcass, as if it were being carved for dinner. In an alcove on the west wall are two piles of old hides and skins.

Two fomorian giants inhabit this lair, eating whatever comes their way. They often capture cave morays to add variety to their diet, but they have just been dining on a troll they caught and cooked.

Each of these hideously deformed giants carries a huge shield of hide and wood. If they hear any racket from the Long Gallery (Greater Caverns area 12), they arrive to investigate in six rounds. The giants pursue intruders, particularly tasty-looking ones, as long as possible. They try to corner prey in the northern dead end of the Gallery, but they chase the PCs from the Greater Caverns if not killed first.

Under their piled bedding are: 1,357 gp in large leather sacks; a beaten copper bowl with lapis lazuli handles, worth 750 gp; two ivory tusks valued 600 gp each and weighing 1200 gp each; a *cloak of poisonousness,* a normal cloak, *boots of levitation,* and *boots of dancing.* The *boots of dancing* appear to be *boots of elvenkind* except that close examination reveals small metal plates on the toes and heel of the sole (like tap shoes).

2 Fomorian Giants: AC 2; MV 9"; HD 13 + 1-3; hp 63, 58; #AT 1; D 4d8; SD never surprised.

14. Crystal Cave

This cave is criss-crossed with so many veins of crystals that light reflects and makes the place beautiful to see. Although none of these formations appear valuable, some of the crystals are very large and wonderful to behold.

Three xorn from the Elemental Plane of Earth are in the cavern to do a bit of gourmet dining on the crystals here. Naturally, they demand some metals from the party, especially platinum or gold, as a nice dessert. They settle for 100 coins each, even if they are copper, silver, or electrum. If nothing like this is offered, the xorn attack to get the metal, for they can smell it. If the xorn are forced to flee, or if they are killed, the party discovers that the monsters have stacked up a pile of 18 uncut 500-gp value gems along the north wall.

3 Xorn: AC -2; MV 9"; HD 7; hp 47,43,39; #AT 3 claws, bite; D 1-3/1-3/1-3, 6d4; SA surprise on 1-5; SD immune to fire and cold, half damage from lightning, able to pass through stone.

15. Cockatrice Cul-de-sac

Within this cul-de-sac, the stench of animal droppings fills the air. There is a litter of twigs and odd bits of cloth near the far wall amid some rather finely done sculptures of small animals and broken pieces of similar statues.

A mated pair of cockatrices has dwelt in this area for some time now. Their nest, the litter of twigs and cloth at the back of the cave, holds two eggs. Their nesting makes them very aggressive, and they immediately attack any intruder near their lair, pursuing the creature at full speed as long as they can see it. If the quarry has disappeared from sight, the cockatrices pursue 33% of the time, but only at half-speed (9"). Amid the litter of their nest is a silver tube containing a scroll of magic-user spells at the 17th level of spell use *(slow, stone to flesh, phase door);* a large green peridot valued at 2,000 gp; and a *lens of detection.*

2 Cockatrices: AC 6; MV 6"/18"; HD 5; hp 31,24; #AT 1 beak; D 1-3; SA touch turns to stone.

16. Antechamber of the Dao

Read the following as soon as the PCs have begun exploration of the passageway leading to this area.

From the passageway ahead corne the sweet smell of orange blossoms and the sound of tinkling bells and chimes.

Read the following as soon as they have reached the cavern.



Within this irregular cavern plump cushions have been strewn on carpets, rugs hang from the walls, and beautiful furniture stands everywhere. A pair of divans stand along the far wall, with an open chest of rosewood between them, literally spilling with gems. A great recurved horn bow and a sheaf of very long arrows rest near one divan, and a pair of hanging scimitars are framed by tapestries showing battle scenes. Upon stands, pedestals, and low tables of precious woods rest golden dishes and silver bowls, statuettes of malachite and lapis lazuli, ivory carvings. Silken garments are scattered on stools and heaped in chests and wardrobes.

There is an alcove to the west, draped with a curtain of glass beads and covered

by a strangely worked and decorated folding screen. From behind it you hear a high-pitched giggle, and before your startled eyes appears a midget dressed in orange silk pantaloons, an embroidered vest of blue and white, purple slippers with curled up toes, and a large violet turban set with a deep-hued purple gem. He waves a tiny scimitar, bows, and bids you welcome to the "Antechamber of the Garden of One Thousand Earthly Delights."

As he speaks, the small fellow smiles, bows, and pushes the ornamental screen aside. Behind it, in a marble passageway 20 feet long, stand two rather comely girls, peeking from behind a fat, puffing chap who blocks their way. All three are dressed in a fashion similar to the midget, who now welcomes you and urges you to follow him into the bright corridor and the sunny garden you can see beyond it.

The four beings here are dao disguised by *change self* spells in order to dupe the party. These evil creatures from the Elemental Plane of Earth have used *spectral force* to create an illusionary corridor and garden, hoping to lure the PCs in.

If the party enters the alcove area, the "midget" casts a *wall of stone* spell to seal off the area, and then all four dao attack. If the party hesitates and does not enter, the monsters move into the room where they stand, and the "midget" casts the *wall of stone* so as to seal off the whole chamber.

In the melee that follows, the dao attack physically, casting *transmute rock to mud* under the party to mire them in the stuff when that seems advantageous, for the dao can move at a 6" speed through mud. They then use *invisibility* to get behind adventurers and gain an attack advantage.

If things go very badly, the dao eventually attempt to move through the solid rock of the walls to escape with their lives. If forced to surrender, any dao grants a *limited wish* to a member of the party, and then twists the meaning of the wish so as to make his escape. All of the "treasure" in the place is junk. The jewelry is brass and glass, the gems worth only 1 gp each, although there are 2,168 of them, some of which are very large and appear valuable to an untrained eye.

Amidst the brass junk and cheap stone ornaments is a bottle with a captured djinni. If this fellow is freed, he performs one service for the party, including smashing down the *wall of stone*, if needed. He does not accompany the party afterwards.

4 Dao: AC 3; MV 9" /15"; HD 8 + 3; hp 50,48,43,38; #AT 1; D 3d6; SA spell-like powers; SD move through rock and earth at MV *6"*.

17. Rainbow Cavern

This high-domed cavern displays a rainbow of colors on its walls and floor. Even the many stalactites above hang like colored icicles. Various mineral deposits in the rock have seeped into frozen curtains, cascades, and many fantastic shapes. The floor has numerous humps and stalagmites of varied hue and strange form. In the center of the chamber is a heap of coins and metal bars.

This is the lair of the gorgimera Chossos, a monster that resembles a chimera but has lion, dragon, and gorgon heads. Chossos is far more intelligent than most gorgimerae, and it attempts to kill as many PCs as possible. Unless the PCs attack immediately, Chossos speaks to them, attempting to convince them of its friendliness. It speaks common, dwarf, red dragon, and a pidgin form of hill giant.

It attempts to lure the party into the range of its breath if it can, moving slowly and non-threateningly (?) toward the PCs if they refuse to advance toward it. If this does not work, it charges to make use of its gorgon breath. It enters into melee, attacking with fangs, claws, and horns. When it has taken half damage, it again uses gorgon breath, followed by a blast of dragon's fire. If any enemy still stands after this, Chossos once more attacks, fighting until it is dead.

The gorgimera's heap of treasure includes: 7,000 sp; 9,000 gp; 800 pp; 21 gems and two pieces of jewelry; a *potion of green dragon control;* a scroll of *protection from elementals;* a *bag of holding* (2,500 gp weight maximum); and a *horn of fog.*

Chossos (gorgimera): AC 5 lion/2 other; MV 12"/15"; HD 10; hp 66; #AT 5; D 1-3/1-3/2d4/2d6/2d6; SA red dragon breath, gorgon breath, each usable twice per day; SD 60% chance that blow strikes AC 2.

18. Boulder Heap

The well-rounded boulders here look as if some giant had stacked them up for use in a time of need. They are all about the right size for a fire giant to hurl.

Chossos has piled them here to block the entry to the Lesser Caverns so that anyone attacking from that direction cannot take him by surprise. The rocks can be tumbled and rolled aside without difficulty. If this is done, the party sees stairs going down to the west, the only entrance to the Lesser Caverns. The stairway has 900 steps, each about three feet broad and one foot high.

The Graven Glyphs

In moving the boulders, the party notices that one has an odd blue-green cast to it, and is definitely lighter than the rest. The odd boulder can be smashed open with a hammer, mace, or similar instrument. It is hollow inside and contains a tablet and a *ring of protection +1.*

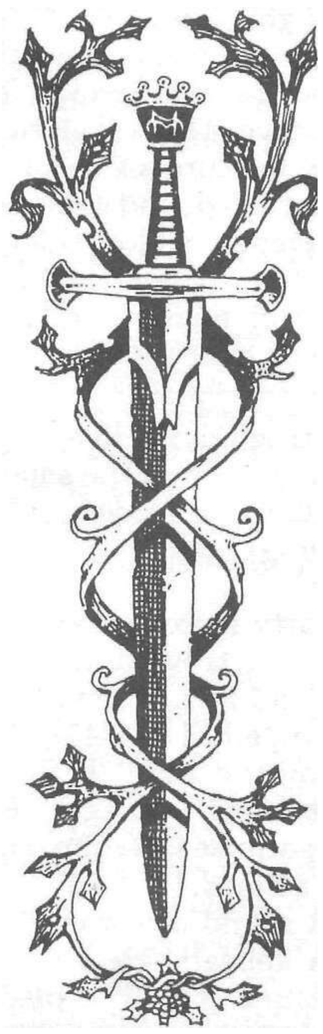
The tablet is the *Graven Glyphs,* a magical warning to those bold enough to enter the lower area of caverns. It is found in a different part of the Greater Caverns each time a party enters the caverns, but it can always be found. The Graven Glyphs are reproduced as Inscription 4A in the *Inscription and Map Booklet.* They read:

In the center lies the gate
But opening it is sure to vex
Many are the guards who wait
As you go to the middle hex.

Randomly sent to find a way
Back to a different iron door;
A seventh time and you may stay
And seek the glowing prize no more.

You have won old Iggwilv's prize
Her hoarded cache of magic
And freed the one with yearning eyes
Whose lot was hunger tragic.

Read the verses slowly, with pauses between each quatrain. Then tell the party that the glyphs have faded into nothingness, and take back Inscription 4A.



Chapter 22: Lesser Caverns

For play in this area, use Maps 4-4 and 4-5 from the *Inscription and Map Booklet.* Play begins at the foot of the 900 stairs leading down from the Lesser Caverns; this place is marked with an X on the map.

A-F. Mappers' Bane

These six 30-foot-square areas, labelled A-F on the map of the Lesser Caverns, are the end of a one-way teleporter that activates whenever one of the ebony doors to the Inner Sphere (area 30) is opened. All six of these areas must be visited by teleportation before the party can gain entrance into the Inner Sphere.

Whenever they are encountered, use the description below. Of course, if the PCs mark the walls or do something to otherwise distinguish the room were they to return at a later time, add that description when the room is entered.

> This room appears to have been hewn from the rock. It is 30 feet square, and it has a 20-foot ceiling. Four passageways lead from it, one in the center of each wall.

If PCs are attempting to map, give them no help when the rooms are encountered after teleportation. If they are encountered normally, you may help with the mapping by using the compass directions.

1. Troglodyte Lair

> The ceiling of this low-domed chamber is literally dripping with stalactites. All together, there are eight tunnels leading to and from this cave. The still air of the place reeks with a mixture of odors: rotting refuse, growing fungi, and some even more unpleasant stench. The thick fungus growth seems to be deliberately cultivated, for a compost of manure and other substances is spread over the floor.

A tribe of 18 troglodytes lives in this cave. Three trogs live in each of the small passages, and six (including the leader and four non-combatant young) are in the large, three-branched tunnel.

Unless the party is exceptionally quiet and shows no light, the troglodytes hear them as they approach and lurk in ambush; they surprise the party on a roll of 1-4 on 1d6 (1-2 if a ranger is leading the way). If they gain surprise, the male trogs hurl javelins and then close. In a non-surprise situation, circumstances dictate their actions.

On the third round of combat, the troglodyte champion appears. He is armed with a cursed *broadsword +1.* The blade is absolutely neutral in alignment, and it has the power to generate *illusion* (as a wand) even though it has no discernible intelligence. Such *illusions* last for ld4 + 4 melee rounds, and operate periodically after an interval of 3d6 turns.

When the champion appears from its den along the north passage from the area, the other trogs pause for one round while their hero steps into the fray, croaks its horrible challenge, and wades into the enemy. Immediately upon so doing, an *illusion* is generated by the broadsword. A horde of huge troglodytes appear to pour out of the place the champion came from.

On the next round the actual trogs resume the attack. Only at this point these creatures begin exuding the revulsion stench, for their hero brings them to an immediate frenzy. Because of the small area and the great ardor for battle the trog hero arouses, characters must pass three successive saving throws vs. poison, one per round, in order to be safe from its effects.

There is no treasure in any of the lairs, save that of the hero trog. There are four unhatched troglodyte eggs in the largest lair. Each is worth 1d4xl00 gp if sold on the open market of a town or city. The hero has one piece of jewelry and a crystal flask with a *potion of extra healing* in it. The flask alone is worth 250 gp.

Troglodyte Champion: AC 4, includes +1 due to dexterity; MV 15"; HD 4; hp 30; #AT 1; D 2d4; SA stench (save vs. poison or lose 1-6 strength points, 1/round, 10 rounds to recover); SD chameleon power.

Troglodyte Leader: AC 5; MV 12"; HD 3; hp 21; #AT 1, at +3 with javelin; D 2d4; SA stench; SD chameleon power. It is armed with two javelins and a morning star.

9 Troglodyte Males: AC 5; MV 12"; HD 2; hp 15,14,13,13,12,12,11,10,9; #AT 1, at +3 with javelin; D 2d4; SA stench; SD chameleon power. Each is armed with a javelin and a morning star.

8 Troglodyte Females: AC 5; MV 12"; HD 1 + 1; hp 8,7,6,6,6,5,5,4; #AT 2 claws, 1 bite; Dl-3/l-3/ld4 + l.

2. Cavern of Corpses

> One look around this gruesome place shows that something awful uses this place as either a burial crypt or a trophy room! The walls of this vaulted chamber are lined with limed-over corpses. A whole circle of barely-distinguishable forms create a lower tier. A fresher ring of calcified corpses, seemingly standing upon the heads and shoulders of those beneath, decorates the cavern walls at a height of about 12 feet or so. What at first seemed to be rock formations at the base of the lower ring of petrified bodies is evidently many similar remains—of dwarves, gnomes, halflings, elves—the shorter standing, the taller kneeling or sitting.
>
> The steady drip and splash of water from the ceiling down the walls and over the stony corpses creates a pool of water in the northeastern portion of the cavern. It flows out a tunnel there.

The gruesome place is the home of a bodak, who dwells in the small cave where the pool runs off and drains away. This grotesque thing has long dwelt in the Lesser Caverns, and it has spent years carefully decorating its lair with the grim remains of adventurers it has slain. The bodak stands amidst its calcified victims, nearly indistinguishable from the limed-over corpses due to its pearly grey skin and featureless body. Only its eyes give it away; there is a 10% chance that this occurs.

The monster attempts to slay as many of the party as possible without being detected. Once seen, it charges the party and seeks to use its gaze to slay them all.

The troglodytes (area I) are on good terms with the bodak. Even their leader regards it as an ally and demi-god. It only occasionally slays one of them, and to keep it this friendly the trogs sacrifice treasure to it. Thus, the back of the thing's lair is full of valuables which it and the trogs have garnered. This treasure is: 187 cp, 3,440 sp, 207 ep, 4,196 gp, and 289 pp; twenty 50-gp gems and 14 pieces of jewelry; *potions of diminution, poison, polymorph self;* a clerical scroll of four spells at the 12th level of spell use *(resist fire, remove cures, raise dead, heal);* a magic-user's scroll of six spells at the 15th level of spell use *(write, fool's gold, magic mouth, dispel magic, distance distortion, statue);* a scroll of *protection from possession;* a *ring of warmth; bracers of defense AC 7;* a *candle of invocation* (chaotic good); a *serpentine owl;* a *short sword* + 1; a *spear* +2; and a suit of elf-sized *scale mail* +2.

Bodak: AC5; MV6"; HD9 + 9; hp54; AT l; D 1-4; SA gaze, save vs. death or die; SD cold-wrought iron or +1 or better weapon needed to hit, immune to *charm, hold, sleep, slow, poison,* half damage from electricity, fire and gas.

3. Behir Gallery

> This place is well over 200 feet long and varies from about 20 to 40 feet in width. It has a ceiling height of from 25 feet to over 50 feet. There are many shelves and ledges along the walls, while the roof is covered with many stalactites with a scattering of

stalagmites beneath. Fungus growth supports many small creatures feeding on it... and upon each other. In the soil beneath the fungus lie many bones scattered about.

The behir, Lludd, lives in this cave. It lies in wait on a ledge near the entrance to its chamber, a place some 15 feet up the south wall, waiting for some morsel worth dining upon.

For its kind, Lludd is a very smart fellow. It has lived scores of years and has slowly gained knowledge and wisdom. Lludd can speak a bit of many human and creature languages, learned from its victims before it devoured them. Although Lludd has no treasure it knows of (there is a *periapt of proof against poison* +3 inside its stomach), the sly monster directs powerful characters to the "vast treasure" to the west (in the Marlgoyle Gallery, area 4) in order to save its skin or merely to avoid a conflict it fears losing.

Lludd (behir): AC 4; MV 15"; HD 12; hp 67; #AT 2 or 7; D 2d4/1d4+1 or 2d4/1d6 (x6); SA lightning breath once per turn for 4d6+24, save vs. breath weapon for half damage, constriction; SD immune to electricity and poison.

4. Marlgoyle Gallery

A large gallery with many ledges and shelves stretches 110 feet east and west and 30 feet north and south. The arched ceiling is about 30 feet high at either end, with a middle-area dome of about double that height.

There are numbers of colorful rock formations here, including both stalactites and stalagmites. These compete with the ever-present fungus for the eye's attention, as both form the most phantasmagoric series of shapes. Here a spired deposit could be an efreet castle; there a pocked toadstool looks like some hunched monster. Among the beauty scurry insects and rats, and hanging from the ceiling are bats. Metal glints on the floor—coins!

Five marlgoyles lurk along the walls, their stony bodies appearing to be part of the cavern itself. If the party fails to see these monsters, and the coins are likely to distract attention, roll a d4 to see how many effective free attacks each marlgoyle gets.

The marlgoyles plummet down upon their chosen opponents, each gaining +1 to hit and +1 for each die of damage on the initial attack. Subsequent attacks are as normal.

On the floor of their lair are: 107 cp, 89 sp, 64 ep, 284 gp, and 59 pp; ten 10-gp gems; and three pieces of jewelry. On a ledge 20 feet above the cavern's floor, in the bulge in the southwestern part of the chamber, are a pair of *wings of flying* and a *horseman's pick +1*.

5 Marlgoyles: AC 2; MV 6" /12"; HD 6; hp 36,34,32,32,31,28; #AT 2 claws, 1 horn, 1 bite; D 1d6/ld6/2d4/2d4; SA 80% likely to attack by surprise; SD +1 or better weapon needed to hit.

5. Hulk Cavern

The floor of this large cavern is terraced, with rises and drops that make it impossible to move across the place without using great care, for the stone is moist and slippery. The walls are striated with bands of color, and there are a large number of stalactites on the curved ceiling.

Waiting in the alcove is an umber hulk. The monster is very hungry and attacks the party immediately.

This monster has recently burrowed up through a pipe of blue clay, indicated by a small *X* in the northern alcove of the cavern. Its entry shaft slants down and away for several score feet, then levels and gradually rises for about one mile, intersecting four small caves along its route to the outside. It emerges on the north face of the mountain. The tunnel and the caves it intersects are not shown on the map of the caverns, though you may want to use it to create additional encounters.

If the party manages to examine the terraced area, they note a small band of blue clay that was not disturbed by the umber hulk. It may be excavated in three rounds, yielding a round diamond worth 5,000 gp.

Umber Hulk: AC 2, MV *6" (6"*); HD 8+8; hp 50; #AT 2 claws, 1 bite; D ld10 +2/ ld10 +2/ld6+4; SA gaze causes *confusion.*

6. Grazing Gallery

Through the fungus in this gallery are several tracks, as if various creatures have gathered or grazed the growth. This place is not remarkable in any other way.

A huge subterranean lizard clings to the western wall. This monster is both hungry for flesh and angry because its mate was recently slain (by the bar-lgura which the reptile justly fears). Thus, as the PCs enter, it will rush forward to attack, surprising the party on a roll of 1-4 on 1d6, unless they are silent and show no light. The lizard has a den at the far end of the chamber but there is no treasure there or elsewhere in the chamber.

Lizard, Huge: AC 5; MV 12"; HD 6; hp 40; #AT 1 bite; D 2d64 (due to great size); SA can move along ceiling or wall, double damage on an unmodified roll of 20

7. Dry Pool

The most notable feature of this place, other than the smooth walls and ceiling, are the scattered round boulders. There is a drain-like slope to a great sinkhole in the center of the floor. It might be that at one time a flow of water filled this place but later drained away with the opening of the sinkhole.

Two gas spores rest amidst the boulders. If the party nears the central portion of the chamber, one rises up at a distance of 10-30 feet and moves toward the party to touch them; the second follows at a distance of 15 feet. If either is damaged, both will explode. Check to see if the party recognizes it as a gas spore or believes it to be a beholder (90% chance of mistake at 10 feet or greater distance, 25% at under 10 feet). There is no treasure in the cavern.

The sinkhole is a shaft funneling down to a pipe eight feet in diameter. Light reveals that it goes down over 50 feet, though it actually drops 25 feet farther straight down. Then, it jogs northeast at an angle of about 45 degrees downward for another 35 feet. Finally it narrows to about four feet in diameter and plunges straight down another 100 feet into an underground stream. You may use this as a lead to even deeper caverns and deadlier adventures.

2 Gas Spores: AC 9; MV 3"; HD 1 point; hp 1 each; #AT 1; D contact with exposed flesh is fatal unless victim gets *cure disease* within 24 hours; SD damage releases 6d6 hp explosion (save versus rods for half damage.

8. Stalagmite Cavern

This 60-foot-tall chamber has many shelves and irregularities along its walls. Many stalactites hang from the stony roof, some of great size and exceptional beauty. The floor is littered with occasional stalagmites, and there are several central formations of massive dimension, each being well over 20 feet high.

Crouching atop four of the huge stalagmites are four bar-lgura. They have changed their coloration to match the stone, which makes them 95% impossible to detect before they leap to attack the party.

As many as possible spring down and attack as soon as the PCs get close to the stalagmites. Those unable to do so use their power of *invisibility* to move undetected to a position behind the combatants and then use *telekinesis* on the

smaller members of the party, causing them to collide with others and hamper their fighting. Those in melee will, after attacking normally, use *fear* on the second round, attack the next, then use *fear* again, and so forth.

If the combat is turning against them, the bar-lgura will *cause darkness* and retreat to a position amid the rock pillars. There, they jointly create a *spectral force* illusion of a dozen type-I demons flying into the cavern and swarming toward the party.

During this distraction, the bar-lgura use their *change self* power to assume the forms of mountain dwarves. In this guise, they pretend to enter the cavern and help the party to fight the illusory demons. Once they have joined the party, the bar-lgura again attack by surprise. If they were badly outmatched, the bar-lgura do not return to the fray; instead, they attempt to slip away in dwarven guise.

Each demon wears its own treasure. The first wears a bracelet of gold and rubies of 4,500-gp value. The second has a platinum neck chain of 600-gp value. The third wears an electrum necklace with a gold pendant with a seeming value of 400 gp; it really is a *necklace of missiles* with a single missile equal to a 9HD *fireball.* The fourth has a jade ring worth 550gp

4 Bar-Lgura: AC -3; MV 9" @ 15"; HD 66; hp 42,39,37,34; #AT 2 claws, 1 bite; D 1d6/ ld6/2-12; SA 40-foot leap, spell-like powers; SD half damage from cold, fire, gas and lightning, can change coloration, 45% magic resistance.

9. Glowing Grotto

This irregular chamber has a growth of some unusual form of fungus or lichen which appears to give off a soft bluish radiance akin to *faerie fire.* It is reflected and possibly enhanced by many crystalline growths on the floor, jutting from the walls, and along the arch of the ceiling. The overall effect is to provide a pale glow that lights the entire grotto as if it were bathed in full moonlight.

Just where the passageway opens into the grotto is a teleporter. Any members of the party who enter the area south of the dotted line on the Lesser Caverns map disappear from view. They are teleported instantly to either of two alternate dimensions similar to, but not the same as, the PCs' own.

The teleportation is at random for each PC. There is a 50% chance for the PC to enter the Dark Labyrinth (Area 9A) or the Animated Armor (Area 9B). It is quite possible to have members of the party in both dimensions. The descriptions of each of these destinations is given in the paragraphs below, including the encounters that take place there and the means of returning to the caverns. Characters who successfully return find themselves in the passageway just north of the Glowing Grotto, with their back to it.

9A. Dark Labyrinth

For play in this area, use Map 4-5 from the *Inscription and Map Booklet,*

As you enter the grotto, there is a brief flash, and then the entire place is dark. You hear snorting sounds and smell cattle.

Visitors are in for trouble, because this area contains two minotaurs mounted on bulls. The minotaurs are guards to prevent anyone from returning to the Lesser Caverns via the teleporter in the center of the labyrinth.

The PCs arrive at the entrance of the labyrinth in the lower right corner of Map 4-5. The minotaurs are there too, as indicated by the Ms, and they attack immediately. While mounted, the minotaurs attack only with their flails. If the bulls are killed, the minotaurs run back into the maze. Otherwise they continue to fight.

The entrance location is totally vacant. The walls of the labyrinth are infinitely tall and may not be circumvented by any means, physical or magical. The only hope the PCs here have of returning is to enter the labyrinth and find the exit teleporter (marked *E* on the map). The minotaurs fight to the death to prevent this, stalking the PCs and attacking from ambush. They know the labyrinth very well.

The minotaurs' treasure is located at area *T* on the map. The treasure room has a locked iron box with a poison needle trap (save vs. poison or die). Inside the box are 1000 gp and a *battle axe* +2.

2 Minotaurs: AC 6; MV 12"; HD 6 + 3; hp 40,36; #AT 2 (1 unless dismounted); D 1d4/ 2d4 or by weapon +2; SD surprised only on a 1. Each is armed with a flail.

2 Bulls: AC 7; MV 15; HD 4; hp 25,23; #at 2; D 1d6/1d6).

9B. Animated Armor

As you step into the grotto, it alters instantly to a featureless room 50 feet square. The walls are 20 feet high, and there is no visible means of exit. Inside the room are three figures in full plate armed with longswords. They approach immediately, and you can see that they are merely suits of armor, completely empty of any being within them. They draw their swords in unison and step to attack.

The only escape from this place is by defeating a suit of armor and donning its helmet. All those wearing the helmets are teleported back to the Lesser Caverns. After three people are teleported away, another three automatons appear in the room. The consequences could be grim . . .

Animated Armor: AC 2; MV 6"; HD 5; hp 30,30,30; #AT 1; D 1d8; SD immune to all spells that affect living minds only (such as *charm, sleep, illusions,* etc.).

1O. Demon Cavern

On the floor of this small cavern, splintered bones and broken skulls are scattered about. One complete skeleton, evidently that of a slain adventurer, still wears a cloak and back-pack.

Resting in the cul-de-sac to the west are three loathsome, half-human, half-fly demons, the chasme. Upon detecting the presence of the party, they fly out to attack, buzzing all the while to cause *sleep.* Initial attacks upon non-sleeping individuals are by pincers and proboscis, with the droning buzz continuing to cause *sleep.* Any successful hit causes *fear* also, unless the victim makes a saving throw vs. wands.

If they get the worst of the battle, the demons fall back into their lair area. Two *levitate* chunks of stone to drop on the party (stones attack as 7 + 2 HD monsters, damage 1d10 + 2) while the other attempts to *gate* in another demon.

They do not bother to collect treasure, but the body in the cave has a bit. The skeleton wears a *cloak of elvenkind* as well as *boots of elvenkind.* Its dagger is broken, but in the backpack are four vials of holy water, 203 pp, and a scroll of three illusionist's spells at the 11th level of spell use *(color spray, non-detection, maze.)*

3 Chasme: AC -1; MV 6" /21" ; HD 7 + 2; hp 46,40,39; #AT 2 pincers, 1 bite; D 2d4/2d4/ Id4; SA spell-like powers, droning causes *sleep,* special save vs. character's level, touch causes *fear-,* SD half damage from cold, fire, gas, lightning, immune to poison; MR 40%.

11. Cave of the Skull

This small and non-descript area has a strange box in its center. Atop the box is a skull, probably that of a human or elf.

Lurking in this cave is a trapper, which is 95% indistinguishable from stone. This huge monster envelop any creature who comes within three feet of its center. If brought below 20 hp the creature scuttles to one side after releasing its trapped prey, seemingly offering its treasure

in return for sparing its life.

There is a silver box atop a large carpet in the depression which the trapper covered. The carpet is a *rug of smothering,* Inside the silver chest (value 750 gp) are nine 100-gp gems, a potion of *plant control,* and two jars of *Keoghtom's ointment,*

Trapper: AC 3; MV 3"; HD 12; hp 78; #AT 1; D 4 plus points equal to victim's AC; SD trapped victims smother in 6 rounds, victims cannot use weapon, cold or fire does half damage, 95% indistinguishable from stone.

12. Pillared Cavern

The stalactites and stalagmites here have grown together to form columns extending from the floor to the 20-foot-tall ceiling. The colors here are particularly bright.

Hiding among the stone deposits south of the entry are two ropers. They wait until all the party have entered the cavern, then attack with their strands, hoping to ensnare a victim and drag it toward them. If a victim is dragged to the roper's mouth, bite damage is automatic. Roper #1 has one 50-foot strand, two 40-foot strands, and three 30-foot strand. Roper #2 has 1x40-foot strand, three 30-foot strands, and two 20-foot strands.

A victim has a chance to break a roper's strand equal to the chance for opening doors. Six points of damage from an edged weapon can cut a strand. The effects of the roper's strands last 3d6 turns, but are negated immediately by *slow poison, neutralize poison,* or by *Keoghtom's ointment.* The long duration of the weakness is due to extremely potent venom.

2 Ropers: AC 0; MV 3"; HD 12,10; hp 66,57; #AT 1 bite; D 5d4; SA 6 poisonous strands, one per round, causing 50% strength loss per hit in 1-3 rounds, victim is dragged 10 feet per round toward roper; SD immune to lightning, half damage from cold, saves vs. fire at -4, +1 damage per die of fire.

13. Rotting Mounds

Within this cavern is the dank stench of rotting fungus, rising from the strewn parts and pieces of virtually every sort of fungus and mushroom growth imaginable.

Two shambling mounds lair at the far end of the cavern. If they hear noise or detect light they shamble out and attack, as they always seek a refreshing change of diet.

In their den is a heap of shiny objects they have collected: 75 cp: a silver tube (worth 125 gp) with a scroll of five magic-user's spells at the 9th level of spell use *(darkness 15'r., forget, fly, animal growth, cloudkill);* a *potion of clairaudience;* and a *brooch of shielding.*

2 Shambling Mounds: AC 0; MV 6"; HD 10,9; hp 60,54; #AT 2; D 2d8/2d8; SA 2 hits in a round entangle victim, causing suffocation in 2d4 rounds; SD immune to fire, cold causes half damage or none, lightning causes 1 HD growth, weapons cause half damage.

14. Giant's Cave

This place is obviously the lair of some monster, for there is a litter of bones and refuse in the northwestern portion of the cavern. A large black rock rests in the middle of the area.

The rock is actually a rhinoceros beetle. This monster is held in place by a thick iron chain which allows it about 15 feet of movement in any direction. It is the pet of the cavern's inhabitant, a mighty hill giant. The shambling mounds nearby not attack the giant for the giant's beetle would quickly devour them.

The giant, upon hearing approaching intruders or seeing their light (roll surprise as usual), or upon hearing noise from the shriekers in area 15, immediately releases the beetle, scoops up a boulder, steps into an alcove, and attacks the intruders when they arrive. If the PCs surprise the giant, his first action when he learns of their presence is to release the beetle, and his second is to hurl a boulder.

The giant hurls 1d4 boulders before attacking hand-to-hand. The insect attacks any other creatures entering the cavern, for it has been carefully trained to do so.

If noise from the shriekers lasts more than four rounds, the giant releases his beetle and goes to see what is up. He arrives at area 15 in three rounds, attacking any who are there.

The hill giant has a large leather sack containing 1,276 gp. He wears an ivory necklace of 500 gp weight (value 200 gp), and the belt he wears is fashioned from a giant weasel pelt (value 875 gp).

Hill Giant: AC 3 due to heavy pelt he wears; MV 12"; HD 82; hp 57, #AT 1; D 2d8 + l points of damage.

Rhinoceros Beetle: AC 2; MV 6"; HD 12; hp 68; #AT 2; D 3d6/2d8.

15. Shrieker Cave

This cave is filled with large mushrooms and other fungi. From the compost on the floor, it is likely that the fungi are deliberately cultivated.

Eight shriekers grow here along with the other fungi. The hill giant in area 14 cultivates the fungi, especially the shriekers, which warn him of approaching danger. The shriekers are also food for the giant, his beetle, and even the shambling mounds in area 13. If noise from this cave lasts for more than four rounds, the giant releases his beetle and both move to investigate what is happening. It takes them three rounds to arrive.

8 Shriekers: AC 7; MV 1"; HD 3; hp 20,17,14,13,11,10,9,7; SD noise (light within 30 feet or movement within 10 feet stimulates the noise).

16. Treasure Hoard

The ceiling of this place is unusually high, perhaps 70 feet at its peak. Heaped along the west wall is a mound of coins and other treasure.

Here, on a high ledge on the west wall, lives the horrid dracolisk. This monster is resting but not asleep, and it makes a swooping attack as soon as all of the party have entered the area.

The dracolisk uses a passage in the southern part of the cavern to raid the countryside. The passage slopes upwards, running for about one-quarter mile to another larger cavern. In the west wall of this cavern, about 40 feet above the canyon floor, there is an opening to the surface. It leads to a cave mouth about 300 feet up the mountainside and not in the area of the Lost Caverns at all.

The dracolisk's treasure is: 1,106 cp, 5,018 sp, 98 ep, 111 gp, and 988 pp; seven 100-gp gems; 5 pieces of jewelry and a jeweled sword scabbard (value 1,850 gp); and an ivory case (worth 300 gp) containing a *wand of magic missiles* with 100 charges.

Dracolisk: AC 3; MV 9" /15"; HD 7 + 3; hp 55; #AT 2 claws, 1 bite; D ld6/ld6/ld10 + 2; SA acid breath (stream 1/2" wide, 3" long, D 4d6, save vs. breath weapon for half), gaze weapon (20-foot-range, save vs. petrification or turn to stone); SD 90% chance of not being harmed by own gaze.

17. Grotto of Peace

This smooth-sided passageway leads to a large cave. You feel a sense of peace as you enter, a sense of safety. The low ceiling is pleasantly colored, as are the many-hued walls. A small trickle of water splashes into a basin-like pool about two feet off the floor.

