

Prince of Nothing Presents: NO ARTPUNK II



A collection of excellent adventures for old school roleplaying games

Old School Reconquista

Know then that in the latter days of the OSR, after the fall of King James and the disgrace of St. Malezsewski, a great confusion came upon the people.

These were days of darkness. Men forgot from whence they had come, and were tempted by false idols and heeded false council. One could find a thousand men who proclaimed themselves OSR, but none knew what it meant or why.

The halls of Drivethru were overflowing with lyric games, one-page dungeons, toolboxes and ARTPUNK. Men talked of politics at their table and quibbled over pronouns. True craftsmanship once again became threatened with extinction.

But all hope was not lost.

Let it be known that from the dark and ancient corners of the OSR was begotten the NO-ARTPUNK CONTEST. In it, contestants were commanded to use for their adventures only book monsters, items and spells of the original game and their retroclones. Only a single item of their own invention was permitted.

You hold in your hands the second august volume of No Artpunk, collecting the ten strongest entries of the second annual competition. As a rare treat, a bonus entry, sent in but forestalled by the whims of the digital gods, has been included. May they bring much joy in perusal, discussion and actual play.

Hail No Artpunk. Hail the TRVSR. And happy gaming to all!

-PrinceofNothing, October 25 2022

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On Artpunk. By PrinceofNothing

Where do we begin? The term 'Artpunk' was defined in December 2018 by Patrick Stuart [1] and describes a movement of OSR design originating at the tail end of its 2nd wave pioneered by himself, Zak S, and a small cabal of like-minded creators [2]. While initially contained within a segment of the Lotfp and B/X fandoms, the movement soon metastasized and reached wider popularity among 4th wave fandoms mostly peripherally connected to the original OSR [3]. As it spread, two things soon became apparent: the initial popularity and success of its aesthetic, and the rapidly plummeting quality of its offerings.

What happened? Where did we go wrong? Many of the initial offerings by the aforementioned authors were regarded quite favorably by both critics and the OSR at large [4], but the recent material, even by celebrated authors, is generally of sub-standard quality. It is evident Artpunk material need not be bad, and yet it very often is.

The process is akin to a pthisis. Early material, while occasionally rough, unconventional, ignorant or poorly edited, was possessed of a raw creative spirit, and had absorbed enough craftsmanship by osmosis to broadly emulate best practices that had existed in the prior OSR. With the newer entries, much of this knowledge has been lost. The purpose of an adventure or module is no longer recognized or agreed upon. Only the approximate form is mindlessly adhered to.

The author proposes that this ongoing degeneration of Artpunk material which should serve as a canary in the coalmine for the health of the OSR at large has the following root causes:

- * A fundamental error in design philosophy
- * A disconnection with actual play
- * A disconnection with the corpus and spirit of the original game

The following paragraph from Patrick Stuart's blog perhaps best illustrates the problem with design philosophy and Artpunk in a way that an examination of particularly egregious examples would struggle to convey.

Stuart writes:

Obsessions include original art with a unique aesthetic which isn't necessarily trying to remind you of anything, decent-to-excellent layout and info design, a common use of the aesthetics of ruin and of alienation and lots of trans people making it. Most of the trans people in my circles who were or are making stuff for RPG's would fit into it.

Another obsession would be actually producing things rather than talking about producing things, or arguing about what other people are or should be producing, or arguing about what other people are or should be thinking about what other people are producing.

Politics would be unstated but effectively centre-to-left (based on the people who are in it), with a relatively high sense of personal separation, or division of feeling from person, in comparison to more 'community' oriented communities in which feelings are more prioritised and the division between person and feeling is lesser. The furthest right you would probably get is David McGrogan (though of course, he has left, and without, I note, any soulful comment threads on what we could have done to keep him).

And then continues to define what it is not:

‘As to what it *isn't*; it isn't Dragonsfoot-esque. So not deeply concerned with rules or rules emulation and while it has nothing against Gygax or gygaxian thinking, exactly where the rules come from and their exact development isn't of primary interest.

It isn't 'traditional' primarily, nor is it calling out to tradition, either a Tenkar-ish aesthetic or even a modern corporate-happy aesthetic. (Gabor Lux and others might disagree with this.)

Neither is it quite storygamy. It would preserve the object-orientation, high player freedom level, problem-solvy bits, slightly harder edge and 'game' parts of OSR D&D. And it probably won't throw up a lot of hyper-specific social-issue stuff. There might *be* social issue stuff in it, but probably sublimated into invented worlds and situations. It would make things that largely have no direct political point to make, but which you could maybe *say* something political or cultural about.’

Note here the fundamental axes along which the OSR and the roleplaying hobby at large are placed in terms of game design philosophy are not engaged with. The article is quick to point out the political and social characteristics of the movement, but struggles to make a definitive statement regarding its position on traditional continuity, rules emulation or narrative mechanics. Its primary characteristic appears to be *a failure to engage* with the medium in which it seeks to operate. The list of bullet points appended at the tail end of the article, is in turn a garbled reiteration of earlier oldschool primers, and it is hardly miraculous these ‘principles’ have enjoyed only lacklustre adoption in subsequent generations of Artpunk.

If we disregard, momentarily, this muddled definition, an examination of the actual supplements of the early Artpunk movement [5] reveals a preoccupation not only with aesthetics and themes but with the *idea*. The primary measure of a supplement becomes rooted in its *conceptual density*

[6].

While this attribute of conceptual density is important to the quality and success of an rpg product, to bestow upon it such primacy soon proves disastrous, particularly in the case of adventure design. A careful perusal of the greatest of the older material [7] will reveal that it is not only their ideas that grants this material its enduring potency, but rather its *structure*; The organization, implementation and combination of the myriad *Gygaxian Building Blocks*[8].

Consider something like B2; a module that for all intents and purposes is composed of fairly generic components, yet this module enjoys tremendous longevity and is very popular even to this day. Obviously its merits transcend the quality of its individual components. Yet with Artpunk and the greater OSR at large the prevailing method appears to increasingly be to conceive of a great manner of individually creative and delightful encounters and to smash these together in a haphazard fashion without regard for their synergy or their integration within the larger framework of D&D.

This not only represents a tremendous waste of extant resources and a great deal of re-inventing the wheel, it ultimately leads to a disconnection with the original game. The end result is that the material will be preferred by those that, attracted by novelty, read the ideas but do not use them, and will be disdained by those that would use them because it does not connect with the game they are playing. This creates a self-sustaining cycle of a primarily non-playing audience catered to by non-playing authors to the inevitable detriment of the living hobby. The transformation is one of active participation to theoretical discussion and finally simply *consumption*.

To transition to my second point, the effect of actual play on the quality of rpg material cannot be overstated. The myriad artistic flourishes and adornments quickly become tiresome or soon reveal themselves as cumbersome or obfuscatory when the prospective author tries actually running the adventure, and all manner of consequences, deficiencies, assumptions and permutations not considered during the creative process are mercilessly revealed. Successive playtesting can refine even unassuming

modules into a well-oiled, enjoyable experience. **It is the primary axis along which design should be aligned.** It may be abandoned for a time, but an examination of earlier iterations of DnD [9] shows there is always a price to pay.

Conversely, the atrophy of actual play introduces a progressive degeneration far beyond any fundamental flaws inherent in any design philosophy. The earlier Artpunk can at least boast to attempt innovation, the later material has been reduced to mere aesthetics. And how could it be otherwise? The handful of ideas contained in their all but impenetrable shell of aesthetics, layout and font have no relation to the Game of D&D they were supposedly made for. The craft of converting or implementing the idea into the framework of D&D is no longer present, because there is no longer a shared awareness of what the framework is.

These two centrifugal forces act in concert to gnaw away at the foundations of Artpunk D&D but it is still conceivable a movement driven by relentless innovation could reliably produce components if not whole modules of interest to the OSR at large so long as this innovation retains even a rudimentary connection with the *vision* of D&D. This does not refer to pedantic rote memorization of weapons vs AC tables, which could easily be supplemented by a knowledgeable editor, but rather, the *essence and spirit* of the rules of the original game, best exemplified by the fantasy that inspired it [10]. But once again the imperative of the innovative drive, the personal vanity of the author, supercedes all other considerations. The push is not to make something within an extant framework, but to transcend its boundaries in a reflexive fashion. This is illustrated further when one attempts to discuss the old framework with such unfortunates, who are generally unable to substantiate their decisions to abandon it, and can reply only with blustering disapprobation, petty displays of viciousness, hissing and inarticulate rage.

Previous deviations have been known to enjoy enduring success [11] but in all such cases where the framework of Dungeons & Dragons is cast aside it is at least replaced with an alternative vision. The Artpunk movement enjoys no such benefits as it is ultimately vacuous; an attitude and an aesthetic if one is charitable, and a clique if one is not. Look for intelligent discourse on Artpunk in the fora online! They are absent. The very notion of critique is treated as an act of unmitigated hostility, and how could it be otherwise if publication is primarily about self-expression and not solid design principles. Yet without critique there can be no self-reflection or growth.

We come then at last to the demographic that is most attracted to this type of material, and considers its vices to be virtues, the so-called *Artpunkman*. We expect, normally, that people entering any hobby, particularly those of an innovative bent, would be interested in learning and adapting so they may improve on what has gone before. Not so with the Artpunkman. One finds, at the heart, a resentful desire to occlude the giant steps of the past and to so supplant them. Any discussion of best practices, of history, or even preferences is considered tyrannical imposition on personal expression, and those delivering the critique are ostracized. And we have reached such a state of confusion about the OSR that we are forced to rub shoulders with such creatures!

The fruits of the Artpunk movement cannot be judged based on the initial successes which were still connected to the broader OSR. We must examine what they have taken from this cradle and passed on to newcomers not familiar with its broader context. What we find is that *nothing* is passed on. Hollow aesthetics, vanity, cargo-cult surface imitation, a pathological fixation on layout, and a D&D that is rootless and directionless.

It is the author's wish that this collection stands as the antithesis of this regrettable development, and will endure as a testimony to the vibrancy, complexity and richness of the original game and the retro-clones that seek to continue its legacy.

Fight On!

-PrinceofNothing, Januari 2023.

[1] <http://falsemachine.blogspot.com/2018/12/what-is-artpunk.html>

[2] E.g. Emmy Allen, Zedieck Saw and Ben L.

[3] Mork Borg and Troika

[4] Deep Carbon Observatory, Gardens of Ynn

[5] E.g. Deep Carbon Observatory, Gardens of Ynn, Veins of the Earth, Red & Pleasant Land, Ruined Palace of Metegorgos etc.

[6] For an explanation of the term <http://udan-adan.blogspot.com/2016/11/conceptual-density-or-what-are-rpg.html>

[7] E.g. WG5 Temple of Tharizdun, G3 Halls of the Fire Giant King, The Halls of Thizun Thane, Judges Guild's Dark Tower

[8] <http://jrients.blogspot.com/2010/09/gygaxian-building-blocks.html> although the original concept was proposed by Settembrini

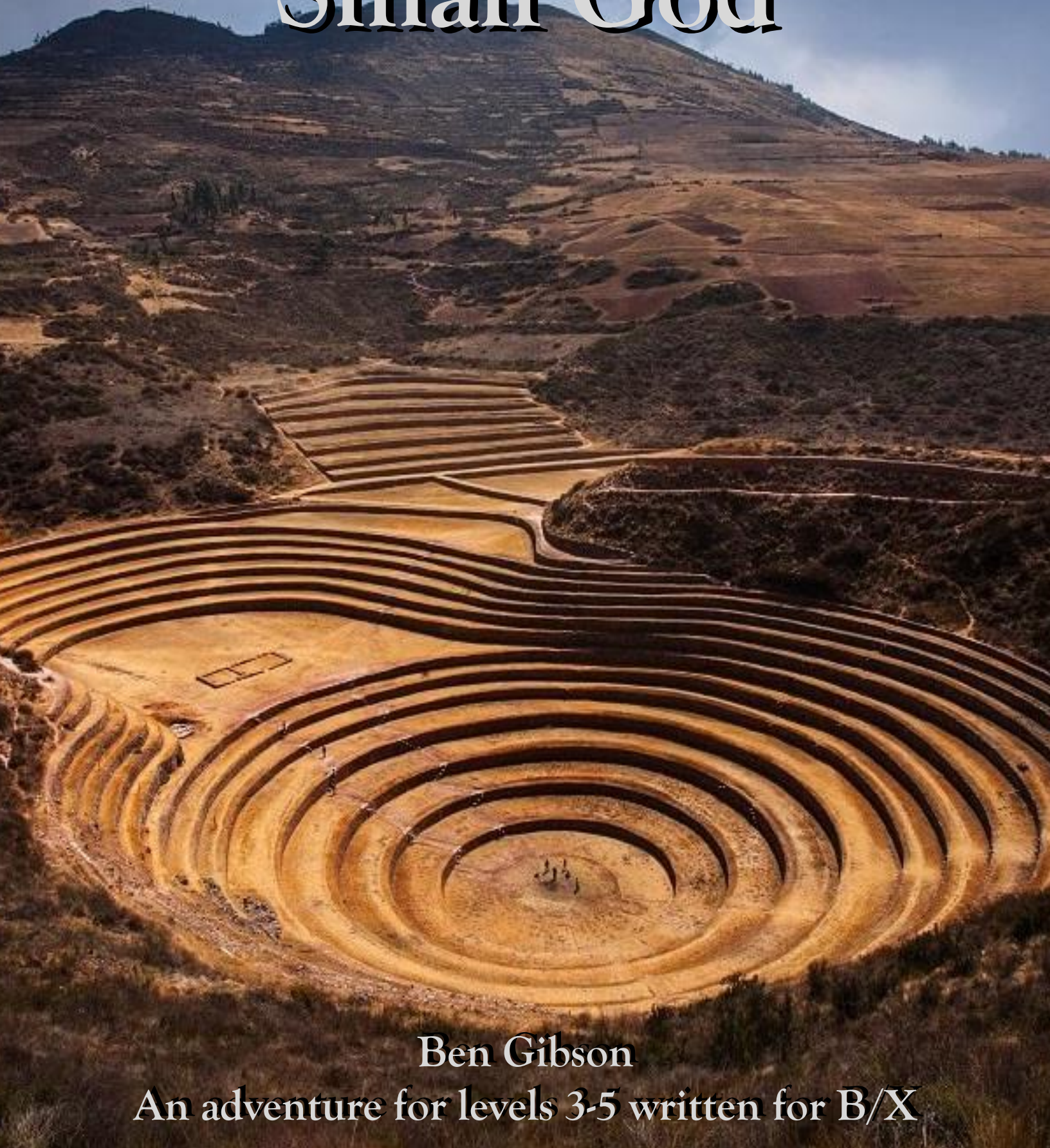
[9] The extensive catalogue of non-playtested 2e material written in the Williams-era should

illustrate my point

[10] See Appendix N, 1e DMG p. 224

[11] E.g. Lamentations of the Flame Princess

Shrine of the Small God



Ben Gibson

An adventure for levels 3-5 written for B/X

Ben Gibson 2022

Special thanks to play testers: Bran, Cade, and Elise

This module is compliant with the Open Game License (OGL) and is suitable for use with the world's oldest fantasy roleplaying game.

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The Shrine of the Small God



Adventure Introduction

Shrine of the Small God is a dungeon adventure written for levels 3-5. In it, the players are drawn to the long-forgotten shrine of a petty god, now being methodically plundered by a sly mastermind who treacherously uses unsuspecting thieves to do the dirty work while he steals their spoils. All the activity and death are beginning to awaken the petty god, who in turn is both a danger and a potential boon to explorers of his fallen shrine.

Adventure Background

In the high and lonely plateau lies the forgotten shrine to Oleracea, petty-god of cabbages. Abandoned for centuries since his worshipers all died in conquest and drought, buried by the vengeful god of earth, the petty-god fell into a deep and fitful slumber in his chamber, slowly shrinking as even his name was forgotten. The rains came back and now the shrine plateau is covered by flowering cabbage, appreciated only by the wild vicuñas who browse among the fallen stones. Until the ship-men came, with their explorers and plunderers hungry for gold. In their hunger for ancient temples to pillage, even the rumored shrine of a supplanted agricultural deity draws explorers.

Markos the Sly and his band were the first to locate the shrine, but after losing two men to the mummy guardians within he has happened upon a safer method of extracting the shrine's treasure; seeding rumors of the shrine's existence among the wineshops and brothels down in the colonies, Markos and his men ambush other would-be thieves as they leave laden with shrine plunder.

The deaths with the shrine have had another effect, however. Stirred by the blood spilled within his holy site, Oleracea is slowly waking up once more. He only needs a few more deaths on his ground before he can return to alertness and flex his might, a tiny godlet perhaps powerful enough to even empower a single cleric. He whispers to the strange thieves who stalk his halls, hoping to lead more to their deaths within his divine sanctum and restore its sacred artifacts (Wak'a).



Some notes for the Game Master

This adventure is designed first and foremost to help you, the GM, to run it at a table setting. To this end each dungeon level and its key will appear on a pair of pages. Most sessions should be able to be run without back-and-forth flipping.

Maps in this adventure are keyed by number in the shrine, in order from top level to bottom. The three offering houses above the shrine are keyed by letter. Scale is 1 square=5ft and ceilings are 8ft high unless otherwise noted in the key.

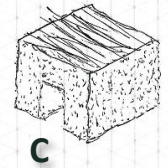
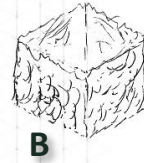
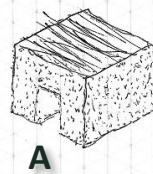
- **NPCs and monsters** are noted in key or page references, at times with a range of different adjectives for personality. NPC stats are called out on the map on the corresponding or opposite page.
- *Treasure* is called out in a section in italics, typically with assumed valuations. Typically weight is equal to value in coins, but particularly bulky treasure will be noted in pounds as it is more difficult to transport.
- Traps will often (but not always) require a save if not detected and thwarted beforehand.

Random Encounters

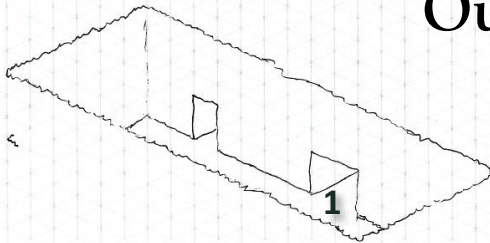
At the end of every other turn a d6 is rolled; on a "1" a random encounter gets rolled from one of the relevant tables. Parties moving recklessly are more likely to attract danger; the GM should add an extra d6 to the roll for each time the characters act in a rash or noisy fashion.

Markos the Sly

Hiding within the ruins of an offering house (B), Markos the Sly and his gang wait for new parties of explorers to enter the shrine via ropes or other climbing solutions (1). Waiting for several turns to see that its safe, they'll then emerge, slaughter any retainers left behind, and cut the ropes to trap thieves down in the shrine. They'll react as the greedy but very cautious Markos feels best to changing circumstances.



Outside of the Shrine



Hooks Leading to the Shrine:

- Quecho, cheerful llama-herder, pays for drinks for everyone at the caravansary with part of an ancient gold plate, he claims he found it up in the high plateau near a forbidden old valley.
- An aged poncho bearing a symbolic map to the forgotten shrine is being sold by enterprising young merchant Alexandros the Grey-Toothed to adventuring types. He claims it has been in the family for years, but it actually came from Markos the Sly and was artificially aged.
- Gayle, priestess of the god of earth, has received visions; an annoying enemy of the god stirs up in the mountains. If servants of his temple can kill this enemy for good then the three earth elementals tasked with keeping him buried will serve the party for a month and a day.
- Messianic young lord Churan claims divine origin, wants wak'as of other gods for his new temple project. His scholars are looking for neglected shrines to raid and have cautiously identified Oleracea's shrine.
- Famous adventurer Herocles has disappeared! Hidden in his old room is a map to the shrine, where he went in only to be trapped by the elementals (20).
- The family ancestor skull Qhawa recently woke up and started annoying his descendants, insulting them and telling them to go to the shrine where he once served. His family is desperate to get rid of him and offload him to the adventurers if possible. He knows the way to the shrine but will admit he only worked in the gardens outside of it when arriving there.

The Offering Houses:

Offering House A, Crumbling Stairs: Within the offering house are immense amounts of rubble, half a day of work is required to clear it out; beneath the rubble is a crushed offering bowl containing 5sp and 21cp and a secret stairway leading downward (to 14). The spiral stairs are slick with slimy moss and halfway down a **green slime** lurks on the stairs among the mold.

Offering House B, Markos' Hide: The roof of this offering house has apparently collapsed, and the front entry is completely blocked by the heavy (400lb) wall stones. To the rear a secret passage is used by **Markos the Sly and his five thief henchmen** when they spot explorers coming. They uncomfortably wait therein until parties descend, either cutting ropes to the entry (1) or blocking up the offering houses' (A or C) entrances. In the low basement they have a *hoard of holy loot*, gold plates, fine vestments, and assorted gems worth 8,500gp total.

Offering House C, Puma's Den: Within this offering house a mother **puma** dens with her four cubs. She's piled bones and other rubble over the secret stairs (down to 25) but it can be cleared with half a day's labor.

Roll	Above-Ground Random Encounter
1	Hungry dire roc, won't leave without food.
2	Curious dire roc, tries to eat but dissuadable.
3	2d4 thieves look to loot the shrine themselves.
4	2d6 scabrous guinea pigs, mad from cabbage.
5	Pair of hunting puma, starving and desperate.
6	Stalking puma looking to isolate single prey.

Upper Level Key

1. Rubble-Strewn Entry: Formerly lined with steep stairs leading down to the doorway, this is now a dry rubble-strewn pit choked with dust. Moving along the pit rubble kicks up a haze of dust, obscuring vision over 20ft away. Three corpses with broken legs lie on the ground here; one clutches a rope showing a clean cut at the end.

Eight scabrous guinea pigs nest in the rubble near the right side-door, hungry for cabbage but willing to eat interlopers instead.

2. Priestly Purification Room: This dusty stone room has a slightly sloped floor and three cracked cisterns long emptied of water. Faded carvings on the walls depict priests with cabbage leaves upon their heads washing themselves ritually. Any of the mummified priests led to this room will compulsively attempt to cleanse themselves, scraping fitfully at the empty cisterns.

3. First Genuflectory: Walls of this little passage room depict priests bowing deeply and kneeling. In darkness the glowing eyes of the Great Statue (13) can be seen flickering ahead. Cracked and dust-crusted holes of an old dart-trap show at chest level, passing the holes activates them; they belch ancient poisonous dust of the long-crumbled darts. Save vs. poison for anyone near the ground (kneeling or bowing) inhaling the dust. Holes not present on the section of wall with the secret door.

4. Stairway to the God's Paradise: Door is locked. This low stairway's ceiling is only 4ft high, designed to force penitents to bow while walking.

5. Chamber of the High Priest: This formerly neat and well-appointed chamber has been claimed by **three betrayed thieves** who failed to climb out when the first of their number fell with a cut rope. They have a pile of *beautiful curtains, golden offering bowls, and chrysocolla pendants* (worth 2,675gp total) is piled upon a *finely carved bed* (400lbs but worth 500gp to a noble). The betrayed thieves are starving and scared but unwilling to give up loot and do not honor their agreements if they can escape with their treasure. If undiscovered and passed by a noisy group, the thieves will attempt to sneak away using the PC's own conveyance.

Roll	Upper Level Random Encounter
1	Greedy rival party (use player characters' stats).
2	Mummy of a shrine servant, crazy and scared.
3	Freed and aimless gelatinous cube, hungry.
4	2d4 thieves, stuck here and extremely paranoid.
5	2d6 scabrous guinea pigs, lost and panicking.
6	Couple of puma looking to den, territorial

6. Graves of the Honored: These three alcoves depict priestly Champions of Oleracea in magnificent splendor. Their coffins are stripped of their gold plate decorations (in the cache of Markos the Sly). The mummies inside are dormant. The farthest north body wears a key around his neck (for chamber 23).

7. First Sanctuary: This large 20ft-high chamber is filled with the soft hum of faintly glowing rectangular patches of sunlight (act as mostly-transparent force fields) that guard the room's sacred implements.

7a. Table of Incense: This stone table here smells faintly of incense, but bowls were stolen (B).

7b. Table of Wak'as: This stone table once held nine gold-embossed llama skulls, now stolen (B).

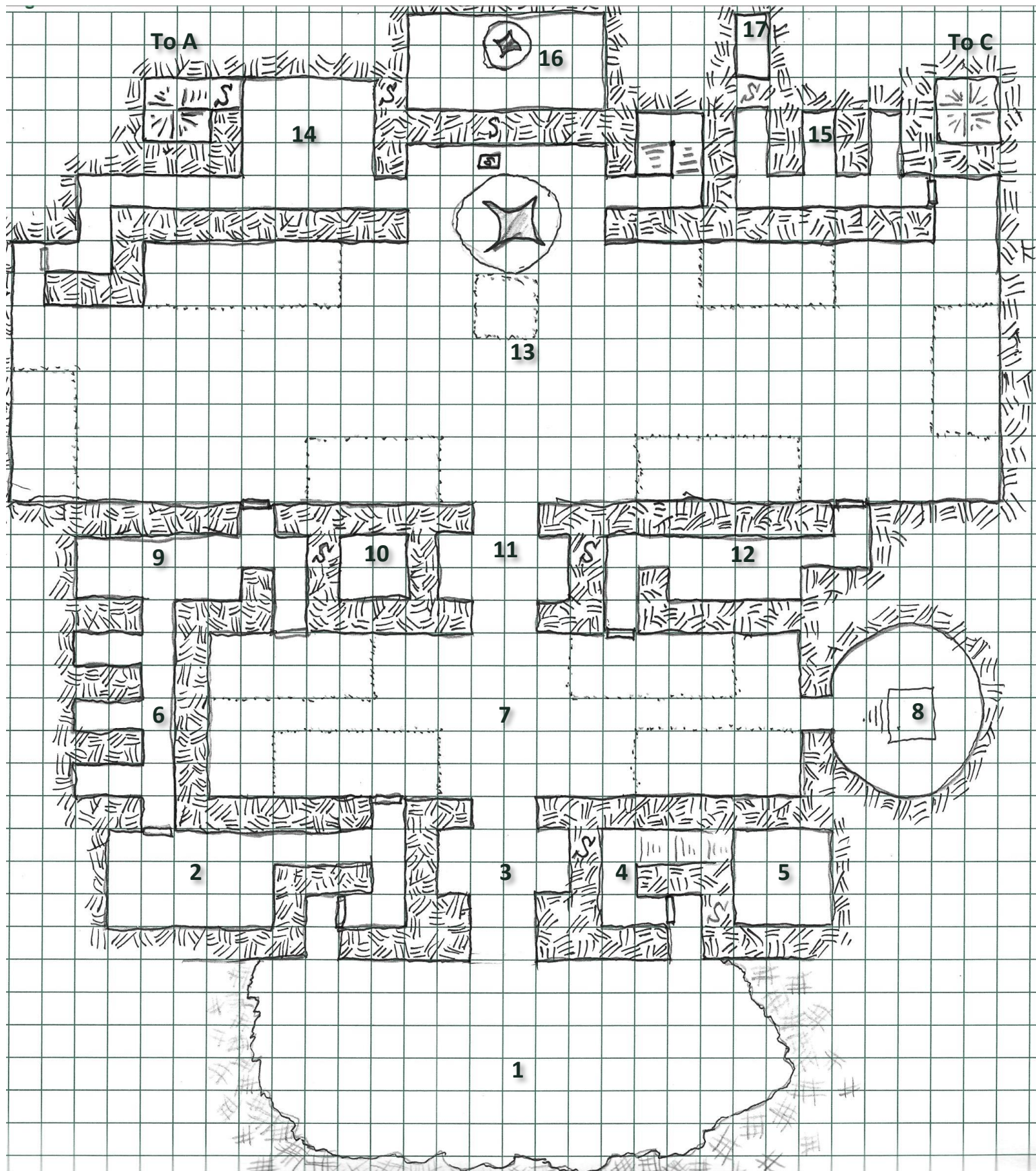
7c. Table of Priestly Masks: This stone table holds a pair of *golden masks* (worth 550gp each), one with a melted face stuck to it. A dead thief, face missing, lies next to the table. Touching the masks is harmless but putting one on without priestly vestments (15, 17, or 24) requires save vs. death or the mask does 3d6 of acid damage.



7d. Table of the Counselor: Atop this stone table sits a mummy bundle with the bleached **mummy** of an acerbic wise woman, Kael'o. She is willing to talk but offers nothing but sarcasm unless offered food and alcoholic drink. If treated with respect will not attack or even move when freed. She is wrapped in a beautiful *gold-threaded blanket* (worth 450gp).

8. Calendar Chamber: This domed chamber is painted in a yellowing white with black specks for the stars. A raised square platform is in the center; hovering 5ft over the platform is a gleaming golden +1 *dagger* (worth 3,500gp) with a steel core that points to the constellation currently ascendant. The platform is occupied by a translucent **gelatinous cube**, with the dagger suspended at its center.

Upper Level Map



Upper Level Key

9. Tomb of the Avatar: In this dusty room a massive sarcophagus depicts the Avatar of Oleracea as a 9ft-tall man of titanic proportions and musculature with a cabbage for a crown. The walls depict the Avatar battling series of other gods and casting them down. Ten massive (100lb) *plates of apparent gold* decorate the walls and sarcophagus; actually, just lead under an illusion spell, worth 50gp each.



10. Actual Avatar's Tomb: Hidden in perfect darkness, the hideous 5ft-tall body of the **Avatar of Oleracea** crouches in slumber, a vaguely humanoid shape built of bolted cabbage, half-covered by pebbles, it's ears and eyes covered by the stony hands of a rocky statue (a patient **earth elemental** who only cares about silencing the petty god). Oleracea hears and sees through his avatar if the hands are removed and can give directions/ blessings (see spells) if he's impressed by his interlocuters, but the avatar itself is wilted and cannot move.

11. Second Genuflectory: Walls of this little passage room depict priests groveling face-down. Cracked and dust-crusting holes of an old dart-trap show at chest level and knee-level, passing the holes activates them; they belch ancient poisonous dust of the long-crumbled darts. Save vs. poison for anyone breathing below 6ft high for inhaling the dust. Holes not present on the section of wall with the secret door.

12. Hall of Cabbages: Within this moldy hall large stone carvings of four types of cabbage. In the center of each stalk are three ancient seeds; a cleric of an agricultural god or a mystical-trained individual with a farming background might recognize these as ancient cabbage lineages; the *twelve seeds* are worth 200gp each to someone capable of recognizing their value.

13. Second Sanctuary: This vast 25ft-high chamber is filled with the soft hum of faintly glowing rectangular patches of sunlight (act as mostly-transparent force fields) that protect the room's sacred treasures and guardian. A 20ft-high stone statue of a titanic man with a cabbage for a crown, eyes glowing like faint candles (*fire gems* worth 300gp each), stands in the sanctuary's nave. The statue's right arm is outstretched and at his hand is a **dire condor** incased in a force field; if the fields are dismissed the bird immediately begins attacking but is awkward within the confines of the sanctum. A fine seam shows that the outstretched arm can be pulled downward with at least 500lbs of force, if the arm is lowered all the force fields wink out (in here and 7) and the pit trap in front the statue opens (see bottomless pit, 21). Re-rising the arm reactivates the fields. A 500lb stone plinth with a frayed rope around it is leaned against the back wall behind the statue, falling if either secret door (to 16 or 24) is opened. If someone wearing a priestly mask (7c) bows down to offer incense or blood the statue will speak with Oleracea's voice, asking for sacrifices and promising power in return.

13a. Wak'a of Rains: This table bears three delicate *silver pan flutes* (worth 250gp each). If played, the pure sound wakes up 1d3 of the priestly **mummies** in their nearby graves (15).

13b. Wak'a of Harvest: This table bears a cursed copper bowl filled with *gold nuggets* (worth 1,250gp). Touching the bowl requires save vs. spells or the toucher is compelled to eat the nuggets (breaks teeth, and 1d3 later save vs. poison or the passing of them is deadly).

13c. Stone Wak'a: This ominous heavy (200lbs) stone with green veins is sacred to the god of earth, if handed to an earth elemental the elemental will immediately take it and leave, returning it to deep within the earth.

13d. Wak'a of the Garden Emperor: The table bears the polished skull of a forgotten emperor upon a *silvered pedestal* (worth 50gp). The skull is of sentimental value to Oleracea.

13e. Hoe Wak'a: This table bears the copper *Hoe of Earth's Woe*, an etched garden tool that also acts as a +1 *battle axe* that gains an additional 1d8 of damage against earth elementals.

13f. Wak'a of Sowing: Hanging on a post is a cursed and frayed sower's bag, filled with *shining emeralds* (worth 2,000gp). Touching the bag requires save vs. spells or the toucher is filled with a compulsion to sow the emeralds

Upper Level / Lower Level Keys

13 (continued):

13f. Wak'a of Sowing: Hanging on a post is a cursed and frayed sower's bag, filled with *shining emeralds* (worth 2,000gp). Touching the bag requires save vs. spells or the toucher is filled with a compulsion to sow the emeralds into the nearest soft dirt.

14. Choir Chamber: This smooth-walled room is starkly empty. Acoustics in this room are excellent, anything spoken or sung in this room can be heard with crystal clarity in the Second Sanctuary (13). If the room is perfectly silent sighing of the winds can be heard from outside (offering house A) and whispers of Oleracea are audible from the Secret Sanctuary (16).

15. Graves of the Most Honored: These three alcoves bear the remains of honored high priests. East and center coffins each are plated with *fifteen 20lb golden plates* worth 100gp each, while the western coffin only has *six plates*. Within each coffin a **mummy** slumbers, to awake with outrage if their individual coffin or the main statue in the secret sanctuary (16) is touched. The under-priest buried in the west has a less ornate headdress and poncho than the other two.

16. Secret Sanctuary: Within this fragrant whispering chamber crouches the stone statue of an ugly vaguely humanoid figure, *gilded* (gilding worth 1,000gp, figure resembles the avatar, see 10) who holds (10ft up) a living cabbage gone to seed. Two gleaming *jade gems* (each worth 1,300 gp) serve the statue as eyes, but if touched the statue's hinged mouth opens and toxic gas pours out and fills the chamber (save vs. poison). Curled within the held cabbage is a new body for **Oleracea** that softly whispers promises of power and fertility. If immersed in the sacred pool (21) the body awakens under the small god's control (use avatar's statistics). The body is also edible, tasting slightly bitter but otherwise nutritious.

17. The Last's Tomb: In this secret tomb the **mummy** of Tiachalu, the Last Priest, sleeps in a coffin adorned with *twenty 20lb golden plates* worth 100gp each. Tiachalu is patient and wakes but remains motionless if his coffin is touched and will attempt to negotiate with robbers. He wants to wake up Oleracea and crown a new high priest; he bears a *priestly mace* that functions as a *Staff of Withering*, holding the mace lets one bypass the force fields in the shrine (7, 13, and 18) and wears a heavy *gold-laced headdress* worth 500gp that he will freely give to a new cleric of the petty god.

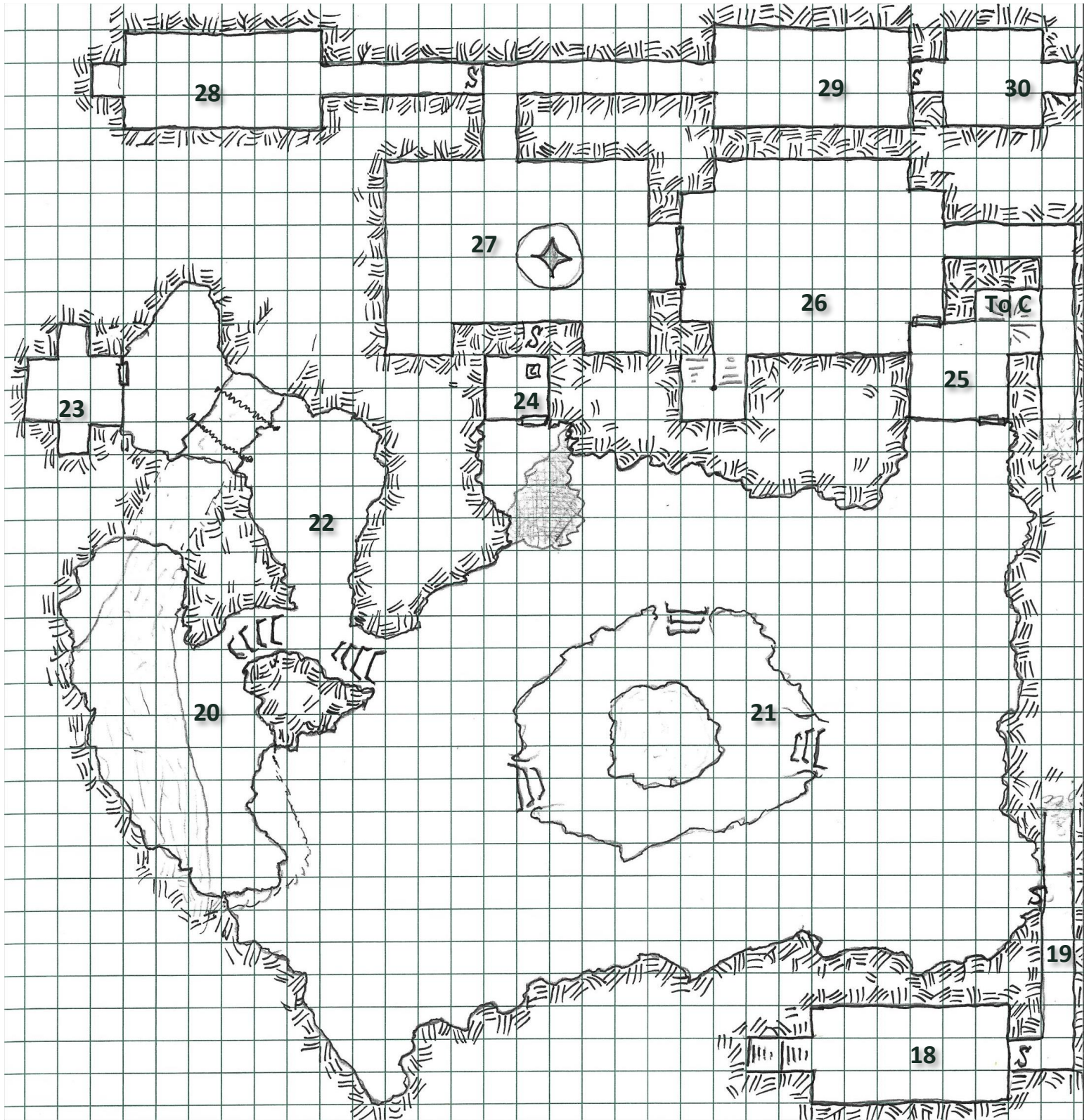
18. Penitents' Deprivatory: The intense smell of puma scat and the crunch of cracking bones greet interlopers entering this room as the **two young pumas** denning here feast on a dead thief. Whenever a creature enters the room a round later a force field snaps in place at half the room's height (4ft). Anyone taller than 4ft must save vs. wands or be bisected by the field. A *rune-inscribed keystone* at the far wall can be removed, negating the trap and being used as an awkward 40lbs-heavy *Wand of Negation*, but removing the stone collapses the passageway behind. The secret door's handle can be easily seen from anyone face-down on the floor.

19. Collapsed Hallway: This rubble-strewn hallway is impassable beyond the indicated point. Clearing the hall takes 20 man-hours per 5ft square. The walls show gouge marks from the massive rocky hands of the attacking earth elementals.

20. Chillwater Chamber: The swift-flowing underground stream here is chilly but still teems with cave fish. At the bottom 15ft deep in the clear water there's a glint, it is a heavy *golden idol* sacred to Oleracea (worth 800gp). Hungry, chilled, and nursing a broken hand, the brave but stupid **Herocles** sits on the other side of the stream debating trying to swim. His broken hand is scarred with the holy mark of Oleracea, the earth elementals in the near chamber (21) will be enraged if he comes in view of them, they drove him here in the first place.

Roll	Lower Level Random Encounter
1	Angry earth elemental, looks to stomp out rage.
2	Mummy of a shrine servant, insane and hateful.
3	Bored earth elemental, violent but distractable.
4	Freed and aimless gelatinous cube, hungry.
5	Pair of lost sick puma, starving and desperate.
6	2d6 scabrous guinea pigs, territorial.

Lower Level Map



Lower Level

21. Grand Chamber of Growth: This gigantic cabbage-choked chamber glows with blue-green light from the magical central pool and smells of lush, humid growth. Heavy steps echo from the **two earth elementals** circling the pool methodically, angrily staring at the *enormous malachite gem* (worth 3,500gp) sacred to the god of earth held in a dead thief's hand in the middle of the pool. The earth elementals ignore anyone entering the chamber unless they touch the gem are in communion with Oleracea (a cleric or guided by the dead avatar). The near-bottomless pit (actually only half a mile deep) in the rear has rough handholds were the earth elementals climbed out.

22. Echoing Cavern: The damp walls here echo with the fast-running stream's sound. The rotting rope bridge over the stream is slick with mold.

23. Prison Chamber: This rough stone chamber has a locked door (key to the fine lock found in 6). Within the chamber is a desiccated **mummy**, **Umiña the Cleric of Earth**. She is an implacable enemy of Oleracea and will aid parties who bear the small god's ire. Any visible support for the godlet drives her to attack.

24. Godling's Hide: This rough little chamber has excellent acoustics, and anything said here above a whisper will echo through the statue in the Second Sanctuary (13) above. The stone trapdoor above is slightly bowed if the plinth above (see 13) has not been removed; unlatching the trapdoor sends the plinth hurtling downward. A hideous dead Gardener (a mutated servitor more ropey plant than man) wearing a *silver crown* (worth 400gp) lies in the middle of the room, middle bulging around his *gold belt* (worth 1,300gp). The **green slime** within his belly will erupt out if the belt is removed.

25. Gardeners' Purification Room: Designed to clean both produce and the Gardeners, four long-dry stone showers choked with withered growth. The hideous corpses of three Gardeners, formerly human creatures twisted into hundreds of ropy growths, all lie in the center of the room, twitching. **Three green slimes** puddle in the middle of the dead Gardeners, unable to consume their blessed flesh. If the slimes sense creatures enter the room, they'll slowly head towards them, puddling up at whatever door the interlopers most recently use.

26. Rotten Grocery: Stinking and chilly, this room's shelves drip with rotten cabbages that somehow still manage to remain barely intact so long as Oleracea still exists. Unpleasant but not actively dangerous.



27. True Form's Sanctuary: A supernatural hush cloaks this cavernous sanctum (a full shout only sounds as loud as a stage whisper). The statue in this room is of a compact, bloated, ambulatory cabbage, painted a vivid green. Bowls of offerings (*golden instruments, raw gems, and aged incense* worth 2,250gp total). Oleracea speaks clearly here from the statue, asking for a blood sacrifice and promising to empower anyone willing. Any stealing of the offerings, or overt refusal of Oleracea's requests (polite refusal is permissible) will see the statue groan open and a slimy **Avatar of Oleracea** emerges to slay to interlopers. The weakened godling can only empower the creature until the next sunset unless it kills three people.

28. Tracery of the Moon: On the 12ft ceiling of this black chamber is a complex rotating figure-eight stone trackway that slowly traces the path of the moon through seasonal symbols. Representing the moon in the track is a large (60lb) shiny *disk of pure silver* (worth 1,200gp) which glows faintly in perfect darkness enough to slightly outline the secret door. Taking the moon near any earth elementals will send them into a homicidal rage.

29. Tracery of the Sun: On the 12ft ceiling of this yellow chamber is a complex figure-eight stone trackway that slowly traces the path of the sun through seasonal symbols. The sacred jewel representing the sun was stolen by the thief now lying in the sacred pool (21).

30. Tracery of the Stars: On the 12ft ceiling of this black chamber *410 tiny diamond chips* (worth 10gp each) glitter as they trace tiny lines through the stellar processions of the seasons. Each star removed makes looking at the ceiling more disorienting; removing over thirty forces anyone looking at the ceiling to save vs. spells or fall from dizziness. If all chips are removed anyone looking at the black empty sky is instantly possessed by a madness from beyond the stars and will seek to blot out all light in the world.

Bestiary

All monsters present in this adventure are book-standard save for the Avatar of Oleracea, but many by default have a different flavor from the standard for the South American setting assumed originally. If set in a generic fantasy world then the original versions should be used instead (e.g., instead of “scabrous guinea pigs” just encounter “giant rats”).

Mummy: AC3 [16], HD5+1* (23hp), Attacks 1xTouch (1d12 + Disease) THAC0 14 [+7], Movement 60' (20'), Saves D10/W11/P12/B13/S14 (5), Morale 12 Paralyze with terror: Anyone seeing a mummy must save versus paralysis or be paralyzed with terror. Paralysis is broken if the mummy attacks or goes out of sight. Disease: Anyone hit contracts a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic. Damage immunity: Only harmed by fire or magic. All damage reduced by half. Undead: Make no noise, until they attack. Immune to effects that affect living creatures.

Lost Thief (as Bandit): AC6 [13], HD1 (4hp), Attacks 1xClub (1d6), THAC0 19 [0], Movement 120' (40'), Saves D13/W14/P13/B16/S15 (1), Morale 8

Dire Condor (as Small Roc): AC4 [15], HD6 (27hp), Attacks 2xClaw (1d4+1), 1xBite (2d6) THAC0 14 [+5], Movement 60' (20')/ Fly 480' (160'), Saves D12/W13/P14/B15/S16 (3), Morale 8 Swoop: Can dive onto victims. If the victim is surprised, attack inflicts double damage. On a roll of 18 or more, victim can be carried away (if of appropriate size).

Gelatinous Cube: AC8 [11], HD4* (18hp), Attacks 1xTouch (2d4 + Paralysis) THAC0 16 [+3], Movement 60' (20'), Saves D12/W13/P14/B15/S16 (2), Morale 12

Scabrous Guinea Pig (as Giant Rat): AC7 [12], HD1/2 (2hp), Attacks 1xBite (1d3 + Disease) THAC0 19 [0], Movement 120' (40'), Saves D12/W13/P14/B15/S16 (1), Morale 8

Puma (Cat, Mountain Lion): AC6 [13], HD3+2 (15hp), Attacks 2xClaw (1d3), 1xBite(1d6) THAC0 16 [+3], Movement 150' (50'), Saves D12/W13/P14/B15/S16 (2), Morale 8

Earth Elemental: AC2 [17], HD8 (36hp), Attacks 1xBlow (1d8) THAC0 12 [+7], Movement 60' (20'), Saves D8/W9/P10/B10/S12 (8), Morale 10 Blocked by water: Cannot cross channel wider than own (8') height. Mundane damage immunity: Only harmed by magical attacks. Harm creatures on ground: Inflict extra 1d8 damage.

Green Slime: AC Nil, HD2* (9hp), Attacks 1xTouch (consume flesh) THAC0 18 [+1], Movement 3' (1'), Saves D12/W13/P14/B15/S16 (2), Morale 12 Acid: When in contact with a victim, sticks on and exudes acid. The acid destroys wood or metal in 6 rounds, but cannot affect stone. Consume flesh: Once in contact with flesh for 6 rounds, the victim is turned into green slime in a further 1d4 rounds. Once stuck on a victim, can only be removed by fire. This inflicts half damage to the victim and half to the slime. Immunity: Unharmed by all attacks except cold or fire.

Heracles (Fighter 7): AC0 [19] (bronze plate), 3 of 32hp, Attack Spear (1d6+1) or Sling (1d4) THAC0 14 [+5], Movement 90' (30'), Saves D8/W9/P10/B10/S12, Morale 11

Markos the Sly (Thief 8): AC7 [15] (+1 leather), 23hp, Attack Sword (1d6) THAC0 17 [+2], Movement 90' (30'), Saves D12/W13/P11/B14/S13

Avatar of Oleracea, petty god of cabbage: AC1 [18], HD10 (42), Attacks 2xTendrils (1d4+1) THAC0 10 [+9], Movement 90' (30'), Saves D6/W8/P(immune)/B9/S10 (10) Morale 11, Spells (as Cleric): *Purify Food and Water, Resist Cold, Hold Person, Know Alignment, Cure/Cause Disease, Curse/Remove Curse, Neutralize Poison, Speak With Plants*

UNDER MOUNT. PEIKON



FOR ADVENTURERS OF LEVELS 3-8
OR LESS WITH LARGER GROUPS

[illegible]

“Long time ago, under mountain named Peikon, lied the fortress-monastery beholden to guarding the most disasterous secret of dwarvenkind. A combination of prison, temple and ruin, it held the worst criminals of dwarvenkind – those whose crimes had forever severed them from the dwarven race. Well-guarded by the most qualified of dwarven gaolers, the laxening of its security could only be excused by law of entropy, and its distant grandson; erosion – the slow killer that comes to all mountains eventually”

Mt. Peikon was no longer as secure as it's builders intended – and its latest victim would show them exactly that.

Plot hooks:

From above:

Why: They have landed on the top of Mount Peikon, in order to investigate its strange shape, and see if it leads to anywhere.

From ground level (1):

Why: Some time ago, the harpies found a suspicious crack that opens to a larger underground space. Alarmed, they tasked their (just as belligerent) druid friend to capture travelers and press them into exploring the place for them.

From ground level (2):

Who: Players are locals, either inhabitants of woodland holdings or local shamans/druids.

Why: Bizarre happenings that have been plague on your home, and now they have culminated in a murder committed by some invisible creature – that took its victim to a tunnel network below nearby lake. Are you hard enough to take on the monsters revealed so close to your home?

Starting point: The waterlock room (ROOM 2).

From below (1):

Who: Players are adventurers lost underground. Perhaps from another scenario taking place underground.

Why: You have been traveling for what seems to be ages, deep in the tunnels. Now, you have finally found a path that seems to lead upwards.

Starting point: Underground river.

From below (2):

Who: Players have contacts with dwarves, or are themselves dwarves, and are not shy from doing shady/illegal things.

Why: There is a heavily guarded vault on the edges of underground dwarf realm. It's not on the maps. Any scoundrel worth their salt. should be able to do the math.

Starting point: The trolley station (ROOM 6)

On defensive:

Who: Players play as defenders of the complex, either guards or mercenaries, and fight incoming monsters and adventurers, while trying to uncover the source of their problems

Why: Because it's your duty or you get paid for it.

Starting point: Barracks (ROOM 12)

Note on timeframe:

This adventure takes time long in mythological past, where most surface humans are still living in mythological bronze age. As a result, all iron/steel weapons, be them from dwarves or high men from faraway lands are very precious – their value is fifty times higher than usual. Take that in account when choosing starting equipment for villagers or lost adventurers.

Surrounding area



Mount Peikon from outside. It is surrounded by deep forests, and other sharp mountains much like it. The mountaintop has eroded, revealing the top of hollowed pillar.

From a faraway realm of Atlantis, an explorer named Ironhand Klaustahv has arrived to the mountaintop, previously thought unreachable without wings. Of course, Klaustahv and his crew flew too, with their airship, seeing the strange flat shape of the mountaintop and choosing it as their resting space. On it they found a cave, slew its foul inhabitant and found a tunnel leading to depths of the mountain. The crew will have to investigate it, if not for anything else but the ability to sleep soundly on their chosen docking space.

From south of mountain lies small frontier town, too recently founded to have a proper name. In its time, its inhabitants have been plagued by mysterious happenings: small objects disappearing, animals being let out of their pens and finally... murder. In latest case, something invisible was seen fleeing to the mountain lake, carrying the corpse of its victim. Later inquiry found a door on the bottom, and the bravest villagers were chosen to enter it and seek justice. Tonight, the villagers are huddled together in their village, performing sacred rites to ward off evil and grant protection to their chosen warriors. As hardy frontiersmen, villagers follow the stats of level 2 fighters (save for infants and elderly). The **warriors** they send into mountain are also their best, sacred 8 fighters of level 1-6 (determine randomly for each of them), who are protected by ritual in village. This ritual grants these champions permanent *Protection from Evil* spell for as long as bonfire burns and villagers dance around it.



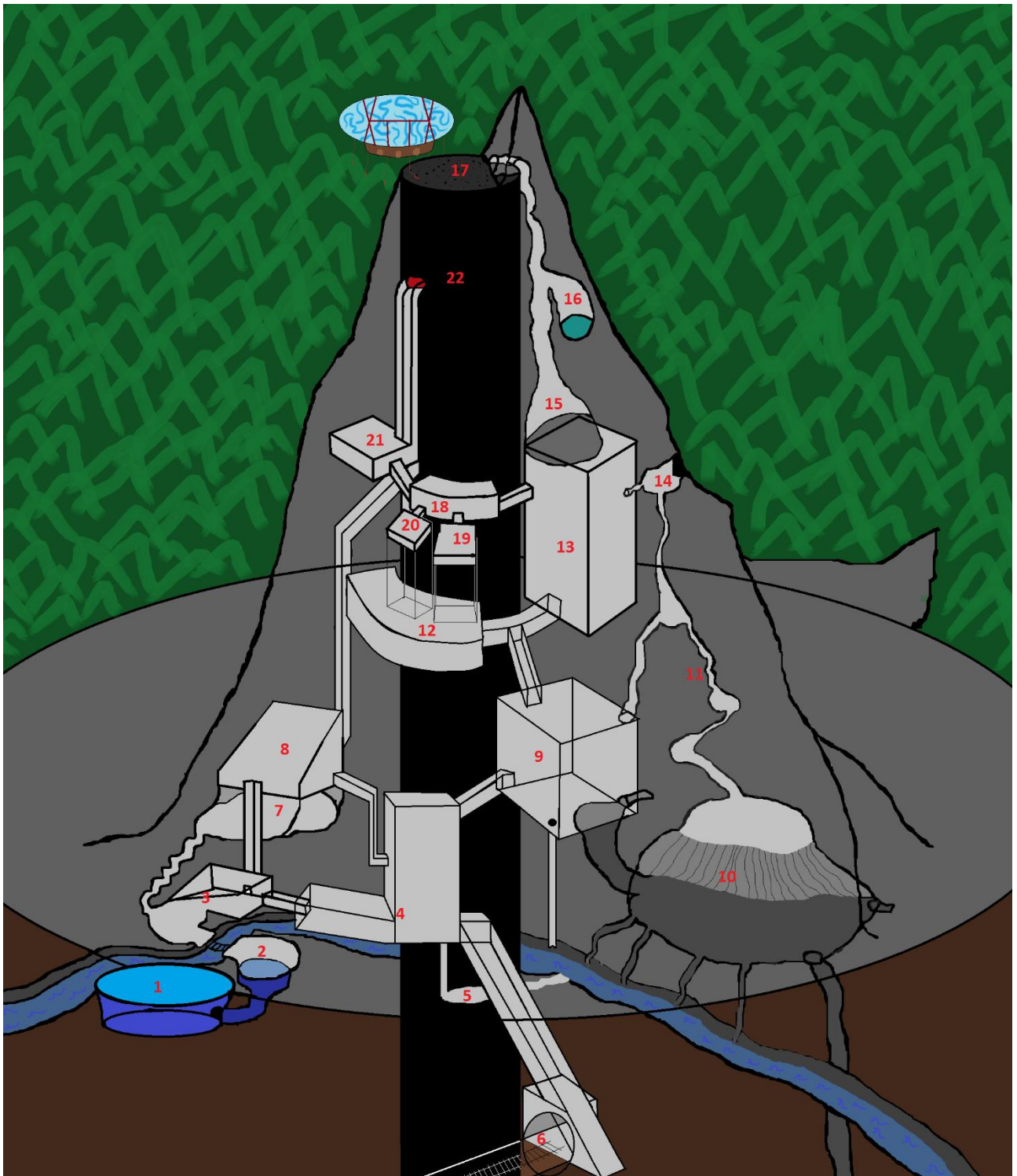
To east, there is a circle of megaliths that serve as a base for druid **Horthegramos**. Cast out from the village for his abhorrent ways, the druid has found kinship with the **harpies** that live deeper in the mountains, and seeks to enter their high society. Horthegramos lost most of his magical powers when he was banished from the colleague of druids – he can only cast *Speak with animals* and *Stoneshape*. He is however not completely powerless – dark bargains allow him to summon spirit of foul woods (Evil entity that can't appear outside nighttime forests but otherwise uses stats for **Bodak**, MM2, p.19 – HD 9+9, 1 attack from stone axe 1-8 dmg and a death gaze attack) to his defense. In any case where his harpies are not enough to defeat his enemies, he will try to play time until nighttime and nudge his captors to move towards woods.

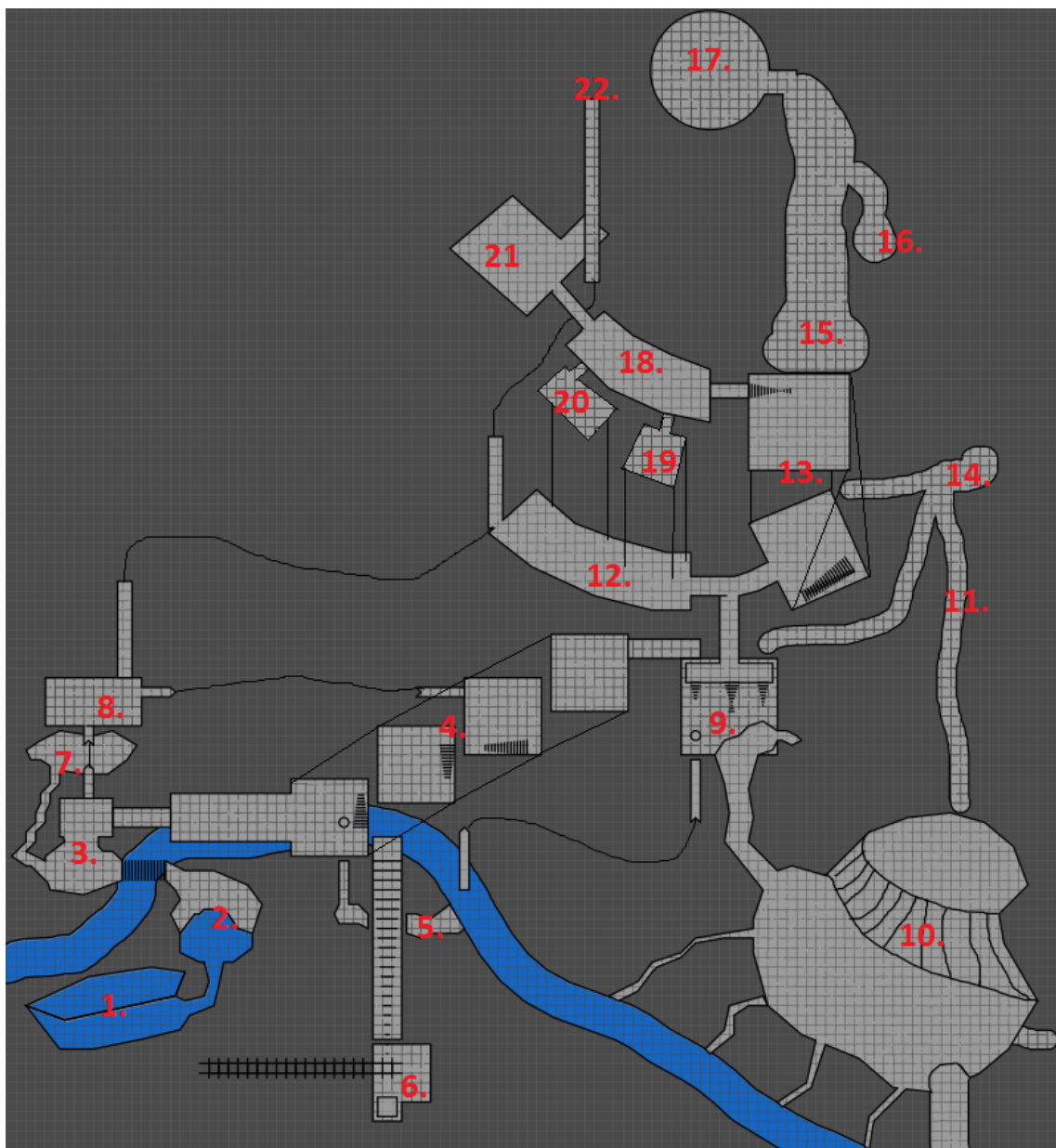
Harpy society is notably pickish and competitive, and random dark bargains, especially ones that summon non-flying entities of evil are not worth much there. To really make his name, Horthegramos needs treasure, glittering mounds of gold to bribe his way into their world. And he is not out of luck either – his digging attempts have not found ore veins, but something better; a readymade tunnel network that may lead to who knows what treasure... If suitable stooges don't show up in time, he will have to brave the caves himself.



Underlaying structure:

The entire mountain was hollowed out by dwarves, entire ages ago. They found the pillar of earth; a massive hollow pipe, made out of indestructible black rock that defied all common and magical augury. It went deeper than dwarves could measure, and would have opened to surface without the above mountains sealing it like giant molten wax candle. A dungeon was created around it, and on later years it was designated as an oubliette for worst of dwarwenkind; those who have undergone DRAGOMORPHOSIS and rejected all good and sound by becoming monsters.





(One square; one full movement for human)

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DWARF-DRAGON

Frequency: Very Rare

Number of appearing: One (Dwarf-dragons never consort with each other)

Armor class: 4

Move: 12"/12"

Hit dice: 6-9

% in lair: 70%

Treasure type: H, R, S, T

Number of attacks: 2

Damage/attack: 1-8 dmg claws, 1-8 bite

Special attack: Flammable oil breath, no damage, but ignites on contact with fire instantly

Special defenses: All bodily fluids are poisonous, on contact causing 1-8 dmg per turn until cured

Magic resistance: None

Intelligence: Genius (17)

Alignment: Chaotic evil

Size: Shapeshifter, but reptilian form is L (long)

Psionic ability: Chthonic Telepathy

Dwarf-dragons are not true dragons – rather they are former dwarves, who through hoarding of earthen treasure and sheer tyranny have become scaled monsters. The exact process of dracomorphosis happens is unknown, mostly due to sheer terror the phenomena elicits and the fact that transformation corrupts the one who undergoes it beyond all recognition. What is known, that at any time, any despised or trusted member of dwarven underground could be in progress of turning into horrifying scaled abomination. This shroud of fearful secrecy leaves many details unknown – how long it takes this evil to take root, is there a way to reverse it, if the dwarf that turned is even the same entity it was or what is the origin of this bizarre sickness. Even more muddying is that there are plenty of dwarves who are greedy, evil, rich and “dragonsick” but do not still undergo dracomorphosis.

All dwarf-dragons are evil, greedy things that want nothing more than to rule everything they see and acquire more treasures. They superficially resemble dragons, and are colored in colors of tarnished gold and rusted metals. Instead of breathing fire, they spit flammable liquid that ignites instantly on fire. It has wings, but has trouble flying. A dwarf-dragon is rather infirm compared to actual dragons, but one has vast magical and psionic powers. Any dwarf-dragon knows spells from wizard spells of levels 1-6 worth of 20 points (each spell taking up 1 point for its level, i.e. sixth level spell takes 6 points). Additionally, they retain any spells they knew before dracomorphosis.

Dwarf-dragons also possess a type of telepathy known as Chthonic telepathy – they emit continuous radiation that moves through solid matter much easier than in air. This radiation carries the dwarf-dragon’s thoughts to minds of others and bounce back from sentient beings, revealing their location (and some of their thoughts) to the dwarf-dragon. This radiation is also carried through soundwaves emitted by dragon, allowing it to be understood (and understand) on any language. A dwarf-dragon is often aware of sphere with radius of multiple (1-10) kilometers through this radiation with only caves and other hollow spaces filled with air (or other gasses) being blind spots. However, anything that presses their head (or any other thinking organ) at a wall in such area becomes the target of dragon’s thoughts. Treat these invasive thoughts as psionic power *Hypnosis* (PH, p. 112-113), of which the dwarf-dragon has 200 psionic points to spend per day. A dwarf-dragon may also cast Enchantment and Charm spells through this influence if it knows any.

The most dangerous, or perhaps most merciful ability of dragon-dwarf is their ability to shapeshift. After dracomorphosis, a dwarf-dragon can assume its former shape (as per polymorph spell) for maximum of twelve hours per day – and they often do so to hide their true nature. The tendency of dwarf-dragons to hide in their old form allows the current method that underground dwarf society deals with them. A secret society of clerics will present the suspected dragon with evidence of obscure treasure hoard hidden in

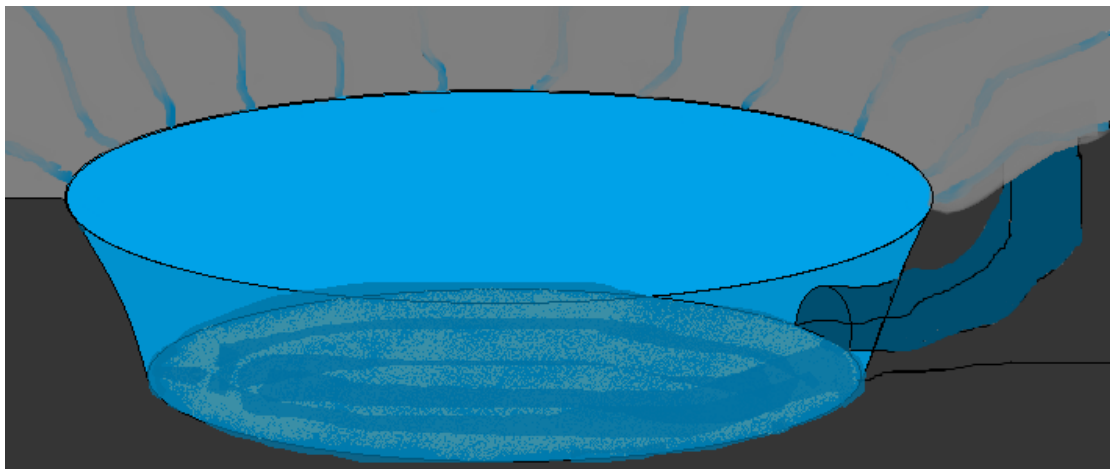
surface hinterlands of empire – a bait which no dragon has been able to resist. The dwarf-dragon then moves towards this “treasure”, arrives at temple of Laduguer in mt. Peikon, and then the priests of Laduguer fool the dragon into entering the hollowed pillar, from where there is no return.

Thankfully, dracomorphosis is rather rare phenomena today – as dwarven society of underground realm is almost shaped around preventing it from happening. The result is stressful society that revolves around the potential of one to become pure, scaly evil seemingly out of nowhere. Some more suspicious dwarf historians and theologians cite that dwarves living in faraway lands and surface seem to be ignorant of the very existence of dracomorphosis. Those who go further argue that it’s all a scheme to justify clerical control of underground realm – and that dracomorphosis doesn’t exist or is somehow caused by clerics. On the other side, the infamous dragon-cult believes that all dwarves will one day become dragons.

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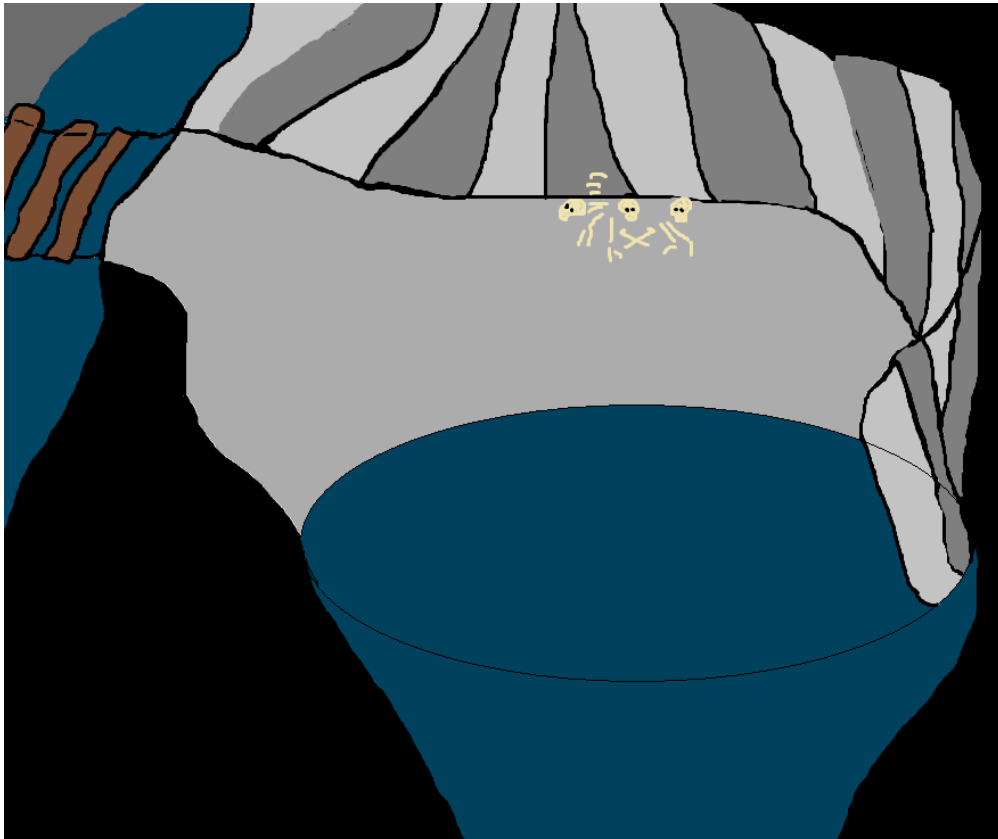
Lake Peikon – 1

A deep circular lake, which has multiple mysterious qualities. It is perfectly circular in shape, almost as if carved, has almost no underwater vegetation, and no fish. Horthegramos used to sacrifice people here until he was driven out of human society ages ago. However, no skeletons can be found amongst the sandy bottom of the lake. This has made the lake quite suspicious for locals for some time, and very few were surprised when an underwater passage to a cave was found in it. Currently, only **one brave villager** is looking over the lake, ready to report either the arrival of returning heroes or vengeful monsters to other humans huddled in their village.



Underground lake – 2

Originally created as an escape route, this small pond serves as a stealthy entrance for night-dwarves. It is separated from the rest of complex by the underground river. The pool area is mostly empty, save for the bones of lake sacrifices brought into it by nightdwarves. These skeletons were enchanted by former night-dwarf to awaken as **1-3 skeletons** (MM1, p. 87-88, 1 Hit dice, 1 attack for 1-6 damage with sharpened bones) once any non-dwarven entity steps on the bridge. Then they will try to use sharpened hand-bones to cut the ropes of the bridge while trespassers are still on it.



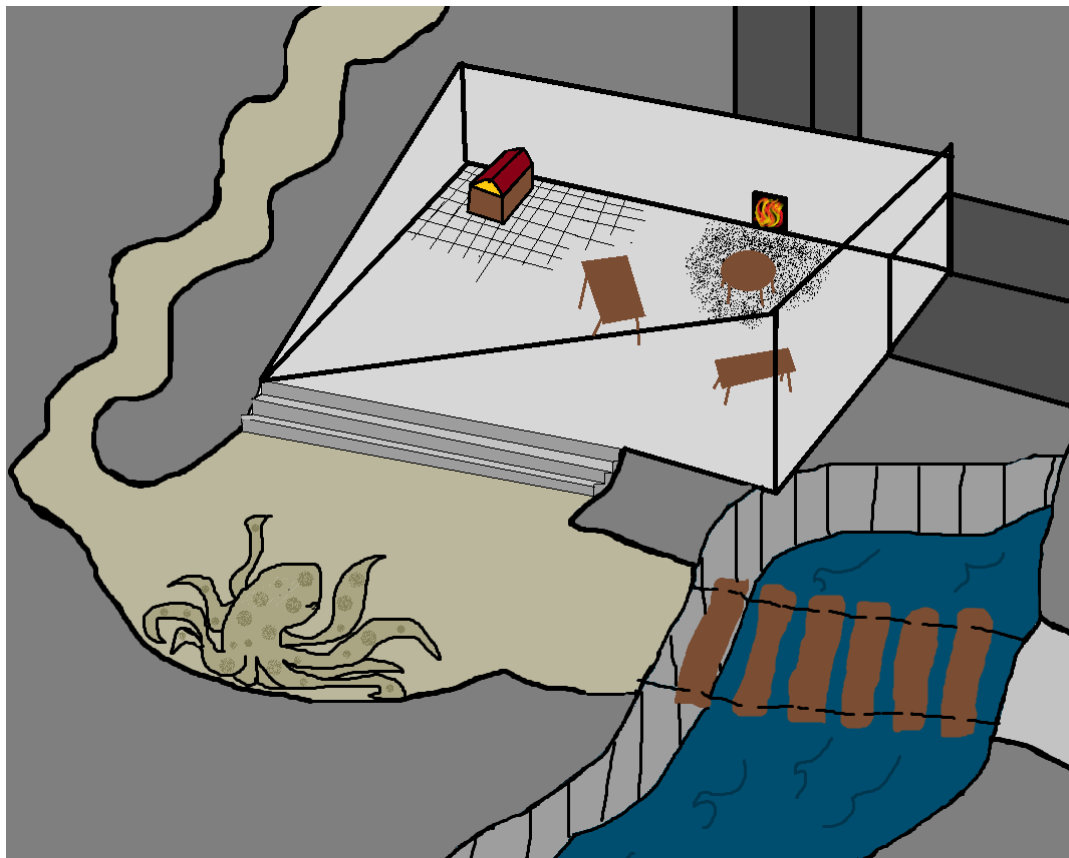
Night dwarves – 3

Besides the underground river lies the cave-like room that slowly transitions to the carved room of dwarven facility. This is home to the nightdwarves (Alax, Gulyt, Hugor, Dille and Mimre) – a group of **5 dwarves** (MM1, p. 35, 3 Hit dice, 1 attack with weapons) talented with magic and tasked at surveying the surface above. They are trained in magical arts by temple of Laduguer, and can turn invisible for up to 15 minutes per day. Nightdwarves also have ability to freely shapeshift into (and back from) everyday objects like stools, chairs or pails. These objects will remain semimobile, for an example, a nightdwarf transformed into a chair can still walk as long as the chair still has its legs, and can see his surroundings as long as the chair has eyes painted on it (the appearance of the object is decided upon transformation). Any serious damage done to transformed dwarf will force them to assume their regular form in an instant. They are armed with daggers and tools like crowbars.

The nightdwarves mostly spy on humans who have settled nearby, and in their boredom do all sort of mischief amongst them. Their ability to hide themselves allows them to effortlessly steal small objects, leave doors open and do all sorts of harmless pranks for fun, and return back to their underground hideout with humans being none the wiser. And they have been wise enough to not commit anything too serious - However, one of the nightdwarves, Mimre, has been long hiding a far darker nature. Behind the backs of others, his tricks have become more and more crueler. From creating damaging traps and breaking tools, culminating to trying to take one of children from village under the mountain. The child was killed when resisting, and Mimre got rid of the corpse by burning it in fire room (ROOM 7). The other dwarves do not know about this, as Mimre did his bidding while other nightdwarves were sleeping. what he doesn't know

is that one of the humans saw where he went, and now the humans know who is behind their troubles... luckily for dwarves Mimre was invisible while carrying the corpse back, so humans have no idea what did the deed.

Nightdwarves first reaction to outside intrusion will always be to transform into inanimate objects, and survey the newcomers. After that, they will try to sneak off and warn rest of the dwarves, or try to ambush a foe of lesser number. Nightdwarves are consummate professionals, and only way to get them to dislodge any information on their operation is to tell them what one of them has done in the village. Otherwise the captured dwarf will only use any interrogation as an excuse to manufacture diversions for rest of them to escape covertly, if some of them are not caught.



Right after the underground river, there is a massive statue that is actually a petrified **giant octopus** (MM1, p. 75 – 8 hit dice, 7 tentacle attacks for 1-4 damage and one beak attack for 2-12 damage). The petrification spell was put in place by the high cleric of Laduguer in a way that it will dissipate in case there are no night-dwarf within ROOM 3. After that, the octopus will be filled with unearthly rage, will first kill everything living in the room, then take all of nightdwarves treasure and finally be free to slink back to underground river where it was caught.

The nightdwarves are usually gathered around the fireplace, playing cards -except one of them who has to stay in ROOM 7. Most of their treasure is piled under the floortiles below a giant (for dwarves) sized chest that has no bottom and is superficially empty. This **stash** contains 104 gold coins, 236 electrum coins, a golden ball draped over with apple peels (worth 350 gp), a bronze *sword of wounding* (taken from infamous Garrung bloodletter) and a *Ring of feather falling*.

The corridor to right leads to terminal room, and its floor is made flawed on purpose – to have it collapse into underground river if too much weight is placed on it (carefully set as slightly higher than weight of a fully armed dwarf guard).

Terminal room – 4

The four-layer tower houses most of actual facilities for dwarves living in the ruin (top-to-bottom, food storage, kitchen, emptied floor and reception room). When **deathfoam** was unleashed, most of it was stopped in the kitchen floor which had sound floor with no holes. As a result, kitchen floor was completely flooded with deathfoam, and much of it remains on the top food storage floor. Everything in these floors was destroyed or spoiled by deathfoam, and the vent entrance leading to ROOM 18 is also covered in bank of the foul matter. A few hours ago, dwarves from garrison floor dug a route through the deathfoam to regain access to lower floors. This corridor is still dangerous, as the deathfoam is in process of coagulating into gigantic slime-like entity, that will be smart enough to extinguish the torchflames without touching them. Below the foamed kitchen is observation floor, that doesn't have a floor, save for a small area connected to kitchen through ladders.

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DEATHFOAM

Deathfoam is frothy substance emitted by certain species of clams living in underground lakes. It is harmful to touch to most living beings, and can damage even undead if they are completely submerged in it. It is valued for its ability to damage regenerative and shapeshifting abilities; the touch of deathfoam reverts shapeshifters back to their basic forms, removes all illusions and alteration spells while disabling their regenerative abilities (including natural healing for most living beings). Skin contact with deathfoam causes immediate 3-18 damage, and the foamy texture makes it hard to scrub off – properly removing it requires washing with liquids. Metals will swiftly oxidize in contact with deathfoam, as do reptilian scales, and other toughened bodyparts like claws, tooth and hair. Sedimentary and volcanic rock, as well wood and plant-materials are however unaffected, meaning that it is easy to limit the spread of material, especially in underground environment. Deathfoam floats on liquids, flotating to top when released within water phases. Fire causes deathfoam to shrivel up and die, and each source of fire serves as a 1" sphere that is protected from it. Sunlight will also destroy deathfoam immediately.

A deathfoam engine is a massive tank carved from stone that contains up to 3000 deathfoam clams. These clams can be stimulated through raising the water temperature to release deathfoam in huge quantities. Dwarven underground realm uses them to seal off caves or to simply clear areas from malicious monsters. The machine can be dismantled only by killing the clams or making stimulating them in masse impossible. Sealing the apertures on the side of the machine won't work, because foam can build enough pressure to

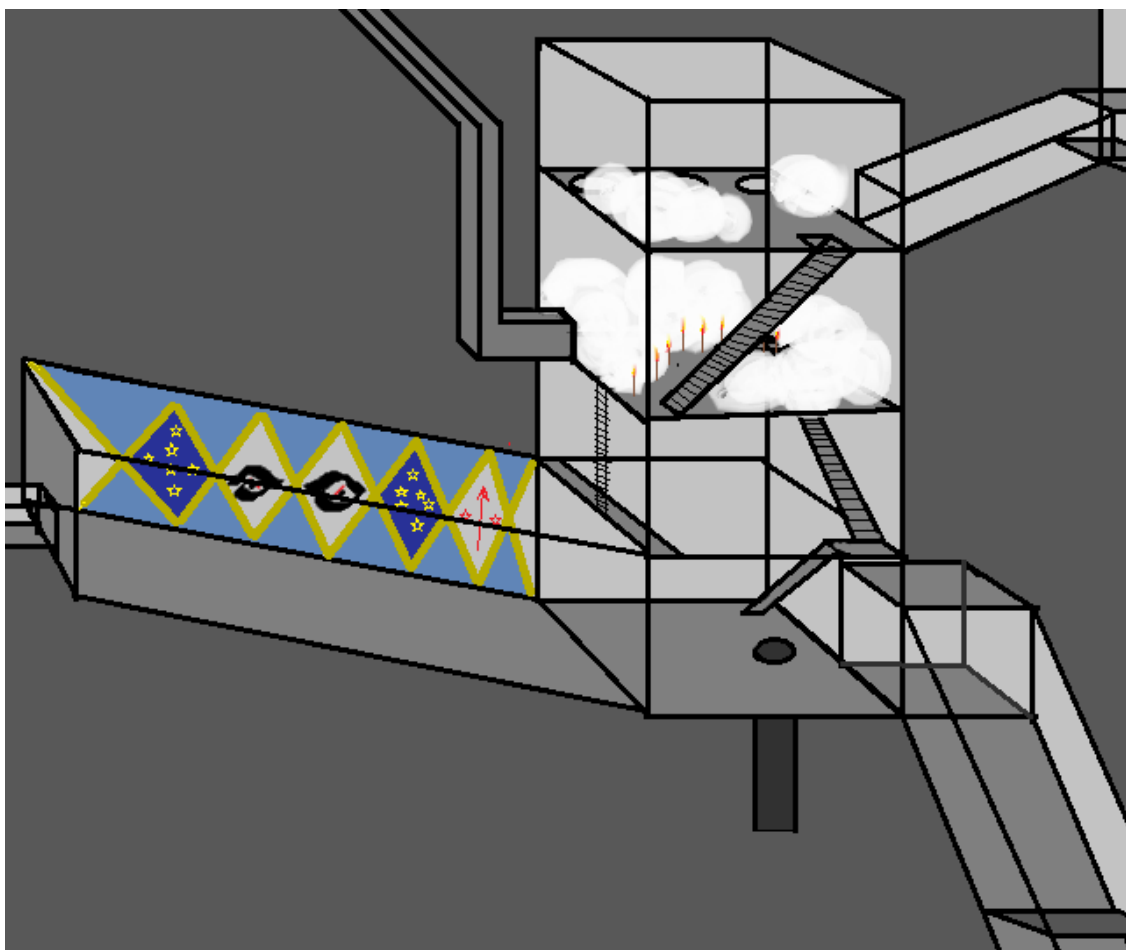
break or corrode most seals – and its antimagical qualities can remove most supernatural ones. If contact is made with clams through magic, they will inform any speaker of these facts, and beg them to dismantle the device or kill them – as a deathfoam engine is essentially a torture device for them.

Sometimes, deathfoam that has been left to fester in dry environment for too long will gain some sort of sentience and coagulate into a slimelike creature. Treat this sort of creature as **Gray Ooze** (MM1, p.49, 3 Hit dice, 1 attack for 3-18 damage inflicting contact with deathfoam) that can float in air and camouflauge within globs of remaining deathfoam banks. This sort of creature also has vulnerability for most liquids – even basic water will cause it to evaporate and turn into small, relatively harmless bubbles of deathfoam.

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The lowest floor was one where visitors to conflict were greeted, by official delegation and alert crossbowdwarves on observation floor. The most notable fixture is the watering hole leading to ROOM 5 – currently sealed with heavy stone cover. While most of deathfoam was stopped by kitchen floor, there are still goblets of it on the floor. To left, there is massive upward corridor that is decorated with giant, wooden carvings of menacing art (Eyes of Laduguer). It is a ruse to confound possible invaders as the grandiose corridor leads into smaller corridor leading to ROOM 3 – and the trap in smaller corridor.

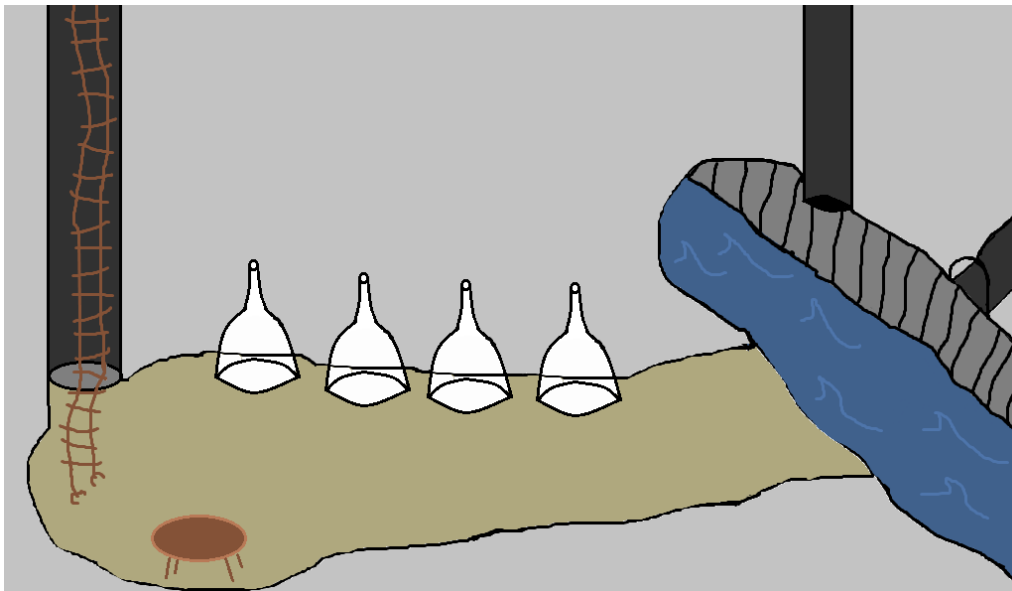
To right is the elevator room, and a muscle-powered clockwork machinery that moves the platform in elevator climb up and down.



Water well – 5

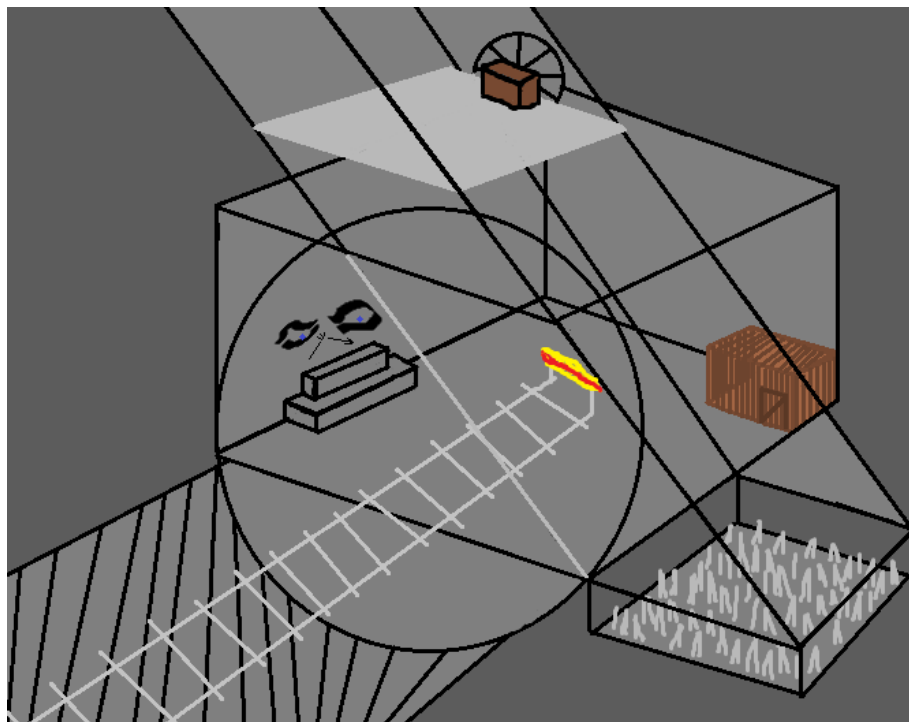
Terminal room, and the entire dwarven facility receives its water from the underground river. They created a cave for easier access to it, and sealed the well in ROOM 9. The vertical well exit can still be seen from room 5, as well as newer, worm-dug tunnel to ROOM 10. Within the room are four massive glass jugs that are used to store river water, as well as alchemical equipment used to measure water quality. There is a massive pile of waterskins, and below them, a hidden deathfoam clam that has a **giant pearl** (worth 800 gp) inside it. It can't be removed without provoking deathfoam emission, and so dwarves of this post have left extracting it for later.

The room is always staffed by **two monk-brothers** who survey the cleanliness of water and **1d6 guards**. Currently they have heard what happened before, and are quite afraid to leave their post. They think they are safe here, and are mostly observing the river. They are only connected upwards by an easily cut rope ladder and as such won't make noise from down there.



Tramway – 6

The facility's connection to wider dwarven underground realm. Kilometers long tramway, operated by seesaws leads to unassuming fork from main dwarven rail network. The railway is raised above a wide chasm for the last kilometers before reaching this station.



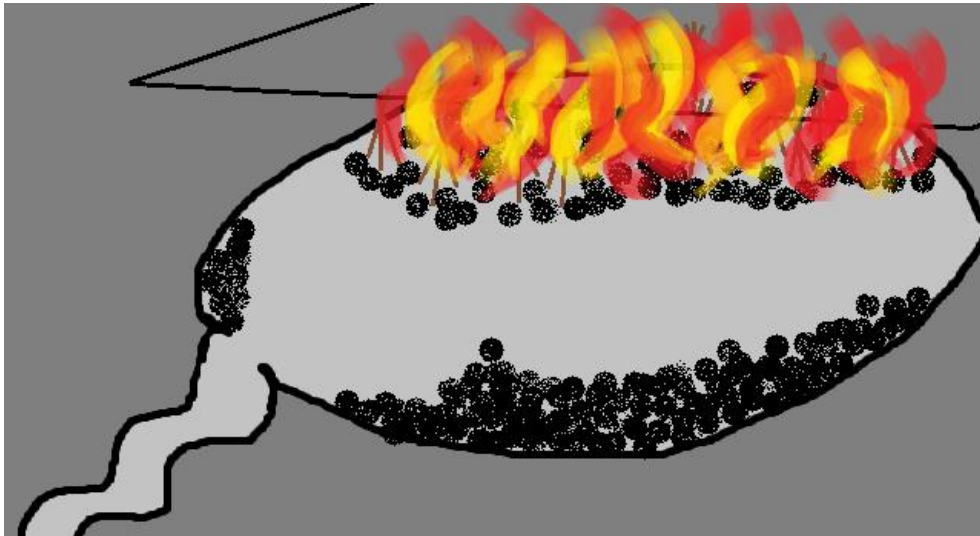
The tramway station is manned by its own guards (14 **dwarf guards**) who are told to not concern themselves with anything above them. They will stop anyone arriving from the railway, and force them to place personal mementos on the altar of Laduguer for the duration of their stay. They have heard the events of below and felt the ground shake from the purple worm, but have resisted the urge to go and check anything. They have, however, readied a seesaw of their own for speedy exit – but it can only take 8 dwarves (or 6 humans). There are no other seesaws ready on the tramway, as most visitors and official shipments come on their own ones.

The guards will also operate and guard the elevator platform that rises to terminal room above. In case of emergency, they will release the **six rust monsters** (MM1, p. 83 – 5 hit dice, 2 attacks for rusting metal equipment) from a wooden cage at the back of the terminal. These monsters will quickly eat away all metal, including the railway and the elevator platform.

The elevator can be operated in two ways – firstly by operating the device on it, or secondly by operation of larger machine up in ROOM 4. The higher machine can be set to jam the machine on lower platform, stopping the elevator. The elevator chasm is steep (about 45°), but climbable if it has been raised past the tramway room. Once the elevator is raised it will reveal a spiked pit below it – one which can be dangerous, as the elevator floor can be tilted over central axis from both the upper and on-elevator machine.

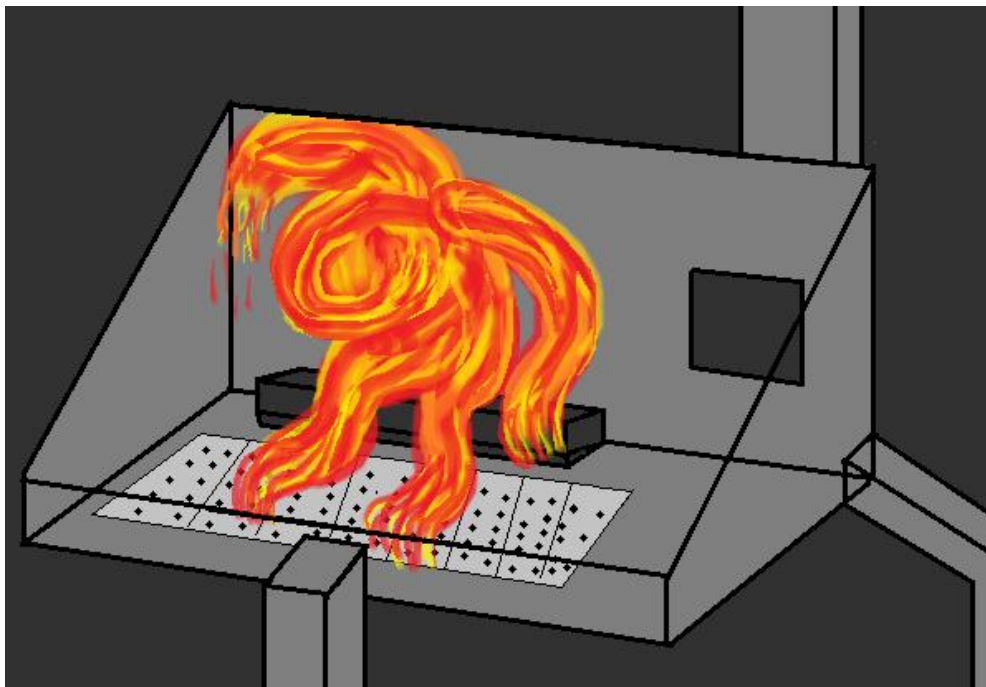
Fire room – 7

Large cavern that lies below the smoke distillery the nightdwarves (and normally anyone they manage to rope into helping them) stoke large fire fueled by coal here whenever kitchen is out of order. They have been stoking this fire since the kitchen was flooded with deathfoam, and are quite fed up with it – only one of them remains in the room, watching that fire doesn't go out and stoking it with extra coal when it seems to. If these fires were put out, one could easily open the metal hatches and ascend to ROOM 8.



Smoke distillery – 8

The large room that receives smoke from the kitchens in terminal room and from the fires roused by nightdwarves in ROOM 13. It is blackened, hot room that is house to a dreadful entity named Flamheftopa (A **fire elemental**, MM1, p.38 – 16 hit dice, 1 attack of fire for 3-24 damage, requires wet or +2 weapons to do damage) that was bound by clerics of Laduguer. It is fed by smoke, and in return provides the hot, geysirlike wind gusts that are needed to blow the stone sphere from Laduguers temple to the innards of the pillar. Normally the entity is quite happy to serve – not really needing to do anything else than exist within the room, but lately it has been touched by two things; the insidious whispers of the dragon within pillar, and the ghost of the human child killed by one of the nightdwarves.



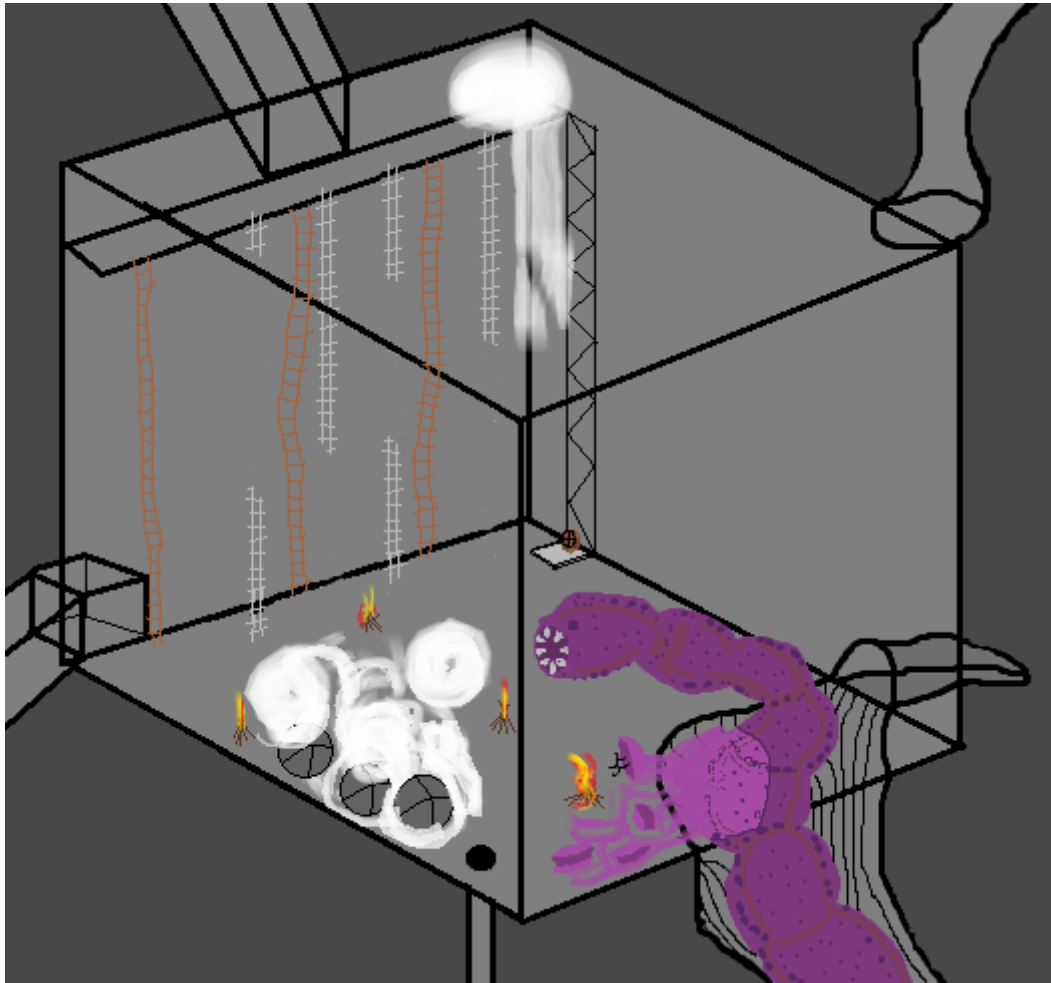
The dragon primarily wants Flamheftopa to leave the room so that there is nothing powering the primary vent, while the child-ghost wants him to search his killer and exact revenge. And the only reason why neither of these things hasn't been done is that Flamheftopa can't figure how to properly exit the room. It will spot an opening once someone arrives to the room, weather through the vents or the floor trays, but they better have a very good explanation on not being a childkiller for it since it can't tell people made of

solid matter from each other. If a proper explanation is given, or the child ghost is present (there is 60% chance it is roaming the halls in search of nightdwarf Mimre) Flammheftopa will, unnaturally swiftly, glide past the proven, innocent one and start its search from the entrance the entrée used (regardless who may be still there).

Breach room – 9

The lower room that connects barracks and temple to lower rooms. It is mostly empty, a remnant from the places original purpose as remote hiding place. Normally, the brother-monks carve new stone spheres on the floor of the room. It was breached by a purple worm, summoned by murmured dreams broadcast by Dragon inside the pillar. The worm was dealt by emergency activation of deathfoam engine in ROOM 13, but the room was badly flooded – the metal ladders were corroded by foam, and the supply elevator was damaged by it. Now the top layer to upper rooms is only accessible through rope ladders set by. Most of deathfoam was cleared by dwarves, but some remains around the carved stone spheres and one larger blob near the top of supply elevator. The three stone spheres, that were in different stages of completion, are surrounded by a fence of torches, and the higher one is assumed to drip into nothingness quite soon.

This worm, slain by deathfoam, was pushed back into hole it made by dwarves, effectively almost sealing the route to ROOM 10 (it can still be accessed, either by eating through the worm carcass or slinking past it one-by one). Currently, there are dwarves (1-8 **dwarf guards** and 1 **monk-brother**) are working on its carcass, separating parts untouched by deathfoam to be used as food. The worm carcass has however been foiled by deathfoam, and trying to eat it will cause 2-12 damage – dwarves haven't even tried it yet, but might try to test it on any prisoners they might take. In case they are disturbed by superior force, the guards will either try to escape the room to sound an alarm (with monk-brother providing a distraction with suicidal charge) and/or hide within the massive carcass of the purple worm.



On the top of the room is another aperture to smaller caverns hollowed out by water and druidic works of Horthegramos. It has been used to survey the workings of the dwarves.

Wider cave – 10

A larger cave structure formed by natural forces, and connected to the underground river by four smaller tunnels. It was invaded by the purple worm which was summoned by the dragon's murmurs – and that opened a way to deeper tunnels where the monsters invading the facility came from. The cave itself is in decrepit shape, and overrun by monsters from deep (Roll only deep monsters table here). There are two elevations, the lower one that connects to both tunnels made by the purple worm, the four waterways and the ancient, long-since sealed entrance to the ground-level surface. Above lies smaller level that connects to Horthegramos' cave network through a hole in its roof. Between these two floors is a steep, but climbable wall. The tunnel to ROOM 9 is still sealed by purple worm corpse, which dangles to the wider cave as well – the poisonous stinger is still moving by some final, post-mortem muscle twitches. It however possible to fit past the corpse, but doing so will be quite slow.

Saving throw: None

This spell will move everything around the caster a few moments further in time, essentially skipping a few moments from existence. From outside, it will appear as everything sentient in the area around the caster suddenly disappearing, only to appear after the spell has run its course. Curiously, nothing outside this time warp will be unable to affect anything that is inside it, but those will lose consciousness and be unable to do anything while within it. They will then appear back in timestream once spell runs out, where-ever they were. Those under spell's effect are still affected by natural laws; they won't clip through anything, and any solid matter that would be where they reappear will simply be displaced right next to them.

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When in dark the wizard appears to be unearthly pale but living human, although any light will reveal his spectral nature clearly. He however isn't immediately hostile, and can use the spell tongues to speak and understand the languages of past. He could even be helpful to anyone who is willing to help him in return; such as helping preserve his spellbook, and locating the ancestors of wizards who sent him back (and optionally seeing what happens when grandfather paradox is invoked). Being from future, he also knows many things; that Laduguer will eventually be exiled from Dwarven pantheon, dracomorphosis is not a concept in future dwarvenkind, that Atlantis and Lemuria will fall, and so will Mt. Peikon – and so around current timeframe even! (the wizard is the narrator of the beginning paragraph). Wizard is willing to share his knowledge with anyone he is friendly with, but refuses to tell his name to anyone to avoid intentional time paradoxes.

The wizard has sensed the telepathic influence of dwarf-dragon and refuses to move further towards the pillar – explaining that they are home to unknown evil presence. In case that he phases through solid matter within area that is influenced by dwarf-dragon, he will fall under dwarf-dragons direct control for 1d4 days.



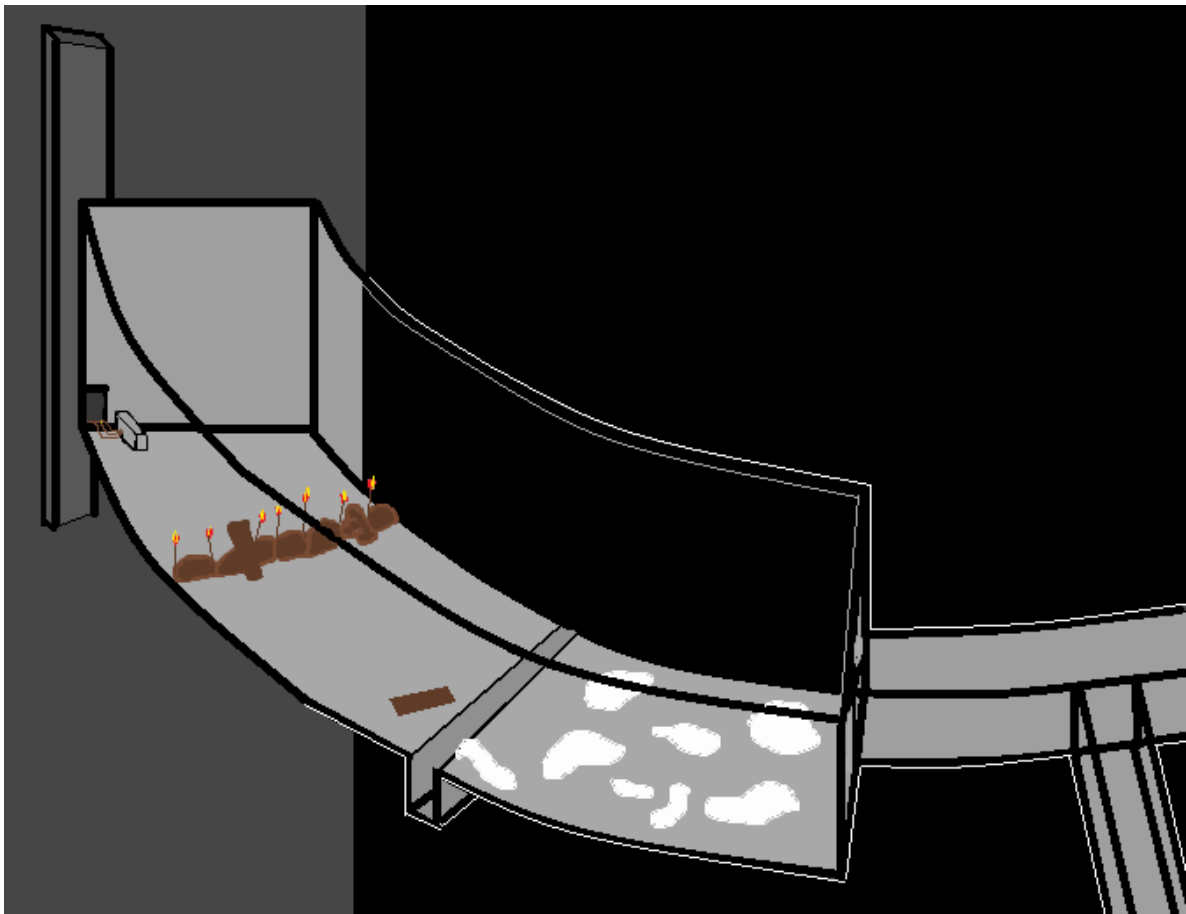
Cave network – 11

Caves dug by natural processes and Horthegramos druidic magic. He couldn't find a good entrance to bypass the dwarves, and was later scared by monsters arriving from below. These tunnels are steep and hard to move in fast, especially when moving upwards.

They connect to ROOMs 9, 10, 13 and 14 but a dungeon master should think about other rooms it could also possibly connect. Remember that Horthegramos did the digging through magic, so tunnels do not have to follow exact common sense.

Common barracks – 12

The room for those guards who are not associated with temple of Laduguer. This post is rather hazardous, and anyone who wants to leave or change posts will have to undergo horrifying rituals that will make their patient unable to reveal the true nature of the facility – just in case that they have secretly found it, as all guards are only told the official cover story that the temple is just a remote treasury. Thus, there is a wedge between guards and monk-brothers of Laduguer who will live rest of their lives within their temple. All guards are **dwarves** (MM1, p. 35 – 1 Hit dice, 1 attack with weapon - see entry in MM1 for what sort of weapon), who wear slightly improved metal armor (chain mail that doesn't break as easily).



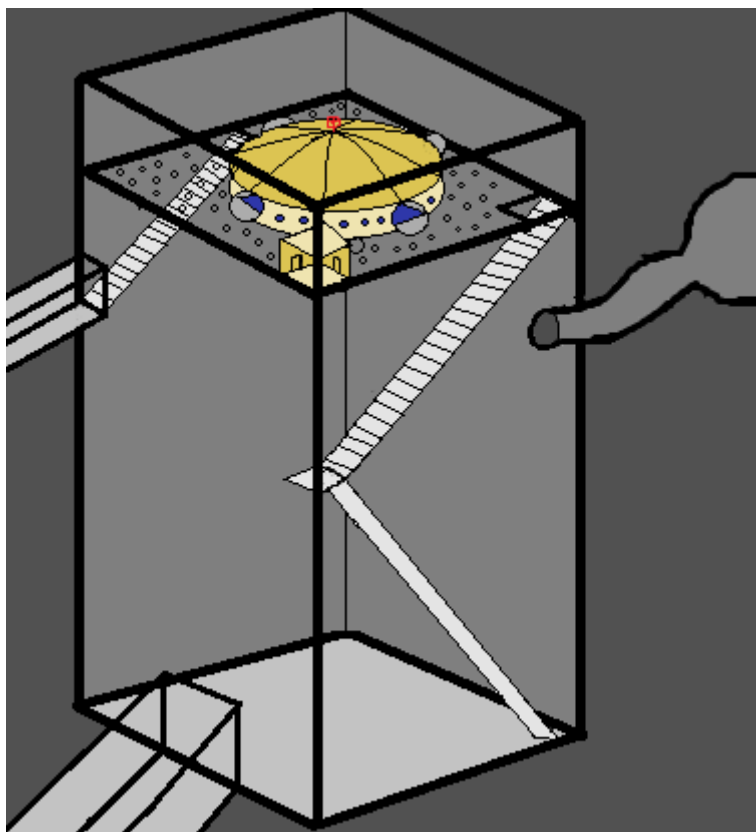
Currently, most of these guards are dead – Priests of Laduguer warned them too late that deathfoam was released, and the guards didn't have enough time to seal their barracks. Deathfoam was stopped halfway of the barracks by makeshift barricade of tables, beds and torches (which were lighted on fire to ward off the worst deathfoam wave), but by then half of resting guards (alongside those who were fighting purple worm in ROOM 9) were killed by deathfoam. The remaining ones are resting, but they are alarmed that

anyone who lies down and rests seem to fall under some kind of evil influence – with beds being burned in the barricade earlier, those who attempt to sleep fall under the telepathic influence of dwarf-dragon.

For now, those who have their own head have managed to subdue those who have fallen under influence, and are in process of choosing one of their own to go and tell the Laduguer priests about it. **There are at least 10 bound dwarves and 40 very tired dwarves who are trying to resume patrolling (at least 1d6-1 of them are secretly under dwarf-dragons control).** They can't be convinced or bribed to attack their fellow dwarves, but if there is great enough incentive, they might just be persuaded to not interfere with anyone wanting to make it to the "treasure vaults". Especially if their savings vanish or are otherwise threatened.

In the middle of room, there is a trench about 8 feet deep. It is meant to be a defensive formation against invaders and deathfoam. Beyond it lies the remains of barricade, of which only charred remains are left of. Guards have cleared most of deathfoam with torches from their side of barricade, but blots of it remain on the other side. Otherwise, there isn't much left in the room – on the other side material was fouled by deathfoam, and on the other almost all burning material was burned in the barricade. The only thing that remains are whatever the guards have on them, and their hoard of gold coins that they are saving to spend after their service here is over. The **1379 gold coins** are stored in massive bags that are hidden in the smoke vent at the end of barracks (hanging by ropes attached to the makeshift kitchen that is built around the smoke vent). The smoke vent is usually sealed, as it's needed to power a mechanism in Laduguers temple.

Death-foam engine – 13



Tower-like structure of this room is meant to separate the death-foam engine and its operators from the deathfoam. It's staffed at all times by at least **two learned monk-brothers of Laduguer** who know how to operate the machine. Deathfoam is released from apertures at the side of the machine, and it will seep down through holes in the floor of the upper room.

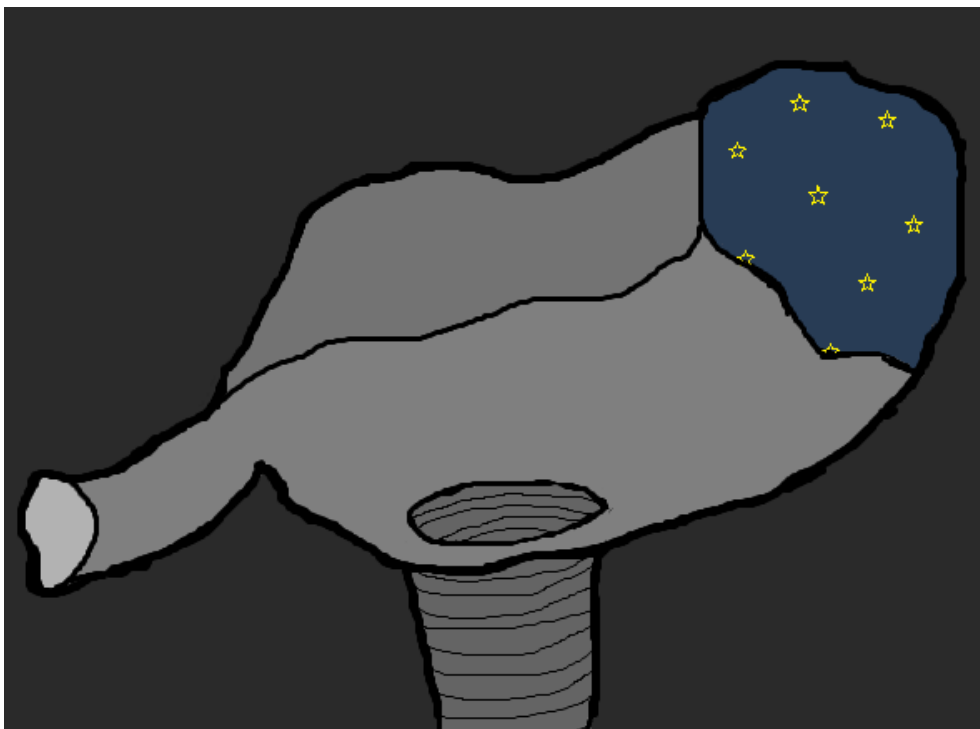
Initiating the deathfoam release is simple – one has to turn the valve that activates the magical device that heats up the water inside the device. However, if touched, the valve will burn anyone who isn't a monk-brother of Laduguer for 2-20 damage unless proper insulation is applied. Once activated, the deathfoam engine can't be turned off – and within 1 minute, ROOMs 13, 18, 12, 9 and 4 will be flooded with deathfoam. Once the machine is turned on, only two spots in the room will remain safe; the very top of the machine that holds the red valve, and a small stone safehouse in the corner of the room. After the flood has been halted in rooms below, remaining dwarf guards will use torches and fires to clean it up – process that will take at least a week even without a persistent monster infestation.

The deathfoam was turned on a one day ago in order to kill the purple worm that emerged in ROOM 9, but it can be activated again anytime because this particular machine has extra 1500 clams in dual chamber system. By turning the valve to the very other end than what is currently in, a second wave of deathfoam can be unleashed

The cave made by harpies (ROOM 19) was slowly expanded by Horthegramos, until he had made an opening into this room. The opening however opens to a 30-feet (9 meters) drop. The harpies could have still used it, but Horthegramos, sensing the deathfoam through smell, urged them not to.

Harpies cave – 14

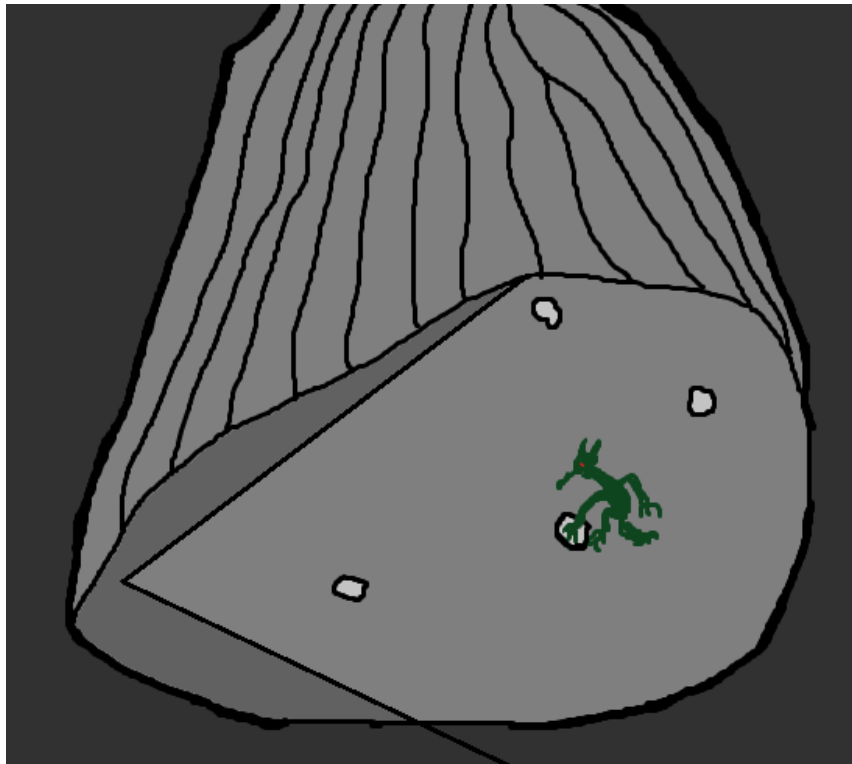
Horthegramos' base in mountain, and a home to **2d6 harpies** (MM1, p.51 – 3 hit dice, 2 attacks of 1-3 damage as claws and 1 of 1d6 as beak) who spy ROOM 13 for the dark druid. These harpies lack the humanoid head of their kin, and thus can only charm other birds with their singing or touch. In case there is a fight in room, and deathfoam is not used in it, they won't be able to resist swooping in and picking apart remaining corpses.



This room is only visible and accessible from outside by flight or superb mountain-climber with advanced tools of that trade. Horthegramos can order harpies to carry beings no bigger to humans there from outside, but that process will cause damage (as per harpy claws) to those being carried. If players were not sent by Horthegramos to the mountain, he will also reside in this room and join harpies in their assault if an opportunity rises.

Downward chasm – 15

The cavern dug ends above the structure finessed by dwarves. It is normally empty, but one of **trolls** (MM1, p. 97 – 6+6 Hit dice, 2 attacks with claws for 5-8 damage and 1 attack with jaws for 2-12 damage) that assaulted ROOM 4 managed to break through roof and has been hiding there ever since. It has no ability to climb upwards, but it has managed to break 3 more holes and will try to catch people walking below with its long, gangly hands. The troll was hurt by the deadly foam, and has lost its ability to regenerate – instead its damaged metabolism reproduces the deadly foam when hurt (treat this as the nearest player being hit by burst of foam). Fire/acid will stop this effect just as it would regeneration.



Grell nest – 16

Some time ago, a colony of Grells had a clever idea to use the mysterious, sunlight-scorched realm of surface to avert the crowded caves inhabited by their rivals and encroach on dwarven territory. They arrived on mount Peikon, and sensing the pillar, hollowed a way around it creating ROOMs 15. They eventually stopped, realizing that dwarves were too alert to be surprised and hollowed out ROOM 16, where they performed the ritual of self-cannibalisation to raise a new host to overwhelm the dwarves. The pocket-shaped cave is filled with slime (of at least 3 meters of depth), and watched over by a single **grell** (FF, p. 46 – 5 hit dice, 10 attacks - each dealing 1-4 damage and causing paralysis, resisted by +4 save). Amidst the slime there are hundreds of Grell larvae, that will gestate to full maturity in a few months. Until then, they can only attack those submerged in slime (causing 1 damage). The slime is viscose and anyone not wearing heavy armour will not sink into it without being pushed down. The pocket is sealed by web of several strands, that inflict paralysis on touch like grell tentacles.



The grell in the room is intelligent, and has overcome the dragons faint telepathic influence. It will also not attack anyone unless they threaten the nest. If anyone can communicate with it (the grell knows no humanoid or civilized languages), it will be quite polite and warn a nonhostile speaker about the telepathic influence of dwarf-dragon, but can't reveal what is behind it due to not knowing that. It will also imply that the complex is marked for grell conquest once the larvae mature, and will treat anyone hesitant of the idea as hostile.

Top of the pillar – 17

The top layer has been eroded by winds and rain, almost revealing the cylinder-shaped peak of the pillar of earth. It is smooth surface, with only few sharp rock formations embedded onto it. The peak of mount Peikon rises above the eastern side of this circle, housing a cave hollowed out by the denizens of ROOM 16. The airship of Ironhand Klaustahv has been docked on the surface and his crew have made camp on the circular peak, after killing or driving away the harpies nested there. They are (in case players don't take their place); in order of chain of command:

- Ironhand Klaustahv – The dreaded Atlantean explorer, a **level 5 fighter** clad in plate mail and armed with runic longsword +3 of dragonslayer (DMG, p. 165 -make note however, that dwarf-dragons aren't REAL dragons...)
- Elder Kid, very old man who is the inventor of the airship that Klaustahv and his men use for transportation. He has **no levels**, but has 3d10 worth of hit die anyways – he will stay in the ship to keep it in good shape, and wields a crossbow that can fire multiple bolts (1-4) per shot, but which takes twice as much time to reload (and requires specific tools).
- Kullenda'al, a pirate from Lemuria. Klaustahv's former enemy and current second hand. An agile **fighter of third level**, wearing leather armor of +1 and wielding a *Sword of life stealing* (DMG, p. 166) which members of Klaustahv's party often toss around when executing enemies in order to heal.

- Rusterman, an armored (platemail with helmet) warrior who has taken a vow of silence. Regarded as too much of a moral busybody by Klaustahv and others and often left behind as a guard. Is actually a highly advanced robot that consumes gold as fuel (otherwise acts as **human fighter of third level** who doesn't have to breath).
- Paar, a **spriggan** (MM2, p. 113 – 4 hit dice, 2 attacks with great weapon for 1-8 damage, has spells and thief abilities). Fanatically loyal to Klaustahv, but will feel entitled to be in charge if he dies.
- Initer, a fourth level thief. Is currently tied to the prow of the airship for stealing and hiding gold that crew has acquired on their journeys. Crew will come back for her once they realize how vast the dwarven tunnels are.

Within the airship lie the collected treasures of these adventurers – a *shield -1 of missile attracter* (DMG, p. 165), a flying device made by Elder Kid (clunky *Wings of flying*, DMG, p. 155 that can't take off from ground), A mangled metal sphere, that will become *sphere of annihilation* (DMG, p. 154) if it's ever repaired properly and a *Rope of climbing* (DMG, p. 153) that has will be used by the crew to descend into ROOM 15. And they have a stash of 127 gold coins.

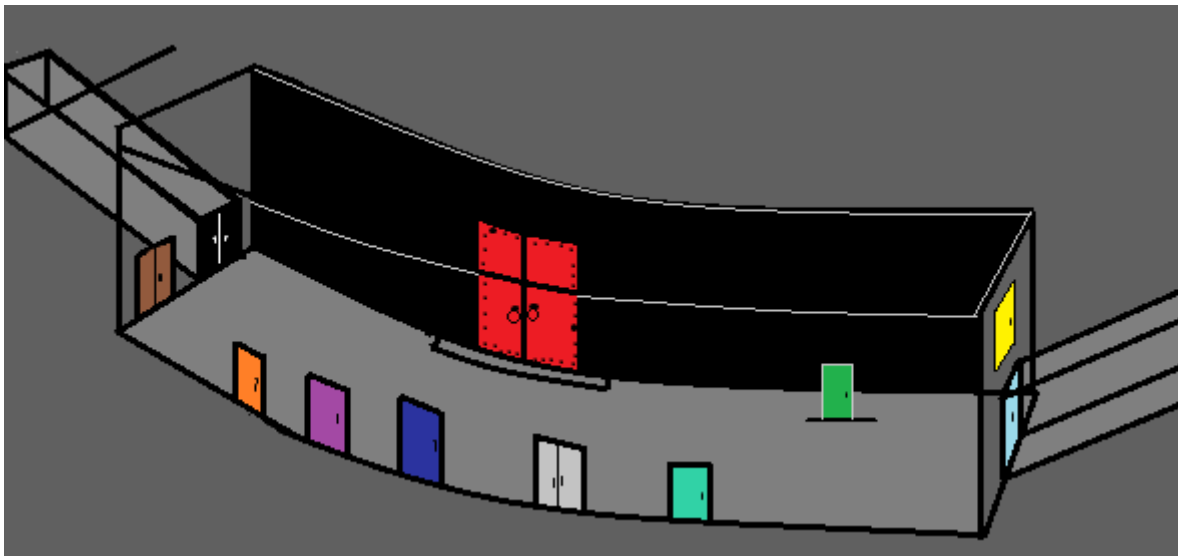
In addition of that, the crew had imprisoned a princess heir of nearest kingdom. She has one hit die (d8) and her necklace is a *Periapt of proof against poison* (DMG, p. 151). She has been treated quite well by crew who also weren't the instigators of the incident that lead her to be abducted by them – and as such she won't co-operate with any strangers unless they show definite proof that they can take her safely back to her kingdom (currently 6 safe and eventless flight days away).

Hallway of entrance – 18

An ornate hallway that curves around the pillar of earth; it's ebon black being one of the walls of the room. That wall having been left undecorated by the dwarven carvers who chiseled the hallway from the mountain. The other walls of the corridor are dotted with fake doors, each of different colour, designed to divert any invaders attention.

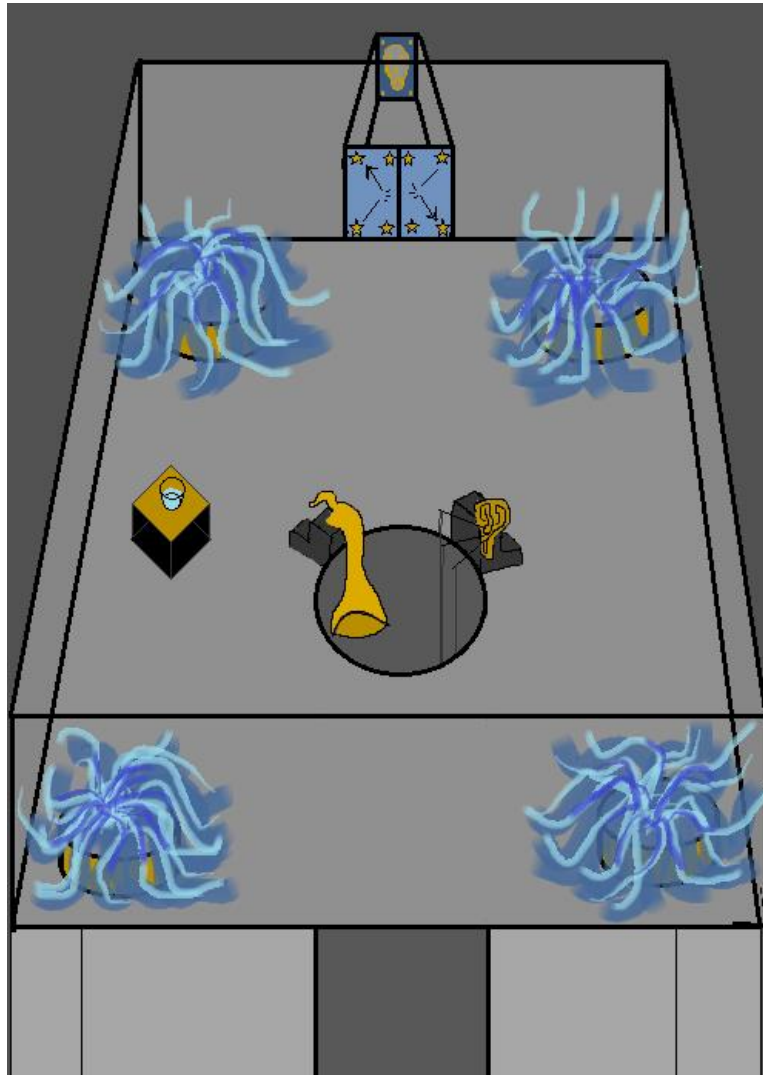
- Light blue door – the entrance to ROOM 13. This door can't be opened by any entity if it was the last door opened by that entity. Has marking that identifies it as "exit".
- Yellow door – Right above the light blue door, this **door is made of gold and worth 1250 gp**. It opens nowhere and has no enchantments or markings.
- Green door – located on midpoint between floor and roof of corridor. Anything taller than dwarf will be magically compelled to try and open the door before doing anything else. Something which might take time considering that it's too high to be reached by humans as well. There is nothing behind this door. No markings, except for the weird symbol that causes the enchantment when looked.
- Turquoise door. Leads to ROOM 19, and can be opened with a key that each monk-brother o Laduguer has with them. Has marking that identifies it as "torture chamber".
- Silver door, with marking identifying it as the "key room". Behind is wall lined with small metal hooks with numerous (roll 4d10) small, **unbreakable silver keys** (each worth 75 gp). laduguers clerics everywhere will know through conspiracy that anyone trying to sell or ask information on them has been (and stolen) in Mt. Peikon
- Deep blue door – marked as an "exit". If someone speaks magic word while opening this ("stars") will see the door open to random point in outer surface of Mt. Peikon. Otherwise it will open to stone wall. Used as an emergency exit by monk-brothers.
- Purple door – no markings. Opens to small closet containing bowls full of fruits from vines grown in ROOM 19. These fruits are delicious.

- Orange Door – no markings, but has ornate decorations and small hole that can fit a regular coin. If one deposits a coin to it, the door will open to ROOM 20. Otherwise trying to open it will result to invisible coin shooting from the hole and hitting the opener for 1-6 damage. The coin will then reappear on the tray in the altar of Abbathor.
- Brown Doors – marked as “Temple of Laduguer”. Opening it will activate the magical vacuum behind it, that will slam the door back, producing very loud noise that will alert everyone in ROOMs 13, 19, 20 and 21
- Black Doors – marked as “temple of laduguer”. Completely ordinary pair of doors that are simply painted black.
- Red doors – the largest of doors, and the only ones carved into the pillar of earth. A small placate above it identifies it as the “treasure chamber”. Opening them is hard due to their weight, and behind them lies a wall and a *Symbol of hopelessness* (as per level 7 cleric spell *symbol*) inscribed on it.



Barracks of Laduguers – 19

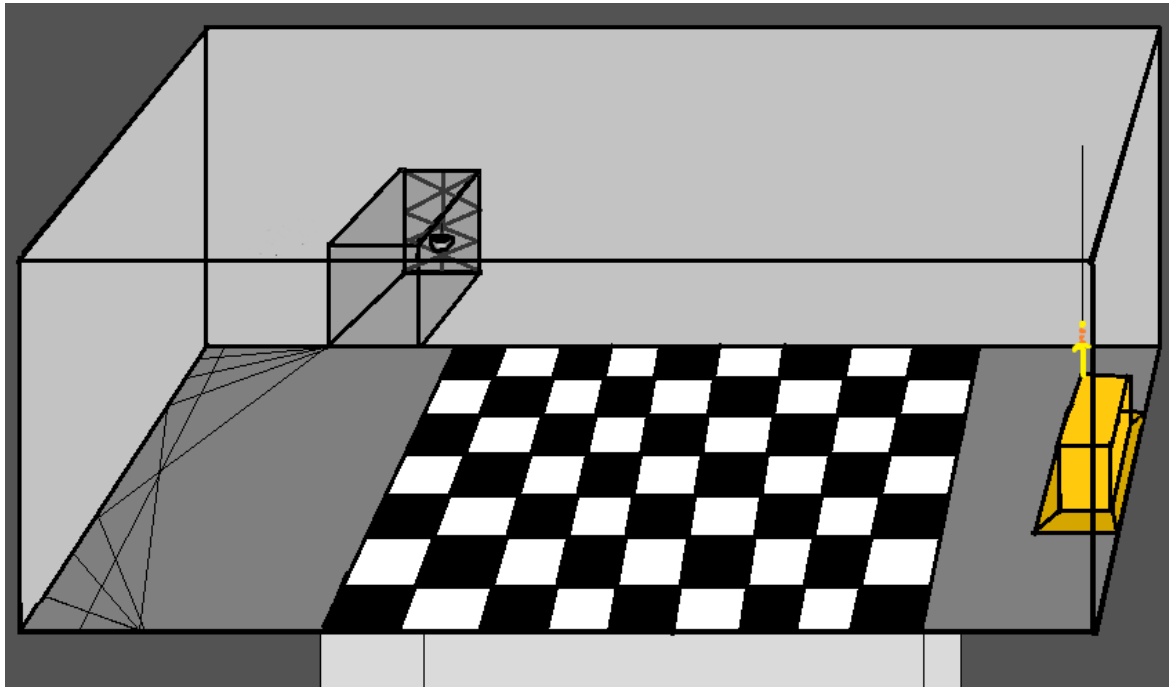
Another room hidden behind fake doors is the resting quarters of Laduguers brother-monks. It is hidden behind a door leading to “torture chamber” because of the myth that servants of Laduguer never rest. The room is lightened up by **four golden vases** (200 g each, + 500 g for each full vine growth) housing rare subterranean vine-plants, that give out a pleasant dim blue bioluminescence, giving the room almost gardenlike ambience. Inside the room, there are multiple (20) divans and other soft sleeping pads that monk-brothers can use while not in service (each is detailed and fine metalcraft, and such worth 100 g despite being dwarf-size). There are always **1-6 monk-brothers** resting in this room.



The room has a breach into ROOM 9 like temple of Abbathor does, but it has been almost completely sealed. Only a well-like hole remains, from which the monk-brothers listen to hall below, and hear any loud commotion which may happen there. They do it with a giant, ear-shaped apparatus – from which multiple fishing lines dangle from. These lines amplify sound, allowing a listener to hear everything that happens below as if he was standing in the room. There is however, only a 50% chance that the device is manned by a monk-brother, due to general crisis going around. The other machine by the wellhole is a giant, downward-shaped tuba, that amplifies speaker's voice. It is used to warn guards of deathfoam machines activation. Using it however takes away the speaker's voice after they have spoken. On the side of this machine, on special golden tray lies a *Decanter of Endless waters* (DMG, p. 142) that monk-brothers use to provide themselves with liquids. Under the tray is a vast collection of herbs that are used in dwarven art of cold-tea making (worth 800 g for dwarven enthusiast of this art). In case of dwarf-dragon outbreak, the monk-brothers will also use the decanter to drown the lower parts of complex, so that escaping dwarf-dragons may not escape to lower levels. This is however done as a last resort, and only if the guards of lower level are proven to be defeated to last dwarf or turned traitorous.

Temple of Abbathor – 20

Amongst the many fake doors of entrance hallway, lies one that is not. The hidden temple of Abbathor, dwarven god of avarice lies behind it. It can only be accessed by dropping a coin of silver or gold into one of its tiny holes that seem just shaped for such item.



This temple is the home base of **Abbathor's cleric Ilbegast**, a Dwarf (MM1, 8 hit dice due to levels, knows *Detect Evil*, *Detect magic*, *Comprehend languages*, *Silence*, *Locate object*, *Cause light wounds* and *Spiritual hammer*). He is always lavishly dressed, but unarmed – and he has *boots of levitation* (DMG, p.139 and a full pouch of *dust of disappearance* (DMG, p. 143) within his person at all times. He will be assumed to reside within Abbathors temple unless he has been encountered elsewhere due to random encounter. He however vastly prefers meeting about anyone ion his own terms and coming up at him at his temple is sure way to make him irate. However, he will swallow his pride as long as strangers are willing to do Abbathor's bidding – with no regard of the price they require. If he can reach an agreement, he will reveal what he knows of the phenomena of dracomorphosis to his new accomplices and task them to search the one hiding within tunnels of mt. Peikon.

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FAITH OF ABBATHOR

Abbathor is the dwarven god of greed, avarice and treasures. It has been quite harsh for him and his followers that being committed to those things seems to turn dwarves into horrifying monstrosities. Monstrosities that aren't even dwarves anymore, so they no longer have anything to do with Abbathor. Over decades, Abbathors faith has fallen out of favour in underground realm – his clerics are required to have treasure hoards by default, putting them in risk of not only dracomorphosis, but being whacked by rest of dwarven society. Today Abbathor has only 3 dwarf clerics left hiding in underground realm. While he isn't going exactly extinct, as there are still believers amongst surface dwarves, the Trolvelord will do anything to not let go off underground dwarves.

So Abbathor does what he can; his remaining servants hunt down secret lore on the origins of dracomorphosis, try to slay anything scaly, search ancient treasures that could be used to slay dragons while at same time trying to persuade actual dragons to hunt down dwarf-dragons. These clerics offer vast treasures to anyone willing to help their plight – but those treasures are poisoned. One who accepts the gilded offering from Abbathors explicitly well-dressed three will never find peace – for despite his current good goal, Abbathor is still an evil god. Day after day, quest after quest they will be sent to search even slightest hint that could end the blight of dragomorphosis, with no rest in sight. after all, he is going to give you what he promised once it's all done...

And of course, Abbathor has no idea what causes dracomorphosis, outside of haunting idea that it's a dagger aimed against him. His best (and only) idea on ending dracomorphosis is making all dwarves somehow forget it exists.

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The temple is the home to Ilbegast's personal shrine – a golden treasure hoard of multiple works of arcane power and lavish artistry:

- A golden dagger hoisted above all others, as in threat (150 gp, works as +3 Dagger), and a holy symbol of Abbathor
- A vase filled with 36 ruby replicas of legendary surface fruit, the Cherry (each worth 120 gp)
- A golden horn that can be used as both drinking horn and an instrument by removing or putting in a diamond plug (600 gp for horn and 250 gp for plug).
- Multiple (18) gold-and amber amulets belonging to former clerics of Abbathor (each worth 245 gp).
- Carefully arranged collection of coins that Ilbegast uses to pass through door, on golden tray (27 gp on plate worth 250 gp).
- *Brazier of commanding fire elementals* (DMG, p. 140) that was used to summon Flamheftopa (of ROOM 8). It was damaged beyond repair by this process and no longer functions (still worth 200 gp).
- *Crystal ball* (DMG, p. 141). The only treasure that sees regular use by Ilbegast, and bears no importance in the overall constellation of the altar.
- A pouch filled with *dust of appearance* (DMG, p. 143).
- Under all of these is also a *Spade of colossal excavation* (DMG, p. 154)
- Hidden inside the pedestal of altar is also a clockwork apparatus that can be used to grind *dust of disappearance* (DMG, p. 143) from sand retrieved from ROOM 1. The device is impossible to remove from the pedestal without breaking it.

The careful composition of this treasure keeps it serving as a symbol of clerical devotion, and thus Ilbegast is not risk of undergoing dracomorphosis. However, were the altar defiled, even by moving objects slightly, he would start undergoing the process the moment he becomes aware of the changes (and transforming into a dwarf-dragon over the duration of one day). If all items are stolen, he will be forced to retrieve them by his clerical oath – placing every each of them on the altar in proper order, carefully aligned as in not constituting as proper treasure hoard.

The floor of the room is checkered in black and white, as it's in Abbathors surface temples. However here, the floor tiles are fake – anyone stepping on either black or white ones will fall right through to ROOM 12. Which tiles are treacherous are controlled by the priest – by uttering the name of colour, he can make tiles treacherous to tread upon (and make those of other colour safe to step). Without changes, black ones will be treacherous.

Temple of Laduguer – 21

The temple of Laduguer is the heart holy place for monk-brothers who use it as their headquarters, and the very place where disguised dragon-dwarves are fooled into launching themselves into the pillar of earth. Its floor is made of bones, and impossible to move on silently. The temple area is separated from entrance by a pool of clear liquid (hydrochloric acid) that no monk-brother in known would ever stick their leg in – only imostors would. The temple is dominated by massive visage of Laduguer, who sticks out of earth as if his statue was much, much larger and merely obscured by the mountain. His eyes are **two large crystalline gems** that are quartz and worth about 50 gp – and the wrath of Laduguer and his church each. The statue protects everyone in the room from mind-affecting spells and dispels all illusions it can “see”. In front of the

statue lies the single stone sphere that dwarven guards managed to salvage from ROOM 9, held ready for potential ascendees. When felt, one can realise that it is, somehow lightweight as balloon, but still hard as stone.

To the right of the statue, behind two doors, are forge quarters, where monk-brothers forge magical weapons and other artifacts. It is brimming with different varieties of +1 and +2 swords, axes and other weapons that novices have to create to qualify as monk-brothers (if there is a weapon of that quality, it can be found from forgeroom). The roof of this room is painted red with blood, and will bleed down on anyone who tells a lie under it.

The forge is fueled by the main vent that mostly lets out bad-smelling smoke from beyond into the temple. The vent is never closed, and the high-priest is happy to tell any greedy marauder or heathen (victorious or not) that it is the key to reaching the fabled treasure vault of mt. Peikon. All they have to do, is to squeeze themselves into a stone sphere that is then rolled into the vent, and miraculously blown up it and into the vault. They shouldn't worry about coming back either, as there is another similar system on the vault side. The vent will work properly, as long as Flammheftopa the fire-elemental is in ROOM 8 and the furnace in ROOM 12 is sealed.

All caught interlopers are interrogated by high priest, and then sentenced to meditate their life of crime for 100 years, miles below their current position in Laduguers other prison facilities. Especially if they are surface dwellers – the high priest sees his job as keeping surface safe, and sees any human or other surface dweller as a genuine moron who doesn't know what they are dealing with. And it pains him much that he can't explain anything about due to the secrecy that their temple works on.

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FAITH OF LADUGUER

Laduguer is the harsh, slightly paranoid dwarven god of magical artifice and dungeons. He is not evil or cruel, just efficient – and all other dwarven gods rely on him when it comes to crafting and maintaining prisons for both regular criminals and dwarf-dragons. Laduguers clerics are members of all-male monastic order whose members are called monk-brothers.

Monk-brothers bear spells in a way different from many other gods. Instead of having a varied spell list, each monk-brother knows one spell, which he may cast freely, as long as he follows Laduguer without a doubt (Breaks include not following orders of the temple, no matter how petty, wasting the temple's resources or showing any sort of mirth for any reason). Typical Laduguerite monastery consists of 24 dwarf monk-brothers who each know one level 1 or 2 cleric spell, and a high priest who doesn't normally know spells. Instead every time a monk-brother dies, the high priest regains the use of that monk-brothers spell and retains it until he bestows it to that brother's replacement. As result of high priest rarely having any magical ability, they train relentlessly in warcraft and are usually at least level 4 fighters – and wield the dread magical weapons of monk-brothers making. There is one high-priest per temple, and they have their own secret hierarchy between them. If a monk-brother loses access to his spell as result of breaking his covenant with Laduguer, the spell is not returned to high priest – the fallen brother must be slain or repent in a way decreed by Laduguer's harsh whims. The monk-brothers often forget their own names, and start to refer themselves by the name of the spell they were given.

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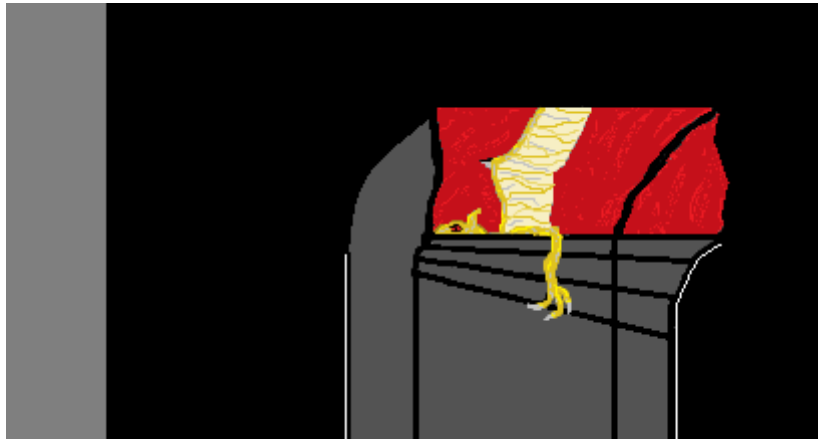
The **high priest** is the beating heart of the temple, and never leaves it. In addition of him, there are **24 monk-brothers**, who know spells as explained above. Every time one or more monk-brothers are met outside of the temple, roll randomly of what spell they know and keep records of it – and assume that rest of the monk-brothers are within the temple praying to Laduguer to reveal the source of their problems.

The high priest is a Dwarf who has the hit dice and abilities of level 4 fighter, armed with +2 (+4 against magic-users/psionics) axe. Monk brothers are level 1 fighters who can freely cast their spell as many times they like, and arm themselves with +2 weapons from the smithy (vary between axes, halberds, swords and javelins of that quality – but there is 10% chance that anything got from there is actually a -2 cursed weapon instead). High priest and regular monk-brothers wear identical chain mail, and high priest bears no marks of office, making him unable to be identified if he doesn't do so himself.



Pillar breach – 21

When mount Peikon was made a dragon-oubliette, machinery blessed by Laduguer was used (by Laduguer himself according to monk-brothers) to breach the pillar. Whatever was seen was not of grey god's liking, as it was forbidden to anyone but the condemned to look through the hole. This hole remains as the sole entrance into the hollow pillar, and can only be accessed by entering a traveling stone and being blown into it by hot fumes from ROOM 8. There is no way to get back, outside of flight. The conditions inside the pillar are hellish, with temperature almost hot enough to evaporate water.



Normally, the unearthly atmosphere inside the pillar would manage to stop dwarf-dragon from flying, even if it managed to transform and exit the traveling sphere fast enough. However, the latest one, sent upwards two days ago, managed to grab the edge of the hole made into the pillar. It now remains there, monitoring the surrounding area through its psychic powers. It could swoop back the way it came, but then it would face the full might of temple of Laduguer – a fight it could not win in its famished state. However, the dragon also knows that the next traveling stone sent upwards will send it hurling to the center of the earth with it. It is slowly growing more desperate, and will try its chances the moment anything causes clergy of Laduguer to drop their guard even a little.

The **dragon**, being the former high priest of Laduguer (but not of mt. Peikon) is cunning and patient. It knows it has multiple routes to escape after gliding down the chimney. Its telepathy has surveyed the entire tunnel network by now, and it can pinpoint every living thing moving in it. It knows that going down further on chimney will only lead to Flammheftopa's room – another fight it won't be able to win. So, for now its chances are either defeating monk-brothers, fooling them somehow and sneaking out in its dwarf form or making enough trouble to move enough monk-brothers out of the temple to sneak out. It can shift through these plans quite fast, and is always willing to negotiate with any outside force to ensure its retreat. In any case that clergy of Laduguer becomes aware that this dwarf-dragon is still alive, they will stop everything to hunt it down and kill it – leaving their temple unattended.

Dragon cult room – ?

This is not a room within the facility. Instead, it is located in nearest major dwarven metropolis – and serves as a meeting place of dreaded dragon cult; the dwarves who venerate the process of dragomorphosis and see it as a blessing – the real curse being that some have to stay as dwarves and suffer under dragon's heel. However, these dwarves also believe that actual living dwarf-dragons are evil opportunists who would "ascend" before teaching others how to do so – making them only superficial sycopanth at best. Their main goal in facility is to seek out a dwarf-dragon, kidnap it and investigate it (or its corpse) to isolate the "essence of dracomorphosis". Their hidden temple in city is always staffed by **20-60 dragon cultists**, dwarves (MM1, p. 35 – 1 Hit dice, 1 attack with weapon) who wield small easily hidden weapons (of 1-4 damage range)

They use an artifact named *door of doors* to spy on the facility, and bide their time to assault it – they lack martial or magical prowess and courage as well.