This cavern radiates an aura of magic and an aura of good. An old enemy of Iggwilv has laid a special *antipathy/sympathy* spell on the area. Monsters and things of evil alignment (note this if any PC has such an alignment) do

not enter this place, for it has an *antipathy* effect on all evil creatures. PCs of good alignment are attracted to this place, knowing it instantly for what it is because of the *sympathy* effect the area has on all of good alignment. Party members of good alignment can rest and recuperate here. No saving throws are required for PCs to leave.

The party finds mushrooms near the fountain pool. Many brown mushrooms are wholesome and satisfying food. Scattered among these are groups of colored mushrooms. There are 12 reddish ones which cure 1 point of damage each. Seven purplish ones give infravision capability of 90-foot-range for ld4 + 4 turns. Nine yellowish-gray ones give an immunity to poison for ld6 + 6 turns.

18. Grotto of the Demon Idol

> Within this grotto stands a huge stone idol, 10 feet tall and very broad. It is roughly chiseled into the shape of a type IV demon. Its eyes glitter a fiery color due to inset gems.
>
> To either side of it are strangely shaped copper weapons. One is similar to a fauchard-fork, the other is a large sword with a wavy blade and leafed tip. Each rests in a brass stand.

The demon idol is actually a stone golem fashioned by Iggwilv to lure adventurers to their doom. As soon as one or more humans or demi-humans enter the cavern, a *magic mouth* spell cast upon the idol/golem speaks, saying: "Leave one magical item before me, and you may have your choice of those that others have left." As this is uttered, a chest appears magically in the hands of the statue, and the idol grinds stonily as it places the huge iron box at its feet.

The lid magically opens, and inside are every sort of weapon, armor, and magical device imaginable! It is all, in fact, an *illusion*, programmed to begin as soon as the *magic mouth* speaks. The *illusion* has all components necessary to make it seem totally real, drawing all eyes to it. Unless the members of the party state *immediately* that they are attempting to disbelieve the illusion, their minds are affected by desire and greed, caused by the illusion. This means a -4 modifier on further attempts to disbelieve, and requires that characters save vs. spells at -4 in order to cast *detect illusion* or *detect invisibility* spells.

This remains in effect even though the party is able to hear the golem moving, and feel the vibration caused by its movement, as it steps backward and moves to a position which blocks exit from the cavern. The golem becomes invisible as soon as its *magic mouth* ends and the *illusion* program begins. Unless some character detects the *illusion* or the invisible golem, the party is trapped. The golem then waits for opponents to come to it.

All of the treasure in the place is illusory, and the copper weapons are absolutely useless against the golem or just about anything else due to the soft metal of their blades. The golem's jacinth eyes (worth 10,000 gp each) are the only valuables in the entire cavern.

Stone Golem: AC 5; MV 6"; HD 14; hp 60; #AT 1; D 3d8; SA 1" range *slow* spell every other melee round; SD +2 or better weapon needed to hit, immunity to most spells.

19. Marble Corridor

The PCs need to venture down each of the six area 19s in order to gain entry to the Inner Chamber (area 20). At any time the PCs venture into a passage leading to one of these areas, read this, giving no indication that it is in any way different from similar areas that may have been previously encountered.

> The end of the passageway is blocked by a pair of riveted iron doors, each nine feet wide and 21 feet tall. From the look of the hinges set into the stone, each of these great doors must be at least one foot thick. On each door are many leering demon visages in bronze. Weird symbols form a crabbed tracery around the border of each great iron portal. In the center of each is a plaque with the following runes:
>
> Iggwilv's treasure rests within.
> Her curse on any who disturb it.
> Seek no further to steal it, nor
> to free she who is prisoned here,
> for a fate worse than death is
> sure to come to those fools who
> violate this circumscribed place.

The metal gates open outward, but only if three characters make a successful roll to open doors on the same attempt. After the doors are open, read the following boxed text. If this is the first time the PCs have ventured into the Marble Corridor, read the second boxed text immediately.

> Beyond the iron doors is a corridor with walls of red marble. The walls and floor are polished and dust-free. A thick black carpet runs from the entry to an ebony door 40 feet distant, the gleam of silver hinges, studs, and ring apparent even at this distance.
>
> The arched ceiling is of black marble shot through with bands of scarlet. A dim red glow seems to come from the ceiling, giving an eerie light which pervades the entire passageway.
>
> On the left wall, a painting shows a 14-foot-wooden boat with a lovely, black-haired lady at the tiller, smiling under a stormy night sky.

The whole area radiates intense magic. This is so strong that it is felt by all as a faint tingle.

The painting is of the magical boat from the Greater Caverns (River area D). The boat in the painting has the name *Shrimpkin* on the prow, which is also the command word that shrinks the magical boat.

The ebony portal's silver hinges are kept magically bright and oiled, so the slightest tug on the ring swing it open. As this is done, the iron doors at the corridor's opposite end inexorably close.

At the very instant of the wooden door's opening, the party sees a brief flash of golden radiance, and then they are transported to one of the 30-foot-square areas labelled A-R The exact area depends on the ebony door opened. Each door is lettered to indicate which area receives them.

Thus each time an ebony door to the nexus is opened, everyone in the marble corridor disappears from his or her location and appears elsewhere in the caverns. This teleportation cannot be avoided, and it will re-occur every time one of the ebony doors is opened until all six have been opened at least once. Only then the final ebony door leads to the Inner Sphere (area 20). The doors need not be opened in sequence.

The nexus prevents any magical scrying, or entry by spell such as *teleport, pass-wall,* or even *wish.* No sight nor hearing can penetrate the area save by actual experience of the characters. They must physically tug open the iron gates and do likewise with the inner door; *knock* spells have no effect.

2O. Inner Sphere

> Many times have you opened these ebon doors, and many times have you discovered yourself elsewhere. This time, however, it appears you have, at last, made progress.
>
> The room beyond the ebony and silver doors is brightly lit and wondrous to behold. It is a perfect sphere 40 feet in diameter. The upper hemisphere forms a dome of lapis lazuli, as dark as the night sky at the top, as pale as a twilight horizon at the equator. The lower hemisphere is of serpentine, pale green at the equator, deep green at the bottom of the bowl. The sides of the sphere are perfectly smooth, and look as if they cannot be climbed or walked on.
>
> Before the door, which opens onto the

sphere's equator, is a 3-foot-wide ledge of green serpentine. Five other doors open onto similar ledges symmetrically arranged along the equator of the sphere.

A 10-foot-tall decorative openwork screen stands at the edge of each ledge. The screen at the edge of this ledge is carved from rare wood and inlaid with ivory and mother-of-pearl. Through the openings in its intricate carvings you see a jeweled Ianthorn on a golden chain, hanging from the center of the dome. Within the lanthorn a steady amber flame burns. Its light is magnified by crystal lenses set in the framework of the lanthorn. The warm and comforting light from this lanthorn makes the very air seem to dance with motes of sunlight and moonlight combined.

The lanthorn hangs above a bier on which a woman sleeps. The bier is a panel of snowy alabaster resting on a block of rose-colored marble. This sits on broad stone dais rising from the center of the floor. Laid on the dais about the block lie small carpets, and a pair of beautifully fashioned stands hold rare porcelain vessels. At the foot of the marble block is a low table with a crystal bowl filled with a rainbow of gems. At the head of the block is a silver tripod with a small brazier which emits a tiny plume of sweet-smelling smoke.

The sleeping maiden is armored from toe to neck in gold-chased plate. A bastard sword lies atop her body, its quillions below her breasts, its point near her feet. The woman's gauntleted hands are crossed over the sword's pommel. Her pale face seems composed. Her lips are bright red and her raven-hued tresses are lustrous. A helmet with plumes as black as the maid's hair rests on the slab just above her head. Surrounding here are runes and sigils inlaid in gold—moons, stars, and strange symbols.

The sleeping warrior-maid is actually the fighter/vampire Drelnza, Iggwilv's daughter. She is Iggwilv's "treasure" and a guardian of the dead arch-mage's wealth. She rests here in stasis until intruders make their way into this chamber, when she awakes.

She is awake and fully aware as soon as the ebony doors open and reveal the chamber, but she remains still until someone actually enters. Drelnza then sits up slowly, passes a hand across her brow as if coming out of a strange coma, and then blinks her eyes open. When she sees the party, she smiles sweetly and welcomes the PCs as her rescuers.

Actually, she is using her Vampiric *charm* on each member of the party. She attempts to *charm* as many persons as possible before the whole party comes down into the lower portion of the sphere. As soon as the PCs climb on the dais, she stands and stretches. Should a lawful good cleric come within 10 feet of her, Drelnza's sword springs into her hands, seemingly of its own volition, and she smites the cleric. In any event, the melee begins forthwith.

In a melee situation, the PCs are at a distinct disadvantage. There is no place in the Inner Chamber for them to stand except on one of the six entry ledges or upon the dais. In the latter case, two characters can stand on either of the long sides, one at either end. In melee, damage to the various treasure items occurs. Make certain that you note this.

Drelnza utilizes either of two forms of attack, seeking to fight the *un-charmed* PCs one at a time. One mode is to use her magical slippers to run along the curved walls of the chamber, positioning herself for a sword battle. The other mode is to use the flying power of her sword and attack with her vampiric touch.

She does not assume *gaseous form* unless she is reduced to zero hit points. Then, however, she is seen to drain into the marble block through a small hole in the alabaster lid. She enters a hidden chamber in the top of the block, flows through a hairline crack, and enters her coffin. There she is reforming her corporeal body, and thus is effectively helpless for the next eight hours.

Drelnza (fighter/vampire): AC -3 magic armor, 4 due to dexterity; MV 12" /18"; F 13; hp 96; #AT 2; D by weapon or 1d6 + 4 (vampire); SA drains two energy levels, *charm* at -2 to save, summon rats or bats; SD regenerates 3 hp/round at will, can assume *gaseous form* or *polymorph* to bat, immune to poison, *charm*, *sleep*, or *hold* spells, takes half damage from cold or electricity; S 18/76, I 15, W 14, D 18, C 17, Ch 17. Drelnza wears *plate mail +2* and *slippers of spider climbing*. She uses a *bastard sword* +4, the details of which are noted below; she has a bonus of +2 to hit and +4 to damage because of strength.

Drelnza's Sword

Drelnza's sword is a *bastard sword* +4. It has alignment CE, ego 17, intelligence 20, and purpose to slay LG clerics. Any such cleric struck by it must save vs. paralyzation or be paralyzed for 1d4 rounds. It also has the following powers: *detect good*, *detect magic*, *detect invisibility*, *flying*, *read languages*, and *read magic*. The sword can communicate telepathically, and it can speak common, hill giant, minotaur, and chaotic evil.

The Treasure

The spherical chamber has the following treasure: six folding screens (6'xl½'x ½") worth 1,000 gp each; two carpets (4 feet x 2 feet) worth 750 gp each; two inlaid stands (3 feet x 1-1/2 feet x 1-1/2 feet) worth 2,000 gp each; four porcelain vessels (1 foot x 1 foot x 1 foot) worth 1,500 gp each; one table (2 feet x 2 feet x 3 feet) worth 800 gp; one crystal bowl (1 foot x 1 foot x 1 foot) worth 3,250 gp and containing gems (four hundred 1-gp, three hundred 5-gp, two hundred 10-gp, one hundred 50-gp, ten 100-gp, and one 500-gp); one silver tripod and brazier (3½ feet x 1 foot diameter) worth 750 gp and containing a block of *everburning incense* that can be sold to a religious institution for 1,000 gp.

Above Drelnza's stone couch hangs a Ianthorn fashioned of gold with lenses made of jewels;it is worth 30,000 gp. The gold chain it hangs on weighs 500 gp and is worth 1,000 gp if intact. The chain is non-magical and can be broken or opened by a *knock* spell.

The Marble Block

The alabaster lid to the marble block has been engraved and the runes and glyphs filled with gold. Among these is a tiny hole through the lid. The characters may remove the slab, but its weight is 3,000 gp.

Beneath the lid, the marble is hollowed out to form a cavity 2 feet wide, 4 feet long, and 2 feet deep. This space holds only a small brass cage, on the floor of which lie several pieces of platinum jewelry studded with diamonds and rubies: a tiara worth 27,000 gp, a necklace worth 20,000 gp, a bracelet worth 12,000 gp, earrings worth 9,000 gp, and a ring worth 6,000 gp. The cage is the *prison of Zagig*, and if it is touched, a xeg-yi materializes, attacking anyone within the Inner Sphere.

Careful examination of the marble block reveals a narrow lip all around the rim of the cavity. Furthermore, running the circumference of the cavity sides, just where the alabaster lid would rest on the marble, is a hairline crack. The cavity is part of an inner tray that can be lifted out, opening an even larger cavity below. The inner tray weighs 6,000 cn.

The inner cavity holds the coffin of Drelnza, and there she is found, helpless. This cavity also contains six tomes: a *Manual of Bodily Health*, a *Manual of Gainful Exercise*, a *Manual of Quickness of Action*, a *Tome of Clear Thought*, a *Tome of Leadership and Influence*, and a *Tome of Understanding*.

INSCRIPTION 1A

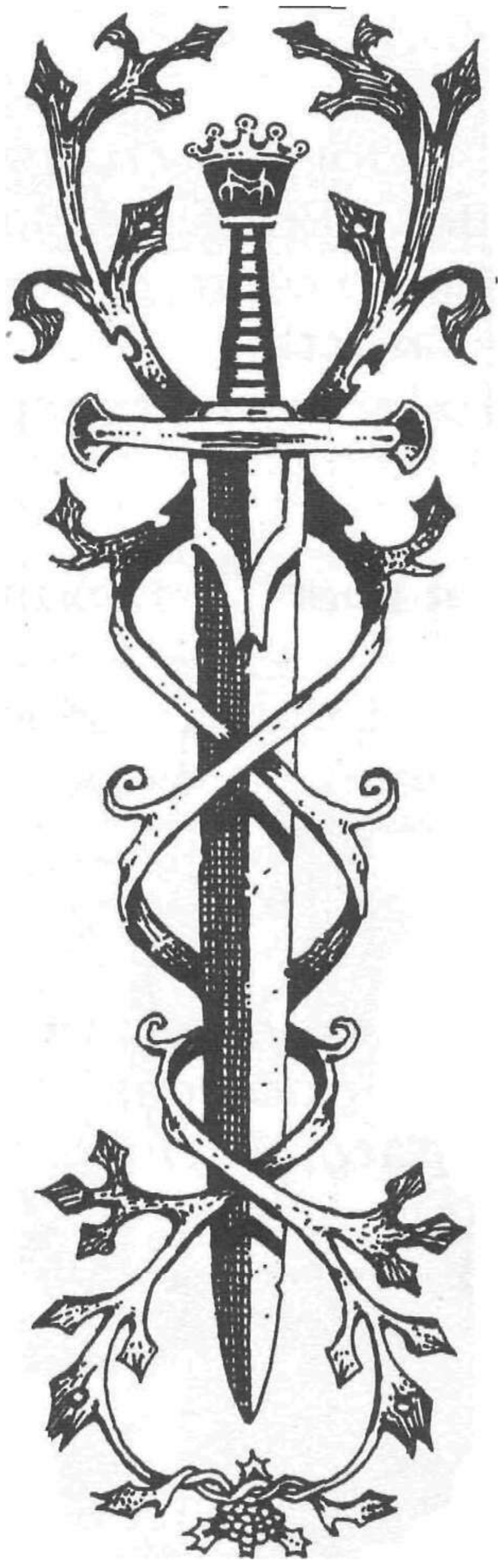
Acererak congratulates you on
your powers of observation.
Make of this whatever you wish,
For you be mine in the end,
no matter what!

Thou must enter the prison
Or enter the mist,
Only then my temple
and crypt not be missed.
Shun thou green if you can,
and know red is blood's color.
Though the shade of the night
is for those of great valor.
There ignore poppy's hue
Also color of ice.
Loop of magical gold
Is a wise sacrifice.
Skip thou two leading to
A fortuitous fall.
Then no lower thou goest
If thou checkest the wall.
Hold thou these keys and those
Most important of all.
'Ware of trembling hands
Also that which maul.
First find one that is false
Then a true one you'll see.
In the vast columned hall
Find the throne keyed and key.
Iron men visage grim
More than meet viewer's eye.
Then you've left and you've left.
Find my Tomb, your souls die!

INSCRIPTION IB

Look low and high for gold
To hear a tale untold.
The archway is at the end,
and on your way you'll wend.





INSCRIPTION 2A

Search ye far and search ye near
You'll find no trace of the three
Unless you follow instructions clear,
For the weapons abide with me.

North, past forest, farm, and furrow,
You must go to the feathered mound.
Then down away from the sun
you'll burrow:
Forget life, forget light, forget sound.

To Rescue Wave, you must do battle
With tbe Beast in the Boiling Bubble.
'Cross cavern vast, where
chain-links rattle
Lies Whelm, past waterspouts double.

Blackrazor then remains to be won
Underneath inverted ziggurat.
That garnered, think not that you're done,
For now you'll find you are caught.

I care not, former owners brave,
What heroes you seek to hire.
Though mighty, I'll make each one my slave
Or send him into the fire.

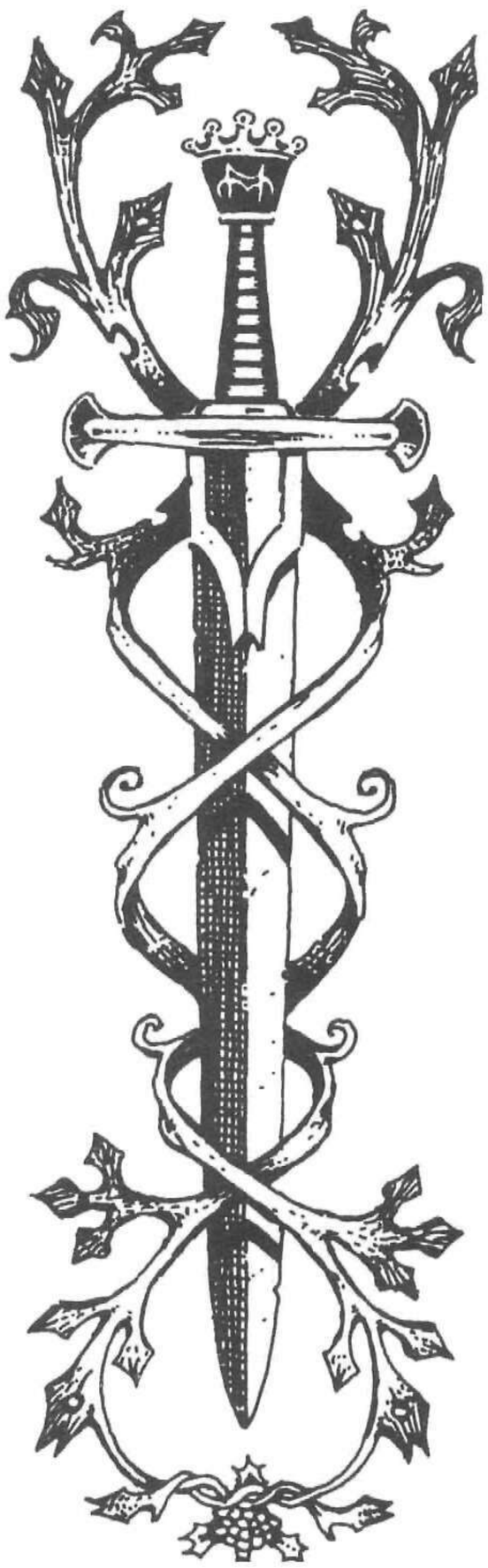


INSCRIPTION 4A

In the center lies the gate
But opening it is sure to *vex*
Many are the guards who wait
As you go to tbe middle hex.

Randomly sent to find a way
Back to a different iron door;
A seventh time and you may stay
and seek tbe glowing prize no more.

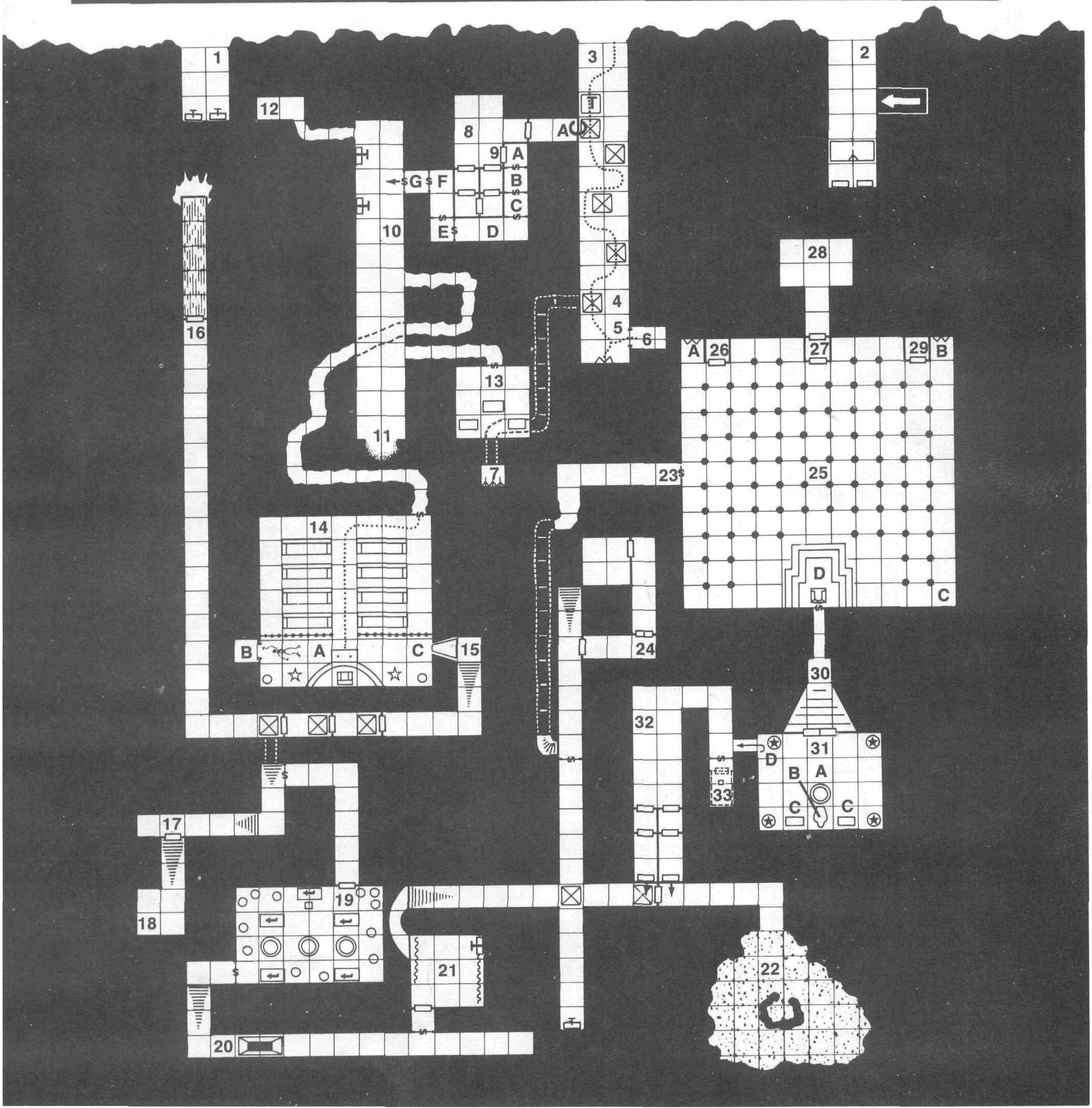
You have won old Iggwilv's prize
Her hoarded cache of magic
and freed the one with yearning eyes
Whose lot was hunger tragic.

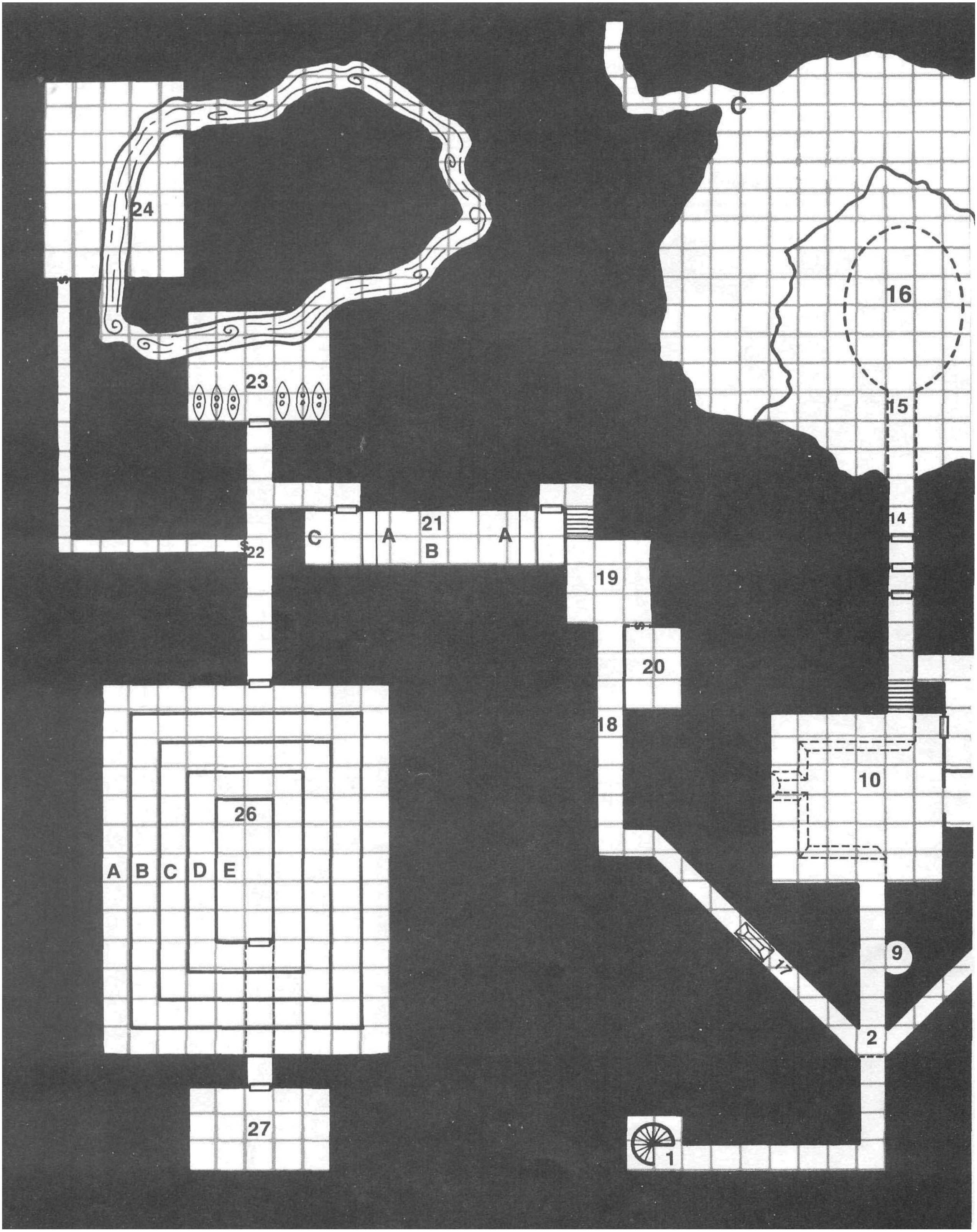


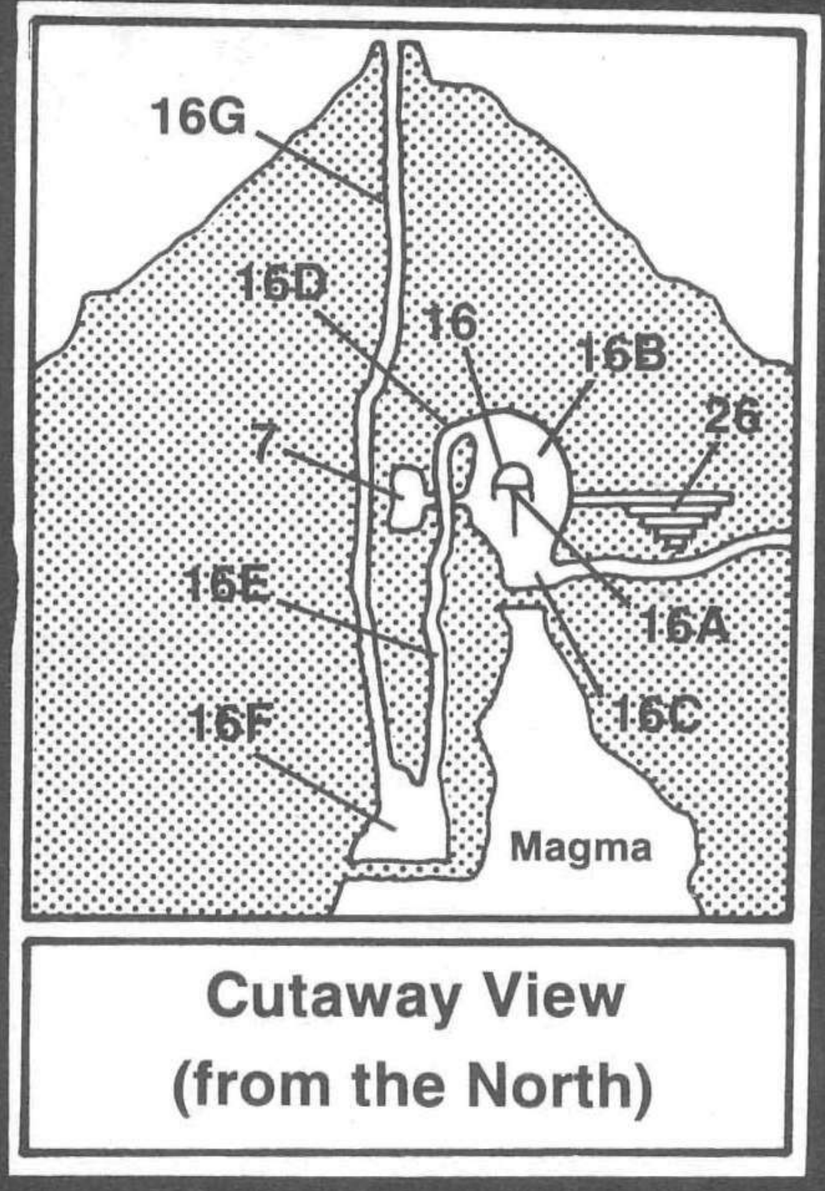
TOMB OF HORRORS MAP 1-1

Scale: 1 square = 10 feet

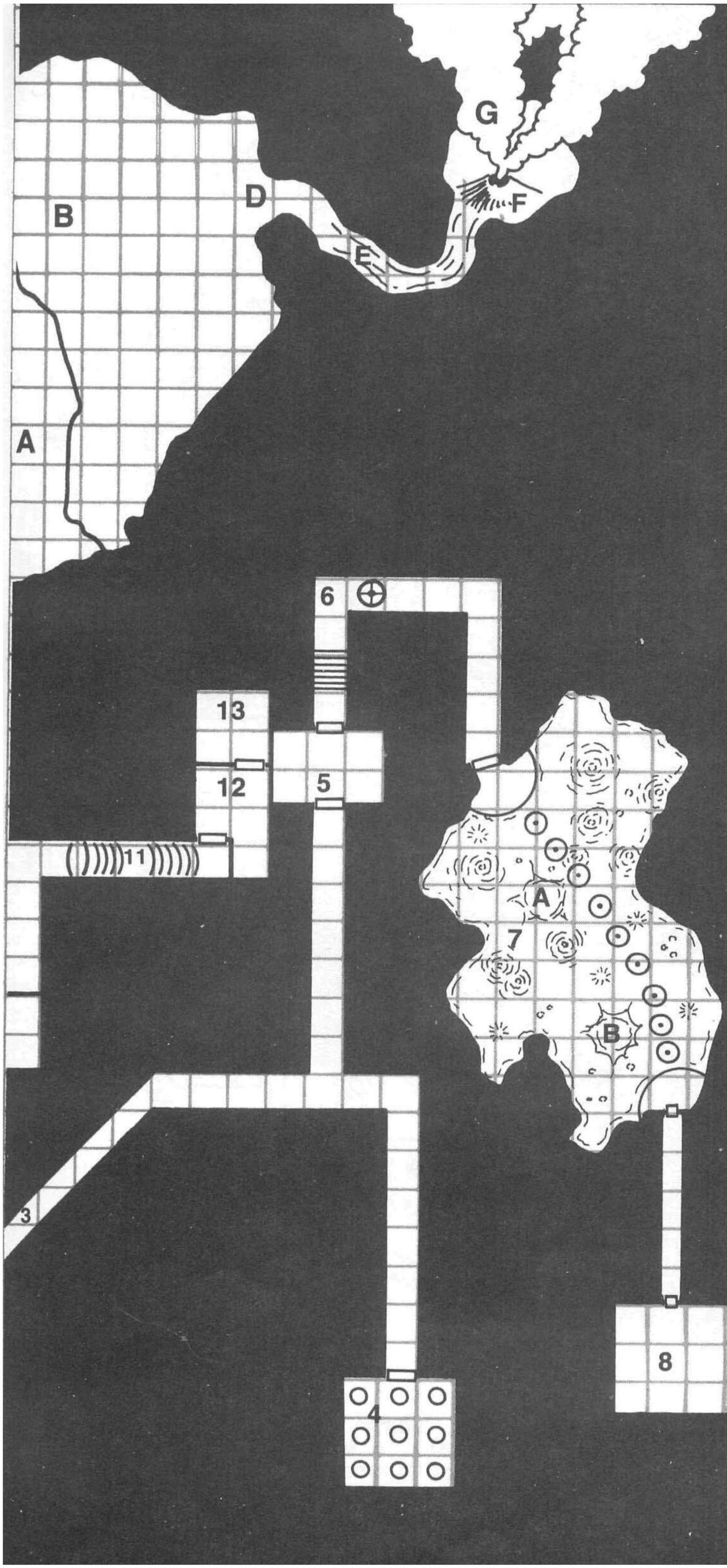
- false double doors
- trigger
- false door (trapped)
- mosaic path
- pit trap
- covered pit
- concealed door
- archway
- fresco/relief
- sub-passage
- door
- secret door
- one-way secret door
- statue
- chest
- secret trap door
- pew
- railing
- altar
- chair, throne
- urn, vat
- candelabra
- stairway
- slick-glazed floor
- table-desk
- pit
- *curtain*
- mist
- double doors
- pillar
- one-way phase door




24
23
C
16
15
14
C
A
21
B
A
22
19
20
18
10
26
A
B
C
D
E
17
9
2
1
27

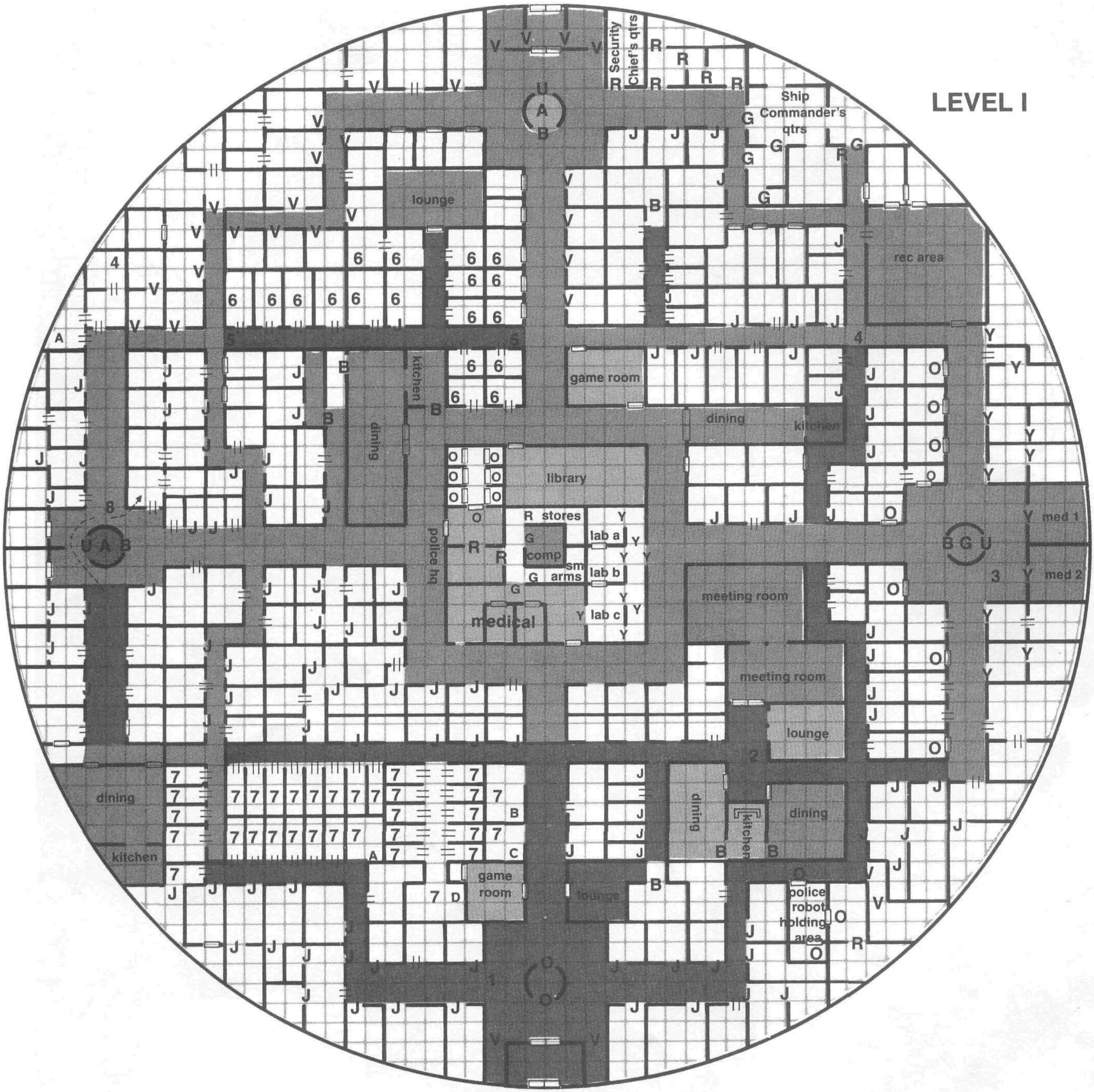


Cutaway View
(from the North)



Door
Secret door
Stairs down
Stairs up
Disk
Globe
Kayak

LEVEL I



Door

Double door

Open doorway

B — Brown card door

G — Grey card door

R — Red card door

V — Violet card door

O — Orange card door

Y — Yellow card door

J — Jet black card door

Drop tube

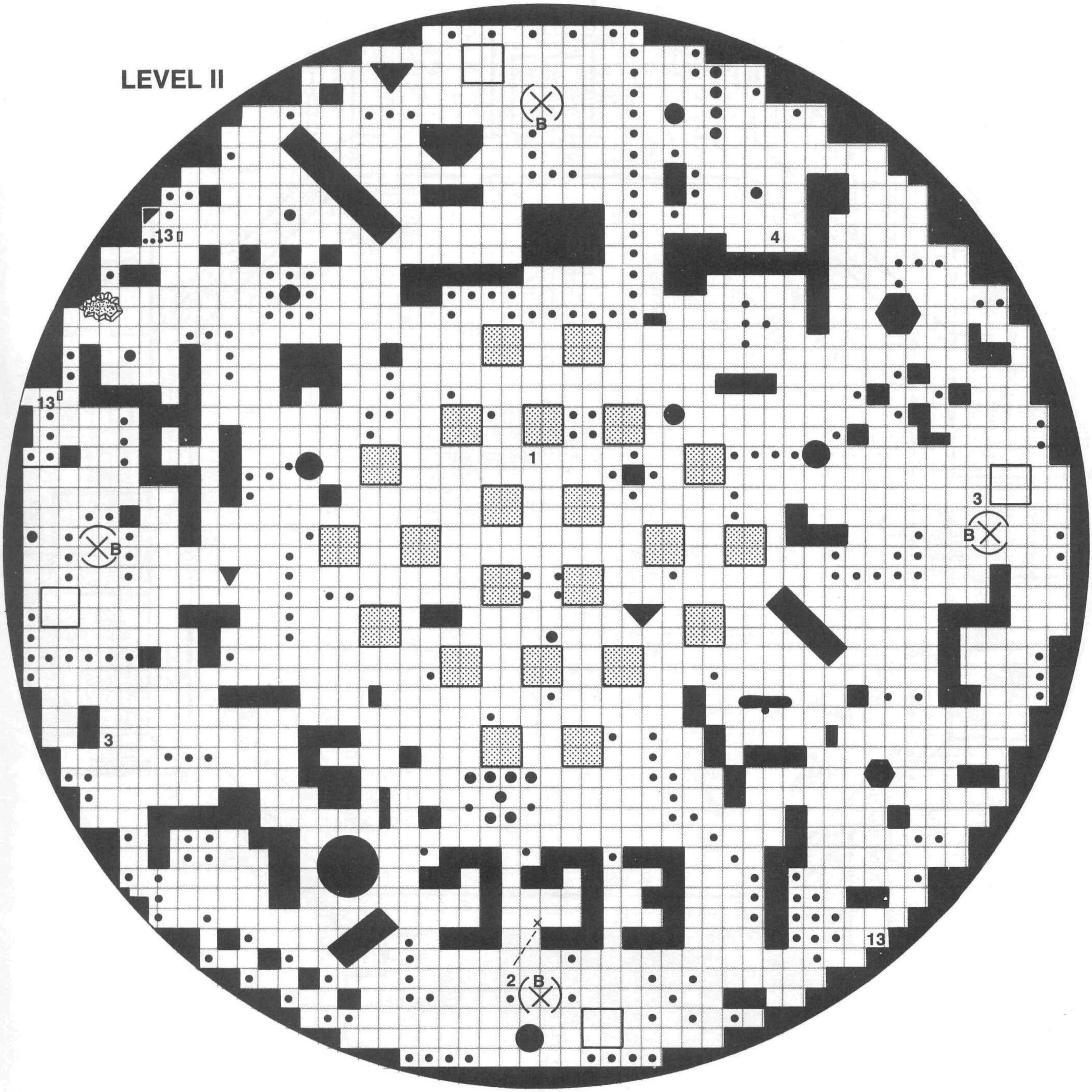
On/off lit area

Brightly lit area

Dimly lit area

Unlit area

LEVEL II



Door

B Brown card door

Machinery

Pillars

Drop chute

Hole in deck

Scale: 1 square = 3 meters

LEVEL III

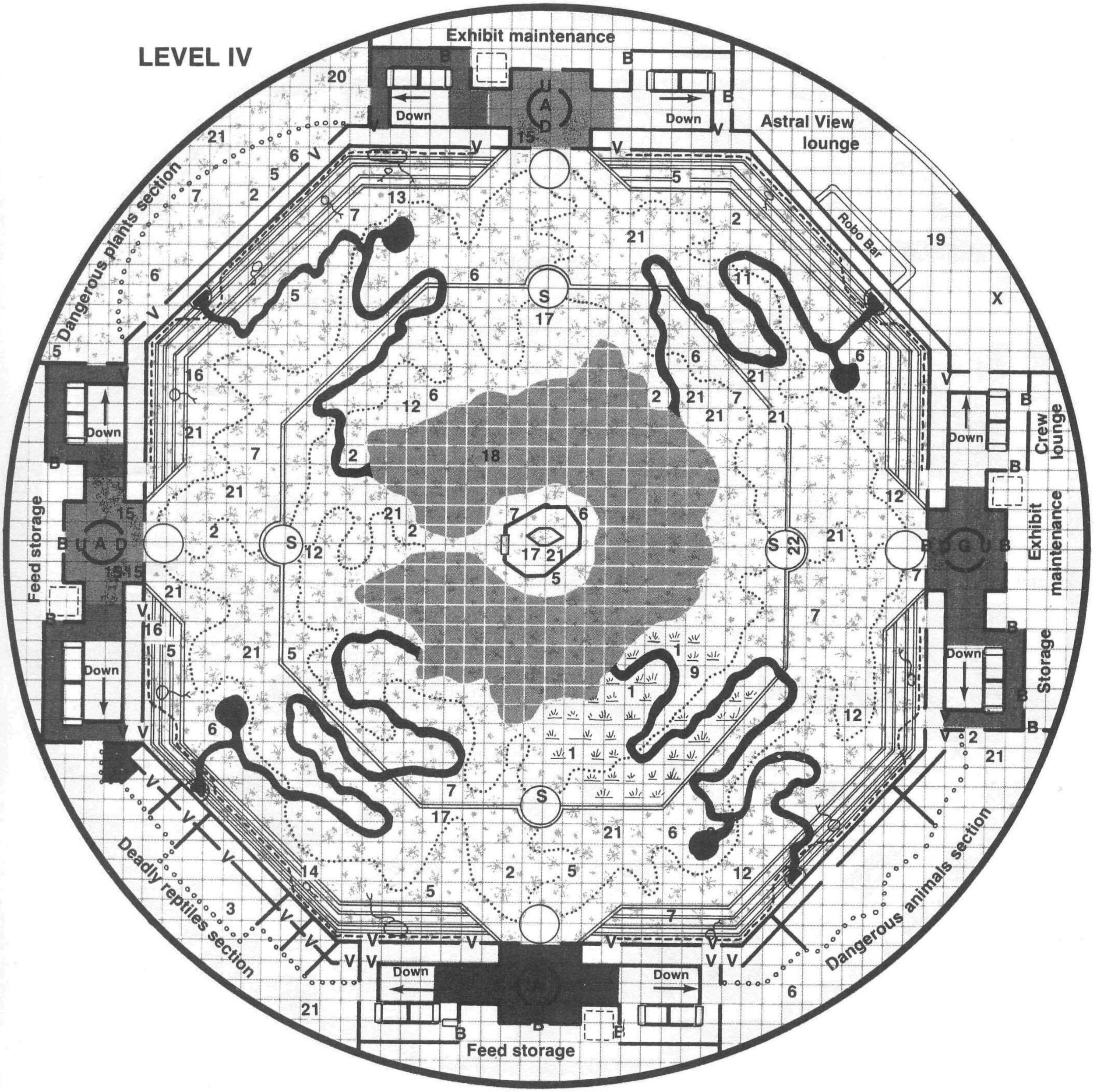
Cargo hold
Cargo hold
Cargo hold
Cargo hold
Cargo hold
Cargo hold
Cargo hold
Cargo hold
Cargo hold
Cargo hold
Cargo hold
Kitchen
lounge
Kitchen
Kitchen
Night club
Cocktail lounge
Bar
Dancing
U A D
D G U
D N U
80′ to floor

Door
Double door
Open doorway
B — Brown card door
V — Violet card door

Hole in ceiling
Drop tube
Lift
Foliage
Vines

On/off lit area
Brightly lit area
Dimly lit area
Unlit area

LEVEL IV



Lift

Force field/fence

Concealed trap door

Foliage

Foliage

Water

Swamp

Flagstone path

Flagstone clearing

Artificial burrow and entrance

Burrow serviceway

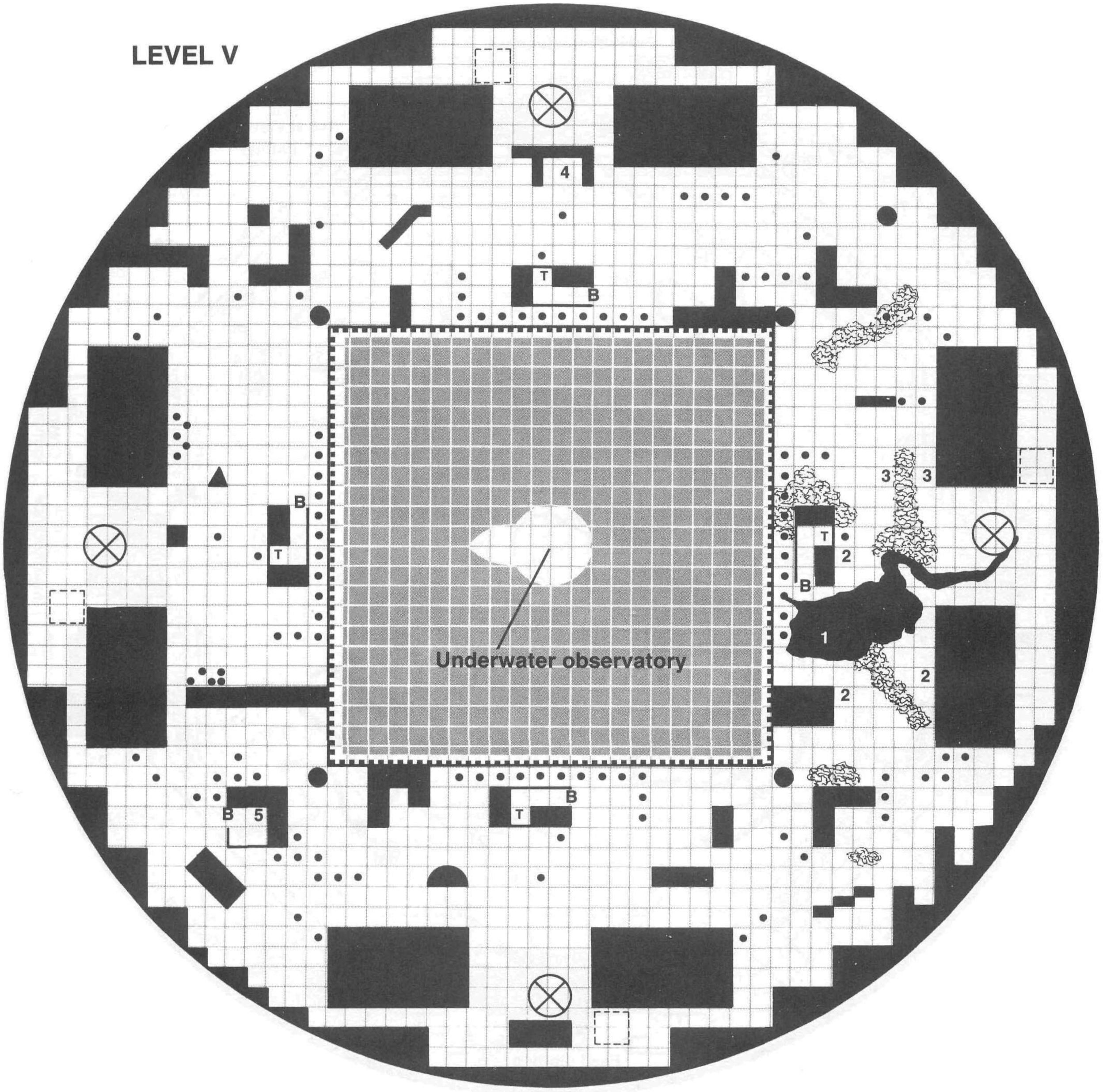
Five-foot tiers

On/off lit area

Brightly lit area

Unlit area

LEVEL V



B Brown card door

Lift

Water

Bulkhead wall

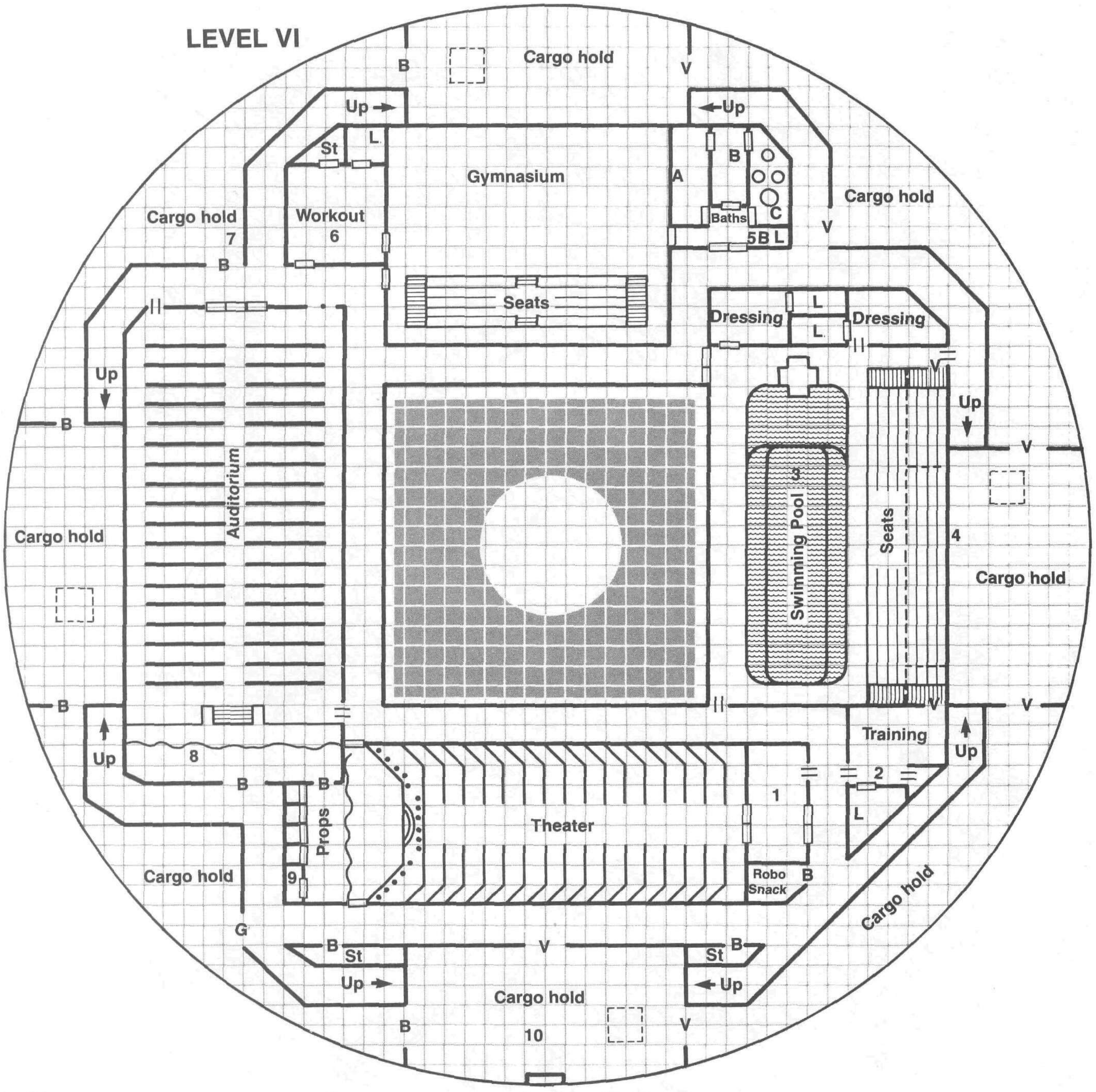
Mold; may be dangerous

Pillars

Drop chute

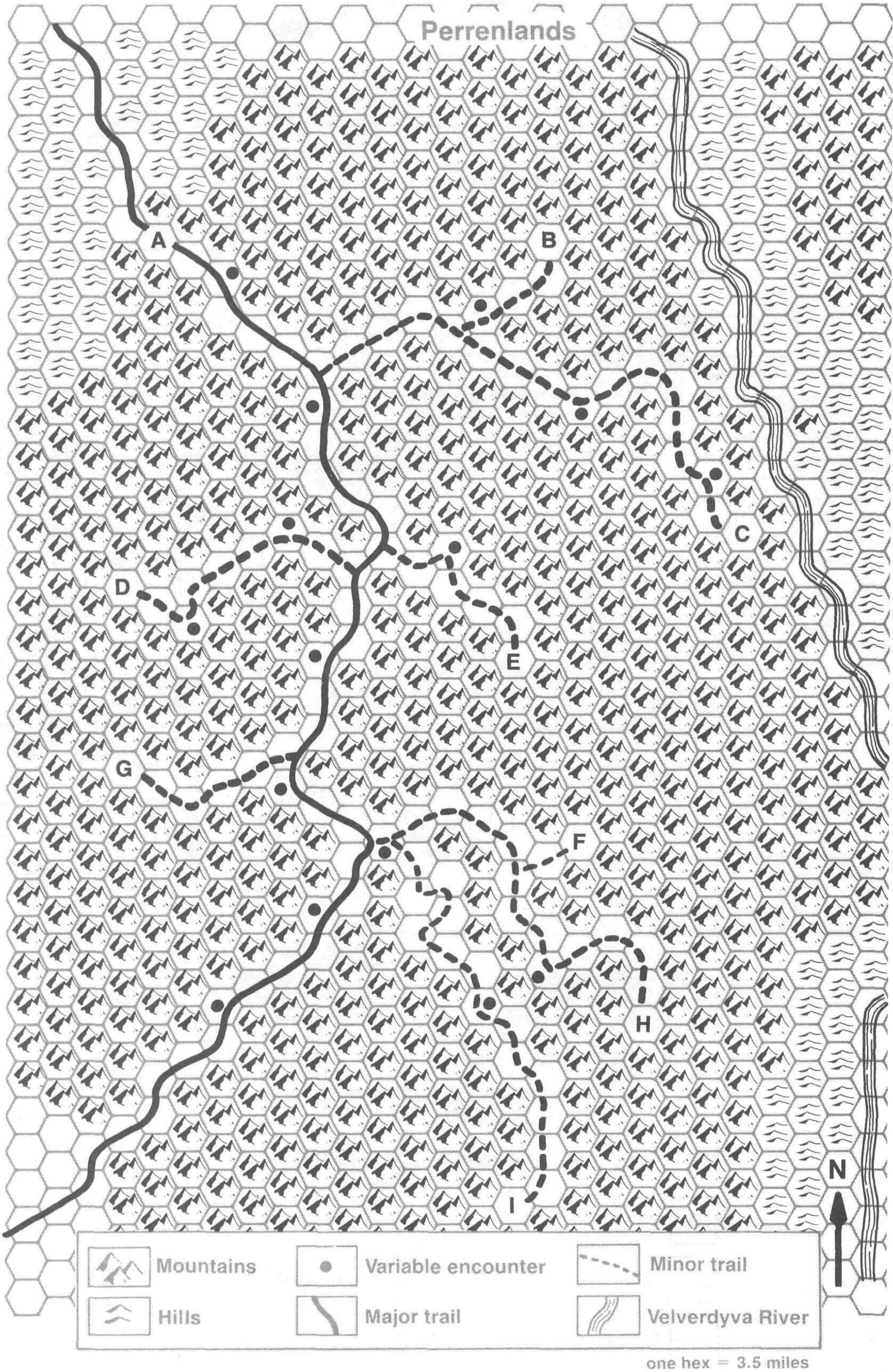
T Trapdoor

LEVEL VI

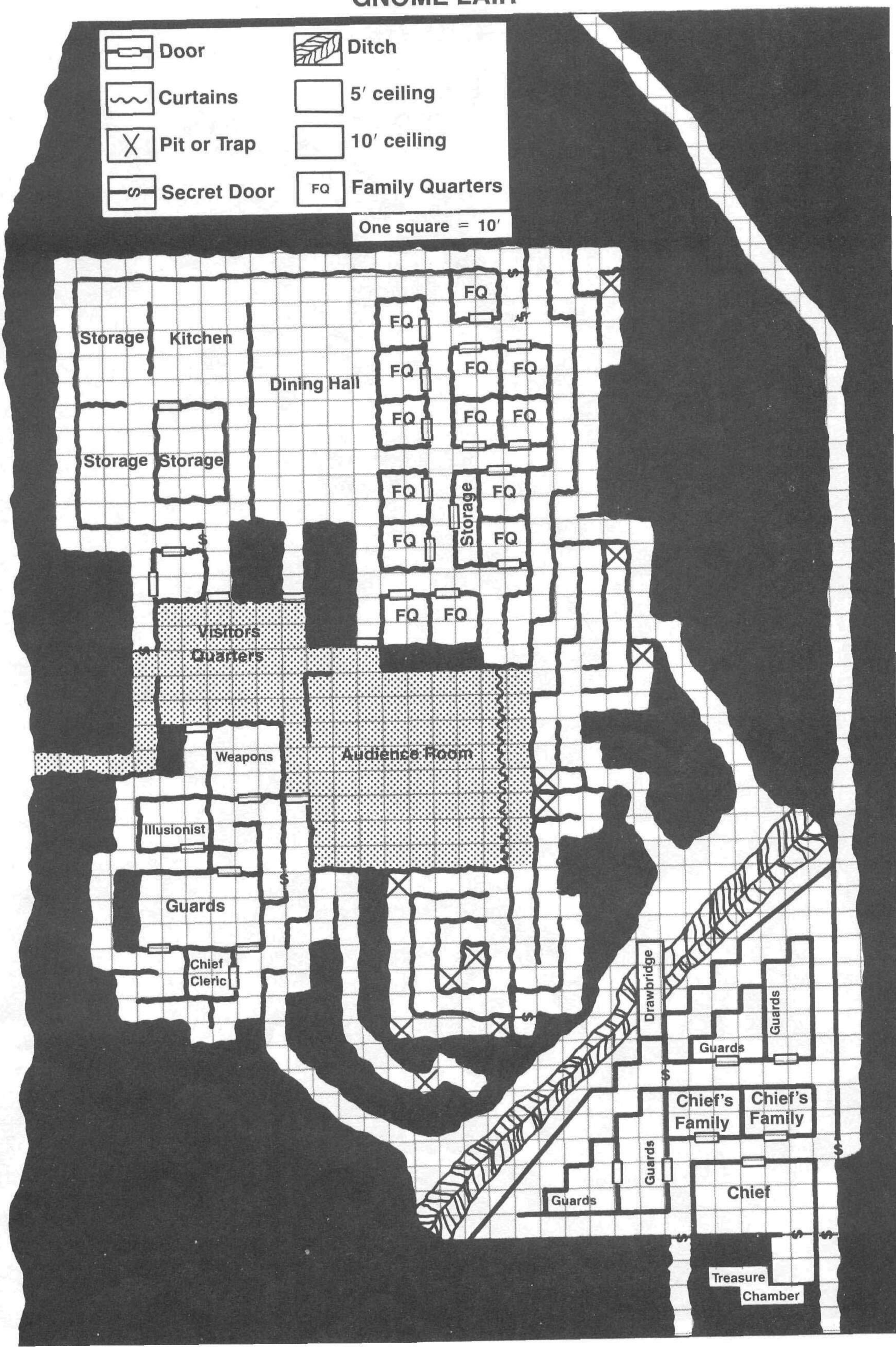


Door	V Violet card door	Lift
Double door	G Grey card door	Water
Open doorway	Stairs	L Locker
B Brown card door	Curtain	St Storage

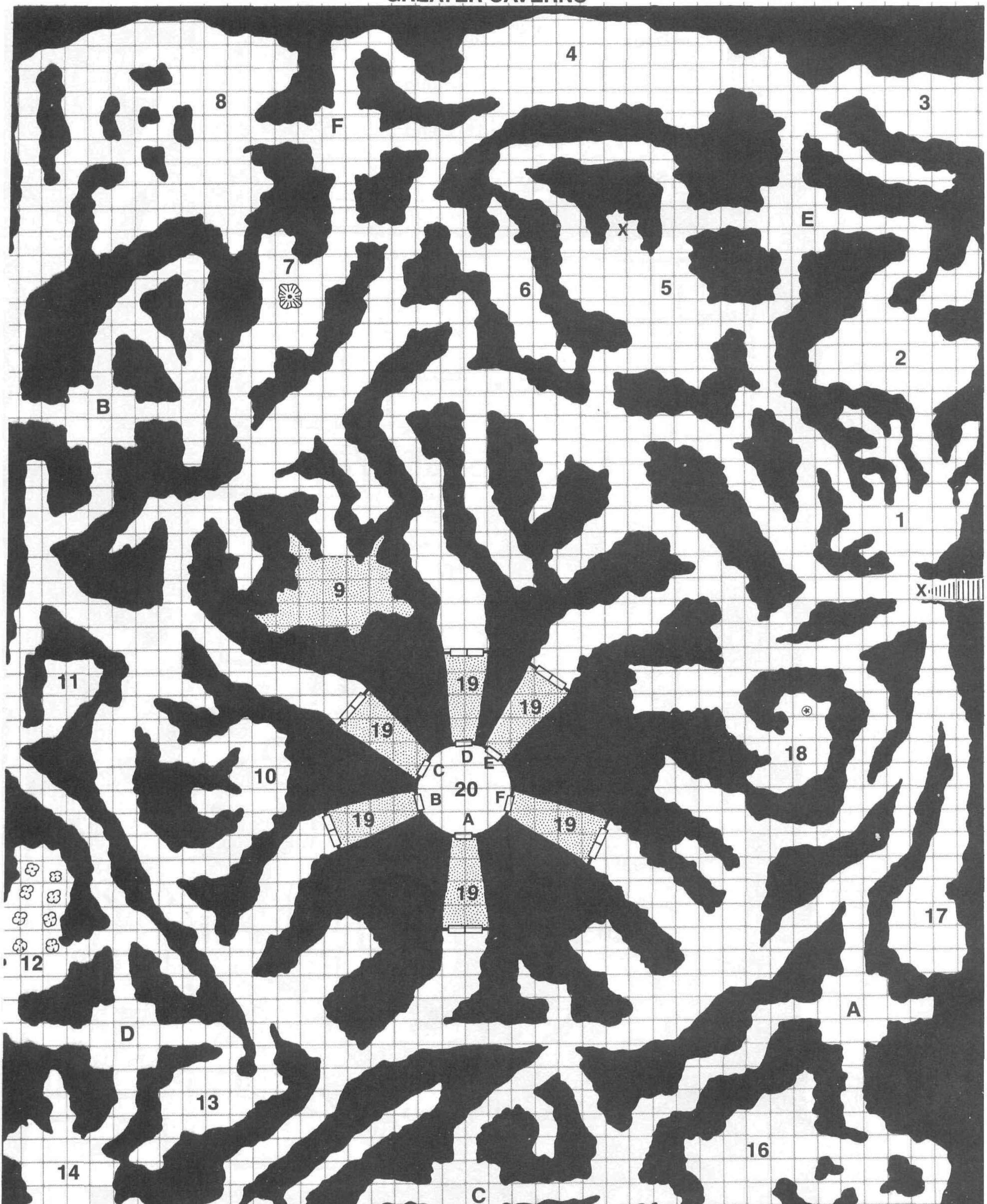
DUNGEON MASTER'S WILDERNESS MAP



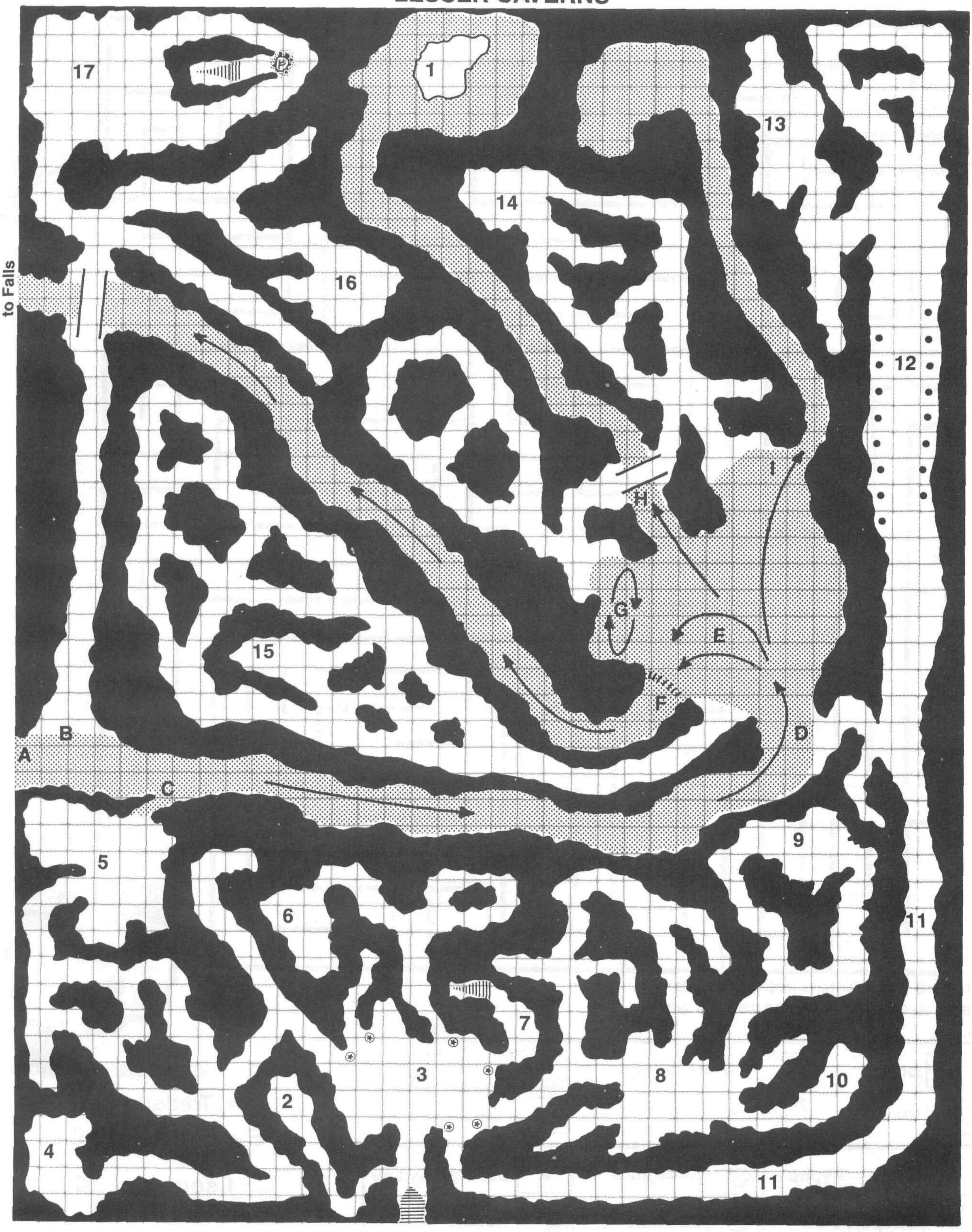
GNOME LAIR


Door
Curtains
Pit or Trap
Secret Door
Ditch
5′ ceiling
10′ ceiling
FQ
Family Quarters
One square = 10′
Storage
Kitchen
Dining Hall
Storage
Storage
FQ
Storage
Visitors Quarters
Weapons
Audience Room
Illusionist
Guards
Chief Cleric
Drawbridge
Guards
Guards
Guards
Chief's Family
Chief's Family
Chief
Treasure Chamber

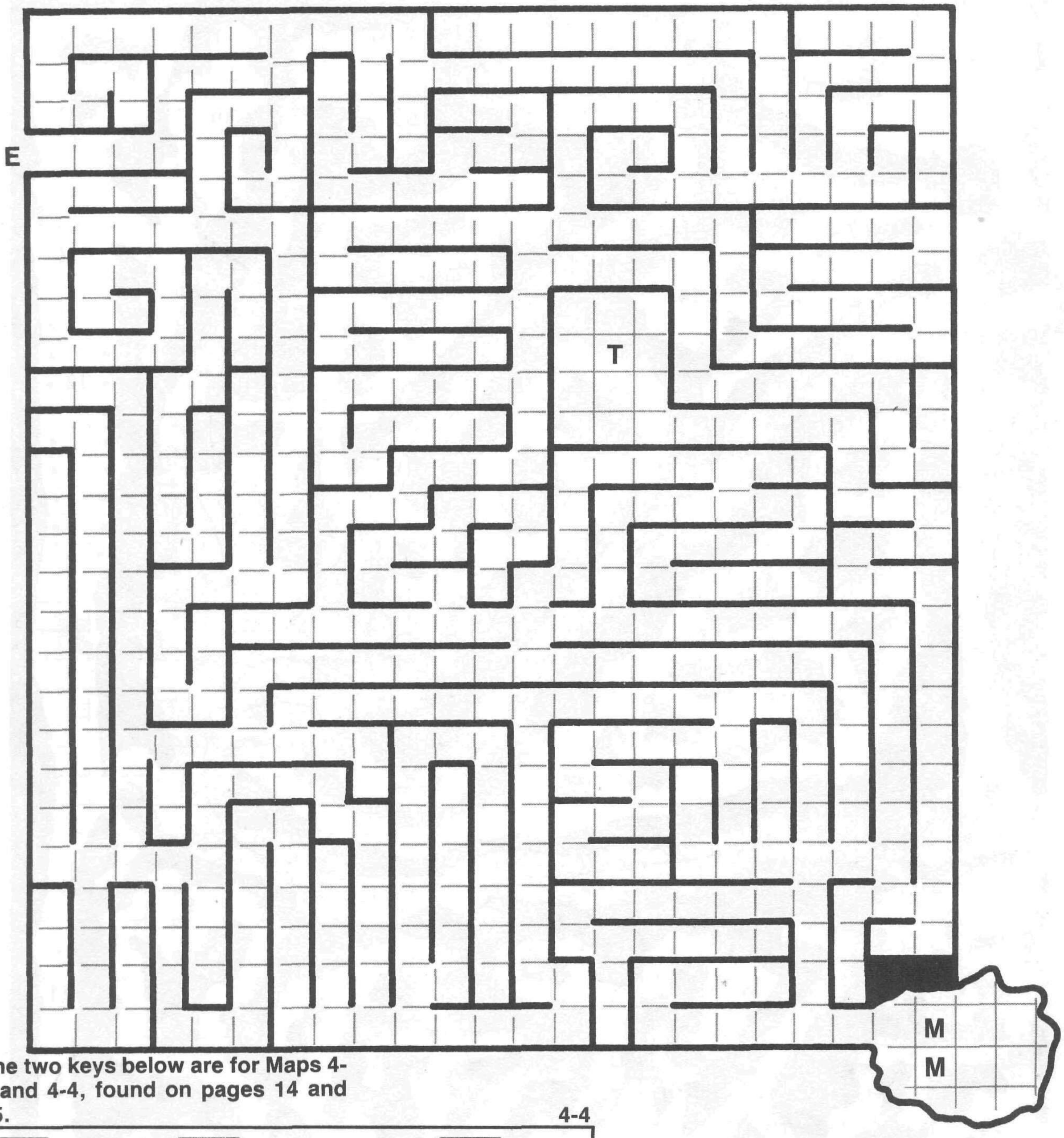
GREATER CAVERNS



LESSER CAVERNS



LABYRINTH MAP



The two keys below are for Maps 4-3 and 4-4, found on pages 14 and 15.