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Door of doors

Door of doors is a simple wooden door, that activates its supernatural qualities when placed on middle of any room on metal hinges. After that, anyone who knows about door's name can choose to open this door as in place of any other door the opener has seen before. When opening such door in area that is surveyed by the owner of the Door of doors, there is additive 1% (starting with 1% and then 2% on next door opening – and going back to 1% once triggered) chance that any door in area opens to the room of the artifact instead of its regular room. Tis chance is always 90% for anyone opening the door on the main artifacts side.

When door is opened, the room it is will replace the room where the thought doorway would normally open, and the door that it replaces will be replaced by sealed wall. This will continue for as long as door of doors remains open, and doorway will return to normal once door of doors is closed.

However, partially due to existence of artifacts like this, many dwarven facilities, especially secret ones like mt. Peikon include quite few actual doors suitable for this sort of infiltration. Still, few creaks still exist – for an example the builders do not know that door of doors work on fake doors as well as real ones, making ROOM 18 the main point of infiltration. In addition to that, the doors to smithy in temple of Laduguer, the doors to saferoom next to deathfoam engine, the door that seals the chimney in common barracks and the door to rust monster cage in tramway. And of course, anyone can use one of these doors, enter the place and draw themselves a fake door on any wall afterwards...

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The room exists in nearest dwarven metropolis, one with over 750 000 inhabitants and no name in surface language – for it exists deep, 3 kilometers below the surface. Anything larger than dwarf will find it hard to move in its cramped corridors, and to top it all, the house even happens to be built on the bad side of down.

Random encounter table

After the relative peace of mt. Peikon was shattered, many monsters arrived – and continue to arrive to it from depths of earth, following the call of the dwarf-dragon stuck in the entrance to pillar of earth. This has leads to a situation where tunnels are rife with both monsters and zealous dwarves who are trying to regain control and seal any downward entrances. Maximum numbers of encounters are considered a standard number, and any less should be treated as result of losing members in prior fights (for an example, a dwarf guard patrol is normally 10 dwarves strong. GM should use full numbers whenever appropriate instead of rolling when appropriate).

Entries marked with * are potential player groups, in case players are them, reroll the result (save for dwarven heisters – there is always a possibility of more than one crew taking such promising job).

Roll result	How many? And what?		Doing what?	Tendency	Special
1	2-16 Dwarf guards	MM1, p. 35 – 1 Hit dice, 1 attack with weapon (see entry in MM1)	Patrolling the caves, searching for enemies	Always attacks, but will try to bring non-monstrous enemies to ROOM 12 as prisoners	
2	40-80 goblins	MM1, p. 47 – 1 Hit dice 1 attack for 1-6 dmg (clubs)	Summoned here by Laduguers temple to serve as cannon fodder when clearing the complex	Attack anyone except clerics of Laduguer – and dwarves other than clerics of Laduguer don't know they are here to help	Laduguers church keeps rest of their clan hostage to ensure their loyalty
3	Nightdwarf	MM1, p. 35 – 1 Hit dice, 1 attack with dagger for 1-4 dmg	Looking, spying around – seeing if everything has settled.	Will retreat and summon dwarves from nearest room	Ignore if all 5 have been dealt with in ROOM 3
4	1-4 Monk-brothers of Laduguer	MM1, p. 35 – 4 Hit dice, 1 attack with +2 weapons of dwarven variety	Patrolling the caves, searching for enemies	Always attacks, but will try to bring non-monstrous enemies to ROOM 21 as prisoners	Determine their spells randomly.
5	1-8 Dwarf robbers	MM1, p. 35 – 1 Hit dice, 1 attack with concealed weapons (1-6 dmg)	Are looking for the supposed treasure hoard below mt. Peikon	Will make deals with nonmonstrous encounters, but will betray them whenever it becomes advantageous.	Theres a 20% chance that one of them is a hidden dwarf-dragon checking out if Mt. peikon is a trap
6	Priest of Abbathor - Ilbegast	See entry on ROOM 20	Will try to recruit pawns to serve Abbathor – favours outsiders from surface	Will observe encounters from invisibility and/or levitating on roofs - ignoring them if deemed unsuitable.	
7	Flock of 1-12 harpies	MM1, p.51 – 3 hit dice, 2 attacks of 1-3 damage as claws and 1 of 1d6 as beak	Seeking beings to rob and eat, and possibly bring prisoners for Horthegramos	Attacks, but retreats swiftly if lethal response happens	Came through ROOM 14

8	Horthegramos	See entry at start	Always accompanied by 2-12 harpies, searching for dwarven treasure	Will try to take prisoners and press them to his service. Feigns terrifying mystic powers he doesn't have	If players are serving him, he has come after them anyways
9	Consolidated deathfoam	(MM1, p.49, 3 Hit dice, 1 attack for 3-18 damage inflicting contact with deathfoam)	Eats things that come near to it	Has intelligence of slime, can't be reasoned	Can be assumed to be able to crawl into spaces where deathfoam didn't spread
10	Klaustahv's mercenaries*	See ROOM 17	Searching the complex for its leader	Will fight to take prisoners, and gain knowledge on how they can become masters of mt. Peikon	
11	Villager champions, 8 fighters of varied (1-6) levels*	HD as level, armed with bronze axes (1-6 dmg). Highest lvl fighter has a +2bronze longsword	Searching the mysterious monsters who have messed with their village	Fight anyone, as they have trouble believing mere dwarves could be what they are looking for	Under the village ritual, affects as <i>Protection from Evil</i> - spell
12	1-4 dragon cultists	Armed with +1 daggers	Trying to search for a dwarf-dragon to take back through Door of doors	Will co-operate with everyone who doesn't work for Laduguer	Are hated by dwarves who know anything about dwarf-dragons
13	Ghost of the villager child	MM1, p. 43 – 2 Hitdice, 1 attack of aging	Searching for nightdwarf Mimre	Will not trouble nondwarves, but has trouble telling dwarves apart	Will pass to other side if his murderer is punished
14-20	Roll	on	deep	monsters	table

Deep monsters table

Invading monsters table. The other random encounters table, representing the monsters pouring from the wake of purple worm through ROOM 11.

Roll result	How many? And what?		Doing what?	Tendency	Special
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1	20-40 zombified goblins	MM1, p. 47 – MM2, p. 131 - 3 Hit dice, 1 attack for 1-6 dmg (clubs)	Were sent by some other underground power to test dwarven defenses	Attack anything on sight	
2	<i>Monster summoning I</i> 2-8 level 1 monsters	Varies	Summoned by time-traveling wizard, and sent to scout the facility for him	Spell forces them to attack anyone they encounter. Summons with higher Int will be sorry for that	Will dissipate in 2+ 1d4 rounds after being encountered
3	1-8 Snyads	FF, p. 83 – 1-1 HD, no attacks	Are looking to steal from the dwarves, of which they know have some sort of treasure	Will steal from anyone, but will bargain their help to anyone who can manage to capture them and spares their life	
4	1-6 Huge Pedipalps	MM2, p. 100 – 2+2 HD, 2 whips for 1-6 dmg and bite for 2-12 dmg	Hunting in tunnel left after purple worm	Are animals	
5	1-6 Wights	MM1, p. 100 – 4+3 HD, 1 attack 1-4 dmg and energy drain	Are here to file a complaint on behalf of their king, Durinfil VI (RIP), whose tomb the purple worm defiled	Snobby, will be haughty to anyone who isn't a royal, and downright rude to anyone who isn't a dwarf	Are dwarf wights, and possesses their racial abilities.
6	1-2 Crysmals	MM2, p. 26 – 6+6 HD, 1 attack for 3-12/2-8 dmg	Wanted a change of scenery and decided to follow the worm	Want to be left in piece, but regard all physical contact as threat	Are living rocks, communicate by creating images on their surfaces
7	2-20 low-level Svirneflbin	FF, p. 84 – 3 HD, 1 (+1) pickaxe attack for 1-6 dmg	Are looking to set up here after purple worm tunneled through their home tunnels	Are tired from their journey, but can be persuaded to talk things through if not they don't feel threatened	If treated well, they will share information that more worms are on their way
8	2-16 Vargouilles	MM2, p. 123 – 1+1 HD, 1 bite for 1-4 dmg	Are attracted to the evil of dwarf-dragon and seek to serve it	Will extinguish any sources of light they can on their way to the dragon	
9	Thought eater	MM1, p. 95 – 3 HD, eats thought – no other attacks	Sensed the psionic presence of the dwarf-dragon, came here to hunt it	Will try to get to the dwarf-dragon as fast as possible	Dwarf-dragons are terrified of thought eaters

10	1-4 Trolls	MM1, p. 97 – 6+6 HD, 2 attacks for 5- 8 dmg and 1 attack for 2- 12 dmg	Trying to make this into their new cave, it just has some shorties in it.	Unsavory and bad- smelling.	
11	1 sub-adult red dragon	MM1, p. 9 HD – 2 attacks 1- dmg and 2-20 dmg breath	As sub-adult, this one was suspectable for dwarf-dragons psionic calls	Searching for a hot red dragoness with a big treasure hoard that is supposedly under mt. Peikon	Will try and head to surface if there are no dateable red dragons around
12	Another purple worm	MM1, p. 80 – 15 HD, 2 attacks for 2- 14 and 1-8 dmg + swallowing	Summoned by dwarf- dragons telepathy	Hungry	Will burrow to current room from below, foreshadowed by shaking earth

Where Do I Begin?

For a newcomer, getting into the vast and expansive hobby of the Old School Reinassance can seem daunting. The superabundance of information, games, perspectives and material made available makes it difficult to get a firm grasp of what old school gaming is and to learn how to play properly. While the most important thing to do to get into it is to both run and play games, with different players and GMs, here is a quick list of material that will jumpstart your ascent to TRVE game mastery.

Old school material.

1. **1e Dungeon Master Guide and Player Handbook for AD&D 1e.** Unquestionably the most complete, total and expansive document on old school gaming ever put into words. Can be studied for months and every time a new insight is gained.
2. **B1 In Search of the Unknown.** The formative beginner module for both players and GM. The unique feature of letting the GM place the monsters and treasure in the keyed map is an excellent tutorial, and the forgiving difficulty helps one gain experience with B/X.
3. **B2 Keep on the Borderlands.** Another formative beginner module. The open-ended campaign, the many different factions of enemies, the homebase, all of it starts here.
4. **G series.** Penned by the hand of Gary Gygax himself, G1 – 3 are terrific adventures with complex maps, intelligent opponents, fiendish traps, secret doors, prisoners to free and deadly opponents that strike at the core of what Old School D&D is all about.
5. **D series.** A follow up to the stellar G series, D1-3 ventures deep into the perilous Underdark, and challenges players on both the tactical, strategic, logistical and the roleplaying front. Anything from pitched battles to the infiltration in an alien society to battle with a demon queen.
6. **T1 the Village of Hommlet.** A low level module that does a great job at setting up an atmosphere, detailing a village full of intrigue, and providing a low level dungeon with standard elements that is nevertheless very atmospheric, and serves as a springboard to kick off a campaign.
7. **X1 the Isle of Dread.** The principle of the Hex Crawl is an important component of the game, almost as much as the dungeon. X1 takes the players to a perhistoric island filled with vicious natives, dinosaurs, giant animals and more sinister threats.
8. **C1 Hidden Shrine of Tamoachan.** An almost perfect tournament module and great fun to boot, and a great illustration of combining exotic flavor with solid dungeon design principles.
9. **The Caverns of Thracia.** What are these megadungeons everyone keeps talking about? What do you mean multiple levels? Factions? Learn about that and more in this fantastic greek-flavored megadungeon by the great Jaquays.
10. **The Wilderlands of High Fantasy.** Another Judges Guild product by the great Bob Bledsaw, the Wilderlands are an excellent primer on the Sandbox campaign and the type of information you are likely to need.



The Carcass of Hope

Carcass of Hope

An AD&D level 3-4 adventure by Zherbus



Carass of Hope

An affluent family crypt turned defunct in the idyllic town of Hope that was destroyed. In those crypts, riches are buried with the dead tempt adventurers. As the evils that have made the ruins of Hope its home, a cult has turned its eye toward the crypt and the powerful artifact hidden within.

Carcass of Hope is a dungeon-based adventure with undead and occult themes. There is plenty to investigate to get an advantage to the wealth within and to avoid ruin, contained within a contingent crypt dive.

Thanks

Playtest Group 1: Sammy, Jos, Melee, and Shogun

Playtest Group 2: Matt, Don, Nick, Jess, Cameron, Braedon

Interior maps drafted in Dungeondraft, then completed in GIMP. Exterior map done in Wonderdraft. Interior art crudely traced by me. Color art AI generated by Midjourney.

Introduction

For AD&D characters of around level 3-4. This is a simple adventure to start, but there are methods of information gathering that could be employed if players are curious. This module tries to anticipate many of the related connections, but requires very few or none of them. At its heart, this is about delving into a crypt and hauling out long-abandoned treasures.

This module may have many outcomes. The adventurers could succeed monetarily or die, of course. They could destroy the mirror or they could become monsters themselves. They may want to defeat the cult at the source or ally with them. It's all dependent on the player's whims and abilities.

Background

Long ago, The Penumbra Mirror had previously been used by Edwyn Mirthmane to uncover treasonous threats to the Spire Kingdom. This led to Edwyn becoming a close advisor and lord. As the Mirthmane family came into prominence in the area, they became very wealthy. Eventually, a cemetery was built in Hope, with their crypt at the center that houses many generations of the Mirthmane family. The mirror had been sealed away within and its secrets lost to time.

Decades later, Derec Mirthmane suffered the loss of his wife in childbirth to their third child. Derek sought the power of the mirror to change his fortune, but wasn't armed with the knowledge to do so. As a result, he monstrosly transformed and slaughtered and razed the Idyllic village of hope. The Mirthmane family soon became defunct, with the remaining children missing.

In the present day, a Cult of Desir, in service to a dead god, has been seeking the mirror buried within.

Hooks

The timer - The party learns from a soldier at the Hissing Bass, passing through Mirfield, that a regiment of fifty Royal Soldiers and Spire Magi are to exterminate the dangers and vermin at the Mirthmane Cemetery by royal decree. All crypts and mausoleums will be sealed and warded with its riches inside, out of respect for the defunct family. Hope will then be secured and rebuilding will begin. This regiment is set to arrive in ten days.

The benefactor - A one-eyed entirely hairless magician, Evuxon, from the Spire finds and hires the party in Mirfield to recover the Penumbra Mirror for 3000 gp. He will provide a scroll of restoration and 3 potions of healing upon the signing of a contract which promises one character's soul.

The imposter - The Cult of Desir sends a man, claiming to be Georgio Mirthmane, to hire the adventurers in Mirfield for 1000 gp to exterminate the Harpy and Goblin infestation of the graveyard so that his family's legacy may be restored and protected. He assures the party that the treasures within are many and promises they'll like what they find.

Notable Mirfield NPCs and Locations

Mirfield has little in the way of luxuries but most necessities can be found there. In addition to Gavin and Alto, 1d4 additional level 1 fighter henchmen may be hired.

The Hissing Bass - Local Tavern and Inn. Has four available rooms at 1 gp per night. Rumors can be found here.

Bar patrons

Patron	Rumor	True or False
Drue - middle aged man, gray beard, chubby.	The Mirthmane Cemetery in Hope had been infested by the activity of the dead, harpies, and goblins.	True
Gavin - young man, well built, cocky. Can be hired as a level 1 fighter henchmen.	The Mist Oak has a nocturnal side and is suspected of being a den of vampires.	Partly
Tib - middle aged man, scrawny, floppy brimmed hat	There is a cabin in the Mist Oak that one can only find when lost.	True
Muriel - middle aged woman, coarse voice	Christin, the local tanner, never returned from his monthly hunt in the Mist Oak.	True
Daniel - middle aged, bald on top, long gray hair and short beard.	The Tower of Vuul houses the secrets of the Magi and, at its apex, a bell that has not been rung in decades.	True
Ellyn - young woman, fiery red hair, slow to form words	A recent holyman has come to Hope and begun his righteous cleansing pilgrimage.	False
James - heavy set, long hair, refuses to wear a shirt.	A staggering amount of treasures are buried in those crypts. The dead guard them.	True

Constable Acur - The Constable is aware of all of the rumors and knows which are true or not. He employs a total of 20 guards.

The Mirfield General and Arms - A general store run by **Eloisa**, a portly middle aged woman. A GM should stock what they wish, but supplies are limited. She sells no armor, but does have plenty of bows, arrows, axes, rope, torches, packs, sacks, and the like.

Milton Neb, the purveyor of Questing Books. Milton will buy most any book that appears remotely collectable. If pressed for information about the Mirthmane family, he may allow supervised research of his books to find out one random timeline fact (d12, omit the first and last entry).

Gethloch Manor - This is a house of a former affluent family of treasonists. It was formerly known as the Saudicus house. The house has since been repurposed as partially a museum with some town offices.

Church of the New Dawn - A small chapel to Alaunus, the Sun God. The congregation is led by a level 6 cleric named Lowrine. Services may be provided and a single level 1 cleric named Alto the Pious may be hired for an equal share to the church and a promise of the extermination of undead.

Key locations

Mirfield - This is the central village where the adventure starts. Along the rushing rivers, drab cobbled streets and wide shingled wooden houses are surrounded by farmlands. A silhouette looms of a giant river-fed wheel that powers the central mill.

Hope - Hope had many of its citizens slaughtered 25 years ago, one tragic night (by Derec Mirthmane). The town was set ablaze and has been haunted since. All that remains of Hope is burnt husks of buildings arranged in concentric circles, a cemetery that has fallen out of repair, a eastern hilltop shrine to the old gods now inhabited by the Cult, and at its west outskirts the ruins of the Tower of Vuul.

Mist Oak - Vision will begin to be limited by thick fog, showing only faint tree outlines. Trees grow denser and the ground becomes uneven as travel continues towards its center. Notably the sounds of nature will have gone silent and sunlight snuffed.

There is a 1-in-6 chance per hour for The Stalker to become aware of the party and begin his hunt. If a two is rolled on that check, the adventurers will discover Derec's Cabin.

Derec's Cabin - A simple one room cabin made of stone and windowless, 20 feet to a side. There is a bed, a fireplace with signs of burnt pages, piles of furs, leather clothing, an assortment of tools, knives, and bones. Investigation of his cabin will uncover the flagstones shift to reveal a 10 foot cube chamber, in the earth, with a fine steel reinforced coffin.

There is a 2 in 6 chance that The Stalker will see the adventures if they find this cabin during the day. He will be there at night. See his entry more on his hunt starting.

Tower of Vuul - An monolithic abandoned tower, tapering up to an implied horizon of fog. It sits atop a hill full of a hundred gravemarkers of swords, pitchforks, and axes with a few skeletal trees reaching toward the tower's height. The tower is now home to a hunting Gibbering Mouther which has a 2 in 6 chance of encountering travelers. **(HP: 28 HP); AC 1, Move 6" in marsh, otherwise 3, HD 4+3; 6 attack for latching for 1 dmg each +1 1 SA; SA:spit to blind for a round; and confusion gibbering.** (see Appendix B).

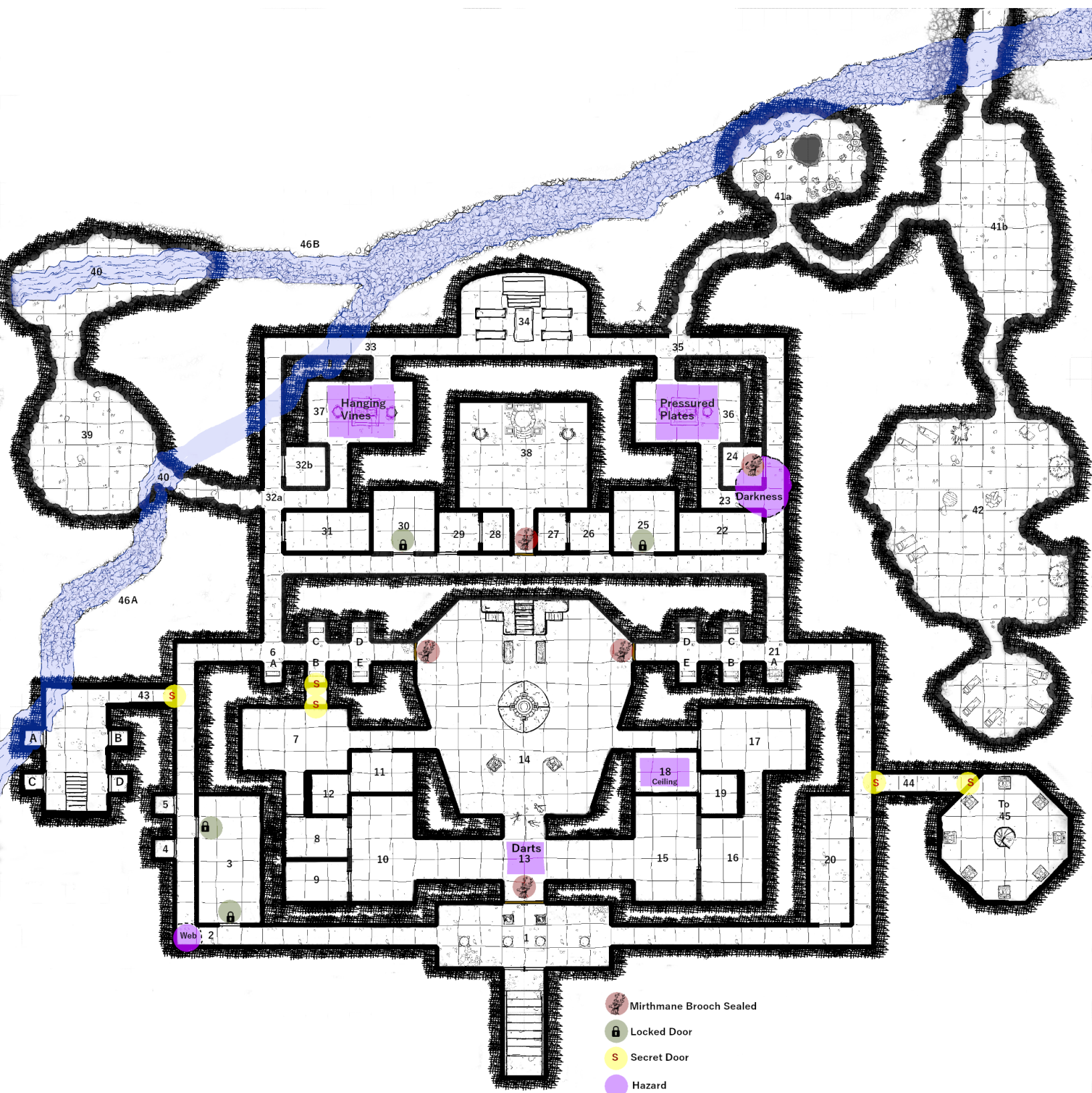
Mirthbane Cemetery - The cemetery is home to graves, the Mirthmane crypt, and a few grotesque statue-topped mausoleums. It rests on top of a **plateau** leveled out of a massive hill generations ago. **Twisted iron fences** have fallen into disrepair. Eroded over time, there are natural cave systems that have emerged through the area. A huge **sinkhole** on the west side houses a roost of harpies, while a **cave** to the east side is the current home of a goblin tribe.

Every turn spent in the graveyard results in a 1-in-6 chance of 1-2 **Gargoyles** attacking. **AC 1, Move 9"/15", HD 4+4; 4 attacks 1-3/1-3/1-6/1-4; SD: +1** or better weapon to hit.

See **Appendix A** for generation of miscellaneous crypts in the graveyard if the players will be stealing from the dead other than the Mirthmanes.

Cultist Commune - The south of the lake has an encampment of the Cult of Desir based out of an abandoned old god shrine. Falshir the Wise, the mouth-sewn prophets, and 4d8+2 cultists will be here at any time, living in the abandoned village (see **Appendix D**). If asked about it, expect a Mirfield local to recount the following:

"Wrathful sermonizer who rants about bringing back the old ways. He is always followed by his vile prophets, mouth-sewn and insane. It is rumored that he lined up his children, one by one, and executed them for impurity."



Mirthmane Crypt

Unless otherwise stated, doors are stone, walls are smooth cobbled masonry, and ceilings are 15' high. Burial alcoves are roughly 3 feet deep and fitted with wooden coffins inside.

Crypt Random Encounters

1	1-2 Huge Spiders	AC 6, Move 18", HD 2+2; 1 attack for 1-6 damage plus save vs. poison or die, web; surprises on 1-5
2	4-7 Ghouls	AC 6, Move 9", HD 2; 3 attacks for 1-3/1-3/1-6 damage, save vs paralyzation
3	2-12 Giant Rats	AC 7, Move 12", HD 1-4 HP; 1 attack for 1-3 damage, save vs poison or diseased
4	2-5 Harpies	AC 7, Move 6"/15", HD 3; 3 attacks for 1-3/1-3/1-6; singing and charming
5	3-12 Goblins	AC 6, Move 6", HD 1-1; 1 attack by weapon (half with shortsword (1-6) and half with shortbows (1-6))
6	Ochre Jelly	AC:8, Move 3", HD: 6; 1 attack for 3-12; lightning will divide it

1 - Entry

An archway swallows a wide set of stone stairs, littered with refuse, into the darkness for over 20 feet. In the depths, Four pillars run through the center of the room leading their way to hallways east and west. **Two angelic statues** frame **sealed double stone doors** to the north. Graffiti on the double doors reads simply 'MURDERER'. A group of **six goblins** is between the center pillars butchering a pair of wild dogs.

- ❖ **Goblins (1, 4, 6, 5, 4, 6); AC 6, Move 6", HD 1-1; 1 attack 1-6 (3 with short swords, 3 with short bows and 12 arrows each)**
- ❖ The **doors** are **magically sealed**, though a *Dispel Magic* would work. Attempts to force the door, picking

the **oval-shaped keyhole**, shoving, or casting a *Knock* spell on it, will cause the **statues** to emit a **high piercing noise for 1 round**. Roll two random encounter rolls if this occurs.

- ❖ Uttering 'Edwyn' while holding a Mirthmane brooch causes the brooch to become featureless, but if used within 30 feet of any sealed door will disarm the magic seal and disable the statues for 1 turn. The brooch will become useless after this.

2 - Spiders Nest

The smooth masonry of the long corridor extends out of torchlight. Eventually it will bend north. In the corner, **thick spiderwebs** stretch from ceiling to floor. First size **egg sacs** rest on the floor.

- ❖ There are two **huge spiders** hidden along the ceiling 20 feet east of the web, which surprises on a 1-5 in 6. (**HP: 14, 12**); **AC 6, Move 18", HD 2+2; 1 attack for 1-6 damage plus save vs. poison**
- ❖ The **egg sacs** (6) each have a 1 in 6 chance of hatching each round. 1d4 **Spiderlings** will be hand size. (**HP: 1**); **but same stats as the huge spider**
- ❖ The **spiderwebs** will take 1 turn to cut through or 1 round to burn away.

3 - Urns of Pets and Steeds

Locked stone **doors** lead into a large room of dusty air that causes a slight caustic sting to the eyes. It is ribbed with stone shelves in the center and along the north and east walls. These shelves have varying sizes of **clay jars and urns**.

- ❖ The **doors** can be unlocked from the inside but are fragile and break on use.
- ❖ The **jars and urns** hold the cremated remains of the family pets and mounts. There are **60 jars** in total. They can open and dump **20 jars in a turn**. This will create enough dust which becomes difficult to breathe naturally in this room (-1 to hit rolls, and saves) until after a day has passed. More **careful sifting** through the jars will take **3 turns for 20 jars**.
- ❖ Each of these jars has a 20% chance to contain anything of worth. Roll a 1d10; (1) A diamond studded collar worth 40 gp. (2) A hidden **pearl of power**, presumably swallowed by someone's dog ages ago. (3) A mithril name tag (25 gp). (4) A small oval ruby worth 75 gp. (5) An amethyst worth 20 gp. (6-10) melted gold worth 1d4 gp.

4 - Storage A

Wooden brittle shelves are full of broken glass vials and boxes of expired embalming and burial supplies. A thick layer of dust covers most of the room, broken up by small footprints. Motes of glowing lights dance in the center of the room. Glinting off of the light is a small sapphire ring worth 90 gp. A rolled up parchment sits on the top shelf. It reads as below.

*The riches vast stored deep below,
Swords that gave the telling blow.*

*Burglars seek to steal these things,
Goblets gemmed and wedding rings.*

*Doors long sealed off with magic effect,
Thieves and fools found the Room of Respect.*

*Treasures rich in the dark were sought,
But whisked away by Old Uncle Arnaut.*

-Rhymell the Red

5 - Storage B

Long splintered crates litter the room. A dead bronze masked **cultist** lies mostly **engulfed** up to his exposed ribcage by patches of wet stone immediately inside the doorway.

- ❖ **Gray Ooze (HP: 16, 14); AC 8, Move 1", HD 3+3; 1 attack for 2-16 damage, spells do no harm except lightning**
- ❖ On the **cultist** corpse is a destroyed to the hilt short sword, an intact dagger, and a necklace worth 160 gp.

6 - Hall of Highlash

The hallway branches east and north. The hall is lined with ornate dove-themed stone molded chambers which each house a **sarcophagi**.

Removing the lids, unless otherwise noted, can be done in a round with a successful open doors roll and will send the lid crashing to the floor. A second person may help to steady it if they wish to not have it drop and shatter on the stone floor. If they do not take care to do so and noise is made, it'll call for a random encounter roll. Otherwise they each take 2 rounds to open carefully. **Sarcophagus** tables should be rolled on all of these except for B and C, which are empty of anything of value.

- ❖ A - Heavy stone lid, intact. The name of Samuel Highlash is etched in the stone with a symbol of a many-rayed rising sun.
- ❖ B - Destroyed stone lid, looted. A secret revolving door is hidden behind it leading south.
- ❖ C - Destroyed stone lid, looted.
- ❖ D - This lid has already been moved slightly and has scorch marks along the front edge of the lid. The name Lukas Highlash is etched here. Inside is a skeleton wearing a white robe with red trim, bearing the symbol of a many-rayed rising sun.
- ❖ E - Heavy stone lid, intact. The name of Tess Highlash is etched in the stone with a symbol of a many-rayed rising sun. Trapped with a Glyph of warding (18 damage). Inside, with Tess' skeleton, is a Mirthmane brooch, a *Rope of Climbing*, and a roll on the sarcophagus table.

7 - Highlash Family Crypt

North and west walls are lined with recessed burial alcoves. There are three rows of five along the north wall. Three rows of three along the west wall. Preserved **wooden coffins** sit in each alcove completely intact, except the north center.

- ❖ Disturbing any of the coffins causes 2d4 of the dead to rise and attack from the coffins. All are buried with ceremonial short swords. Coffins take one round to break and search.
- ❖ The north center alcove has a false backing which leads to the secret hallway north.
- ❖ Coffin tables should be rolled on all of these that are searched or burst open with skeletons.
- ❖ **Skeletons (HP: 1-8); AC 7, Move 12", HD 1; 1 attack for 1-6**

8 - Statues of Mirthmane

There are two sculpted pillars, each nesting a warrior's likeness, that frame the **north door** on the south side. The pillared **statues** depict bearded, horned helmeted, and armored men bearing, with impossible detail, a surcoat bearing an antlered stag head. They stand 7 feet tall and each bear a stoney sword grasped downward between their legs.

- ❖ Passing with a displayed Mirthmane brooch makes the room virtually uneventful.
- ❖ Touching the north door, or coming in from the north, causes the **statues** to animate unless a Mirthmane brooch is displayed. They do not attack at first, but do move to intercept to prevent passage in either

direction. Showing a brooch will cause them to remount their pillars.

- ❖ **Caryatid Column (HP: 22, 21); AC 5, Move 6", HD 5; 1 attack for 2-8, Normal weapons do half damage, magic weapons do full damage with no magic bonus. Weapons striking it have a 25% to snap, reduced by 5% per plus of the weapon**

9 - Child Crypts

South and west walls are lined with **small** recessed **burial alcoves**. There are three rows of three along the south wall. Three rows of two on the east wall.

- ❖ Upon entering **2 giant rats** in the **south center alcove** hide which shifts a yellow and blue striped ball to fall onto the floor and roll for a bit. Initially, all that the players will see is a **ball falling** out of the alcove and **rolling** on the floor.
- ❖ **Giant Rats (HP: 3, 4); AC 7, Move 12", HD 1-4 HP; 1 attack for 1-3 damage, save vs poison or diseased**
- ❖ Every round that someone remains in the room an apparition of a **child** streaks by **giggling** from the east wall to the doorway and disappears again. It's not an interactable entity.

10 - Mirthmane Art

Frescoes with no wear are displayed on the smooth stone walls of the **north, north east, and south walls**. Red banners of moth-eaten fabric fill the rest of the walls, bearing the antlered stag's head.

- ❖ The **north wall** is covered by a painting of a sky blue **robed man** in a stone chamber with stained glass windows looking into a **mirror**, the reflection is a comfortable looking bedchamber with an open balcony looking off into a sunlit day framed by house rooftops arranged in concentric circles.
- ❖ The **north east wall** bears a **woman** in a form-fitting white gown, a necklace with a golden brooch, kneeling, before a pillared statue of a horned warrior.
- ❖ The **south wall** shows a **large manor**, vibrant stucco walls framed by stained wooden beams. A fountain in the front shows two cherubic figures in a frozen leaping motion, water spouting from their chubby lips.

11 - Soldiers burial

The east wall has three rows of two recessed burial alcoves. Preserved wooden **coffins** sit in each alcove completely intact.

The floor tiles here are cracked in the center and a corroded chain lays in the center.

- ❖ Disturbing any of the **coffins** causes 1d4+1 of the dead to rise and attack from the coffins. All are buried with long swords, chain mail, and shields. Coffins take one round to break and search.
- ❖ Coffin tables should be rolled on all of these that are searched or burst forth with skeletons.
- ❖ **Armored Skeletons (HP: 1-8); AC 4, Move 12", HD 1; 1 attack for 1-8**
- ❖ The exception is the bottom center coffin is scorched with a wrapped urn. The urn itself contains dog ashes, with the mithril name tag 'Summer' (25 gp).. It is wrapped in a **cloak of protection +1**.

12 - Servants burial

A dozen erratically floating candles light the room. The west wall has three rows of two recessed burial alcoves. Preserved wooden **coffins** sit in each alcove completely intact.

- ❖ Disturbing any of the **coffins** causes 1d3+1 of the dead to rise and attack from the coffins. All are buried with no weapons. Coffins take one round to break and search.
- ❖ **Skeletons (HP: 1-8); AC 7, Move 12", HD 1; 1 attack for 1-3**
- ❖ Coffin tables should be rolled on all of these that are searched or burst forth with skeletons.
- ❖ The candles once grabbed extinguish rapidly and will turn to dust.

13 - Foyer beyond the sealed door

The foyer and its halls are wide and several worn and moth-eaten red Mirthmane antlered stag **banners** rest along the west and east passage ways. Here the ceiling vaults up to 30 feet. The passageway north leaks blue light into the center of the foyer.

- ❖ Numerous hidden apertures dot the ceiling here, covering this entire 20x20 intersection. The entire area is pressure plated with the exception of the outer 2 feet and will release a rain of darts (6d3 damage to everyone in the area of effect). Save vs breath weapon for half unless care is taken. There is a switch hidden behind one of the **banners** that disables the trap.

14 - Room of Mourning

Three **skeletons** lay on the floor here, bones and skulls splintered. Two angelic **statues** are twenty feet ahead looking towards the south hall. A **marble fountain** sits in the center of the room, water still fresh and flowing. Two ornamental **sarcophagi** sit before a **raised dais** at the far north. Magically sealed stone **doors** are to the east and west of the north portion of the room.

- ❖ The **skeletons** are nearly bare and browned. One has a shattered **rib cage**. Another has a skull crushed and a **hammer +1** lies on the floor just out of its reach. The third has no discernable wounds or weapons.
- ❖ If someone walks into the room without a Mirthmane brooch, the angelic statues will cause the **statues** to emit a **high piercing noise for 1 round** that may attract a random encounter by way of 6b.
- ❖ The **raised dais** has a book full of names of various people who have come long ago to pay their respects. This was a funeral attendance record for Gwyn and Derec Mirthmane from 25 years ago. Neb will pay 300 gp for this. If this book is taken, Derec will know and will arrive to begin his stalking in 24 hours. Replace Ochre Jelly with The Stalker on Random Encounters then.
- ❖ The **sarcophagi** are solid stone and false, the one on the left has a raised sculpting of an etching of a fair woman with braided hair that winds around her neck to her chest in a classic gown. (Gwyn Mirthmane) The one on the right is a raised etching of a thin male, bearded with a circlet, wearing a billowy tunic and vest. (Derec Mirthmane)
- ❖ Uttering '**Edwyn**' and holding a Mirthmane brooch causes it to become featureless. If used within 30 feet of any sealed **door**, it will disarm the seal for 1 turn.

15 - Mirthmane Art

Frescoes with no wear and displayed on the smooth stone walls of the **north, north west, and south walls**. Red banners of rotting and damp fabric fill the rest of the walls, bearing the antlered stag's head.

- ❖ The **north wall** is covered by a painting of a comfortable looking bed chamber, a four pillared bed as the backdrop. A fist-sized runic triangular stone on the floor. The sun filters into the room illuminating a floating mirror. In the reflection, a robed man in a stone chamber with stained glass peers at the paintings viewer.
- ❖ The **north west wall** is covered by a painting of a pair of children, one girl and one boy, playing with a terrier

in an idyllic yard of grass with a large stucco and dark wood manor in the background. Further investigation shows a black-haired woman watching the children from an upstairs window, then her head turns to look directly at the viewer.

- ❖ The **south wall** shows a man, clad in shining plate armor riding through a village setting waving at adoring commoners.
- ❖ Should one study the **north east wall** and focus on the woman in the window, after one round a cacophony of wails echoes through the entire complex from the east (from The Wailing Midwife). This will alert Derec, which will have him arrive in 24 hours. Replace Ochre Jelly with The Stalker on Random Encounters then.

16 - Child Crypts

A pile of partially digested **goblin corpses** and rags takes up the center of the room. The south and west walls are lined with small recessed empty burial alcoves. There are three rows of three along the south wall and three rows of four on the east wall. Two ogre-length **worm-like cephalopods** slide and buzz frantically down the walls.

- ❖ **Carrion Crawlers (HP: 14, 16); AC 3/7, Move 12", HD 3+1; 8 attacks to paralyze**
- ❖ Digging through the **goblin corpses** will reveal eggs that have been laid, a **silver necklace** worth 180gp, and a large **platinum drinking stein** worth 600 gp.

17 - Mirthmane Family Crypt

North and east walls are lined with recessed burial alcoves. There are three rows of five along the north wall. Three rows of three along the east wall. Preserved wooden **coffins** sit in each alcove completely intact.

- ❖ Every two turns, an apparition of a woman appears, wearing a maids outfit drenched with blood. She looks at her bloodied hands with a horrified look on her face and screams. The only way to interact with her is a successful turn undead by a cleric (as a ghoul) in which she'll bear her teeth directly at the priest, exposing fanged teeth as she hisses and vanishes for good.
- ❖ Disturbing any of the **coffins** causes 2d4 of the dead to rise and attack from the coffins. All are buried with ceremonial short swords. Coffins take one round to break and search.
- ❖ **Skeletons (HP: 1-8); AC 7, Move 12", HD 1; 1 attack for 1-6**
- ❖ Coffin tables should be rolled on all of these that are searched or burst forth with skeletons.

18 - Soldiers burial

The **west wall** has three rows of two recessed burial alcoves. Preserved **wooden coffins** sit in each alcove completely intact. The room smells like curdled milk and fungus; the ceiling is moist from the dampness of the ground above. 1-in-6 per round that the ceiling collapses dealing 2d6, save vs breath to dive out of the room in time.

- ❖ Disturbing any of the coffins causes 1d4+1 of the dead to rise and attack from the coffins. All are buried with long swords, chain mail, and shields. Coffins take one round to break and search.
- ❖ The **middle left** coffin is trapped with a **poison needle** (25 damage or save for 0) and contains a **ring of fire resistance**.
- ❖ **Armored Skeletons (HP: 1-8); AC 4, Move 12", HD 1; 1 attack for 1-8**
- ❖ Coffin tables should be rolled on all of these that are searched or burst forth with skeletons.

19 - Servants burial

This room is slightly yellow-lit by a phosphorescent moss growing in the north east corner. The east wall has three rows of two recessed burial alcoves. Preserved wooden **coffins** sit in each alcove completely intact.

- ❖ Disturbing any of the **coffins** causes 1d3+1 of the dead to rise and attack from the coffins. All are buried with no weapons. Coffins take one round to break and search.
- ❖ **Skeletons (HP: 1-8); AC 7, Move 12", HD 1; 1 attack for 1-3**
- ❖ Coffin tables should be rolled on all of these that are searched or burst forth with skeletons.
- ❖ The moss can be gathered and will glow 10' for 24 hours.

20 - The long room

This room contains a central long stone table, plain and rectangular. A lone horned skull, bleached white, sits at the center. A shallow pool of foul smelling, yellow-brown water has pooled up in the north west corner.

Four **cultists**, black leathers under dark cowled cloaks, wearing bronze featureless masks are waiting in here along the east center side of the room. There is a fifth **wounded** cultist on the stone floor, unconscious, at their feet.

- ❖ The **cultists** are terrified and will attack anything coming through either door immediately. They are being quiet and hiding while tending to the dying cultist. They will throw both daggers immediately, then all three will engage with short swords. The **wounded** one possesses a scroll of *tongues*, a *scroll of light*, and a scroll of *tenser's floating disc*. Interrogated, they tell of the ghouls in room 22.
- ❖ **Cultists – Level 2 fighters (HP: 9, 11, 13, 14); AC 7 (studded leather armor), Move 12", HD 2; 2 attacks for 1-4 with thrown daggers, 1 attack for 1-6 with short sword**

21 - Hall of Mirthmane

The hallway branches west and north. The hall is lined with ornate stag-themed stone molded chambers which each house a **sarcophagi**.

Removing the lids, unless otherwise noted, can be done in a minute with a successful open doors roll. A second person may help to steady it if they wish to not have it drop and shatter on the stone floor. If they do not take care to do so and noise is made, it'll call for a random encounter roll. Otherwise they take 2 rounds to open. Sarcophagus tables should be rolled on all of these except for D, which is empty of anything of value.

- ❖ A - Heavy stone lid, intact. The name of Gerald Mirthmane is etched in the stone with a symbol of an antlered stag's head. When the lid is moved, nozzles from the ceiling spray out a paralytic gas with a loud gurgling and hissing. This has a 2 in 6 chance of alerting the ghouls to the north. Save to negate or all in 10' radius from the sarcophagus are paralyzed for 2d4 rounds.
- ❖ B - Cracked stone lid, can be taken in pieces easily and quietly enough if care is taken. Pieces of stone are missing, but it also appears to have had the antlered head etchings with the partial name of ...us Mirthmane.
- ❖ C - Heavy stone lid, intact. No name is on this lid, but instead an etching of a rising sun.
- ❖ D - This sarcophagus has already been opened, the inside looted, and its lid rests at an angle on the floor. A skeleton lies inside wearing white robes with red trim.
- ❖ E - Heavy stone lid, intact. The name of Victor Mirthbane is etched in the stone with a symbol of an antlered stag's head.

22 - Marrow sucking Ghouls

This door is open and loud ravenous smacking and sucking sounds can be heard approaching it.

Five **ghouls** hung over the bodies savoring the meal. Two dead cultists lay spread open at the abdomen, one is missing a leg, in the center of the room. This room houses four ornately gold leafed Mirthmane **Sarcophagi**.

- ❖ **Ghouls (HP: 9, 11, 9, 13, 8); AC 6, Move 9", HD 2; 3 attacks for 1-3/1-3/1-6 damage, save vs paralyzation**
- ❖ Searching the **sarcophagi** uses the Sarcophagus table. Add a 40% chance of a Mirthmane brooch additionally being in each.
- ❖ Each sarcophagus disturbed also has a 25% chance of invoking the defiling ire of a Wraith. **Wraith (HP: 25); AC 4, Move 12", HD 5+3; 1 attack for 1-6; level drain; can only be struck by magical weapons or silvered for half damage**

23 - South path to Edwyns Resting Place

Due to the ghouls' movement nearby, **Darkness envelops the entry to this hall to the north just beyond the door to 24.** It will run out in six turns provided no new movement is detected by an enchanted inset **onyx stone** (if pried out, worth 150 gp) within 50 feet of the intersection. If movement is detected, the Darkness 15' radius spell will reapply itself for 6 turns. A *light* or *continual light* spell will make it subside for their duration. Removing the onyx ceases its function.

The smooth stone hallway bends north where a blue light filters in, illuminating the north-south portion of the hallway, which may be seen from the main chamber. A **dwarven skeleton** rests here (in the Darkness unless dealt with), leaning on the wall, slack jawed as if in mid-scream. A pale **yellow mold** covers most of the skeleton, the entire floor, and reaches halfway up each wall.

- ❖ **Yellow Mold (No HP); AC: Always hit; Move 0", HD: -; 50% chance per contact to release spores. Save vs Poison or die. Only affected by fire. Enzymes eat anything that isn't metal or stone**
- ❖ Under the **dwarven skeleton**: 1 gold bar worth 500gp, 11 gp, 50 silver, some loose lockpicks, a **shortsword +2** which will need new hilt wrappings, and the remains of a crossbow.

24 - Mirthmane Heirloom Vault

Door is sealed magically and needs Edwyn's or Marged's Mirthmane signet ring presented. When it opens, there's a pressurized hiss after a latching click. The entrance to this may be in the magical darkness.

Stone **shelves** are affixed to the north, west, and south walls. One wooden and steel banded **large chest** sits on the floor, flanked by **two smaller chests**.

Shelves

- 1 Set of Silverware bearing the Mirthbane family crest worth 350 gp.
- 4 Flagons of bronze inset with emeralds worth 140 gp each.
- 1 Onyx statue of a sitting elephant bipedal god worth 750 gp.
- 1 Ledger Book with loose documents worth 1000 gp to Milton Neb.
- 1 Golden Bracelet inlaid with silver worth 350 gp.

Chest (trapped with a poison needle, save or die).

- A folded and pristine violet cloak (**Cloak of Displacement**)

Small chests are full of coins

- 400 gp in each chest
- 100 pp in each chest
- 500 sp in each chest

25 - Second Room of Knights

The door to this room is locked. **Two sarcophagi** sit in the center of the chamber. A grim reaper **statue** stands in the southwest corner. Two beams of magical white light, filtering dust, illuminate from the ceiling down to each sarcophagi. Emblems of a golden antlered stag crest the heavy stone lids of each. Each bears a golden plate on the front, with writing.

- ❖ The **Sarcophagus** on the left reads, "Raff the Demon - A haunt to the lizard men tribes for decades. A true horror to those who would raid our innocent farmers. May he know peace." Inside this sarcophagus is a skeleton buried in a simple brown robe, which still has some elegance with the red trim. A glowing sword rests across his chest, its edges glowing white. This is a **Bastard Sword +1, +4 vs Reptiles**.
- ❖ The **Sarcophagus** on the right reads, "Amfrid the Warden - The shining light to keep the darkness of the burial grounds at bay. May he never know the Undeath he worked so hard to destroy." Inside the sarcophagus is a skeleton buried in fine leather armor that looks freshly oiled underneath a red surcoat bearing an antlered stag head. A jeweled dagger is still clutched

in his boney hand. This is **Leather Armor +1** and a dagger inset with rubies worth 600 gp..

- ❖ If either sarcophagus is touched, the **statue** animates into a Stone Guardian to attack the offender. **Stone Guardian (HP: 28); AC 2, Move 10", HD 4+4; 2 attacks for 2-9/2-9; Suffers ¼ damage from edged weapons, normal missiles do not harm it at all, takes half damage from cold, fire, and electrical spells. Can see invisible.**

26 - Second Room of Deeds

The door to this room has been bashed in. Frescos of gallant knights and their squires have been defaced with blood and feces to the point of barely anything visible. Three smashed wooden tables lay splintered on the floor here.

27 - Second Room of Squires

The room holds two smaller stone **sarcophagi**. Both have been shattered and looted. A broken statue of a grim reaper lay strewn on the floor here. Five goblin corpses, naked and partially eaten, lay here rotting for weeks.

28 - First Room of Squires

The room holds two smaller stone **sarcophagi**. A fresco of an abstract youth serving his knight-lord in a variety of ways is impressed along the east wall. A grim reaper **statue** stands in between them. Searching the sarcophagi should use the Sarcophagus tables.

- ❖ If either **sarcophagus** is touched, the **statue** animates into a Stone Guardian to attack the offender. **Stone Guardian (HP: 26); AC 2, Move 10", HD 4+4; 2 attacks for 2-9/2-9; Suffers ¼ damage from edged weapons, normal missiles do not harm it at all, takes half damage from cold, fire, and electrical spells. Can see invisible.**

29 - First Room of Deeds

Murals fill every inch of walls except the two doorways. They detail daring rescues, township defenses, and slaying of a great troll. Three tables sit triangular in the center of the room. A **book** lay carefully atop each one.

- ❖ The **murals** detail knights being adored by common folk, an armored warrior bearing a glowing spear terrifying lizardmen while a younger warrior rides at his side, and a cloaked knight cutting a ghouls throat open mid-fight.

- ❖ The **books** are a compilation of Mirthmane knight deeds. Neb will pay 150 gp each for these.
- ❖ Each round a detail of the murals becomes more real.
- ❖ After one round, horse stomps, creaking armor, and crowds cheering fills the room. This attracts a random encounter on a 2-in-6.
- ❖ The second round, the scent of fresh grass, autumn's harvest, and the warm scent of cedar fills the chamber. This heals those in the room by 1-6 hp each.
- ❖ On the third round, the images themselves will slightly animate, repeating short movements. This gives a *blessing*.
- ❖ In the fourth round, all heroes depicted turn their attention to people in the room. If none of them see a Mirthmane Brooch, the huge troll on the mural will appear in the room.
- ❖ **Huge troll (HP: 35); AC 4, Move 12", HD 6+6; 3 attacks for 5-8/5-8/2-12; regeneration at 3 hp per round.**

30 - First Room of Knights

The door to this room is locked. **Two sarcophagi** sit in the center of the chamber. A grim reaper **statue** stands in the southeast corner. The room is completely unlit. Emblems of a golden antlered stag crest the heavy stone lids of each. Each bears a golden plate on the front, with writing.

- ❖ The Sarcophagus on the left reads, "Geffrai the Defender - A selfless soul. Defender of the village of Hope and savior of Mirfield." Inside the sarcophagus is a skeleton dressed in regal blue and gold clothing with a shield, emblazoned with a red tree on a white background, laid upon his chest. This is a **Large Shield +1**.
- ❖ The Sarcophagus on the right reads, "Federyc the Caring - Devout in life and a servant in death. A healer to many and a friend to all." Inside the sarcophagus is a skeleton in chain armor and a red surcoat, bearing the family symbol of an antlered stag head. A simple incandescent blue spherical stone floats in the air just above him. This is an **loun Stone (+1 to Wisdom)**.
- ❖ If either sarcophagus is touched, the **statue** animates into a Stone Guardian to attack the offender. **Stone Guardian (HP: 28); AC 2, Move 10", HD 4+4; 2 attacks for 2-9/2-9; Suffers ¼ damage from edged weapons, normal missiles do not harm it at all, takes half damage from cold, fire, and electrical spells. Can see invisible.**

31 - Wooden Nobility

Two open sarcophagi sit here, empty. Their lids are resting on the floor. Three stickly wooden **mannequins** locked in mid-walking poses, eyes the pits of the abyss but no other signs of a face. Four dead **cultists** lie on the floor, blood seeping between the flagstone. Opening the door will cause them to turn to look, causing a saving throw against their glance.

- ❖ **Scarecrows (HP: 27, 30, 25); AC 6, Move 6", HD 5; 1 attack for 1-6; glance causes charm similar to hold person, as does attack.**
- ❖ One of the **Cultists** discarded **short swords** is +1.

32a - South Path to Marged's Resting Place

The wall opposite from the banding hallway is crumbled and leads down a rough tunnel echoing the tricking sound of flowing water. 50% chance that singing can be heard to the west.

32b - Goddess Statue

The door is bloated and stuck with fetid dampness. It can be forced with an Open Doors check. Inside is a **statue** of a nude long-haired woman clutching a spear and shield surrounded by magical fireflies that fly and blink about her bare body. In contrast, flies buzz around **Four shambling corpses** that outstretch their rancid hands to strangle.

- ❖ **4 Coffer Corpses (HP: 13, 11, 14, 15); AC 8, Move 6", HD 2; 1 attack for 1-6 damage; can only be hit with magical weapons otherwise 6 damage will fall to the ground apparently finished only to rise again the next round and cause a save vs fear, grab and choke attack for 1-6 with no hit roll needed once locked**
- ❖ The shield is part of the **statue**, but the spear is not. Success on finding a trap will reveal seams along the stone collarbone. If one tries to take the spear, the collarbone will part slightly and spray a green poisonous gas (save at +2: success is 10 damage, failure is 20). It can be removed with untrapped ease by anyone with a Mirthmane brooch. This is a **Foebores**, spear +2.

33 - North Hall Entrance to Marged's Resting Place

Part of this hallway is flooded in ankle deep water. The path south is blocked by a **statue** of a 10 foot tall grim reaper.

- ❖ Anything attempting to pass the **statue** awakens it. It will move immediately to attack and not pursue beyond 50'.
- ❖ **Stone Guardian (HP: 28); AC 2, Move 10", HD 4+4; 2 attacks for 2-9/2-9; Suffers ¼ damage from edged weapons, normal missiles do not harm it at all, takes half damage from cold, fire, and electrical spells. Can see invisible.**

34 - Room of Respect

Stone pews sit before a **raised altar** where memorial services were held. A **skeletal brown-robed form** lounges lazily on the altar. A once expensive rug lines the middle of the room, now worn and moth-eaten. Gem encrusted **goblets** and a jeweled **rod** sit to either side of him.

- ❖ The skeletal form is a Crypt Thing. He was formerly known as **Arnaut Mirthmane**. He guards this room. He views all non-Mirthmanes as intruders and will seek to teleport them, but will entertain conversation and may let them leave if convinced that a cult is after the mirror and the party aims to stop them. He is uninterested in the Harpies or the Goblins.
- ❖ **Old Uncle Arnaut - Crypt Thing (HP: 37); AC 2, Move 12", HD 6; 1 attacks for 1-8/teleportation of the party; can only be hit by magical weapons**
- ❖ His teleportation power is customized to this crypt: **D100** roll; **1-20** to the Entry Room 1. **21-40** - to 39, The Harpy Roost, **41-60** - to 42, the Goblin Home, **61-80** - To the Surface, the center of the graveyard, **81-100** to the Crypt of The Wailing Midwife
- ❖ The family heirlooms are a pair of gem encrusted **goblets** worth 240 gp each. The **rod** itself is worth 1400 gp.

35 - North Hall Entrance to Edwyns Resting Place

The north wall has eroded and broken here as something has tunneled a rough passage way north. The path south is sentried by a **statue** of a 10 foot tall grim reaper.

- ❖ Anything attempting to pass the **statue** awakens it. It will move immediately to attack and not pursue beyond 50'.
- ❖ **Stone Guardian (HP: 28); AC 2, Move 10", HD 4+4; 2 attacks for 2-9/2-9; Suffers ¼ damage from edged weapons, normal missiles do not harm it at all, takes half damage from cold, fire, and electrical spells. Can see invisible.**

36 - Edwyns Resting Place

Elaborately decorated with stonework wreaths and vines, a **sarcophagus** glows a faint blue light from the center of the chamber. The pillars to either side are fashioned to appear like two pyres of flame reaching up towards the ceiling. The stonework here is blackened at the top of the sarcophagus and looking up, the ceiling is covered by dozens of stonework screaming faces.

- ❖ The floor panels all around the sarcophagus are pressure plates that when depressed, the screaming faces of the ceiling shoot flame spouts that do 3d6 damage, save vs breath for half. This will keep persisting until it expends a total of 9 rounds of flame.
- ❖ In addition, two **wraiths** will rise through the floor immediately to the east and west of Edwyns sarcophagus. They will likely float through the walls to attack the intruders from behind.
- ❖ **Wraiths (HP: 24, 21); AC 4, Move 12", HD 5+3; 1 attack for 1-6; level drain; can only be struck by magical weapons or silvered for half damage**
- ❖ The **sarcophagus** itself is extremely thick with a 400 lb stone and iron reinforced lid. Inside, the skeletal remains of a finely sky blue robed man. His left hand has 3 rings. One is his wedding band, diamond topped, worth 1900gp. One is a signet ring of Mirthmane which functions the same as the brooch but is not consumed when opening one of the four sealed doors, worth 1000gp. The last is a **Ring of Protection +1**.

37 - Margeds Resting Place

Vines and leaves crawl over the stone walls reaching upward to a ceiling where dozens of hanging vines rest loose and swaying. The vines have grown to about a foot and a half above the floor level and many drape themselves over a large stone sarcophagus set in the center of the room. Two plain **pillars** sit to either side of the sarcophagus, vines spiraling up their length.

- ❖ Careful inspection of the floors will notice that the grout lines are very deeply grooved.

- ❖ If the vines are disturbed, both hallway entrances (a, b) are sealed off by walls that descend at a rate of ceiling to floor of 10 seconds. Resolve this with a 2-in-6 to race through one of the given doorways before closure, adjusted by dexterity reaction adjustment. In one round, water will start bubbling up through the grout lines in the floor. The stone walls will take 4 turns to break through from the outside provided hammer and chiseling tools that will cause an additional random encounter per turn.
- ❖ The **sarcophagus** itself is extremely thick with a 400 lb stone and iron reinforced lid. Inside, the skeletal remains of a silver gownned woman. On her left hand are 3 rings. One is her thin platinum wedding band, with three inset diamonds, worth 2300gp. One is a signet ring of Mirthmane which functions the same as the brooch but is not consumed when opening one of the four sealed doors, worth 1300gp. The last is a **Ring of Warmth**.

38 - The Mirror

A huge 50x60 foot room, dustless and spotless, sprawls toward a stone raised dais with three steps leading upward. Two giant **pillared statues** of horn helmed warrior women stand to either side. Atop the stone platform is a large free standing, egg-shaped, **mirror**. The columns will move to intercept the adventurers approaching the mirror without presenting a Mirthmane brooch. They will not interfere with its destruction. The details of the mirror are expanded upon in the items section.

- ❖ **Caryatid Column (HP: 22, 21); AC 5, Move 6", HD 5; 1 attack for 2-8, Normal weapons do half damage, magic weapons do full damage with no magic bonus. Weapons striking it have a 25% to snap, reduced by 5% per plus of the weapon**
- ❖ The columns, once animated, will attempt to destroy the mirror if they have failed to intercept intruders.

39 - The Harpy Roost

A rough natural tunnel with moist and slick stone leads forward forty feet until a stream, a foot deep, trickles northward as the cavernous room widens and rises up to the sky. Several broken coffins lay strewn about the ground here and the cylindrical opening sixty feet upwards has a number of wide holes and hand-holds dug into the side starting at 20 feet elevation. Various quarter to half coffins stick out of the sides towards the top roughly five to ten feet below the surface. It's possible to climb down here from the graveyard above, or out from the crypts below.

- ❖ This is the roost of harpies. There are only ever 1d6+4 of them here, as they actively hunt. 30% chance per turn a harpy is flying in or out of the sinkhole. 10% chance that Belera is present as well. Harpies do not speak any other language but their own, but if *comprehend languages* or *tongues* is used after a satisfactory offering, the party may learn more about them. They may learn that they have **(1)** lost some of their hunting grounds to cultists, **(2)** they are terrified of The Wailing Midwife, and **(3)** they intend to keep use of the goblins until they provide less offerings and then they will eat them.
- ❖ **Harpy (AC 7, Move 6"/15", HD 3; 3 attacks for 1-3/1-3/1-6; singing and charming)**
- ❖ **Belera (HP: 22); AC 7, Move 6"/15", HD 3; 3 attacks for 1-3/1-3/1-6; singing and charming)**

40 - Stream

The stream is only about 8 inches deep, however its currents are not strong. Near the harpy roost, a person could fit or squeeze through the 20 inch natural tunnels. The south will carry them near 43. The north will lead near 41. If traveling either direction, refer to 46.

41a - Goblin Tunnels - The Thing in the Pit

Natural wide chambers and tunnels with a natural stream running north east under the walls. There is a **pit** in the center of the room, covered over by dozens of interlocked spears, nailed planks, and rusted swords. In that pit is an **Otyugh**.

- ❖ The **pit** itself is about 12 feet deep. The gaps in the lattice work of spears and swords crudely welded and tied together allow for the tentacles to lash through. If they grab a character, it will attempt to pull them through the grating (if it rolls a 19-20 naturally, it will pull a character through for 1d6 damage per round).
- ❖ The covering isn't actually doing much to keep the **Otyugh** in there. It can break free in 2 rounds if it desires to. It hasn't had a reason to leave since it enjoys the vast amount of filth the goblins dump in the pit.
- ❖ **Otyugh (HP: 36); AC 3, Move 6", HD 7; 3 attacks for 1-8/1-8/2-5; disease from bite**

41b - Goblin Lookouts

Three **goblins** and three **giant rat** pets, one with a short sword and shield and two with short bows, will be on guard in the outer

chamber near the entrance to the greater chamber home of the goblins.

- ❖ On seeing any intruders, the melee goblin will run squawking to the greater goblin cavern shouting excited warnings.
- ❖ **Goblins (5, 6, 3); AC 6, Move 6", HD 1-1; 1 attack 1-6 (1 with short sword, 2 with short bows and 12 arrows each)**
- ❖ **Giant Rats (HP: 2, 4, 3); AC 7, Move 12", HD 1-4 HP; 1 attack for 1-3 damage, save vs poison or diseased**

42 - Goblin Home

Fecal-ridden straw piles and disgusting urine stained bedrolls line the walls of these caves. Two enormous **bugbears** sit in broken chairs shouting something in a sharp harsh tongue at a mob of **Goblins**.

- ❖ **Bugbears** are Qog and Zog, two bugbear brothers who have taken over leadership of this tribe of goblins after being rejected by their own kind. They are both armed with two-handed swords.
- ❖ There will be 5d6 **Goblins** at any given time in this lair. The goblins don't speak common, but Zog and Qog do. Reaction adjustments with the bugbears could result in conversation. They have no opinion one way or another on the cultists. They despise their servitude to the harpies and would like to see them eliminated, but do not dare to break the truce. They are terrified of The Wailing Midwife. They also are, of course, interested in taking the lizard man's territory back as it would free them from serving the harpies.
- ❖ **2 Bugbears (HP: 20, 19); AC 5, Move 9", HD 3+1; 1 attack for 1-10**
- ❖ **Goblins; AC 6, Move 6", HD 1-1; 1 attack for 1-6 (spears, short swords, and shortbows).**
- ❖ The goblins have collected "vast treasures" from inside the Mirthmane Crypt. There is a potion of swirling purples (**potion of invisibility**) they place in front of a lantern on a table for the visual effect. They also have recovered 2 pieces of **Incense of Meditation**, a small pile of coins (110 silver) and two bronze chalices worth 40gp each. A chunk of coal holds a fur tablecloth down, which if broken apart contains a 300 gp diamond.
- ❖ The chamber south houses 5 goblin women who will fight to defend their home. The goblins have been breeding to increase their numbers, so the females have been confined to these safe quarters.
- ❖ **Goblin Wives (HP: 2, 3, 1, 1, 2); AC 6, Move 6", HD 1-1; 1 attack for 1-6 (boar bone clubs).**

43 - Secret tunnel to St Clair Crypt

A long rectangular chamber with a stone staircase on the south end, which leads up to a stone door to the outside. **Four wooden doors** stand locked, two to a side. A banging sound can be heard from the southwest door. The **north wall** is partially eroded and **crumbled** on the west side. A **stream** of water flows in from the erosion into the north west chamber.

- ❖ The stream tunnel along the **north wall** is tight-fitting but can be traveled through. See 46.
- ❖ A - This room has water erosion on the south wall. There are three coffins that have rotten from the bottom, clothed skeletons lay still within them. Nothing of value remains in this room.
- ❖ B - The northeast room has two sarcophagi framed in the center by a statue of a weeping woman in a shrouded gown. Roll on the sarcophagi table if searched.
- ❖ C - Opening the door, **Five rotting corpses** claw and lurch out. This room has five wooden coffins that have shattered lids. Roll on the coffins table if searched. **5 Coffin Corpses (HP: 11, 9, 12, 10, 9); AC 8, Move 6", HD 2; 1 attack for 1-6 damage; can only be hit with magical weapons otherwise 6 damage will fall to the ground apparently finished only to rise again the next round and cause a save vs fear, grab and choke attack for 1-6 with no hit roll needed once locked**
- ❖ D - Two sealed coffins and a third open coffin sit in the center of this room. Opening the door to this room causes a chorus of squeaks. **Giant rats** pour out of the open coffin to attack. Roll on the coffin table for all three coffins if searched. **8 Giant Rats (HP: 2, 4, 3, 4, 1, 2, 4, 4); AC 7, Move 12", HD 1-4 HP; 1 attack for 1-3 damage, save vs poison or diseased**

44 and To 45 - To The Wailing Midwife's Crypt

This **passageway** has a secret rotating door on both sides. The walls here are different. Stones are black and each perfectly smooth and sized brick contains Alanus' symbolic rune for eternal unrest which glows a faint blue, continually pulsing from weak to strong intensities. The hall leads seemingly to a **dead end**.

- ❖ On the floor of the passageway, a elderly blue-cloaked man with tufts of white hair, clings to his leather pouch while his emaciated face looks up, contorted in a frozen scream.
- ❖ Searching his body reveals 134 gold pieces in a leather pouch, 2 daggers, and a **potion of healing**.

- ❖ Beyond the second rotating secret door at the **dead end**, the hall opens up to the large octagonal sub-crypt of The Essar Family.

Six statues of weeping angelic women stand in front of each flat side of the wall. A giant set of spiral stone stairs is at the center of the room leading straight upward.

The air here is unnaturally cold and when intruders exhale, their breath forms into wispy vapor that manifests a screaming face every few exhales. An echo of a sobbing weep can be heard from above.

45 - The Essar Family Crypt

This simple square 30x30 room above the octagon is connected by a spiral stone staircase. Only a single blue stained glass window provides minimal light here. The only exit is an iron banded door and each side of the room houses three recessed burial alcoves, each with a mahogany coffin.

- ❖ Otherwise there is a 60% chance she will either attack anything within her crypt or otherwise weep uncontrollably (non-materialized) until asked questions that do not seem to resolve her despair, then she will attack.
- ❖ **The Wailing Midwife (Ghost) (HP: 47); AC 0, Move 9", HD 10; 1 attack for 10-40 years; SA magic jar attack; SD can only be struck while semi-materialized by silver or magical weapons.**
- ❖ Mention of Mirthmane or Derec will cause her to pause for one round, a haunting and beautiful voice demanding what the speaker knows.
- ❖ Promise of being reunited with Derec will cause her to pause. She will not act out until growing impatient in a turn. When questioned, she will be forthcoming about her love with Derec, the mirror causing intense unrest to the dead, and rantings of jealous hatred over the living.
- ❖ Promise of destroying the mirror, as it is a source of torment, will cause her to demand that they go and see it done soon. She will inform them of her Mirthmane brooch in her coffin in this room. Her corpse has no other valuables.

46 - The Stream Tunnels

This south tunnel is constricting but an individual can pull and glide themselves along at a movement rate of 1". Fighting with anything but a small weapon like a dagger is nearly impossible. The current is weak, but the cool waters have made the tunnels cold.

- ❖ There are brief areas of shelf like 'shores' that have been eroded outward. The water itself is only a few inches deep.
- ❖ There is a 50% chance of 2d4+1 Giant Rats encountered while crawling through.
- ❖ **Giant Rats (HP: 3); AC 7, Move 12", HD 1-4 HP; 1 attack for 1-3 damage, save vs poison or diseased**
- ❖ Crossing through 46A, a pair of skeletons embrace each other. They have been stripped by the rats long ago and any remaining fabrics have been washed away in the currents. They both do have rings, a his and hers pair of claddagh worth 75 gp each.
- ❖ Crossing through 46B, there is the upper half of a corpse actively being fed on by a rat. Legless, it still bears torn leather armor and a steel helmet that has rusted through in places. In its skeletal hand, it clutches a dulled and rusted short sword, but around its neck is a Mirthmane Brooch hanging from a silver chain (worth 10 gp)

Monsters and Factions

The Wailing Midwife

The Wailing Midwife is a ghost named Isnarra Essar, Mistress of The Stalker (Derec). She was Derec's true love and haunts her crypt alternating between weeping hopelessness and murderous rage.

After Derec disappeared into the mirror and the slaughter of Hope occurred, she received a letter. This explains her despair that she'd died with that left her haunting her crypt.

Despite my heart, you must be brave and silent; live out your days of grief out of sight. This is for the best and you must trust me. For we shall remain in two. I am sorry that you'll never find my body to say your goodbyes.

-Derec

The Stalker

In his most common form, he appears as a constantly shifting form as a billowing, shapeless mass, with inky pseudopods. His anatomy appears to be ambiguous with the only focal point being a singular burning red eye.

Derec Mirthmane, The Stalker, Vampire (formerly a level 8 fighter) (AC: 1(0); MV: 12"/18"; HD: 8+3; 1 attack for 5-10,

energy drain; +1 or better weapon to hit, regeneration 3/round, gaseous form at 0 hp). Derec's actual form is wearing finely etched **leather armor +1**, a gray cowled cloak, a billowy tunic, a gold circlet on his head, and bears a **two-handed sword +2**.

Derec will begin his hunt if something alerts him that will be specified. He will first attempt to take out a character who is isolated. Otherwise, he will outright attack everyone in the party after 5 turns after rolling the encounter. PCs may note that something fast, slick, and formless is following them on a 2-in-6.

Derec Mirthmane had entered the mirror decades ago. He had the crisis of the alignment change and his vampire powers manifested in his shapeless form and succumbed to his bloodlust. He slaughtered and razed the entire pacifist town of Hope that night and despite his broken psyche to a chaotic evil state, he has not faced his shame by entering the graveyard or Hope itself since.

He will seek to be reunited with Isnarra Essar (The Wailing Midwife) should he learn of her unrest. Mention of Isnarra will give him pause. He possesses the skeleton key that fits the oval shaped keyhole in room 1 of the Mirthmane crypt.

Bugbears and Arrowhead Goblins

Qog and Zog are twin bugbear brothers. They lead the Arrowhead Goblin Tribe, who have been driven from the northeast marsh by lizard men. They also are very bribable with things that appear valuable, especially weapons. Goblins fear The Wailing Midwife and hate having to serve the Harpies. The goblins are aware of the secret passage near 6b.

Cult of Desir

The Cult of Desir believes that resurrecting the Ka'arg'ak, god of decay is not only a possibility, but that it's already begun to happen. It hasn't. None of them have been granted any otherworldly power except maybe the prophets. They seek to access the mirror in the Mirthmane Crypts, but so far have only suffered for their efforts. They will bargain with the players if they believe it will get them closer to the mirror.

Falshir the Wise (C7) is the leader of the Cult, but has duped the entirety of it. Falshir is actually a 7th level chaotic evil Priest of Apathe, the Goddess of Lies. He has been successful in building a cult around believing that they are heralding in the awakening of the Old Gods to reset a world of flaw back to nothing so it may be rebuilt.

He has, at his side at all times, the **mouth-sewn prophets**. These are actually insane men who ramble nonsensically that have had

their mouth sewn (and re sewn) shut. If they speak, they rip thread through lips in great pain to rant out brief bursts of nonsense. Falshir calls these prophecies of the Old Gods and uses them as fuel to aid in duping the cult.

Falshir and, by extension, the cult are after the mirror since they know it to be a powerful artifact that changed the course of history and made the Mirthmane family fortune. That is the extent of their knowledge.

Harpies

Belera is the leader. The Harpies are afraid of The Wailing Midwife. They tolerate the Goblins as long as they bring them offerings that are edible. Eating and shitting is really all they care about and manflesh is high on their list of preferences.

They will not fly too far from their sinkhole home, which puts them out of range to be at odds directly with either the town of Mirfield or the Lizardmen. The cult, however, has lost members to their snatch-and-flight feedings, and in turn they've lost a few of their numbers to cultist zealots. The harpies are aware of the secret passage near 6b.

Items

Mirthmane Brooch - This is made of mithril with a steel pin. Depicts an antlered stag with the words 'We owe all to our fathers'. They are worth 300g. It is non-magical itself.

Penumbra Mirror - Approaching the mirror will shimmer to show an image of where the homing stone currently is. It'll hum on a low frequency and once touched, it'll ripple like water. Hands or extremities passed through it will require a saving throw vs paralysis to avoid being pulled in. Inanimate objects such as poles, swords, sticks, and bone will simply touch the surface as if it were glass.