4-4

Door	Natural bridge	Current
Stairs	Water	Statue

4-3

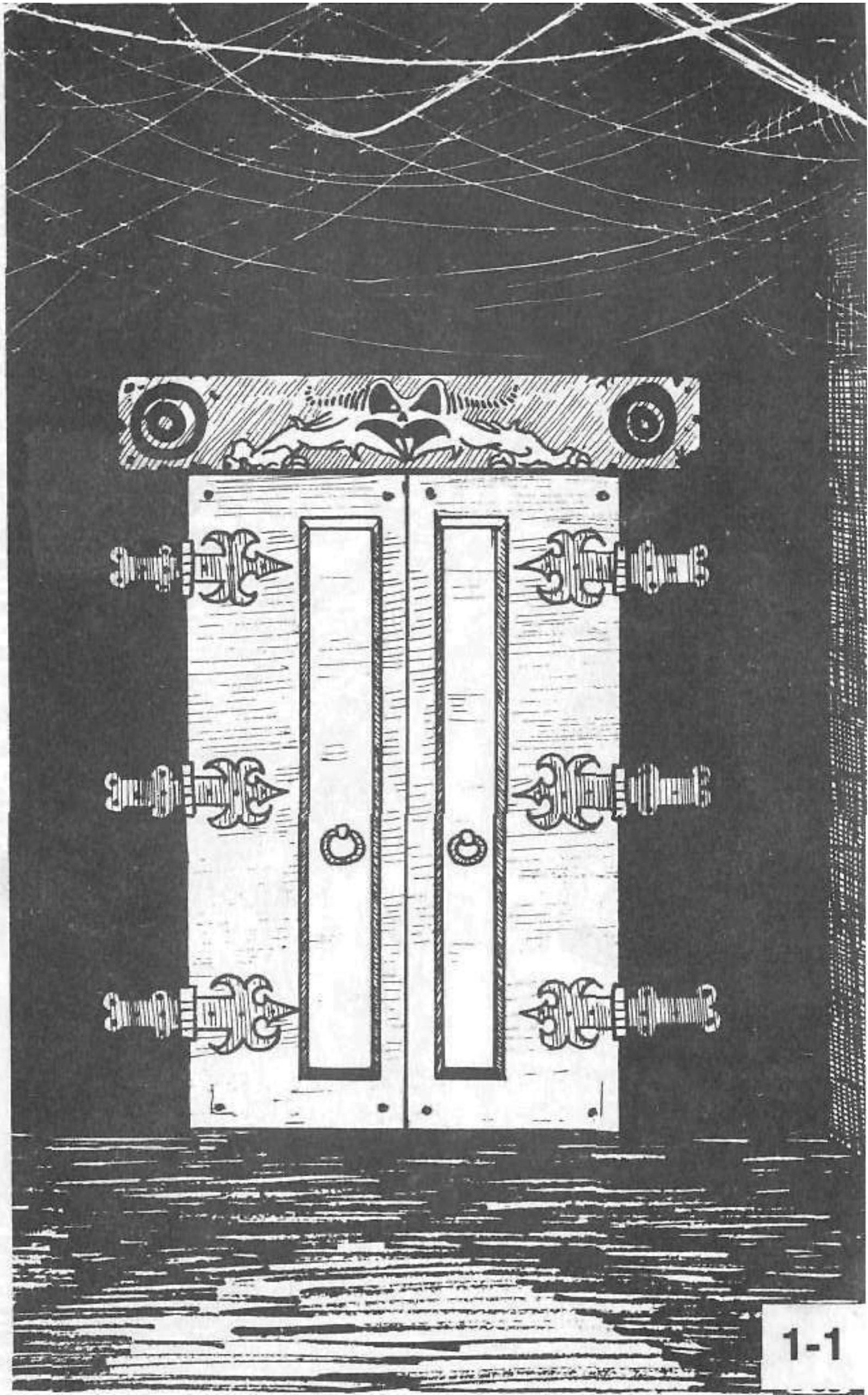
Graven Glyphs	Stalagmite	Cave Moray Lair
Teleport area	Sinkhole	Rubble

M = Minotaur position

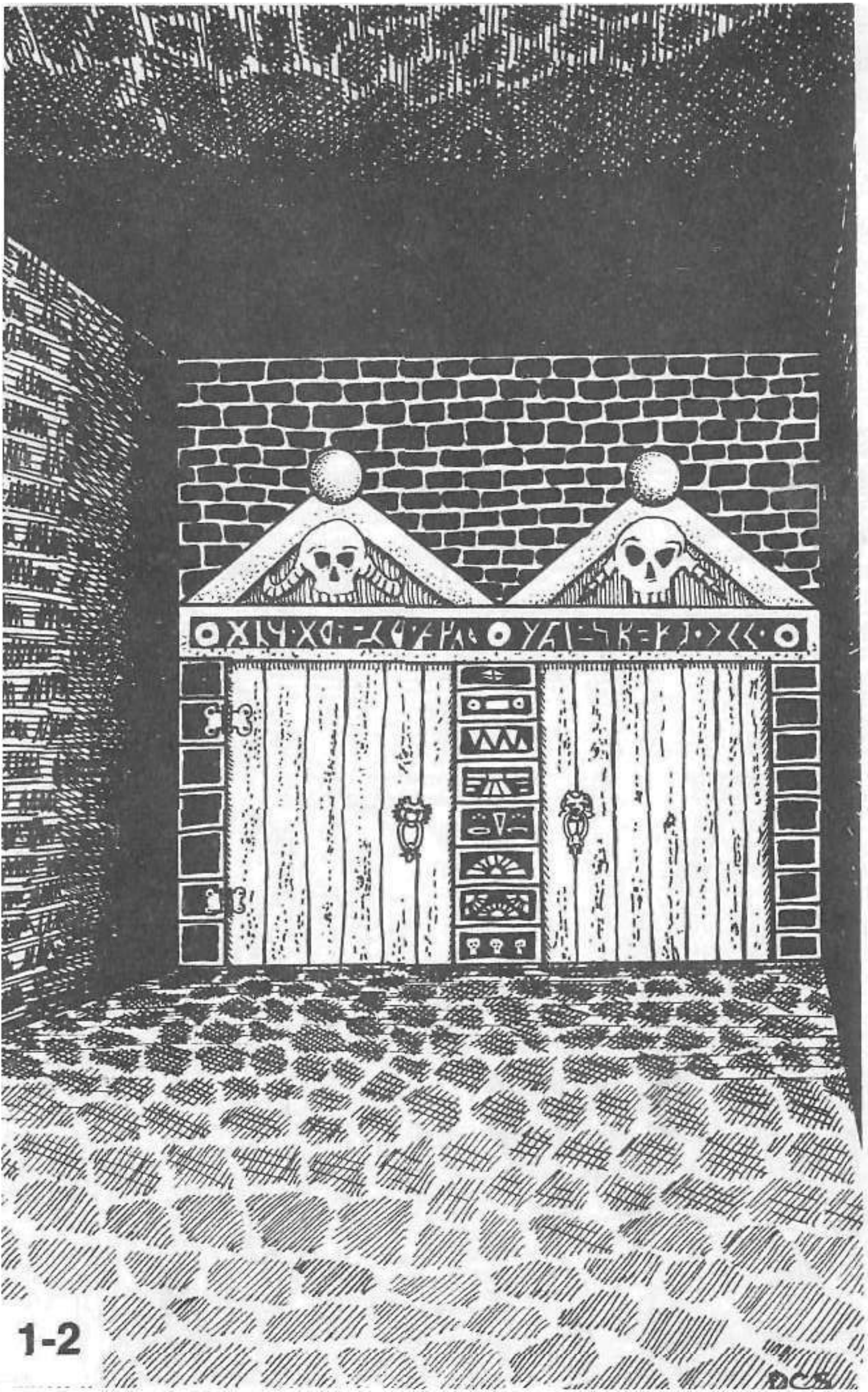
T = Treasure

E = Teleport Exit

1 square = 10′



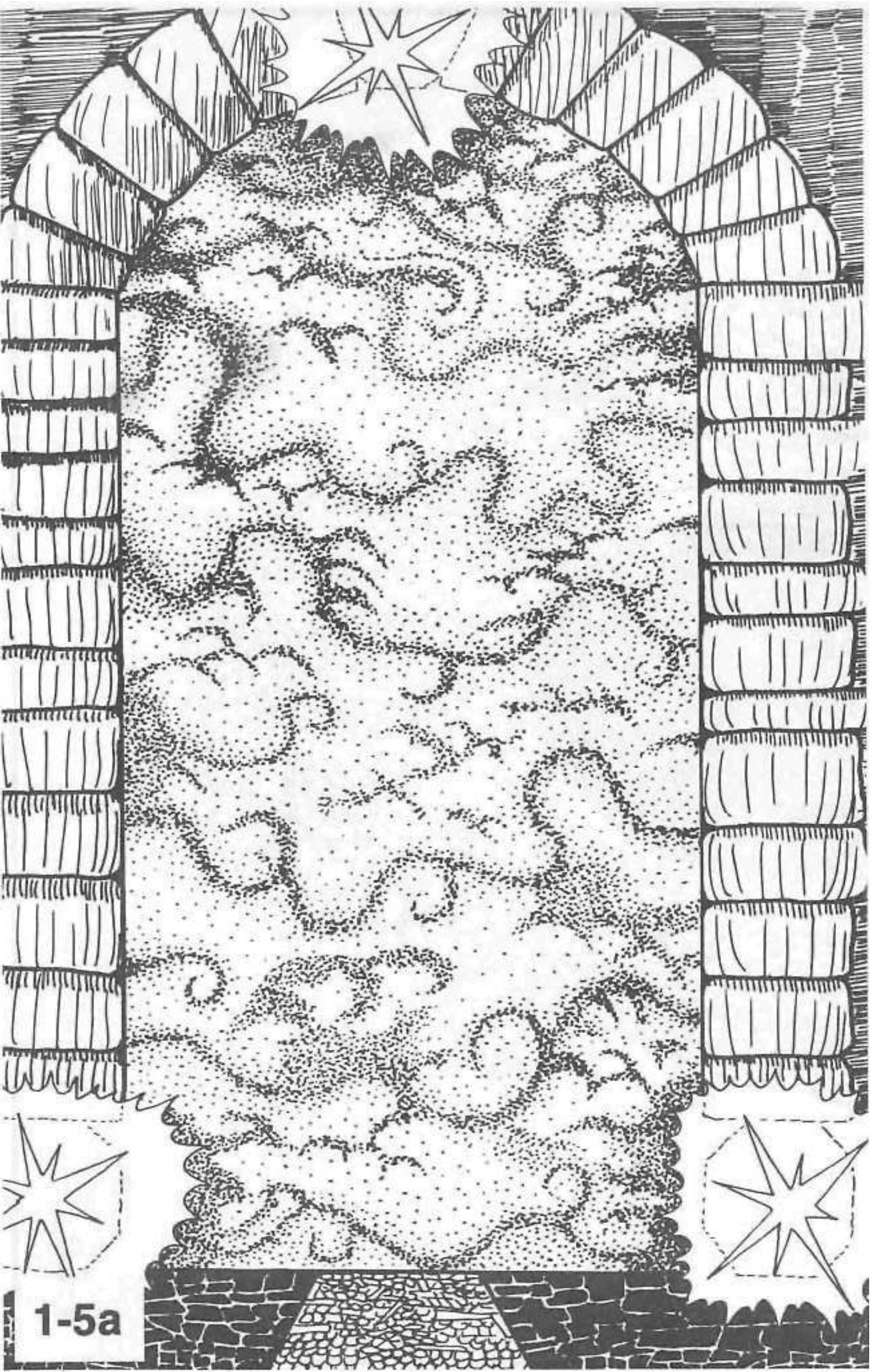
1-1



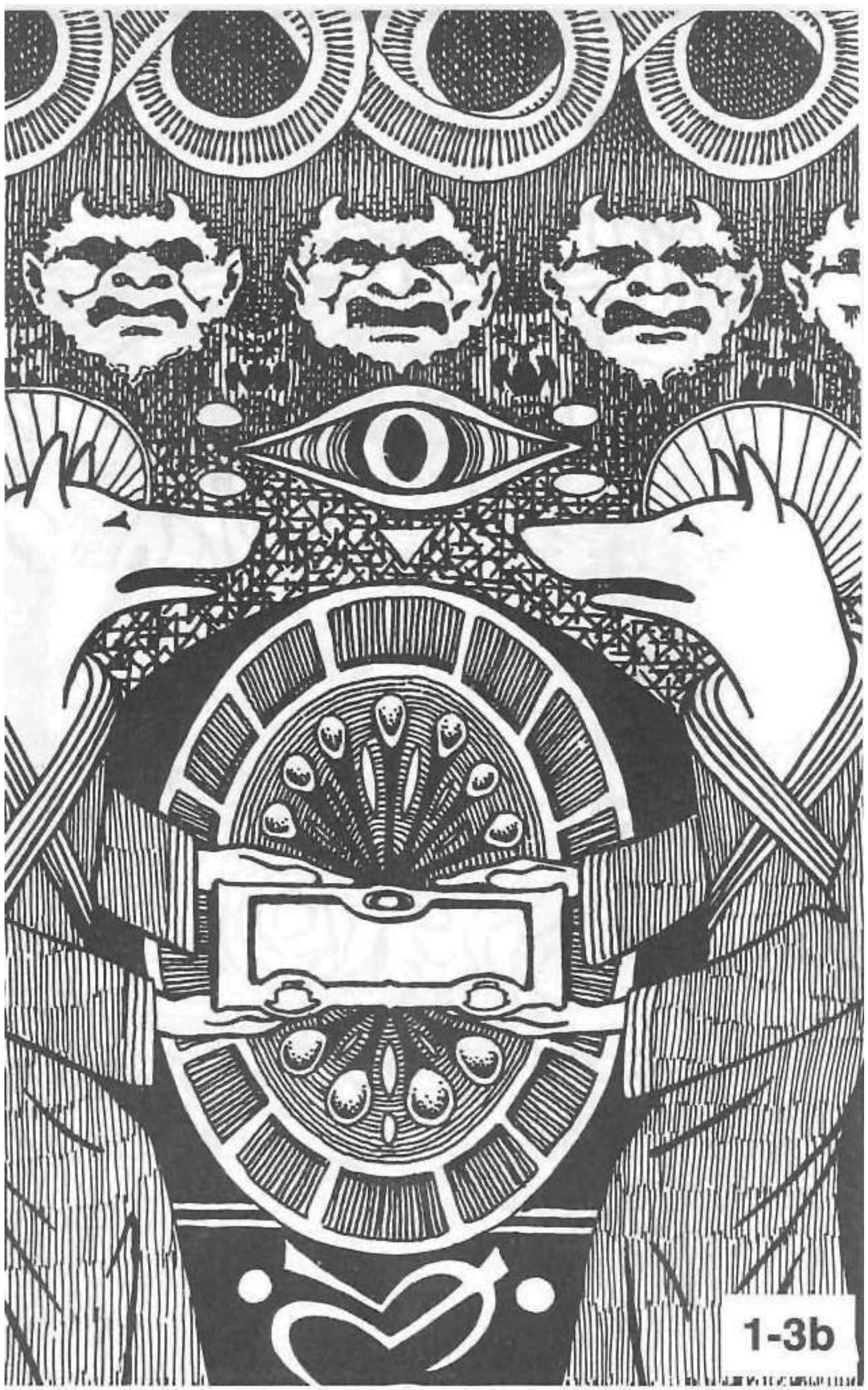
1-2



1-3a



1-5a

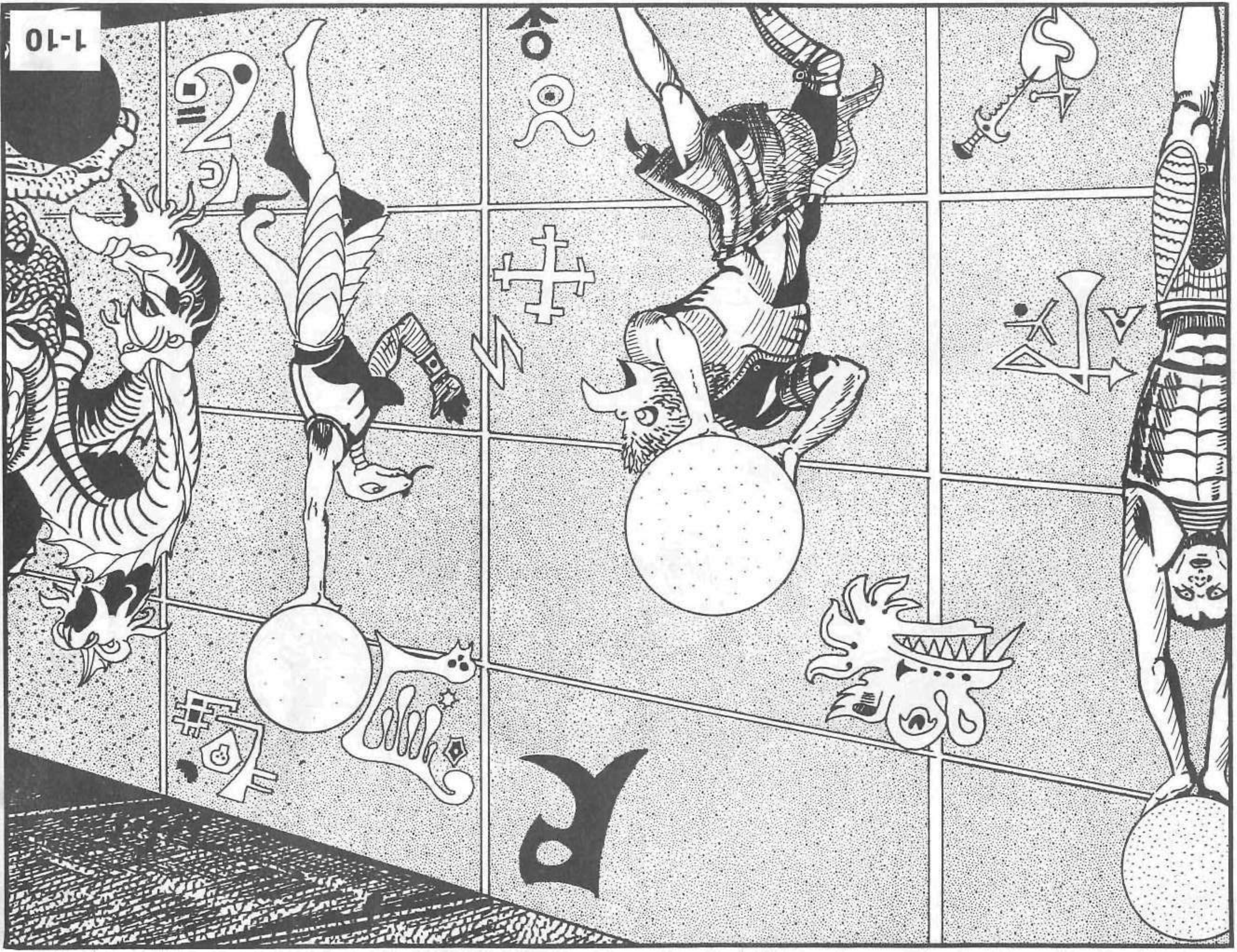


1-3b



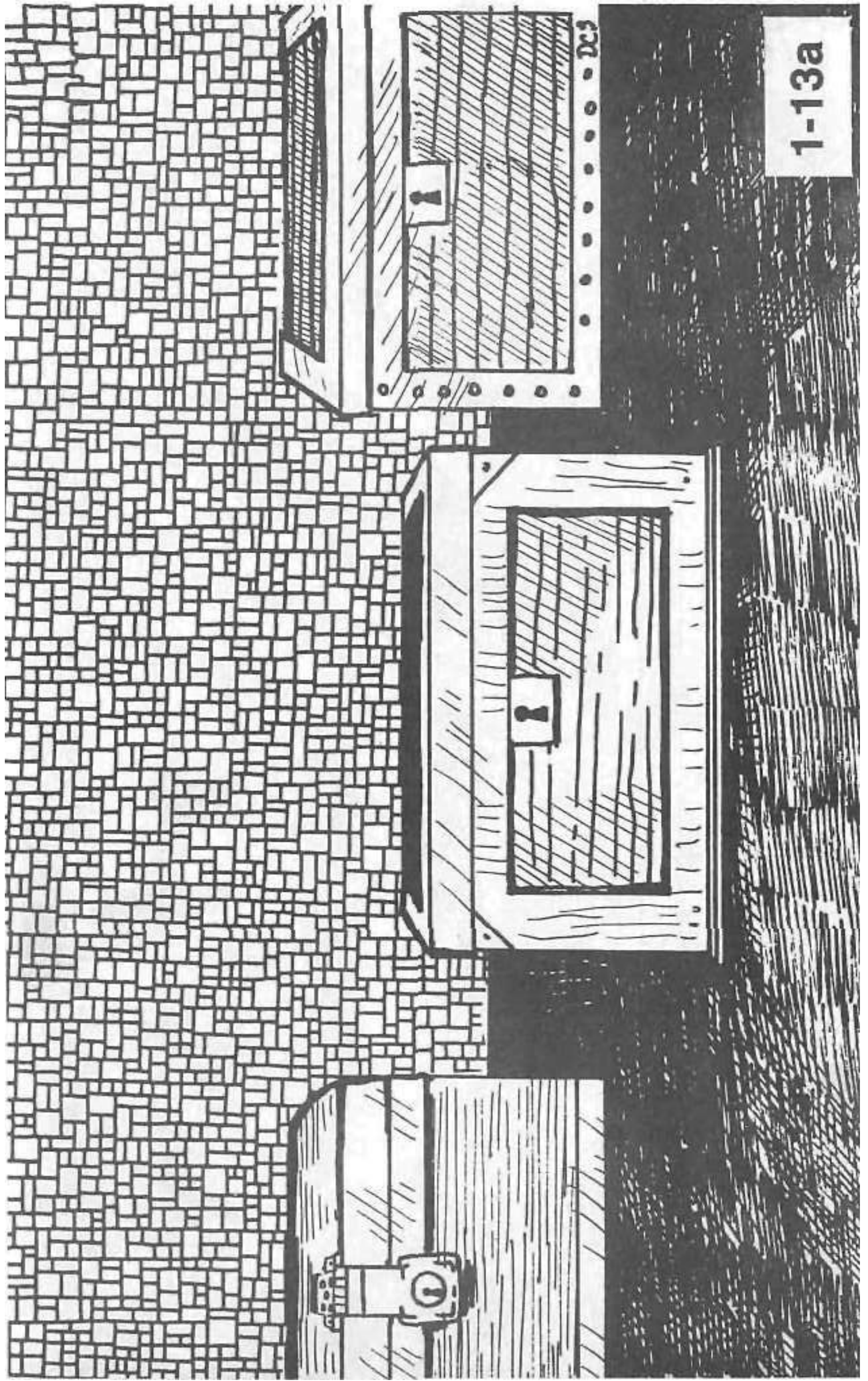
1-5b





1-12

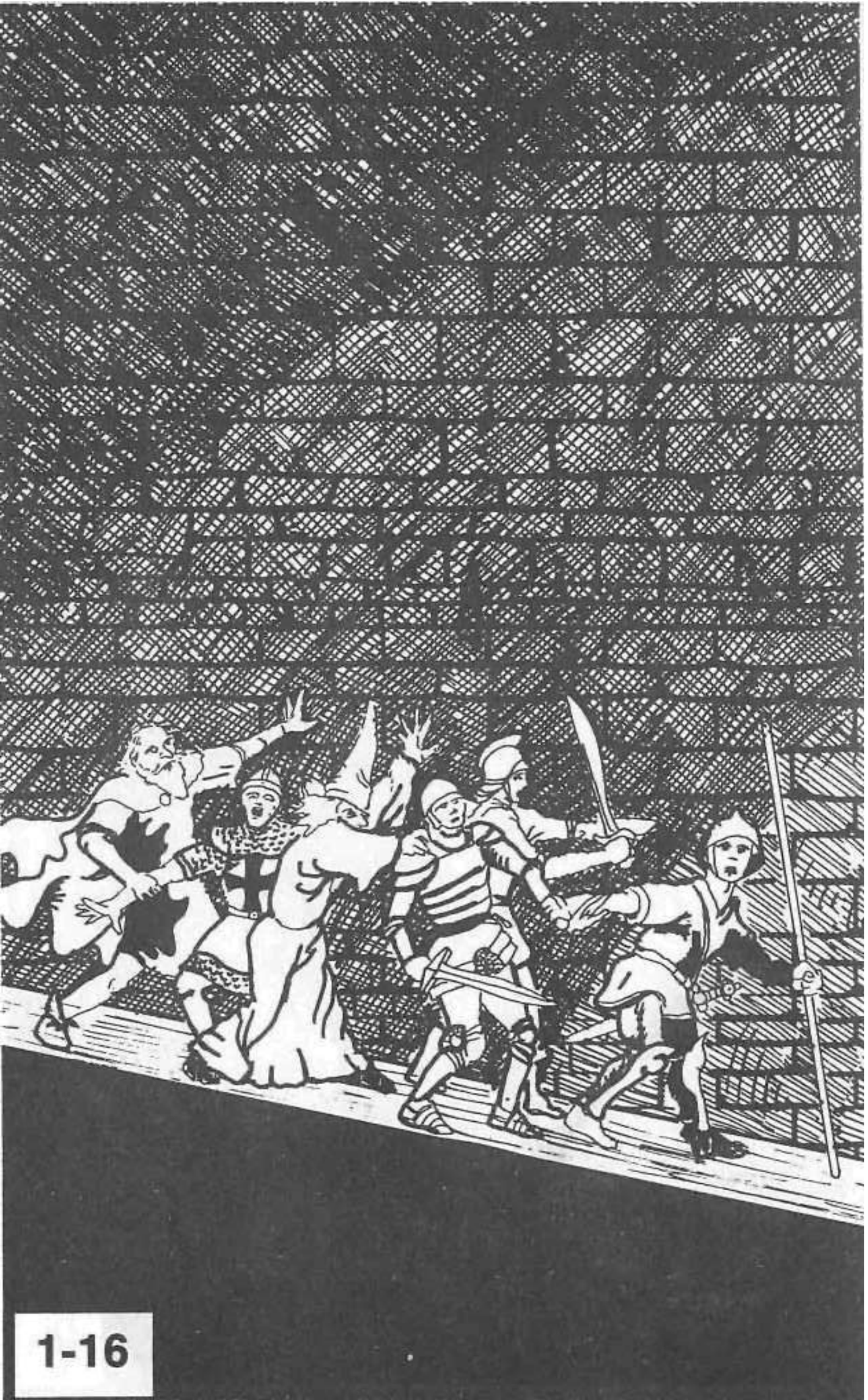




1-13b

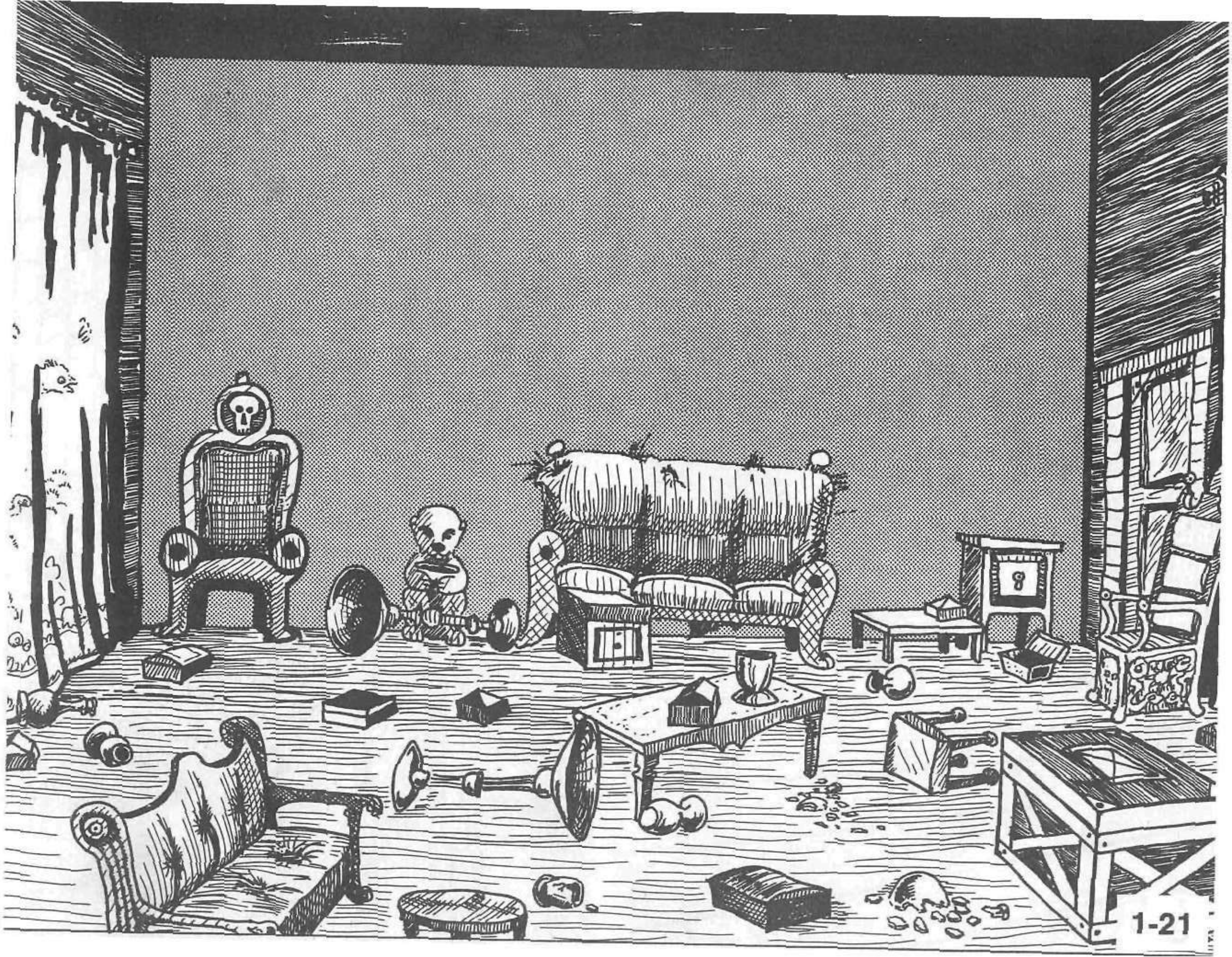
1-13c

DAVE SUTHERLAND '76


1-16


1-13d





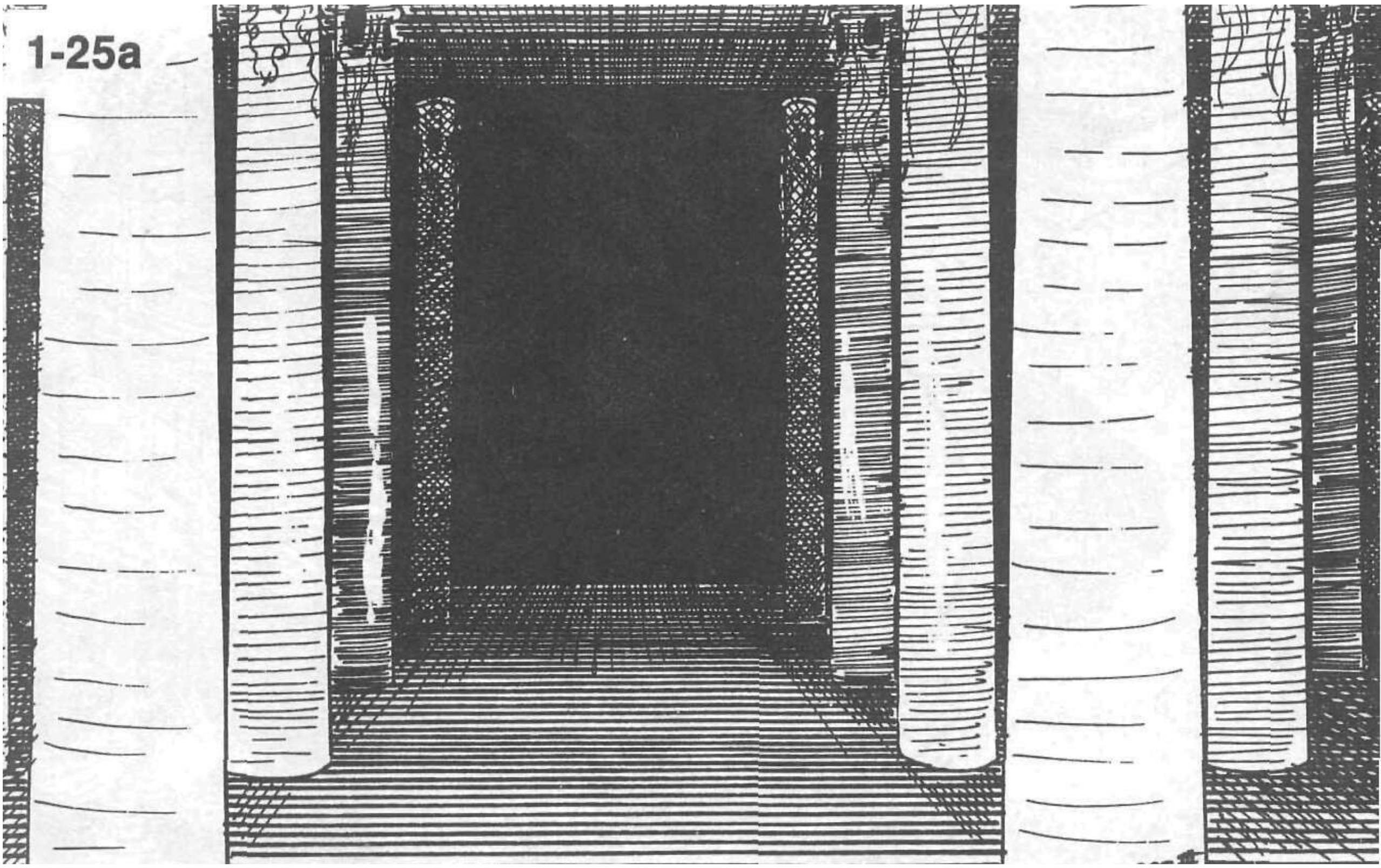


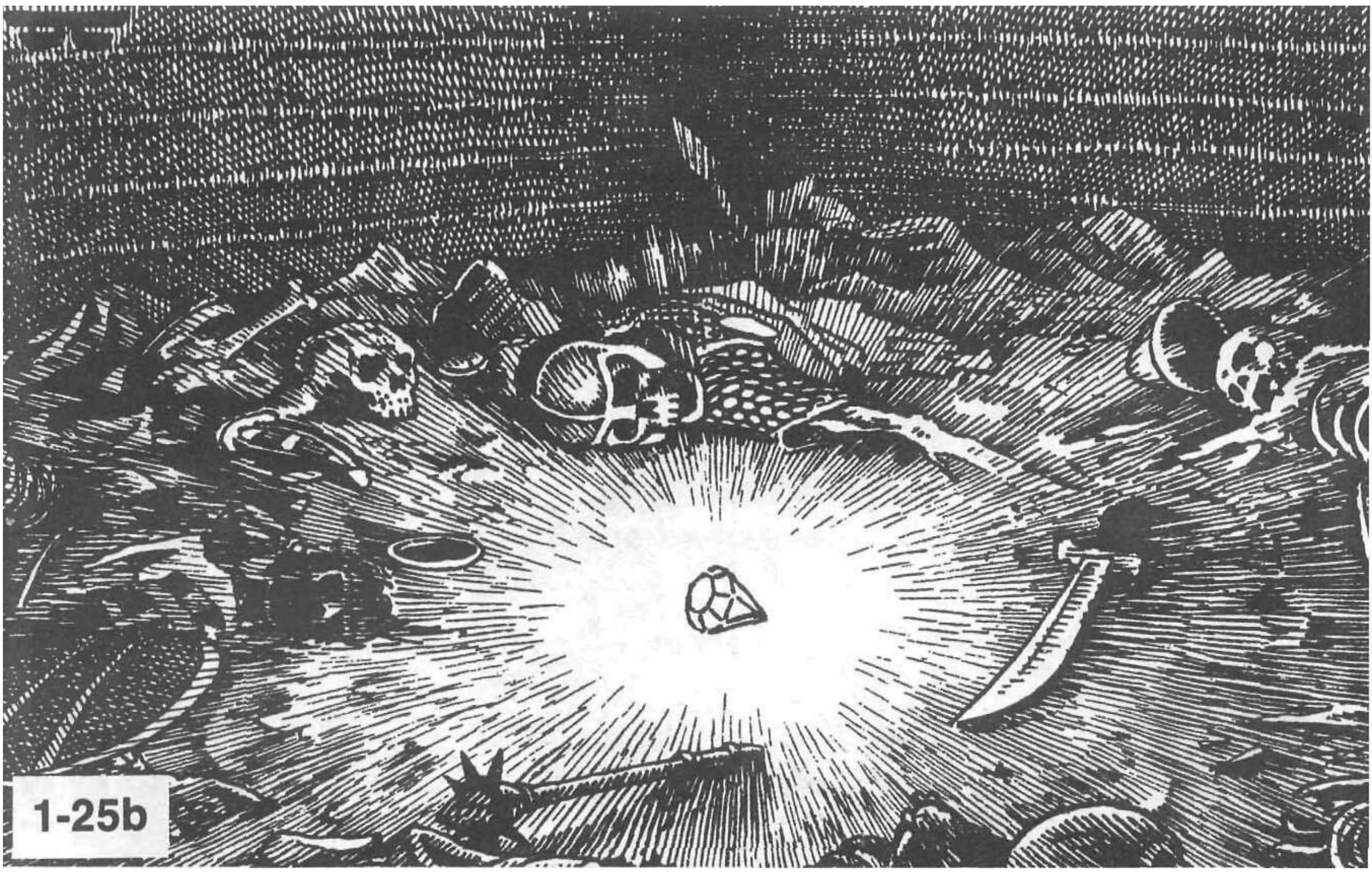
1-24



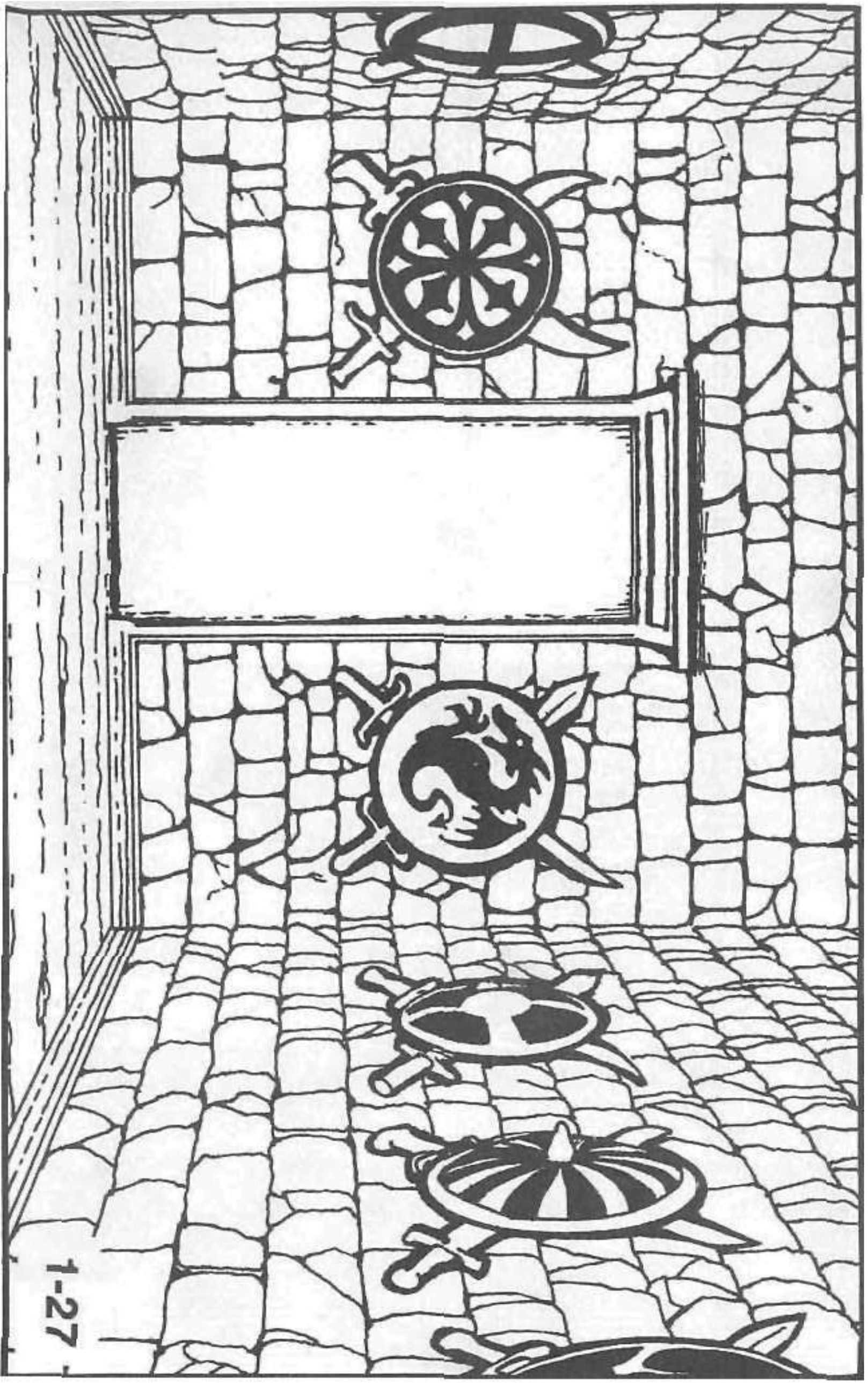
1-22

1-25a

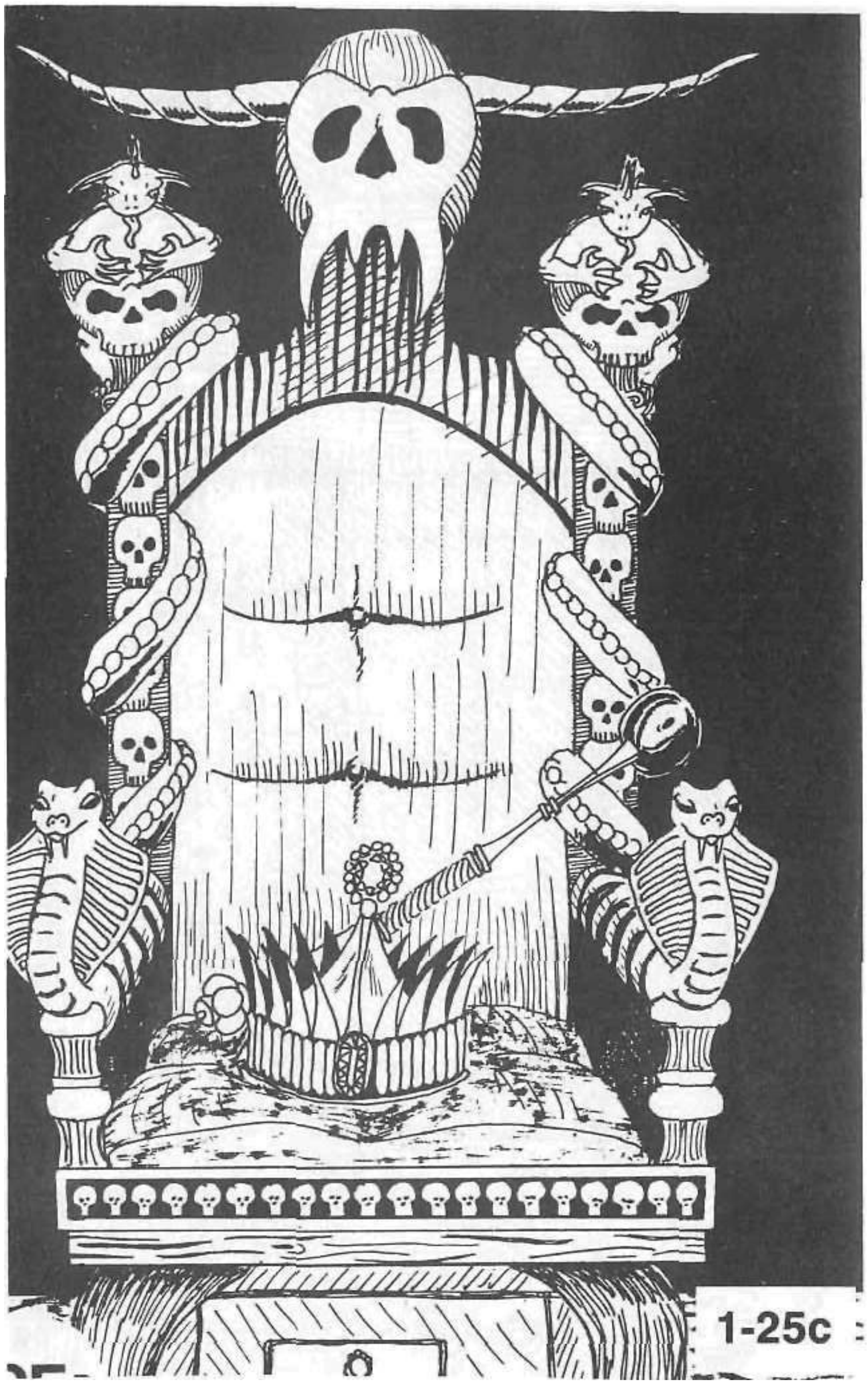




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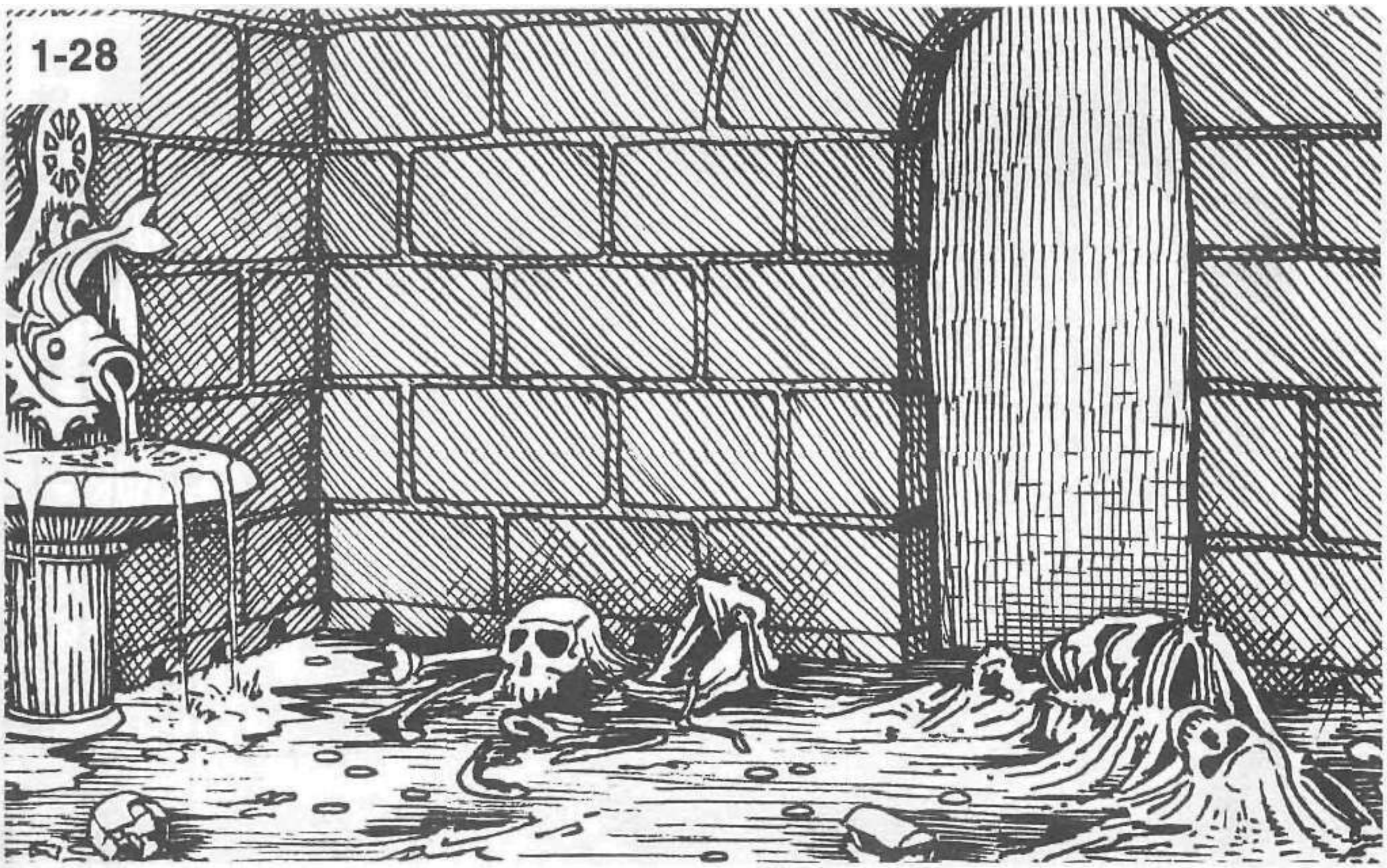


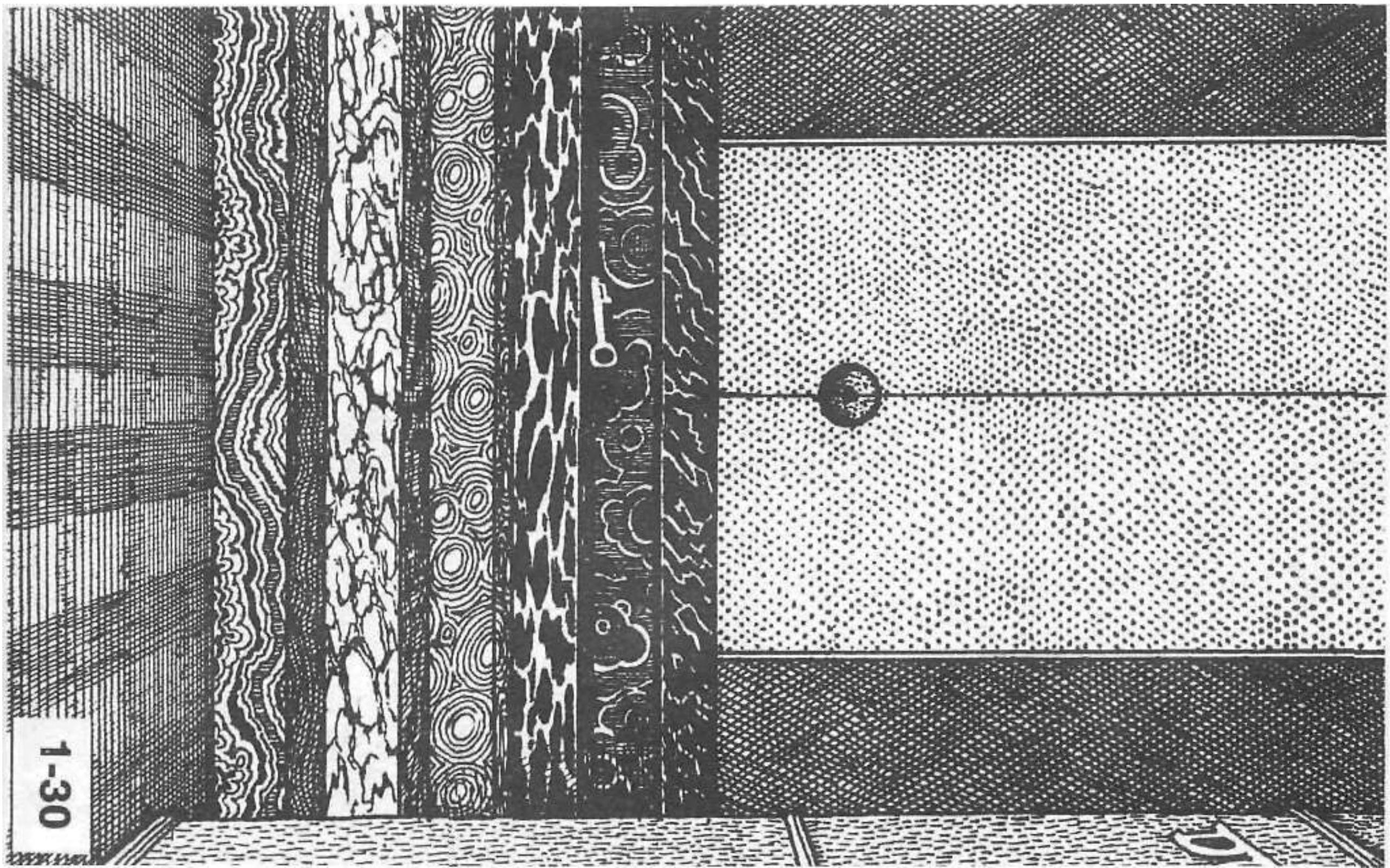
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1-25c

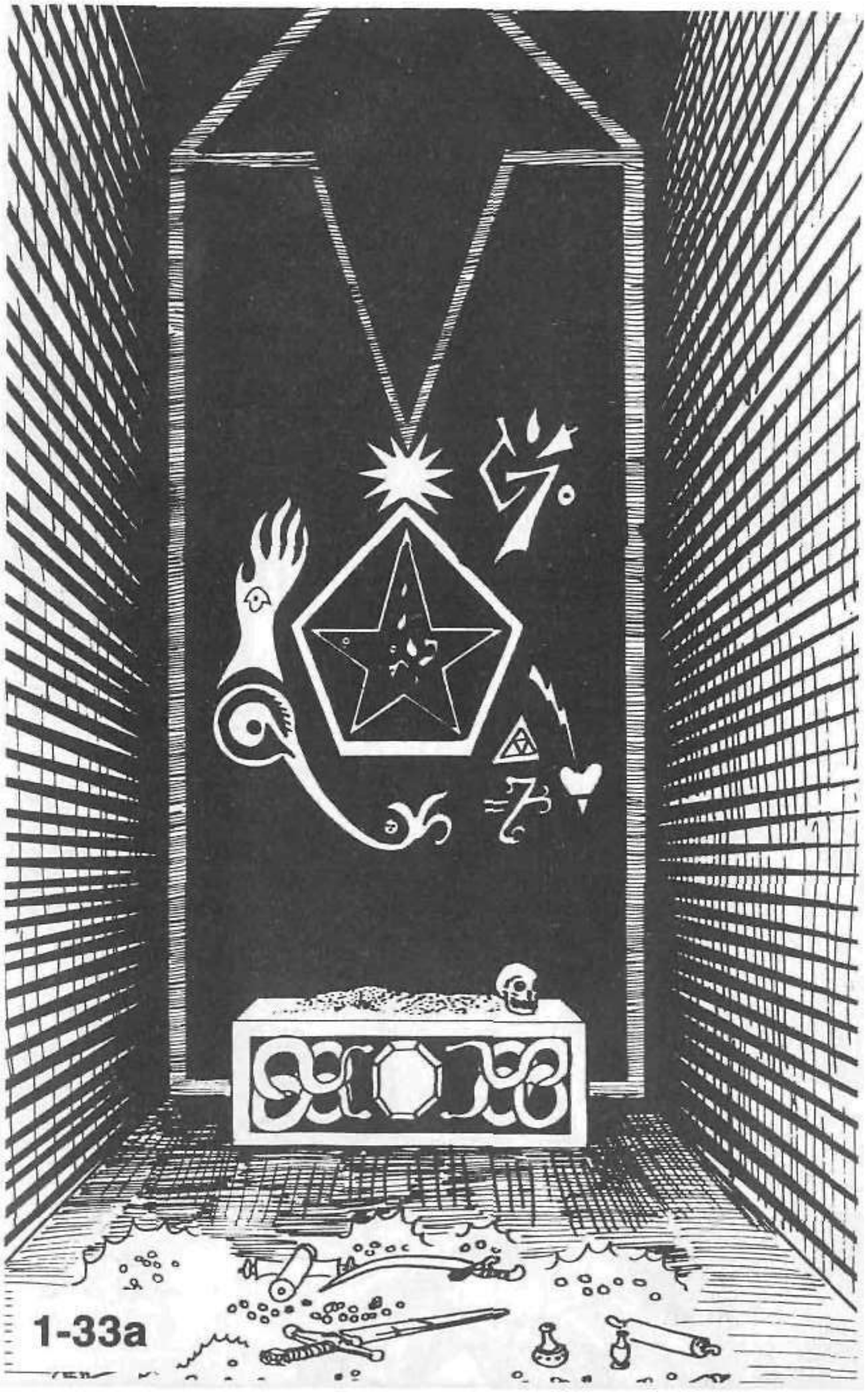
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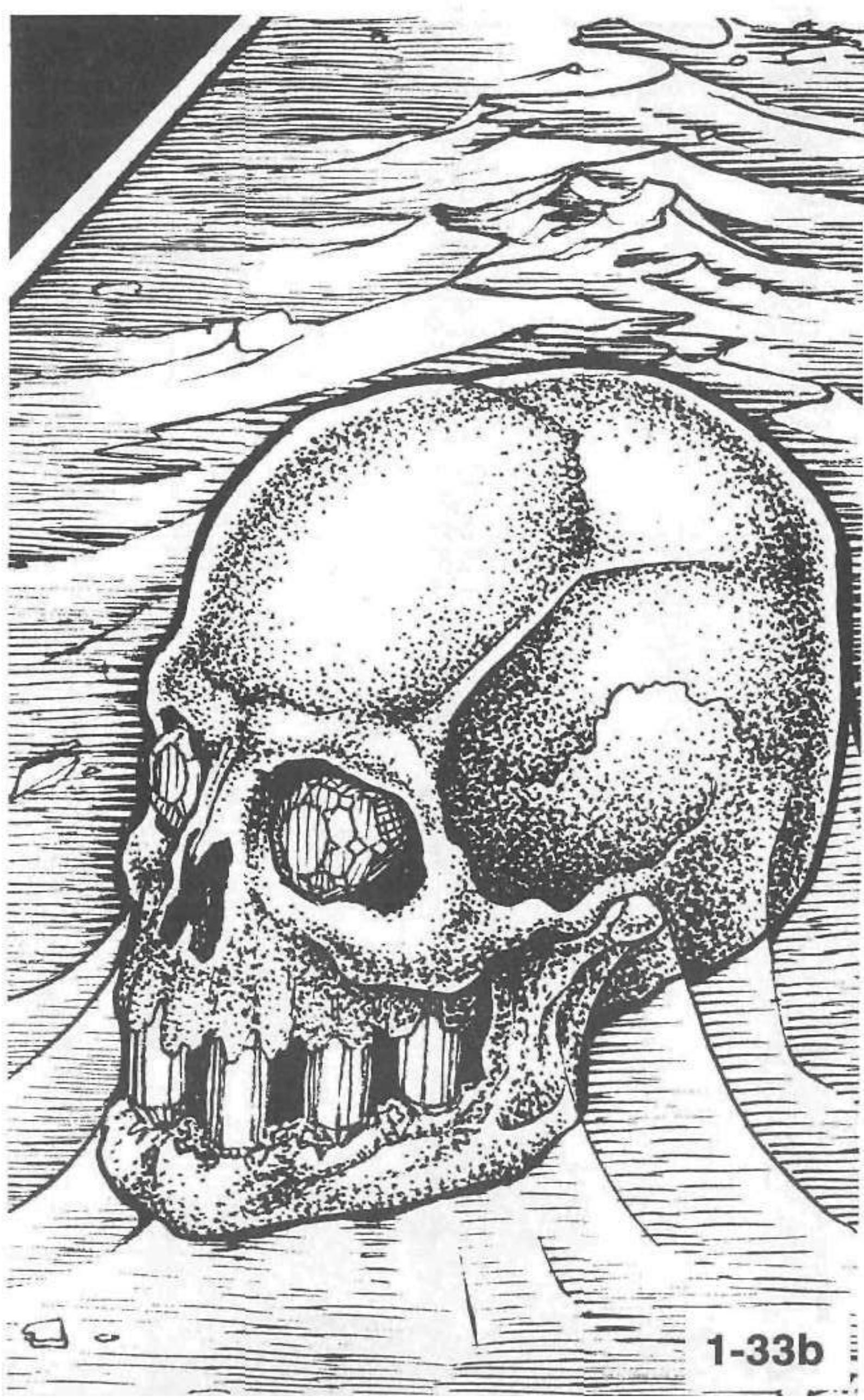


1-30





1-33a



1-33b

BEYOND TO THE LAIR OF DRAGOTHA, THE UNDEAD DRAGON, WHERE FABULOUS RICHES AND HIDEOUS DEATH AWAIT

THE HUT OF THINGIZZARD, BEWARE HER POTIONS

THE CURSED RUINS OF CASTLE MUKOS WHO KNOWS WHAT LIES WITHIN

WHITE PLUME MOUNTAIN

THE TWISTED THICKETS SKITTERING SLITHERS AROUND

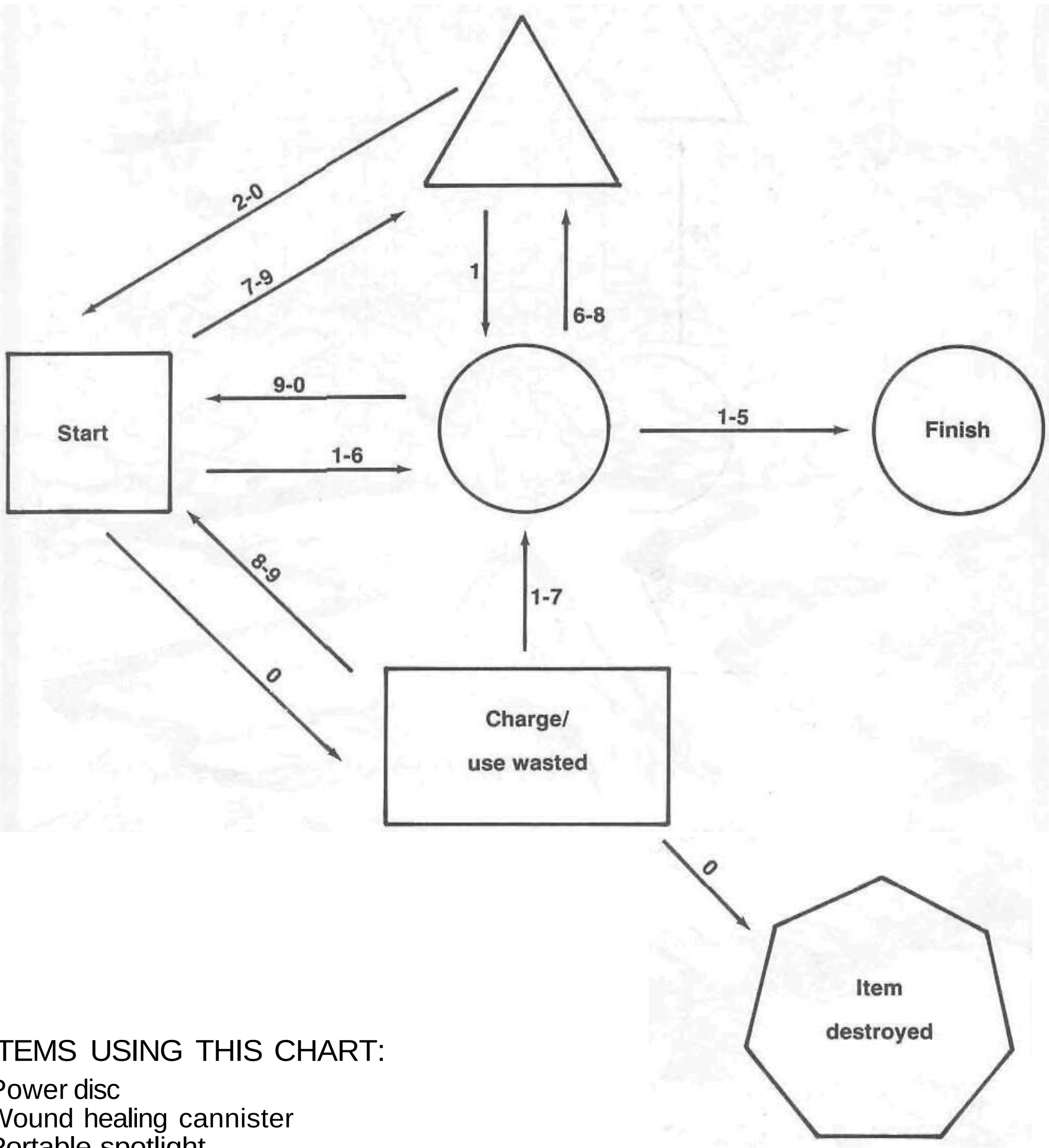
TO TOWN

HERE BE DEAD GNOLLS EYE SOCKET

N

EROL OTUS '80

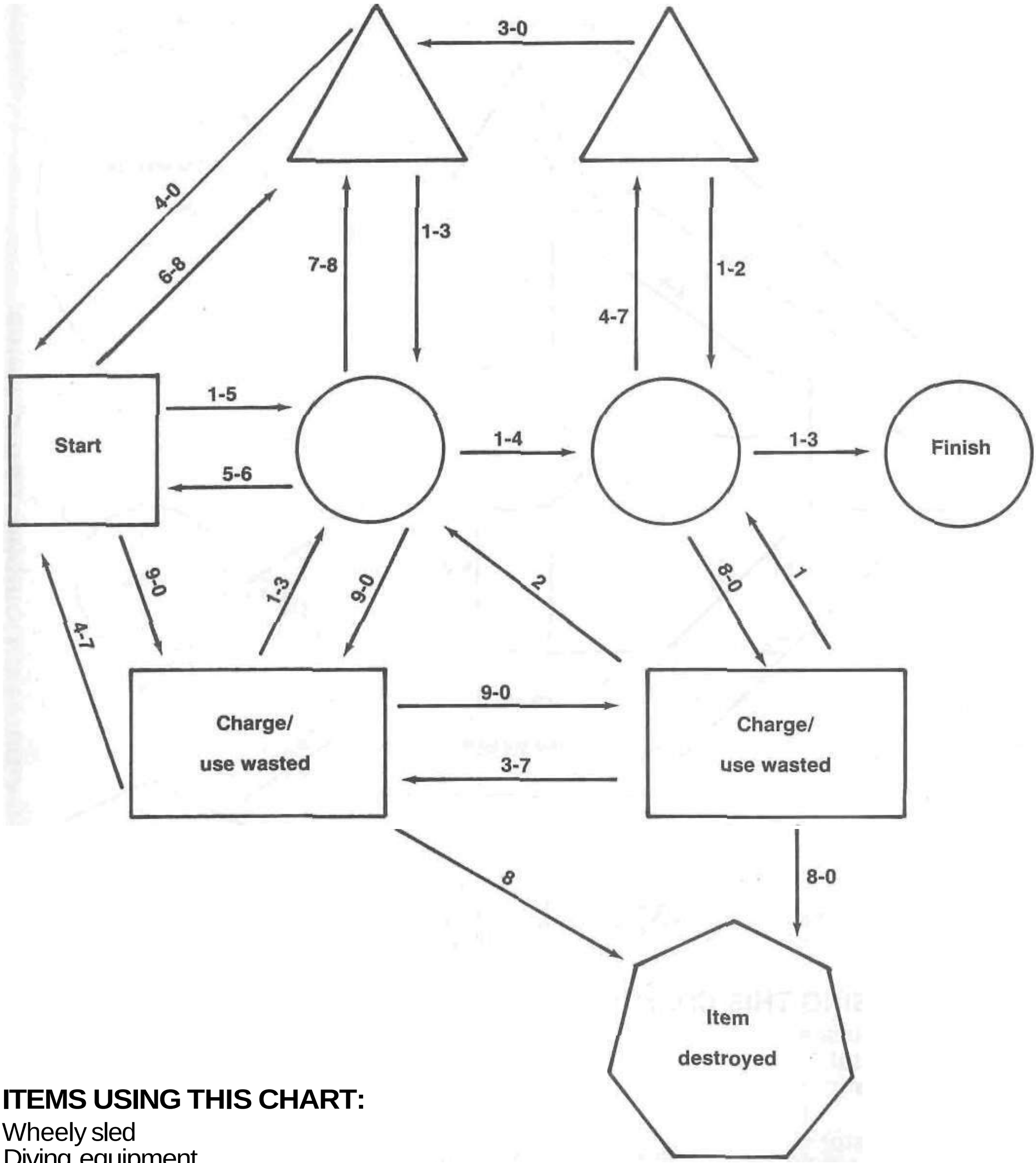
Chart I: Simple Non-Lethal Items



ITEMS USING THIS CHART:

Power disc
Wound healing cannister
Portable spotlight
Language translator
Atmosphere analyzer
Anti-grav belt

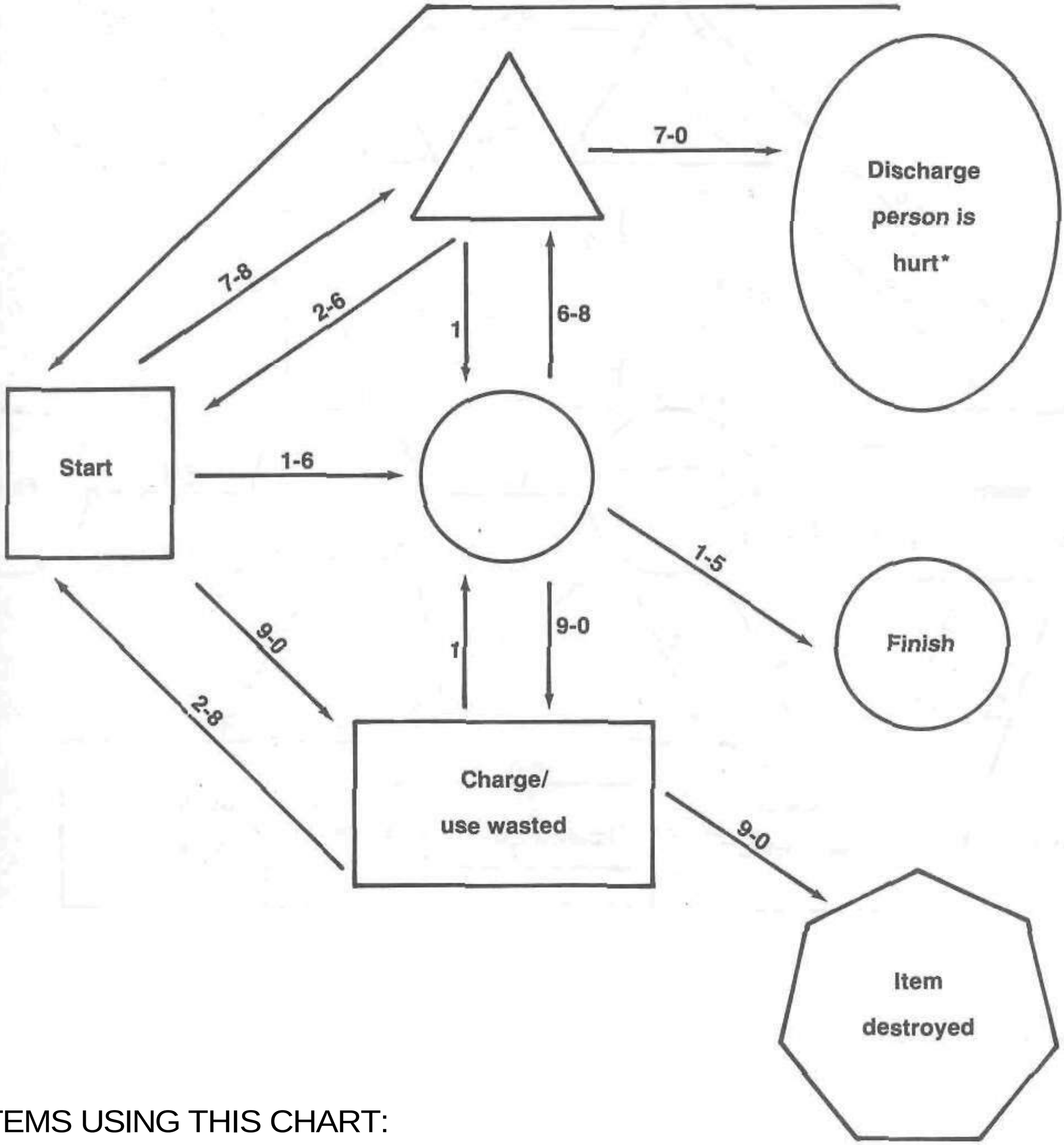
Chart II: Complex Non-Lethal Items



ITEMS USING THIS CHART:

Wheely sled
Diving equipment
Diving jet pack

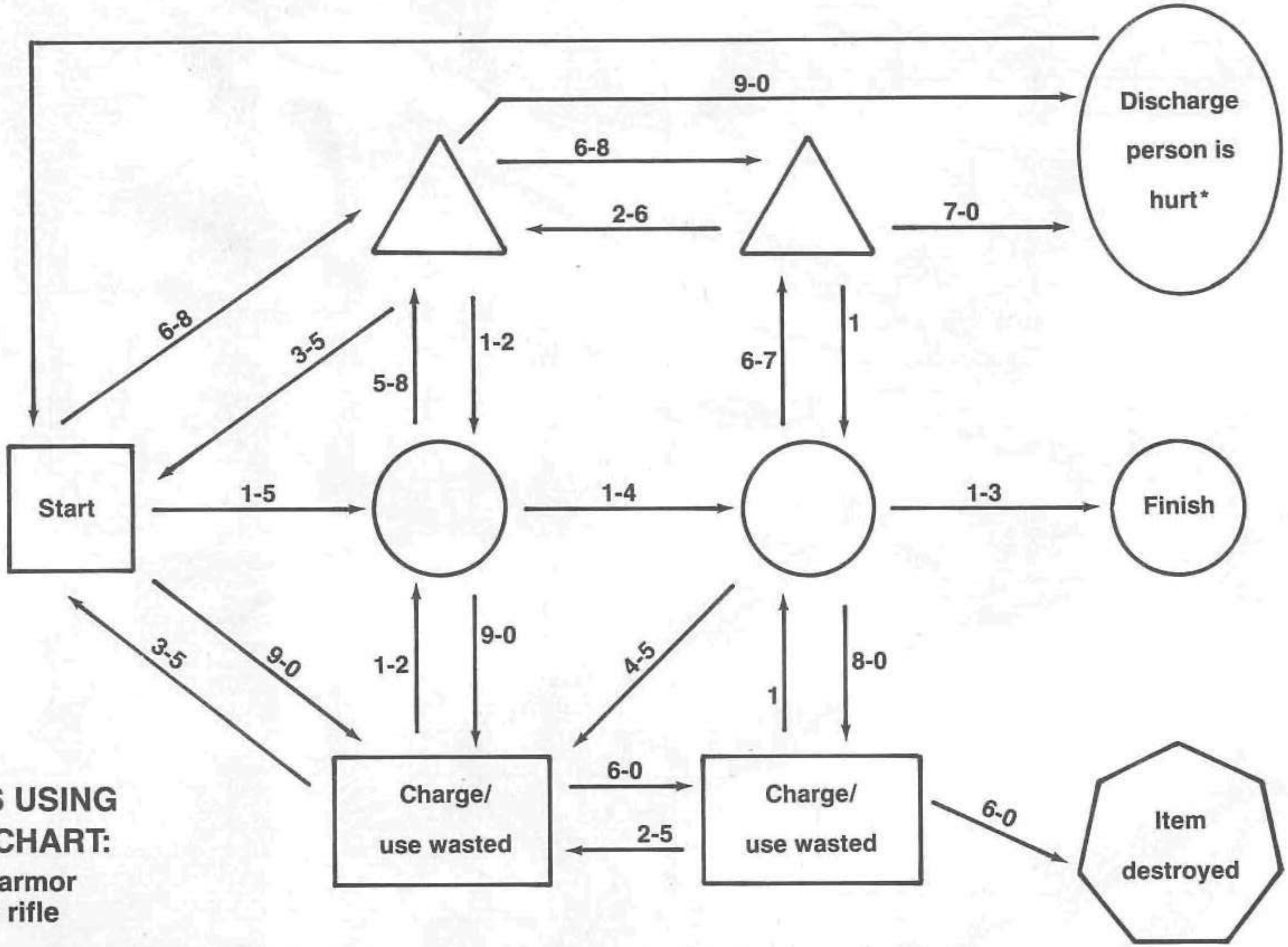
Chart III: Simple Lethal Items



ITEMS USING THIS CHART:

Fire extinguisher
Blaster pistol
Laser pistol
Laser rifle
Needier pistol
Paralysis pistol
Grenades

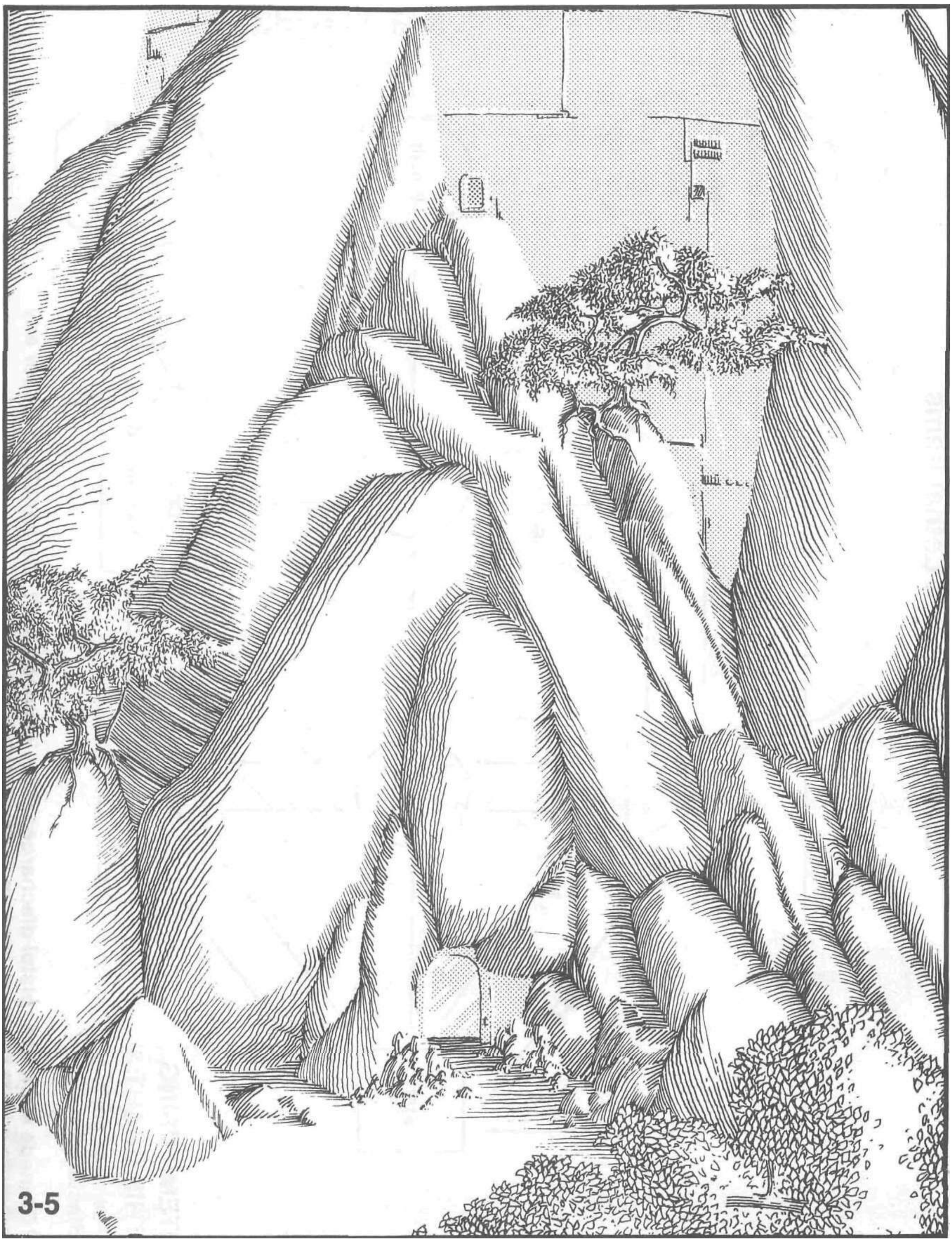
Chart IV: Complex Lethal Items



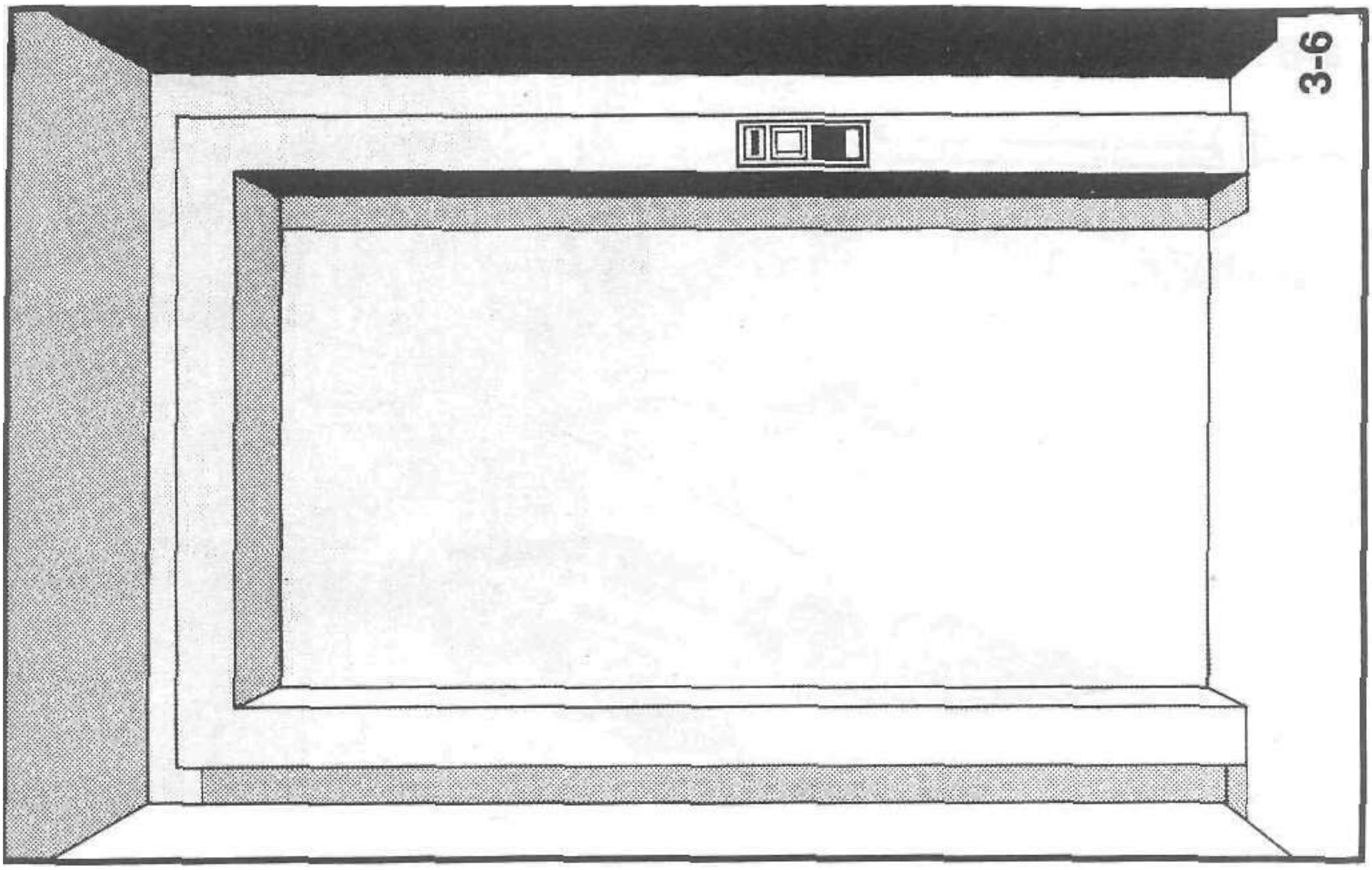
ITEMS USING THIS CHART:

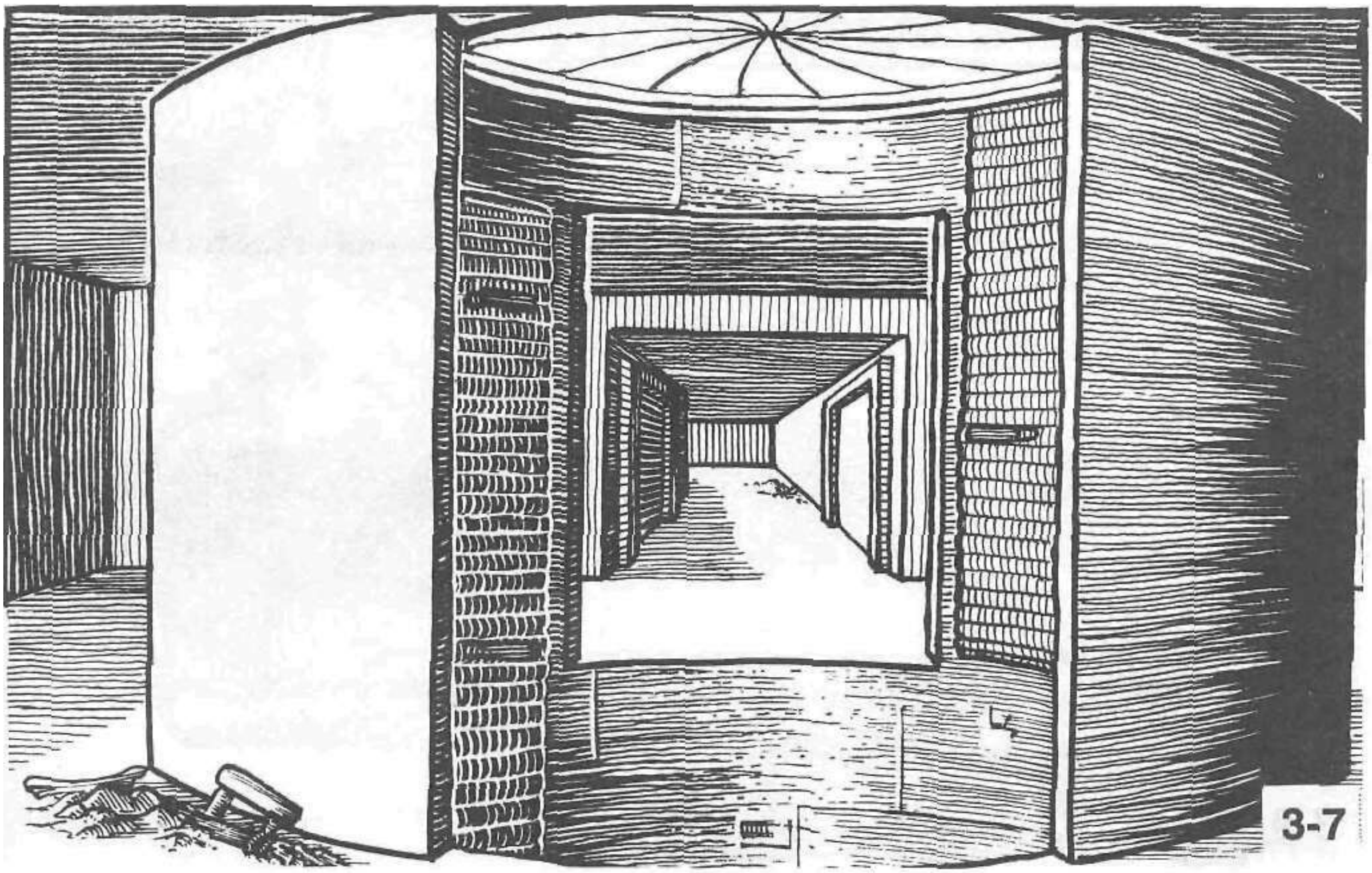
Power armor
Blaster rifle

***Grenade explodes, pistol discharges (50% chance that it hits handler, 50% for any creature within range at random, if applicable), etc.**

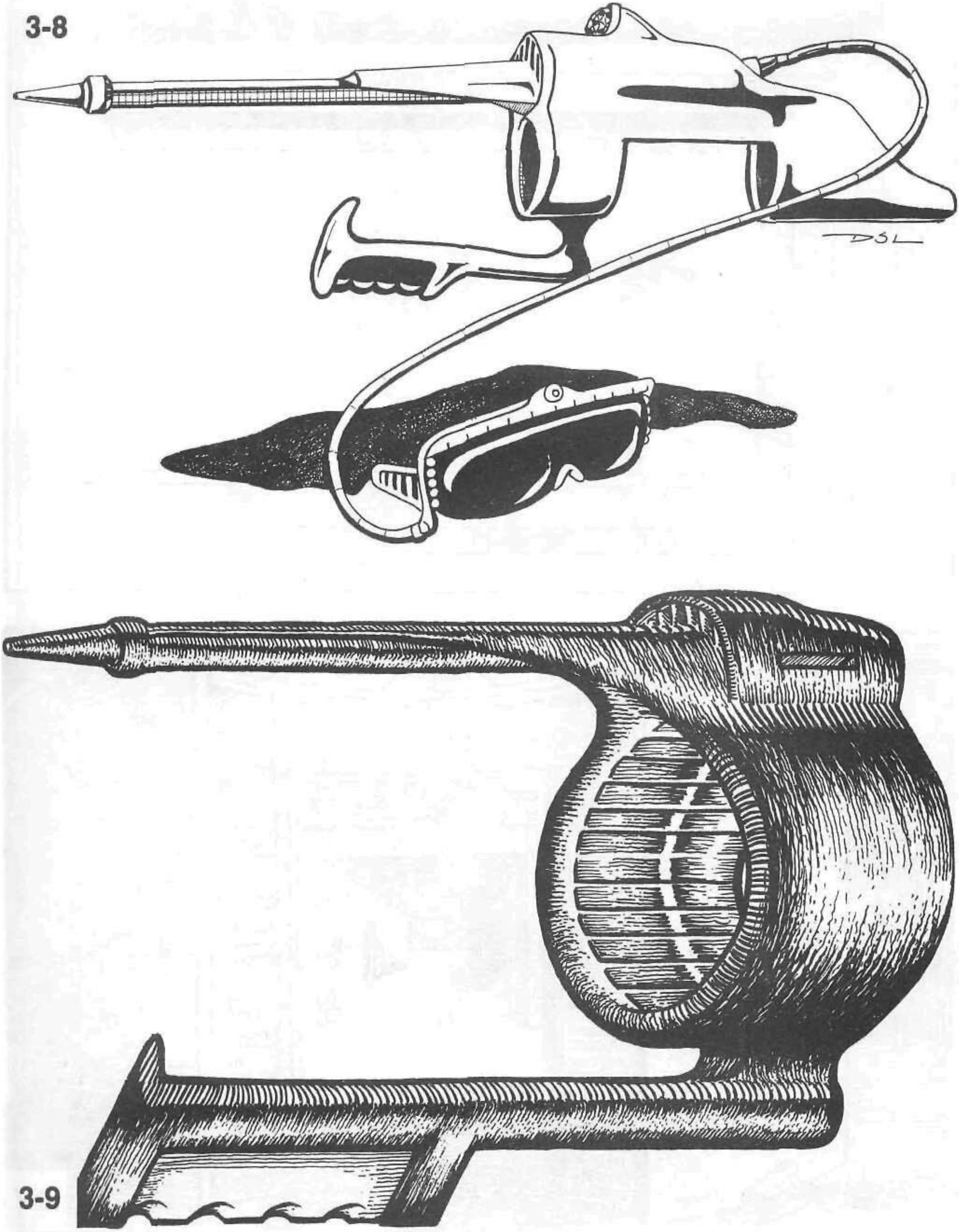


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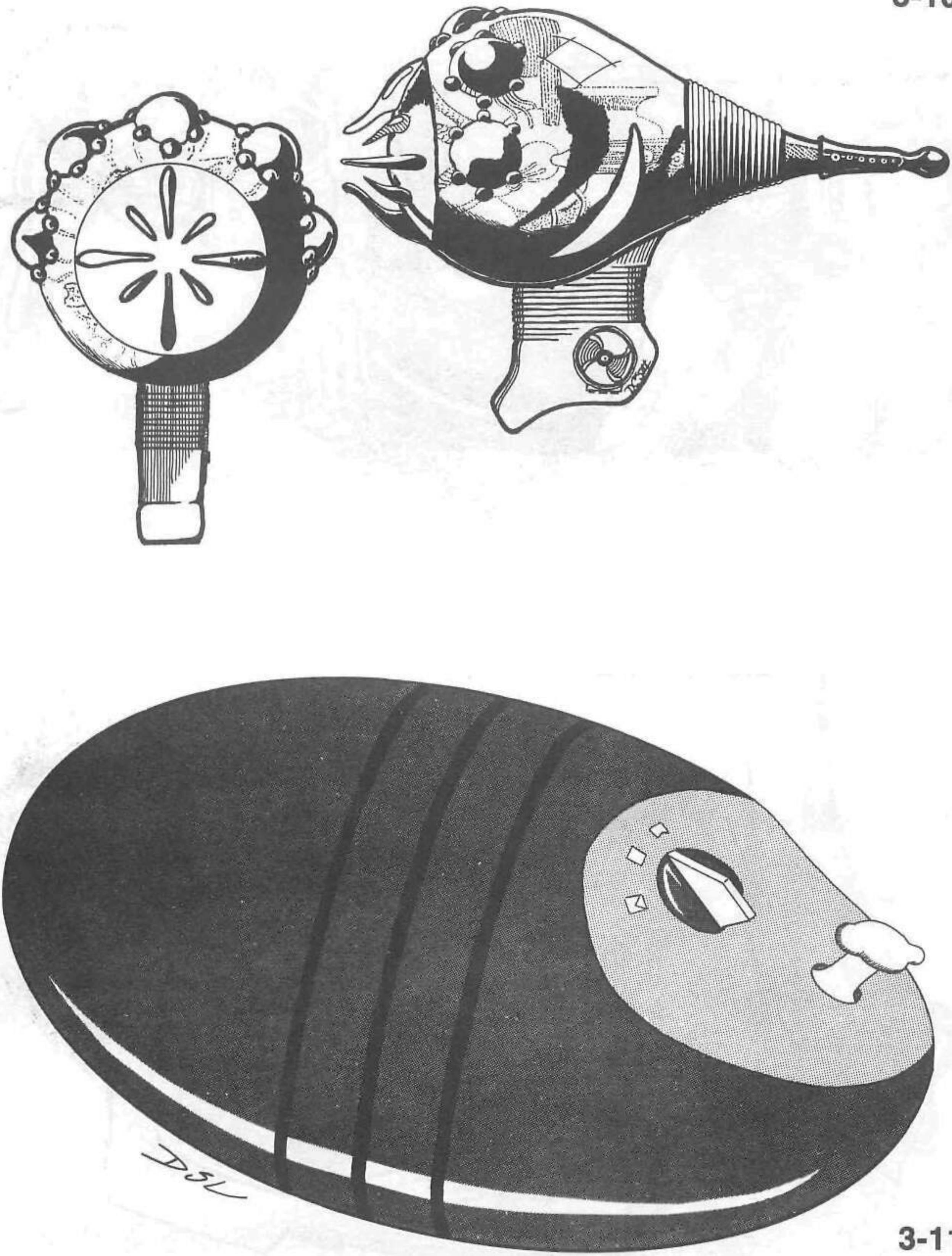

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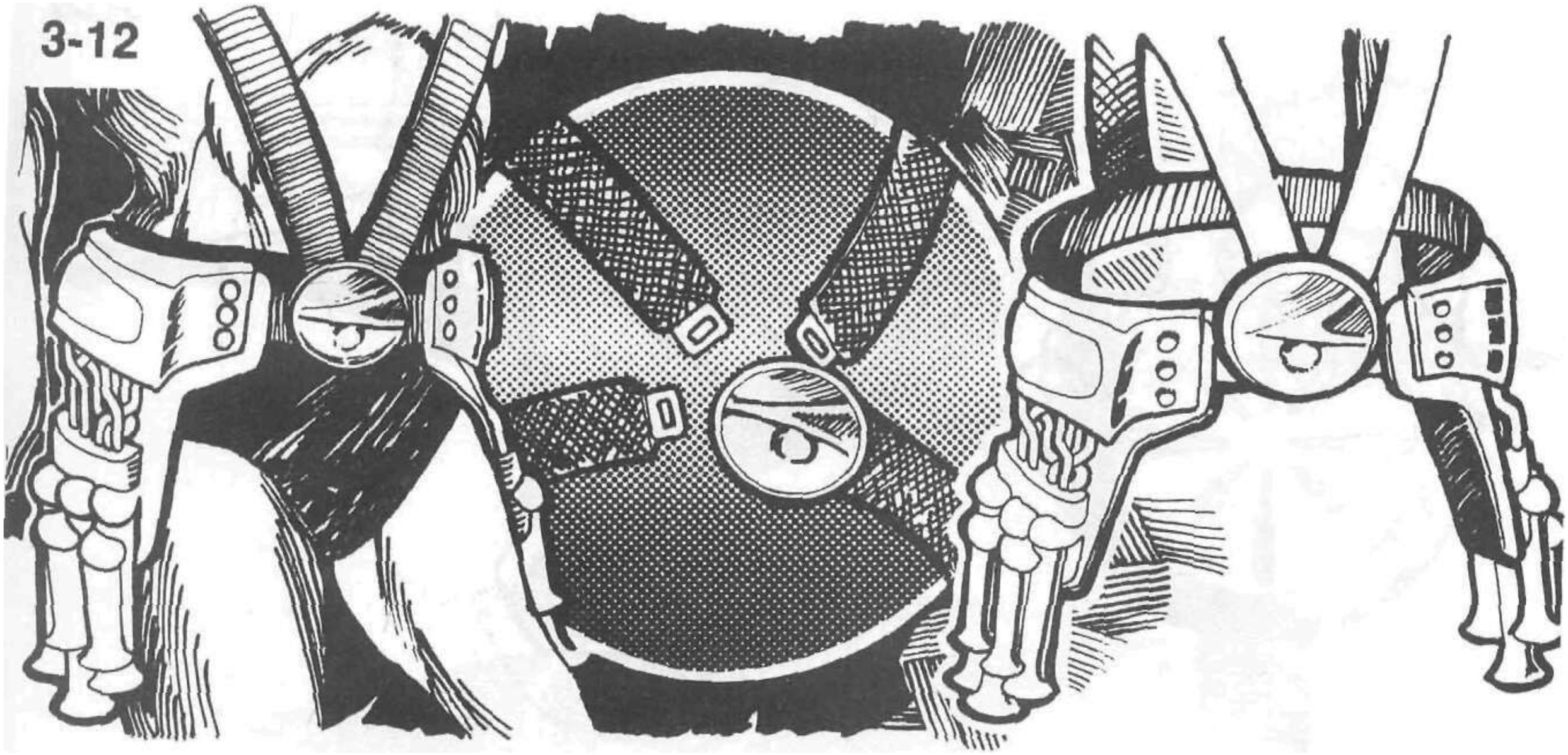
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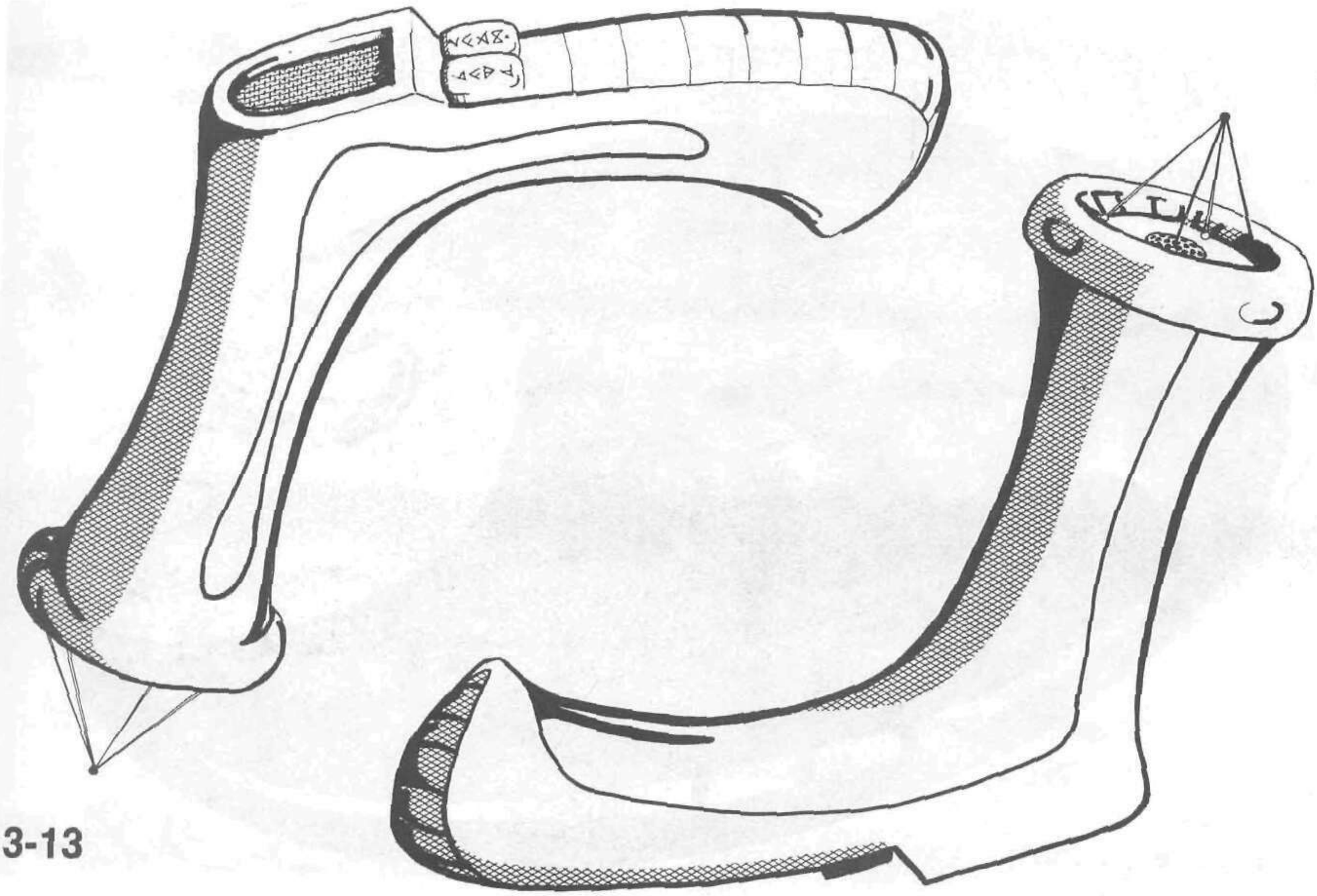