Passing through the mirror will cause the entire 20 foot radius of living beings to travel to the **homing stone**, with their belongings on their person, to the homing stone.

Once transported, the powers of the mirror will have changed the subject's alignment to Chaotic Evil and **all class levels are drained**. They will first appear as formless, inky, with tendrils to everyone except themselves. Finally, they must make a saving throw versus Polymorph and, if they succeed, they **become vampires of hit dice equal to levels they lost** that appear as inky, lashing, clouds with a singular red eye instead of bats. If they fail, they die. The hunger and hatred for the living becomes unbearable. A saving throw versus wands can instead cause the

new vampire to resist, but will need to be re-rolled once per turn. Edwyn prepared for this by bringing a sealed wineskin of blood which helped him with his urges (+4 to saving throws).

The only known **homing stone** in existence is on display in the ruins of Gethloch Manor in Mirfield. It is triangular and covered in magical writing, a Read Magic will reveal, that are symbols for true north, magnetism, and dimensions. If there is no active homing stone the mirror goes inactive and is an ordinary mirror until a homing stone is created. As one has been active for many years, its magics have seeped into the area causing unrest among the dead.

The mirror can be **shattered**, but doing so will release its magical energy like a lesser **retributive strike** from a Staff of the Magi in a radius of 30 feet. Those in range suffer 4-32 damage. If it **breaks upon usage**, there is no explosion of magical energy. It simply becomes a normal broken mirror. The mirror has a 10% cumulative chance to break on each use. This mirror has been used three times in the past meaning that there is a **40% chance that this mirror breaks upon use**. **Travelers** who use it while it breaks **will revert to normal**. This includes Derec.

What Happens to Players or Cultists Who Use The Mirror?

Mirfield's Gethloch Manor at night will have only 2 people. During the day it will have 2-8 zero-level townsfolk present. A few will be caretakers, the rest will be guests. The noise of any murders will be noticed.

- ❖ Arriving in 1-3 rounds - Constable and Guards
 - Constable Acur is a 3rd level Fighter in chainmail and a bastard sword +1 (HP: 20; AC: 5; Move: 9"; 1 attack for 2d4+1)
 - 2-8 level 1 Fighter guardsmen will arrive with him in chain, shields, and spears (1-10 HP; AC 4; Move: 9"; 1 attack for 1d6)
- ❖ Arriving 2 rounds later - More Guards
 - 2-8 level 1 Fighter guardsmen will arrive with him in chain, shields, and spears (1-10 HP; AC 4; Move: 9"; 1 attack for 1d6)
- ❖ Arrive 2 rounds later - The New Dawn
 - Lowrine arrives, a level 6 cleric with a mace +2. Mirror vampires turn as HD equivalents (so likely as a ghoul or shadow in most cases) and Lowrine will do so. (HP: 27; AC 4; Move: 9"; 1 attack for 1d6+3)
 - 3 level 1 priests of the New Dawn (HP: 6, 7, 5; AC: 4, Move: 9"; 1 attack for 1d6+1)

Sarcophagus table (1d20)

1	A Mirthmane brooch.
2-3	Gold signet ring worth 50 gp.
4-5	Silver earrings worth 30 gp.
6-7	A platinum tipped cane worth 150 gp.
8	A shield +1. If already rolled, a platinum ring worth 500 gp.
9	A long sword "Wrath" +1, +2 vs magic-using & enchanted creatures. If already rolled, a necklace of platinum and diamonds worth 750 gp.
10	50% A scroll of Tongues. 50% A scroll of Restoration.
11	50% A scroll of Web. 50% A scroll of Dispel Magic.
12	A wand of Illumination with 8 charges.
13	A disgusting green stone idol of a frog worth 200 gp.
14-15	A 6-sided die carved from Agate worth 50 gp.
16-18	Nothing of value. 60% chance of a Mummy rising! Mummy (AC: 3; MV: 6"; HD: 6+3; 1 attack for 1-12 and mummy rot, fear; half damage from magic weapons, spell immunities)
19-20	A wraith rises from the sarcophagus. Wraith (HP: 25); AC 4, Move 12", HD 5+3; 1 attack for 1-6; level drain; can only be struck by magical weapons or silvered for half damage

Coffin Table (1d20)

1	A mirthmane brooch.
2	A platinum wedding band worth 75 gp.
3	A dagger, bejeweled with rubies worth 250 gp.
4	A ring of protection +1. If already rolled, a belt buckle bearing the Mirthmane stag worth 150 gp.
5	Forgotten loose change. 2d4 gp.
6	A seemingly plain walking stick. Is actually a Staff of Withering with 10 charges. If already rolled, an Emerald brooch worth 200 gp.
7-8	A small statuette of a dog stuffed into a pocket worth 35 gp.
9-10	A pearl necklace worth 65 gp.
11-12	A platinum Ankh worth 100 gp.
13	A ceramic Ocarina with a simple sapphire embedded in its top worth 150 gp.
14-15	Wooden Scepter set with Alexandrite worth 250 gp.
16-18	Nothing of value. 30% chance of a Mummy rising! Mummy (AC: 3; MV: 6"; HD: 6+3; 1

attack for 1-12 and mummy rot, fear; half damage from magic weapons, spell immunities)

19-20 1d4 rot grubs burrow! **Rot Grub (HP: 1); AC 9, Move 15", HD 1 hit point; 0 attacks, it burrows. 1-6 fire damage or cure disease to remove, otherwise host dies in 1-3 turns**

Timeline

147 years ago	A Wizard, Vuul, uses the mirror and is sought out and killed as the monster he became. His tower falls into a ruinous graveyard.
120 years ago	Edwyn Mirthmane discovers the mirror in the rubble of a ruined tower. Edwyn has it wrapped and moved to his own tower to study it.
118 years ago	Edwyn discovers the powers, limitations, and side-effects of the mirror and constructs a homing stone.
117 years ago	Edwyn plants a stone at the wealthy Saudicus House during a ball in Hope, suspecting them of a plot to assassinate the King. He later uses the mirror to transport himself into the Saudicus House as a vampiric version of himself. He stays hidden, drinking wineskins of animal blood to keep his sanity, but manages to take documents from their home. Edwyn returns to the homing stone and comes back through the mirror.

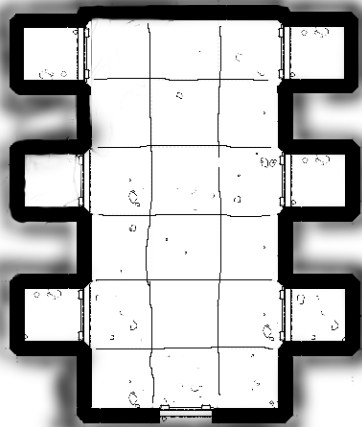
The knowledge, plots, and valuable information obtained in those stolen documents not only earned him favor with the king, whos life was spared an assassination attempt, but was also granted the Saudicus wealth as the heads of that family were put to death. Additionally, the other information gathered started Edwyn off on making his own additional fortunes.

111 years ago	Edwyn and Marged Highlash fall in love.
110 years ago	Edwyn and Marged wed. Two children are born, thus beginning the Mirthmane family legacy.
100 years ago	Edwyn purchases a large plot of land where the crypts are now. An old mound that was flattened into a plateau. A crypt for the family and other families are constructed.
90 years ago	Edwyn hides the mirror, covered and inactive, deep within the crypts behind sealed doors.

86 years ago	Edwyn passes away
50 years ago	Derec Mirthmane is born.
30 years ago	Derec weds Gwyn. Derec's true love is Isnarra Essar and an affair lasts for years.
25 years ago	Gwyn dies in her third childbirth, the child also dies. Derec seeks the power of the mirror and undrapes it for the first time in 65 years. He travels into the mirror at dusk, succumbs to vampirism and slaughters dozens before fleeing to the Mist Oak. The two remaining children are currently unaccounted for.
10 years ago	The family line is completely defunct and the crypt entrance is sealed up with brick and mortar.
10 days ago	The crypt was unsealed by the Cult. Sacrifices have been attempted for entry and appeasement to their dead god.

Appendix A - Random Intact Mausoleum

Mirthmane Cemetery may have 2-5 small family mausoleums that aren't destroyed or otherwise looted completely. They all share the same general layout. The mausoleums will take at least a turn to open and time means a check of 1 in 6 per turn for 1-2 Gargoyles. Happy looting!



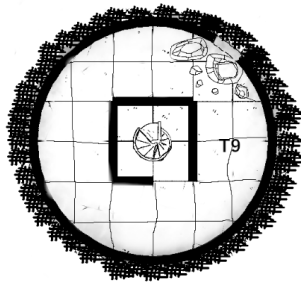
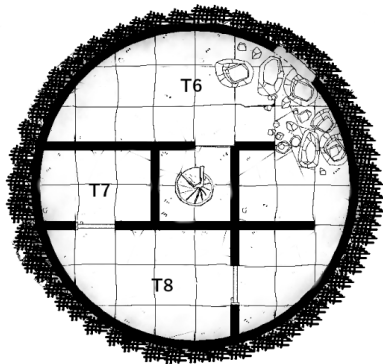
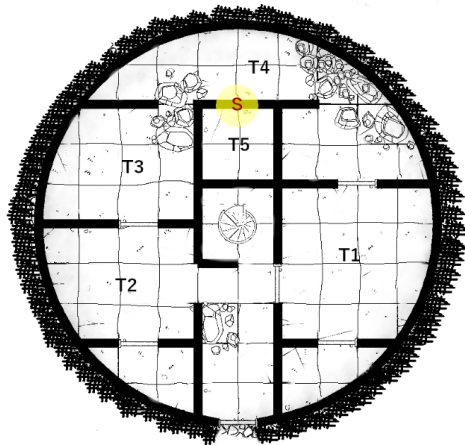
Roll a d6 for center chamber contents:

- 1 - A decapitated statue of a great man.
- 2 - A sarcophagus (roll on the sarcophagus table, reroll 1's).
- 3 - Loud banging can be heard from the outside. **3 Coffin Corpses (HP: 11, 10, 13); AC 8, Move 6", HD 2; 1 attack for 1-6 damage; can only be hit with magical weapons otherwise 6 damage will fall to the ground apparently finished only to rise again the next round and cause a save vs fear, grab and choke attack for 1-6 with no hit roll needed once locked**
- 4 - A fresco memorial of a war veteran.
- 5 - A pair of flute playing Satyr statues.
- 6 - 2d3 Wooden coffins (roll on the coffins table, reroll 1's).

Roll a d8 for each side chamber:

- 1 - 1d6 Wooden Coffins (roll on the coffins table, reroll 1's).
- 2 - A sarcophagus (roll on the sarcophagus table, reroll 1's).
- 3 - A nest of small rats which scurry away.
- 4 - 2 sluggish zombies rise from coffins! **AC 8, Move 6", HD 1; 1 attack for 1-8; always strike last each round**
- 5 - A gray ooze **AC 8, Move 1", HD 3+3; 1 attack for 2-16 damage, immune do no harm except lightning**
- 6 - A dried floral offering on a stone altar of the New Dawn.
- 7 - 1d4+1 Golden laced Funerary Urns worth 100 gp.
- 8 - Nothing at all.

Appendix B -Tower of Vuul



The hill that the tower sits on has scores of swords, axes, and pitchforks placed as gravemarkers.

The front door, swollen and rotten, still bears a barely visible writing: *We sacrificed many,*

T1 - Broken and rotten furniture strewn about the room along with a goblin skeleton at the center with its skull growing the branching antlers of a deer. The closet to the south is empty.

T2 - A room with no furnishings. A portrait painting of a gray bearded man is here. Behind the painting is a niche in the wall containing a rotted bag and 300 gp. The closet door to the south is stuck and swollen. Inside is a human skeleton sitting on a throne of branches with the skull replaced by a goat's skull.

T3 - The walls have crumbled here leading into T4. A lavish bed, somehow preserved, is flipped over and leans against the west wall. The linens of the bed are worth 100g.

T4 - Tower walls have crumbled here. The **Gibbering Mouter** frequents here. If not encountered patrolling the area, it has a 50% chance of being here.

T5 - A secret door reveals a coat closet with a **robe of useful items**, fine silken robes with 250 gp, and a **cloak of poisonousness**.

T6 - Tower walls have crumbled here. The outside is visible to the north east. An aggressive **trio of Gryphs**, eagle-sized ravens with six legs. nest 20 feet away in a tree. (**HP: 18, 15, 12**); **AC 6, Move 21"**, **HD 4; 1 attack for 2-12 damage; the 12 HP Gryph is a female that will inject eggs which hatch in 1-3 days**

T7 - This room has a desk with several unreadable papers on it, **two books**, and a long dried inkwell. The first book talks about experiments with the Penumbra Mirror and exploring its magic to the point of understanding its vampiric and teleportive properties (Neb would pay 500 gp for this) and a book of geometric drawings containing Magic-User scrolls: *Knock and Tongues*.

T8 - Stained glass windows light, with pale yellow, sitting tables, an ornate rug (worth 300 gp), and a book detailing how to imbue a homing stone (requires 500g worth of ink that Neb conveniently can sell, he will also purchase the book for 400g).

T9 - This floor contains an empty mirror stand on the north side, along with a smooth triangular stone (blank homing stone. Towards the north east there is an immaculate bird bath surrounded by black feathers near the open walls. The bird bath is a **mimic (HP: 35); AC 7, Move 3"**, **HD 7; 1 attack for 3-12; glue**.

T10 - A single necklace of silver worth 400 gp lies here. There is a 5' wide bell. Ringing will crack it and send out a *haste* spell, but also awakes 6-48 zombies buried from around the tower. They swarm the tower. The bell also notifies Derec who will arrive in 24 hours and replace Ochre Jelly on random encounters.

Appendix C - Gods

Regarding the Deities used in this adventure, they can easily be replaced to fit your setting. For reference for your replacements, here are the brief portfolios of the religions mentioned.

Ka'arg'ak is a long dead frog-god of decay and passing time. Its servant and champion Desir never had a body recovered and is assumed destroyed, though his armor is in the shrine of the dead god.

Apate is the Goddess of Lies and who Falshir truly worships. The deception and abuse by way of the use of such elaborate lies and deception make Falshir the ideal in Apate's eyes.

The Church of the New Dawn worships **Alaunus**, who represents the sun itself. The symbol is a many-rayed sun. Followers oppose the night and the creatures of undeath that live in it.

Appendix D - Cultists

The commune of the Cult of Desir consists of a single **circular** building which measures 20 radius and houses Falshir the Wise, a large open communal barn 50x50 filled with 40 cots, and a subterranean mound with altar to Desir.

The **altar** to Desir is a stone slab with stairs leading up to its flattened surface. The heads of a half dozen sacrifices tied together by their hair is the only object that sits on top of it. Nearby is an archway with a broken stone door leading into a mound.

The **communal barn** is simple, only housing cots with 10 small foot chests with a set of customary black robes, a spare bronze mask, and a short sword.

The **circular** chambers of Falshir the Wise contain a bed, a bear skin rug, and a fireplace on the west wall. A simple wooden table contains a serpent skin book filled with hateful passages in service of Ka'arg'ak.

At night, Falshir will be sermoning with his prophets at his side while 11-22 Cultists kneel before him. During the day, 2d4 Cultists will be on guard, another 12 will be in the **communal barn**. The prophets will be chained to the circular building while Falshir is inside sleeping.

- ❖ **Cultists – Level 1 fighters; AC 7 (studded leather armor), Move 12", HD 1; 2 attacks for 1-4 with thrown daggers, 1 attack for 1-6 with short sword**

Near the **altar** of Desir, the broken stone door on the side of the mound leads to a long stone staircase that descends 30 feet down into a vast 50 x 100 room. See C1.

- ❖ **Falshir the Wise (CE) 7th level Cleric (HP: 37); AC 3, Move 12", HD 7; 1 attacks: 1d8+1; spells**
S: 13, I: 14, W: 15, D: 13, C: 15, Ch: 17; wears plate mail with bronze trim, an ornate horned bronze mask, and a **Mace +2**.
- ❖ **Spells: 1st level:** Command, Cure Light Wounds, Light, Sanctuary, Purify Food and Drink **2nd level:** Hold Person, Silence 15' Radius, Know Alignment **3rd level:** Dispel Magic, Prayer **4th level:** Sticks to Snakes
- ❖ **Mouth-sewn prophets - Level 1 Clerics with Bless (HP: 3, 4); AC 10, Move 12", HD 1; 1 attacks for 1-2 barehanded.)** They will rip open their mouths in moments of being surrounded by excitement and will shout nonsense. This will give cultists the effects of *Bless*. Such rantings can be:
 - *Deaf to the call of the rotting idol!*
 - *Your existence is pure emptiness!*
 - *In the lake from a distant star and awaken!*

Under the Shrine of the Cult

C1 - A carpet of bones and skulls lead to a large giant's **skull** emanating strange green energy over a **stone altar**. **Unmoving shadowy cloaked figures** line either side of the corpse blanket. To the east and west, two firmly placed iron doors with no latch or keyhole seal off passage.

- ❖ Inside the mouth of a **skull** is a concave depression in the stone **altar**. It is too dark to see inside and is dry. Wiping a hand along its surface will leave dried blood on the hand.
- ❖ Approaching the altar, the shadows will begin singing in a singing chorus of voices, repeating "Fai ko tha, o fu dar" (ancient demonic for 'free the blood of the pure'. This rises to a crescendo as the approach is finished. They go silent on the approach stops, either before or at the altar.
- ❖ Filling the altar bowl with blood will open the doors for 1 round. If it is not blood of the pure, the Shadows will attack. If players decide to draw blood from themselves, I recommend 4-in-6 for anyone that's a monk, cleric, or paladin, otherwise a 1-in-6. Victims will be added to the shadows ranks.
- ❖ **The Impure (Shadows) (12); AC 7, Move 12", HD 3+3; 1 attack for 2-5 and strength drain; +1 weapon or better to hit).**

C2 - This room is centerpiece by a **huge statue**, atop a 3 foot tall pedestal. It is a strange greenish stone that hums. It's entirely indestructible and bears the visage of a **grotesque, boil-ridden, frog-like** being. Insects and worms seem to crawl and feed on the statue, which never wears away. This is a statue to Ka'arg'ak.

C3 - This pedestal is a strange greenish stone that hums, but there is no statue standing on top of it. Instead, the **frog-like statue** is frozen in place, **crawling** towards the broken wall to the east. Halfway down the natural hallway the floor is weakened and will collapse to a 30' drop into a small chasm.

C4 - Inside is a **fountain**, its basin red-stained, and topped with a statue of a hooded figure. Its face is a gaping black hole. On the face, which would be a skull, a **portable hole** is pressed against it. Inside the portable hole is a **Scarab of Insanity** and a set of **Bracers of Defense AC 6** made out of human flesh.

C5 - In this room sits two chairs made of human femurs on either side of the room. A simple stone slab rests in the center, with a long extinguished candelabra topping it at the head of a decayed corpse, fully in visored helm and dull black plate mail armor. He clasps a great rusted sword with both hands. This is the armor of former champion of Ka'arg'ak, **Desir Malom**, but this is not his body. The **plate mail is +1**.

C6 - Erosion has destroyed much of this room. The smell of fresh air and putrid sickness permeates the room in alternative waves. Both branches off into the cavernous tunnels are dripping with green slime.

- ❖ **Green Slimes (HP: 10, 12); AC 9, Move 0", HD 2; attach to living flesh and turn into a green slime in 1-4 turns).**

C7 - This area where the two smaller passageways converge is home to a pair of Cave Fishers. Hearing noise from dealing with nearby threats will alert them. The cavern here is about 25' high, and the **walls are naturally tiered** like inverse stairs, and they will be patiently waiting along the ledges where they normally fish for frogs. The ledge towards the west drops off about 5 feet into a running stream that disappears into a 2' wide tunnel north and south.

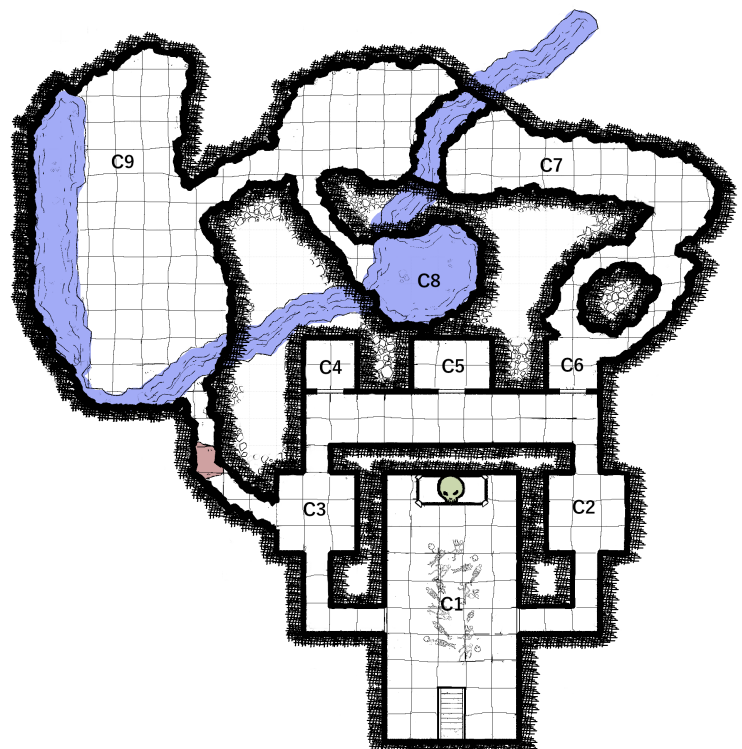
- ❖ **Cave Fishers (HP: 14, 17); AC 4, Move 1", HD 3;2 for 2-8; adhesive trap line).**

C8 - This is a place where water from the lake to the west flows and collects into a reservoir before filtering out into a 2' wide hole north. From the lake, junk, debris, wishing coins and family heirlooms have been collected over the years, as has a gem-encrusted giant crab.

- ❖ **Giant Crab (HP: 23); AC 3, Move 9", HD 3;2 for 1-3/2-8).**
- ❖ 4-40 loose gold coins can be found here (and on the crab) as well as a diamond ring worth 500g, and a fine necklace of platinum worth 250g.

C9 - The room of the dead god Ka'arg'ak is a large cavernous room, its pool flowing down and under into the lake itself. Its corpse lies, preserved, but ever rotting. A gathering of giant frogs have been attracted to this room, as well as hundreds of regular frogs. Walking through this room will undoubtedly mean stepping on, slipping on, and kicking various frogs.

- ❖ **Giant Frogs (HP: 14, 17, 8, 12, 8, 9, 15, 18); AC 7, Move 3"/9", HD 3;1 for 2-8; tongue attack for +4 to hit that pulls prey in and does no damage).**
- ❖ The corpse of the dead god is highly contagious if touched and will infect with mummy rot to good and lawful aligned characters. It occupies a 20x20 foot center square of this room.
- ❖ The corpse cannot be destroyed, burned away, or moved. Any attempts to prod it will result in it releasing spores outward to 20' that cause a mild disease (save to negate). The first time. The second, it will become terminal (save to negate).
- ❖ Diving into the deep water on the west side of the chamber leads to a 30' long underwater cave tunnel that will come out into the southern area of the lake.



Appendix E - Lizard Men

This village contains a ziggurat, containing a fire that will always be kept burning, surrounded by a dozen straw and mud huts. The ziggurat can be entered from the top and enters a burial chamber, which is largely empty.

The inside of the ziggurat is a network of tiered rooms, defunct worshiping shrines and six sarcophagus. There are no challenges in the ziggurat other than the outside tribe that would defend it.

They keep a golden idol of a catfish in the ziggurat worth 500 gp inside the ziggurat as well as a bronze plated shield that they revere as a holy object (in reality is a **shield +1**), and a silver necklace with a ruby brooch worth 400 gp.

The lizard men are content to stay out of any affairs and will view any visitor as a likely invader. Because of their long violent history with the goblins, proof of slain goblins can be used to demonstrate a peaceful gesture.

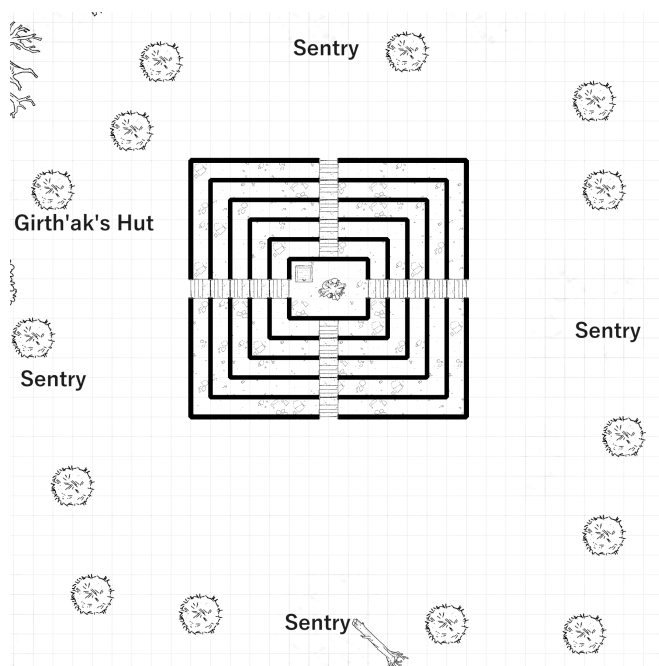
If one was able to communicate to the lizard men, it is possible that the peaceful gesture of eradicating goblins can be leveraged to gain their assistance against the Cult of Desir on the other side of the lake. They would have to be convinced that their home and daily life would be affected by the Cult.

Chieftain, Girth'ak (HP: 17); AC 5, Move 12", HD 2+1; 1 attack for 1-10+2.) Two-handed Sword +2.

Lizard Men Warriors (20); AC 4, Move 12", HD 2+1; 1 attack for 1-6 with club and shield or javelin).

Monsters included

Huge Spiders (AD&D MM1)
Zombies (AD&D MM1)
Skeletons (AD&D MM1)
Giant Rats (AD&D MM1)
Harpies (AD&D MM1)
Goblins (AD&D MM1)
Bugbear (AD&D MM1)
Mummy (AD&D MM1)
Lizard men (AD&D MM1)
Ochre Jelly (AD&D MM1)
Gibbering Mouther (AD&D MM2)
Gray Ooze (AD&D MM1)
Gargoyle (AD&D MM1)
Caryatid Column (AD&D FF)
Carrion Crawler (AD&D MM1)
Scarecrow (AD&D FF)
Ghoul (AD&D MM1)
Troll (AD&D MM1)
Yellow Mold (AD&D MM1)
Stone Guardian (AD&D MM2)
Crypt Thing (AD&D FF)
Otyugh (AD&D MM1)
Coffer Corpse (AD&D FF)
Ghost (AD&D MM1)
Wraith (AD&D MM1)
Rot Grub (AD&D MM1)
Gryph (AD&D FF)
Shadow (AD&D MM1)
Mimic (AD&D MM1)
Green Slime (AD&D MM1)
Cave Fisher (AD&D MM2)
Vampire (AD&D MM1)



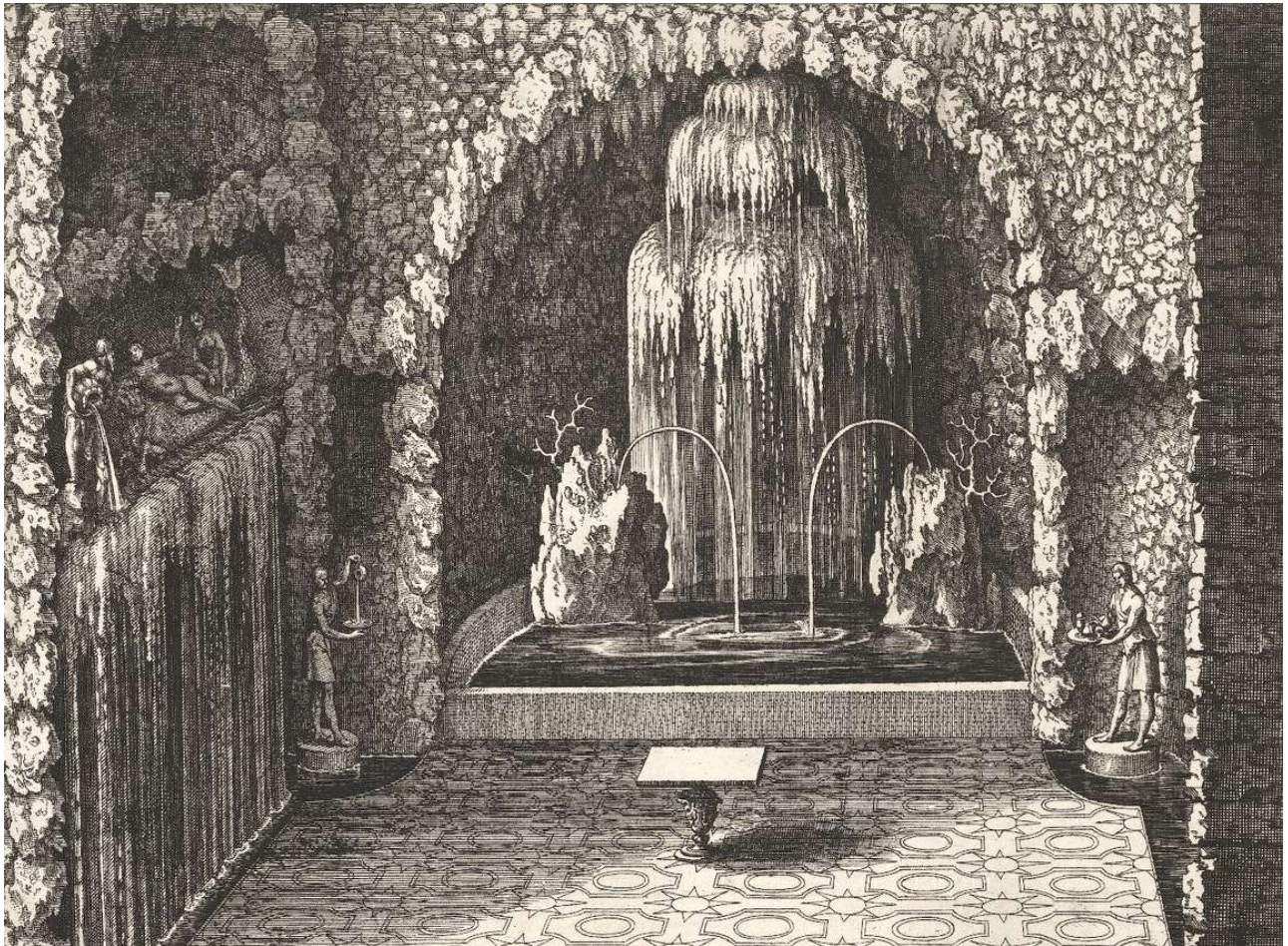


The Arcane Font of Hranadd-Zul

An AD&D (1e) module
for 4 – 6 characters of levels 2 – 4 (plus henchmen)

By Daedalus

Maps by Dyson Logos



WHAT'S GOING ON?

A MAGIC POOL grants knowledge of arcane spells to anyone who bathes at the full moon but in exchange, the bather's physical and mental abilities are slowly depleted.

A MAGIC-USER has been doing this for several years, not realizing that the pool is slowly sapping his energy and that he's gradually killing himself.

An EVIL SENTIENT PLANT has overgrown the pool. The plant emits an ichor that allows the plant to mind-control anyone touching or ingesting the foul nectar. Over time, the ichor has been dripping into the pool so the magic-user is now under the plant's control. The magic-user desperately wants to escape but his abilities are nearly completely drained from repeated immersion.

A tribe of GRIMLOCKS have found their way up from the mythic underworld and have come to believe the magic pool is a divine manifestation of their terrible god. They want to destroy the plant that is desecrating their sacred font. The evil plant (not yet realizing that the magic-user is wasting away from repeated exposure to the pool) keeps him alive so he can help defend it from the grimlocks and lure fresh victims for the plant to feed on.

A DROW ELF is on the run and hiding in the dungeon, having stolen a valuable item from a powerful warlord. A BUGBEAR BOUNTY HUNTER and his HOBGOBLIN GANG are in pursuit of the thief. The drow might be willing to make a deal with anyone who helps her escape. The bounty hunter might be willing to make a better deal with anyone who helps capture her. Can either side be trusted not to betray anyone who makes a deal with them?

There's also the usual assortment of weird magical statues, a parturient carcass crawler, some hungry spiders, a lurking mimic, a riddle, secret doors, deadly traps ... oh, and some nice shiny loot!

WAIT, TELL ME AGAIN WHO'S WHO?

NPC / Monster	Background	Mood	What they want
DRANNON TISILLIAN Drow Elf	Stole the mithril key to the Vaults of Creation from the frost giant warlord, Tanzen Kar, then fled	On the run. Not yet desperate but hasn't been able to shake off her pursuers so far. May assume the party are bounty hunters.	Wants to evade or kill anyone sent after her. Might or might not be persuaded to give up the key in exchange for her life. Might equally decide to stalk anyone she encounters and pick them off one by one from the shadows...
ATZAK THE CUNNING Bugbear bounty hunter	Hired by Tanzen Kar to bring back the key, as well as DRANNON Or failing that, just DRANNON's head	Tenacious and deadly. Will not take unnecessary risks but has no problem killing anyone who gets in his way. Has a reputation as the best bounty hunter in the north and isn't about to risk harming that reputation because of some drow <i>kallagh</i> ... (Bugbear word for the runt of a gnoll litter)	Wants to return the key and DRANNON to Tanzen Kar. Although the bounty would be lower, ATZAK has no qualms about returning her dead if the alternative would be her slipping through his clutches. Might make a deal. But can he be trusted?
ATZAK'S GANG Hobgoblin bounty hunters	As above. ATZAK's second in command is GURLASH.	Highly-disciplined tactical fighters. Very loyal to (or at least, afraid of) ATZAK.	As above

NPC / Monster	Background	Mood	What they want
VEZZELAR Magic-User controlled by the WEEPING ICHOR VINE	Drawn to the Font to unlock its arcane secrets but became enthralled by the VINE	Conscious of his enthrallment. Retains his prior personality, memories, emotions, etc. However, nearly completely drained of life force. Mentally unstable because of all this.	Wants to somehow escape enthrallment to the VINE but forced to protect it from the GRIMLOCKS and to lure others for it to feed on. Would love to make a deal but the VINE would know...
THE WEEPING ICHOR VINE Evil sentient plant - see NEW MONSTER below	Unknown	Keeps VEZZELAR alive so he can defend it from the GRIMLOCKS. Because of the empathic link to VEZZELAR's mind, can easily tell when he is plotting against the plant and thwart his plans.	Wants a steady supply of intelligent sentient beings to possess and feed on. The GRIMLOCKS would be good enough, but knows they want to destroy it so has VEZZELAR keep them away.
GRIMLOCKS	Came up into the shrine from the mythic underworld.	Worship the Arcane Font as a divine manifestation of their dreadful god.	Want to kill VEZZELAR (who is keeping them from the Font) and the WEEPING ICHOR VINE (for desecrating their sacred pool). Might make a deal with anyone who helps?
MIMIC	Unknown	Hungry.	Wants food. Might share details of who or what it's seen, in exchange for food.
LARGE SPIDERS	Likely born here	Also hungry	Also want food.
CARCASS CRAWLER	Burrowed in from outside	Pregnant and brooding	Wants a nice warm corpse in which to lay its egg sacks

GETTING STARTED (BY RAILROADING THEM INTO IT)

The party is passing through the meager farming village of Blightmor on the southern outskirts of the Grimewood forest when they hear Rumor #1 about the Arcane Font (see below). If the party asks questions of the villagers, buys a few rounds of drinks, etc., then give them several other Rumors.

RUMORS

To be heard around the village or in the dilapidated tavern *The Lecher and Lamb*:

- 1) The Arcane Font of Hranadd-Zul is in a small underground shrine in the Grimewood forest, about 6 miles north of the village along the abandoned trail.
(True, although nobody seems to know who or what Hranadd-Zul is or was.)
- 2) Bathing in the Arcane Font gives people the ability to cast powerful magic spells.
(True, but at a cost...)
- 3) The shrine is the resting place of a powerful undead creature who enthralls any foolish enough to venture inside.
(False, although a version of enthrallment is possible...)
- 4) A peculiar old man came through the village a few years ago seeking directions to the Font and was never seen again. *(True)*
- 5) By the light of the waxing moon, Yeoman Ylditch (strapping, plain-spoken farmer) saw a hooded figure heading north across his fields a few nights ago but wasn't willing to follow or investigate further when they disappeared into the Grimewood.
(True)
- 6) Calum the Sot (piss-soaked town drunk) saw "a troop of devils and demons, with horrible bloody blades and axes" marching into the Grimewood just last night but was so afraid he hid in a ditch and stayed there until this morning.
"I'm tellin' ya - it weren't the drink! Moon's nearly full so I saw 'em clear as day!"
(Essentially true, apart from some details)

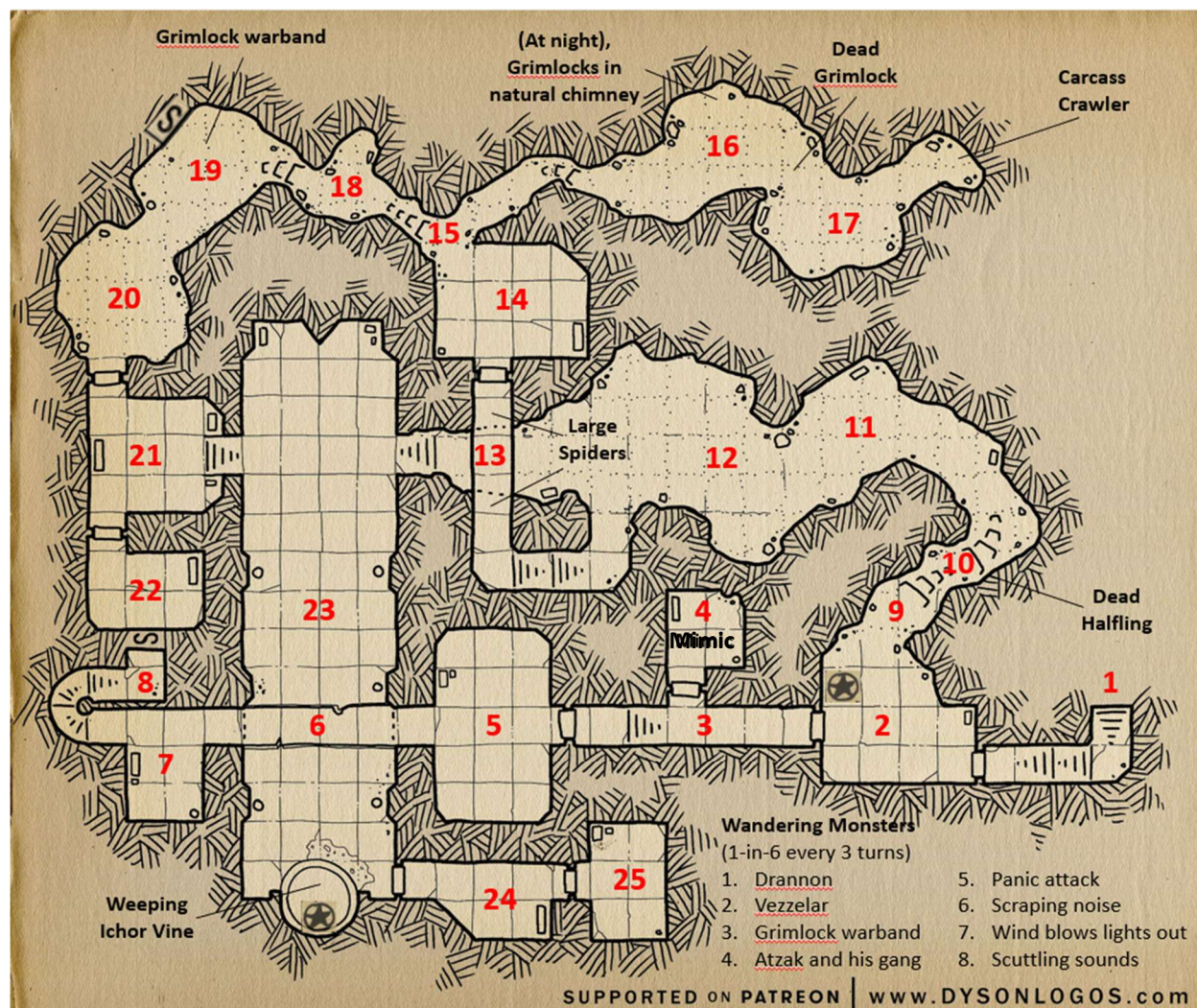
GETTING TO THE SHRINE

The trail winds through the Grimewood. The forest is dark, dense and unnaturally silent. Rocky crags and outcroppings abound. Eventually, an opening can be seen in a low escarpment next to the path...

DM's MAP

Cartography by Dyson Logos – see <https://dysonlogos.blog/>

Numbering, text, statue tokens and secret door in **19**. added (ineptly) by Daedalus.



A WORD ABOUT LOCKED DOORS AND WANDERING MONSTERS

Until one or both doors between **13.** and **14.** or between **20.** and **21.** have been unlocked or unbarred, the **GRIMLOCKS** will be in areas **14.** to **20.** and **VEZZELAR** will be in areas **1.** to **13.** or **21.** to **25.** You may therefore need to re-roll Wandering Monster results accordingly (see page 7). **DRANNON** or **ATZAK** and his **GANG** may have unlocked the doors and gone through, so they could be anywhere.

In any event, if the **GRIMLOCKS** discover they can get through (they try the doors from time to time) then all hell's going to break loose as they all pour through. Why haven't the **GRIMLOCKS** gone up the chimney in **16.** and come in through the front door (**1.**)? Well, who's to say that isn't about to happen...?

WANDERING MONSTERS AND OTHER RANDOM HAPPENINGS

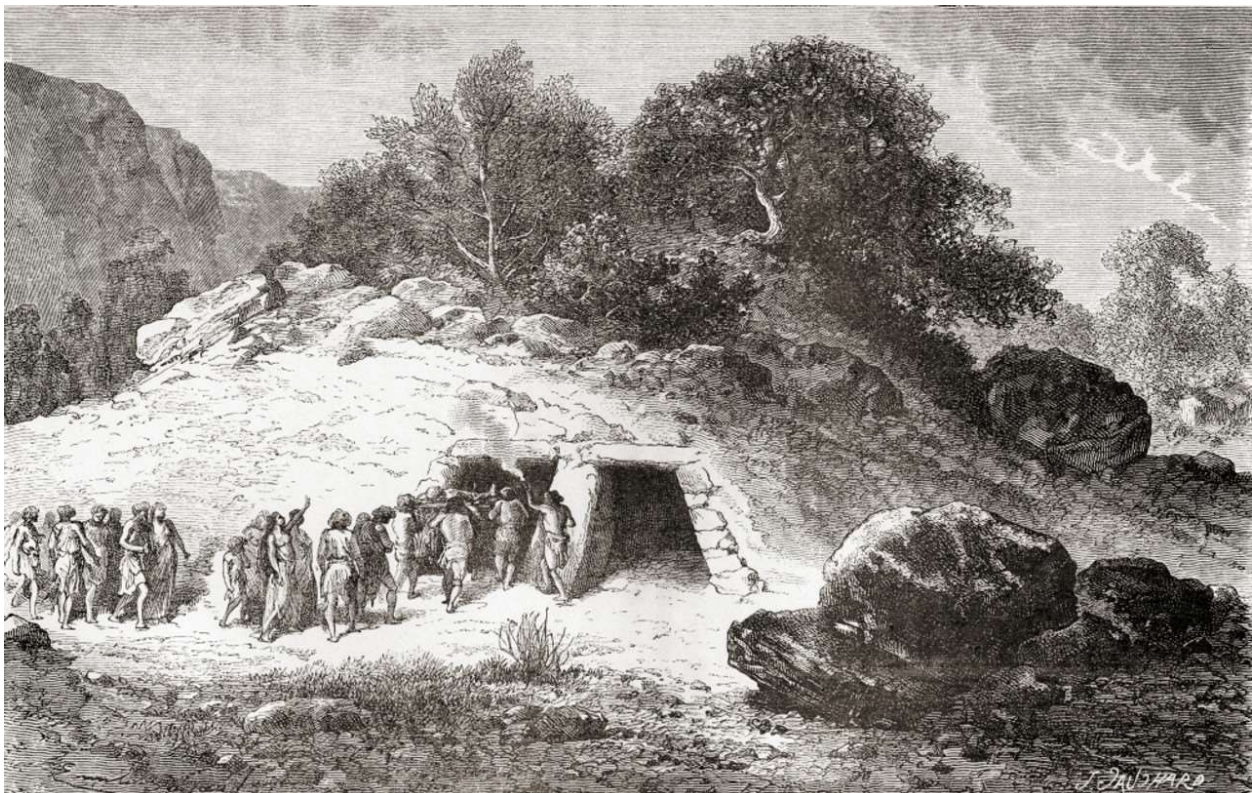
1-in-6 chance every 3 turns, then roll 1d8 (or choose)

1	DRANNON TISILLIAN (black cloak / chainmail, svelte and wiry, black skin, pale hair) Will try to avoid / hide in shadows. May use surprise then crossbow to incapacitate. Fighter 4; AL LE; AC 0 (Chainmail +1, Buckler +1, DEX 16); MV 15"; Atk Adamantite short sword +1 1d6+1 or Dagger +1 1d4+1 or hand crossbow w/ 10 poisoned bolts 1d3 (Save vs Poison at -4 or Unconscious 1d3 turns); Special: Move Silently/Hide in Shadows 75% (Boots and Cloak of Elvenkind), Infravision 120', Surprised only 1 in 8, Save vs. Spells +2, MR 56%, 1/day: Clairvoyance, Dancing Lights, Darkness, Detect Lie, Detect Magic, Dispel Magic, Faerie Fire, Know Alignment, Levitate, Suggestion; hp 26 Pouch: 18pp, 3 golden yellow topazes (500gp each), Mithril Key
2	VEZZELAR (scrawny and ancient, filthy tattered robes, deathly pale, bug-eyed, so weak he has to almost drag himself to move around) Will try to lure the party to the font (to kill the VINE and free him, but from the VINE's perspective so it can enthrall or kill the party). May start to say or do something then abruptly stop as the VINE "intercepts" his thoughts and forces him to change course. Has already lost his mind but this makes interacting with him even weirder. Magic-User 5; AL CN; AC 10; MV 3"; Atk hand slap (at -3 to hit) 1hp damage; Special: Physical and mental abilities almost completely drained but 1 spell left: Sleep; hp 5 Loincloth: 4cp, whistle (mundane); Robe pocket: 8" hollow reed (breathing tube)
3	GRIMLOCK WARBAND (4d4 GRIMLOCKS from 16. and 19.) (rags, muscular, scaly grey skin, unkempt long black hair, sharp white teeth, blank cloudy eyes) Will head to 23. to kill the VINE. Might negotiate or may simply attack the party if their bloodlust is up. HD 2; AL NE; AC 5; MV 12"; Atk claw or axe or club or short sword 1d6; Special: Invisible against rock if motionless; Save as F6; Immune to visual effects; hp 9 12 11 7 10 5 9 7 14 7 8 15 14 3 7 13 Pouches / pockets: 15sp, 5gp each

4	ATZAK THE CUNNING AND HIS GANG OF HOBGOBLINS When encountered, 4 HOBGOBLINS will move to cover the party with shortbows while ATZAK asks party if they've seen a drow. If melee is joined, 2 archers will hang back and target non-melee enemies (eg, spell-casters). ATZAK (grubby splintmail, jaundiced skin w/ tan hair, lecherous red eyes) HD 3+1; AL CE; AC 4 (splintmail); MV 9"; Atk Bardiche +1 2d4+2; Special: Surprise on a 1-3, Infravision 60'; hp 22 Pouch: 12pp, 30gp GURLASH (2nd in command) and 4 HOBGOBLINS (well-polished chainmail, reddish-brown skin, blue-red noses, yellow eyes and dirty yellow teeth) HD 1+1; AL LE; AC 5 (chainmail); MV 9"; Atk shortbow 1d6 or battle axe 1d8; hp 9 8 6 7 5 Pouches: 20cp, 4gp each
5	WE'RE ALL GOING TO DIE! Randomly selected party member is filled with an inescapable feeling of dread, as if the walls and ceiling are caving in. Save vs Spells or turn and flee screaming loudly back the way they came at full speed for 1d3 rounds.
6	HEAVY METAL Sound of heavy metal object slamming into, then scraping across stone, then silence. Half the party believes the noise came from ahead and half the party believes it came from behind.
7	LIGHTS OUT Sudden gust of wind – 85% chance to extinguish all torches and candles, 50% chance to extinguish all lanterns
8	CRITTERS Sudden chittering and scuttling noises from overhead. However, when party investigates, nothing to be seen.

GENERAL DESCRIPTION

- Finished rooms and corridors (**1 – 8, 13 – 14, 21 – 25**) are faced with limestone flagstones on the floor, and hewn limestone blocks on the walls and ceilings
 - Corridors are 10' x 10'
 - Rooms and chambers are generally 15' high, except **23. GRAND HALL OF THE ARCANÉ FONT** (page 18) which is 30' high
 - Doors are made of stone and are generally stuck (need Open Doors rolls)
 - Surfaces are generally dusty with confusing mess of footprints in multiple directions
- Unfinished / natural caverns and passages (**9 – 12, 15 – 20**) have rough, uneven floors of rock and sand
 - Any character running in these areas must make a DEX check or fall prone for 1d2 Dmg
 - Cavern ceilings are generally 10' high, except **12: HIGH CAVERN** (page 13) which is 30' – 35' high
- All areas are pitch black and will need torches, lanterns or infravision to see, except:
 - **1.** Dimly lit by daylight coming through the entrance
 - **23.** Moderately well-lit by 5 smoky braziers on the west and east walls. Visibility decreases and shadows increase towards the northern end of the hall.
 - **12. 21. 24.** dimly lit by flickering glow from the braziers in **23.**



1. ENTRANCE

- Simple worked limestone post-and-lintel frame, without a door
 - Weathered carvings of warrior maidens in ancient armor slaying demonic beasts
- Dark, cool, silent interior
 - Hewn limestone stairs can be seen descending then turning to the right
- Stone door at bottom of stairs
 - Unlocked and un-trapped
 - Door and door posts: carvings of warrior maidens in ceremonial procession
- About 200' northwest from the entrance, small sinkhole in the forest floor (connects via a natural rock chimney to area **16**. - page 15)
 - Searching the forest north of the entrance will find the sinkhole on a 4-in-6 chance
 - Chimney is narrow and twisty – party must remove backpacks, shields, and splint mail / banded mail or better armor to descend or ascend
 - At night, 2-in-6 chance of 1d4 **GRIMLOCKS** coming the other way (only front PC or monster can fight and only with daggers, short-swords or natural weapons)

GRIMLOCKS: HD 2; AL NE; AC 5;
MV 12"; Atk claw or short sword 1d6;
Special: Invisible against rock if motionless; Save as Fighter 6;
Immune to visual effects;

hp 9 12 11 7

Pouches / pockets: 15sp, 5gp each

2. STATUE OF THE GUIDING GODDESS

- Worked stone chamber, opening into natural cavern to north
 - East and west walls: Plain doors
 - North: Worked stone gives way to natural cavern - rough steps descend to north-east
- 12' tall life-like white marble statue of warrior maiden in ancient dress and armor, pointing with left arm, raised spear in right hand
 - Left arm points almost with urgency to the north passage and **9. STONE STEPS**
 - Staring at the party, although expression is impassive under an old-fashioned helm
 - Inscription on plinth reads in Old Common (archaic but readable):
"Point me the way, oh Pallas Athena, oh guiding goddess!"
("Pallas Athena" is known as one of the gods of old)
 - Statue is spotlessly clean
 - Detects as magical, but not evil
- If any PC points (in DM's judgment):
 - To the north passage, statue animates, slowly shakes its head 3 times
 - To the west door, the statue animates and slowly nods its head 3 times
 - In both directions simultaneously, a secret compartment in the plinth opens to reveal a **Scroll of Protection from Possession**
 - The statue refreezes after shaking or nodding its head. Does not interact in any other way.

3. HALLWAY

- East and north: Stone doors
- West: Worked stone steps leading up to stone door with bas-relief carving of warrior maiden with upright long-sword
 - Pair of broken iron manacles lying on the steps – hinges freshly oiled but smashed open

4. GUARD ROOM

- Splintered remnants of broken wooden table and chairs
- Hook on south-east wall with tarnished bronze key with greenish patina
 - Key to locked door between **13.** and **14.**
- Large solid wooden weapon rack against north-west wall
 - Empty of weapons but appears intact and in very good condition (compared to other wooden furnishings)
 - Actually a **MIMIC** – hungry and will attack but may talk if offered more/better food

MIMIC: HD 8; AL N; AC 7;
MV 3"; Atk pseudopod 3d4;
Special: glue, camouflage;
hp 42
Treasure: nil

5. AUDIENCE CHAMBER OF THE HIGH PRIESTESS

- East: Stone door
- West wall: Faded and torn tapestry, now worthless, seems to depict warrior maidens in ancient armor destroying army of beastmen
 - Passage continues to west behind tapestry
 - Party will automatically find passage if they look behind the tapestry; otherwise treat as concealed door
- Graffiti on north wall in various paint colors and scripts:
 - "The Motley Marauders was here!"
 - "The stable boy at the Lecher and Lamb gave..." (remaining words scratched out)
 - "K - AJ betrayed us. Do not trust him. Take them far away. - P"
 - Crude sketch of a grinning humanoid face with long fangs
- Rubble, debris
 - Rubble seems to be mainly chunks of creamy marble
 - Evidence of axe marks and other signs of deliberate destruction
 - Will take 3 turns to search through the rubble: Tarnished silver torc with inscription in Old Common (archaic but readable) "By the Light" (350gp)

6. PASSAGE OF OBSERVATION

- Note: **6. PASSAGE** passes over **23. GRAND HALL** but there is no direct access from one to the other, short of demolishing the stone walls / floor between them
 - Would take a crew of 4 with pick-axes and sledge-hammers 8 hours to knock a 3'x3' tunnel through to **23**. The noise would be ear-splitting.
- Half-way down passage, two unadorned circular mirrors, opposite each other, one on the north wall and one on the south
 - 1' diameter
 - Roughly at human eye-level
 - Detect as magical
 - Just glancing at either mirror shows a normal reflection
 - Looking at either mirror and concentrating for 1 round shows the current scene in **23. GRAND HALL**
 - Mirror on south wall shows southern part of **23**., including the Arcane Font and the **WEeping ICHOR VINE** (2-in-6 chance of seeing **VEZZELAR**, naked, getting into the font with his breathing tube)
 - Mirror on north wall shows northern part of **23**. (2-in-6 chance of seeing **VEZZELAR** going to or coming from checking barred door in **21**.)
 - Can not see both views of **VEZZELAR** at the same time – one or the other only
 - Make a DEX check at +4 to remove a Mirror (otherwise it shatters)

7. BED CHAMBER OF THE HIGH PRIESTESS

- Wooden paneling on walls
- Ruined bed frame and rotting wooden desk and chair
 - Drawer contains soiled white leather glove (left glove only)
- Moldy rags
 - Shredded clerical vestments
 - Appear to have been torn by talons or claws
- Burnt-out torch stub

8. DEAD-END

- Circular stairs descend, then passage ends abruptly, with an empty alcove to the north
 - Carved writing in Old Common (archaic but readable) on north wall of alcove:
"One of deadly seven, flames of desire yearning! Patience, oh Heavens, while passion yet is burning!"
 - If anyone says the word "Lust" out loud, the secret door in the north wall of the alcove will swing open with a loud click, leading to **22**. (page 17).



9. STONE STEPS

- Uneven natural stone steps leading down

10. THE UNLUCKY HALFLING

- Partly-decayed body of dead halfling
 - Halfling appears to have been trying to crawl up the stairs
 - Multiple puncture marks (with dried blood stains) in ruined leather armor
 - Wounds consistent with attacks by spears or other stabbing / thrusting weapons
 - No weapons or equipment, except overlooked **Boots of Speed** (halfling-sized)
 - Brandibar Stout, tomb-robber, knows about VEZZELAR (but not the VINE, the GRIMLOCKS or the other NPCs) in case party Speaks with Dead
- Further down steps, pressure plate (triggers on 2-in-6)
 - Detects as magical
 - 6 holes in passage walls, 3 on each side, ~1" diameter, various heights, but hard to see on rough stone walls: 4-in-6 chance to notice if party is actively looking (1-in-6 if not) Dwarf / gnome -1 to both rolls
 - 6 spears shoot out from holes against anyone ascending or descending unless command phrase "Pallas Athena" is loudly spoken
 - 6d6 damage (or Save vs Breath for half damage) then spears magically retract back into the holes

11. CALTROPS CAVE

- Remains of old camp-fire
 - Discarded iron ration (Portion for 1 day – still edible)
- Leather backpack
 - Torn and useless
 - Contains 12 caltrops (enough to cover a 10'x10' area)
 - Caltrops take 1 turn to lay out
 - Take 2 turns to clear from an area, otherwise each caltrop "hits" as a HD1+1 monster for Dmg 1d4
 - Each hit causes a cumulative 1/6 reduction in MV for 2d6 days (MV 12" becomes 10" etc.)
 - If any creature takes 6 hits (i.e., loss of all MV) then Save vs Petrification or fall prone for additional Dmg 6d4

12. HIGH CAVERN

- High ceiling (approx. 30' – 35')
- Cavern passes to west under stone bridge ~15' high, no railings or parapets
- Dull flickering glow from west (**23.**)
- Ceiling above bridge contains thick webs and **10 LARGE SPIDERS**
- Spiders will try to surprise by dropping down from above (surprise on 3-in-6), then scuttle around to attack party from multiple sides
- See **13.** below for **SPIDER** statistics and further details

13. STONE BRIDGE

- Passage opens up to become a stone bridge over **12**.
 - Bridge is ~15' above floor
 - No railings or parapets
- Webs on ceiling with **SPIDERS**
- Stone door to north is locked
 - Bronze lock (tarnished green).
 - Key is in **4**. (page 11)
- If party surprises spiders, they are sucking remaining blood from a dwarf and a human
 - Long-dead and almost completely desiccated
 - Dwarf: Dwarven chainmail;
Axe+2 of Throwing, Shield+1;
Pouch: 68gp 21cp
 - Human: Ragged robes;
Dagger+2 /+3 vs larger than man-sized;
Pouch with:
Potion of Invisibility;
Scroll (Burning Hands + Hold Portal);
37gp 42sp 19cp

LARGE SPIDERS (10):

HD 1+1; AL N; AC 8;
MV 6"/15"; Atk bite 1 hp Dmg
(Save vs Poison at +2 or die);
hp 6 4 7 7 7 8 6 4 9 3

14. GRIMLOCK ANTE-CHAMBER

- Acrid smell of animal waste
- Stone door to south is locked
 - Bronze lock (tarnished green).
 - Key is in **4**.
- Northwest corner opens into unfinished natural tunnel
- Door to south shows signs of someone having tried to break it down
 - Scratches on lock, axe marks on stone door and door frame
- Hidden amongst general refuse and filth, dirty velvet pouch containing 78 glass marbles
 - If marbles are scattered on floor, anyone running over them must make a DEX check or fall prone for 1d2 Dmg

15. CAVERN JUNCTION

- West passage: Bestial noises (screeching / hooting / shrieking) from down natural stone steps
- East passage: silence

16. CAVERN OF THE DEAD GRIMLOCK

- Body in dark rags on floor near eastern exit (dead **GRIMLOCK**)
 - Body is prone but arms "frozen" in fighting position, as if it died defending itself
 - Crude but useable hand-axe clutched in right hand
 - Body is muscular, scaly grey skin, unkempt long black hair, sharp white teeth, blank cloudy eyes
 - Pouch with 2gp, 13sp
 - Deep bite wound on right side contains dozens of pulsating cream-colored egg sacks (**CARCASS CRAWLER** eggs)
- In northernmost part of cavern, natural rock chimney in ceiling
 - Emerges out of small sinkhole on surface, in forest approx. 200' northwest from **1** (page 10)
 - Chimney is narrow and twisty – Party must remove backpacks, shields, and splint mail / banded mail or better armor to descend or ascend
 - At night, 2-in-6 chance of 1d4 **GRIMLOCKS** coming the other way (only front PC or monster can fight and only with daggers, short-swords or natural weapons)

GRIMLOCKS: HD 2; AL NE; AC 5; MV 12"; Atk claw or short sword 1d6; Special: Invisible against rock if motionless; Save as Fighter 6; Immune to visual effects; hp 9 12 11 7

Pouches / pockets: 15sp, 5gp each

17. LAIR OF THE CARCASS CRAWLER

- 50% chance that noises of combat here will attract 1d2+2 **GRIMLOCKS** from **19**. to investigate, arriving in 2d2 rounds
- Detritus, rags, debris in alcove to the northeast
 - Detritus is carcass crawler nest
 - Scattered loose in and under the nest:
2,307cp, 1,492sp, 785gp, 2 orange carnelians (2x60gp), 1 purple amethyst (175gp), silver tiara set with 6 pieces of blue quartz (480gp), **(Heavy) Crossbow of Accuracy +3**
- Carcass crawler is ready to lay eggs
 - Will chew open any creature left here (Dmg 2d6 if still alive) and lay her eggs inside
 - 2d12 baby crawlers hatch in 1d3+2 days and eat their way out for 1d2+1 Dmg each

CARCASS CRAWLER:

HD 3+1; AL N;
AC 3 (Head) / 7 (Body);
MV 12"; Atk 8 tentacles,
Dmg special - Save vs Paralysis;

hp 16

GRIMLOCKS: HD 2; AL NE; AC 5; MV 12"; Atk claw or axe or short sword 1d6; Special: Invisible against rock if motionless; Save as Fighter 6; Immune to visual effects; hp 10 5 9 7

Pouches / pockets: 15sp, 5gp each

18. SHRINE OF THE DEATH GODDESS

- Natural alcove to the north with low cairn of carefully stacked flat stones
 - Dusty wooden mannequin (18" tall) of young girl in faded black robes sitting on top
 - Iron bowl on ground in front with 176 dusty electrum pieces (Heads: the profile of a hawkish emperor / Tails: depiction of a man being crucified)
 - Mannequin and bowl detect as evil and as magical
- Any cleric or PC with a background in religion or religious history and who asks can make an INT check to know that this is an icon of Ana' Kadesh the Death Goddess
- Any evil character who donates treasure to the bowl will be at +1 to hit and +2 to damage on all attacks made in the next 1d12 turns
- Any good character who donates treasure to the bowl will be at +2 AC penalty for the next 1d12 turns
- The first character (regardless of alignment) who takes any of the coins must Save vs Death or immediately attack the nearest living being (even if an ally) and fight to the death
 - If they are subdued, they can make another Save vs Death to break the enchantment, otherwise the process repeats as soon as they are able to attack again

19. CAVERN OF THE GRIMLOCKS

- Stench of animal waste
 - Save vs Poison or spend 1d2 rounds retching and incapacitated
- Large tribe of **GRIMLOCKS** (rags, muscular, scaly grey skin, unkempt long black hair, sharp white teeth, blank cloudy eyes)
 - Wrestling, eating, grooming, defecating, etc.
 - Loud screeching / hooting / shrieking
 - Party has to shout to hear each other or to cast spells
- Gnawed bones
 - Mostly eaten clean, but some with remnants of flesh (various states of decay)
 - Mix of farm animals, wild animals, human
- Secret door on northern wall
 - Push against section of rock and it pivots in to reveal a passage leading down, perhaps to the mythic underworld

GRIMLOCKS (16): HD 2; AL NE;
AC 5; MV 12"; Atk claw or axe or club or short sword 1d6;
Special: Invisible against rock if motionless; Save as Fighter 6;
Immune to visual effects;

hp 9 12 11 7 10 5 9 7
14 7 8 15 14 3 7 13

Pouches / pockets: 15sp, 5gp each

20. GRIMLOCK PANTRY

- Acrid smell of animal waste
- Half a deer carcass
 - Flesh torn, partly gnawed
 - About one week old
- Large group of ape-like figures visible to north-east
 - Bestial screeching / hooting / shrieking
- Stone door to south is stuck (barred from other side) (leads to **21**.)
 - Shows signs of someone having tried to break it down
 - Axe marks on stone door and door frame
- Overlooked but useable crowbar lies in corner under general detritus
 - Combined STR of 42 (max. 3 characters) can use crowbar to force open door to south (if still barred) in 1d6+4 rounds

21. SHRINE OF THE HANDMAIDENS

- Dull flickering glow from east (**23**.)
- Limestone altar on west wall
 - Carved in bas relief with ranks of warrior maidens in formation
- Pair of immense bronze cressets, one against each of north and south walls
 - Carved as nymphs (life-sized) bearing amphora
 - Worth 2,000gp each to a collector, but also weigh 1,500 lbs each

- Stone door to north barred from this side
 - Iron brackets on either side of door, stout wooden beam
 - STR16+ required to remove beam

22. DORMITORY OF THE HANDMAIDENS

- Scratched and damaged wooden paneling on walls
- 8 crude bunks, long abandoned
 - Torn and soiled bedding
- 8 wooden foot lockers
 - Rags, junk
 - False bottom in one: poison needle trap (Save vs Poison at +2 or go blind for 2d6 turns); wooden phylactery with **Dust of Sneezing and Choking**
- Pegs / hooks near door
 - Simple linen kirtle, torn
 - Inner pocket: scrap of vellum stained and only partly legible
 - Old Common (archaic but readable): "... is discovered... doth even now... the great day of reckoning... flee ..."
- Wooden panel on south wall has concealed latch
 - If pressed, secret door to **8** swings open

23. GRAND HALL OF THE ARCANE FONT

- Pungent odor of rotting flesh, gets increasingly stronger to the southern end of the chamber
- Monumental grand chamber, ceiling is 30' high, southern half is lit by 5 lit braziers on stone plinths along the west and east walls
- Walls are covered with massive carved frescoes
 - Warrior maidens in ancient dress and armor boarding strange ships, traveling across the stars
 - Warring against an army of demonic beastmen
 - Surrounding and slaying some type of large monster with several heads and tentacles
- Enormous marble fountain on southern wall, with 25' tall statue of warrior maiden with impassive expression but arms outstretched as if in welcome
 - Water in fountain is clear but faintly inky purple in color
- Statue and fountain are overgrown and surrounded by a large vine or creeper plant
 - Vine grows to the ceiling and covers an area 30' in diameter
 - The vine appears to be immobile but 10 thick fibrous branches can be seen slowly curling and uncurling
 - 8 mottled purplish flowers up to 1' across with bright yellow stamens are also swaying back and forth

- A foul and viscous black ichor is oozing from the stamens and dripping down into the fountain
- 4-in-6 chance **VEZZELAR** is here (emerging naked from the pool, with his breathing tube)

THE WEeping ICHOR VINE

HD 10; AL CE; AC 2;

MV Immobile, but branches 4";

Atk : 8 "ichor spitting" flowers (30' range) Save vs Poison or come under empathic control of the vine, plus 10 branch strikes (20' range) 2d6 (Grappled on a successful hit - Save vs Breath to avoid)

plus empathic damage (one controlled victim per round) 1d8

Special: Mind control (if victim fails Save vs Poison after touching or ingesting ichor), Immune to Sleep, Charm, Fear, and similar mind-control effects

hp 56

Buried in mulch around trunk:

7,140cp, 4,280sp, 1,983gp,

Ring of Water Walking,

Two-handed sword +1 / +3 vs

Lycanthropes and Shape

Changers, Medallion of ESP 30',

assortment of rusted weapons and rotting equipment



24. DECAYING LABORATORY

- Caustic smell; 3 decrepit workbenches, with one rickety high-stool
- Dull flickering glow from west (23.)
- Workbench #1:
 - Pot of ink, quills, tiny silver nib-sharpening knife carved in likeness of a dragon (45gp)
 - Journal bound in dark leather
 - Text is gibberish, no dates or headings or paragraphs or punctuation or even spaces – simply endless run-on stream of consciousness – sample:
"...forwhenthechosenonescame downuntothefurthestreachesthey therefoundtheformofthebeastwhosenameiswithoutreckoningand whosedomainisthesufferingofallthosewhowouldstandagainstthegreatforceofundoingthatcameforth intheendtimetobringjudgment untotheimpure..."
 - Noxious-looking burned-down stub of an old candle
- Workbench #2:
 - Assorted glasswear, tubes, alembics, crucibles and other alchemical equipment, some with strange iridescent powders and chromatic liquids
 - Equipment worth 200gp in total (but highly fragile)
 - Powders/liquids worth 300gp to an alchemist (if they can be transported), plus bright chartreuse **Potion of Polymorph Self**
- Anyone tasting any of the other powders or liquids, roll 1d6:
 - 1: Save vs Poison or die
 - 2: Save vs Poison or spend 1d6 rounds loudly retching and incapacitated
 - 3, 4: No effect other than horrible taste
 - 5: Over course of next week, gradually and permanently lose all body hair
 - 6: Permanently gain 1 point to 1 randomly chosen ability score (only enough to work once)
- Workbench #3:
 - Large tome bound in shimmering vermillion scales
 - Spell-book but with most pages ripped out
 - Remaining spells: **1st level**: Charm Person, Ventriloquism; **2nd level**: Darkness 15' radius, Web; **3rd level**: Phantasmal Force

25. VEZZELAR'S CHAMBER

- Room smells smoky and rancid, like burning animal fat
- Crudely-made wooden pallet with filthy old blanket
- Half-empty stinking bucket serving as chamber pot
- Decaying pine shelving
 - 7 tallow candles (smoke excessively and smell terrible if lit) plus flint and tinder
 - One is a **Candle of Invocation (Lawful Neutral)**

SO, WHAT COULD HAPPEN NEXT?

- Apart from the general “mythic underworld”, where specifically does the secret passage in **19.** lead?
- If any Grimlocks survived, where are they now?
- Who was Hranadd-Zul? Are they coming back? Why? What do they want?
- Where did the warrior maidens come from? What happened to them? What was the “great day of reckoning”?
- Who or what was the multi-headed tentacle-demon the warrior maidens killed? Did they really kill it, or could it come back?
- Where did the Weeping Ichor Vine come from? How did it get here? Are there more of them?
- What happened to Vezzelar? Can his mind and body be restored? What sort of reward might he give in exchange?
- Is the cult of Ana’ Kadesh the Death Goddess still active? Do they want their creepy mannequin and electrum pieces back?
- Are Atzak and his gang still alive? Are they seeking revenge?
- Did Drannon evade her pursuers? Does she have unfinished business with the party or is she in their debt? Was she working alone or is there a bigger drow plot?
- Did the frost giant warlord Tanzen Kar get back his mithril key? If not, will he come looking for it? What, and where, are the Vaults of Creation?

NEW MONSTER: THE WEEPING ICHOR VINE

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 2

MOVE: Immobile but individual branches can move up to 20' out from main trunk at MV 4"

HIT DICE: 8 – 12

% IN LAIR: 100%

TREASURE TYPE: E, S

NO. OF ATTACKS: 1d6+2 "ichor spitting" flowers (30' range)

plus 1d6+4 branch strikes (20' range)

plus empathic damage (one controlled victim per round)

DAMAGE/ATTACK: Ichor – Save vs Poison or come under empathic control of the vine

Branch strike - 2d6 (Grapple on a successful hit - Save vs Breath to avoid);

Empathic damage – 1d8

SPECIAL ATTACKS: Flowers "spit" ichor; Branches strike and grapple; Empathic damage

SPECIAL DEFENSES: Mind control (if victim fails Save vs Poison after touching or ingesting ichor); Immune to Sleep, Charm, Fear, and similar mind-control effects

MAGIC RESISTANCE: Standard

INTELLIGENCE: Very

ALIGNMENT: Chaotic Evil

SIZE: L (30' – 50' tall and covers an area of 20' – 30' by 20' – 30')

PSIONIC ABILITY: Nil but see empathic damage below

Attack/Defense Modes: Nil

An evil sentient creeper plant, the Weeping Ichor Vine grows in abandoned and ruined buildings and dungeons in temperate or tropical climates. It has mottled purplish flowers up to 1' in diameter with bright yellow stamens that give off a pungent odor of rotting flesh. The stamens emit a foul and viscous black ichor that oozes or drips down on unwary creatures passing by. When under threat however, the Vine's flowers can "spit" the ichor up to 30'. The Vine also has individual branches, tendrils or creepers that it can extend out to strike or seize prey (Save vs Breath on a successful hit or be seized – treat as Grappled).

Anyone touching or ingesting the ichor must Save vs Poison or have their will controlled by the Vine. (A scroll of Protection from Possession can protect against this.) If the ichor is diluted, exposure must be prolonged for it to take effect. For example, if the ichor is diluted in a large pool, say, a potential victim must be exposed for one hour before having to make their saving throw.

Any victim who fails their saving throw retains their former personality, memories, emotions, etc. (including all mental and other abilities) and can still think and act for themselves. However, the Vine will be able to read victims' thoughts and can control them empathically (to a range of half a mile) and force them to do its bidding, effectively over-riding any action by the victim if the Vine wishes, even if that conflicts with the victim's alignment or preferred course of action or causes harm or even death to the victim. This makes it almost impossible

for a victim to attack or escape the Vine without help from others because the Vine can anticipate and prevent any such action.

In addition, the Vine can empathically inflict 1d8 hp of damage to one controlled victim once per round. (This damage is excruciatingly painful and prevents the victim from taking any actions for the remainder of that round.)

The Vine is very intelligent and can communicate telepathically with any intelligent creature within 60' (assuming they share a common language). The Vine knows all the languages known by any victims whose minds it has controlled.

The Vine is vulnerable to fire, taking double damage from any fire-based attacks. Any attacker using a weapon that does slashing damage who declares in advance they are trying to sever a branch or flower will succeed on a hit that does damage equal to or greater than 75% of the potential maximum damage from that attack.

Although the Vine can be "killed" by being reduced to zero hp, unless the root system is dug up and burned, the Vine will eventually grow back (with memories of whoever "killed" it previously...)

The Vine's treasure is buried in the shallow mulch around the main trunk and comes from fallen adventurers and other victims who were grappled by the branches then pulled in and slowly digested.

NEW MAGIC ARTIFACT: THE ARCAN E FONT OF HRANADD-ZUL

Large fountain in a shrine in the Grimewood Forest, north of the village of Blightmor.

On the night of the full moon, anyone who strips naked (removing even jewelry and rings, etc.) and immerses themselves in the Font for one hour (using a tube to breath, if necessary) will be able to cast one randomly chosen 1st level Magic-User or Illusionist spell once per day as if they were a 1st level Magic-User or Illusionist, even if they are of a non-spell-casting class and regardless of limitations due to Intelligence. (For Magic-Users and Illusionists, this new spell is in addition to their existing numbers of spells and may or may not duplicate an already-known spell. The difference being that the new additional spell does not have to be re-learned each morning – it is simply known after a night's rest.)

If an individual somehow gets to the point where they know all 1st level Magic-User/Illusionist spells, then the spell will be a randomly chosen 2nd level spell, and so on.

Bathing in the Font in this manner also permanently removes 1 point from a randomly chosen ability score. This loss is per spell learned. So, anyone who has bathed in the pool on 3 occasions will have gained 3 random spells but will have lost 1 point from each of 3 randomly chosen ability scores (which might mean 2 points from one ability and 1 point from another ability, or even 3 points from a single ability). Anyone who has bathed 12 times will have gained 12 spells but lost 12 points of total ability score, and so on.) If any ability score is reduced to zero in this way, the person dies, with no chance of resurrection or being raised from the dead.

SUMMARY OF XP AND TREASURE

Area	Monster / NPC	Monster XP	Magic Items and Treasure	Magic and Treasure XP
-	DRANNON TISILLIAN	300 XP	Chainmail +1, Buckler +1 Adamantite short sword +1 Dagger +1 Boots and Cloak of Elvenkind 18pp, Mithril Key, 3 golden yellow topazes (500gp each)	3,350 XP + 1,590 XP
-	VEZZELAR	15 XP	4cp	0.02 XP
-	ATZAK THE CUNNING	225 XP	Bardiche +1 12pp, 30gp	400 XP + 90 XP
-	GURTLASH AND THE HOBGOBLINS	170 XP	20cp, 4gp each	20.5 XP
1/16	4 GRIMLOCKS	200 XP	15sp, 5gp each	23 XP
2	-		Scroll of Protection from Possession	200 XP
4	MIMIC	1,420 XP	Nil	
5	-		Silver torc (350gp)	350 XP
10	-		Boots of Speed (halfling-sized)	2,500 XP
13	10 LARGE SPIDERS	774 XP	Axe+2 of Throwing, Shield+1, Dagger+2 / +3 vs larger than man-sized, Potion of Invisibility, Scroll (Burning Hands / Hold Portal), 105gp, 42sp, 40cp	1,700 XP + 107.3 XP
16	DEAD GRIMLOCK	Nil	2gp, 13sp	2.65 XP
17	CARCASS CRAWLER	644 XP	(Heavy) Crossbow of Accuracy +3 2 orange carnelians (2 x 60gp) 1 purple amethyst (175gp) silver tiara set with 6 pieces of blue quartz (480gp) 2,307cp, 1,492sp, 785gp	2,000 XP + 1,646.1 XP

Area	Monster / NPC	Monster XP	Magic Items and Treasure	Magic and Treasure XP
18	-	Nil	176ep	88 XP
19	12 GRIMLOCKS (16 including the ones from 1 / 16)	600 XP (for 12)	15sp, 5gp each	69 XP
21	-		2 bronze cressets (2,000gp each)	4,000 XP
22	-		Dust of Sneezing and Choking	Nil
23	WEeping ICHOR VINE	3,000 XP	Ring of Water Walking Two-handed sword +1 / +3 vs Lycanthropes and Shape Changers Medallion of ESP 30' 7,140cp, 4,280sp, 1,983gp	2,700 XP + 2,232.7 XP
24	-		Potion of Polymorph Self Spellbook: 1 st level: Charm Person, Ventriloquism; 2 nd level: Darkness 15' radius, Web; 3 rd level: Phantasmal Force Silver sharpening knife (45gp) Alchemical equipment and powders / liquids (500gp)	1,100 XP + 545 XP
25	-	-	Candle of Invocation (Lawful Neutral)	1,000 XP
	TOTAL	7,348 XP		14,950 XP + 10,764 XP

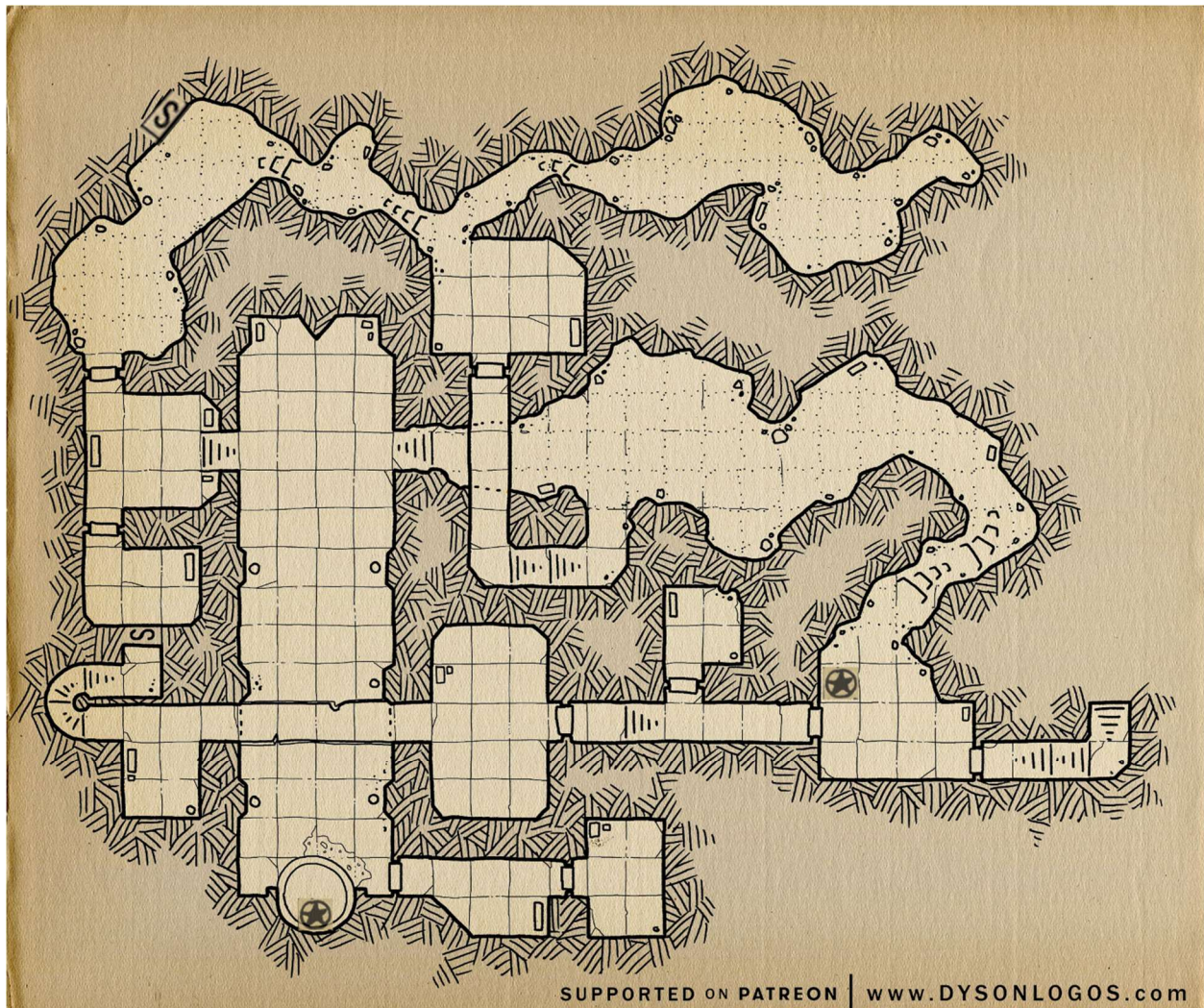
If the DM awards XP for magic items and if the party defeats every monster / NPC and takes everything of value, including for example, the bronze cressets (which would involve a massive feat of engineering to retrieve by non-magical means), then the party would receive a grand total of 33,062 XP, or 3,306 XP (incl. 1,076 gp) per PC (assuming, for simplicity, XP and gp are divided evenly among 10 PCs and henchmen).

If the DM does not award XP for magic items and, in perhaps a more realistic scenario, if **DRANNON** escapes, the cressets prove immovable and the party flees from the **VINE** without defeating it, then the average would be closer to 800 XP (incl. 450 gp) per PC.

PLAYER'S MAP

Cartography by Dyson Logos – see <https://dysonlogos.blog/>

Statue tokens and secret door in upper-left added (amateurishly) by Daedalus.



The Lair of the Brain Eaters
An AD&D Adventure for Characters Levels 1-3
By D.M. Ritzlin
Playtested by Rob, Phil, Mustache Mike, Christian, and Dayna

The secret caves beneath the necropoli of Desazu are riddled with danger and nefarious evil. A bizarre cult led by a perverse necromancer has been desecrating graves and plundering corpses for their own foul uses. Who will put an end to their heinous deeds? Only those brave enough to venture into... THE LAIR OF THE BRAIN EATERS

Background

Years ago the necromancer Obb Nyreb founded a cult dedicated to the consumption of brains—those of beasts and monsters as well as men. He dubbed this group “the Yoinog,” erroneously believing the term to mean “knowledge seekers” in an ancient forgotten language. Failing to make any converts, he force-fed specially enchanted brains to the unwilling. Those under Nyreb’s spell become dull-witted and incapable of thwarting his will.

Nyreb recently discovered a network of caves positioned beneath a graveyard in the city of Desazu, and made it his base of operations. In the distant past strange powers dedicated to Veshakul-a, the goddess of death, lorded over these catacombs. The forces of chaos have left their mark on various areas of the subterranean chambers in perplexing ways. Nyreb himself has yet to unravel their mysteries. Nevertheless, the caves’ proximity to a fresh supply of corpses suits the necromancer’s needs quite well.

The cult has grown overzealous with their graverobbing of late, and the authorities are now well aware something strange is afoot.

Night watchmen have been employed to guard the graveyard (perhaps the PCs would accept the position).

This adventure was based on a short story of the same title which was published in my collection [*Necromancy in Nilztiria*](#) (DMR Books, 2020). Some of the details have been changed for this adventure, and a great many more have been added, so if your players have read the story, there should still be plenty of surprises for them.

The Yoinog

Those Obb Nyreb selects to swell the ranks of the Yoinog go through a dramatic change when they are forced to consume the specially enchanted brain. Their intellectual abilities diminish significantly (reducing their INT and WIS scores to between 3-6) and obey Nyreb without question. Furthermore, they grow bushy hair all over their bodies and begin to reek like a wet dog that’s spent a week in a sewer. For reasons known only to himself, Nyreb never inducts females into the Yoinog.

The term “Yoinog” is both singular and plural.

Overheard in Seedy Flophouses and Disreputable Taverns	
1	"You ever hear of a group called the Yoinog? They eat men's brains. I say they're the ones responsible." (True)
2	"Anyone who believes in the Yoinog has the intellect of a child. They're a just myth, like the Galloping Glohopagus." (False)
3	"The other night I saw a pair of ghouls prowling 'round the cemetery. I nearly pissed myself." (True)
4	"It weren't no monsters stealin' them bodies. That watchman Renyo was doin' it. He's an odd one. That's why they fired him." (He was fired for strange behavior, but not graverobbing)
5	"The youths of this cesspool of a city have become so twisted they turned to necrophilia! They steal those corpses for their depraved orgies. But the authorities won't do anything to stop it. The sons and daughters of nobles can get away with anything." (False)
6	"Last month a pair of lovers snuck off for a little tryst in the woods behind the graveyard, or so I've been told. No one's seen them since." (True)
7	"The corpses are disappearing because the gods of evil and death will it. Soon we shall see an army of the dead rise from their graves." (False)
8	"I have a boner. It is hard as steel. This is very important." (Only the first sentence is true)

Random Encounters in the Caverns	
Every turn, there is a 1 in 6 chance of the party encountering one of the following:	
1-2	Yoinog (2d4): AC 8, HD 1, AT 1 (spear), Dmg 1d6, AL CE. Equipment: thick furs (equivalent to leather armor), spear, 3d6 gp, 2d10 sp
3	Skeletons (1d4+1): AC 7, HD 1, AT 1 (short sword), Dmg 1d6, AL N, SD half damage from sharp/edged weapons, immune to <i>sleep</i> , <i>charm</i> , <i>hold</i> and <i>cold</i> spells. These skeletons have the tops of their skulls removed.
4	Giant rats (2d4): AC 7, HD ½, AT 1 (bite), Dmg 1d3, AL N, SA 5% of inflicting disease.
5	Fire-breathing giant rats (1d4): AC 7, HD ½, AT 1 (bite), Dmg 1d3, AL N, SA fire breath (2d4 damage, save for half, 5' range, usable once per turn). See area 17 for further details.
6	Ghouls (1d3): AC 6, HD 2, AT 3 (claw/claw/bite), Dmg 1d3/1d3/1d6, AL CE, SA touch causes paralysis unless save is made, SD immune to <i>sleep</i> and <i>charm</i> .
7	Loea: This girl was captured by the Yoinog and forced to serve them. She will be accompanied by 1d2 Yoinog guards while she goes about her duties. See area 8 for more details on Loea.
8	Enamored ghoul: Same stats as ghouls, above. This ghoul consumed the body of Loea's lover Volf a month ago. Now the memories of the ghoul's victim became intertwined with its own, and it has fallen in love with Loea. If she is with the party, the ghoul will stalk them, and when the time is right,

	attempt to carry her off. If the party has yet to encounter Loea, the ghoul is on its way to area 8, intending to free her. In its stomach are a matched pair of golden earrings which belonged to Volf (175 gp value).
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Entering the Lair

There are two entrances to the underground cave system. The one the Yoinog use more frequently is located in the graveyard. The interior of one of the mausoleums is decorated with morbid carvings, such as skeletons performing obeisance to a grim unknown deity. The eye sockets of one skull contain studs. Pressing the stud in the right eye will cause a hidden trap door in the floor to swing up, revealing a spiral staircase which leads to area 1. Pressing the left one releases a cloud of poisonous gas which causes all within 10' to suffer 2d6 damage and incapacitation for 1 turn (a successful save will negate the incapacitation and reduce the damage by half).

The second entrance can be found in the hollow trunk of a large oak tree in the woods behind the graveyard. Dirt and leaves have been piled upon the trap door to conceal it. It leads to area 26.

1. Entrance

The secret staircase in the mausoleum descends to this gloomy cavern, which has a 25' high ceiling. The staircase, exquisitely carved from marble, contrasts greatly with the rough stone walls of the cave. Except for smoking braziers on the north and east walls, the area is barren.

There is a 15% chance the guards in area 2 are asleep. If they are awake and the party

takes no stealthy precautions, one will circle around to the barracks (area 10) to gather reinforcements.

2. Guard Room

Two Yoinog are stationed here. They will react to the PCs with hostility. However, if the party can come up with a plausible story as to why they are there and deliver it with conviction, it should be easy enough to dupe the Yoinog.

Yoinog (2): AC 8, HD 1 (hp 8, 7), AT 1 (spear), Dmg 1d6, AL CE. Equipment: thick furs (equivalent to leather armor), spear, 3d6 gp, 2d10 sp. One also has a half-eaten *enchanted brain of invisibility*. See area 23 for full details on enchanted brains.

3. Disturbing Cave Paintings

Nearly every inch of the walls of this chamber are covered with some sort of painting, ranging from bizarre depictions of unholy rites to illegible scrawl to crude graffiti. Clearly they were not all made by the same hand. Characters with knowledge of ancient languages recognize a smattering of words: "sacrifice," "eternity," "doom," "forbidden," "triumphant," "secretions"...

4. Unseen Abyss

An ordinary wooden plank 5' wide and 10' long lies on the floor in the middle of this chamber. The floor beneath it, the shaded area indicated on the map, appears normal. However, this is an illusion, and anyone

who steps on it will fall through and be swallowed up by an extradimensional abyss. On a successful save vs. paralyzation, the character can grab hold of the edge and climb back up to safety. If the save is failed, the character will be lost in another plane of existence, with minimal chance of returning (see area 20).

All the denizens of the caves (except the rats) know of the abyss, and will always cross it using the bridge.

5. The Brain-plant

The ceiling of this room is luminous, as if ghostly moonlight somehow is filtering through the earth above. Growing from a crack in the floor is a plant similar to a Venus flytrap, but much larger. A plethora of vines cover the floor, with numerous buds sprouting from them. The fully-formed buds resemble human brains to an uncanny degree.

There is a 10% chance a Yoinog will be here, either harvesting the brains or feeding the plant (it requires blood to grow brains). The Yoinog do not find these “impossible brains” nearly as savory as the real thing, but a man’s gotta eat...

If destroyed, the plant will regrow within 1d6 weeks, even if it has been burned to ashes.

6. Larder

This area is stocked with surplus brains from the plant in area 5, as well as other edibles, such as jars of mushrooms, water casks, salt, pepper, etc. Three glass vials of

holy water have been stashed behind one of the water casks.

7. Kitchen

Grimy pots, pans and plates litter the floor. A cauldron sits in the center of the room, while smaller ones dangle from the ceiling.

There is a 10% chance Loea the slave (along with a Yoinog guardsman) will be found here preparing meals, if she has not already been encountered.

8. Loea’s Prison

A month ago the Yoinog captured Loea, a lovely young woman, while she was fleeing from a ghoul that had assaulted her lover. Now she is the Yoinog’s slave. When not at her tasks they keep her chained here to a stake driven into the floor. She has no possessions, not even clothes, so she covers herself with her ankle-length red hair.

If the PCs enter this chamber, there is an 80% chance she will be here, unless she has already been encountered. She will beg the PCs to rescue her. She offers to guide the party, as she knows the layout of this level well (all areas except 11, 12, 13, 14A, 17, 19, and 20).

Loea is a 0 level character with no combat abilities. She has 3 hp.

9. Spring

A spring of cool, bubbling water seeps up from the far side of the chamber. As the Yoinog place little importance on cleanliness, they seldom come here. It is primarily used by Loea to fill the water

casks. There is a 5% chance she will be here (accompanied by a guard) if she has yet to be encountered.

10. Barracks

This filthy sty reeks of an overwhelmingly putrid stench. At any given time 4d4 Yoinog can be found here amusing themselves with such pastimes as wrestling, arguing, making rude noises, torturing rats, counting their coins (away from the eyes of others), or pleasuring themselves (not necessarily away from the eyes of others).

20 different piles of noisome furs are strewn across the floor, serving as bedding. A thorough search of the furs will turn up 3d10x10 gp, 2d12x10 sp, and 1d20x10 cp, plus a sack containing half a dozen broken skulls. One of the skulls has a gold tooth with a diamond embedded in it, worth a total of 150 gp. Along the south wall is a pile of 24 spears and a stack of 20 torches.

A moldy, ragged curtain hangs on the west wall, covering the entrance to area 12.

Yoinog (4d4): AC 8, HD 1, AT 1 (spear), Dmg 1d6, AL CE. Equipment: thick furs (equivalent to leather armor), spear, 3d6 gp, 2d10 sp

11. Rubble

A cave-in occurred here at some point in the past, and now the passage is completely blocked. Clearing a path through the rubble will require 8 turns of digging, with a 25% chance each turn of the Yoinog in area 10 hearing the noise. If the PCs try to work inconspicuously the Yoinog will not hear

them, but the time required is doubled. Beneath the rubble is the pulverized corpse of a luckless adventurer, who carried a long sword with a jeweled hilt (now smashed), 3 bags of coins (250 gp total), and a platinum ring with the word “safeguard” engraved on it in Elvish (*ring of protection +1*).

12. Tunnel

This tunnel is only 3' in diameter, so medium-sized creatures must traverse it on their hands and knees. It angles downward 5' from either of the tunnel's entrances.

If a random encounter occurs in the tunnel, it will be with giant rats (25% chance of the fire-breathing variety).

13. Illusionary Wall

This passage gradually rises 10' as one travels east. There appears to be a dead end here, but in truth an illusion covers a perfectly circular hole 5' in diameter that has been removed from the wall. None of the dwellers of the caves know of this.

14. Bottomless Pit

This pit isn't really bottomless, but it amused Obb Nyreb to tell the Yoinog it was, and they never doubt him. In actuality the depth of the pit is 300'. This is where the Yoinog toss their refuse, such as the bodies of their victims once the brains have been removed.

14A. Ghoul Nest

75' below the lip of the pit, a small shelf of rock juts from the wall. Above the shelf is an aperture (10' wide, 8' high) which leads to a cave inhabited by a pack of 6 ghouls.

1d4+1 will be encountered here (the others are out prowling for food, either elsewhere in the caves or in the graveyard above).

At the back of the cave is a tunnel leading upward to area 15.

A plethora of gnawed bones are piled against the walls of the cave. Hidden in these remains is the ghouls' treasure: 1,190 gp, 325 sp, 2,440 cp, an emerald-studded goblet worth 300 gp, a scroll of *protection from all elementals*, and a prayer book entitled "The Six Hymns to Veshakul-a" (worth 50 gp to an interested party).

Ghouls (1d4): AC 6, HD 2, AT 3 (claw/claw/bite), Dmg 1d3/1d3/1d6, AL CE, SA touch causes paralysis unless save is made, SD immune to *sleep* and *charm*.

15. Chasm

This passageway is blocked by a vast chasm (40' across, 70' deep). The precipice on either side is only sheer for 10' or so, then gradually declinates until meeting at a point at the bottom, where a short tunnel leading to the ghoule nest (14A) can be found. Climbing the walls of the chasm will be slow, but not difficult, due to the numerous crevices that can be used as handholds.

An assortment of rocks varying in size has been piled on the eastern side of the chasm. The heavier of these make effective missile weapons when dropped on anyone climbing up or down the chasm (1d6 damage).

16. Mess Hall

The brain eaters have held many a cannibalistic feast here. Wooden tables, chairs, and benches, all stained with blood, spilled ale, and other unsavory substances are arranged in a disorderly fashion in the center of the room. When the PCs enter this room there is a 30% chance of it being mealtime, with 2d6+2 Yoinog seated about the tables, messily masticating brains. At other times 1d4 stuporous Yoinog will be strewn about the room, recovering from drunken debauchery.

The ceiling is 15' high. At the northern end of the chamber there is a hole in the ceiling, a 5' wide shaft that leads to the passage between areas 17 and 18.

Yoinog: AC 8, HD 1, AT 1 (spear), Dmg 1d6, AL CE. Equipment: thick furs (equivalent to leather armor), spear, 3d6 gp, 2d10 sp

17. Rat Nest

This colony of rats made its way into Obb Nyreb's enchanted brain supply. In addition to making them more aggressive, they now breathe fire before they attack. They have no treasure.

Fire-breathing giant rats (6): AC 7, HD ½ (hp 4, 4, 4, 3, 3, 2), AT 1 (bite), Dmg 1d3, AL N, SA fire breath (2d4 damage, save for half, 5' range, usable once per turn).

18. Spiral Staircase

A spiral staircase, identical to that in area 1, is the only object of note in this otherwise barren chamber. It leads to area 21.

19. Altar

A section of the wall, nearly indistinguishable from the other walls of the cave, is actually a secret panel. When slid to the left it allows access to this area. None of the denizens of the caves have any knowledge of this.

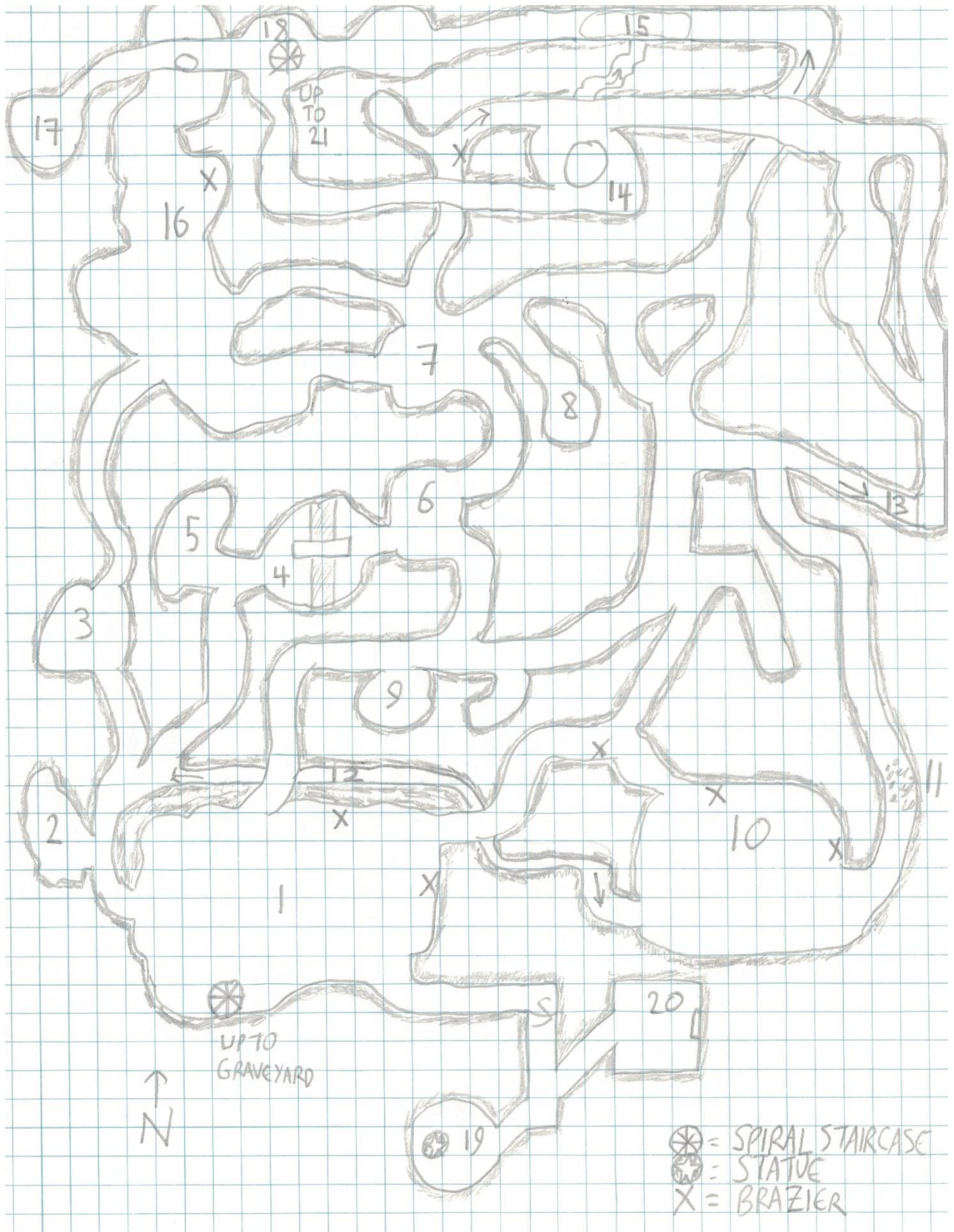
A 9' ebony statue of an ancient goddess of death, Veshakul-a, dominates this room. A small stone altar (1' high, 2' wide) has been placed at her feet. At the base of the statue is an inscription stating "Show proper reverence." The image of the voluptuous goddess wears a robe with a hood obscuring her face. Her arms are crossed over her chest, each hand holding a human femur. The one in her left hand has a hieroglyph of an open eye carved upon it. This is a *wand of magic detection* (27 charges, command word is "reveal"). Her right hand actually holds an elaborately-made scroll case. Inside is a scroll with the cleric spells *augury* and *remove curse*. Either femur can be removed from the statue's hands easily,

but anyone who touches them or the statue without first kneeling upon the altar will be wracked with painful convulsions and suffer 2d4 damage (no save).

20. Doorway to Otherness

On the far side of this empty room is a massive ironbound door of stone painted with arcane sigils. Opening the door reveals bizarre, ever-changing cosmic vistas, with the illumination rapidly alternating between stygian darkness and rainbow starlight. If a character fell into the abyss in area 4 in the past hour, there is a 90% chance they will appear just beyond the portal. Another character can simply reach through and pull them back to safety. For every hour beyond the first, the chance of recovery is reduced by 10%.

If a character passes through the doorway, the aperture will remain visible from the other side for only 1 minute. If they fail to return within that time, they will be lost in the strange realm forever.



The Chambers of Obb Nyreb

There are no random encounters in these chambers, which are all clearly man-made. Obb Nyreb will either be found in area 23 (65% chance) or area 24 (35%). 1d4+1 Yoinog accompany him at all times. If attacked, he will call the skeletons in area 25 to his aid as well.

Nyreb's physical appearance is as repulsive and off-putting as his behavior. He usually dresses himself only in a stained loincloth and his magical girdle, disdaining more conventional garments that would cover his undulating layers of sweat-drenched flab. His oddly-shaped head lacks most of its hair, and his sickly pale skin sports many a purple blotch. He speaks in a surprisingly shrill voice.

Obb Nyreb (level 4 human magic-user): STR 14, INT 18, WIS 14, DEX 16, CON 15, CHA 10, AC 8, hp 16, AT 1 (dagger), Dmg 1d4, AL CE. Equipment: *girdle of levitation*, jeweled dagger (50 gp).

Spells: 1st level—*comprehend languages*, *magic missile*, *shield*, 2nd level—*ray of enfeeblement*, *mirror image*.

21. Storage

Sagging wooden shelves bear the weight of a variety of mundane items: jars of ink, parchment, knives, rope, flasks of lamp oil, vials of blood, etc.

The spiral staircase descends to area 18.

22. Torture Chamber

Rusty saw blades, tongs, a brazier, a rack, an iron maiden... just about any instrument an

incorrigible sadist could desire can be found here. The equipment is very heavy, but could be sold for up to 1,500 gp to a professional executioner.

23. Laboratory

Here is where Obb Nyreb performs his abominable experiments. This room is brightly lit at all times by oil lamps hanging from the ceiling. A bloodstained wooden table in the middle of the room will probably be the first object one notices, but more significant are the shelves lining the eastern and western walls. Stacked on these shelves are arrays of glass jars, each containing the brain of a different creature. Each jar is labeled with the type of creature the brain came from. Most have been enchanted, causing them to function like potions when consumed. Eating a quarter of a brain is enough to cause it to take effect; therefore each brain is worth four "doses." The following is a list of enchanted brains (treat as potions of the same name).

West wall:

Carnivorous Ape: *longevity*

Leprechaun: *ESP*

Wyvern: *heroism*

Doppelganger: *philter of love*

Centaur: *unenchanting*

Modron (unspecified type): *gaseous form*

Firbolg: *giant strength*

East wall:

Displacer Beast: *flying*

Lamia: *fire resistance*

Medusa Hair: *healing* (there are 17 tiny brains in this jar, but each one only heals 1 hp)

Owlbear: *speed*

Githyanki: unenchanted

Ogre: *undead control*

Dryad: *delusion* (DM's choice)

If any character consumes multiple types of enchanted brains, check the Potion Miscibility Table in the *Dungeon Masters' Guide*. Subtract 15 from the result due to their unusual nature.

24. Obb Nyreb's Living Quarters

The necromancer's personal space is slightly spartan, only containing a bed, a desk with an oil lamp, and a bookshelf. The bookshelf contains the following tomes which would be worthy additions to any magic-user's library:

Fondurvundel's Guide to Alchemy (Elvish translation. Basic and advanced techniques for brewing potions. 250 gp value)

The Second Treatise on Magick and Power by Xaarxool the Necromancer (Philosophical essays on the nature of spellcasting, many of which are difficult to follow. 1000 gp value)

The Nycoptic Manuscripts (This heavily abridged edition describes various

necromantic spells and devices that affect one's life force. The complete version is rumored to include a spell capable of raising an army of hundreds of skeletons, but it is not present here. 300 gp value)

Nyreb's spellbook (Contains all the spells he has memorized, plus *detect magic*, *read magic*, *unseen servant*, and *ESP*)

One of the desk drawers has a false bottom. Inside is 300 pp, 650 gp, and a burlap bag containing 25 small discs of silver with a rune painted on each of them. The runes have no value as a divinatory tool, but the set is worth 250 gp as an art object or curiosity.

25. Stairwell

A spiral staircase, much like those in areas 1 and 18, rises to the upper level (area 29). Four skeletons are stationed here, with orders to attack any who attempt to pass without giving the sign (one must raise their left hand, palm facing the skeletons, then curl their fingers as if grasping an orb).

Skeletons (4): AC 7, HD 1 (hp 8, 6, 6, 5), AT 1 (short sword), Dmg 1d6, AL N, SD half damage from sharp/edged weapons, immune to *sleep*, *charm*, *hold* and *cold* spells.

The Upper Level

There are no random encounters on this level. The corridors and rooms of this level are clearly man-made, and the doors are all of bronze.

26. Hidden Entrance

Raising the hidden trap door mentioned in the “Entering the Lair” section reveals a shaft with rusty but still serviceable iron rungs mounted in the wall. The shaft is 5’ wide and 40’ deep. The dank chamber at the bottom of the shaft contains nothing but dirt and debris.

27. Illusory Flames

When the party enters this area, eerie black flames will suddenly appear to spring up from the walls, encircling them. The PCs will hear a voice in their minds, stating “Only the faithful may pass unscathed. Who do you serve?” If the party hesitates, the flames will increase and slowly but gradually fill the room. Anyone who speaks “Veshakul-a” or “the goddess of death” or something similar (even simply “death” will suffice) can pass enter the flames without harm, as will those who successfully disbelieve the illusion. Others will suffer 1d6+1 damage per round of contact with the black flames.

28. Dial Trap

As soon as the party enters this chamber, both doors will swing shut and become *wizard locked*. In the center of the room is a wide pedestal of stone, upon which is set a dial with the numbers 0-9. The marker is set to 0. A dozen small holes can be found

on the dial’s face. On the south wall is the following:

Glory to the goddess

Manifold are the ways

To celebrate her power

Sing all the hymns of praise

Thou must know the number

Or remain here all thy days

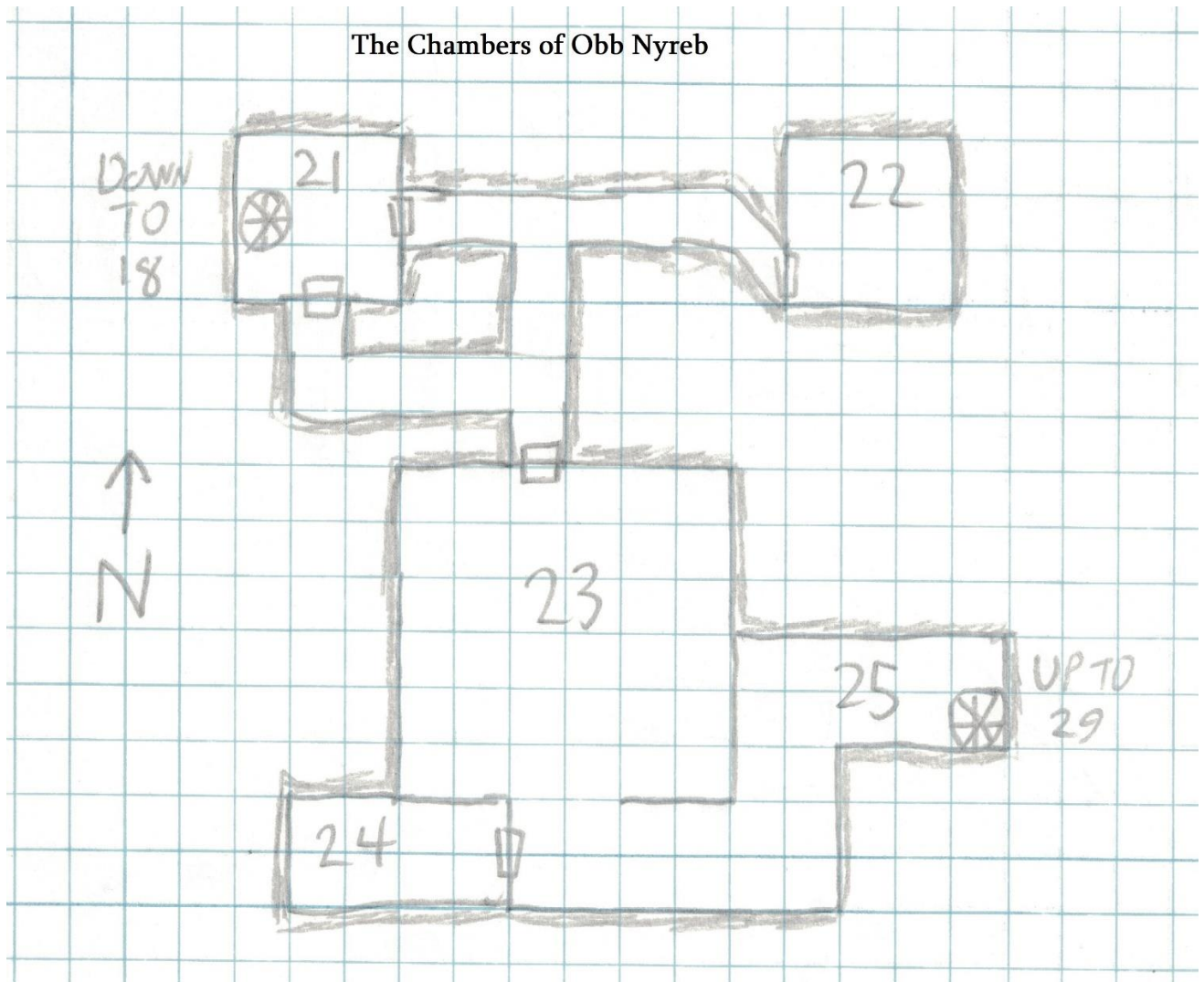
If the dial is set to 6, both doors will open, and remain so for one turn. If the dial is set to any other number, spears will spring up from the holes in the face, striking whoever turned the dial for 2d6 damage (save vs. breath weapon for half). One round later the spears will retract and the dial will reset to 0. Clever players who contrive a way to manipulate the dial without being near it can avoid the damage.

29. Statues

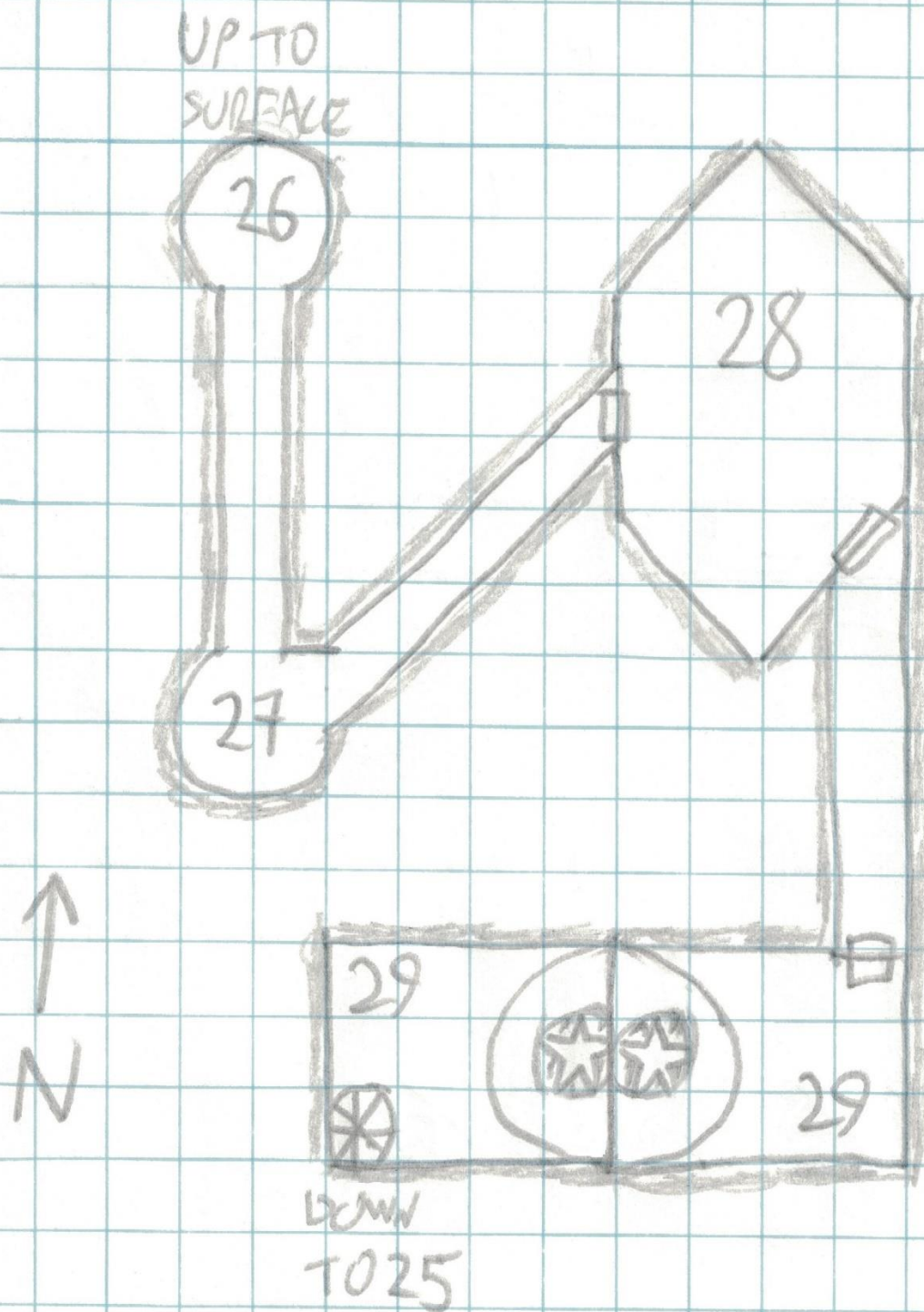
This area consists of two chambers. The spiral staircase in the western chamber descends to area 25. On either side of the wall separating the two rooms is a statue of Veshakul-a, the goddess of death, similar to the one in area 19, although these are 5½’ tall. A semicircular groove cut into the floor is easily visible. At the base of each statue is an inscription stating “Show proper reverence.” There is a pressure plate in front of each statue (not easily seen, unless successfully searched for). Standing on the plate will cause the groove, along with everything upon it (including the wall and the statues) to rotate 180°. Additionally, a sharp blade will spring from the statue’s

mouth, striking as a 5HD monster for 1d8 damage. Characters who kneel on the pressure plate, or are simply very short, like dwarfs, will not be subject to damage.

The Chambers of Obb Nyreb



The Upper Levels



SHIP OF FATE

By Jonathan Becker (2022)

[play-tested by JB, Diego, Maceo, Sofia, and Winston...thanks, kids!]

An AD&D adventure for one to four heroes of 10th – 14th level, plus assorted henchmen

Rulebooks Used: DMG, FF, MM, PHB; it is strongly suggested UA options be excluded

BACKGROUND (for the DM):

Vast beyond reason, the **DUNKLE ZEE** stretches beneath skies of perpetual twilight, its inky depths reflecting not a single star but only the occasional lantern of a passing ship. Yet few ships sail the black waters of this ocean between worlds, a measureless sea that connects every coastline from every time period and alternate dimension that ever was.

THE ERSTWHILE, sometimes called the “**Ship of Fate**,” is one such vessel. Unlike other ships (who only reach the Dunkle by unhappy accident and are, generally, lost forever) the *Erstwhile* sails whither it will, taking passengers and crew from every time and place, delivering goods and cargo as dictated by the gods and the whims of the doom. The captain claims its voyages are both purposeful and dutiful but, if so, he keeps those purposes and duties to himself.

Now the ship embarks on its most perilous mission: to deliver a cadre of warriors and adventurers into mortal danger on an unknown shore. An island...perhaps the only island indigenous to the Dunkle Zee...sits at a point of power, a nexus of worlds. Inhabiting the island, a pair of sorcerous siblings from another reality have, of late, found a way to siphon the very life-force of our multiverse, hoping to fulfill ambitions of conquest in their own. If the brave heroes and their stalwart companions aboard the *Erstwhile* cannot thwart their fiendish designs, every reality of our world stands to perish, sucked dry of energy and light and spirit.

USING THIS ADVENTURE: The player characters and their henchmen are those appointed the task of dealing with these invaders from another world. Four ‘heroes’ are appointed to lead the expedition; each should be a character of level 10th to 14th (approximately 1,000,000 experience points each). Another twelve ‘companions’ of lesser ability (three per hero) are chosen to accompany the four, and may be drawn from the PCs available henchfolk. Pre-generated characters are provided in the **APPENDIX** of the adventure; groups using their own PCs and followers should replace these on a one-for-one basis, retaining a total roster of sixteen.

DMs must determine the best manner to bring existing PCs aboard. The Ship of Fate is able to sail into any harbor, no matter how shallow (part of its magic). Invitations will be extended as well as promises of reward and adventure. Because of the ship’s ability to sail to other places and times, DMs may choose to allow characters from different campaigns (even other DMs’ campaigns) to take part in the adventure.

DMs should inform players what their characters are in for, and offer them the choice of whether or not to participate; the Ship will find other heroes to take the place of adventurers who refuse to heed the call. This adventure is not meant to “railroad” players, and failure in the mission need not result in destruction of one’s campaign (perhaps a second expedition succeeded where the first did not). Regardless, great compensation is promised to heroes that take up the gauntlet.

THE SHIP

The *Erstwhile* is a large, three-masted ship of similar design to a 15th century carrack. As D&D sailing vessels are assumed to be the single-mast cog variety, most campaigns will find it a strange, anachronistic craft. The whole of the thing is carved with weird runes and symbols of ancient and sorcerous origin; it has two longboats decorated in similar fashion. The ship is unarmed but well-provisioned with excellent victuals and the finest elven wine.

The shipmaster is **Blind Bartleby**: tall and red-haired, of indeterminate age and slightly elvish features. Master Bartleby (**F5** equivalent) handles his ship and crew with a firm hand, though he is not unkind; aboard his ship he functions as well or better than a sighted man as if he had preternatural senses. His twin brother, **Maxwell** (**F3** equivalent) is his helmsman and first mate and is absolutely mute, although he and Bartleby communicate as if their minds were linked.

The other crewmen, nine in total, are a somber bunch who speak little but are quick and proficient at their tasks. All prefer their current state to their lives prior, but sailing the Dunkle Zee is by no means a jolly affair. If forced to fight they are **0-level** and use cutlasses (as a scimitar).

Neither Bartleby nor Maxwell ever leave the ship; they are as much a part of it as mast or rudder. If one or the other should die, the ship must be brought into port (any port!) quickly, for it cannot exist long without both brothers. If both should perish, the ship will rapidly disintegrate, sending all passengers and crew down into the inky blackness of the Dunkle.

THE MISSION

Once all party members have been taken aboard, Bartleby will speak with the four heroes in his own cabin (there are private cabins for the four heroes; their twelve companions will be bunked in a separate, common area below decks). He will explain the mission (**kill the two sorcerers**) and the stakes (**multiversal extinction**). PCs will be given the chance to leave...if so, they will be dropped off at a port where a different hero (i.e. a pre-generated character from the **Appendix**) may be taken on. Once the party has been settled, Bartleby provides these additional salient points of information:

1. The island holds the ruins of a single city. The city is so ancient that none remember its name or the particular tragedy of its destruction.
2. The city has but a single standing structure; the sorcerers have taken up residence there.
3. **GIZ-AGA** and **GIZ-KALA** are the sorcerers' names; they are brother and sister. Due to their connection to the nexus, they must have powerful magic.
4. Giz-aga and Giz-kala are likely to have many servants, minions, and protectors.
5. Because of its location in the Dunkle, **clerics will be unable to regain spells on the island or the ship during the mission**. Clerics should use their spells wisely (this holds true for druids, too)!
6. Because of the sorcerers' power siphoning, magic-users and illusionists have been forced to leave their spell books behind (in their own worlds) rather than risk them being destroyed. The spells they have chosen are their only spells for the adventure (this applies to illusionists, too)!
7. The longer it takes for the adventurers to penetrate their defenses, the more prepared the sorcerers will be; speed is vital!
8. Once both sorcerers are dead the building should be fired to prevent any further threat

of this type (the building's destruction should make access to the nexus all but impossible). Each member of the party is provided with a single *firebrand* (see the **APPENDIX**) that will burn with intense heat if broken...heat sufficient to combust the structure, especially if multiple brands are applied. However, the party should **NOT** attempt to fire the building before the sorcerers are slain as they can extinguish the flames through their wizardry. The twelve *firebrands* given to the party are the only ones available: keep them safe!

9. The ship stores have additional supplies if wanted (anything from the Miscellaneous Items list of the PHB), though no more than 10 of each item is available. Up to 10 cutlasses, daggers, helmets, or small shields are also available; there is also a supply of arrows (100) and five short bows.
10. Upon completion of the mission, the *Erstwhile* will return each party member to their home. The hold of the ship contains four iron chests, each filled with **50,000 gold pieces**, that will be given to the four heroes upon completion of the mission. Each companion that survives will be given a sack of 500 gold pieces and a golden broach (worth 1,500 g.p.); there is likely to be additional treasure in the sorcerers' lair.

It takes six days to sail from the final port to **THE ISLAND**. Returning from the island, it will take 2d8 days to reach each character's home port of choice.

THE ISLAND

The island is mostly round, some five miles across, with rocky cliffs on most of its perimeter. There are no compass points on the Dunkle Zee (perhaps the reason for a blind shipmaster?) but the island does have a shallow bay where the *Erstwhile* will put down anchor. At lowest tide, the adventurers may descend rope ladders from the ship and wade

through the waist deep water to the beach. A craggy path leads from the shore to the island interior where the party will find **THE CITY**.

THE CITY

Ruined streets and the foundation stones of monumental buildings are all that remains to show that this was once a great city; what remains that exist have a noticeable outward lean, as if the center were smote by a god-hurled hammer. Vines and vegetation cling and cover the blasted walls and fallen columns, and stunted trees split paving stones as they reach towards the sepia-colored sky. The only movement comes from insects...winged, jewel-like beetles that deliver vicious bites before scattering to the wind. The ruins cast odd shadows beneath the eternal twilight; careful observation reveals they are the shadows of the buildings as they once were, rather than the wreckage that remains.

OUTSIDE THE STRUCTURE

Enormous, impossible, and forbidding, **THE STRUCTURE** squats alone in the center of an immense and ruined plaza. Nearly three hundred yards long, more than 200 feet high, its impossible architecture resembles nothing more than a monumental machine mated with multiple giants of colossal stature, warped and melted by some unbearable inferno until their features run and blend with the various parts of the assembled construction. The whole of the edifice is covered with vines of purple hue that give off a faint luminescence beneath the Dunkel sky.

There are two immediately obvious entry points into the building. To the left, the broken plaza slopes downwards into a wide-mouthed cave, some 20' tall and partially curtained by hanging vines of violet and magenta. To the right, some 150 yards of the cave, a precariously steep stairway of reddish mottled stone rises to a gaping maw some 40 feet above the splintered cobblestones.

STRUCTURE KEY

There are no “cardinal points” on the island, so directions should be given as “left,” “right,” “straight ahead,” etc. Each square of the map = 20’; keep this in mind for ranges and areas of effect which are generally 1” = 10’ in an interior map. Tunnel dimensions vary wildly, from as tight as 5’ to as wide as 20’ with height being 50% to 140% (d10+4 x10%) of width in any given tunnel.

The interior walls, floor, and ceiling are not stone, but some strange substance akin to bone or cartilage connected with thick musculature...as if the party were traveling through the interior of a living creature. Walls have a slight amount of heat and, in some places, express a sheen of moisture. Softer areas can be cut (with difficulty) by magical weapons, and weep with a clear, viscous pus-like substance. Bony ridges can only be scratched or scored by magical weapons, chipping and notching lesser blades. Spells like *passwall* should function normally, but a *stone tell* spell will set off a deafening cacophony of voices speaking in unknowable, alien languages that even a *tongues* spell will decipher as sheer nonsense.

Many of the tunnels slope downwards or upwards, with bony ridges acting as stairways (those marked on the map have been obviously carved and shaped with great care), and these should be discernable on the map based on whether they cross beneath or above other tunnels.

All interior areas are **completely dark** unless otherwise noted.

1. Entry Cavern

- The walls of this cavernous chamber glow dimly with scatterings of orangish luminescence that seem to shimmer and move. In the faint light, characters can make out at least three dark patches that may be exits from the the chamber.
- **24 SMALL RED OCHRE JELLIES** (HD 3, HPs 12; see **APPENDIX** for details) detach from the walls and attack any invaders that advance more than 30’ into the cavern. Jellies will divide their numbers evenly between all characters. The creatures are fearless, but they will not leave the structure, nor pursue characters that take the tunnel leading to area **#2 Eaters of Men**.
- Because of the cavern’s shape, the poisonous gas released by a dead jelly lingers in the air, creating a foul miasma. After six have died, all characters within the cavern take 1d6 damage per round; the damage die increases by one type for every two killed (i.e. 1d8 after eight perish, 1d10 after ten) to a maximum of 1d12 for twelve or more dead jellies. In all cases, characters are allowed a save versus poison (roll every round) to reduce damage by half, and characters that stay within 20’ of the exit stairs (and fresh air) may ignore this damage completely. It takes 24 hours for the trapped gasses to dissipate.

2. Eaters of Men

- The tunnel widens into a long, low cavern some forty feet long (the roof is only some 20’ high) with numerous side passages and darkened alcoves, none wider than 10’. The air here is rank and fetid (though not so chokingly toxic as the air in **#1 Entry Cavern**).
- **8 CARNIVEROUS APES** (HD 5, HPs 48, 31x7, MM7) lair in the many side passages, and will set upon any party entering the area; the creatures are never surprised by large (4+) parties carrying light sources. Rather than fear fire, these animals are driven into an insane rage by light sources, and will focus their

attacks on those carrying any type of illumination. They are extremely fond of human flesh and cannot be tempted by normal rations, although they will not pursue parties into area **#3 Speaking Chamber**. They are unaffected by the gas from red ochre jellies.

- **Treasure:** a search of the side caverns will uncover the following: a **hand axe +3** (intricate steel head with dwarven runes, ape gnawed handle) and a **shield +3** (buried in ape filth). The secret door in the alpha ape's lair is a long crack in the fleshy wall that can be widened by hand, allowing passage to the tunnel beyond.

3. Speaking Chamber

- Voices echo from walls as parties enter this area (*"why do you invade me?" "what have I done to deserve this?" "do not force me to destroy you!" "turn back now or suffer eternal torment"*). The voices echo in multiple languages (Common, elven, dwarven, etc.).
- The voices continue unless shouted down by the party members. Silence will be the result.

4. Snakes!

- Another long, cavernous chamber, pockmarked by dozens of small, raised craters. Jagged, bonelike protrusions descend from the ceiling like stalactites.
- **36 CONSTRICTOR SNAKES** (HD 3+2, HPs 16, MM2p110) emerge from the rocks to attack any warm-blooded creatures entering the cavern; divide their number evenly amongst all party members present. Their heads are featureless, save for gaping mouths, but they should be treated as having all the normal senses of a constrictor snake; they may be kept at bay with fire. Fearless inside the cavern, they will not leave in pursuit of fleeing parties.

5. "Dragon"

- A dull red light illuminates this cavern, emanating from a huge serpentine mound of mottled crimson heaped against the far wall. The glow is visible as characters approach the cavern from any direction. The mound pulses gently, perhaps in slumber.
- While parties may assume they've found a red dragon, the heap is actually **6 RED OCHRE JELLIES** (HD 6, HPs 40; see **APPENDIX** for details), piled atop each other. These will separate, rear and charge any who attack but are otherwise docile unless approached (within 20'). Cautious characters that hug the opposite wall have a good chance (75%) of crossing the chamber without drawing the jellies' attention.

6. Old Gate

- The walls of this chamber appear gray, dry, and dead, except in for wear they have been blackened and marked as if by a raging inferno. A blasted archway (leading to the dead end towards the bottom of the map) has scorch-marked runes running the length of its perimeter. Nearby is a toppled stone pedestal or table...its top shows coin-sized indents that are blackened and scorched.
- This room was once a dimensional gate, like area **#29 Dimensional Gate**. If replacement gemstones can be found for the control panel (see the description of **#29**) it can be made to function again. Both the archway and the "table" (the control panel) radiate magic, though the power is very faint without the gems.

7. Pitfall

- Here the passage widens to nearly 30' wide. If inspected, the floor is much more bonelike and brittle-looking with many crisscrossing fractures, especially on the righthand side of the tunnel.
- Characters marching on the marked side of passage have a 2-in-6 chance cracking through the fragile floor (1-in-6 for lightweight halflings, 3-in-6 for armored humans and dwarves). The fall is not great (about 12') and those crashing through the floor take only 1d6 damage, though saves for breakable items (lanterns, oil flasks, etc.) must be made as normal.
- Searching the cavern beneath the pitfall reveals a narrow tunnel leads to **#8 Bone Room**.

8. Bone Room

- Many humanoid bones litter the floor. Few are human.
- There is no way to reach area **#7 Pitfall** from the chamber unless some character has already broken through / fallen through the floor of **#7**.

9. Mirror Hall

- Light from the party reflects off dozens and dozens of mirrors that line this hallway, wall and ceiling, many of them broken.
- **TRAP!!** Ten of the mirrors are ***mirrors of opposition***. As party members advance down the corridor, their reflections (in marching order) will pop out of these magical mirrors, spending the first round to shatter the mirror (with a hand weapon) as they exit. The image then attacks its opposite. Because of the multitude of mirrors set at different angles, it is impossible to avoid meeting the gaze of a ***mirror of opposition*** without traversing the corridor blindfolded (or with closed eyes). After the 10th opposite attacks, the corridor can be safely navigated.
- **Treasure:** in addition to the ***mirrors of opposition***, one mirror is a ***mirror of mental prowess*** (detectable as magic). It may be easily removed from the wall, and its command words found inscribed on its reverse side.

10. Jewel Room

- Any illumination of the party reflects off a multitude of huge gemstones embedded in the walls of this chamber, transforming the light into a rainbow of colors
- **Treasure:** gemstones may be easily pried from the walls: 50 large gems (100 g.p. each), 30 huge gems (250 g.p. each), and 20 enormous, coin-sized gems (2,500 g.p.), each suitable to the control panels at area **#6** and **#29**. There is also a dazzlingly radiant ruby, the size of a human eyeball, but it is a ***jewel of attacks***...any character carrying it will be subjected to the maximum number of monster attacks in any encounter (subject to the usual size restrictions; see DMG p. 69, **Number of Opponents per Figure**).

11. Ropers

- This round chamber, some 70' in diameter, is dominated by three enormous stalagmite-like structures of stinking, yellowish-gray material, each reaching halfway to the 20' tall ceiling.
- The "stalagmites" are **3 ROPERS** (HD 12, HPs 54, MM83); recently summoned by Giz-Aga and Giz-Kala, and none too happy about it. They serve the sorcerers for the promise of freedom, but are not ***charmed*** (80% magic resistance) and are willing to deal with parties that can release them from bondage (currently staring down two centuries of servitude). Unfortunately, the ropers speak no language but their own.

- **Treasure:** if the ropers are cut open and their gizzards searched, each will be found to have 18 p.p. and 12 large gems (1,000 g.p. each).

12. Throbbing Passage

- This passage moves, shakes, and trembles, like a living thing.
- The exit to **#13 Stasis Room** is a pulsing orifice that may only be squeezed through (individually) with difficulty.
- Cutting at the passage/membrane with weapons leads to an unholy screaming (disconcerting, but no other affect); wounds inflicted on the passage regenerate quickly, but it takes d4 minutes for the noise to cease.

13. Stasis Room

- The chamber is dominated by a figure clad in baroque armor carrying a tremendous greatsword. The warrior stands still as a statue in the middle of a large thaumaturgic circle, ringed by six candles of different colors (red, orange, yellow, green, blue, purple); the flames of the candles neither move nor flicker but stand frozen. The circle holds the warrior in **temporal stasis** and prevents living creatures from crossing its perimeter. A **dispel magic** spell (versus 12th level caster) will bring down the barrier; it will also be dispelled if all six candles can be removed from the circle (via magic or with the use of a long object: a staff, longsword, etc.).
- The warrior is **Githelrud**, a **GITHYANKI** (AC 0, F10, HPs 57, FF43); his STR 17 gives him a +1 to hit and damage in melee. Githelrud wears a **ring of delusion**, and believes it is a paladin of an ancient order, invested with all the powers and responsibilities of such by the **ring**. While wearing it, he acts as if he were Lawful Good (he is actually **Neutral Evil**), receives a +2 bonus to saving throws, and has the ability to “detect evil” (the latter is completely random; the **ring** has no idea whether or not something is “evil” and gives warnings more-or-less at random). Giz-aga and Giz-kala found the creature amusing and imprisoned it here. If freed, Githelrud will volunteer to aid the party on their mission, but is pushy and domineering, brooks no cowardice (or even caution!), and saves its healing abilities (cellular regeneration, psi strength 200) for itself. If Githelrud encounters a **mind flayer** (or if the **ring** is removed) it will immediately remember who and what it is and act accordingly.
- **Treasure:** Githelrud carries a two-handed **+2 sword, dragon slayer**, wears intricate **splint mail +4**, and has the aforementioned (brass) **ring of delusion**. A gold embossed sword-belt and scabbard (1,500 g.p.) hangs behind its shoulder, and the thing wears a silver broach set with tiny sapphires (1,000 g.p.). In a belt pouch across its chest, the creature has a **potion of invulnerability**, which the thing will drink if odds seem hopeless.

14. Stirges

- The floor of this cavern is especially uneven, broken by bony protuberances, and reducing character speed by half. The air is filled with ash-like flakes that obscure vision and reduce illumination to half the normal radius.
- **96 STIRGES** (HD 1+1, HPs 3, MM92) swarm parties entering the cavern; they have double the normal surprise chance due to the floating ash. Distribute attacks evenly between all party members (maximum of eight to a character, or six if a halfling or gnome).

- These are servitors of Giz-aga and Giz-kala, assigned to guard this particular cavern; they neither retreat nor surrender, but they will not pursue fleeing parties.

15. Forest of Spikes

- The ground slopes downward from the cave mouth entrance. The floor of this enormous cavern is covered in dirt; stunted, spiny trees, shaped somewhat like men dot the cavern floor, mysteriously growing in a lightless chamber.
- The figures are not man-shaped trees, but **20 NEEDLEMEN** (HD 3+4, HPs 25, 19x17, FF67) semi-dormant and sustained wholly by the magic of Giz-aga and Giz-kala. Assigned as guardians of this entrance, they only attack invaders pushing more than 20' into the cave; based on sight lines, not more than 16 can attack at a time, unless characters are spread throughout the chamber.
- **Treasure:** the leader of the needlemen wears a crown of thorns bearing three uncut emeralds, each worth 1,500 g.p. Any person who possesses the crown may command the needlemen, though they cannot leave the cavern without collapsing into dust.

16. Collapsing Tunnel

- The tunnel widens into a hall-like cavern some 30' wide and at least as high. Sloping up from the area **#15 Forest of Spikes**, the floor here is bumpy with bulging calcifications.
- The ground is dry and brittle, with a 2-in-6 chance of collapsing underfoot (check for each rank of party as they reach the middle of the hall), preceded by much rumbling and shaking. If a collapse occurs, give players a **5-count** to react, after which time any PC standing on the floor will fall through in a cascade of dust, bone, and shale (NPCs have a 50%+5% per point of DEX over 14 to avoid falling...either retreating, running through the chamber, clinging to a wall, using magic, etc.).
- Falling party members take 3d4 damage before being deposited on the floor of **#17 Rubble Pile**. The slope can be climbed by a thief (-10% to climb chance because of shifting ground) or a rope of 80'+ can be lowered to help the fallen.

17. Rubble Pile

- One side of this cavern hall is filled by heaping mounds of dust and debris, pieces of dry bone-like shell and shale.
- A breeze blows through the hall from area **#18** to area **#19**; if the party stands quiet, sounds of lapping water come from area **#19**.

18. Crack of the World

- An enormous crevasse, some 10-12' wide, splits the room in two. Those seeking to gaze into the abyss will find it has no bottom.
- The Crack radiates a powerful **anti-magic** affecting all within 10' of its edge. Spell durations end immediately and even permanent magic items cease to function until they leave its proximity (after which time they regain their normal function). Potions, scrolls, and similar temporary magic items have a 50% chance of being permanently ruined; charged items (like wands and staffs) will lose 10-60% of their remaining charges after being subjected to the power of the Crack.
- Parties wishing to traverse the Crack will need a non-magical way to cross its span. Any creature falling into the crevasse is lost forever.

19. Tentacle Grotto

- A faint light illuminates a grotto pool filled by a sluggish, subterranean river. Incandescent fish that shimmer with faint bioluminescence may be found here in dozens: an additional source of food for hungry trogs at area **#23**.
- **3 GIANT OCTOPI** (HD 8, HPs 36, MM75) slumber here, sensing any creature that enters/disturbs the grotto. They are nearly imperceptible in the murk (surprise on a 5-in-6).
- Humans and demi-/semi-humans that eat the fish must save versus poison or die. The river that feeds the grotto can only be accessed beneath the water's surface, but only its exit point (area **#20 River Passage**) is large enough for a character to swim.

20. River Passage

- This river flows beneath **THE STRUCTURE**, another method of egress.
- The tunnel through which it flows has a low ceiling, cut only by the surface of the river. Swimmers must hold their breath to navigate it (check drowning percentage based on armor worn).
- The river flows into the Dunkle Zee. Characters using the tunnel for an exit may make their way back to the beach and the anchored *Erstwhile*.

21. Narrow Tunnel

- The 20' wide corridor suddenly narrows to an extremely constricted passage that broad characters (dwarves, humans with strength greater than 15) will have difficulty navigating without stripping themselves of armor, packs, etc.
- Characters that try to squirm through the tunnel with bulky armor, a large shield, or any type of backpack or pole arm, have a 75% chance of being "hung up" in the tunnel. However, they may be unstuck by a companion behind them (pulling backwards).
- It'll take some 40 minutes (four turns) to crawl the 70 yard length of the passage, which ascends noticeably, to area **#22 Brain Case**.

22. Brain Case

- The narrow passage (#21) opens into an empty chamber; featureless except for two small openings that let in both light and air.
- These tight openings lead to the exterior, some 50' above the ground of the plaza. Seen from outside, these are the nostril holes of an enormous, melted face on the exterior of **THE STRUCTURE**.

23. Trog Warrens

- This labyrinth of narrow tunnels is especially dank, humid, and filthy. There is no light in any of the tunnels or small caves.
- A tribe of some **30 TROGLODYTES** (HD 2, HPs 9, MM97) make these tunnels their home. They are especially primitive, hunting by sound and smell, using claws and bite for attacks (non-tool users), and using their chameleon ability to surprise prey. Characters will encounter 0-5 (d6-1) trogs for every turn spent exploring these tunnels (which extend to area **#18 Tentacle Grotto**). Area **D** is their main den and will always have 16+1d4 trogs present; a large hole at the far end of the cave leads to **#24 Oubliette**. The

tribe matriarch (HD 4, HPs 18) lairs in **area B** with her two consorts (HD 3, HPs 15, 12) and are always found there.

- **Treasure:** the main treasure of the trogs can be found in **area A**. and includes 730 g.p. (loose) a 150# silver statue (worth 600 g.p.), 6 gems (250 g.p. each) and a dazzling uncut ruby worth 2,500 g.p. (large enough to be used at **#6** or **#29**) Hanging from a spiky stone projection in **area C**. (the trogs' watering hole) is the corpse of a dead adventurer, still clad in dull black **plate mail +1**; the body is nailed in place by a **broadsword +1/+4 vs. reptiles**, which all trogs will flee from if wielded in battle. The tunnel to **area E**. concludes in a dead end, but anyone specifically searching the floor has a 2-in-6 chance of discovering a **ring of three wishes** (elven blooded characters have a 4-in-6 chance).

24. Oubliette

- This round chamber is a refuse pit for the troglodytes of **#23 Trog Warrens**; it may be reached by a vertical shaft some 30' high. Anything the trogs don't want (which isn't much...they eat EVERYthing) gets tossed down the shaft.
- **Treasure:** the skeletal remains of a fallen halfling lie crumpled beneath its **cloak of elvenkind**; the chance of discovering its remains depending on the light source of searching parties (per page 141 of the DMG). Besides the cloak, the corpse has a **short sword +2, giant slaying** in a rotten leather scabbard and wears beautifully forged and decorated **chainmail +3**, worth twice its normal value (25,000 g.p.) if sold on the open market.
- The secret door is a man-high, gleaming red line on the wall. It will open for any hand or blade inserted into the crack.

25. Rot Grubs

- The ceiling of the tunnel here lowers until medium sized characters can only proceed on their hands and knees). Looking through the tunnel reveals the walls are crawling with insects and grubs and extends at least 20'/40' (depending on the direction) before turning a corner.
- Those crawling through filth covered tunnel are exposed to **5D6 ROT GRUB** (MM83), which hit automatically. There are an unlimited number of rot grubs.
- A *fireball* or *burning hands* will wipe out the grubs completely (as will a *cure disease* spell).

26. Empty Room

- This chamber is empty.

27. Blowhole

- Ribbed chute 40' high; floor has an enormous, pulsing membrane about 3' in diameter. Probing the membrane shows no passage beneath just innards and immense heat.
- The walls are slippery but may be climbed (as a thief; non-thieves climb as if a thief of one-half level); use of climbing tools (spikes, grapples, etc.) will irritate the chute causing it to contract and "sneeze" boiling mucus (d8 damage, dislodging climbers and causing them to fall 20' – 40' depending on height).
- The top of the chute opens onto a 20' wide corridor leading to **#28 Tentamorts**.

28. Tentamorts

- A long, rough chamber nearly 40' wide; its arching walls meet at a peaked, vaulted ceiling 25' above the ribbed floor. Spaced evenly along each wall are three fleshy globes (2' diameter) attached by a forest of small suckered tentacles. Dangling from each globe, extending into the hall are a pair of enormous, pulsing tentacles...each 10' long.
- The globes are **6 TENTAMORTS** (HPs 14 (each tentacle), 26 (body); FF86). By carefully walking single file down the center of the cavern, parties can avoid being attacked by most these strange creatures. The exit opposite **#27 Blowhole** can be reached by the last of the tentamorts.

29. Dimensional Gate

- An archway laced with glowing runes dominates the corner of this large chamber; a pulsing glow of purple and white light emanates from the doorway, utterly obscuring what lies beyond. In the center of the chamber is a stone/bone pedestal topped with a square tabletop decorated with faintly glowing gemstones of huge (coin-sized) proportion. Next to the pedestal, a small tripod holds a shell-like bowl containing more gemstones (not glowing). There is a 50% chance that the **"researcher"** from area **#30 Research Camp** is present.
- The gem-crusted "table" is a **control matrix** operating the **dimensional gate**; there are 36 indentations in the matrix, each of which is suitable for an appropriate-size (2,500 g.p. value) gem. Currently, 30 of the spots are occupied (5 each of red ruby, orange garnet, golden topaz, green emerald, blue sapphire, and violet amethyst), arranged in a curious pattern. Adding any additional gem (there are six of the appropriate size in the shell-topped tripod; one of each color) to the control table matrix activates the **gate**, opening a portal to a world determined by the color of stone used:
 - **Red: John Carter's Mars** (Edgar Rice Burroughs). Characters will find their strength greatly increased in the low gravity, allowing phenomenal jumping ability and double damage with melee weapons. Inhabitants have access to magic (generally of the illusion variety) and amazing technology (airships, lasers that operate like **wands of magic missiles**, etc.).
 - **Orange:** the Weird West. Planet is similar to the American southwest of the mid-to-late 1800s (see DMG p.112-113 for instruction on adapting **BOOT HILL** game rules), but magic functions (magic-users, illusionists, and druids as normal; clerics cast spells as if their level were one-half actual), supernatural monsters may be found, and slain individuals have a chance to rise from the dead equal to 5% times their level of experience. Such characters (called "the Harrowed") are actually possessed by a wendigo-like spirit that changes their alignment to **neutral evil** and drives them to commit atrocities, even as it (somewhat) preserves and animates their rotting corpses. Harrowed characters can be killed by decapitation or head trauma and do not rise a second time.
 - **Yellow:** the jungles of Venus, a prehistoric "lost world" of (breathable) sulfurous gasses and lush vegetation. Humans exist but are extremely primitive with little technology (magic is equivalent to shamans and "witch doctors" as given in the DMG p.40); monsters tend to be of the dinosaur variety.
 - **Green:** the **World of Urutsk** (Kyrinn Eis), a post-apocalyptic world of Florida-style everglades and purple lightning storm weather. Treat as early edition **GAMMA WORLD** (or **Mutant Future**), using the rules on DMG p. 113-114; however, magic functions normally and space travel is possible.
 - **Blue:** a water world, its only land masses are small archipelagoes. There is a 70% chance that the portal will lead to the deck of a ship crewed by (d6 roll): **1.** sea elves **2.** kuo-toa **3.** amphibious humans **4.** Illithid **5.** the undead **6.** lost dimensional travelers similar to the character.