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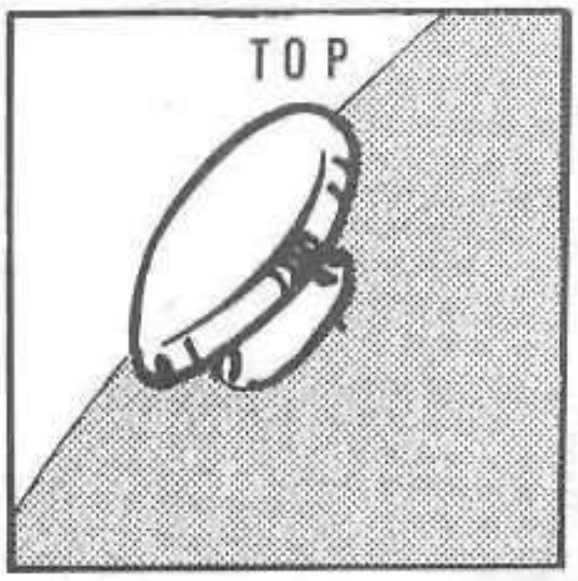


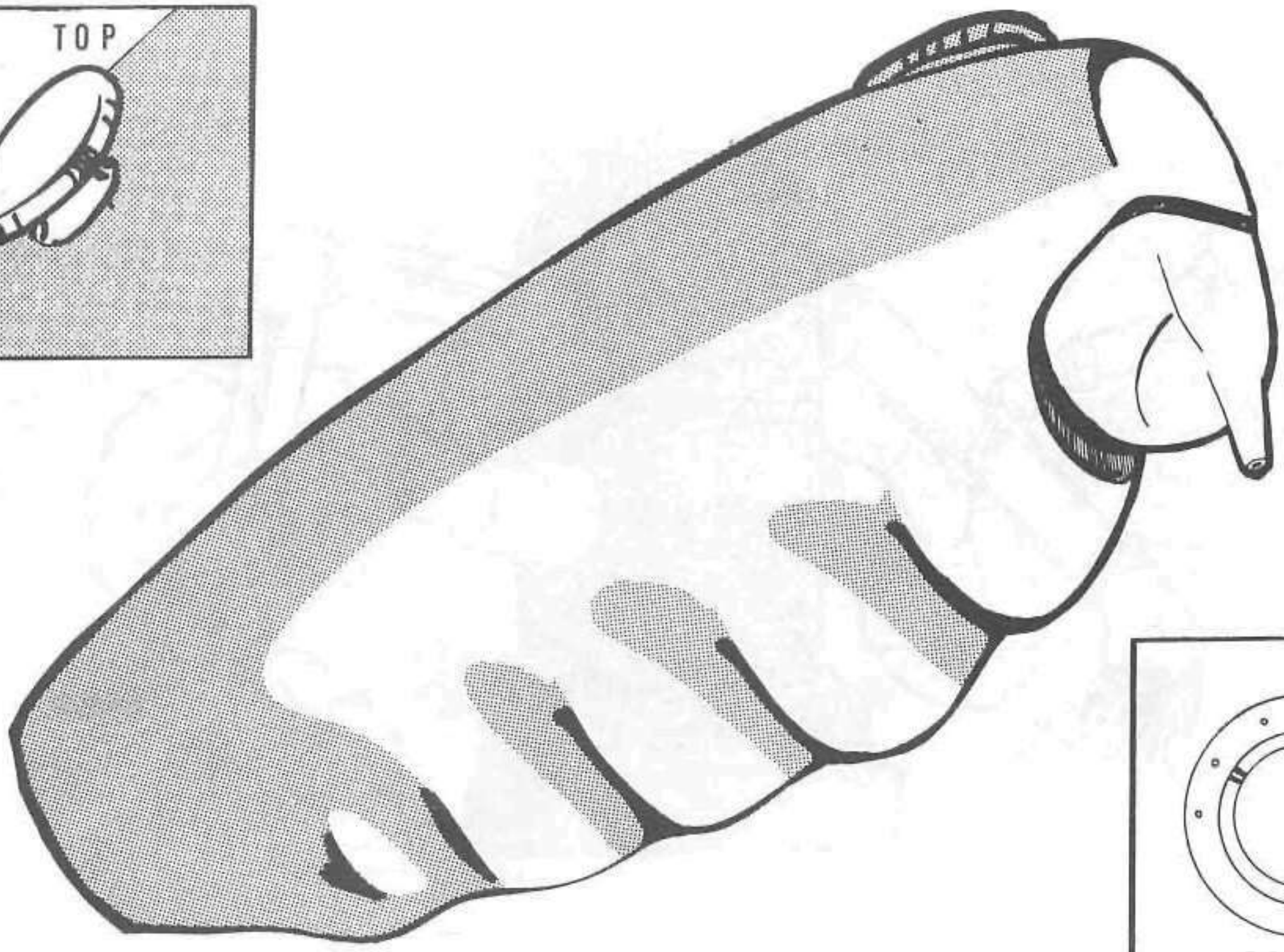
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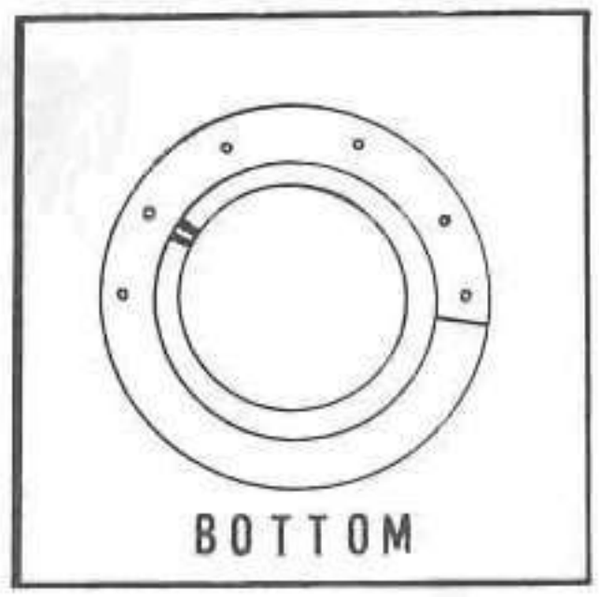


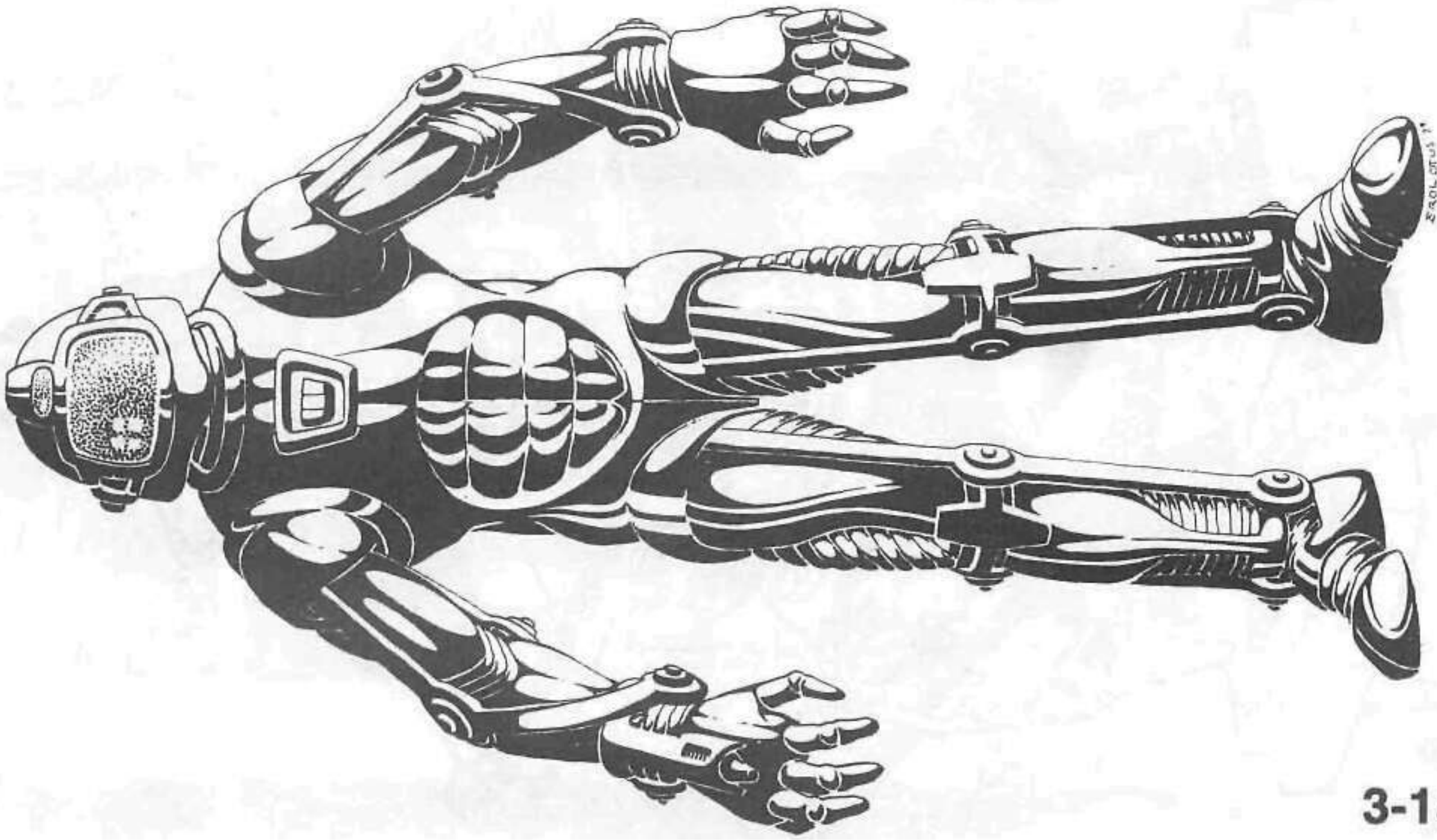


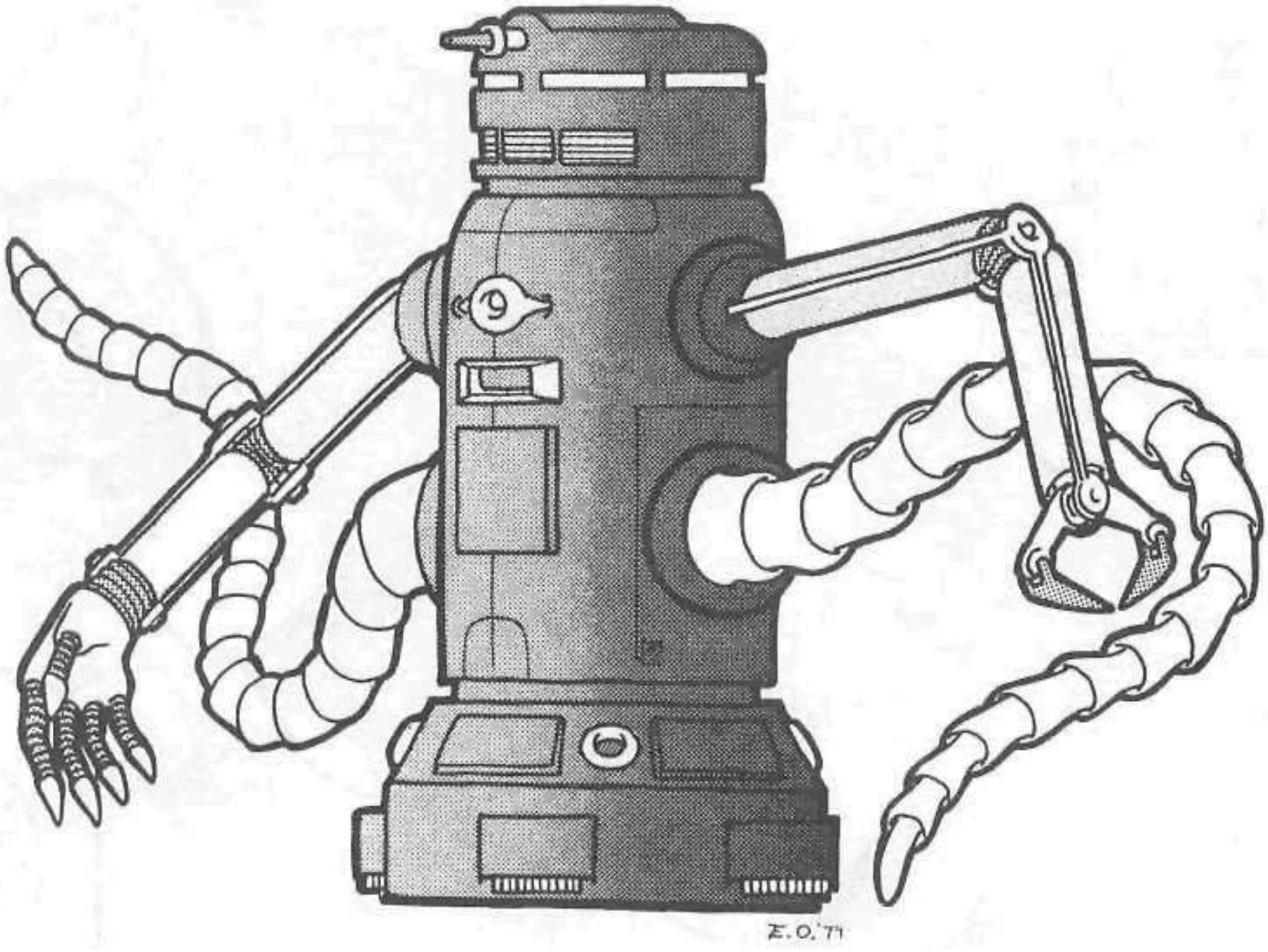
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TOP

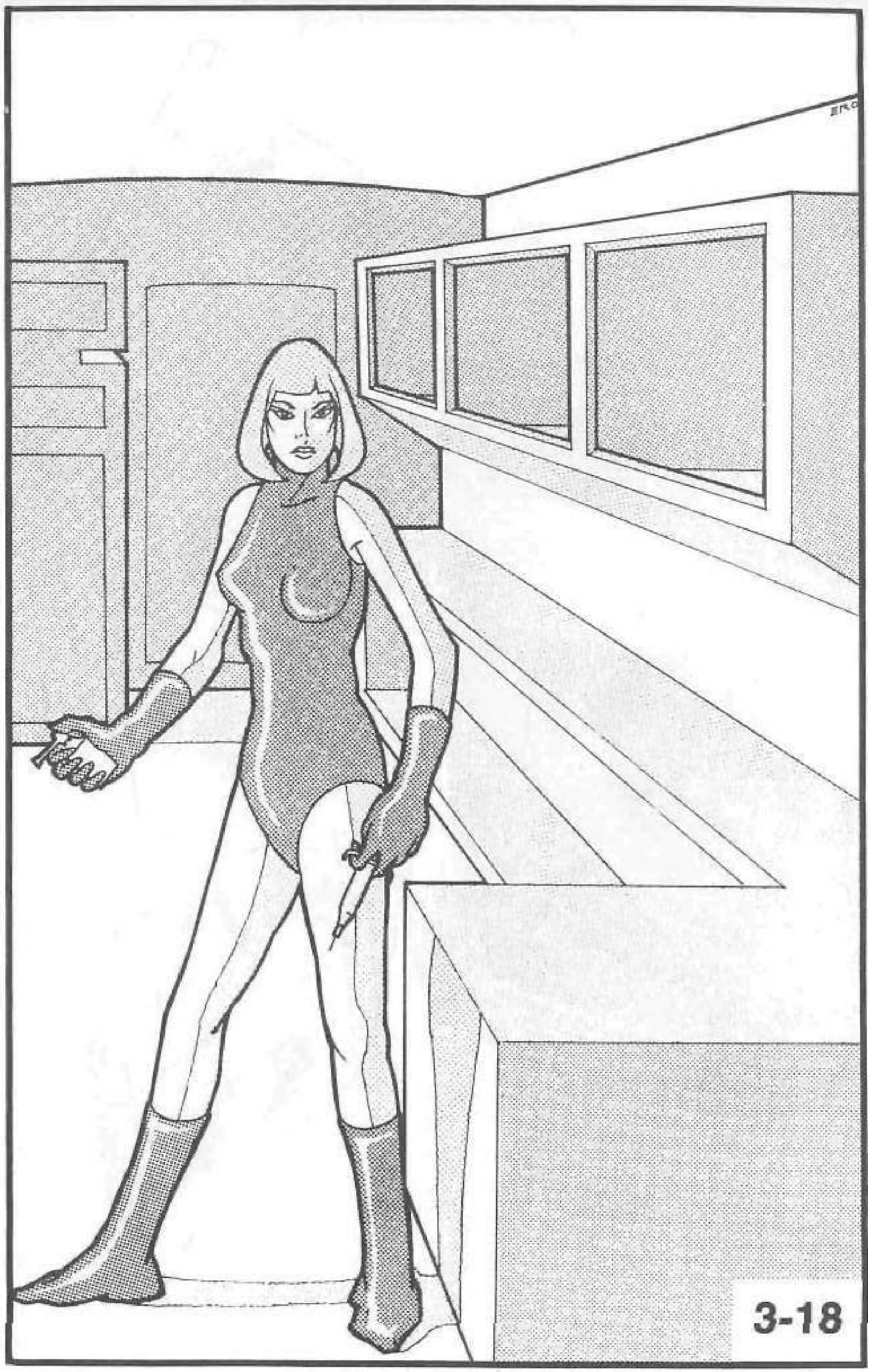



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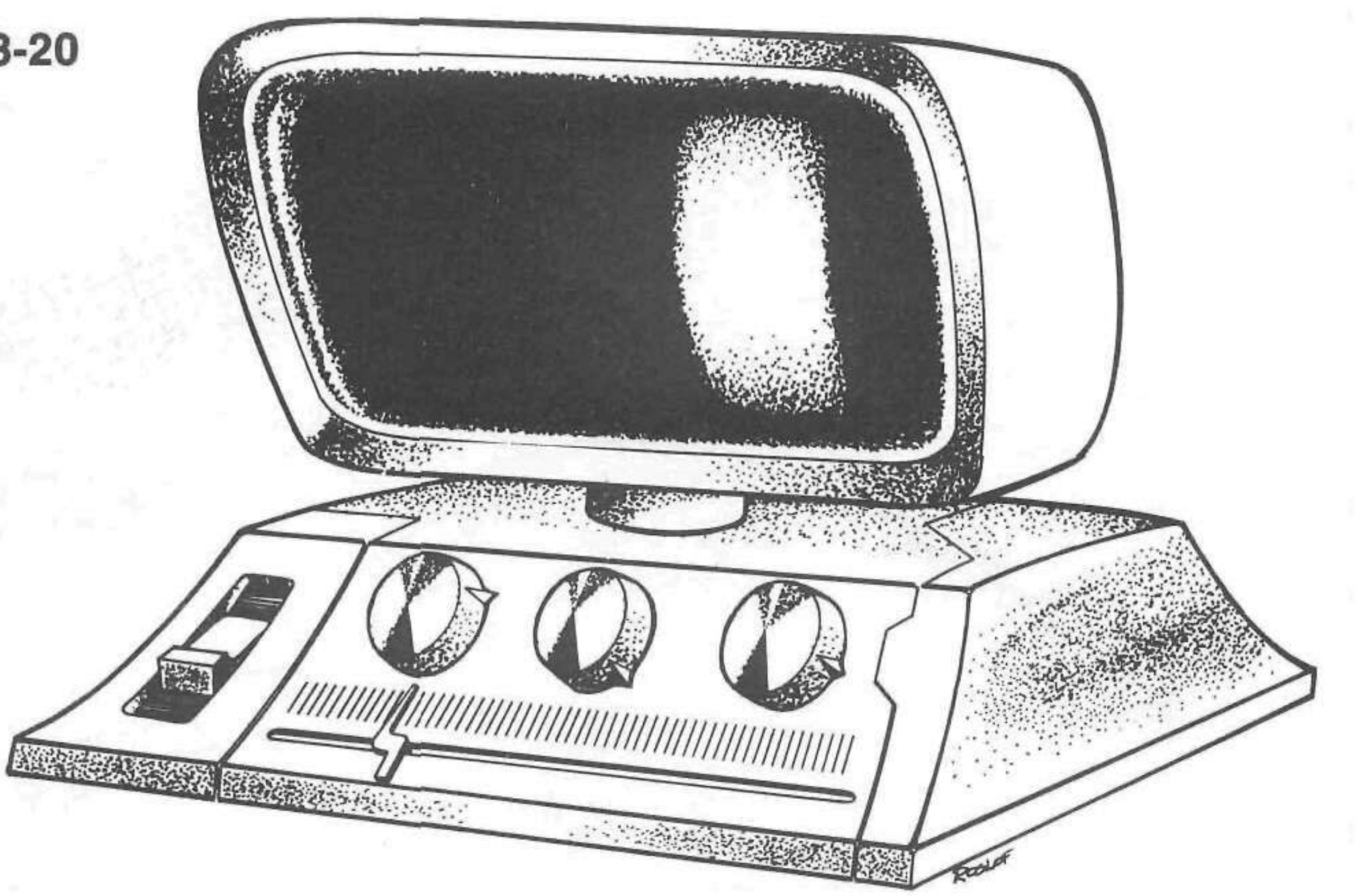


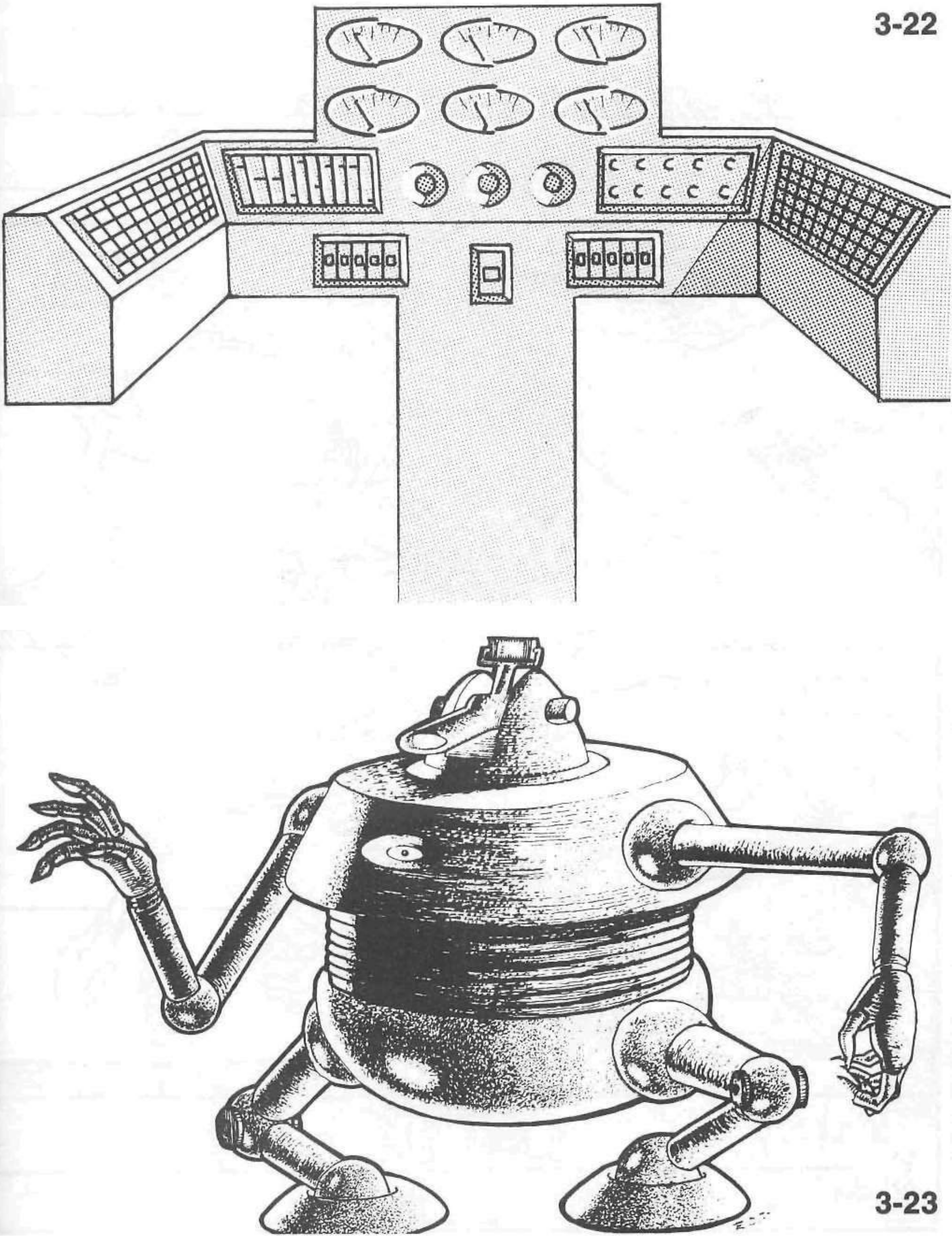

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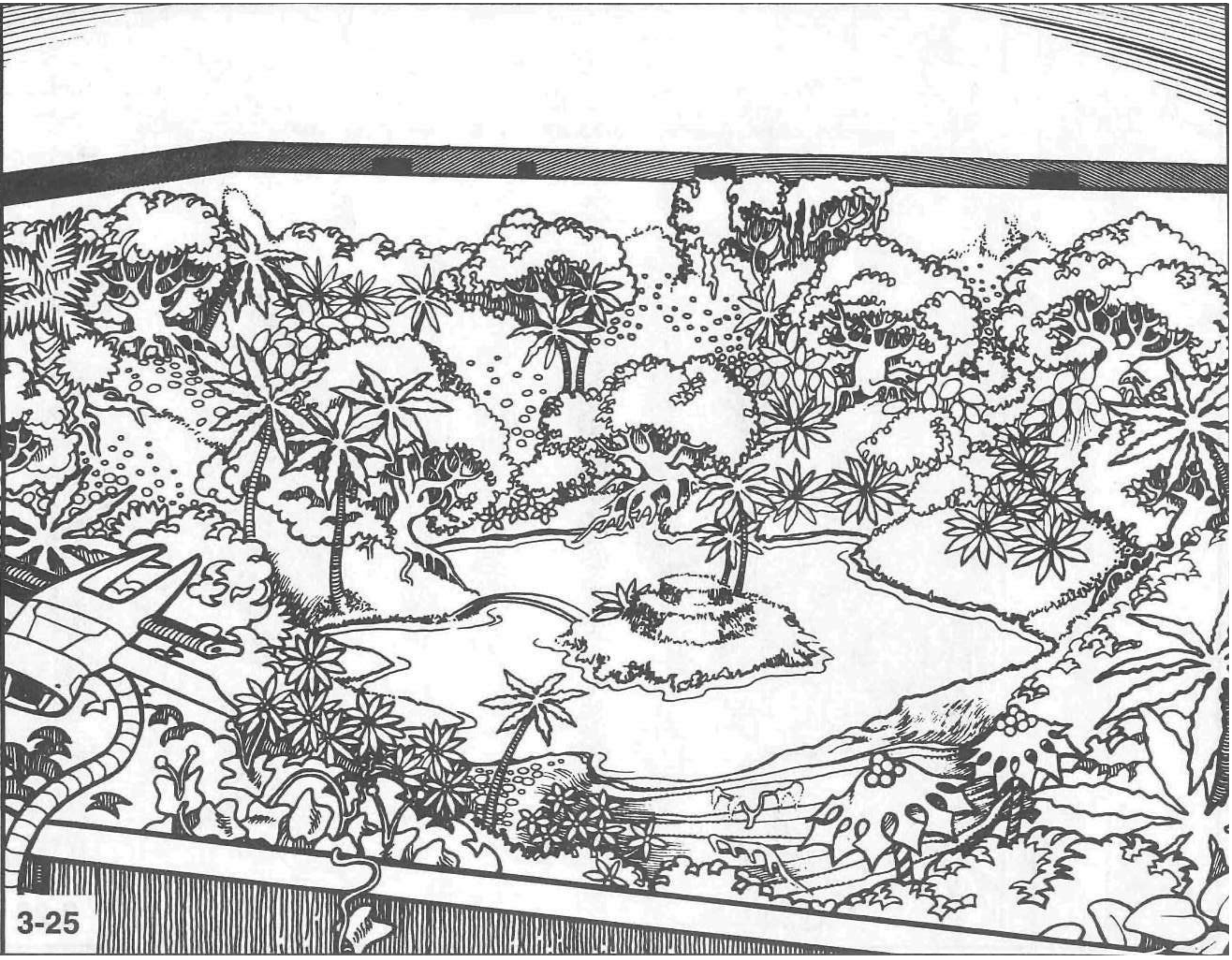

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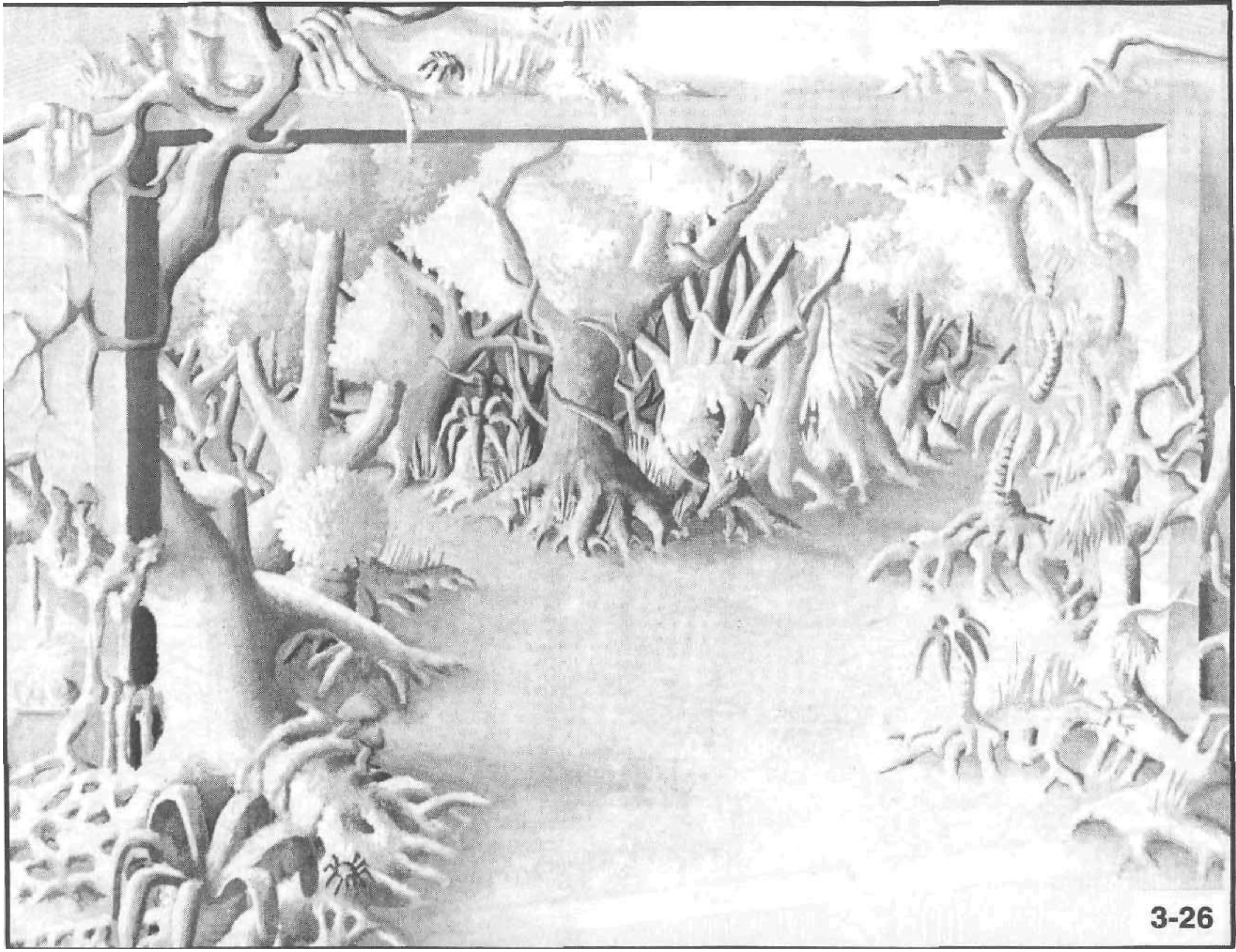

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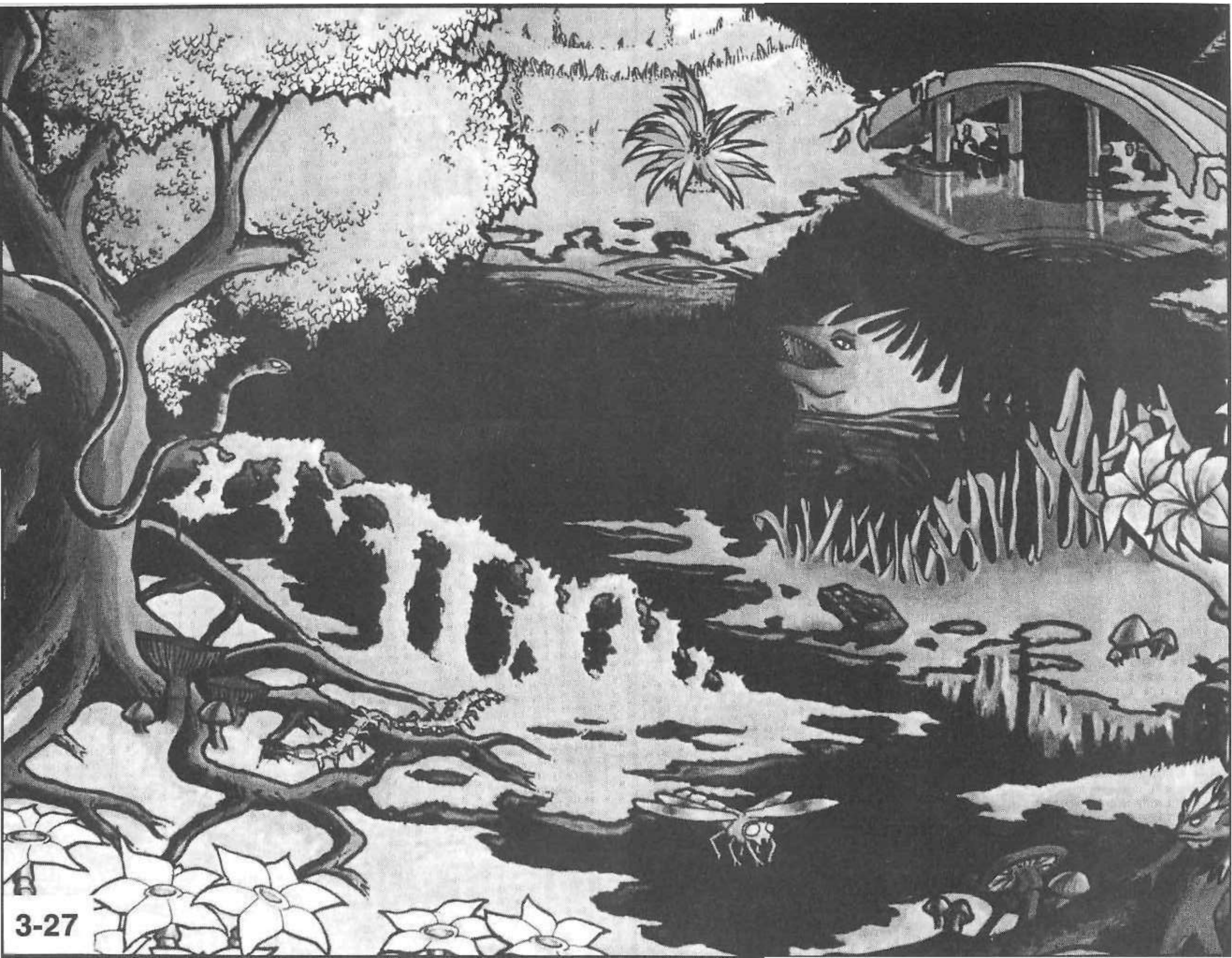