- **Violet:** a section of the astral plane in close vicinity to **the Abyss**. Characters stepping through without a rope or means of propulsion (*fly* spell, etc.) will find themselves drifting helplessly in the starry nothingness. Check astral encounters on an hourly basis, but treat any “devil” encountered as a “demon” instead. Demons will seek to take prisoners back to the abyss for fat rendering, torture, and consumption (consider Anthony Huso’s *Dream House of the Nether Prince* for ideas).

Adding a second stone (any color) without first removing a stone causes the gate to malfunction; the scene beyond the portal flickers rapidly between both worlds and entering the gate has a random chance of depositing a person in either. Adding a third stone causes a loud humming as the table begins flashing brightly in warning; anyone entering the gate will be returned to their home world (75% chance) or lost forever (25%), their soul being scattered in pieces throughout the multiverse. Meanwhile **1d6 displacer beasts** (MM28) will begin entering through the portal every round. If a 4th stone is added to the matrix, a terrific explosion causes **30-180 (3d6x10) damage** to all within the room (save versus breath for half), disintegrating all gemstones within the table, and burning out the gate.

- **Treasure:** undamaged gemstones are worth 2,500 g.p. each and can be pried free with a dagger or similar; the gate requires 31 stones (five of each color plus one) in order to function. The portal is a two-way gate; if left open, there is a 10% chance per hour of a random creature (chosen by the DM) crossing over, with its reaction to the new environment determined by its temperament.

30. Research Camp

- This chamber has been taken over as the abode of an illithid researcher; when she is not experimenting at **#29 Dimensional Gate**, she will be resting here. Furniture consists of a serviceable bed, a locked chest, and a sturdy table containing writing implements and scrolls covered in arcane writing.
- The only occupant is **Illishar**, a **MIND FLAYER** (HD 8+4, HPs 52, MM70), who has been conducting research on the dimensional gate (area **#29**). She is aware of Giz-Aga and Giz-Kala, but are dismissive of their ambitions. **“Slaves playing at being masters.”** Understanding something of the nexus, she fully expects the sorcerers to destroy themselves long before achieving apotheosis. She will communicate her peaceful intentions to the PCs via ESP; she has no wish to combat a strong band of adventurers. She will not use *psionic blast* to defend herself if outnumbered by more than 4-to-1, instead hoping to bargain for her life with her possessions or information on the **dimensional gate**. She knows how to overload the matrix, and will do so to distract the party, using *probability travel* to escape if necessary.
- **Treasure:** the creature wears an electrum **ring of protection +4 (+2 on saving throws)** on one scaly finger; she has a small belt pouch holding three potions (one each of *extra-healing* and *levitation*, and a crystal vial with *oil of etherealness*). The creature’s spare clothing is within the chest (Illishar wears the key on a thong of dried flesh) as well as a small box containing a 13# ingot of pure mithril (worth 25,000 g.p.), 180 p.p., and 14 gems of 500 g.p. each. At least a dozen sealed, clay jars sit neatly stacked upon a table; each contains a humanoid brain in preserving fluid (**rations** for Illishar while on expedition). The scrolls are the monster’s notes; characters able to comprehend the mind flayer language will understand how to use the dimensional gate at area **#29**.

31. Shadow Demons

- A cavernous chamber of strange rocklike formations; eerie shadows resembling demonic entities dance and flicker throughout.
- **7 SHADOW DEMONS** (HD 7+3, HPs 35, FF78) lurk among the shadows and will ambush the party where they have the most darkness (i.e. from behind, unless the rear ranks carry their own light sources). If undetected (see FF for details) they should be treated as having *full surprise*, leaping upon obviously wounded or lightly armored party members to rake and claw and rend.

32. Spectral Chamber

- The air in this chamber is dank and oppressive. Light sources are robbed of any warmth, their illumination reduced to a wan and cheerless pallor.
- **5 SPECTRES** (HD 7+3, HPs 45, MM89), appearing as dark cloaked figures, huddle around something in the center of the room (see **Treasure**); they turn their empty hoods to face intruders, and fight to protect their long-hoarded gold.
- **Treasure:** a triple-locked iron strongbox holds 10,000 g.p., a gold necklace worth 3,000 g.p. and 10 large peridots worth 500 g.p. each. Buried within the gold is a bronze *horn of Valhalla*, a *periapt of health*, and a *broach of shielding*.

33. Focus Chamber

- This vast chamber of quartz and bone rises at least 80' to a hemispheric peak; the interior is bathed in a yellow-green light, though there is no apparent source of illumination. Two inky black spheres, each some 15' in diameter, float ominously in midair near the center of the chamber. There is a 75% chance that a robed figure (**Giz-Kala**; see below) is meditating on the raised dais that sits between the two spheres; being connected with the nexus, she will always be aware when intruders enter the chamber and will take immediate action to repel invaders.
- The spheres are two enormous **BLACK PUDDINGS** (HD 10, HPs 80, MM 10). These guardians of the nexus and under the complete mental control of Giz-Kala and Giz-Aga; should invaders enter the chamber the sorcerers can release them from their suspension at a moment's notice and send them to attack.
- **Giz-Kala, a GITHZERA** (AC 7, MU 13, HPs 41, FF45) meditates here when she is not working in area #34. She has an INT 20 and is immune to illusion spells below 3rd level (in addition to her normal magic resistance). Because of her intimate attunement to the nexus, she casts her spells as if they were innate abilities (i.e. no casting time or components needed); likewise, she regains her spells simply by meditating within the focus chamber (no spell book required). She is gaunt and arrogant; Giz-Kala's eyes glow with an amber light and she sports a pair of large antlers on her head.
- **Giz-Kala's spells:** *1st: detect magic, magic missile, push, shield, shocking grasp; 2nd: ray of enfeeblement, mirror image, scare, shatter, web; 3rd: dispel magic, haste, lightning bolt, protection from normal missiles, suggestion; 4th: confusion, fear, fumble, ice storm; 5th: cone of cold, feeblemind, monster summoning III, telekinesis; 6th: flesh to stone, Tenser's transformation.* Giz-Kala will use her **boots** to levitate out of melee range, while calling for her brother and minions (see **The Power of the Nexus**). Once she has exhausted the bulk of her spells, she will cast transformation on herself and attack in melee with her dagger.
- **The Power of the Nexus:** Giz-Aga and Giz-Kala are long attuned to the power of the nexus, and this chamber (area #33) focuses and amplifies their power. From this room, they may sense and

communicate with all their various minions in the dungeon; they may also call to each other (Giz-Kala will try to awaken her twin with psychic cries (check every round in addition to her normal actions; Giz-Aga awakens if he saves versus breath weapon...see area **#35 Sleeping Sorcerer**). Every successive round of combat with Giz-Kala, surviving minions will begin to arrive as follows:

- Round 1: None (though black puddings may charge)
- Round 2: Flesh Golems from #34
- Round 3: Shadow Demons from #31
- Round 4: Stirges from #14
- Round 5: Spectres from #32, Snakes from #4

No additional minions arrive after five rounds, even if Giz-Kala is still alive.

- **Treasure:** Giz-Kala wears sealskin *boots of levitation*, a jade *ring of protection +3*, and carries a *dagger +2/+3 versus large creatures* at her waist; it has an ivory hilt with a dwarf-head pommel.

34. Work Room

- This rough chamber is dominated by a large firepit and two long tables filled with severed body parts and dripping organs, alchemical ingredients, and weird equipment. Shelves along one wall contain many small jars, boxes, and urns. The air has a smoky haze to it and an acrid smell lingers in the air, though the porous walls absorb much of the toxic gasses that would otherwise fill the room. Three huge figures stand at attention along the wall to the right; each is a 9' humanoid of muscle and scar tissue, seemingly cobbled together as a monstrous experiment.
- The figures are **3 FLESH GOLEMS** (HD 9, HPs 40, MM48) who may not be present if called to fight in area **#33 Focus Chamber**. If Giz-Kala was not there, she will be immersed in her work here.
- **Treasure:** the shelves are stocked with carefully inventoried reagents and rare ingredients (50# with 2,500 g.p.) as well as several pieces of gilded and bejeweled lab equipment (a portable still, a decorated furnace, and a set of scales) worth 51,000 g.p. in total. A *decanter of endless water* stands in one corner of the workroom and an 80# sack containing 800 25 g.p. gems leans against a wall nearby (buried inside is an *amulet of the planes*). Four potions can be found amongst the chemical compounds: one each of *extra-healing*, *plant control*, *reptile control*, and *undead (spectre) control*. If the ashes of the firepit are explored, characters will find the remains of the sorcerers' spell books, now ruined.

35. Sleeping Sorcerer

- This chamber holds nothing but a sleeping form lying in a simple bed.
- **Giz-Aga**, a **GITHZERA** (AC 2, MU 14, HPs 57, FF45) lies comatose, integrating the power of the nexus (see **#36 Nexus Rift**). He can rouse himself with a save versus breath weapon (check when PCs enter the chamber); otherwise he may be slain in a single round. If his sister **Giz-Kala** (see area **#33**) has been slain, he will automatically rouse one round later...such is his connection to her. Giz-Aga has an INT 21 and is immune to illusion spells below 4th level (in addition to his normal magic resistance). His body is ape-like, his eyes are metallic, his face is a withered skull with a ridge of horns encircling his brow, and his tongue is a 9" tentacle that still functions for speech and the casting of spells.
- **Giz-Aga's spells:** 1st: *burning hands*, *charm person*, *darkness*, *magic missile*, *shield*; 2nd: *detect invisibility*, *ESP*, *invisibility*, *knock*, *web*; 3rd: *fireball*, *fly*, *phantasmal force*, *slow*, *tongues*; 4th: *dimension door*, *polymorph other*, *wall of fire*, *wall of ice*; 5th: *cloudkill*, *cone of cold*, *hold monster*, *wall of force*; 6th: *disintegrate*, *globe of invulnerability*; 7th: *power word: stun*. Giz-Aga has all his spells when

awakened; he will turn *invisible*, grab his **staff**, cast *globe of invulnerability* and *dimension door* to area **#33** if awakened by his sister's cries (arriving the 3rd round after awakening). He will assess the situation, use *ESP* to read the characters' minds, cast *wall of ice*, *fire*, and *force* to separate party members into manageable groups, cast *shield* and *fly* upon himself to stay out of range of melee fighters and focus his initial attacks on obvious spell casters, before battling the others. In area **#33 Focus Chamber**, he has all the advantages listed there for his sister; if confronted by an intruder in his sleeping chambers (and awakened) he will still attempt to *dimension door* to area **#33** before doing battle.

- **Treasure:** Giz-Aga wears **bracers of defense AC:2** and owns **staff of power** (25 charges) that is always close at hand. Beneath his bed are two books bound in yellow silk: a **tome of understanding** and a **tome of leadership**. A chest in the corner contains several pairs of purple robes of strange fiber, a knotted sack of 250 platinum pieces, and a rolled scroll of clerical spells (**raise dead**, **heal**, **restoration**). Underneath everything is the sorcerer's spell book...unfortunately, most of the low-level spells have already faded due to its proximity to the nexus and the majority of its pages are blank...only seven spells (his 5th, 6th, and 7th level spells) remain inscribed.

36. Nexus Rift

- The "only" thing demanding attention in this large chamber is the gaping tear in reality: some 20' in diameter, the **nexus rift** swirls in a multitude of colors undreamt of by mortals. Its colors are strangely inviting; it feels difficult to pull one's gaze from the thing, almost as if it offered the secrets of the universe in its depths.
- Any character wishing to sit and stare into the nebulous rift can establish a connection with the dimensional nexus, just as Giz-Aga and Giz-Kala have done. For every full 24 hours spent in meditation a character gains **+1 to INT** and **+1 level of experience as a magic-user** (non-magic-users become essentially "dual-classed," although they are unable to advance further). To maintain their rapture, a character must save versus spells every day with a cumulative penalty of -1 for every day already spent in synchronization...failure indicates a breaking of the connection. In addition, the process is incredibly draining...a character must rest in a coma-like slumber for an amount of time dependent on the total bonus received (+1 = d6 days, +2 = d6 weeks, +3 = d6 months, +4 = d6 years, +5 = d6 decades, and +6 = d6 centuries). A character may be roused from their slumber by making a save versus breath weapon; however, doing so prevents the integration of the nexus power (i.e. all bonuses are lost). Slumbering characters in **THE STRUCTURE** maintain a tenuous attunement with nexus and are fed magical energy, preventing starvation. Note that once the process of rapture been halted, a character may only gain additional bonus by re-establish the connection and maintaining it for a greater length of time (i.e. a character who received a +2 bonus would earn nothing by connecting for another 1-2 days, but could get another bonus to INT and magic-user level by connecting for three days). **The maximum bonus that can be granted is +6**; any character connected for more than six days will spontaneously combust, burning to ash.
- Siphoning power from the nexus causes physical transformations in a character (use the random **Appearance Tables** on **Appendix D** of the DMG, p.194): after the character reaches +1, roll for EYE COLOR; after +2 roll for HEAD ADORNMENT; after +3 roll for OVERALL VISAGE. A character that reaches +4 or more bonus points rolls on ALL random tables (minus the tables already used) as it undergoes a hideous transformation. IN ADDITION, clerics subjecting themselves to the power of the nexus LOSE 1 point of WIS and one level of clerical experience for every point of bonus granted.

- The nexus rift may not be closed or destroyed. Only if **THE STRUCTURE** is burned to the ground (using the *firebrands*) will it cease to exist. Approaching too close the rift causes the hair to stand on end, crackling with sparks of electricity. Anyone silly enough to touch the rift is instantly atomized, no saving throw.

APPENDIX

WANDERING MONSTERS

Wandering monsters were not used in the play-test of this adventure and it is suggested that such are unnecessary...the characters are already dealing with limited resources due to the finite number of spells at their disposal. However, if the Dungeon Master feels that more pressure is necessary the following table may be used:

1 in 8; check every 3 turns (30 minutes)

Die Score	Creature Encountered
1	Blind, insane adventurer, clad only in rags. Cannot be healed or reasoned with...asks only to die (clawed his own eyes out). May only be found once (treat as "no encounter" if rolled).
2	1 Carnivorous Ape (as area #2) hunting for ochre jellies.
3	Corridor violently heaves, shudders, and shakes. All must save versus wands to avoid taking 1d3 damage from being tossed about. THE STRUCTURE then settles.
4	1 Type II Demon (HD 9, HPs 45, MM18); summoned and now trapped on this plane. VERY unhappy.
5	1 Displacer Beast (HD 6, HPs 24, MM28); set loose by mind flayer experiments with dimensional gate (area #29)
6	1d6 (small) Red Ochre Jellies (as per area #1)
7	1 Red Ochre Jelly (as per area #5)
8	1d4+1 Troglodytes (as per area #23); on the hunt for food.

NEW MONSTER

RED OCHRE JELLY

FREQUENCY: *Very Rare*

NO. APPEARING: *1-12*

ARMOR CLASS: *7*

MOVE: *6"*

HIT DICE: *6*

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *3-12*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Non-*

ALIGNMENT: *Neutral*

SIZE: *L (M)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: *IV/225 + 6 per hit point*

The red ochre jelly is much the same as its cousin, but is deep rust in color; it also moves twice as fast.

Like a normal ochre jelly, this carnivorous amoeba-like creature is split into smaller creatures by the application of lightning or electricity. In addition, when slain the expiring creature gives off a cloud of toxic gas, inflicting 1d6 damage to all within a 10' radius (no saving throw). The smaller, half-sized jelly expels the same gas when killed but the damage is halved (1d6/2). In cramped environments lacking ventilation, this poison gas can linger for hours, days, or longer.

NEW MAGICAL ITEM

Fate's Firebrand: A wand-like cylinder with a leather thong at one end and tightly bound wrap of heavy red paper at the other. The firebrand is activated by first unwrapping the end and then pulling *hard* on the thong: a foot-long tongue of eldritch green flame. The flame will quickly fire most structures; for something as large as **THE STRUCTURE**, there is a cumulative 1-in-6 chance per firebrand applied of setting the thing ablaze. If used as a weapon (non-weapon proficiency applies) they inflict 5d4 damage on a hit, double versus inflammable creatures. The firebrand's flame only lasts for three minutes before guttering out.

XP Value: 500 GP Value: -

PRE-GENERATED CHARACTERS

Each player should play one of the four main heroes (**Bladehawk**, **Landon**, **Lucky**, and **Sunstarr**). The companion characters should be separated and chosen by the players, rather than assigned. In play-testing, we found the selection process to be quite entertaining. If additional players are to participate, they may take companions for PCs or bring high level characters, but the total number of party members will need to be adjusted.

THE HEROES

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Bladehawk (Queen of Swords), human

12th level fighter, chaotic neutral

Female, age 50, 5'9", 150#

STR 16 (18/00) INT 13 WIS 8 DEX 17 CON 15 CHA 14

HPs 70 AC -5

Magic Items: *dancing (broad) sword ("Chap," INT 14, detect sloping passages, flying 1 hour/day), plate mail +3, shield +1, gauntlets of ogre power, potion of gaseous form*

Other Equipment: short sword, dagger

.....

Landon Weiguard (King of Cups), half-elf

7th level fighter / 8th level thief / 14th level bard, chaotic neutral

Male, age 93, 5'8", 160#

STR 17 INT 14 WIS 16 DEX 15 CON 12 CHA 18

HPs 80 AC 1

Spells: 1st – detect snares & pits, faerie fire, pass without trace, purify water, speak with animals; 2nd – cure light wounds x3, heat metal, obscurement; 3rd – cure disease, neutralize poison, water breathing; 4th – cure serious wounds, dispel magic, repel insects; 5th – insect plague, wall of fire

Magic Items: *longsword +4, defender, dagger +2/+3 versus large creatures, bracers of defense (AC 2), periapt of proof against poison +4, ring of feather falling, canaith mandolin (+25% to charm; cure serious wounds, dispel magic, protection from lightning 1/day)*

Other Equipment: thieves tools, spell components, 2 daggers

.....

Lucius “Lucky” Draco (King of Wands), human
12th level Magic-User, chaotic good
Male, age 49, 6’5”, 145#

STR 11 INT 18 WIS 15 DEX 16 CON 16 CHA 13
HPs 50 AC 2

Spells: 1st – *detect magic, magic missile, sleep, shocking grasp*; 2nd – *continual light, knock, invisibility, web*; 3rd – *fireball, fly, hold person, lightning bolt*; 4th – *charm monster, polymorph other, polymorph self, wizard eye*; 5th – *cloudkill, conjure elemental, passwall, teleport*; 6th – *disintegrate*

Magic Items: *wand of lightning (20), ring of protection +1, robe of the archmagi (AC 5, MR 5%, +1 to saves), scroll (confusion, monster summoning VI), potion of polymorph, 2 potions of extra-healing*
Other Equipment: staff with skull on the end (*continual light* on skull), spell components

.....

Sunstarr (King of Coins), human
12th level cleric, lawful good
Male, age 48, 6’, 200#

STR 16 INT 12 WIS 18 DEX 10 CON 15 CHA 15
HPs 60 AC -5

Spells: 1st – 8, 2nd – 7, 3rd – 6, 4th – 4, 5th – 2, 6th – 2

Magic Items: *mace of disruption, plate mail +2, shield +5, 2 potions of invisibility, potion of diminution, potion of levitation*
Other Equipment: platinum holy symbol, white robes

THE COMPANIONS

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Alejandro (dwarf)
8th level fighter
Male, age 75, 4’6”, 215#

STR 18/80 INT 8 WIS 13 DEX 15 CON 17 CHA 8
HPs 72 AC -2 (with shield)

Magic Items: *broad sword of life stealing, plate +1, shield +2, potion of extra-healing*
Other Equipment: dagger, backpack, 50’ rope, 6 torches, tinderbox

Tangina Wolfhead (human)

7th level fighter

Female, age 38, 6'2", 170#

STR 18/50 INT 12 WIS 9 DEX 13 CON 16 CHA 15

HPs 56 AC 1 (with shield)

Magic Items: *bastard sword +2, 20 bolts +2, plate +1, dust of disappearance (5 pinches), hand axe +1*

Other Equipment: shield, light crossbow, 2 daggers, short sword

.....

Orianna LaFayette (half-elf)

5th level cleric / 6th level ranger

Female, age 80, 5'5", 105#

STR 15 INT 14 WIS 17 DEX 17 CON 15 CHA 18

HPs 42 AC 1

Magic Items: *boots & cloak of elvenkind, ring of fire resistance, bracers of defense (AC 4), spear +1*

Other Equipment: longsword, dagger, holy symbol

.....

Jolith LaFayette (half-elf)

6th level fighter / 7th level magic-user

Male, age 80, 5'7", 140#

STR 16 INT 16 WIS 13 DEX 15 CON 16 CHA 13

HPs 30 AC 2

Spells: *1st – detect magic, magic missile, protection from evil, spider climb; 2nd – levitate, strength, web; 3rd – haste, tongues; 4th – charm monster*

Magic Items: *longsword +2, 6 arrows +1, chain mail +2*

Other Equipment: short bow, 12 arrows, dagger, spell components

.....

Wildfire (wood elf)
7th level magic-user
Female, age 123, 5'1", 95#

STR 12 INT 16 WIS 11 DEX 16 CON 13 CHA 9
HPs 20 AC 8

Spells: *1st – affect normal fires, burning hands, dancing lights, light; 2nd – continual light, pyrotechnics, stinking cloud; 3rd – fireball, flame arrow; 4th – fire shield*

Magic Items: *potion of healing, scroll (mirror image, ice storm, slow), wand of fire (4 charges)*
Other Equipment: dagger, spell components

.....

Isaiah of Hoquiam (human)
8th level cleric
Male, age 46, 5'10", 160#

STR 14 INT 11 WIS 16 DEX 14 CON 15 CHA 12
HPs 45 AC 0

Spells: 1st – 5; 2nd – 5; 3rd – 3; 4th – 2

Magic Items: *mace +2, potion of invisibility, ring of protection +3, ring of spell storing (cure disease, cure serious wounds, neutralize poison)*
Other Equipment: banded mail, shield, robes, holy symbol, 2 vials of holy water

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Mouse Thistleknot (halfling)
9th level thief
Male, age 40, 3'2", 40#

STR 7 INT 8 WIS 10 DEX 19 CON 13 CHA 9
HPs 36 AC 3

Magic Items: *dagger +1, leather armor +1, rope of climbing, bag of holding, ring of water walking, potion of healing*
Other Equipment: thieves tools, 4 belt pouches

.....

Kyrie (half-elf)

7th level thief

Female, age 55, 5'4, 108#

STR 13 INT 12 WIS 11 DEX 17 CON 13 CHA 14

HPs 28 AC 5

Magic Items: *sling of seeking +2, gauntlets of swimming & climbing, potion of speed*

Other Equipment: short sword, dagger, leather armor, thieves tools, 20 sling bullets

.....

Aristobulous (human)

10th level magic-user

Male, age 47, 5'11", 167#

STR 9 INT 18 WIS 15 DEX 13 CON 14 CHA 10

HPs 25 AC 5

Spells: 1st – charm person, detect magic, magic missile, read magic; 2nd – continual light, ESP, knock, web; 3rd – fly, fireball, water breathing; 4th – dimension door, minor globe of invulnerability; 5th – cone of cold, contact other plane

Magic Items: *cloak of protection +4, ring of protection +1, dagger +2, wand of magic missiles (7)*

Other Equipment: robes, spell components

.....

Taliessa (human)

8th level druid

Female, age 45, 5'7", 145#

STR 12 INT 15 WIS 16 DEX 13 CON 15 CHA 17

HPs 39 AC 7 (with shield)

Spells: 1st – animal friendship, detect magic, faerie fire, entangle, invisibility to animals, speak with animals; 2nd – charm person or mammal, create water, cure light wounds, heat metal, produce flame, trip; 3rd – hold animal, summon insects, water breathing; 4th – cure serious wounds, dispel magic

Magic Items: *scimitar of sharpness, 3 potions of extra-healing*

Other Equipment: leather armor, wooden shield, spell components

.....

Jesse (halfling)

4th level fighter / 9th level thief

Female, age 26, 3'2", 38#

STR 12 INT 15 WIS 13 DEX 16 CON 11 CHA 11

HPs 36 AC: 3 (with shield)

Magic Items: *short sword +1, small shield +2, potion of invisibility*

Other Equipment: leather armor, thieves tools, backpack, 6 torches, tinderbox

.....

Valens the Valiant (elf)

6th level fighter

Male, age 152, 5'2", 112#

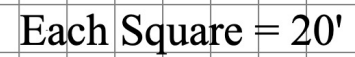
STR 17 INT 13 WIS 11 DEX 18 CON 15 CHA 9

HPs 47 AC: 3

Magic Items: *longsword +2, leather armor +1, hand axe +1, potion of invulnerability*

Other Equipment: wineskin, backpack, 6 torches, 50' rope, tinderbox

Ship of Fate



Where do I begin Pt. II

Over its two decades of existence, the OSR has produced many laudable works in the spirit of old school material. While any best of list is going to be contentious, the author considers the following supplements to be of superlative quality.

1. **Fight On! Magazine** The original OSR Zine, filled with pages and pages of adventures, monsters, new classes, spells, tables and articles by the likes of Gabor Lux, Jeff Rients, Geoffrey McKinney, Calithena, James Raggi & Michael Curtis. Terrific DIY energy, variety and great quality.
2. **Stonehell.** A fantastic megadungeon, illustrating all the tricks and traps of the trade. Immense, challenging, imaginative. Narrowly tied with *Castle Xyntillian* as the best megadungeon ever. Check it out!
3. **Echoes from Fomalhaut.** Gabor Lux is probably the finest writer in the OSR and his zine is chock full of hex locations, adventures, tables, items and the like. The gold standard for OSR zines, seldom approximated.
4. **F3 Many Gates of the Gann.** The closest approximation to Gygax era D&D this side of Trent Smith, F3 combines intricate design and a mastery of dungeon design techniques with science fantasy elements.
5. **Carcosa (Lotfp edition).** The most extreme example of how far you can innovate while still retaining a connection to the original source material. Carcosa is a hexcrawl set on an alien world of lovecraftian terror, super science, abomination and sorcery. Not for the faint of heart!
6. **Thulian Echoes.** A brilliant bit of stunt writing from Zzarchov Kowolski. The party must explore a dungeon in the past and will likely die, but will they have learned enough to survive the dungeon in the present, almost 5 centuries later? And what has happened in the meantime?
7. **Monsters of Myth.** The landmark bestiary, in the style of the original Monster Manuals, filled with all new creatures for a variety of playstyles and levels.
8. **Peril in Olden Wood.** One of many fantastic low level adventures, and a great introduction to DnD
9. **Heroic Legendarium.** A faithful addition to AD&D, written by a man utterly dedicated to its legacy. What Unearthed Arcana should have been.
10. **Tome of Adventure Design.** Endless tables and seeds and a fantastic primer on the OSR. Mandatory.

Stirring of the Slumbering God

OSE adventure for 4-8 adventurers of levels 3-5

Overview

The frontier town of Vacuous Hollow is on a precipice of chaos. Wizards of some kind are digging in places they should not, trying to be sneaky about it.

The Black Lotus Society was uncovering a blood red pyramid when they discovered a Titan which has slumbered since before the dawn of man. The Society is slowly, carefully digging him out. His dreams have become uneasy and pollute the valley. Starlight instantly putrefies meat. Blood will soon rain from the sky. Earthquakes and landslides will change the shape of the land. The dead will walk. This elder Titan, whose name is Filthscreamer, may finally rise again and reign chaos through these hills.

Don't despair for the future. Like plagues and famines, an ancient chaos god is just another disaster. The world has seen worse apocalypses. It always recovers.

Rumors

Word has spread for 9-12 miles that some magician-types got digging in the valley around Vacuous Hollow and found something they shouldn't have. Many rumors from the valley are promising too.

1	The Green Dragon of Viper Rock has stopped demanding whiskey, and it's piling up. (T) The thing must be dead (F) but nobody has been brave enough to check (T).
2	100 years ago a coven of witches drowned in Witchdrowner cave. (T).
3	Gnomes used to come down and deliver whiskey at a high markup so we could pay the dragon (T).
4	Some men in strange robes dug holes in the mountains (T).
5	Finnegan saw a medusa with beautiful red eyes in the mountain out east (F).
6	They say a tribe of beautiful amazons live on Wheelbreaker Bluff, but they eat the liver of any who see them. (F).
7	The brave knight Sir Plumcore went west and never came back (T).
8	Goblins mark their holy places with strong profanity (F).
9	The woods are being cleared of foliage faster than usual – I blame that wizard who keeps us from hunting the Mastodons. (T and F. It is not the mastodons who are eating trees and branches).
10	Tally Poe the Devil eats hunters who don't have dogs with them (F).

(T) = True, (F) = False

Plothooks

A madman named Jonas Quisit has been begging adventurous or tough types to destroy the Black Lotus Society, offering his own rings for theirs. He has 10, each set with a lifelike agate cameo of a member of his venerable house, increasingly mad looking. Each ring worth 500gp. The last heirlooms of the Noble house Quisit. He can't pay for an 11th and if it gets to that point he will take matters into his own hands and quickly be slain.

A neutral aligned acquaintance – the Wizard Balthatsad - has sent a letter requesting that you make some trouble for wizards staying in a lodge near Vacuous Hollow. Throw a brick through a window, or cast a mean spell. Or steal their supplies and treasures, and keep them. A detail he's left out is his motive and the origins of his hate. Secretly this is all about sabotaging his rival within the Black Lotus Society. Balthatsad offers the service of his apprentice Garl the Medium (whom also delivered the letter) for the time it takes to get to the lodge plus one week. Garl works for free is happy to follow his master's friends into dungeons, but his only spell is *Read Languages*.

Garl the Medium: AC 9, HP 5, HD 1**, ATT 1x dagger, MV 120' (40'), SV MU1, ML 7, AL Any, XP 16.

☀ *Read Languages*

The scholar Roland Ivy has tracked down the approximate location of Filthscreamer to this valley. He will trade his dead professor's old Elven Cloak for a pint of the Titan's blood.

Elven Cloak:

Makes the wearer almost invisible with only a 1-in-6 chance of being seen.

The Countdown of Chaos

Filthscreamer has been "poked" in his sleep and his restlessness has an effect on the land for a three mile radius. The first two phases are triggered automatically at random points. These effects only stretch for about a 3 mile radius around the dungeon.

☀ Phase I: Cursed Carrion

Trigger: now

Corpses and meat become rancid and poisonous (save or die) when exposed to starlight. Any unpackaged food too. Flocks of vultures lie dead. The woods stink with death.

☀ Phase II: Raining Blood

Trigger: When weather table roll indicates *Raining Blood*. Or Phase III occurring, whichever comes first.

Red clouds appear in the valley sometimes. Biting flies harass everything in the morning and evening – 2 hours after dawn and before dusk reaction rolls are -2. See weather table entry.

☀ Phase III: Earthquakes and Landslide

Trigger: Poking the Titan. OR disturbing the Book of Vile Darkness.

More stirring, more stones to save from. Human corpses become zombies or skeletons (as the spell *Animate Dead*) every sunset. They attack, save, and turn as if one hit die stronger when it is raining blood. The mountain rumbles and dust and small rocks fall on floor 2 where Filthscreamer is being excavated. The weather changes to raining blood.

☀ Phase IV: The Dead Rise

Trigger: Poking the Titan twice.

With a rumbling sound that may be a snore Filthscreamer moves in his sleep, bringing some rocks down (save vs breath or take 2d4 damage) within the dungeon and the land shifts, a landslide reveals part of dungeon floor 1, and an earthquake levels the aboveground part of the Wizard Lodge and 2+ story buildings in Vacuous Hollow, including the Inn. Horses bolt and aren't recovered. The Inn will rent its hastily repaired stable for sleeping space.

☀ Phase V: Filthscreamer rises

Trigger: Poking the Titan thrice.

Small rocks (1d4) fall every turn. The dungeons will collapse in 6 turns. It takes 24 hours of this slow downfall for Filthscreamer to dig himself out. For the first 12 the dungeons are still stable. Once he's out a new god rules this land for a 3 mile radius. His influence casts a shadow over the land and undead within it are under his control. His only goal is to keep a foothold in

Stirring of the Slumbering God

the valley, and then work petty global conquest on a geological timescale.

Filthscreeamer

Filthscreeamer the Sleeper: AC -3, HP 300, HD >22+*, ATT 0, MV 0, SV all 19, ML 12, AL C, XP 4,500.

Always loses initiative. After taking damage, **stirs**, causing the countdown to move forward. Bleeds Aqua Regia which deals 1d4 damage to any who fail a poison save after wounding it.

Pokes: Phase III ☼, IV ☼, V ☼.

This being was wounded before time and imprisoned here. He is weak and permanently crippled. And hopefully asleep. The gods were mostly thorough cleaning up these Titans after the war that separated heaven and earth, but they left one to bleed out and sink underground and have a mountain rise as his gravestone. What's important is this is only a shadow of the horror it once was. These are some things which can kill the titan:

- A lucky swing with a magic sword
- Instant kill spells such as Finger of Death.
- Powerfully deadly poisons
- A large quantity of explosives.

If the players manage to kill him, roll 1d4 on the weather table from then on.

Or you can just ignore him. He won't be a problem in *your* lifetime. Unless you're an elf.

Filthscreeamer Awakened: AC -3, HP 300, HD >22+***, ATT Yell or Smash 3d8, MV 60'(20"), SV all 2, ML 12, AL C, XP 4,500.

Has 3 Yells a day which act exactly as the spell *confusion*: ☼, ☼, ☼. Controls all undead for 3 miles. Bleeds Aqua Regia which deals 2d4 damage to any who fail a poison save after wounding it.

The Black Lotus Society

Leader: Nilatir the Unfocused.

Alignment: Neutral.

Power structure: Pyramid scheme.

An intercontinental society of magic-users and mystics. They aim to control the world by capturing or destroying anything they think threatens the balance of the cosmos. They madly scramble to prevent drug-induced apocalyptic prophecies. On the first day of every week they meet early in the morning and cast horoscopes which will affect their behavior for the rest of the week.

Stirring of the Slumbering God

D12	Reading	Effect
1	There is a business Opportunity in your future.	Will dive for thrown gold 100% of the time, +1 to reaction rolls for merchants and anyone who looks like a merchant.
2	Beware stray missiles.	Will not fire ranged weapons or spells into a melee.
3	A friend in need will approach you.	+1 odds of being surprised
4	Eat less fat.	--
5	Magic will have unintended effects.	Hesitant to cast spells.
6	Do not hold on to power.	Casts spells as often as possible.
7	Move with swiftness.	+1 initiative
8	Think before you act.	-1 initiative
9	Commit to your endeavors.	+1 morale
10	Your allies are secretly against you.	-1 morale
11	Trust strangers.	+1 to reaction rolls
12	A group of killers with no home will raid your domain and ruin your plans.	-1 to reaction rolls, cannot be surprised. Surely the efficacy of this prophecy is a coincidence?

Weather

Roll on this table for every day.

D6	Type	Effect
1	Dry and hot	Consume twice as much water.
2	Nice	
3	Nice	
4	Rain	The river is not passable for carts etc. The cave floods slowly.
5	Storm	The cave and river are impassible.
6	Blood Rain	-1 to turn undead, +1 to morale of chaos-aligned monsters. The cave and river floods as with rain.

The surrounding area

This valley is a thick temperate forest with wooded mountains. The mountains are alive with colorful birds and insects and small carnivorous plants. The town is blocked by the river Irrt when heavy rains come through.

1. Town of Vacuous Hollow

A small town (population 100-200) with an inn, tavern, church, and enough industry to equip an expedition into the dungeon.

The church has a level 8 priest named Zechhordiabola who provides healing services at a generous rate of 5000gp or 2500gp and a Geas (usually a forbiddance from harming snakes). Removing level drain is 100gp / level. Removing curses is 500gp.

Raul's trading post sells adventuring gear and buys furs and fabrics. Raul is bound to know the most annoying member of any adventuring party, by reputation if nothing else. He's got friends in high places, two level 5 fighters guard his shop and he only keeps a 700-1200gp on hand.

2. Witchdrowner cave entrance A

See **Entrances to Witchdrowner Cave**.

3. Witchdrowner cave entrance B

Ditto.

4. The Wizards' Lodge

See **The Lodge**. Entrance to the dungeon.

5. Hobgoblin Waterfall

Stirring of the Slumbering God

Hobgoblin: AC 6, HP 5, HD 1+1, ATT 1 x yumi bow (1d6 (5'-70' / 71'-140' / 141'-210')) or morning star 1d8, **THAC0** 18(19 in daylight), **MV** 90' (30'), **SV** D12 W13 P14 B15 S16, **ML** 8, **AL** Chaotic, **XP**

The hobgoblins have a camp in a 20'x40' one-gallery cave behind the halfway point up the 200' waterfall. There is a walkable path that switchbacks behind the falls a half dozen times and connects the top to the bottom. They shoot anyone who comes into range below from the top of the 200' cliff. There are 20 hobgoblin soldiers and 20 noncombatant camp followers in the cave. They are all dressed in clashing clothes made of the finest silks and brocades. Each hobgoblin is wearing 100gp worth of fine clothes.

6. Lindley Ranch

The Lindleys keep a few horses, they have three riding horses and one mule with a cart they would like to sell but not to anyone who seems cruel. Horse – 75gp. Mule – 30gp. Saddle and bridle – 25gp.

7. Wheelbreaker Bluff

Breaking-wheels from a more savage time in living memory thrust into the sky with harpies nesting in some of them and their charmed slaves living underneath in the filth.

Harpy: AC 7, HP 13, HD 3*, ATT 2x claw (1d4) or 1x song, **THAC0** 17, **MV** 60' (20') / 150' (50') if flying, **SV** Fighter 3, **ML** 7, **AL** C, **XP** 50

8. River ford

Note weather table – may be impassible.

9. Mastodon Fields

Mastodon travel far. There is a 2-in-6 chance 2d6 mastodons are here. If they are, there is a 1-in-6 chance one of them is a Wizardtusk. The tusks of a wizardtusk are spiraled with runes and their pelts are dazzled with woad chevrons. The wizardtusk always has a savage level 5

Magic-User rider with a +1 dagger of brass handled obsidian. The rider's spells are recorded in the tusk runes. These tusks are worth thrice as much as normal ones (2d4 x 300).

Mastodon: AC 3, HP 67 (Wizardtusk has 72), HD 15 (Wizardtusk has 16), ATT 2x tusk (2d6) or 1x trample (4d8), **THAC0** 9, **MV** 120'(40'), **SV** D8 W9 P10 B10 S12, **ML** 8, **AL** N, **XP** 1,350. **NA** 2d8 **Treasure** Two tusks worth 2d4 x 100 (2d4 x 300)

Charges in first round of combat by moving 20 yards straight and dealing double damage with tusks. 3-in-4 chance of using trample, with +4 to hit human-sized or smaller targets.

Mastodon Rider (Thaumaturgist): AC 9, HP 52, HD 5d4**, ATT Dagger +1 (1d4+1) or casts a spell, **THAC0** 18, **MV** 120'(40'), **SV** M-U 5, **ML** 7, **AL** N, **XP** 425

Spells

I. *Shield, Darkness*

II. *Phantasmal Force, Web*

III. *Fire Ball*

10 (multiple). Minor Dig site

Two men dressed in strange gray work clothes are digging holes, sieving the dirt, and acting quite disrespectful to the old earth goddess. 1-in-6 chance they have 1d4 pounds of broken ancient pottery which is worth its weight in gold to collectors.

Medium: AC 9, HP 4, HD 1**, ATT Dagger 1d4, **THAC0** 19, **MV** 120'(40'), **SV** D13 W14 P13 B16 S15, **ML** 7, **AL** Neutral, **XP** 16

Spells

I. *Detect Magic*

11. Viper Rock

This rock is a landmark of the valley visible from almost anywhere southeast of the mountain it is on.

One grey-brown boulder sits 40 feet tall in the shape (if one is imaginative) of a venomous snake's pointed head. A ridge of boulders snakes down the mountain from it. The back of the rock has a 10' wide fissure that quickly turns down into the mountain and levels out after 150 confusing feet into the hallway on Level One which leads to area 40.

Entrances to Witchdrowner cave

Entrance A

High up the mountain a jagged dark outcrop of stone has a crack a man in armor can barely squeeze through. 6-10 feet back a 3' wide chimney leads down about 60' into room 2.

Entrance B

A depression in the side of the mountain about 5 feet deep, with a three foot high horizontal crack. It's at least ten feet wide. This entrance is illustrated in the map from a side-on perspective.

Entrance C

A roomy tunnel from Level 2 Dug by an insane and abused Megatherium.

Witchdrowner Cave

Most tunnels are round with surprisingly flat floors. Algae on the walls catch weak lights and glow evil green but provide no illumination. Stalagmites and stalactites pepper the ceilings and floors of the cave. After the first flooding from blood, the floor will have an inch of congealed blood crawling with maggots and flies and ghastly beetles. Any surface less than a hundred feet from an entrance is thriving with harmless cave spiders and their webs. The cave is too stony for ankhegs to burrow in it.

This cave floods frequently.

When it rains the cave is at risk of flooding. 2 turns per ten feet in reasonable rain, 1 turn per 10 feet in a storm. Blood rain floods it too, which is worse because you can't see through it even with light spells.

How flooding works: Contour lines are on the map with a + symbol marking the higher side and a – marking the lower. Every contour is 10 feet. Contours represent the floor height: ceilings are 25' in most galleries and 10' in passages.

Witchdrowner Cave Random Encounters

1-in-6 chance every turn that one of the following will appear. Roll a d4 if the cave is flooding/flooded.

D6	Encounter
1	1d3 Hellbender Caecilia
2	1 Wraith + __ Turned wraiths. †
3	d20 Cave Locusts
4	9+d4 Nixies
5	d4 Giant Wasps*
6	2d6 Goblins*

* - Will not appear during floods.

† - Starts with 1 wraith but adds any turned characters to the encounter total.

2d6 Goblins

Poppy Tribe goblins, Hiding out and smoking and scrawling disgusting content on the cave walls, surprised 2-in-6. Their gaudy robes are all muddy. They fight with rusty morning stars.

Goblin: AC 6, HP 3, HD 1-1, ATT morning star 1d8, THAC0 19(20 in daylight), MV 60' (20'), SV Normal Man, ML 7, AL C, XP 5

1d3 Hellbender Caecilia

A 30' carnivorous amphibian with no limbs and dreadfully wrinkled brown skin flecked with fire orange. Mouth full of needly teeth. Their hides are worth 300 gp and are commonly crafted into leather armor. They can

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breathe underwater and “see” through blood as they do not rely on eyesight to hunt.

Caecilian: AC 6, HP 27, HD 6*, ATT Bite 1d8, THAC0 14, MV 60' (20'), SV D12 W13 P14 B15 S16, ML 9, AL Neutral, XP 500

On an attack roll of 19 or more swallows the target and deals 1d8 damage per round until slain. Victim can fight back with a dagger at -4 to hit and will be completely digested 6 turns after death.

1 Wraith

From over 10' looks like a beautiful woman made of blue mist. Closer up looks like a hag made of black smoke. Moves like a marionette. Every character this monster slays becomes a wraith to appear when this is rolled again. It is content to take one adventurer and fade away, only to come back with a friend at its next encounter.

Wraith: AC 3, HP 18, HD 4**, ATT Touch 1d6 + drain, THAC0 16, MV 120'(40'), SV D10 W11 P12 B13 S14, ML 12, AL Chaotic, XP 175

Immune to normal weapons. Silver weapons do half damage. Magic weapons and spells do normal damage. Drains one level or hit die per successful hit, killing any reduced to 0 level and priming them to rise as a wraith at the next sunrise.

1d20 Cave Locusts

Chase food, fear light, completely suicidal.

Cave Locust: AC 4, HP 9, HD 2, ATT Bite 1d2 or jump 1d4 or spit (stench), THAC0 18, MV 60'(20'), SV D12 W13 P14 B15 S16, ML 5, AL Neutral, XP 20

Cave locusts are covered like stone and can easily blend in to a cave environment. Their shrieks have a 20% chance per round of attracting another wandering monster. Their spit has a 10 range and treats target AC as 9. Victim unable to act for one turn (save vs poison) and until the poison is washed off anyone who comes within 5 feet must save or be sick for a round.

1d4 Giant Wasps

Buzz like weedwhackers they want to paralyze things to drag into their nest in room 9.

Giant Wasp: AC 4, HP 18, HD 4**, ATT Bite 2d4 or Sting 1d4 + paralysis, THAC0 16, MV 90'(30') / 180'(60') flying, SV D10 W11 P12 B13 S14, ML 7, AL Neutral, XP 175

Sting attacks paralyze permanently on a failed save and the victim dies in d4+1 days if untreated. Loses ability to fly if hit by fire.

1d4+9 Nixies

Angry cave spirits that look like half-sized elf women of a greenish blue gray hue. Will attempt to charm a strong party member and then bestow water breathing if necessary, and force him to protect them and probably go on a suicidal mission against gnomes. Not likely to enter combat. Their knives are made from the bones of fish and serve as tools more than weapons.

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Nixie: AC 7, HP 4, HD 1, AT'T Fishbone Knife 1d4 or group spell, **THAC0** 19, **MV** 120'(40'), **SV** D12 W13 P13 B15 S15, **ML** 6, **AL** Neutral, **XP** 10

Can *charm person* if 10 nixies succeed in group casting. Each may summon a giant bass if there is at least 5' of water.

Giant Bass: AC 7, HP 9, HD 2, AT'T bite 1d6, **THAC0** 18, **MV** 120'(40'), **SV** D12 W13 P14 B15 S16, **ML** 8, **AL** Neutral, **XP** 20

Cave Key

A. The Junkheap: Tunnel clogged with trash, bashed and destroyed alchemical equipment, nails, a complete ladder on the north end is easy to get to. Ruined moonshine equipment, wreckage from carts looted by goblins, witches, who knows what. Takes 6 turns to clear enough for single file passage. At the center (3 turns of digging) there is a +1 breastplate with the coat of arms of Gallant Clifford the lost witchfinder general.

0. Entrance B. Galleries: Galley 0A has walls vandalized with dyes and soapstone by a gang of goblins and then a gang of gnomes. The entire room just reads like a public bathroom wall obsessed with alien politics. Gallery 0B has a floor of rubble and broken opium pipes, but much less graffiti. Both of these caves are full of cave spiders and cave mosquitos, harmless normal sized wildlife.

1. The pits: Two 20' pits are connected by a 20' wide tunnel at the bottom.

2. Human moonshiners: Three human skeletons in gibbets on a big wedding cake formation column in the center of the room. An improvised sign cobbled from planks of wood reads: "Thus the gnarly fate of those who distill under our Turf!"

3. Ghoul Harem: 10 rubbery ghouls one has 16 HP and a pearl necklace (100gp and an

obscene trident tiara (1,000gp). Each ghoul has a gold ring set with a small sparkling diamond on the fourth finger of its left hand (100 gp). They wear various indecent clothes like gauzy dresses and belly dancer costumes. They will coo and beckon at adventurers ignorant of their own deathly state. They will take any lecherous degenerates by surprise. Ghouls don't need to breathe so cave flooding doesn't bother them.

Ghoul: AC 6, HP 9, HD 2*, AT'T 2x Claw and a bite each 1d3+paralysis, **THAC0** 18, **MV** 90'(30'), **SV** D12 W13 P13 B15 S15, **ML** 9, **AL** Chaotic, **XP** 25

Paralysis lasts 2d4 turns. Ghouls don't attack paralyzed targets until it's safe.

The walls have red velvet curtains, and the floor is scattered with heart shaped pillows and downy blankets. Unfortunately, these are all moldy, possibly soggy, and stinking of death. There is a 5% chance Excuaris (see room 5) will be here. These ghouls are totally subservient to him.

Excuaris restocks this room with 1d6 Ghosts, also loyal to him, after any ghouls go dead or missing. These come from the vats in room 4 where they are quickly and discreetly replaced. If a dead player character was left in Witchdrowner cave it will be that corpse will be the replacement in the vat. But Excuaris has many ways of replenishing his harem.

4. Ghastvats: 6 Glass topped copper barrels with *dead people* floating in transparent green goo. Breaking the glass or being forceful with the barrel releases a ghast and a disgusting miasma in a 5' radius (paralyzed for 1 turn automatically, save vs death or become a ghoul in d3x6 turns, unless treated with *remove curse* before then). These ghosts are not loyal to Excuaris yet.

Ghast: AC 6, HP 18, HD 4*, ATT 2x
Claw and a bite each 1d4+paralysis,
THAC0 16, **MV** 90'(30'), **SV** D10 W11
P12 B13 S14, **ML** 9, **AL** Chaotic, **XP** 125

Paralysis lasts 2d4 turns and affects elves.
Emits a cloud of charnel stench in 10'
radius that causes -2 to hit on living
characters who fail a poison saving throw.

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5. Excuarius's study: 95% chance Excuarius the Antibishop (chaotic cleric LVL 6) is here (he's otherwise with his ghoulish harem), begrudgingly writing a letter to the Black Lotus Society. He would be happy if they were removed. He based his personality on owning his *Helm of Underwater Action* (looks like a fluted steel fish) and his *Ring of Swimming* (Silver, engraved with a fish hieroglyph). At the slightest provocation he will cast *Darkness* and dash to his harem for protection.

Excuarius the Antibishop: AC 2, HP 27,
HD 6**, ATT Mace d6, **THAC0** 17, **MV**
60'(20'), **SV** D9 W10 P12 B14 S12, **ML** 9,
AL Chaotic, **XP** 725

Spells

- I. *Darkness, Purify Food and Water*
- II. *Speak with Animals, Hold Person*
- III. *Remove Curse*
- IV. *Create Water*

Excuarius just wants to study his clay tablets, he has a whole library of them. All devoted to Dagon. He has a book of gold plates with hymns to Dagon, it's worth 2000gp but contraband any Lawful character would refuse to buy, and any lawful authority would demand it handed over to be melted down.

6. The Cave Fisher's Crevasse: This gallery's ceiling is 40' high and hundreds of thin hair like orange tree roots hang all the way down from it. The ledge itself is a nest of bones. Most recent kill is a gnome who has a dragon horn belt buckle carved in a knotwork pattern worth

400gp and a bottle of overproof moonshine worth 3gp.

A cave fisher lingers on the ledge, looking right over the narrowest part of the fissure. It will shoot its sucker-tipped tongue down and reel up any adventurer weighing 400 pounds or less (including gear) 15 feet per round. Alcohol or insect blood breaks the connection. The tongue is invisible outside of 10' and within 10' a character only has a 20% chance of seeing it.

Cave Fisher: AC 4, HP 18, HD 3*, ATT
2x claw 2d4, **THAC0** 17, **MV** 60'(20'), **SV**
D12 W13 P14 B15 S15, **ML** 9, **AL** Neutral,
XP 50

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The groans of Clawfog echo from the north end of this hall.

7. Old Witch base: A big rusty cast iron cauldron with stone growing up around it after sitting here 200 years. A flowstone formation on the east wall casts shadows that look like screaming faces when lit by a torch.

7A is separated from 7 by two heavy stuck bronze doors with a verdigris patina and sculpted in relief with spirals of dancing devils. The groans of Clawfog can be heard reverberating through those doors.

8. The Groaning Spirit's Lair: The Groaning Spirit of Clawfog, a dark elf. Bound to the totem pole that protected her from sorceries in life. Every square inch of the pole has a lucky charm nailed to it: horseshoes, rabbit's feet, rotted dreamcatchers, crowfeathers, 666 platinum coins with two inverse sides and at the top two ofuda-like magic scrolls with unknown effect (One is *Finger of Death* and one is *Raise Dead*). One person can remove 111 of the coins per turn. Destroying the totem causes the ghost to instantly reincarnate as a new dark elf somewhere else in the world, effectively exorcising it from the cave.

Groaning Spirit: AC 0, HP 32, HD 7**, ATT Chill 1d8 or Keening Wail, THAC0 13, MV 60'(20'), SV D8 W9 P10 B10 S12, ML 9, AL Neutral, XP 1250

The Keening Wail has a 15' radius and kills anyone who fails a save vs. spells on the spot. It can only do one a day.

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9. Wasp Nest: The floor is paper and anyone heavy enough for a 60' (20') move speed will fall through onto a pile of waterlogged (or bloodlogged) dead wasps 20' below. Where all the walls are honeycombed paper. Drowned gnomes, one has a little cast iron pot in a death grip, it has 20 gold bars, each with the value and weight of 5gp and stamped with a likeness of the zombified god emperor of the gnomes. There is a 4-in-6 chance that 1d4 giant wasps are present. Most of this colony has drowned.

Giant Wasp: AC 4, HP 18, HD 4**, ATT Bite 2d4 or Sting 1d4 + paralysis, THAC0 16, MV 90'(30') / 180'(60') flying, SV D10 W11 P12 B13 S14, ML 7, AL Neutral, XP 175

Sting attacks paralyze permanently on a failed save and the victim dies in d4+1 days if untreated. Loses ability to fly if hit by fire.

10. Hallway that Never Ends: The navigator must save vs. illusion or this hallway seems 10 times as long (about 300') and takes as long to travel.

11. Piranha Grotto: A freshwater pool is 10' below unless it's raining out. It has 5 eyeless white giant piranha which attack anything that enters. A human skeleton is at the bottom and hugging a rotting treasure chest, clutching it with a thoroughly rusted iron prosthetic hand. The once locked chest is decayed and can be broken open with little force. Inside is 1d6 little garnets and a +1 dagger.

Giant Piranha: AC 6, HP 16, HD 3+3, ATT bite 1d8, THAC0 16, MV 150'(50'), SV D12 W13 P14 B15 S16, ML 7, AL Neutral, XP 50

12. Renegade Cave Sloth: A megatherium with steel digging claws strapped to its forearms. Living bulldozer. A mother sloth with elephant skin and a back full of green algae. Two baby sloths the size of men cling to it, front and back. It does not attack unless provoked. Don't touch the babies. The sloth burrowed all the way here from Level 2 and the resulting tunnel is in this room, it's a good 10' passage.

Megatherium Mother: AC 6, HP 50, HD 11, ATT 2x metal Claw 2d6+1, THAC0 10, MV 90'(30'), SV D6 W7 P8 B8 S10, ML 12, AL Neutral, XP 1100

Creature Catalogue

13. The Moonshiner Gnomes: A natural ramp on the southeast corner rises 15' up. 40 gnomes work here distilling whiskey but only if it isn't raining. The ceiling of this gallery is 55' up. A gnomish moonshine still is in the center. A wood and tin clockwork tower with overcomplicated workings stretches to the ceiling. It powers itself with pulleys, chains, and a water (whiskey) wheel. The whole thing is highly flammable but also waterproof. The gnomes don't leave whiskey behind but they make 8 barrels a day One an hour from 9 - 5. Or 10 if you count the poisonous (save or die, go blind either way) 'head' and 'tail', the first and last barrels produced at 8am and 6pm. There's not much profit left in distilling but they dare not stop for gnomes who slack off too much are said to turn into gnolls! Each barrel holds 43 gallons, weighing 4000 coins, and worth 200 gold but only goes for 150 in a 6 mile radius due to the surplus. If the dragon "returns" it will be worth 250 a barrel.

Gnome: AC 5, HP 4, HD 1, ATT Shortsword 1d6, **THAC0** 19, **MV** 60'(20'), **SV** D8 W9 P10 B13 S12, **ML** 8, **AL** Neutral, **XP** 10

Restocking: The gnomes bring 1d4 gnoll warslaves and "top off" to 1d4 x 10 workers for their next work shift.

Gnoll: AC 5, HP 9, HD 2, ATT Flail 2d4, **THAC0** 18, **MV** 90'(30'), **SV** D12 W13 P14 B15 S16, **ML** 7, **AL** Chaotic, **XP** 20

14. The Narrow Crevice. Impassible in plate armor. Just wide enough for one man to squeeze through sideways, but it gets narrower toward the top. The skeletons of four drowned witches *wedged and squeezed* above with only their legbones visible from below. Pulling one down brings them all down in a clatter. One has a ring of regeneration, it looks like a curled jade gecko. Another has a pointy and spiny wand of illusion (6 charges) made of an organic looking black resin.

The Lodge

During the day (5am-9pm) the front door to the lodge is guarded by an invisible elf named Umbrastar. At night it is protected by Schubert and Aric, Mediums. The guard stands on the porch.

Umbrastar: AC 5, HP 15, HD 3+1*, ATT Sword 1d8, **THAC0** 18, **MV** 120'(40'), **SV** D12 W13 P13 B15 S15, **ML** 8, **AL** Neutral, **XP** 50

Spells

I. *Shield, Magic Missile*

II. *Invisibility*

Medium: AC 9, HP 4, HD 1**, ATT Dagger 1d4, **THAC0** 19, **MV** 120'(40'), **SV** D13 W14 P13 B16 S15, **ML** 7, **AL** Neutral, **XP** 16

Spells

I. Randomly chosen or *Magic Missile*

Room 1. Drums of panic in the corner, the guard will bang on them if someone is nosing around and he doesn't think he can take them out. On the wall (marked B) is Gus the talking animated taxidermy moose head. He's worth 500gp and weighs 450 coins. Happy to talk too. He knows that "robed fellas" come through here a lot and that they carried "many chests" down into the basement, but hasn't heard digging for quite a while. He can't really count so you can't get exact numbers out of him. **C** Marks a padlocked trapdoor that slides on tracks in the floor. It is held by a padlock and a 20' long iron chain.

2. Kitchen: A cabinet full of local vegetables like turnips and radishes also has a quaint wooden tea box, full and worth 10gp; and a tea set decorated with floating islands where beautiful people listen to music played by satyrs in delicate blue on white. The set weighs 30 coins and is worth 2000gp but every time you take damage roll a Paralysis saving throw or 500gp worth breaks.

3. Umbrastar's Room: This small bedroom is furnished by a bed and a small dresser and a writing desk. During the night there's an invisible man sleeping in the bed (Umbrastar on his off shift). He lives his life invisible to save spell slots.

On top of the dresser is a brass lyre sculpted like an oriental dragon (100gp). Under the bed is a cedar wood chest with crispy waybread and stamped metal cooking gear. Inside the dresser there are 3 elf tights and a red cotton tunic. When Umbrastar sleeps, an invisible coinpurse is on the writing desk with 50 elf-minted

platinum coins. Otherwise the purse is on his belt.

The drums of panic do reach Umbrastar's room, so he may be fail a save and run into the woods.

4. Cellar: There is an elevator. A steel platform with a chest high wall on three sides. At the center of the long wall is a twist lever labeled UP – STOP – DOWN. The BLS always leaves it in the STOP position. 50% chance it is 90' down at level 1 leaving an empty pit. Heavy chains are moving up and down, 2 at each corner. They are driven by heavy crankshafts connected to a capstan with an iron living statue always spinning it wearing and a rut into the stone floor. A lever that recalls the platform is just off to the side of the elevator shaft.

Three days after floors 1 or 2 have been raided this room will be guarded by 1-6 acolytes and the living statue will attack anyone who wears no Black Lotus ring.

5. Grave: 5 naked, piled, putrid corpses of workers who died excavating the dungeon. An improvised shrine in an alcove with a red figure stoneware bowl kept filled to the brim with wine, and a wood totem of a bushy-tailed cat with a grotesque human face. This is "Tally Poe," a local boogeyman recognizable by any local. Worth 30gp.

6. Tool Room: Some spare timber, and woodworking tools and digging tools and construction tools.

Level One: Base and Old Excavation

Most of this floor (the dragon's lair is an exception) is geologically old mountain stone. The Black Lotus Society has been carefully digging with picks and unloading dirt into a bottomless pit. Most hallways are dirt and stone roughly mined (as if with giant oversized picks) with sight barrel vaulting. Periodically the walls are supported by logs. Doors are fresh hardwood with iron bindings, quite sturdy.

The caves south of the base are moss-overgrown garden caves, the lair of a green dragon named Hemlock.

Levels 1 and 2 Random

Encounters

1-in-6 chance every second turn that one of the following will appear.

D6	Encounter
1	1d8 Acolytes – on a tour
2	1d6 Doppelgangers – dozens got loose
3	Pseudodragon – spying
4	Necrophidius covered in bells.
5	1d6 Quaggoth slaves
6	2d4 Pixies

1d8 Acolytes

The Black Lotus Society wears grey robes with gauzy veils and no chainmail. Their maces are lightly engraved with floral patterns. If more than four appear, they are joined by Balustrade, a third level cleric with the spells Light and Darkness (perfect balance)

Acolyte: AC 2, HP 4, HD 1, **ATT** Mace 1d6, **THAC0** 19, **MV** 60'(20'), **SV** D11 W12 P14 B16 S15, **ML** 7, **AL** Neutral, **XP** 10

1d6 Doppelgangers

Hide against the walls as oversized pots and clay pillars for +1 to surprise. Dozens escaped and wormed into the earth and caves, coming back to the dungeon to hunt.

Doppelganger: AC 5, HP 18, HD 4*, **ATT** Bite 1d12, **THAC0** 16, **MV** 90'(30'), **SV** D6 W7 P8 B8 S10, **ML** 10, **AL** Chaotic, **XP** 125

Steals the shape of any human-like creature it sees. Then it attacks them and attempts to take their place to cause more chaos later.

Pseudodragon Spy

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The Society employs pseudodragons as spies against each other more than against outsiders. They are tricky and avaricious little creatures and will usually do nothing more than try to alert guards or steal a coin or two of treasure when they see adventurers. Pseudodragons can see invisible things and have chameleon camouflage making them 80% undetectable.

Pseudodragon: AC 5, HP 9, HD 2***, ATT Bite 1-3 or Sting with +4 to hit, THAC0 18, MV 90'(30'), SV D12 W13 P14 B15 S16, ML 7, AL Neutral, XP 35

80% chance of being undetected. If hit with its sting save vs. poison or fall into a coma for 1d6 days. The coma is lethal on a 1-in-4. 35% chance of resisting spells.

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Necrophidius covered in bells

An oversized skull on an overlong spine that inches like a worm, and jingles with sleigh bells. You can hear it before you see it, and it communicates basic concepts by jingling in certain rhythms understood by the society's wizards.

Necrophidius with bells: AC 2, HP 9, HD 2**, ATT Bite 1d8, THAC0 18, MV 90'(30'), SV D12 W13 P14 B15 S16, ML 10, AL Neutral, XP 35

Its bite paralyzes for 1d4 turns (save against paralysis). A necrophidius will try to begin combat with a *Dance of Death* which works like casting a spell and entrances characters who see it (and fail a save against magic) until the next round. Normally a Necrophidius is quiet like an undead. This one isn't.

1d6 Quaggoth slaves

Large, hairy humanoids rented from a neutral faction of underground guerrillas. They are only good for carrying things from one place to another. As operations here have ground to a

bureaucratic halt they have little to do but wander looking for cave crickets to eat. They wear blinders, like those put on racehorses.

Quaggoth: AC 6, HP 6, HD 1+2*, ATT 2x Claw 1d4, THAC0 18, MV 120'(40'), SV D12 W13 P14 B15 S16, ML 10, AL Neutral, XP 19

75% likely to attack intruders on sight and always meets violence with violence. The Black Lotus Society rings bypass this somehow.

Dies at -6 HP and keeps fighting until then. Gains +2 to hit at 0 or lower hit points.

Fiend Folio

2d4 Pixies

The allies of the society and fans of psychedelia. They settle in places like this and stay for far longer than the society will. Invisible shoe menders and pen sharpeners and prankers of non-neutral characters.

Pixie: AC 3, HP 4, HD 1*, ATT Dagger 1d4, THAC0 19, MV 90'(30') / 180'(60') flying, SV D12 W13 P14 B15 S16, ML 10, AL Neutral, XP 13

Can become invisible or not at will and remain invisible while attacking. Defends with -2 on incoming attacks. Always gets surprise. Can only fly 3 turns consecutively.

Level Key

1. Elevator to Lodge: A lever for recalls and the elevator platform (see **Lodge, Cellar**) 90' up to the lodge and a recall lever. Underneath the Elevator is a 5' deep pit of gravel, a few broken logs, and a gold funeral mask with six eyes worth 600gp.

2. Scales of Balance: Two 10' bronze disks hanging on chains from a huge bronze lever suspended from a vaulted ceiling. An oversized scale. An air elemental is locked in room 2A.

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30' below the scale platforms is a floor lined with spikes (for double the fall damage!). The scale bottoms out 10' above the spikes. The ceiling is 45' up. On the south wall, 5' below the level of the bridges is a 6' long 2' tall hole and below it there's purple slime and a man in grey robes impaled on the spikes.

The scale measures alignment, not weight. They become unbalanced by alignment, not weight. If the scale "bottoms out" a gong noise will resound and the heavy door to 2A opens, releasing the air elemental. An equal number of lawful and chaotic characters standing on the scale will not move it. An imbalance towards law moves it up one foot per second, and an imbalance towards chaos moves it down at the same speed. Thus an imbalance worth one character will release the elemental in two rounds, and two characters one round, and with three or more there is only one chance to react.

3. Death Enactment: The north wall is all curtained, hiding the doors. The west wall is a glass window into room 4, an exact mirror of this room. A lever is on the floor centered right in front of the false mirror, and there is a pipe set up just above where the puller would be. Pulling the lever will release a doppelganger in room 4 from a mirrored pipe. It leaves the pipe as a goo blob, and then shifts to mimic the first person it sees – likely the lever puller. There are 24 doppelgangers up in there and no mechanisms to stop anyone from pulling them all in just a few minutes.

Doppelganger: AC 5, HP 18, HD 4*, ATT Bite 1d12, THAC0 16, MV 90'(30'), SV D6 W7 P8 B8 S10, ML 10, AL Chaotic, XP 125

Steals the shape of any human-like creature it sees. Then it attacks them and attempts to take their place to cause more chaos later.

In the middle of the room there is a +1 sword in an anvil. It has a gilded hilt and lacy runes down the blade. Any neutral aligned character

can remove it. When removed the window wall and an entire 20' circle of floor rotates counterclockwise. The mechanisms are not well engineered: on a 2-in-6 the wall only rotates about 90 degrees, otherwise it rotates the intended 180 degrees.

On the east wall is an oversized stone sarcophagus. The lid is off. The bottom is a trapdoor loaded to clockwork. After a few seconds it drops things loaded into it into the spike pit in room 2, the outlet there is 25' up.

With the door open a ray of light from room 11 is visible at the end of the south hallway.

4. Mirror of 3: The north wall is curtained and the west wall is glass (see room 3). The sword in its anvil is a nonmagical variety and can be taken by anyone. The sarcophagus is ordinary with no trick door. The lever works to rotate the door as in room 3.

5. Well-guarded Hallway: This is where the ballista crew in room 11 decides to start firing on people, and the guards in room 6 tend to hear a racket and burst out soon after.

6. Guardroom: A card table and 5 armored fighting men and 1 Medium (the Fabulous Ma'azu) with the spell *sleep*. The guard post is mostly an excuse to play cards. But they respond to ruckus location 5 in a round.

Armored Fighting Man: AC 2, HP 4, HD 1, ATT Sword 1d8, THAC0 19, MV 60'(20'), SV D12 W13 P14 B15 S16, ML 9, AL Neutral, XP 10

The Fabulous Ma'azu: AC 9, HP 4, HD 1**, ATT Dagger 1d4, THAC0 19, MV 120'(40'), SV D13 W14 P13 B16 S15, ML 7, AL Neutral, XP 16

Spells

I. *Sleep*

7. Mass grave excavation: This gargantuan room is held up by log scaffolds. The ceiling is

not very high at the outside but the floor descends in two stepped earthen spirals. Each step has a carefully excavated skeleton. 20 on each side. 4 from each side (every 5th skeleton) has two round gems filling its eye sockets: A ruby in the left, a sapphire in the right. Each gem is worth 100 gold. Total 16 gems worth 1600gp. Can't remove the gems without destroying the crumbly skull.

At the center a stone table has the Book of Vile Darkness. Picking up the book without reciting the proper phrase (recorded inside the pyramid and the journal of Hezadrian) animates all human corpses in a three mile radius as the spell *Animate Dead*, save for those which have been beheaded or are in direct sunlight. In addition, only chaotic characters may touch the book without suffering terrible effects. This includes all the complete skeletons in this room, and any dead humans in the dungeon. The gem-eyed skeletons have twice the regular HP and can't be turned, but waste their first round in combat projectile vomiting gallons of orange ectoplasm. The skeletons are all unarmed but will scavenge any weapons they see unattended.

Book of Vile Darkness: At a glance this is a tome of considerable antiquity bound in an uncanny leather. The nature of the book can not be determined by looking at it, but there are clues elsewhere in the dungeon.

This book is evil. That's a hard thing to quantify but anyone who reads it can instantly know it by the wicked rituals within. A chaotic cleric may study this book for 1 week to gain a point of wisdom and half the experience points required for his next cleric level. Neutral aligned clerics who attempt to read a page have a 50-50 chance of either becoming chaotic with no benefit or being drained of 30,000 x 1d4 experience points. Law aligned clerics attempting to read the tome must save vs. poison or die, and then save vs. magic or become insane. Even after making both saves the Lawful cleric is drained 250,000 experience points – the drain is reduced by 10,000 for every point of wisdom.

Lawful non-clerics take 5d6 damage from attempting to read the tome. Neutral non-clerics take 4d6 damage and must save vs. poison or become chaotic.

After any of these effects take place, the book is vaporized in harmless green fire to never be seen again.

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Skeleton: AC 7, HP 4 or 8, HD 1, ATT Claw 1d3, THAC0 19, MV 60'(20'), SV D12 W13 P14 B15 S16, ML 12, AL Neutral, XP 10

8. Toppled Obelisk. The top of an obelisk made of blood red stone, broken and fallen long before it was buried by the changing world. The ceiling is 20' high and scaffolded. The sides are engraved with ancient hieroglyphs telling the beginning of a great mythic cycle, and how the gods cast the titans down from heaven and sculpted the world

from the bones of their mightiest leaders. The base continues underground about 90 feet and sticks up ten feet from the excavated ground.

9. Hezadrian's Study. A table and bookshelves the Enchanter Hezadrian (level 7 magic-user) is always here, there is a 25% chance he is asleep as he has no proper sleep schedule. He has 23 tomes of natural philosophy and ancient history worth 30gp and weighing 1 pound each with titles like "What we Found on the Expedition to the Barrier Peaks" and 1 scroll of *Detect Invisible*. He wears the veiled grey robe of the Black Lotus Society and their ring. And a clear crystal arm clasp worth 400gp.

Hezadrian: AC 9, HP 18, HD 7**, ATT Dagger 1d4, THAC0 17, MV 120'(40'), SV D11 W12 P11 B14 S12, ML 7, AL Neutral, XP 1250

Spells

- I. *Read Magic, Detect Magic, Read Languages*
- II. *Levitate, Phantasmal Force*
- III. *Fire Ball, Dispel Magic*
- IV. *Wizard Eye*

He has scouted the Blood Red Pyramid with *Wizard Eye* and found the nature of the Book of Vile Darkness as well as the words required to move it without rousing the dead, written in a substitution cypher on his desk which takes 3d6 turns to decipher. He has a little voodoo doll stuck with 13 black pins in a jar labelled "Balthatsad."

10. Storage: A large pile of rough logs takes up the north 10' of this room. Cluttered shelves of carpentry and digging tools.

11. Ballista: The guards here can see someone holding a candle in room 3 if the door is open. Any intruders walking down the hallway will be betrayed by their light. On the other hand, the room is lit with a *Continual Light* which shines out of the viewing slat in the north door as a hazy beam of white light.

A ballista is set up in the center of the room, aimed down that hallway. Procedure is to load quickly, and then quickly swing the well-oiled door open and fire at uninvited guests when they reach intersection 5. In addition to the 3 ballista operators (normal humans), there are 6 crossbowmen (veterans) and Officer Giuseppe (Hero) with a **Blade of Sharpness** who will wait for the first ballista shot, rush to room 10, wait for further ballista shots and improvise from there. Note that the guards in room 6 will probably hear all that mess and try to help.

Crossbow Fighting Man: AC 3, HP 4, HD 1, ATT Crossbow 1d6, THAC0 19, MV 60'(20'), SV D12 W13 P14 B15 S16, ML 9, AL Neutral, XP 10

Officer Giuseppe: AC 2, HP 17, HD 4, ATT Sword of Sharpness 1d8+1, THAC0 16, MV 60'(20'), SV D10 W11 P12 B13 S14, ML 9, AL Neutral, XP 75

The room also has a card table, 10 ballista bolts on a rack, and a second half-assembled ballista with a tarpaulin over it.

Sword of Sharpness: Can hit things resistant to +3 magic swords or worse but only grants +1 to hit. Lops off a random limb (not head) with a high roll according to table below. Use a d4 for left and right arms and legs and modify for creatures with extra limbs.

Normal opponent	19+
Larger than a man	20+
Solid stone or metal	21+

12. Pyramid Top: This is the copper capstone of a pyramid and the west face has a hole blown out of it. In front of the hole there is scattered debris and 3 Bear Traps with Invisibility cast on them. Bear traps do 1d8 damage and have a 5% chance of removing a foot. A save vs.

petrification halves the damage and removes all probability of dismemberment.

The inside of the pyramid has a 10' wide hallway in a square with one fork on the north side that leads to the pyramid sublevel. The animated mummy of high priest Opialuz decked in his silver headdress and breastplate worth 1500 gp each (ineffective as armor) shambles around this hallway counter-clockwise.

Mummy of Opialuz: AC 3 HP 23, HD 5+1*, **ATT** Rotting touch 1d12 + disease, **THAC0** 14, **MV** 60'(20'), **SV** D10 W11 P12 B13 S14, **ML** 12, **AL** Chaotic, **XP** 400

Anyone who sees the mummy must save vs. paralysis or be paralyzed until the mummy attacks or goes out of sight. The mummy inflicts a rotting disease which reduces natural healing 10x and prevents magical healing and can only be cured with a spell like *Remove Curse*.

Reduces all damage by half and is only harmed by fire and magic.

The center of the north hallway splits to the right where a wall of hieroglyphs in an ancient lost tongue only legible with *Read Languages* or a similar ability and an arabesque magical script only readable with *Read Magic* or a similar ability. The hieroglyphs explain that an ancient god whose name translates to "Filthscreamer" is under the pyramid, which was built to contain him. They also explain and describe the book of vile darkness, which was used to guide sacrifices which supposedly trapped Filthscreamer for a further ten thousand years when he last began to stir. And that the book should not be disturbed without reciting the proper words or the spell will be broken. The magic script is a phonetic transcription of those words, which take an entire turn to read and recite but are impossible to forget. Most of the information here is also in the study of Hezadrian as translated but encrypted notes.

13. Trap storage: Three scrolls of invisibility and 6 unset bear traps behind a locked door. Bear traps weigh 25 pounds and deal d8 damage when sprung with a 5% chance of foot removal. A save vs. petrification halves the damage and removes all probability of dismemberment.

14. Instructions for Powder Magazine: Entire mathematical and engineering treatises on the art of demolition which could guide one to blow a 10' hole in anything with 4 hours of preparation and 2 kegs of explosive powder. These treatises are worth 60gp and weigh about 1 pound. This method could surely kill a sleeping godling. There is also a big bin of fuses and a map of the pyramid cap (effectively the same as that small portion of the included L1 map).

15. Powder Magazine: 4 Powder Kegs and 6 empty kegs. Circular gaps in the dust on the floor there indicate 2 missing powder kegs. A keg weighs 30 pounds and deals 5d6 damage in a 20' radius if set off willy-nilly and can blast a hole in a five foot thick wall of stone. With proper fuses and a proper set up (only available from a hired expert or instructions like the ones in room 14) 2 connected kegs can kill anything that moves or breach 10' of stone.

16. Stairs Down: A wide, hastily constructed staircase. Though not obvious from this side the western wall has an area that is just inches thin, enough to burst through with an Open Doors roll. If the dragon has rampaged then it will be knocked over. The staircase leads to Level Two: Excavation. The stairs are uneven and descend a hundred feet, doubling around at the halfway point.

17. Partially constructed better stairs: 6 thewsy workers (normal humans) with baggy blue-gray pants and lotus rings. Armed with sledgehammers and pickaxes. Only a 5% chance the men are working, otherwise they lean on their tools and discuss what they'll do when they get back somewhere civilized. They have the first 15' of the staircase completed.

Stirring of the Slumbering God

18. False courtyard: The room is lit with a flickering *Continual Light* in the center. Pillars with floral capitols carved to resemble many smaller columns. The walls are painted with frescoes of a pleasant meadow. Against the north and south walls there is even a garden of wild flowers which match the frescoes. Among those flowers, at each corner of the room, are 4 fabled Black Lotus blossoms said to only grow along poisonous rivers on the unexplored continent. Anyone who strays within a couple feet of a black lotus flower must save against poison or be knocked out for 1d4 turns and suffer bizarre dreams. These flowers are each worth 100gp to someone with the means to grow more and 50gp to anyone else.

19. Occult meeting place: The floor is checkerboarded black and white tiles. 42 wooden chairs ring the floor, at the west end is a podium, and a huge silver brazier with its sides fashioned like lotus petals, filled with the ash of black lotus pods and spent coals. Smaller brass braziers at the corners of the room sometimes (2-in-6) have burning coal.

On the first day of every week, in the morning (9am) all the Black Lotus members in the valley gather here for entheogen fueled séances, casting of horoscopes, and other rituals of milquetoast neutrality.

20. Canteen: A mead hall table well set with plain silverware for 23 people. 20A is a larder stocked with a barrel of gnome whiskey (2gp) and a few bottles of wine and a bottle of fine Halfling-brewed fortified mead (worth 30gp). But the food available is just oats, biscuits, and dried pork like one would find in a trail ration. There are 40 rations worth.

21. Dormitory: The society does not directly employ slaves or hire contractors. All work is done by their men. 23 normal humans. They spend most of their time playing cards.

This room has many bunk beds and a table with a wooden chess set. Each bunk has a cabinet at its foot. The cabinets have clothes of

the kind worn by the acolytes and workers of the society.

22. Gem Vault: In a safe (pick locks to open...) there are 6 diamonds cut into fractal hexagons worth 1000 gp each and a reserve of 13 black lotus pods (each worth 55 gp) for the weekly rituals and as an offering for the dragon.

If this room is ever raided, the courier (level 5 magic-user) and two level 2 fighters in plate guard the room. The security of this room is essential to the society's operations. The dragon Hemlock demands a sack of dead woodland creatures and a supply of narcotics (both supplied by the courier from proper society bases) every week for as long as the society works in her territory. So the lotus pods are restocked weekly. The diamonds are not.

Courier: AC 9, HP 13, HD 5**, ATT Dagger 1d4, THAC0 17, MV 120'(40'), SV D13 W14 P13 B16 S15, ML 7, AL Neutral, XP 1250

Spells

I. *Floating Disc, Charm Person*

II. *Levitate, Phantasmal Force*

III. *Fire Ball*

Armored Fighting Man: AC 2, HP 9, HD 2, ATT Sword 1d8, THAC0 19, MV 60'(20'), SV D12 W13 P14 B15 S16, ML 9, AL Neutral, XP 10

If her demands are not met Hemlock goes berserk and floods the dungeon with poison gas, knocking down the wall between rooms **32** and **16**, agitating (Poking!) Filthscreamer once and killing all organic creatures and losing half her hp, healing 1 HD per day after the rampage. The lingering death fog does not stretch to Witchdrowner cave. It does 1d4 damage per turn.

23. Prison: A nicely furnished prison cell. While the walls are bare there is a bed with proper linens and a down comforter. A plain

Stirring of the Slumbering God

table has some writing supplies. On the wall hangs calendar with risqué woodcuts of women (worth 10gp). In the back there is a standing mirror with a sheet over it. It is a Mirror of Life Trapping and inside it is The Knight Sir Plumcor of the Order of the Lamprey.

Mirror of Life Trapping: Anyone who gazes into the mirror must save vs. spells or be sucked in. It can only hold 20 beings but it can hold them safely indefinitely. Trapped beings can speak with noes outside but can only be released if an outside breaks the mirror.

The Society may ransom him to get the kingdom's knights off their backs if they have to. That's why they'll keep him alive. His +1 fluted plate armor is on display in room 24.

24. Master Suite: A study and bedchamber split by a fancy room divider. The boss (4th degree Honcho Supreme) Nilatir the Unfocused is always here, depressed. He doesn't know what to do with Filthscreamer. He might lose his position to a more ambitious younger wizard. He needs a solution, or someone to stick the blame on if this goes bad. His notes are worthless and he knows it.

Nilatir the Unfocused: AC 9, HP 18, HD 8**, ATT Dagger 1d4, THAC0 17, MV 120'(40'), SV D11 W12 P11 B14 S12, ML 7, AL Neutral, XP 1750

Spells

I. *Read Magic, Detect Magic, Read Languages*

II. *ESP, Locate Object, Detect Invisible*

III. *Clairvoyance, Dispel Magic, Fly*

IV. *Curse (-2 to saving throws), Polymorph Self (usually Minotaur, AC 6 HD 6, 2x 1d6 attacks)*

There is Sir Plumcor's +1 armor on display next to the writing desk, and most of the rough walls are curtained with red silk worth 300 gold total and weighing 8 pounds. An easel and oil painting supplies and a half finished still life of

a vase of blue lilies on his desk, the models are now withered and dead.

25. Ma'azu's cache: The wizards of the order are stocking things in here. Loaded dice, three ancient hand sized ivory statues of naked women each worth 50gp, and a staff of withering.

Staff of Withering: Only usable by clerics. Instantly ages victim ten years. Does nothing to elves, dwarfs, or undead.

26. Crypt Thing's Crypt: A wooden palanquin mounted to statues of veiled women and on it a skeleton in coarse textured saffron robe with a deep cowl. The crypt thing is the aberrant type that stuns and invisibles victims. He does not attack anyone wearing a Black Lotus ring (this is a conscious choice by the monster) and it wears one itself. The Thing only speaks its alignment language, and can communicate by those secret signs that it's a guardian of this base. It will insist in spite of any evidence that victims of its magic have been disintegrated. The seat of the palanquin rotates quickly to face either direction an intruder may approach from. The statues are just statues.

Crypt Thing: AC 3, HP 27, HD 6*, ATT Claw 1d8, THAC0 19, MV 120'(400'), SV D10 W11 P12 B13 S14, ML 7, AL Neutral, XP 10

Can only be hit by magical weapons. The creature will paralyze and make invisible rude intruders who fail their save against spells. Only fights to defend itself, does not initiate actual violence.

Fiend Folio

27. The Guillotine. A bricked up wall with a hole in it big enough for a thief to squeeze through or a big dragon's claw. The inside of the hole has a narrow slot all around it. Within the little chamber there are a few stacks of gold coins (total 44) and a single red dragon's scale.

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The scale is glued to a spring release trigger that drives a guillotine blade through the hole if it is even nudged. This should split anyone in half or at least remove a limb, but if they have metal armor they get a save against death to only take a merciful 2d6 damage on a successful save.

28. Artefacts Desks set up and a shelf of 16 old books worth 30 silver each. Artefacts, mostly 10 pounds of broken pottery (Worth its weight in gold to collectors.) Seven clay amulet bracelets with suspiciously phallic iconography (two broken and worthless) which superstition holds ward off vengeful ex-lovers. Unbroken bracelets worth 10gp. An onyx lammasu idol worth 333gp.

29. A Necrophidius chandelier over a dining table. 3 giant's skulls with glowing eyes woven into a brass wheel by their overlong spines. 4 Asymmetrical (balance of law on one side and chaos on the other) spindly wood chairs and a half-finished game of tarot (deck worth X). 3 Necrophidii detach from the chandelier and drop down onto intruders who pass underneath.

Necrophidius: AC 2, HP 9, HD 2**, ATT Bite 1d8, THAC0 18, MV 90'(30'), SV D12 W13 P14 B15 S16, ML 10, AL Neutral, XP 35

Its bite paralyzes for 1d4 turns (save against paralysis). A necrophidius will try to begin combat with a *Dance of Death* which works like casting a spell and entrances characters who see it (and fail a save against magic) until the next round. Only one necrophidius will dance at once, in accord with the ancient ways of the dance. A Necrophidius is dead quiet.

Fiend Folio

30. Trap room. A 30' diameter circle flecked with pock holes that sinks 10' into the floor very quickly when over 300 pounds of weight is on it, as if the bottom dropped out. Under each hole is a barbed iron spike. 1D8 damage

to human sized characters, 3d8 if larger than man-size.

At the center of the circle is a non-sinking pedestal with a crystal skull (worth 1200gp).

Note. Rooms 31-38 are a cave system. The walls are covered with moss (technically a chemotrophic lichen) and the air smells like rotten pineapple.

31. Warning-chamber: A gnome is in a rusty, vine covered birdcage hanging on a chain that crosses the middle of the cavern. Dressed like a druid, greets oncomers in a scratchy voice: "This is the lair of the dragon which pleases to be called Hemlock!" The whiny gnome is desperate that nobody go in without an offering, for he would be punished as would they.

32. Carnivorous plant garden: Pitcher plants and venus fly traps of every size. Some can bite the arm off a man stupid enough to put it in there but they can only sit and wait to be fed in such a way. In the center is a big bowl shaped pot with a label in dragon-language script that reads (to any who know the runes and language) "Mandragora, do not uproot." If the single plant in there is pulled out it kills everything in the room (save vs. death). That pot isn't bolted down and it weighs 1000 coins. A live mandragora is worth 500gp and a dead one is worth 50.

There is a hallway to room **16** but the entrance to the hall is behind sticky green vines that when touched curl around a victim and scoop them into the big shell shaped fuchsia growth they hang from. The shell is full of acid and deals 2d4 damage a round, and is rubbery enough to soak 12hp of damage before the victim can be released.

The hall itself is a clawed-out dead end hallway from this side, but the end can be plowed through with a successful Open Doors roll.

33. Welcome mat: A big church bell covered with vines, the echoes of a gnome in room 31.

Stirring of the Slumbering God

Ring the bell will wake the dragon and it will come here. Probably displeased and impatient (-2 to reaction roll).

34. Throne room: A gnome in a cage, dressed like a jester. His name is Gooze and he doesn't know any jokes. Another cage, with a desiccated skeleton instantly recognizable as Princess Liabed in her iconic pink dress and frilly cone hat. She's been missing for a decade at least. A big gilt-bronze slab for the dragon to sit on during negotiations and an oversized hookah loaded with a shouldering black lotus pod (worth 1d4x10 gold for any amount could have been smoked). A 70% chance Hemlock lounges here smoking (the effects of the lotus clearly not as extreme on dragons). Otherwise she is sleeping in **38**.

This room also has more pitcher plants and flytraps, of a mostly harmless variety that grow pallid flowers.

35. The bones: The broken bones of a hundred or more gnomes and humans and elves.

36. Shrine: A 20' tall tin wire sculpture to Tiamat which evokes revulsion more than any particular form, an altar that is just a squat, and an offering that is just a corroded copper coin.

37. Defiled Spring: A limestone fountain, tiered bowls with dragon's claws in relief. The water is grimy green-black and stinks like bile and rotten fish. Deadly poisonous when chugged (save or die).

38. Hoard: Where the Green Dragon Hemlock spends most her time. 30% chance she is sleeping on a patch of coins and gems in the middle of the room (otherwise lounging in **34**). 10,000 electrum pieces with the faces of Janus and 9,000 platinum coins of ancient mintage depicting Korgul, Tormentus, and other emperors of the lost continent. And hefty and glittering gemstones. Clear diamonds, blood red rubies, fathomless sapphires, and golden beryl. 30 gemstones each worth 100gp. And a fist-sized emerald cut in the shape of a

sleeping dragon that glitters like the stars worth 10,000gp. Hemlock's favorite treasure, buried at the bottom of the pile and scooped out only a couple times a century.

Green Dragon (Hemlock): AC 1, HP 36, HD 8**, ATT 2x claw (1d6) + 1x bite (3d8) or breath, THAC0 12, MV 90'(30') / 240'(80') if flying, SV D8 W9 P10 B10 S12, ML 9, AL Chaotic, XP 1,750.

Can talk.

3 Breath attacks a day: ☼ ☼ ☼. Damage done is equal to current HP. 50' x 40' x 20' cloud of chlorine gas. Always uses breath weapon in first round. 2-in-6 chance of using a breath attack each following round.

Spells

I. *Detect Magic, Magic Missile, Ventriloquism.*

II. *Detect Invisible, Locate Object, Phantasmal Force*

39. Trick Passages Entrance: Hemlock guarded this entrance to her lair using continual darkness. There is one safe way, trivial to find with light. That one path leads out to Viper Rock. At the heart of this circle of magical darkness there are chains bolted into all the walls, ceiling, and floor for about a ten foot length of the passage. These chains will alert Hemlock to a large monster or group entering or leaving her caverns.

40. Intersection: This intersection is sandy. A 3HD swarm of centipedes lives in the sand.

41. Tripwire log trap. A trail of gold coins placed to catch torchlight leads down this hall. There are 30 in total.

The back of the room at the end has a pile of wood blanks painted gold but in front of them is a tripwire that releases a 6' long log lined with sharp iron spikes from the ceiling. It swings on heavy chains to do 2d8 damage to anyone in its path. Anyone in the center is hit but anyone standing in the 10' on either side get a save against paralysis to halve the damage.

42. Mimic. A beautiful treasure chest. A slight whistle (breathing) squeaks under its lid intermittently. A flattish triangular rock has bloodstains on it, and a small dead animal like a squirrel or raccoon on a 1-in-6. The chest is actually a mimic. The dragon Hemlock feeds this mimic and in exchange it menaces intruders. It speaks the common tongue and the neutral tongue.

Mimic: AC 7, HP 32, HD 7**, ATT Pseudopod 3d4, THAC0 13, MV, SV D8 W9 P10 B10 S12, ML 9, AL Neutral, XP 1250.

Can talk. Anyone who touches it gets glued to its sticky body and promptly sucker punched.

Level Two: Excavation

1. Entrance way: The crude stairs exit into this room where they are trying to figure out what the hell to do with this thing. Big workbenches with the most pointless diagrams and a standing cork board with unfathomable notes linked by pins and string. Acolytes, some bustling and some despairing.

2. Trap: The floor of this room is a platform of wooden boards. Waist high wooden rails in the shape of a horseshoe open to the east. The wooden platform 'inside' the horseshoe teeters into a steep slide that leads to a wall of spikes the moment anyone crosses the fulcrum. The spikes give 2D8 damage to human sized characters, 4d8 if larger than man-size. With a save against Death one can catch onto the floor and avoid the spikes entirely.

3. The Titan's Head: Eye level, most of his head is excavated. Surrounded by little bottomless pocks where his blood was sprung. Embedded with three magic swords and hundreds of rusted shards of jagged iron which could once be called swords. The three magic swords: Silver Scream (sentient, chaotic), Scaleshearer of Dragon Slaying, Lightbrander fire sword still flaming. Pulling a sword causes

Filthscreeamer to stir and he makes a low rumbling yell-snore. He bleeds Aqua Regia which causes 1d4 damage to people hit by it and can dissolve gold and platinum. Save vs. poison to dodge. Check the rulings about Filthscreeamer on Page 3.

Silver Scream:

A sentient sword with Intelligence of 7, chaotic alignment, and Ego of 9. Deals d6 damage to neutral characters which try to hold it, and 2d6 to lawful ones.

Has the sensory power to detect secret doors 3 times a day. 10' range.

An elegant blade of silver with a fancy swept guard.

Scaleshearer:

+2 sword, +4 against dragons and triple damage vs. gold dragons.

The hilt and pommel are obsidian knapped into the shape of a furious purple worm.

Lightbrander:

Generally +1 to hit. The blade burns at the will of its master with a real flame and all the effects thereof. Casts 30' of light. +2 against trolls and bird-like creatures, and +3 against undead and plant-like creatures.

The pommel is an orange gem cut in the shape of a bonfire.

4. Megatherium Pen: A pen made of logs holds megatheria and a lean-to storing their tack and harness and an unused pair of digging claws. Whipstache the Vile, a cruel animal tamer is whipping the creatures. Most of the room's space, vertical and horizontal, is used to store the shrubbery they eat. It's stacked high and still mostly green. Whipstache wears more jewelry than common decency should allow. 11 gold rings each worth 100 gold, and a gold plated chain around his neck with a brass

medallion of the frog god of greed worth 500 gold.

Whipstache the Vile (Thief 3): AC 7, HP 8, HD 3*, ATT Sword 1d8 or whip, THAC0 18, MV 90'(30'), SV D13 W14 P13 B16 S15, ML 6, AL Neutral, XP 50

Can backstab unaware victims with +4 to hit and twice the damage.

5. A stinking pit of megatherium dung crawling with ordinary crabs and bugs.

6. **Statues:** Five marble statues on pedestals in the muck that move their heads to look at passerby but do nothing else. A fine carpet rolled out between them which envelops any who walk on it (save against paralysis) and summons Whipstache from room 4.

7. An improvised blacksmiths workshop without a proper forge (too much smoke). The grinding wheel gets use, and one man with one eye is sharpening a pickaxe on it. He sharpens everything he owns. Everything. His name is Edgar and he's infiltrated the society to kill Officer Giuseppe for offing his girlfriend and stealing his *Sword of Sharpness* back in the big city. He'd do anything to get that sword back.

Edgar (Thief 3): AC 7, HP 8, HD 3*, ATT Sword 1d8 or sharpened household object 1d4, THAC0 18, MV 90'(30'), SV D13 W14 P13 B16 S15, ML 6, AL Neutral, XP 50

Can backstab unaware victims with +4 to hit and twice the damage.

8. **Lounge.** In disuse except for the acolyte Geio of Larken who has been banned from worksites to his chagrin. Burlap bean bag chairs and a colorful blown glass lamp with a lurid continual light cast on its inside. Like a medieval lava lamp. Worth 100gp. One of the beanbags has 1000 gold coins mixed in with the beans and is twice as heavy and half as comfortable as the others.

Acolyte: AC 2, HP 4, HD 1, ATT Mace 1d6, THAC0 19, MV 60'(20'), SV D11 W12 P14 B16 S15, ML 7, AL Neutral, XP 10

9. Two doors at the end. A sign above them reads in self-indulgent blackletter: "Choose Wisely!" One door (south) has a pictogram of fire, and another has a pictogram of a Chameleon. The fire door opens to the plane of elemental fire and blasts a 16 x 8 line of fire dealing 1d12 damage to any in its path who fail a save vs. breath weapons.

10. **The Spearhead:** A titanic spearhead which radiates dry heat. It is inscribed with runes deep as a man's thigh that look like a star chart to stars that don't exist. It stretches 30' up into a vaulted ceiling that was only carved out recently. Invisible to the untrained eye, three 7' horned chameleons lounge on the spearhead for its warmth. 5-in-6 chance they have surprise.

Giant Horned Chameleon: AC 2, HP 22, HD 5, ATT Tongue + bite 2d4 or horn 1d6 or tail swipe, THAC0 15, MV 120'(40'), SV D12 W13 P14 B15 S16, ML 7, AL Neutral, XP 300

11. **Glass floored room:** There's a 10' panel of thick glass in the middle of this room and under it is dinner plate sized dragon scales half excavated. There are two revealed and one buried. Each is worth 2550gp.

12. **The brainswapper:** A contraption of riveted metal takes up most of this room. It looks like a miniature tiered pyramid spliced with an industrial machine from before they invented safety. No clear power source. On the side of the singular machine is an iron chair with manacles and a torturous looking iron helmet. Cables coiled in pitched twine run from the helmet to a 5' diameter spherical glass tank of fuchsia fluid locked in a standing wave, which is also set into the machine.

The Society expected to uncover a god with a body that would fit in here. They would have transferred one of their own into its body. Sadly his head is too big.

On the west side there is a panel of fun controls. Their effects are as follows:

ERROR CORRECTION (On-Off) is on when the device is found. If it is off, UP LOAD drains 1 point of intelligence from the patient mindform.

POWER (Dial, 1-11) needs to match the hit dice of the patient or higher, or nothing happens. If higher than patient HD, it does 1d8 damage in electricity on DOWN LOAD. 11 always does 2d8 damage but works for any amount of HD.

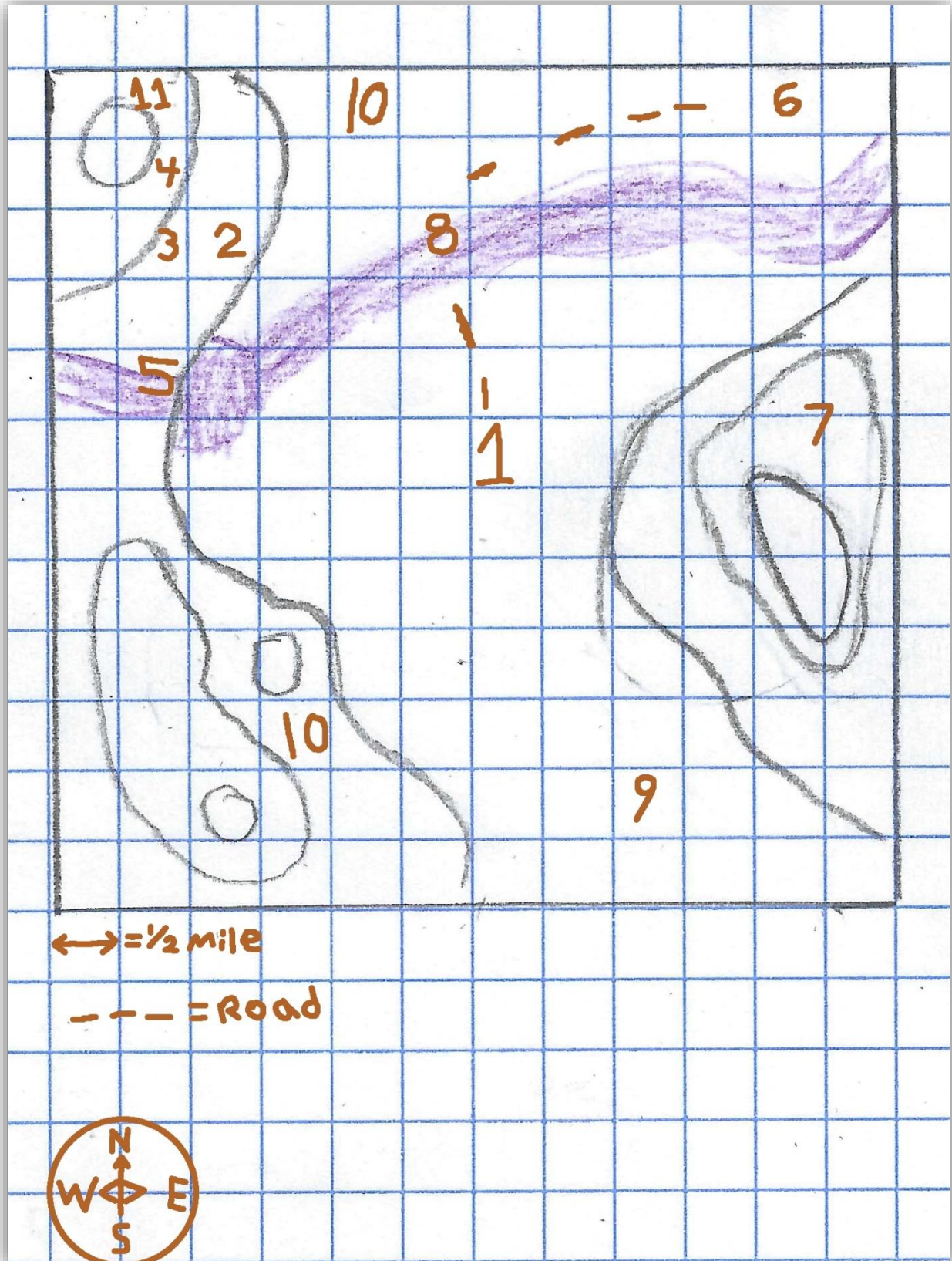
The push buttons DOWN LOAD, UP LOAD place the brain state of the patient (anyone locked into the chair) into the fuchsia fluid or into the patient respectively, overwriting any mind currently there. Currently the goblin Wazg Crimples is in the fuchsia goo, and if transferred to a body he will be violent. After having the mindform removed, the patient will be a 1 intelligence vegetable until it is put back.

13. The face ripper-replacer: A ghastly machine with no visible power source and eight legs, like a rotted steampunk spider holding a chandelier of stolen faces and dangling over an operation table with leather restraints. A helpful podium with a control panel faces the table's bottom end. Someone wrote a little note: "use sleep charms on patients please" Operates similar to the device in room 12. Can rip off someone's face, and hang it on a ring of faces floating above the machine. Can also replace faces with one from the ring. No extra controls, just RIP, REPLACE and a lever that rotates the faces around. Currently it has the face of the goblin Wazg, a peasant woman, and a sad elf.

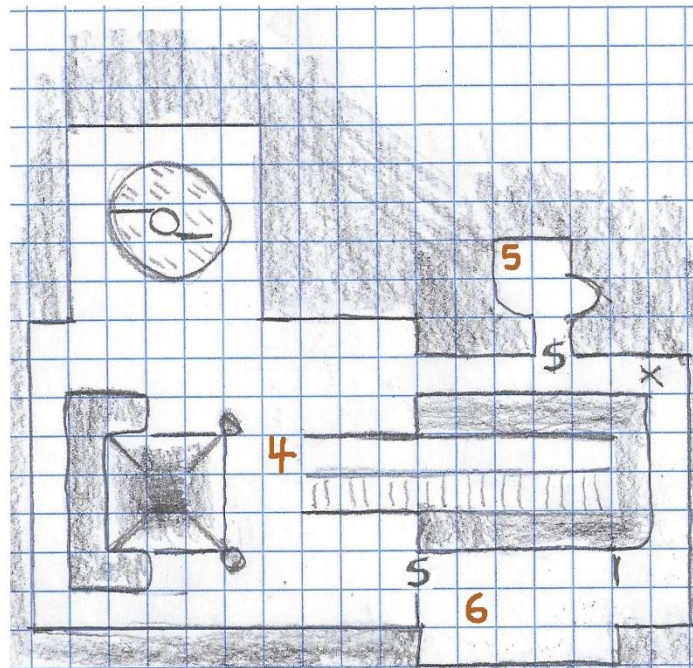
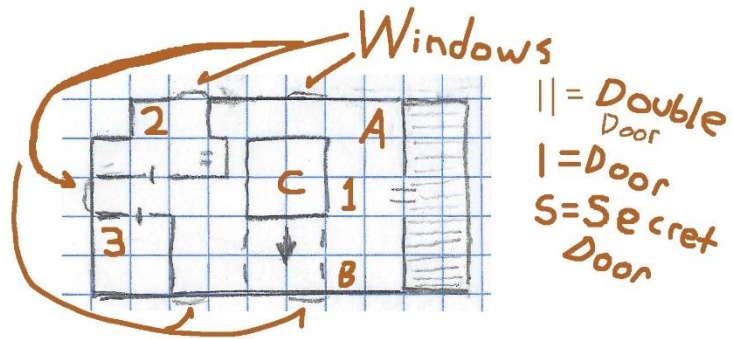
The ripper-replacer is effective enough to fool an acquaintance but not a lover. Each new face gives -1 charisma. An individual without a face has Charisma 3.

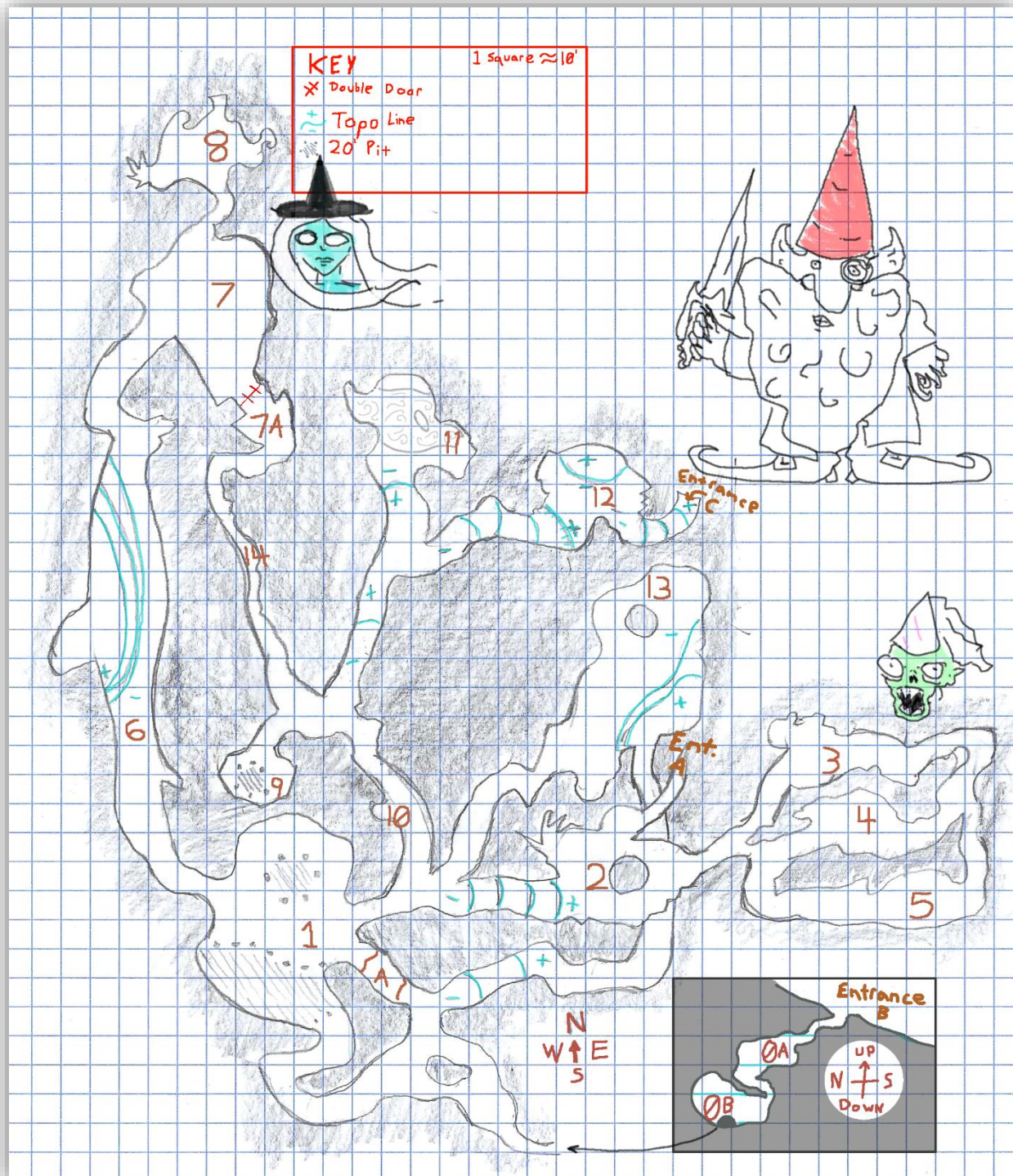
14. Lizard Lair: Smells like filthy reptiles and their ordure. The bones of a digested worker, a handcart with the parts and ichor of a few cave crickets at the bottom. Three more cloaked chameleons. A carpet made of a unicorn with its horn dulled by time and filth is draped over a ruined couch. Worth 1000 gp.

The Overworld

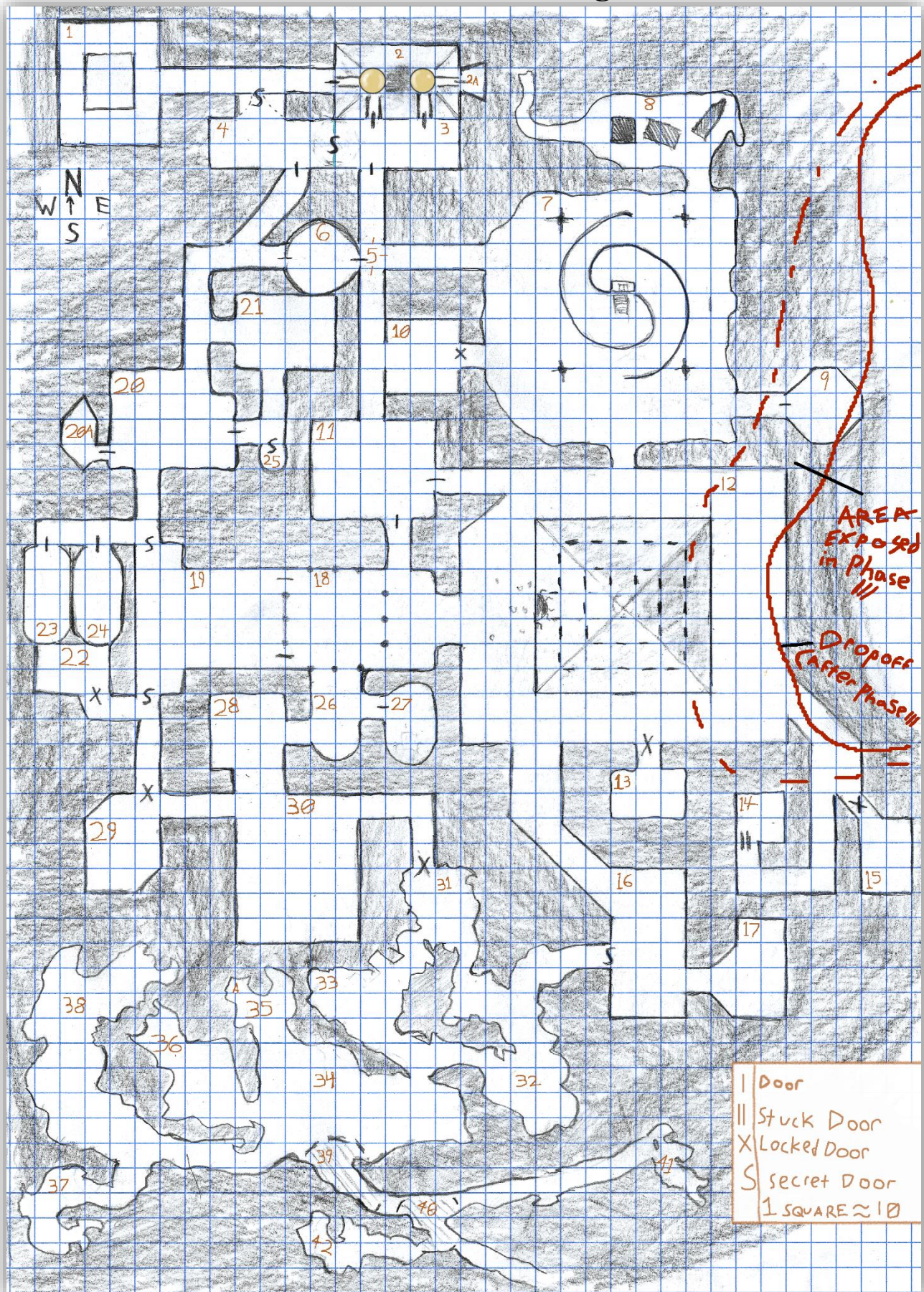


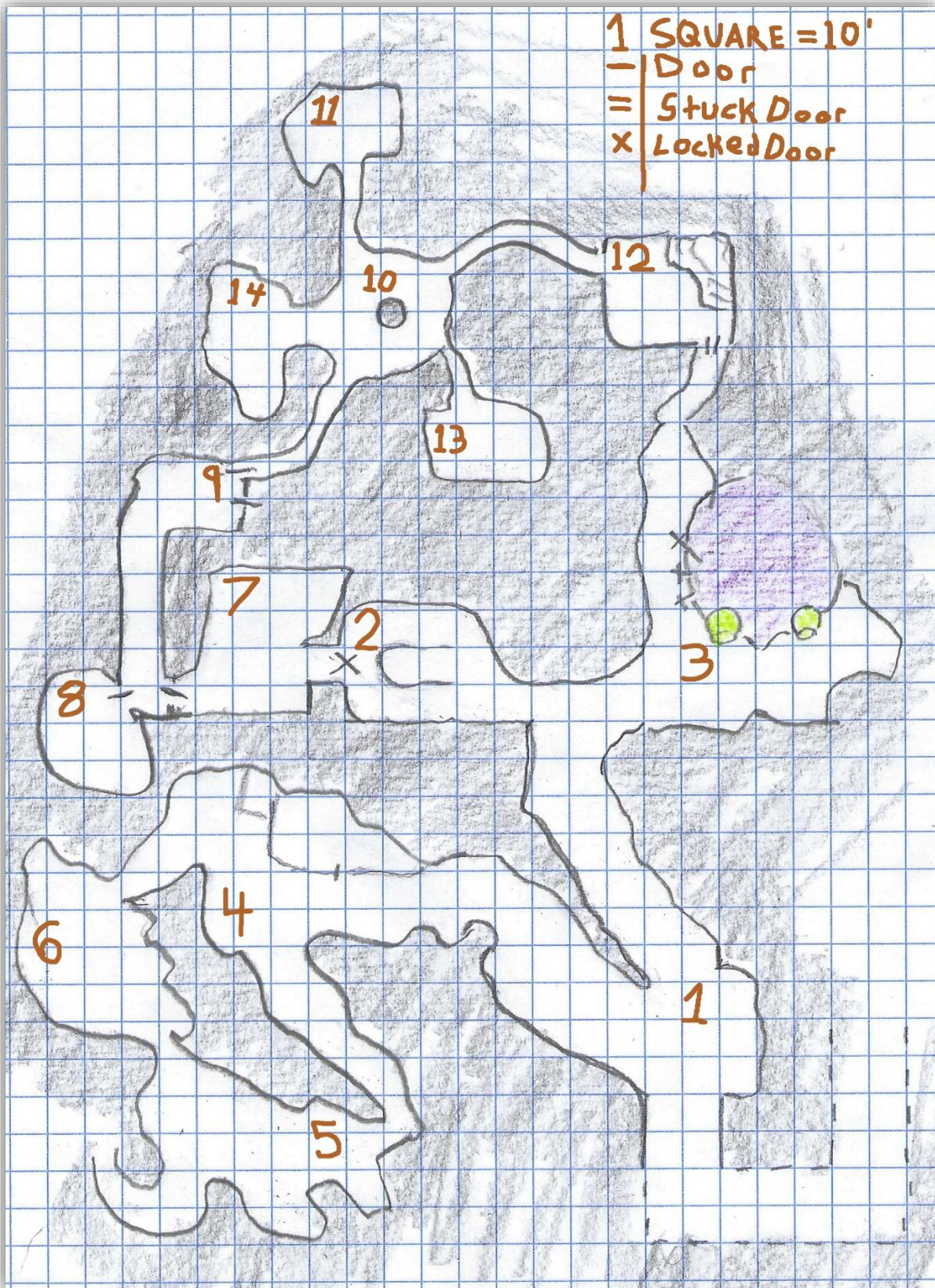
The Lodge



Level Zero: Witchdrowner Cave

Level One: Base and Digsite



Level Two: Excavation of Filthscreamer

Fugitive Gold!

No Art Punks

Peter Mullen

Level 4-6

Start

The wanted Poster hung outside the Village trading post and fish market door by the town deputy confirms the identity of that bearded Vagabond you saw rowing into the Sea Cave just south of town four days ago. More importantly, it states that Darvel the Dashing is worth 5000 GP* Dead or Alive!

Five Thousand gold pieces is a lot of money!

Players that openly advertise their knowledge or go to publicly form a party will attract Thurgood, Fritz and Halton and/or even the Jackalwere Finnegan who is also on the prowl. The Assassin and the Jackalwere will both try to insinuate themselves into the party and wait to strike. Both are clever and patient but unconnected.

The Assassin -There is a 1 in 4 chance that Thurgood (6th level Assassin) will be posing as a fisherman selling that morning's catch while watching for any particularly strong interest in that bearded face. This chance goes up by 1 every day from the time the adventure starts. Thurgood was sent by the evil Grand Trade Minister at the Capital who seeks a quiet revenge for being double-crossed by Darvel and what he could be implicated for.

Thurgood Human A6 -AC 5, MV 12", LV 6, HP 24, DMG 1-8 +1(STR), Assassination and thieves skills. Carries 50 GP and (2) Potions of Extra Healing.

The Jackalwere -A 1 in 8 chance that Finnegan, in human form, who is a denizen of the Sea Cave dungeon (Area 38), is on the prowl and exploiting the agitation and hubbub in hopes of luring someone to dinner...

Servants of Neptune -Fritz and Halton, two very large fighters (4th level) seek the fugitive for Berenice the aged High Priestess of Neptune whom Darvel seduced and wants him back at all costs (as well as that old Cursed Horn of Bubbles that darling rascal stole from her Cult!) Darvel's captors could face some dire repercussions or generous rewards from this formidable priestess depending on their actions and their discretion in this delicate matter.

Competitors -include a local family of yokels, The Cluggmans, who were dumping evidence off the cliffs when they spotted Darvel. These inbred, no-good thieves and swindlers inhabit the swamps and back water lowlands. These Crooks are led by the irascible family patriarch "Pa" Cluggman T6, and his sons, Orrie F5, The triplets, Barney F3, Willie F3, Herb T3 (who is very diminutive in stature) and Hapgood "Happy" the youngest, who is a gifted 4th level cleric of the local Snake-Handler Church. Pa and the older boys being louts and drunkards will not even start hunting Darvel for a day or two since they will be too drunk.

*Note: Adjust the high reward according to your campaign.

Notes on the Sea Cave -Ages ago Storm King raged across the seas causing havoc and ruin upon the land. A mighty host finally arose to stop him and although they could not kill him, bound him in a perpetual sleep from which he could not wake. Darvel, a student of chaos, has found a way to revive him! An old forgotten horn of gold, that when sounded from his destroyed and submerged temple will wake Storm King!

(DM Note: The Dungeon Master may wish to include a timed element to this adventure where the wizard Darvell and his Doppelganger gang must finish repairing the damaged machine. In which case the DM would rule 5-8 Days after the PC's enter the Sea Caverns the Machine will be finished and the horn sounded to summon storm king. Whether the PC's know they have limited time could be made known using an Augury perhaps or like magic to discern?)

Wandering Monsters

There is a 1 in 6 chance of encountering something in each unmarked cave/area.

1. (2-5) Bugbears -Sneaking about in search of those dang dwarves! -AC 5, MV 9", HD 3+1, DMG 2-8, Surprise on a 1-3. Each Bugbear has 2-8 GP. If attacked will hurl axes and hammers then close to melee.
HP (16, 15, 15, 14, 14)
2. (3-12) Dwarves -Searching for their fallen comrade. Should the PC's inform them of the location they will earn the Assistant Foreman's respect which may come in handy later on. -AC 4, MV 6", HD 1, DMG 1-8, Save at 4 levels higher than HD. Each has 2-8 GP.
HP (7, 7, 7, 6, 6, 5, 5, 5, 5, 4, 3, 3)

Led by the Assistant Foreman Briarbirch Urnbrake F3 -AC 4, MV 6", HD 3, HP(33) DMG 2-9, Save at 4 levels higher than HD. Has 10 GP and a Potion of Heroism.
3. (2) Leucrotta being the dungeon assholes again by mimicking dwarfs! -AC 4, MV 18", HD 6+1, DMG 3-18, Mimicry of speech and Kick in retreat for 1-6/1-6 DMG
HP (23, 19)
4. (2-3) Giant Crabs fighting over a dead giant rat. -AC 3, MV 9", HD 3, DMG 2-8/2-8, Surprise on 1-4
HP (15, 13, 10)
5. (2-5) Ragged Goblins seeking their displaced kin. -AC 6, MV 6", HD 1-7hp, DMG 1-6
HP (5, 4, 4, 3, 2)
6. (1-4) Huge spiders hunt together. Will surround and attack by surprise from above. -AC 6, MV 18", HD 2+2, DMG 1-6 +poison (+1 Save vs. Poison). Surprise on 1-5 on a d6.
HP (15, 13, 10, 9)
7. (3-24) Giant Rats. 90% of the time they flee and swarm in order to get away. If more than half of the party is wounded or are weakened these rats will instead attack! -AC 7, MV 12"/6", HD 1-4hp, DMG 1-3 +Chance of disease.
HP (4, 4, 4, 4, 4, 4, 3, 3, 3, 3, 3, 3, 2, 2, 2, 2, 2, 2, 1, 1, 1, 1, 1, 1)
8. (1-4) Piercers migrating. -AC 3, MV 1", HD 1-4, DMG 1-6, 2-12, 3-18, 4-24, Surprise 95%

HP (6, 10, 15, 20)

9. (2-5) Stirges perched quietly on the stalactites above. -AC 8, MV 3"/18", HD 1+1, DMG 1-3, Attack as a 4HD creature and blood drain for 1-4 DMG until 12 HP are drained.
HP (6, 6, 5, 4, 4)
10. (1-6) Fire Beetles eating algae from on the walls. -AC 4, MV 12", HD 1+2, DMG 2-8.
HP (9, 8, 7, 7, 6, 6)
11. (3-12) Koalinth Scouting Party cautiously exploring in their bubble helmets. -AC 5, MV 9", HD 1+1, DMG 1-8
HP (7, 7, 7, 6, 6, 6, 6, 5, 5, 5, 5, 5)
12. (1) Raging Sea Drake in the distance! Linton the Leprechaun playing tricks on the adventurers. -AC 8, MV 15", HD 2-5hp, HP (4) MR 80%, Spells: At will -Invisibility, Polymorph non-living objects, create illusions, and ventriloquism. Never Surprised and can successfully steal objects 75% of the time.
13. (1-2) Kopoacanth swimming under shallow water. -AC 5, MV 9"/15" HD 4+4 DMG 1-3/1-3/1-6/1-4, +1 or better weapon to hit
HP (22,18)
14. (1-2) Displacer beasts lying in wait. -AC 4, MV 15", HD 6, HP (39, 32), DMG 2-8/2-8, -2 on opponent's attack dice, MR save as a 12th Level Fighter +2 on die.
15. Special -This roll has an opportunity to be one of the following: (Discount accordingly concerning those that may have successfully infiltrated the party.)
Assassin
The Jackalwere
Servants of Neptune
Cluggmans

Entrance to the Sea Cave.

General -Although there are several entrances and exits into the dungeon complex the only known one is through the Sea Cave which requires some sort of boat.

Giant rats scurry about just beyond the range of your lights and unwholesome smells and stinks assault your nostrils. Lapping water and wind obscure noises and mute potential warnings.

1. Entrance -This surge cavern can be navigated by a relatively small shallow boat. Once through the high cave mouth, the water branches off into several directions. Toward the Northern end there is a sandy beach area with many foot prints and indecipherable tracks. Some are small and some are very big!

2. Ledge -20' above the beach area. The southern tunnel has Stirges nesting near the ceiling and will drop on the PC's if they move through the tunnel to #3.

Stirges (21) AC 8, MV 3"/18", HD 1+1, DMG 1-3, Attack as 4HD creature and blood drain for 1-4 DMG until 12 HP are drained.

HP (9, 9, 9, 9, 8, 8, 8, 7, 7, 6, 6, 6, 5, 4, 4, 3, 3, 3, 3, 2, 2)

3. Cave -This larger cave has a stalagmite and stalactite curtain wall to the south end. Hidden among these outcroppings and curtains of stone is the Bugbear Leader's bolt hole. Along the North Wall is another ledge with a heavy locked door.

4. Bugbear Pirates Cave -Once through the locked door several smallish boats are leaned against the north wall of this passage. Further in, a smoky chamber with a large fire and much bustling, scuffling and low coarse-sounding speech. Gathered around this fire are the bugbear pirates who have been rowing out at night to steal and then sink boats traveling up the coast. They are bragging, lying, and drinking while their cook stirs a huge pot of mutton over the fire. Any intruders will be a welcome addition to their stew.

Bugbears (17) AC 5, MV 9", HD 3+1, DMG 2-8, Surprise on a 1-3. Each Bugbear has 2-8 GP. If attacked will hurl axes and hammers then close to melee.

HP (22, 20, 17, 16, 15, 15, 14, 14, 14, 14, 12, 12, 11, 11, 10)

5. Larder -This chamber serves as the larder to the bugbear pirate tribe. It is filled with mundane foodstuffs and such as they collected from pirated boats. The Sub-chief and two helpers are selecting a barrel of ale to roll out to their crew.

Bronzz -Sub-chief AC 4, MV 9", HD 4 HP (25) DMG 3-9, Surprise on a 1-3. Has 35 GP and a potion of invisibility which it will use after warning the chief if a commotion disturbs the crew in the other cave.

Bugbear helpers (2) As above in #4.

HP (20, 19)

6. Chief's Quarters -The Chief of these bugbear pirates keeps a fairly moderate chamber where he goes over his charts and plans before he takes his crew south at the end of the trade season to the tropical island where his tribe lives hidden from the mainland.

Gurrzguzz -Bugbear Leader AC 0 (+2 Shield with an emblem from the fabled city of Nessus), MV 9", HD 4, HP (30) DMG 4-10, Surprise on 1-3. This monster carries a pouch of 50 PP and 50 GP and carefully stitched in the padding of his leathern vest are a golden necklace with emeralds worth 500 GP and matching jeweled earrings worth 300 GP for his mate back home. Stacked against the wall are several sealed casks with the loot! 5000 CP, 3000 EP, and 3000 GP. Another barrel (unsealed and obviously sampled) has about 20 bottles of various vintages. Some are quite fine and others are not. Bugbears are not connoisseurs. One is a potion of extra-healing.

This clever old rascal will sneak around to the front entrance if a disturbance is heard by way of his bolt hole with the cask of gold (just in case.) Sneaking in from the front he will join the fray if his bugbear crew are fighting well from his vantage point but, if all appears lost, he may quietly leave with a boat to seek revenge next season.

7. Concealed Tunnel -hard to see entrance 20 feet up the wall through the stalactites.

8. Gargoyle Ledge -This high up ledge overlooks the Eastern Sea for quite a distance and positioned up here from past decades are (12) stone Gargoyles that look out at the sea. Thought to be a relic of a past superstitious age by the locals these are actually petrified Kopoacincths. If dropped back into the seas below will revivify once again!

Kopoacincths AC 5, MV 9"/15" HD 4+4 DMG 1-3/1-3/1-6/1-4, +1 or better weapon to hit
HP (32, 29, 25, 24, 22, 22, 21, 20, 18, 17, 17, 15)

9. Wandering Gray Ooze -This gray ooze will only attack if confronted and can be bypassed easily while it's looking for a mate who is further in the dungeon. If this one is bypassed by the players it will successfully merge with the other Gray Ooze in #36.

Gray Ooze -AC 8, MV 1", HD 3+3, HP(12) DMG 2-16 +dissolves metals and is immune to spells, heat and cold. Lightning does full damage.

10. Sea Drake Cavern -When PC's approach this cavern they will hear something very large moving around in it. Scales rasp against the walls and growls emanate from a huge bellows-sized set of lungs, claws gouge stone and teeth rip meat and sinew, a noxious stink permeates the air. Even if PC's sneak up to peek they will only catch glimpses and never fully see the creature. The putrefying stench will water their eyes and the terrible smoke and brimstone gasses will cause hacking coughs!

All of this is the contrivance of Linton the leprechaun who inhabits this dungeon. It all started when he took a liking to this cave and scared a bunch of stinky goblins (now in Cave #23) out so he could use it as his lair. He enjoys the spectacle of the other denizens whispering about the Sea Drake and so carries on the hoax!

Leprechaun (Linton) AC 8, MV 15", HD 2-5hp, HP (4) MR 80%, Spells: At will -Invisibility, Polymorph non-living objects, create illusions, and ventriloquism. Never Surprised and can successfully steal objects 75% of the time.

This little runt has hidden his treasure in a very small tunnel between this cave and the Ogre's. The tunnel is only about a foot tall and would require magic to traverse or mining to dig out!

5000GP are kept in a sack inside a huge, ornate and well-made Great War Helm (Is really a Helm of Opposite Alignment in the event that someone tries it on!). Also in the sack of gold is an exquisite golden and bejeweled lamp worth 1000GP. Scattered about the helm are numerous empty wine bottles with some still full. If PC's decide to test the bottles for potions the one labeled "Grand Special" will turn out to be a delicious growth potion in which case any imbibers will grow 1-3 rounds later and potentially be stuck where they are until the effects wear off.

11. Obb the Ogre -This cave entrance has a sign on a board that reads, "Stop! No entry beyond line. Yell for service. -Management." From within issues a delicious smell of something roasting! Further in a little way is a line drawn in bright multi-spectrum paint on the floor.

If any PC's cross the line, Obb's pet piercer drops on them by surprise 95% of the time. Obb alerted, reels in the piercer by the rope attached to it and whatever it impaled. Hopefully a big juicy rat he can add to the others already roasting on skewers over his fire. This ogre will roast what he catches and anything over his line is fair game! If more critters have crossed his line he will hurl his harpoon next and reel it in the following round.

If instead, PC's yell for service, Obb calls back his menu and price. He instructs them to leave their payment on the flat rock at the line and he will leave the food next to it. Once they back

away he emerges with roasted rats on skewers in one hand and his trusty harpoon in the other. They are excellent and cost 1 GP each.

Obb the Ogre AC 5, MV 9", HD 4+1, HP (26), DMG 1-10, Victims of his harpoon will be hooked and then reeled back to his cave in one round.

Pet Piercer -AC 3, MV 1", HD 3, HP(18), DMG 3-18, Surprise 95%

This clever business ogre has been servicing this cavern for a while and has sold many rats this season to various denizens of the caverns. Back in his cave he has a bed of hot coals to roast rats, several wooden skewers, his harpoon close at hand and the sack at his belt in which is his 170 GP, a small dark brown jar of multi spectrum paint which can be seen with infravision, and a leather bag of his special spice blend. He also carries a short sword as a knife for skinning and dressing rats and whatever else he catches. This magical short sword (Rattler) is +1/+2 vs. Burrowing Mammals which include rats, rabbits, groundhogs, gophers, halflings, dwarves, gnomes, etc, and like its namesake rattles when within 20 feet of such animals.

From this cave over a high ledge within reach of an Ogre is a tunnel that leads up to an abandoned dry well. Obb and the Leprechaun speak occasionally, though the trickster is never seen. Perpetuates the hoax in part by talking about the monster with the very popular Obb who passes it on to his clients.

12. Face -This huge fragment of a face was part of a much larger statue of the Storm King when this was a popular temple to him in the ancient days. Now his left nostril is the lair of a Shadow who will stalk PC's through the dungeon waiting until they are weak and hurt and it can easily pick off a straggler who is separated...

Shadow AC 7, MV 12", HD 3+3, HP (20), DMG 2-5 +Strength Drain, +1 or better weapon to hit.

13. Secret Cave -Access to this secret area is through the nostril tunnel inhabited by the Shadow, at very best a small hobbit could squeeze into it and pull themselves through with help or a Diminution Potion.

If access is gained to this secret chamber one will find a stairway down to a now dry chamber with an enormous green emerald on a Porphyry pedestal. If submerged in water the gem screams like a banshee potentially killing all within a 50 foot radius. Save vs. Spell. It is worth 10000 GP.

14. Secret Door high up on wall -This is Darvel's secret entrance to the lower caves. The door is 60 feet up from the water level. Once through the door into the tunnel there is a small boat pulled up and attached to a long rope with knots for climbing.

Below in the water is a gigantic clam weighing 400 pounds that can latch onto someone falling in the water and potentially drown. The clam has an enormous 500 GP pearl!

15. Hall of Mimicry -If the four leucrotta hear the approach of invaders they will hide themselves among the natural stalactites and stalagmites and begin mimicking the sounds of dwarves and bugbears fighting and cursing, clashing weapons and such. The two smaller ones are especially good at mimicking dwarfs to the chagrin of the bugbears who are usually fooled. The smaller ones are terrified of the displacer Beasts... (See wandering table.)

Leucrotta (4) AC 4, MV 18", HD 6+1, DMG 3-18, Mimicry of speech and Kick in retreat for 1-6/1-6 DMG

HP (38, 31, 23, 19)

Amongst the tattered remains of former victims which are now mostly bones and rubbish is a leather backpack with 800 GP inside.

16. Shunned Cavern -Within lurks two Displacer beasts and the bones of their kills.

Displacer Beasts (2) AC 4, MV 15", HD 6, HP (39, 32), DMG 2-8/2-8, -2 on opponent's attack dice, MR save as a 12th Level Fighter +2 on die.

17. Webs fill this cavern as a silky, venomous voice asks what you seek...

Gustave the Giant Spider -AC 4, MV 3"*12", HD 4+4, HP(23), DMG 2-8 +Save vs. Poison or die!

Gustave is a sly old spider that lurks about and spies out what he can. Willing to barter his information for say, a halfling? If a halfling is present in the party Gustave will potentially stalk the party waiting for an opportune time to snatch the morsel unseen. He has a silk bundle attached to his abdomen which contains a golden tiara encrusted with diamonds worth 1200 GP. Littered across the floor of his cave are drained husks of mostly rats with a few goblins mixed in.

18. Secluded Cave -Clinging to the cavern wall is a Slithering Tracker that will follow the PC's at a distance and wait until they camp and once asleep will attack a wounded member.

Slithering Tracker -AC 5, MV 12", HD 5, HP(22), DMG 0, Paralyzation and Transparency.

19. Linked Chambers -Holed up in these connected chambers are a group of 20 surly dwarves caught in these caves when the waters rose up and flooded the tunnels further North that they were prospecting. They managed to escape to these caves. Being stranded here for the last couple of days they sought a way out only to be beset by those hated Bugbears and harassed by unseen menaces. They have been surviving on rats and are in no hurry to befriend strangers.

Dwarves (20) -AC 4, MV 6", HD 1, DMG 1-8, Save at 4 levels higher than HD.

HP (9, 8, 8, 8, 8, 7, 7, 7, 7, 7, 6, 6, 5, 5, 5, 5, 4, 3, 3, 2)

Led by their stalwart Foreman Rumwood Blotcher F5 -AC 4, MV 6", HD 5, HP(33) DMG 3-10, Save at 4 levels higher than HD.

Secretive and rude, they impatiently wait for the flood waters to recede as they just discovered a large and very valuable vein of silver before the northern tunnels were flooded.

20. Spore Cave -Floating above the corpse of a dead dwarf is a Gas Spore that will float toward any PC's who enter the cavern.

Gas Spore (1) -AC 9, MV 3", HD 1 hit point, DMG -if struck, the creature explodes causing 6-36 DMG to any within a 20 foot radius. (3-18 if saving throw vs. wands is made.)

21. Pool cave with Dead Masher -This large cavern reeks of the giant dead Masher rotting in the pool. Any PC that gets into the pool will be attacked.

Giant Lampreys (3) -AC 6, MV 9", HD 5, DMG 1-6 +Drain Blood (10 points of damage per round thereafter.)

22. Stranded Pool Cave -This very large cavern is partially filled with a pool as well. The narrow sandy stretch of cave beach is littered with dead giant ghost crabs. Lurking in the water is a giant Cuttlefish (as Giant Octopus.) trapped here when the water was pumped out by the elemental. Now it must wait for another storm to fill the area back up so it can escape back to the open Ocean. It will eat anything it can catch.

Giant Cuttlefish -AC 7, MV 3"/12", HD 8, HP(44), DMG 1-2(x6)/2-12, Constriction/bite
+Camouflage and Hypnotic pattern

Anyone entering the water with this monster will be approached quietly and due to its camouflage ability, 90% invisible. Once close enough it will use flashing skin color to hypnotize its prey (Save vs. Spell.)

23. These miserable goblins have been chased out of their caves by the dreaded sea drake! (See number 10.) Their numbers have dwindled and these ones are particularly wary of the monstrous cuttlefish who caught a few of them. Amongst all the inhabitants here they are the only ones who have seen Darvel and one of his doppleganger henchmen, thus if questioned about any men living in the caverns they will refer to the "Twins."

Goblins (12) AC 6, MV 6", HD 1-7hp, DMG 1-6

If pushed to fight, they will risk making a loud commotion to draw the cuttlefish in hopes that it will attack any intruders who happen to be close to the water's edge.

24. Sand Cave -This cave is full of sand with many giant rodent tracks. In the center of an apparent sinkhole is a giant centipede burrow. They will attack anything that disturbs their lair.

Giant Centipedes (23) -AC 9, MV 15", HD1/4, DMG Poison +4 on saving throw.

HP -(4, 4, 4, 4, 4, 4, 4, 3, 3, 3, 3, 2, 2, 2, 2, 2, 2, 1, 1, 1, 1, 1, 1)

25. Dead End -This dead end tunnel is the lair of a Lurker above. Any who traverse down this high passageway (20 feet) will be attacked on their way out.

Lurker Above -AC 6, MV 1"/9", HD 10, HP (54) DMG 1-6, Surprise 1-4 on d6, engulfs prey under 20' wingspread and smother in 2-5 rounds.

Hidden under the accumulated detritus at the end of the tunnel is an old rotted sack with 2000 GP in it.

26. Sea Statue -This cave has what appears to be two ancient stone statues.

The larger of the two effigies is pitted and scarred from the ages and encrusted with barnacular and coral growths, the exact form is lost, but the perceived outline hints dimly at an ageless menace.

The formless thing took up use by the long-dead faithful as a reliquary of sorts with many nooks and crannies to act as depositories of devotional objects and offerings. A few remain after all these centuries but some careful searching and laborious scrapping needs to be employed.

Small gold bar worth 100GP.

Stinging anemone (DMG 1-3)

A huge pearl with Dispel Magic and Tongues spells inscribed upon it as a scroll.

Obsidian man figurine in the central cavity. A place of honor. This small six inch man is well carved even down to his little gold dagger. In the hands of an evil cleric who casts a reversed (harmful) spell -Cause wounds or harm, and then feeds it precious gems, the little man will animate and attempt to kill someone of the cleric's choice (or Storm King's.) It's an excellent poisoner and will set up traps like marbles at the head of the stairs, setting the bed on fire, and will sneak around as a 6th Assassin.

The smaller of the two effigies is, in reality, a giant crab covered in barnacles and growths that will rush to attack once PC's get within range.

Giant Crab -AC 3, MV 9", HD 3, HP(15) DMG 2-8/2-8, Surprise on 1-4, -1 to hit due to encrustation.

27. Statue -Defaced, this 25 foot tall statue raises its arms to summon a storm.

28. Ritual Chamber -This large room has a line of broken statues mostly reduced to rubble and fragments. Beyond the line of statues is the scarred wall that has the remains of a mosaic scattered across the floors and rubble. If carefully combed through, PC's will find a 10 GP shard of Lapis Lazuli that was once a part of the mosaic.

29. Crypt -On this huge slab of stone are a few fragmented bones of an enormous man! A giant skeleton along with bits of metal and stone. Guarding its ancient master's grave is a wind walker who will "spin-up" the debris in the chamber to kill any intruders! A golden lump worth 200 GP (formerly a giant-sized unholy symbol beaten beyond recognition.) can be found among the debris.

Wind Walker -AC 7, MV 15"/30", HD 6+3, HP (32), DMG 3-18 to all within 1", Detects thoughts within 10"-30", Ethereal and only affected by Control weather, slow, ice storm, and haste. Magic barriers will stop them.

30. Beacon chamber -This desolate cave is the lair of a Will-o-Wisp. An opening high up the sheer cliff face provides an alternate exit from the cave system. Through this cave mouth the Will-o-wisp has used its powerful lights to lure boats and crews to their deaths on the jagged rocks below.

Will-O-Wisp -AC -8, MV 18", HD 9, HP (48), DMG 2-16, The only spells that affect it are: Protection from Evil, Magic Missile, and Maze spells.

Hidden behind stalagmites on a ledge is its treasure contained in a locked and trapped chest. The lock magically weaves and knots the thief's fingers together. A dispel magic from a 12th level Wizard or High Priest will painfully unknot the digits or alternately, an old spider could do it in a trice and painlessly....

Within the chest are 3000 SP, 2000 GP, 500 PP, jewelry: (5) earrings, 50 GP (x2), 100 GP (x2), and 500 GP (x1), (3) necklaces worth 200 GP, 300 GP, and 500 GP, and a Scarab of Insanity which looks like another piece of jewelry, a bottle with Oil of Slipperiness, and a Dagger +2/+3 vs. Large-Sized Creatures. On a natural "20" a large-sized opponent struck by this dagger must save v. spells or shrink down to 50% of their normal size for 1-10 turns.

Note -Smashing the chest open ruptures the bottle with the Oil of slipperiness and anything in the chest will slip away into the cracks, fissures and crevasses of this old weathered cave and will be lost forever.

31. Flooded Tunnel -Just down a ways under the water here are a pack of Kopoacincths who occasionally venture up to the caves for a change of menu. Since the water receded, they can only get so far. They detest the Koalinths but are too few to wipe them out properly.

Kopoacincths AC 5, MV 9"/15" HD 4+4 DMG 1-3/1-3/1-6/1-4, +1 or better weapon to hit
HP (27, 25, 24, 22,18)

32. Submerged Chambers -this area is controlled by a Koalinth War Party who represent a "local" evil Sea Baron whose long-term interests don't include the return of Storm King. This war party is led by a Cleric who understands his dilemma and could form an alliance. These water hobgoblins will uphold the bargain until it's served their purposes and then break the deal.) As evil monsters they expect the PC's to do the same and so will not do anything that jeopardizes this.

They make forays out into the upper dungeons to seek potential weaknesses of the enemies with the use of bubble helmets made from giant squid eyeballs (Diving suit helmets.) which allow them to breath for 2-5 hours of above ground explorations by keeping their gills wet.

Koalinths (Aquatic Hobgoblins) (40) -AC 5, MV 9", HD 1+1, DMG 1-8
HP (9, 9, 9, 9, 9, 9, 9, 9, 8, 8, 8, 7, 7, 7, 7, 7, 7, 7, 7, 7, 6, 6, 6, 6, 5, 5, 5, 5, 5, 5, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4)

Koalinth Leaders (2) -AC 5, MV 9", HD 1+1, HP (11, 11) DMG 2-9, Dusky Silver Amulets with black pearls worth 50 GP

Koalinth Priest (C3) -AC 3 MV 9", HD 3, HP (16), DMG 3-10, Blood-Red Gold holy symbol with deep blue Tourmaline worth 500 GP.

Spells -1st level -Bless, Cause light wounds, Sanctuary. 2nd -Hold Person, Spiritual Hammer

33. "Drake" -This cave is the lair of a huge Subterranean Lizard which adds to the Leprechaun hoax exploits. This awful creature will slink out along the ceilings if it smells or hears something close to its lair. It will rush forth if something sets off the Shriekers and arrives in 2-4 rounds.

Giant Subterranean Lizard -AC 5, MV 12", HD 6, HP (42), DMG 2-12, Runs easily on walls and ceilings. Inflicts double damage on a roll of "20."

Amongst the ruined and festering garbage is a sealed tube with a Clairvoyance spell written on the scroll within.

34. Shrieker Cave -Amongst the usual fungi and stalagmites are several Shriekers here.

Shriekers -AC 7, MV 1", HD 3, DMG Nil, Light within 30' or movement within 10' will cause them to emit piercing shrieks which last 1-3 rounds. 50% chance of attracting wandering monsters each round thereafter.

Hp (16, 16, 12, 10, 10)

35. Piercer Cavern -Due to the amount of Stalactites and Stalagmites these creatures blend in perfectly. Forgotten in the far corner of this cave, out of sight, is an old skeleton still wearing his suit of tight-fitting +2 scalemail that allows its wearer to slither into burrows and tight spaces 75% of the time, ignoring the regular limits of bones and normal human bendability. Should members of the Snake-Cult who manufactured this armor long ago discover it in the possession of a non-cultist they will seek to assassinate them.

Piercers (8) -AC 3, MV 1", HD 1-4, DMG (See Below) Surprise 95%

HP -1HD (5, 5, 4) DMG 1-6

HP -2HD (11) DMG 2-12

HP -3HD (17, 15) DMG 3-18

HP -4HD (25, 19) DMG 4-24

36. Nuptial Cavern -This cavern has a large (HP 18) Gray Ooze lurking about. However, if the Gray Ooze from #9 was bypassed, it will have successfully merged with this one and it will be huge and hungry!

Gray Ooze -AC 8, MV 1", HD 3+3, HP(27) DMG 2-16 +dissolves metals and is immune to spells, heat and cold. Lightning does full damage. Special* -Will attack anyone within 6" Radius using mental abilities with a 100 point Psychic Crush attack.

37. Huge Spiders Lair -Lurking in this chamber are 10 huge Spiders that will attack as a pack!

Huge Spiders (10) -AC 6, MV 18", HD 2+2, DMG 1-6 +poison (+1 Save vs. Poison). Surprise on 1-5 on a d6.

38. Finnegan the Jackalwere -The cave has many stalactites and stalagmites to hide behind if encountered here, he uses the ploy that he was captured by the Bugbears but escaped and has been surviving here as he can't find a way out. Hidden in a depression covered by a large stone is his treasure of 500GP and his dagger.

Jackalwere -AC 4, MV 12", HD 4, HP (20), DMG 2-8, Gaze causes sleep and +1 weapons are needed to hit.

39. Fire Beetles crawl about feasting on sea worms, algae and dead sea growths. There is a 1 in 4 on d6 chance they will ignore intruders unless provoked!

Fire Beetles (12) -AC 4, MV 12", HD 1+2, DMG 2-8.