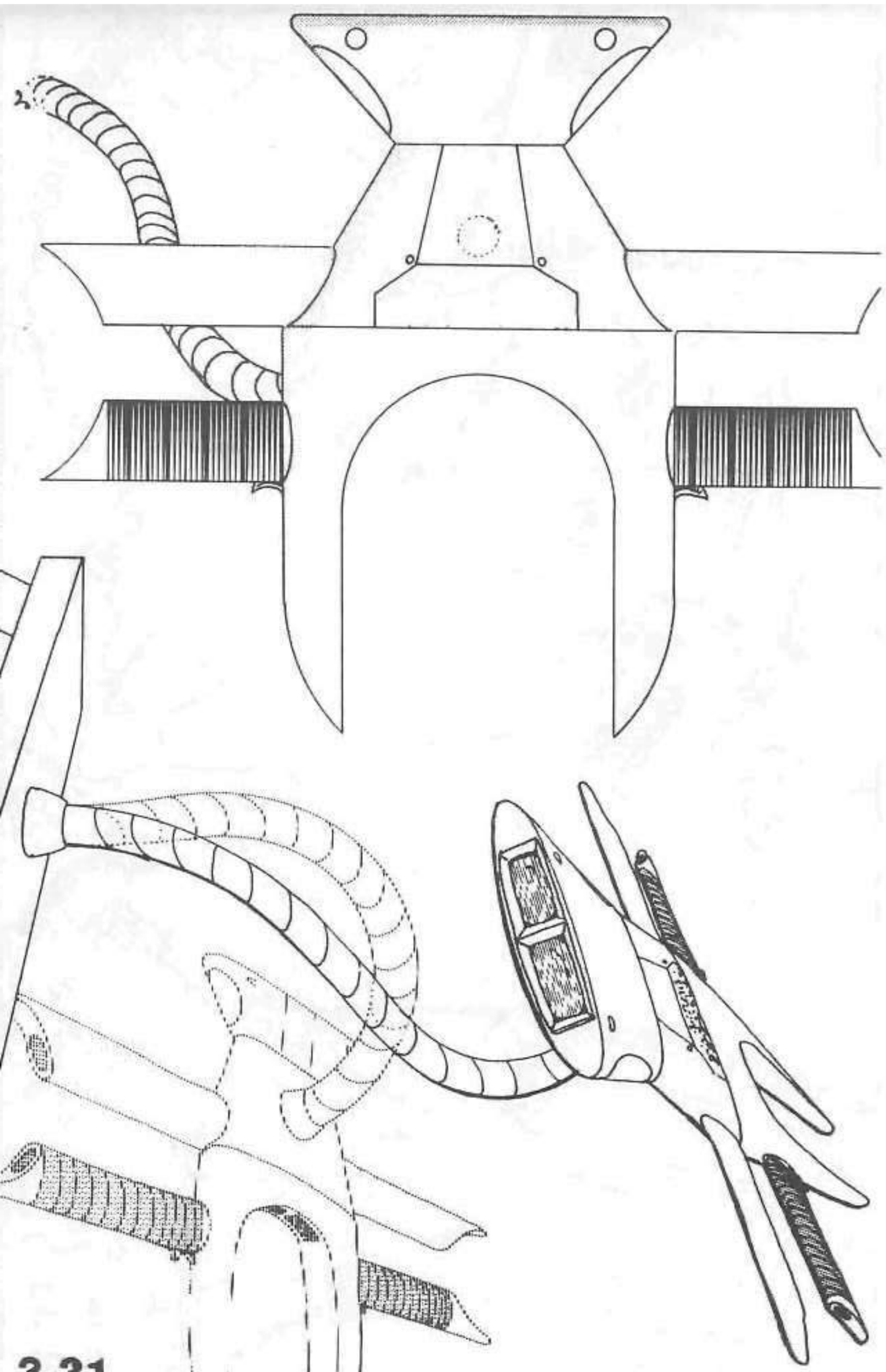




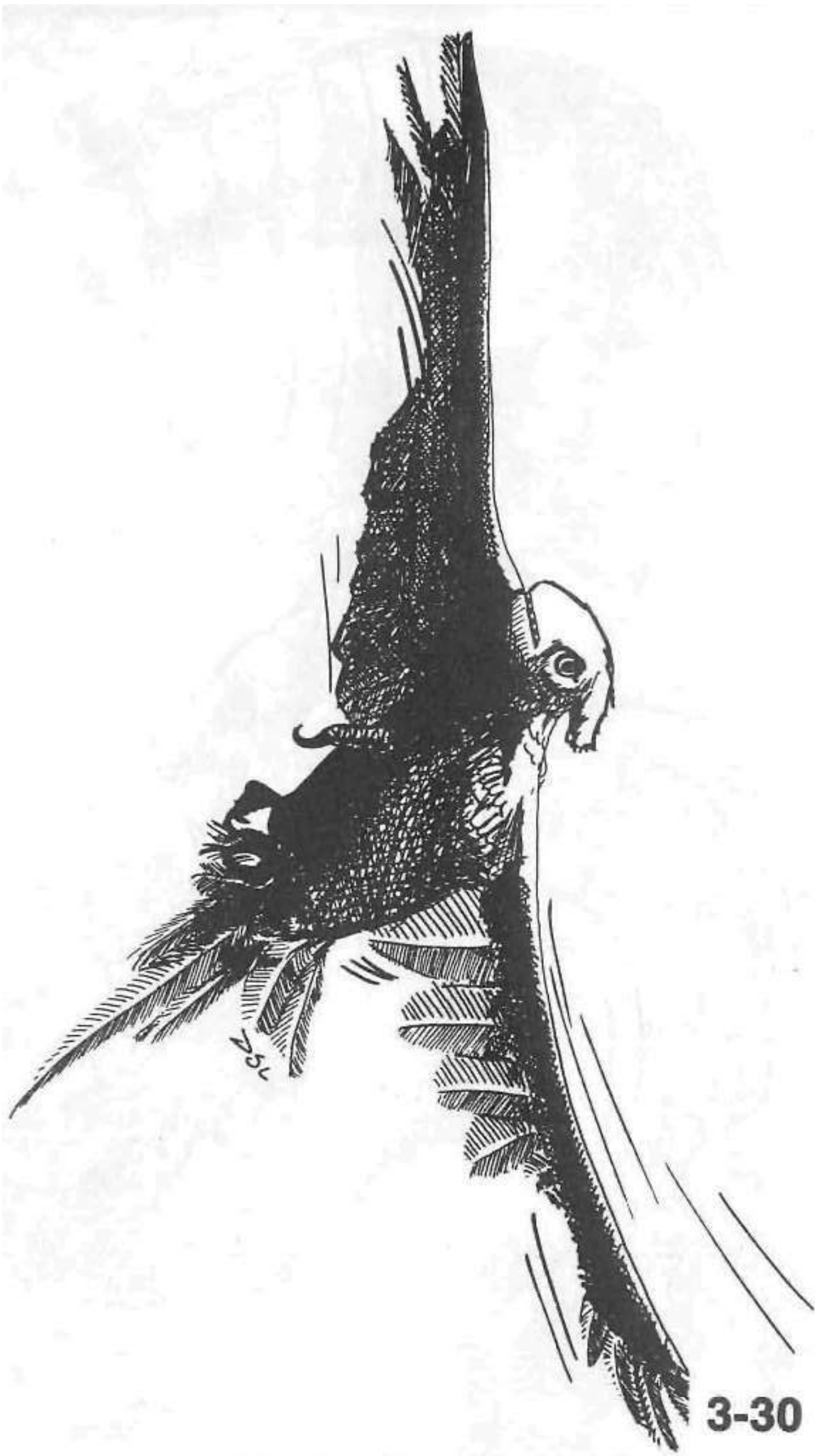
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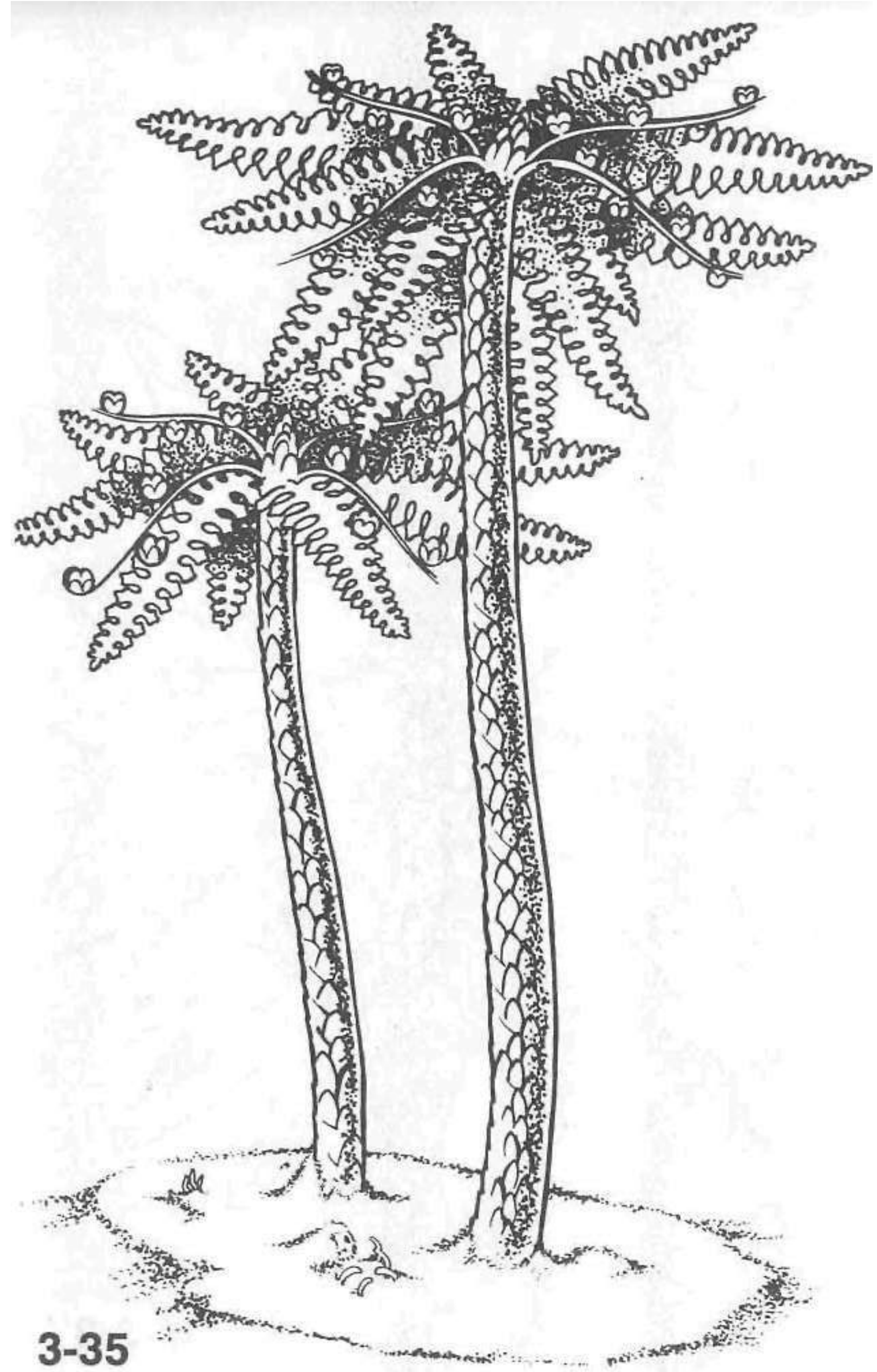
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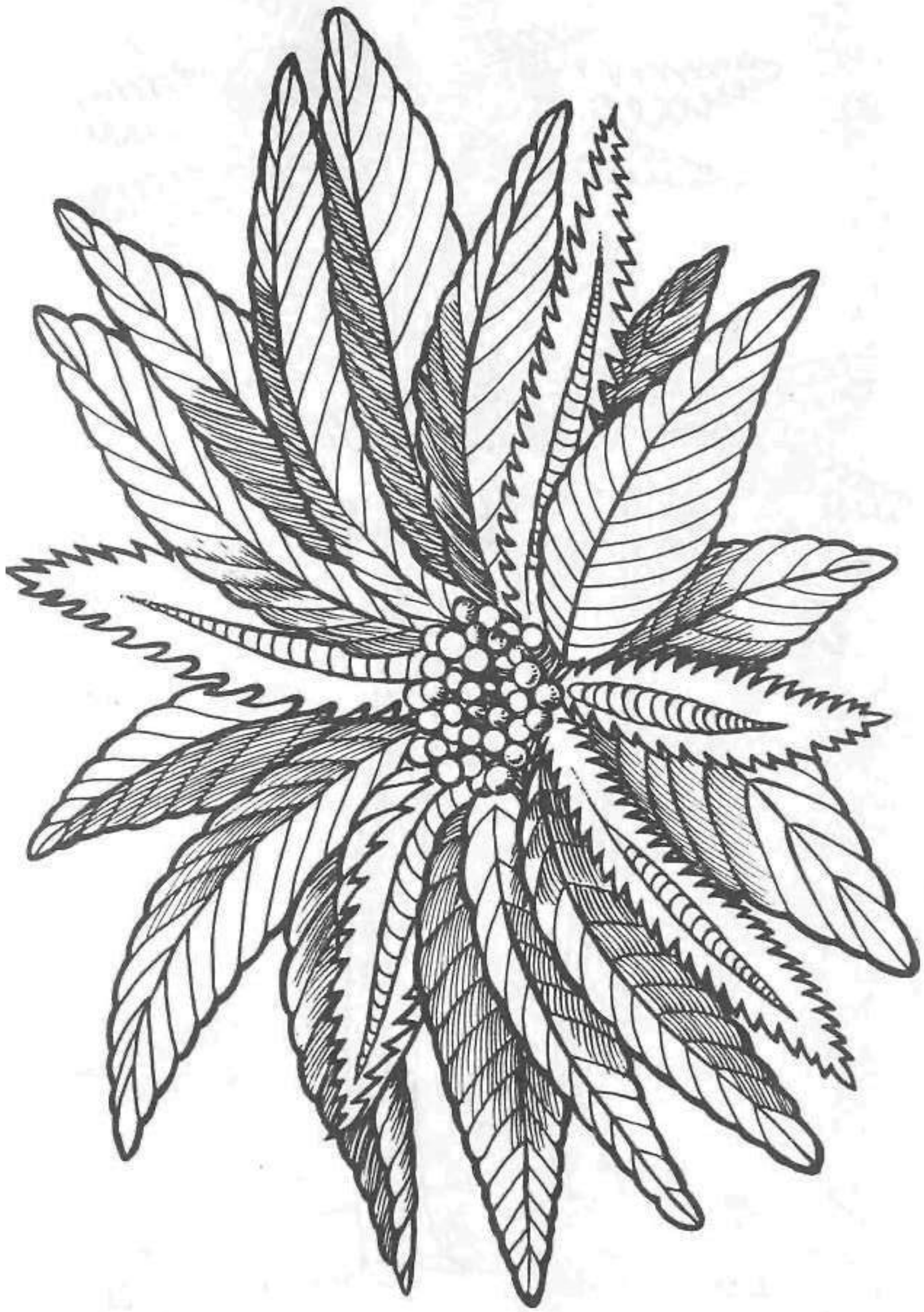
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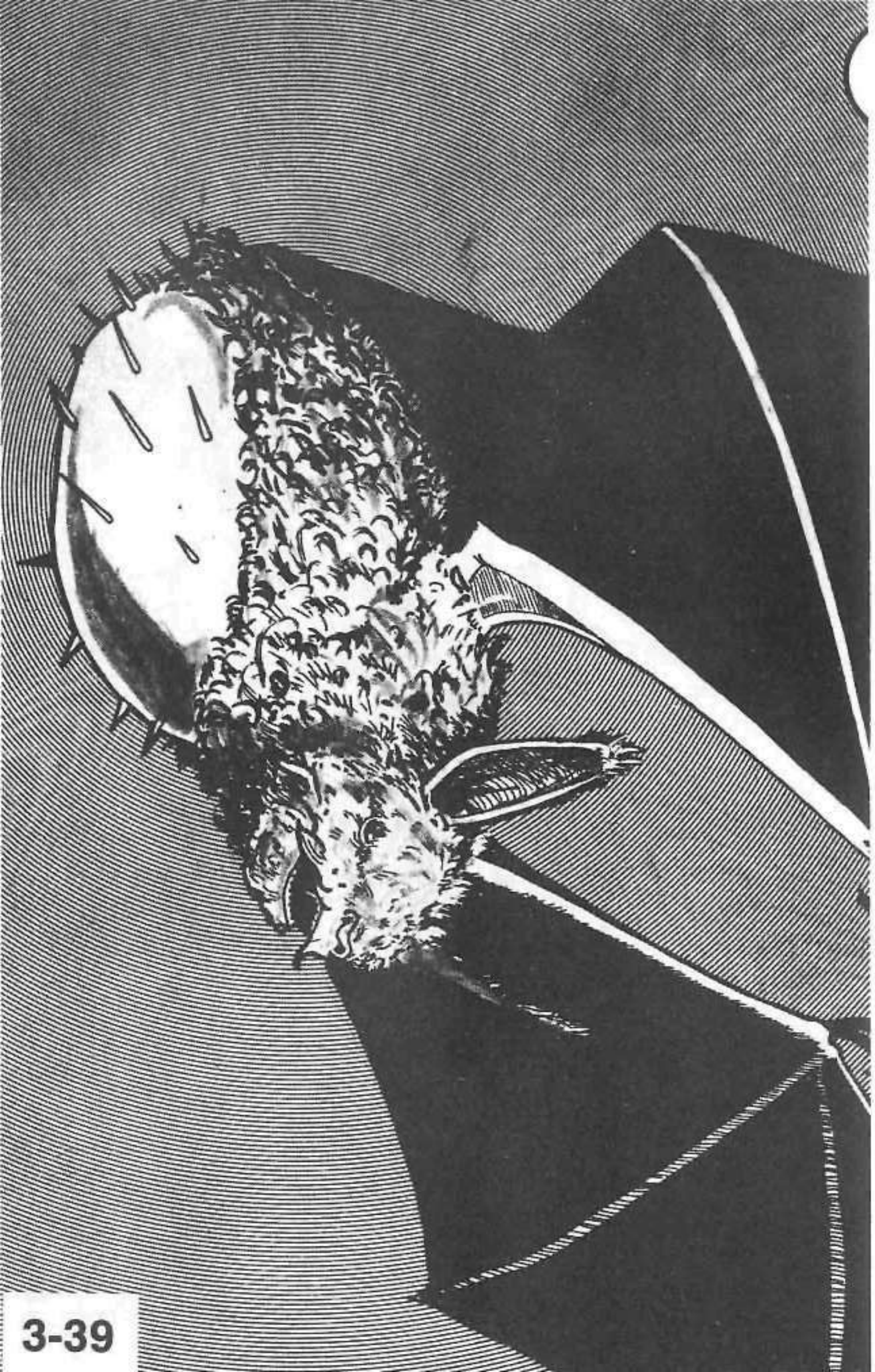
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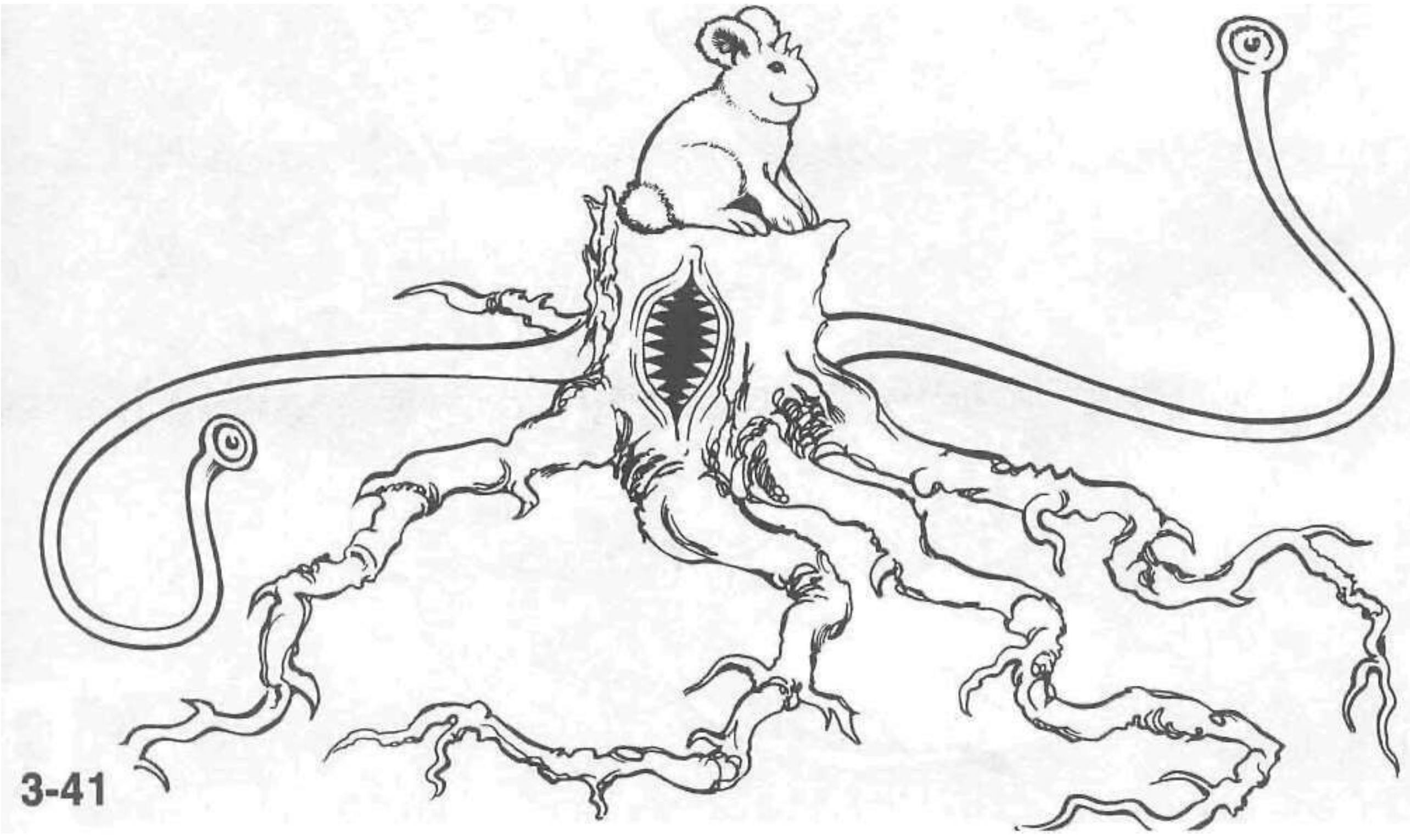
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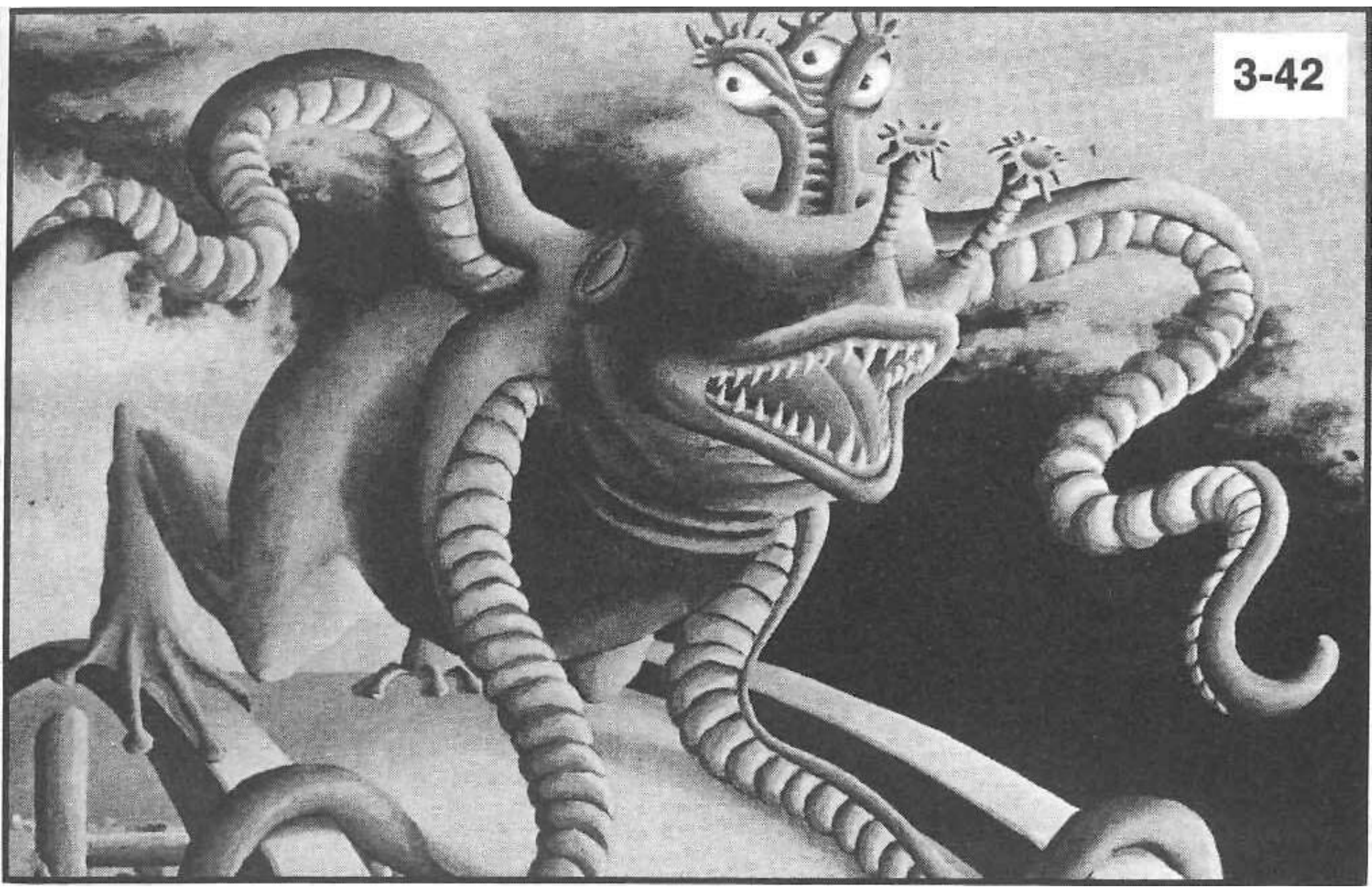
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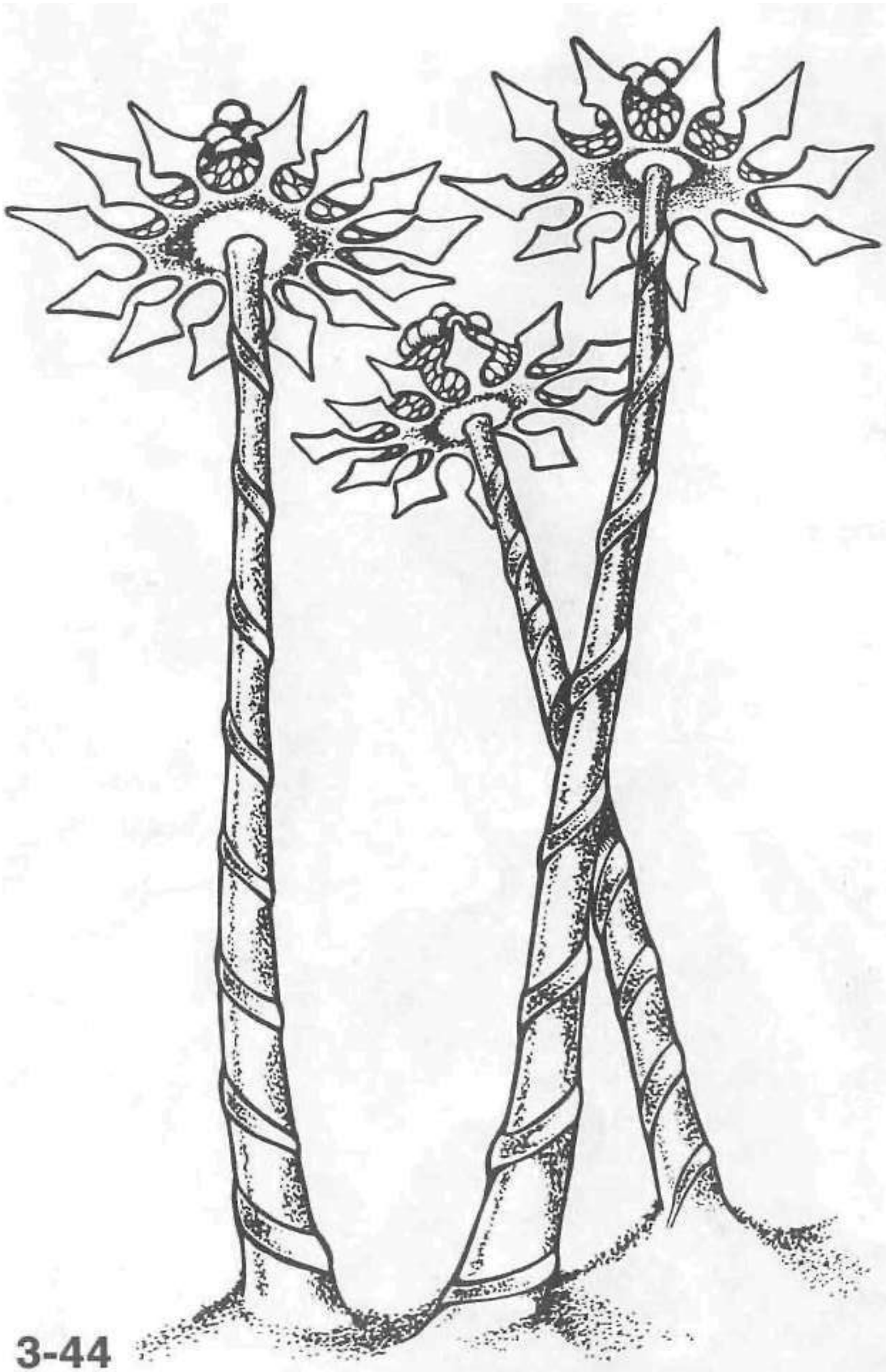


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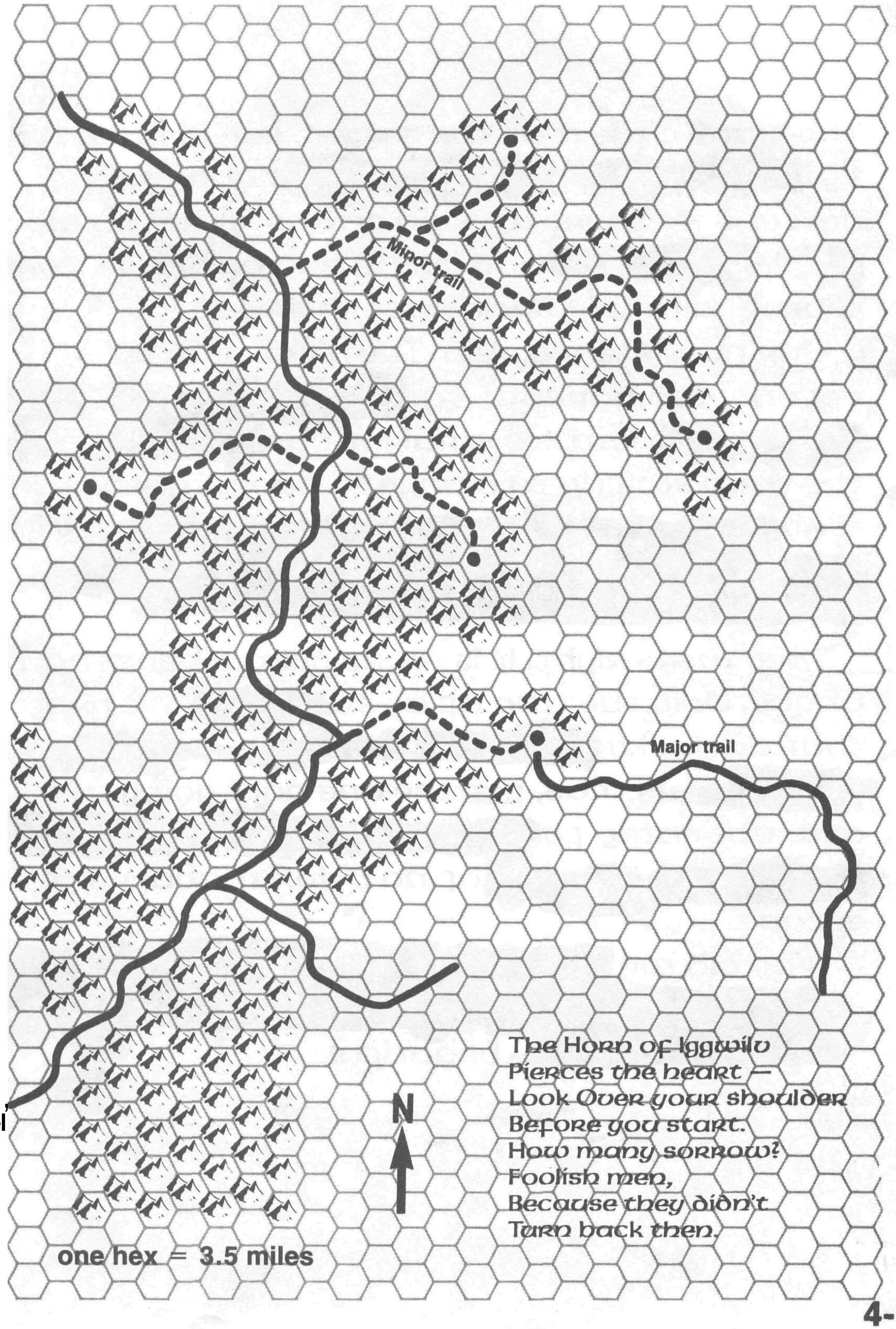


3-44



3-45

PLAYER'S WILDERNESS MAP



The small cave was the secret, for in back, hidden by [redacted] and we descended. There was no certain path, so we [redacted] and this is told of above, for it is where Yaim and Brelid met their end.

Our persistence paid. The right way was beyond and narrow, so [redacted] eam lies straight pas[redacted]pe the span swiftly to plunge to doom where the wat[redacted]

They were right. It is more dismal here than above. Only the two of us su[redacted] We pray that the lucky [redacted] is true, for we are now going to attempt entry fo[redacted] of no help. I managed to escape.

Why did we [redacted] beautiful.

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