HP (10, 10, 9, 9, 9, 8, 7, 7, 6, 6, 5, 5)

40. Piercer party! This group is resting for a bit on their migration down.

Piercers (8) -AC 3, MV 1", HD 1-4, DMG (See Below) Surprise 95%

HP -1HD (5, 5, 4) DMG 1-6
HP -2HD (11) DMG 2-12
HP -3HD (17, 15) DMG 3-18
HP -4HD (25, 19) DMG 4-24

41. Five Darvel the Dashings!

Darvel and his crew of (4) Doppelgangers who currently look exactly like him work to finish repairing the damaged part to the water amplifier.

If broken in on by the adventurers while working, Darvel's doppelganger servitors will throw javelins and run out the various exits hoping to split and scatter the pursuing PC's in the surrounding caverns. Make sure the PC's specify who they attack! If the ploy works, and some adventurers chase after them, the Doppelgangers will try to lose them in the tunnels and then approach as their fellow PC's and to attack or mislead, if Darvel needs more time. The Doppelgangers will use their ESP to coordinate their attack with their fellow monsters and will be very deadly

Darvel will try to get the last piece to the machine in #42.

Depending on the timed nature of the adventure the part may, or may not be fixed at this point depending on your days to completion count. In desperation, Darvel may try to have the Elemental blow the horn through the machine to wake Storm King regardless. If not properly fixed the machine may not work at peak effectiveness and there may be a chance the horn may not work properly.

For everyday earlier than the counted completion day the horn and amplifier have a -20% to work.

Darvel may also just try and escape with the horn if the odds are really out of his favor. Perhaps there is another way to summon the Storm King. Darvel is playing the long game and will not just throw everything away!

If the machine is fixed, the Elemental will blow the horn by directing the water down and out to the ocean beyond and below. Storm King Awakes and summons an enormous typhoon that can be seen in the distance making its way to the coast in 1d3 days!

Darvel the Magic-User (MU 6) AC 5 (+2 Ring and +2 Cloak of Protection), MV 12", HP (18), DMG 1-4 (Poisoned Dagger -Save vs. Poison or die). Spells: 1st- Burning Hands (x2), Hold Portal, Shield. 2nd- Mirror Image, Stinking Cloud. 3rd- Protection from Normal Missiles, Slow.

Darvel will use his Wand of Lightning (50 Charges)

Doppelgangers (4) -AC 5, MV 9", HD 4, DMG 1-12, Surprise 1-4, Save as 10th level fighters.

HP -(22, 21, 21, 17)

Darvel has an affinity with Doppelgangers and has been working with these specific monsters for a long time! When killed these doppelgangers will 75% of the time keep their appearance of Darvel for 2-5 days even after death!

42. Machine Chamber -This large cavern has a 40 foot solid column of water suspended from floor to ceiling which goes up through the tunnels North above and below out to sea from far below. Suspended in this column is the Amplifier machine with the Horn attached to it. The column is being held up by an enormous Water Elemental that Darvel used a scroll to summon in order to pump the sea water out of the sunken Temple complex and cavern system so he could attach the horn and repair the amplifier to wake the Titan.

The water elemental, Eeeshersh the Voluminous, was promised the amplifier to take with it back to its home plane where it will be very valuable as a lure to attract water elemental mates and thus grow to baron size on its home elemental plane? The elemental will abide by its contract and not attack outright but use the Floating eyes it has caught to keep any intruders at bay. If any try to invade the huge column of water that suspends the amplifier they will be repulsed or if great force is used will move through the water as if slowed. It will only attack if PC's threaten the machine and its deal with Darvel or perhaps they could make a better deal and outbid the wizard? (Remember the machine must be fixed to work properly.)

Water Elemental -AC 2, MV 6"/18", HD 16, HP (110), DMG 5-30, +2 or better weapon to hit.

Floating Eyes (11) -AC 9, MV 30", HD 1-4hp, Hypnotism.

HP -(4, 4, 4, 3, 3, 2, 2, 2, 2, 1, 1)

43. Deep Well and escape -Darvel and his crew will run to escape by this route if they can! If successful in summoning the Storm King the Elemental, as its final service, will lift Darvel to the high ledge and door out. He will escape and will cast a hold portal spell on the door behind him if he still has one left!

Conclusion -Storm King Summoned! In 1d3 days Storm King a chaotic evil Titan will arrive with his now undead storm giantess consort and (4) giant undead Hetmen to retake his shrine. Run!

Storm King (Lesser Titan) -AC 1, MV 21", HD 18, HP (103), DMG 7-42, MR 60%, Spell Use and Psionics, Invisibility, Etherealness.

This ends the adventure although many repercussions will abound! I hope it was fun!



Alchymystyk Hoosegow

by Alex Zisch

Intro

Legend says an aristocrat once kidnapped an alchemist and held him captive hoping to create untold fortunes and wonders for the noble's domain alone. If the secret of turning base metals into gold was found surely treasures and magic can be discovered in the archaic prison.

Play-tested with AD&D rules, average level 7, parties of 5-6 characters with some fatalities.

Backstory

For Dungeon Masters: the unfortunate alchemist still lives deep below the complex but has suffered a strange identity crisis. A group of undercover lycanthropes moved into the tower but does not control the entire property. Orcs and fire elementals toil at their professions. Spirits of the dead haunt the original cell block. Many puzzles and threats await in the crazy science bunker and beyond.

Hooks

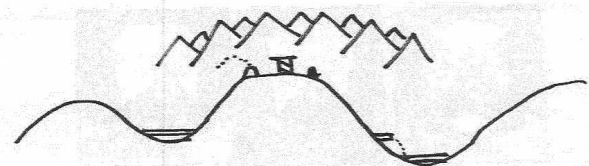
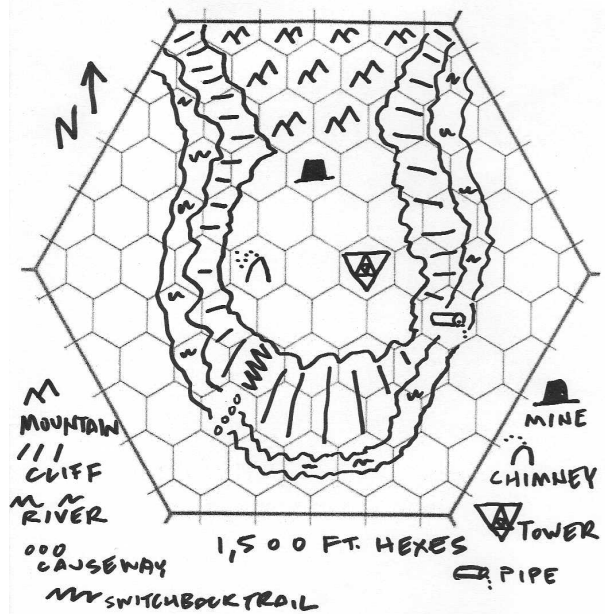
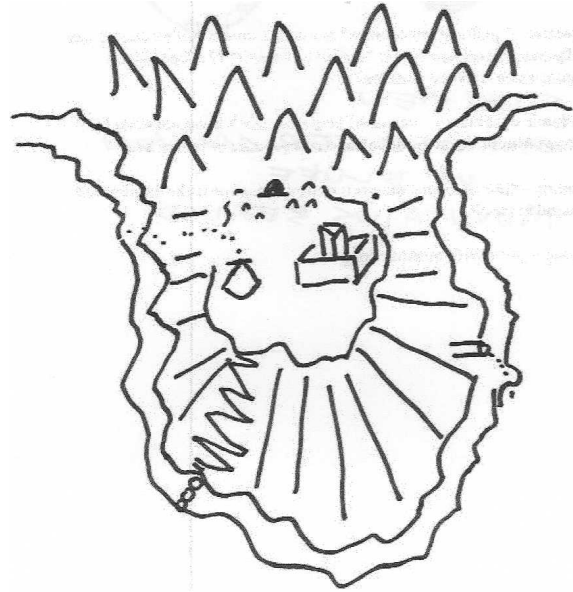
Desired for their high quality and questionable subject matter, shipments of trade goods in the form of bizarre bric-a-brac and terrible tchotchkes have been traced back to this area.

An old calaboose complex thought ruined apparently has new occupants including a local government functionary. Maybe this patron requires retainers or troubleshooters.

A caster runs low on a rare material spell component and suspects some might be found in this arcane research facility.

The water supply has become contaminated with unknown chemicals. Journey upriver to investigate this toxic spill before the crops fail.

Rumors of loot and magic? Say no more. Paying mentors for training gets expensive.



SIDE VIEW NOT TO SCALE
OXBOW RIVER CANYON
W/ BLUFF
MOUNTAINS BEHIND

Terrain

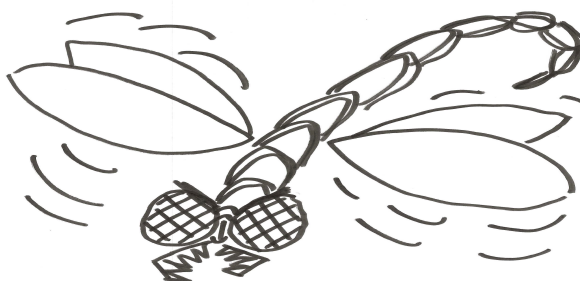
Travelers see a bluff of feldspar and gneiss surrounded on three sides by an oxbow river canyon. To the west a causeway of boulders climbs to a switchback trail to access the plateau. Downhill to the east water birds the height of men wade in the downstream current where strange red effluence pours from a drainage flume sprouting from the hillside.

The plateau backs up to mountains where the talus contains an inky orifice. This mine opening has wagon-sized piles of clay soil spread nearby. A belching beehive-shaped smoke stack emerges from the ridge.

But the most obvious structure is the weird old stockade. A perimeter of ditches surround the fifteen-foot iron fence with a gate locked with chain. The yard's inner wall consists of a twenty-foot palisade of greenish schist topped with black volcanic glass shards. A portcullis choked with vines remains half open. Beyond the wall thrusts a multistory edifice whose windows have been bricked up. A spiral rampart wraps around the exterior leading to the rooftop (see Triangular Tower).

A species of Brobdingnag proportions swarm the countryside. Mega-insects dart around chasing easy prey. They especially strike single file hikers, rock climbers and sleeping campers.

Giant dragonflies AL N SZ M MV 1/36 HD 7 HP 32, 31, 28, 23, 21, 18 AC 3 AT# 1 (bite DM 3-12) SA +2 initiative SD w/ initiative immune to handheld weapons -4 missile penalty w/o initiative susceptible to handheld & missiles suffer -2 penalty shiny chitin worth up to 3,600gp

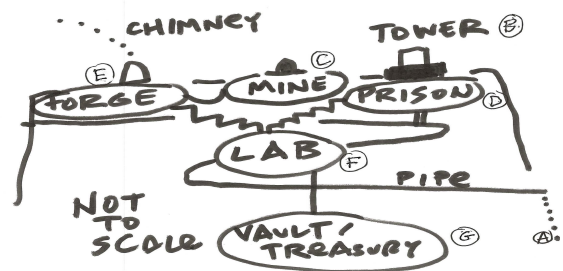


A. Pipe Drainage Area

A local flock of enormous wading birds stab at river trout, usually in the strange discharge under the sewer pipe. Twenty birds hunt with ten young, while another twenty adults orbit aloft. They avoid interlopers and combat only to protect their fledglings or eggs.

Giant cranes AL N SZ M MV 9/18 HD 3 HP 40x13 10x6 AC 5 AT# 1 (beak DM 1-10)

The resourceful may gain access to the Laboratory level area through the large drainage pipe that hangs 20 feet above the east river and 250 feet below the cliff. Perhaps reaching it with the use of flight or climbing, the sturdy plumbing tube is man-sized and allows single file traffic. A watered-down potion of growth contributes to the ruddy pollutant trickle that the expeditious can avoid and step over.



Wandering Monster Ideas

1d8 outdoors 1d8+2 underground

- 1 Giant Cranes 1-20 minding their business
- 2 Elves 2-9 rescuing foxwoman's slaves
- 3 Giant Dragonflies 1-6 hunting, mating
- 4 Orc Miners 2-9 making deliveries
- 5 Jackalweres 1-4 dual wielding hand axes
- 6 Shadows 2-20 lost souls
- 7 Phase Spiders 1-4 mutated arachnids
- 8 Margoyles 2-8 rock collecting
- 9 Doppelgangers 3-12 clone experiments
- 10 Mustard Jelly undergoing mitosis

B. Triangular Tower

A cunning foxwoman rules this place (High Commissioner Acacia Pollen). She charms male humans and demihumans with wisdom under 14. Always in elf form, she commands her squad of infatuated elves. Although she avoids danger, were the foxwoman to perish her throng of admirers would snap out of the charm and return to their disloyal freebooter ways.

A local pack of jackalweres have come to an understanding. They serve Acacia as lieutenants in their human guises. This bestial auxiliary devours those that cannot be enslaved at a shared mealtime.

Acacia speaks with authority about her righteous station and seeks to make a deal: to allow safe passage through her watch tower to the prison level and beyond in exchange for the right of first refusal on magic items. Having heard that alchemists are in the business of immortality her specific interest lies with potions of longevity. She arranges an ambush of the uncharmed on their return.

1) Roof Level:

Clad in jade cloaks, two elves and two jackalweres (in human form) keep watch behind a parapet with a box of 500 arrows and 30 spears. A brass bell and cymbal can be gonged to raise the alarm. The jackalweres and foxwoman communicate in their alignment tongue with percussive signals. A trap door connects to the stair down.

Elf Male Fighter 5 "Scrimshaw" AL CN SZ M MV 12 HP 22 AC 3 AT# 1, 2 w/ bow (bow DM 1-6, short sword DM 1-6+2) SA +1 with bows and swords ST 16 IN 10 WS 12 DX 13 CN 12 CH 14 bronze chainmail +1, bog iron short sword +1 5pp

Elf Male Fighter 1 "Fantail" AL CN SZ M MV 12 HP 4 AC 5 AT# 1, 2 w/ bow (bow DM 1-6, short sword DM 1-6) SA +1 with bows and swords ST 12 IN 9 WS 7 DX 12 CN 9 CH 11 2pp

Jackalweres "Viola & Rip" AL CE SZ M MV 12 HD 4 HP 18, 14 AC 4 #AT 1 (spear DM 1-6) SA sleep gaze SD iron or +1 weapons to hit each wears a lapis lazuli bracelet 100gp.

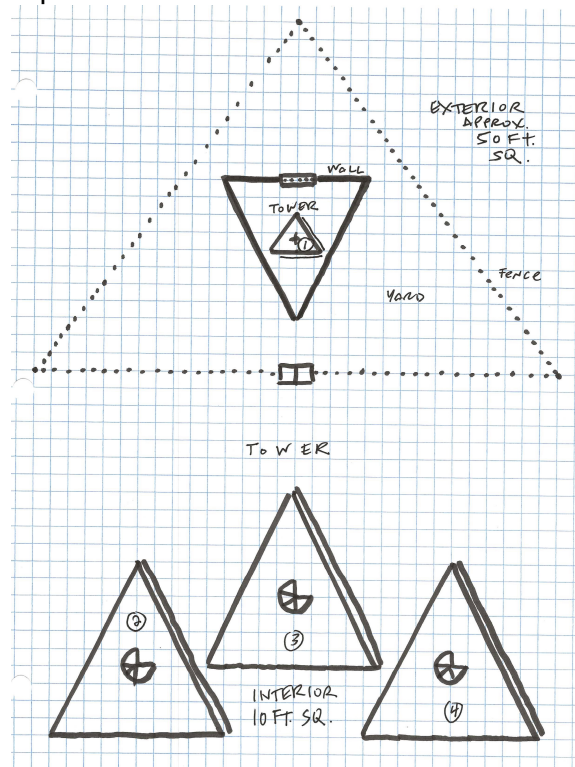
2) Bedroom Suite:

The High Commissioner wears a rabbit fur lined velvet brocade 300gp with gem studded buttons (2x pearl 10gp each, 2x malachite 12gp each, 3x sardonyx 50gp each).

Foxwoman "Acacia Pollen" AL CE SZ M MV 12 HD 8+1 HP 41 AC 6 (in elf form) #AT 1, 2 w/ bow (bamboo composite short bow +1 DM 1-6+1 or long sword DM 1-8 SA charm, +1 as elf with bow or sword, casts 3/2 MU spells prepared: light, magic missile, push, forget and web SD silver or +1 weapons to hit

A unicorn horn protrudes from a silk headdress that hides her silver tresses. This horn provides remedy against poison (per Monster Manual page 98). It also functions as a wand of wonder: 18 charges, command word "oryx". She also carries a quiver with 20 arrows, potions of healing and invisibility and a set of keys.

In a locked portmanteau with a mirrored fox emblem 100gp she keeps 1,000 electrum pieces, a spellbook: (enlarge, light, magic missile, push, read magic / web, forget, pyrotechnics) and two philters of persuasiveness.



3) Barracks:

Facilities to sleep twelve. 4 gems hidden in a mattress (amethyst 60gp smoky quartz 30gp obsidian 10gp turquoise 7gp).

Elf Male Fighter 4 "Lemonseed" AL CG SZ M MV 12 HP 14 AC 1 (with shield and Dexterity) AT#1 2 w/ bow (bow DM 1-6, short sword DM 1-6) SA +1 with bows and swords ST 12 IN 7 WS 8 DX 16 CN 13 CH 13 willow shield +1, potion of heroism 4pp

Elf Male Fighter 1 "Locustpod" AL CG SZ M MV 12 HP 4 AC 5 AT#1 2 w/ bow (bow DM 1-6, short sword DM 1-6) SA +1 with bows and swords ST 11 IN 11 WS 11 DX 12 CN 11 CH 11 3 pp

Jackalweres "Kleve & Claus" AL CE SZ M MV 12 HD 4 HP 19, 12 AC 4 #AT 1 (morningstar DM 2-8) SA sleep gaze SD iron or +1 weapons to hit each wears a lapis lazuli bracelet 100gp.

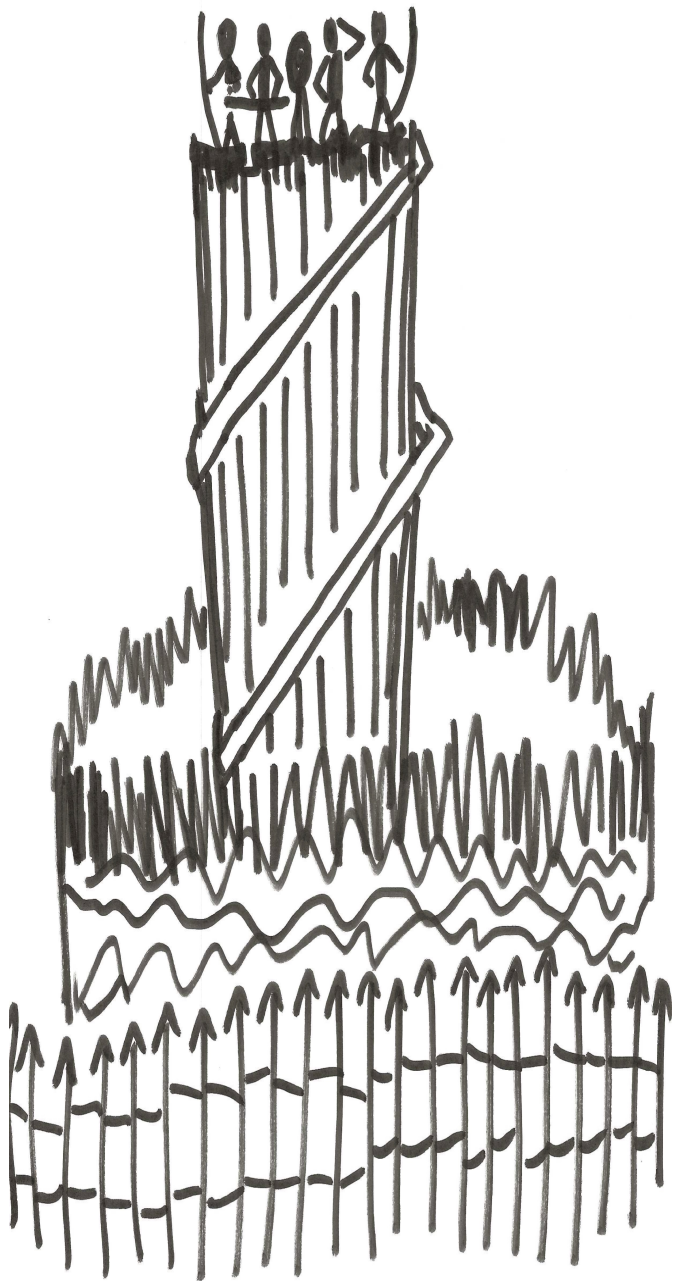
4) Kitchen and Pantry:

Plucked giant cranes hang from hooks. Barrels contain white wine, smoked hare meat, dried persimmons, pickled tomatoes and salted dwarf bits.

Six fishing nets: on a successful hit the target loses movement and AC bonuses for shield and dexterity, to escape those holding edged weapons may do 6hp damage to rip the net otherwise a bend bars lift gate check is required to break free.

Set of fine china with jackals and vixens amid flame design 150gp. Mundane supplies include torches, rope, candles, sacks and a couple of tinderboxes.

Stairs down to the prison cell level.



C. Mine Maze

Thirty orc miners work here. The leaders supervise: Union Boss Oko, Engineer Udy and Foreman Lyx. One overseer per eight-hour shift. They laugh at the elves enslaved by the foxwoman, from who they keep their distance.

The orcs work in shifts of ten crew digging minerals to trade with the crafters below (cinnabar, iron, salt, sulfur, clay, sand, coal and lead). Their contract also means they are allowed distribution the salamander goods.

The miners pile porcelain clay outside to age in the weather, other tailings and rubble dropped against the cliff. Teams push wheel barrows of raw commodities to dump in the hot furnace level below. Heading to the lower level they wrap their heads in kerchiefs and douse themselves with water to momentarily avoid the heat and light.

After mining, tunnels are finished with military precision. Unused precious stones are set aside to bribe the native margoyles.

Orcs "Crushed Foot Tribe" AL LE SZ M MV 9 HD 1 HP 8, 8, 8, 5, 5, 5, 5, 4, 4, 4, 4, 4, 4, 3, 3, 3, 3, 3, 3, 2, 2, 2, 2, 2, 2, 2, 2, 2 AC 6 #AT1 (footman's military pick DM 2-7 or hammer DM 2-5) each has 6 electrum pieces

Small groups work veins, others push loads. 1 in 3 chance to find 1-4 laboring orcs per turn. The mining tribe prefers to not instigate battle since it would be bad for business. They are willing to lead potential trade partners to the furnace level. If hostilities present themselves the management has tactics including trapping intruders with the margoyles, causing a cave-in or perhaps a two-front battle with the salamanders.

1) Sinkhole:

This natural cavern connects to a crawlspace. Margoyles lurk among the stalagmites. As a lure, gems are set on a stone 6x jasper 60gp.

Margoyles "the Aggregate" AL CE SZ M MV 6/12 HD 6 HP 30, 27, 24, 23, 22, 21, 18, 17 AC 6 #AT4 (claw DM 1-6, claw DM 1-6, horns DM 2-8, fangs DM 2-8) SA 80% stone camouflage, surprise SD +1 weapons to hit jasper 40gp each

2) Waste:

Discarded rubbish, the operation dumps refuse down this 50-foot hole.

3) Orc Camp:

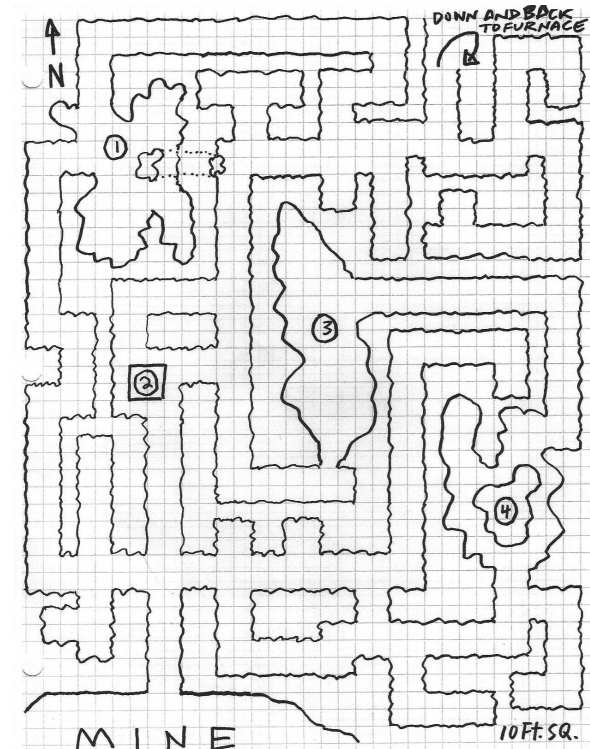
Off duty orcs congregate here. Ten sleep while ten eat and gamble at a fire. Fish and cave crickets cook in a casserole. Shovels, carts, helmets, goggles and other mining supplies are scattered around bedrolls.

A payroll of 1,000 electrum pieces kept in a huge pair of silver and gold goblets 1,600gp under a pile of blankets.

4) Grotto:

A subterranean pool with blind fish and fungi supports a group of albino cave crickets.

Cave crickets AL N SZ S MV 6/3 HD 1+3 HP 11, 9, 8, 8, 7, 7, 6, 5 AT# 1 (kick 1-4) SA chirp, jump kick



The northern descending ramp curves around to the southwest and leads to furnace level.

D. Prison

Undead reminders of the cursed convicts and murdered turnkeys haunt this huge ruined reformatory. 3 in 6 chance per turn of attracting their attention (see shadows and poltergeists below).

An 10-foot overhead walkway connects elevated guard houses. These watch posts have iron doors bolted and barred from the inside. Strewn about are moribund equipment of the abandoned cell block: ten-foot pole notched ladders, polearms, blindfolds, manacles, truncheons, keyrings, lanterns, oil, straw, ropes, chains, spoiled rations etc.

A grid of padlocked cages suspended by chains, swing from the 20- foot ceiling. One hanging enclosure worth 3,000gp hides gold construction under a paint of grime that resembles iron.

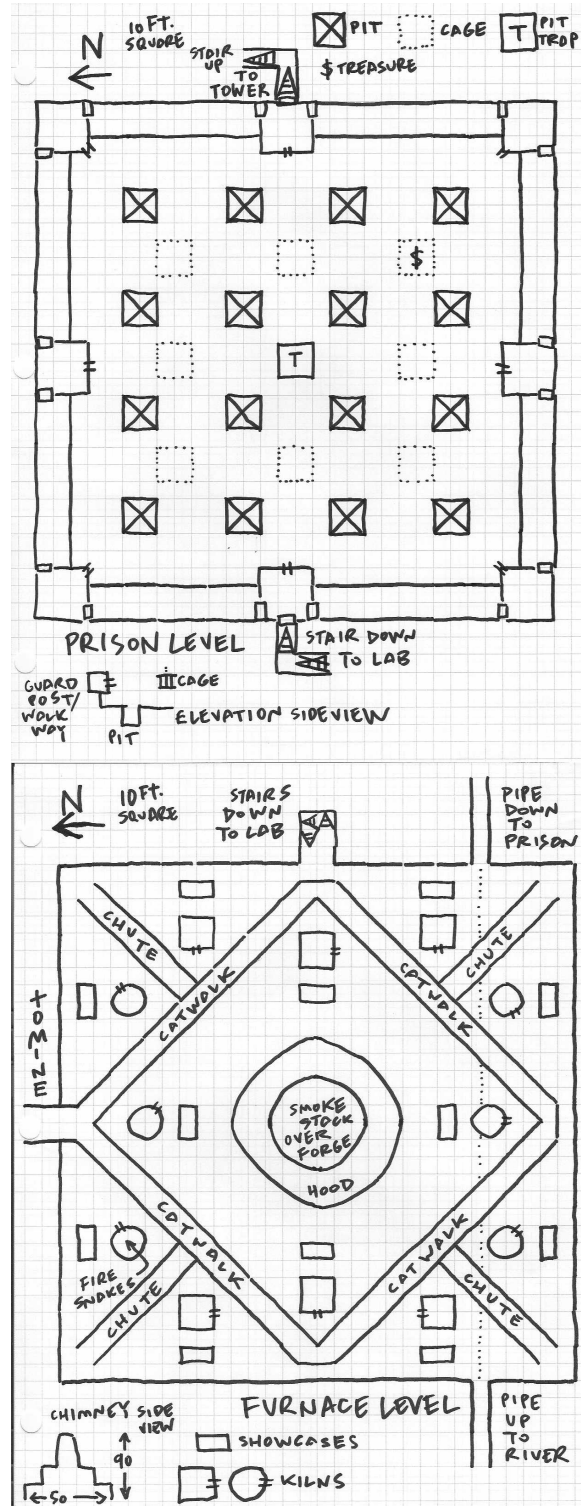
Ten-foot deep open pits intended for long term confinement line the compound floor. The central pit has a trick trapdoor. It drops thirty feet into the rushing water of the pipeline. A stainless-steel execution machine driven by a turbine awaits. The death maiden design looks like an undine wielding swords. Unfortunates take 3d6 damage from the fall and 2d8 save for half (wands) from the spinning blades. The pipeline washes down to the deeper lab level, uphill takes swimmers past the machinery of the furnace and underwater to the western river.

Shadows lurk amid party members, mimicking their movements attempting to blend in to maximize surprise. These devious silhouettes may corral victims into oubliettes seeking to add converts.

Shadows AL CE SZ M MV 12 HD 3+3 HP 19, 18, 16, 15, 15, 15, 14, 13, 13, 12, 12, 12, 11, 11, 11, 10, 10, 9, 8, 8 AC 4 #AT 1 (touch DM 2-5) SA strength drain SD immune sleep, charm, hold and cold +1 weapons to hit

Poltergeists rattle cages, chains and doors. Hurlled detritus such as stones, keys, cups, boots, bones and straps cause distractions if not supernatural panic. These spirits work in tandem with the shadows to create dread and uncertainty.

Poltergeists AL LE SZ M MV 6 HD 1-4hp HP 4, 3, 3, 3, 2, 2, 2, 1 AC 10 #AT 1 (thrown objects as HD 5 monster DM nil, save vs. fear) SA fear SD invisible, silver or magic weapons to hit



E. Beehive Smoke Stack & Furnace Level

Those that descend through the 90-foot cone-like chimney must deal with the noxious fumes as per the stinking cloud spell. After reaching the wide smoke hood and duct-work, the drop is another 20 feet to the blistering hot floor.

The oven-like conditions on this level are comfortable for elemental fire creatures but otherwise not hospitable. Upon entry, treat radiation from the kilns and forges as a save versus spells to avoid blindness effect duration one turn. The sweltering air and searing surfaces act as a heat metal spell.

The mesh catwalk 10 feet above connects to the mine level. Per schedule, hooded orc miners on the diamond shaped overhead platform quickly unload carts of ore into chutes before the temperature and brightness overtakes them.

Kilns of several designs bake fine porcelains, molten glass, glazed ceramics, etc. Adjacent to the underfloor pipeline, a water driven screw contraption powers hammers and bellows. Piles of raw materials are smelted and refined in a vast forge. There are crucibles, molds, saggers, pincers, pig iron, and other implements covered in pungent soot.

Long conscripted salamanders hone their cruel crafts. These twisted artisans work in various media on vases, bowls, tiles and other objets d'art some ostentatious, some translucent, all disturbing. Blackmailed by the Alchemist's kidnapper to set up shop here ages ago, the salamander clan may beseech potential allies to find their ancestor trapped elsewhere in the complex where the relative coolness makes their search impractical. They also parlay to arrogantly sell their wares and take commissions in exchange for gems.

Salamanders "Zixyma, Moxon, Zetu, Buktu, Qascric"
AL CE SZ M MV 9 HD 7+7 HP 50, 42, 35, 28, 21
AC 5 upper/3 lower #AT2 (military fork DM 1-8+1-6 heat or hammer DM 2-5+1-6 heat and constricting tail 2-12+1-6 heat) SA heat SD +1 weapons to hit, no sleep charm hold

An elemental takes the form of a bonfire and blinks from forge to furnace to kiln acting as a magical fuel source. Roll 2 in 6 each turn these flashes reactivate the blindness effect.

Grue, Harginn "Kobivat" AL NE SZ M MV 15 HD 4+4 HP 20 AC 3 #AT1 (3"x6" flame gout DM 5-8) SA blink SD +1 weapons to hit, immune to fire based spells

Decorated with a mosaic to resemble a red dragon, a multi-stage kiln (near north wall, west side) houses several fire snakes and two large gems.

Fire snakes AL N SZ S MV 4 HD 2 HP 9, 8, 7, 5, 5, 2 AC 6 #AT1 (DM 1-4) SA surprise 1-4, paralyzation poison 2-8 turns SD immune to fire fire opalx2 1,200gp each

Asbestos showcases hold bespoke finished products:

China dishes and bowls with ki-rins suffocated by grey smoke motif 300gp
Black porcelain tea service displaying burnt alive satyrs and shepherds 250gp
Orange porcelain urns of torch-tortured pug dogs and princelings 200gp
Red stoneware obelisk depicting a phoenix slain by salamanders 150gp
Wrought iron child coffin in the form of an incinerated dauphin 150gp
Ceramic chess set of blackened soldiers and fiery monsters 100gp
Acts of arson described on a resin and iron picture frame 100gp
Blown yellow glass tableware with glazes of goddesses tickled by flame 100gp
Crimson cut glass ewer showing singed flowers 50gp
Five harlequin masks of exotic fish and birds marked with scars and brands 50gp each
Dozen figurines of fire giants eating miniature bulls, bears and boars 25gp each

Should hostilities be inevitable this hot collective protects the fragile finery from breakage.

F. Laboratory

The lab of a lunatic alchemist given free reign, excavated from rock and completed with flagstones. Many openings are ten-foot cube archways, some archways are fitted with sturdy wood doors and iron hardware. Otherwise ceilings are twenty feet high.

The central pipeline connects to the pit in the Prison level uphill and downhill to the outside wilderness of the eastern cliff and stream.

1) Bio-Lab:

Three-foot-tall strange humanoids suspended in big beakers. They all wear three oversized rings on their hand like brass knuckles (silver jewelry 100gp each). Each has a unique ring that emits a blueish glow. Floating in a chemical bath they hold their ring fingers over their faces – one over its eye, one over its mouth, one over its ear.

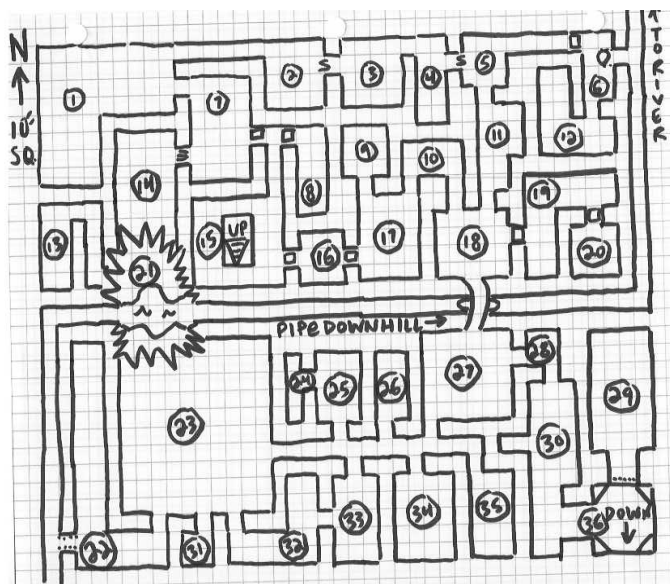
Spriggans "Geo, Leo & Fudge" AL CE SZ S/L MV 9/15 HD 4/8+4 HP 18/40, 16/36, 12/28 AC 3/5 #AT 1/2 (dagger DM 1-4/fists DM 2-8, 2-8) SA affect normal fires, assume giant size, scare, shatter, back stab x3 SD thief skills as 8th level gnome 18 dexterity

One has a cursed ring of x-ray vision (once removed the wearer loses an eye), the next a ring of contrariness/inaudibility, and finally a ring of protection from stone guardians.

If their containers are broken and they are freed from the glass these test-tube baby mutant gnomes feign gratefulness for their release and offer the treasure in the fountain area (33) as a reward. The trio waits for an attempt at a dagger backstab before assuming giant size.

2) Rainbow Room:

An oil painting of the alchemist and a rainbow hangs above a workbench. The price tag on the back of the frame says 100gp. A large artist palette has seven openings and seven paint pot like potion jars spread around it: Blue (Giant Control - Frost), Red (Fire Resistance), Yellow (Flying), Orange (Healing), Indigo (Gaseous Form), Green (Water Breathing) Violet (Diminution). Sort the colors in order of the spectrum ROYGBIV to open the sliding secret door.



3) Plentiful Potions Prototype:

Potion making puzzle with six differently sized hand-held wooden flagons and a central fixed barrel built into the floor. There are many decanters scattered around filled with water. All sizes of decanter have a similar base dimension so they fit in the slots numbered 1-6 around the top of the open keg.

The measurements of the decanters are not marked for the observer but follow this pattern: (G) Gallon biggest, (Q) Quart $\frac{1}{4}$ smaller than G, (L) Liter almost as big as Q, (P) Pint $\frac{1}{2}$ size of Q, (C) Cup $\frac{1}{4}$ size of Q, (O) Ounce $\frac{1}{8}$ size of cup.

This experimental beaker of plentiful potions device is a barrel with a tap that has 6 indentations. Put in the right combination sizes of decanters it activates and the waters magically dance and blend in the keg providing two doses of metallic hued patent pending potions.

Six codes are drawn on the wall above the enchanted keg. The final recipe trails off unfinished (but can be deduced from the remaining containers as QOPOC).

LOGGLO
OLPOLP
GOLLOP
PLOCOG
COPPOQ
QOOP..



Potion 1 silver "Felonious Fingers" Allows non-thieves without tools to attempt one future lock-picking as a 7th level thief. Gives a thief one automatic success on a lock-picking check.

Potion 2 bronze "Karmic Kickback" Fully heals drinker's hit points but curses them to fail next saving throw

Potion 3 copper "Sour of Babble" Like the cleric spell tongues.

Potion 4 steel "Ice Nine" Instantly freezes water it touches. Save vs. petrification +4 if swallowed. Those that save are in a state of suspended animation for 1-8 days until they thaw. Those that fail the save die and shatter into pieces.

Potion 5 aluminum "Precognition Nog" Acts as an augury spell.

Potion 6 lead "Amnesiac Ade" Spell casters save vs. spells to avoid feeblemind, otherwise acts as forget spell.

Other formulas are theoretically possible.

For example, COOPOQ iron "Fae Control" Like a potion of giant control or undead control but charm monster against creatures like atomies, pixies, sprites, etc.

There are four of the largest decanters, two of the quart size, seven of the liters and pints, three of the cups and thirteen of the smallest flagon decanters.

The decanter water is consumed in this process and would have to be replaced with pure H2O courtesy a resident of the elemental plane of water.



4) Potion Mixing Machine:

A series of gourd-like glass cucurbits and piping that obviously has compartments for three potions to be poured in the top of the alembic but only two receptacles at the bottom.

Put three potions in get two doses of a new combination formula potion out. Take the effect of three potions and add a forth on a random roll of the potion table. For example, inserted potions of healing, gaseous form and speed may result in two doses of healing-gaseous form-speed and treasure finding hybrid potion. See also potion miscibility table DMG page 119.

5) Tree Chamber:

A table of petrified wood is split in the middle and designed to accept an extension that sits next to it. Above it a lithograph of the alchemist and a tree has a price tag of 100gp on the back. It is mounted on a secret door that slides open if the leaf is inserted in the table.

A chestnut trunk with a carving depicting the fruit of the chestnut tree. Opening it reveals the interior is only half as deep as its height. The fixtures are metal and removing a nut from a recessed bolt in the leg opens a hidden compartment. Potions in varnish hues of clairvoyance, extra-healing, invisibility, longevity, plant control and sweet-water kept inside chestnut shaped glass orbs within. Smashing the chest forces a save against breakage.

6) Janitor's Closet:

Soap, buckets, mops, rags etc. sit around a ten-foot drain. The removable grate leads to a large sloped sewer pipe. A broom of animated attack is among the pile of cleaning supplies. Branded with a horsefly design and the elvish word for "shoe" (the command word).

7) Ingredients:

Walls festooned with jars of weird stuff: shrunken head of a cyclops, gar caviar, dead guinea pigs, gum Arabic sticks, killer bee honeycomb, athlete's foot with the foot attached, python ulcers, jellyfish fat, marzipan moles, maiden cockleshells, pond scum, nutmeg smut, etc. Searchers looking for a spell component or obscure alchemical ingredient have a 30% chance of finding it here.

8) Miscibility Experiments:

A central rack has crystal vases filled with juice colored potions that read "extra-climbing" "giant breathing" "de-visibility" and "poly-resist" Each are blends of two potions respectively: extra-healing and climbing, giant control frost and water breathing, delusion and invisibility, resist fire and polymorph self. Refer to DMG page 119.

9) Magnetic Lab:

Assorted magnets, painted rods, iron filings, compass points, polarized horseshoes, natural chunks, refrigerator decor. A nugget (a cursed lodestone) wrapped in a vellum envelope (a clerical scroll of locate object and find the path).

10) Centrifuge:

Fixed to the floor and operated with a hand crank, this device hums and glows when spinning. The apparatus can hold up to four potion vials. It magically improves the odds on the miscibility table of any potion put through this process +25% on the table DMG page 119. The warranty reads:

"Majestic Mixology Inc. makers of magic amenities. This product covered for replacement within a period of two years after purchase. Satisfaction guaranteed. Offer void against accidents involving poison, explosions, misuse, acts of demi-gods or normal wear and tear."

11) Solarium:

Flowerpots with dead plantings under the glow of a continual light spell: asparagus, petunias, ferns, ginger, poppies, spider-plants, orchids, mandrake, etc. If the curious search the potting soil, a deadly plant camouflaged as a mere bonsai seeks prey.

Hangman Tree AL N(E) SZ L MV 6 per hour HD 5 HP 305 trunk 14, 14, 13, 13, 13, 13 vines AC 3/5 #AT 3 (vine DM 1-3 acid 3-12 after 4 rounds) SA acid trunk, hallucinatory perfume SD 5% magic resistance

12) Ruined Inventory:

This storage area is used for failed potions with cracked bottles or dried liquids or rancid ingredients. On the deepest wall on the highest shelf sit three vials labeled "Longevity."

Vile Vials AL LE SZ S MV 6 HD 6 HP 32, 30, 24 AC 6 #AT 1 (drown DM 1-4) SA surprise on 1-3, deging SD immune to mind attacks or blindness no morale check

See new monster appendix page 20. These monsters at rest look like potion bottles. They flip over and crawl like snails or hermit crabs on liquid pseudopods. They attempt to jump down throats of victims to drown them.

13) Isolated Corner:

Alchemy jug sculpted from clay to resemble the head of the alchemist. Its ears, mouth, eyes, nostrils and follicles act as the magical spouts. A motto in glaze reads "Seep and Ye Shall Find"



14) Destroyed Lab:

A burn patterned debris filled room where evidently an explosion took place on the southern wall. A splintered door blown apart settled in the eastern hall. A slope leads down to a crater. The remnants of a passage can be spotted to the west, but to reach it requires ingenuity (Perhaps spikes, ropes, thief climbing, flying, etc.)

15) Stairs:

Upward flights after a landing lead to the furnace (east) and prison (west) levels. Dusty tracks might give a ranger clues about wandering monsters.

16) Gas Trap:

A writing desk with parchment and quill across from a sign that reads "Invisible Ink" next to a small end table. Sitting on an easel, turned over the reverse of the sign reads "Do not drink."

An unseen inkwell rests on the apparently vacant table. Disturbing it triggers a poison gas trap as cloud kill spell if the contents are knocked over and spilled. (Spineless Dungeon Masters may decide on a more merciful trap). Casting read magic on the blank parchment reveals a M-U scroll of message and detect invisibility.

17) Filtration Lab:

Filters and funnels of all kinds. Cones and carbon and cages. Notepad about dissolution, calcination and separation. In a woven basket, a magic user scroll of fool's gold acts as a paper filter.

18) Bridge:

An overpass to the south cuts over the pipeline. Openings on the east and west allow access below to gather drainage, dump sewage or enter the tube.

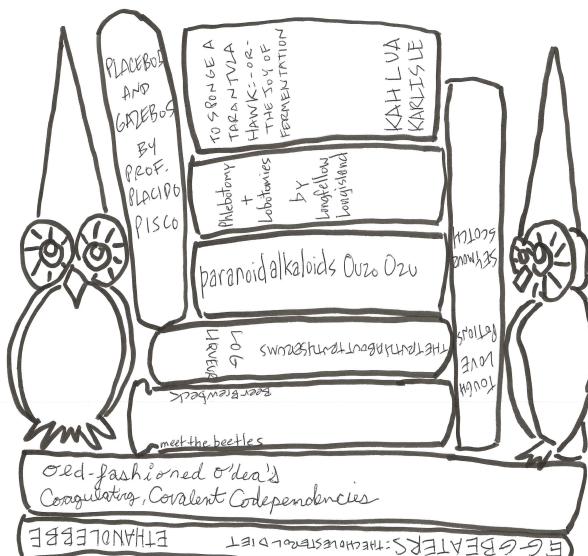
19) Library:

Behind a locked door, many of the texts here have long succumbed to insects and moisture or just turned to dust. On the shelves between bookends carved to resemble owls wearing conical hats nine survive:

Phlebotomy & Lobotomies by Longfellow Longisland,
To Sponge a Tarantula Hawk: The Joy of
Fermentation by Kahlua Karlisle,
Meat the Beetles by Beer Brewbeck,
Egg Beaters: The Cholesterol Diet by Ethanol Ebbe,
Paranoid Alkaloids by Ouzo Ozu,
The Truth About Truth Serum by Log Liqueur,
Placebos & Gazebos by Prof. Placido Pisco,
Coagulating Covalent Codependencies by Old-Fashioned O'Dea,
Tough Love Potions by Seymour Scotch

Each has a price tag of 100gp and if read explore esoterica, erasures and errata. Volumes placed in order of author names between the bookends so that they spell-out "SPELLBOOK" causes a wizard spell book to appear.

The tome is trapped with an alcohol spray glyph of warding (treat as the confusion spell). Inside a forward tells about the contents helping the author's alchemy addiction recovery by completing recipes for golems, homunculi and the like. Pages are ripped out. Spell list: (mending / detect invisibility, magic mouth / mirror image / slow / wizard eye / transmute rock to mud / enchant an item, geas / simulacrum / clone, polymorph any object)



20) Study:

Beyond a wizard locked door, a cozy chamber. Furnishings all have an animal motif: squid chez lounge, monkey eyebath, king crab clock, snail snuff box, ostrich bird cage, bat whet stone, osprey banisters, rhinoceros flint & steel. Each has a price tag of 50gp and a designer label "Virgule Divina". This phrase acts as the command word for the staff of curing leaning against the wall.

Shaped like a "Y" dowsing rod, the staff has 11 charges. If used as a divining rod it tends to point toward the most injured individual, or alternatively the "Virgule Divina" command word labels.

21) Crater:

A sunk collapsed area where seepage from the south collects in a jagged hole. Bits of stone drop from above. The top of the pipeline has been ripped open and fluid flows from west to east. Explorers would steer this slippery slope to enter or leave the unstable ditch.

22) Water Tanks:

A water supply taken from pipeline and stored here. Listening might reveal the sound of a faint voice. A magically bound sylph entreats for aid. Sealed in the filter like a summoning circle, she tires of being a living water purification system. The confined sylph shows gratitude for freedom 20% chance per rescuer (consider charisma reaction adjustment) she casts beneficial spells before she departs.

Sylph "Hanvekia" AL NG SZ M MV 12/36 HD 3 HP
13 AC 9 AT# as spells SA summon air elemental
once per week SD invisibility at will spells per day
4/3/2/1 identify, protection from evil, shocking
grasp, unseen servant / continual light, detect evil,
knock / esp, haste / confusion

If the tanks are dismantled the copper plumbing salvage sells for 1,000gp.

23) Disaster Area:

Light sources make precious scattered bits sparkle in this warehouse. Desiccated husks of giant dragonflies caught in webs, the scintillating shells are worth 7,200gp. 2,000gp worth of electrum shrapnel from shredded equipment can be collected.

An accident ruptured the chemical vats that once held magical draughts like oil of etherealness and potion of growth formulas. This explains the origin of this family of phase spiders.

Phase Spiders AL N SZ L MV 6/15 HD 5+5 HP 30, 27, 25, 20 AC 7 #AT 1 (bite DM 1-6) SA poison -2 save SD shift out of phase

The puddles of growth elixir keep growing. Now a reddish muck drips into the crater to the north and pollutes the pipeline. Enough can be scooped up in a container to form one pure potion of growth 10% chance once per day.

24) Detention:

Cone shaped hats, chalk dust and erasers. Were the dust cleaned away, a dunce cap seems to hang in mid-air. It sits atop the hiding place of an out of sight magic iron flask holding a salamander kin ("hephaestus" command word). The iron flask had invisibility cast upon it ages ago, but its metallic structure, circular stopper and alien runes can be felt by touch.

The residents of the upstairs forge would be glad to see their progenitor again. The imprisoned salamander demonstrates hostility if released unless someone speaks the command word, whereupon it might do a small favor. He does not appreciate cold weather.

Salamander "Zaandar" AL CE SZ M MV 9 HD 7+7 HP 59 AC 5 upper/3 lower #AT 1 or 2 (if armed with metal weapon DM as weapon+1-6 heat and constricting tail 2-12+1-6 heat) SA heat SD +1 weapons to hit, no sleep charm hold

25) Classroom:

Pencils, desks, chairs, measuring sticks, a dehydrated apple. Slate chalk boards have primer recipes in doggerel:

"With nautilus rig into a hole dig
Eucalyptus twig, moon-dried purple fig
Oregano sprig, suckling tail of pig
Wear a fleece wig and eat to make you big"

"Not up to snuff?
Mix moss and moth
Bubble them both
Before they froth
Drink as a broth
Through a shroud cloth
Try not to cough
Gargle this quaff
Sceptics will scoff
While you blast off"

"To spoil a pox
Take flying fox
And combs of cocks
Shake in a box
Of cypress blocks
Serve on the rocks"

"Death is a bug that makes you sick
There is a cure to heal you quick
Get whacked by the alchemist brick
There is nothing you cannot lick"

26) Blob Research:

Long ago slain apprentice alchemist corroded by acid. Bones, scraps of a white lab coat, wire spectacle frames, a lunch box containing dust of appearance.

Two lists of scribbled notes tacked to a corkboard:

"donut, bean, fish, jalapeno, rhubarb, grape,
dandelion, curd, chutney, compote, petroleum...
magic missile? swords? lightning?"

"banana, Yorkshire, hasty, tapioca, rice, bread,
vanilla, Christmas, plum, treacle, chocolate...
fire? cold? acid?"

27) Bridge to the North:

The southern side of the canal access point. Wind can be heard and felt as air moves to the eastern passage.

28) Big Bones:

Remains of a giant squeezed into a chamber far too small to extricate the jammed colossal bones. Passage through this skeletal obstacle course would have to be slow and one at a time to navigate the crowded area. Due to the passage of time only a very high level cleric could cast speak with dead and learn about this departed spriggn's tale.

29) Weather Machine:

Propellers perpetually spin here as a gust of wind spell. This circulates the atmosphere on this level, but most of the draft blows down the shaft to the south. The moving air would interfere with open flames, flying creatures or gaseous forms trying to ascend the shaft.

30) Conveyance Controls:

Levers and gears activate a spool of chain that unfurls a 100-foot retractable ladder suitable for climbing down the shaft in the southeast.

31) Floating Balloon:

A circular latex bag dances in mid-air dragging an attached twine on the floor. It contains a rose-colored potion of levitation.

32) Showroom:

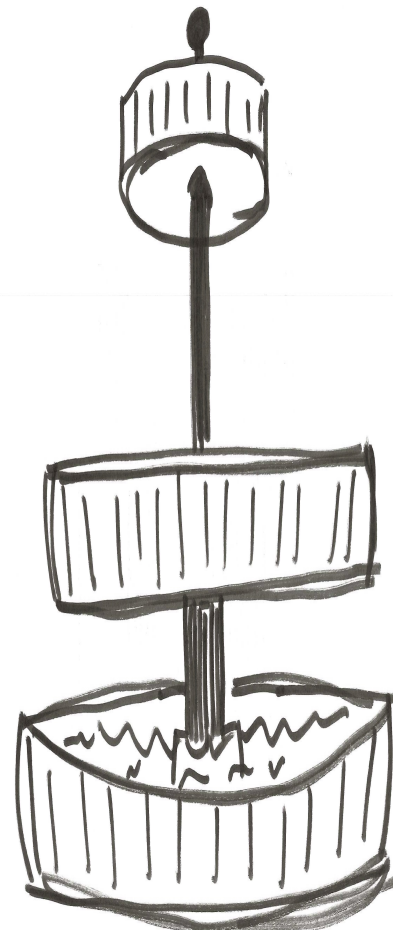
A rosewood cabinet contains some oddities worth 100 gp each: taxidermic human hand, peacock plumage, cryptic emerald tablet, stuffed shoal turtle, empty "Kolbold-60" canister, astrologer's orrery. Druid scroll of neutralize poison and sticks to snakes tattooed on a cobra skin. Ventriloquist dummy wears a gnome sized +1 studded leather armor. The metal stud design acts as an illusionist scroll of ventriloquism, illusionary script, minor creation and true sight.

33) Inactive Fountain:

A 15-foot tall three-level fountain of still water hides a crystal ooze in the second level basin.

Crystal ooze AL N SZ M MV 1/3 HD 4 HP 17 AC 8 #AT 1 (paralyzing acid DM 4-16) SA paralyzing poison SD invisible in water 75%, immune to acid, cold, heat and fire, wooden weapons corrode, weapon blows do 1 point damage

Above eye level, the top level of the fountain contains a stash of treasure: 3,000 silver, 2,000 electrum, 4,000 gold, 5,000 platinum, iolite 50gp, golden topaz 200gp, 8x tiger eye 8gp, jade 140gp, white opal 1,200gp, 8x rhodochrosite 14gp, carnelian 50gp, jasper 70gp, 2x zircon 50gp and 9x turquoise 8gp.

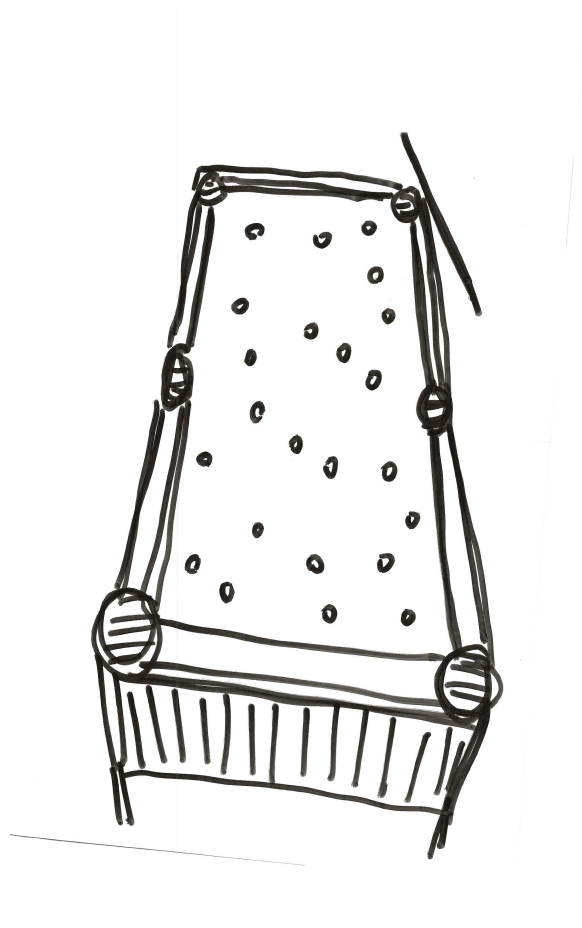


34) "Pool Hall":

Giant proportioned felt "pool table" set up for snookers with twenty-two mastodon ivory balls 25gp each. Each of the six "pockets" of the table is a barrel sized pool of potent stinking liquid covered with a lid: Port wine (potable), coal-tar naphtha (flammable), giant-frog phlegm, cyanide lixiviant (poisonous), tannin brine and a mustard jelly.

Mustard jelly AL N SZ L MV 9/18 HD 7+14 HP 44/22 AC 4 #AT 1 or 2 (pseudopod DM 5-20, after splitting DM 2-8/2-8) SA slowing vapor, splitting SD magic weapons to hit, electrical and magic missiles cause hit point growth, ½ damage from cold

The pool stick doubles as a tapered +1 quarterstaff with a chalky tip.



35) Anatomy Lab:

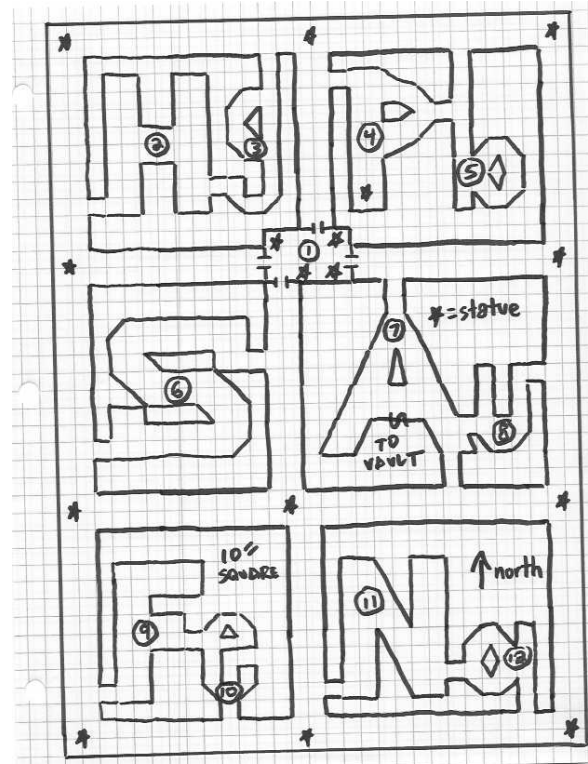
Examining table, vat, specimen bottles, Petri dishes, physiology diagrams, surgical tools, preserved bits of human bodies. A small litmus-strip functions as a magic user scroll of detect magic.

A wall chart describes the steps to clone creation:

"1. Find a scroll of clone. 2. Take a flesh sample of the subject. 3. Cast clone spell. 4. Stir 5. Wait 2-8 weeks. (results may vary)."

36) Hole in the Ground:

A deep breezy 100 something foot shaft drops to the deepest level of the complex, the Treasury and the secret vault.



G. Treasury

Wandering Monster:

On a 1 in 6 wandering monster check or if a noisy disturbance occurs, use this encounter.

Homunculus AL CN SZ S MV 6/18 HD 2 HP 9 AC 6
#AT 1 (bite DM 1-3) SA sleep bite SD invisibility,
silver or magic weapons to hit

Once the true Alchemist (named Megistus) who lost his mind, polymorphed long ago. A dispel magic spell vs. a 12th level caster transforms it back to its human form, but its thinking remains that of a loyal homunculus. Thus, we have the prison of the Alchemist. It believes it remains in telepathic contact with its master and cannot depart, but this is merely deluded self-talk. Incapable of speech, it writes messages to communicate by biting its finger and making simple rhymes in blood graffiti.

For example:

To find my boss
You must assist
I turn and toss
I can't resist
My master loss
The alchemist

Or consider...

Designed to only cant
by telepathic rant
mind like an elephant
body like an infant
I can never get distant
escape I'm resistant
consider me hesitant
I've got my master's slant
He wears the big boy pant

Etc.

The homunculus, prone to peaceful interaction, certainly follows invisibly. Otherwise it performs charades or pantomimes to influence, like leading the interested to the suspect alchemists for example. It might have a special alignment language connection to fellow chaotic neutrals.

Most alabaster likenesses of the alchemist on this floor are ordinary statuary, except in the entrance...

1) Entrance:

Tessellated porcelain tiles or yellow, grey, silver and white decorate the surfaces. A poem imprinted by the mosaics repeatedly declares:

"O seekers of secrets you do insist
On access to knowledge it does consist
Of only five elements you must twist
To seize the treasure of the Alchemist
Forbidden arcana it does exist
Pool your resources and you may persist"

Four identical 10-foot tall alabaster statues carved in the semblance of the alchemist stand around this landing at the bottom of the shaft. The four exits at cardinal directions are triangular archways designed so only one can pass through at a time.

If an entire group leaves this chamber the statues act as automatic doors sealing the party on this level like an airlock barrier by stepping in front of the points of egress, blocking the exits with their stony legs. They will not attack unless attacked. If a possessor of a ring of protection from stone guardians makes demands the autonomous idols obey.

Stone Guardians AL N SZ L MV 10 HD 4+4 HP 22,
22, 22, 22 AC 2 #AT 2 (crush DM 2-9/2-9) SD ¼
damage edged weapons, ½ damage cold, fire and
electrical spells, immune poison, hold, charm,
paralyze, fear and normal missiles

O Seekers of Secrets You Do Insist
On Access to Knowledge it does consist
Of only five elements you must twist
To seize the treasure of the Alchemist
Forbidden arcana it does exist
Pool your resources and you may persist

In General:

Five doppelgangers disguised as the alchemist live on this level, each outfitted with gear suitable to the element themed area they dwell. These counterfeit alchemists mendaciously plead for help, held in posh manacles they can easily slip through. These treacherous shape-changers make far-fetched promises about the philosopher's stone, the treasure vault, aqua vitae, the fountain of youth, etc. All bogus of course.

Doppelgangers AL N SZ M MV 9 HD 4 HP 19, 18, 16, 15, 13 AC 5 #AT 1 (claw DM 1-12) SA surprise on 1-4, ESP, imitation SD immune to charm & sleep, saves as 10th level fighter

2) Mercury Chamber:

Bas relief in cinnabar of a running athlete carrying a scroll, clad in winged boots and hat. A depression shaped like a messenger bag brims with reflective quicksilver. This mercury can be used in the puzzle of the gilt pool. 1 charge only, a spell caster who looks deeply in reflective mirror-like surface of the mercury recovers one cast spell.

3) Mercury Annex:

This chained doppelganger operates a shiny horn of bubbles where the bubbles shimmer like quicksilver. It also may drink its potion of speed. Its lustrous manacles are worth 2,000gp.

4) Lead Chamber:

Vermillion tinged room decorated with a stained glasswork of an old man with scythe, and a statue of youth with butterfly wings and arrows. The lead glass and arrows contain ingredients suitable for the puzzle in the gilt pool. A can of lead paint acts as dispel magic cast at 8th level 1 charge when painted on the thing to be dispelled.

5) Lead Annex:

Kneeling on a dull platform this doppelganger holds a leaden flask of curses (treat as opposite of bless), a potion of poison in a lead tube and ornate 2,000gp manacles.

6) Sulfur Chamber:

Jaundiced crystal prisms and pyrite embedded in gypsum etched with subject matter symbolic of "brimstone" volcanos, moths and lightning. Scraping the sulfurous compounds produces enough ingredients for the puzzle of the gilt pool. Shellacking oneself with the rotten egg-smelling lacquer found in a sink voids the need for one week's rest after sub-zero wounds 1 charge only.

Cuffed by lavish 2,000gp manacles under the sink this area's doppelganger wears a yellowed bandolier filled with magic potions: delusion, growth, heroism, hill giant strength, invisibility, and human control.

7) Gold Chamber:

Triangular shallow pool with hammered gold surface. Above it a golden chandelier with continual light 1,500gp dazzles the empty basin.

(Overly generous Dungeon Masters may take this time to review the lyrical clue about twisting five elements and pooling resources. Deus ex Machina arrangements via NPCs like the homunculus or a doppelganger could be staged for dense but well-meaning players.)

Combine ingredients of iron, lead, salt, sulfur and mercury from the different rooms in the special gilt pool causes a magical effect. A golden reflection opens a glowing ethereal gateway on the southern wall. Passing through leads to the mystical vault of the treasury.

8) Gold Annex:

Catatonic clone of bearded Megistus has no memory of before his creation, slumped in a trance, drooling atop a gold-leaf throne 500gp.

Long lived clone AL CN SZ M MV 12 HD 9 HP 36 AC 10 ST 10 IN 3 WS 3 DX 10 CN 10 CH 15 #AT Nil ioun stone clear versus hunger and thirst armband of gold and diamond 7,000gp earrings of gold and diamond 3,000 gold diadem 1,300gp wears gold ring of stone guardian protection 500gp



The Vault Dimension

The magical gate leads to an ethereal hedge maze constructed of pure thought and alchemical symbology. Soon precious gold presents itself:

Gold nugget pommeled "Claim Jumper" +2 bastard sword AL CN INT 12 EGO 2 semi-empathy detects precious metals kind & amount within 2" emits yellow light, stored inside a gold thread scabbard 2,000gp with a belt buckled by gold clasp 1,000gp

Golden column 10,000gp with golden bust of the alchemist 10,000gp wearing golden wreath 5,000gp

Golden platter 5,000gp holding three violet velvet and gold embroidered "crown royal" bags that pass as the largest variety of bags of holding each containing the equivalent of 15,000gp in golden knucklebones. These are bags of transmutation. The contents may turn to lead, causing the careless consternation.

Submerged in the ground so only the face pokes out a stone golem carved to look like the alchemist in moss agate with inscription "Philosopher's Stone" on forehead. If touched, it activates and takes two rounds to emerge. The golem attempts to stop intruders from ever leaving this place.

Stone Golem AL N SZ L MV 6 HD 12 HP 60 AC 5 #AT 1 (slam DM 3-24) SA slow SD +2 weapons to hit immune to spells except rock to mud and stone to flesh

Smashing the Golem produces precious stone fragments worth 10,000gp when recovered.



9) Iron Chamber:

Rusty room with an old hammer (+2) implanted on a large meteorite. Iron tiles on the floor depict an old smithy working at his anvil. Any of the iron here would make an ingredient for the puzzle of the gilt pool. If heaps of iron filings are applied to a weapon treat as enchant a weapon spell 1 charge only.

10) Iron Annex:

Seemingly restrained on an iron base by swank 2,000gp manacles this doppelganger owns a potion of fire giant strength within its canteen. Before conflict commences, this fake alchemist attempts to grab the meteoric +2 hammer next door.

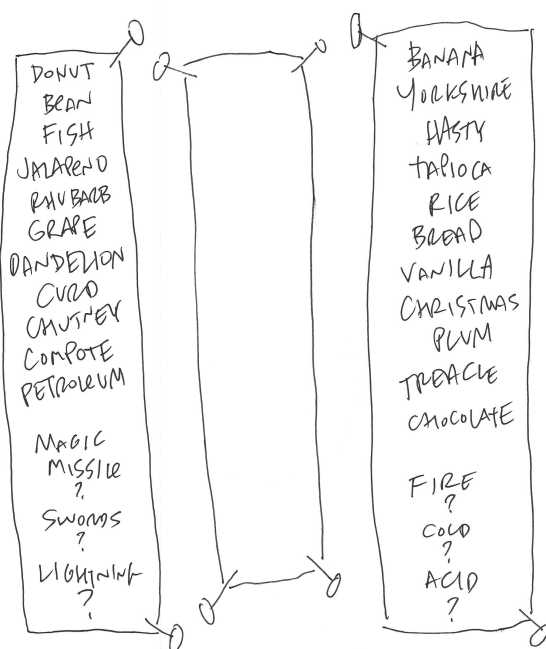
11) Sodium Chamber:

Silver white powder sprinkled on murals of a trident wielding mother surrounded by corals, dolphins and sea horses. Salt gathered here can be used in the puzzle of the gilt pool. Crystals ingested adds the knowledge of a water breathing creature language (example sahuagin) 1 charge only.

12) Sodium Annex:

This two-faced doppelganger may speak the command word "amphitrite" to unleash sea water from an encrusted decanter of endless water. It also possesses a potion of water breathing in a salt shaker and opulent 2,000gp manacles.

WITH NAUTLUS RIG INTO A HOLE DIG
 EUCALYPTUS TWIG, MOON DRIED PURPLE FIG
 OREGANO SPRIG, SUCKLING TAIL OF PIG
 WEAR A FLEECE WIG AND EAT TO MAKE YOU BIG
 NOT UP TO STUFF? MIX MOSS AND MOTH
 BUBBLE THEM BOTH BEFORE THEY FROTH
 DRINK AS A BROTH THROUGH A SHROUD CLOTH
 TRY NOT TO COUGH GARGLE THIS QUAFF
 SCEPTICS WILL SCOFF WHILE YOU BLAST OFF
 TO SPILL A POX TAKE FLYING FOX
 AND COMBS OF COCKS, SHAKE IN A BOX
 OF CYPRESS BLOCKS, SERVE ON THE ROCKS
 DEATH IS A BUG THAT MAKES YOU SICK
 THERE IS A CURE TO HEAL YOU QUICK
 GET WHACKED BY THE ALCHEMIST BRICK
 THERE IS NOTHING YOU CANNOT LICK



Many thanks to play-testers: Aron C., Claire D.,
 Guy F., Josh F., Danny R., Donald R., John S.,
 Kaitlyn T., Scott T., Jim ! & Pacificon 2022

- ① FIND A SCROLL OF CLONE
- ② TAKE FLESH SAMPLE OF THE SUBJECT
- ③ CAST CLONE SPELL
- ④ S T I R
- ⑤ WAIT 2-8 WEEKS
(RESULTS MAY VARY)

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 The Arcanum: The Extraordinary True Story by Janet Gleeson
 The Compleat Alchemist: Fantasy Role-Playing Supplement by Steven Cordovano & Stephan Michael Sechi

Proofreading kindly provided by Guy Fullerton

TO FIND MY BOSS
 YOU MUST ASSIST
 I TURN AND TOS
 I CAN'T RESIST
 MY MASTER LOSS
 THE ALCHEMIST

Vile Vials

Frequency: Very Rare

No. Appearing: 1-6

Armor Class: 6

Move: 6"

Hit Dice: 6

% In Lair: 50%

Treasure Type: S

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: Surprise on 1-3, see below

Special Defenses: Immune to mind affecting & blinding spells

Magic Resistance: Standard

Intelligence: Semi

Alignment: Neutral

Size: S

Creatures born of long expired magical potions, the Vile Vials struggle to have the unsuspecting swallow their foul elixir (no morale check). Camouflaged as labeled bottles while they lay in wait, these bad batches flip over and crawl on liquid pseudopods like hermit crabs with containers on their backs. On a successful attack the Vile Vial leaps up to its movement rate to the face of a victim.

The Vials' discharge forced down the throat requires a save versus spells. If the saving throw fails, the victim takes 1d4 drowning damage per round until the Vial can be destroyed or removed. The Vial takes equal damage each round as its nasty drink is consumed.

If the saving throw was successful, the Vial stays on the lips on the struggling unfortunate and from this perch triggers a save next round. Attacks against the Vial in this draining process also hurt the victim for equal damage. The drowned find themselves unable to speak or cast spells with verbal components.

Clever spell casting such as magic missile or lower water hurt the Vial without hurting the victim. To rip the Vial away from someone's face requires a successful hit and bend bars/lift gates check. A helm of underwater action, a water breathing spell or other appropriate magical defense offers immunity from the Vile Vial's attack.

Because of its recipe, a spoiled potion of longevity makes the basis of most Vials. This dismal draught forces a system shock check as it goes down the gullet. A success returns the victim to awkward adolescence but allows the adventurer to function at their current class and level, but a failure results in extreme age loss and death.

Found in forgotten laboratories and ruined magic shops, there may be examples of other Vile Vials based on other corrupted potions.



SKALBAK SNEER

THE STRONGHOLD OF SNOW

or the SNOW DWARVES & the SEVEN WIGHTS

a tactical deathtrap dungeon for levels 5-7

Writing, Maps & Layout
J. Blasso-Gieseke



NO
ARTPUNK
CONTEST
II

WRITING, MAPS & LAYOUT

Writing, Maps & Layout by J. Blasso-Gieseke

REQUIREMENTS

Skalbak Sneer, the Stronghold of Snow requires Old-School Essentials Advanced.

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UNIQUE to the ADVENTURE

Unique Monster: Snow Dwarves
Dwarf stats with Cold Immunity. Note: The tundra troll is a troll from the tundra statred as a troll.

Unique Magic Item: Book of Runes
The book Runecarver Burri uses to set and reset the runes triggered by invaders. See Room 51.

Unique Rune (Spell): Raise Wight
As a final failsafe to protect the Stronghold from falling into the hands of invaders, Burri has a necromantic rune in his book to raise the seven dead skalbaksons as wights. This rune can be triggered by Burri or Thulmir from the plinth inside the Sanctum above the Crypt. See Rooms 29 & 30.

THE STRONGHOLD of SNOW

Skalbak Sneer, the Stronghold of Snow, is located in the foothills of the Blackcrag Mountains. It is the northernmost defensive outpost of the snow dwarf realm developed eight generations ago by King Thazkal to remove pressure from the mighty halls of their central mountain hold, the vast Undercastle, Khazal Kharak. **The Stronghold was designed as a deathtrap, requiring few dwarves to garrison. By way of rumors bruited about by dwarf ore merchants, the legend of the wealth it contains ensures a steady influx of the foolish:** parties of adventurers, greedy barbarians, and raiding bands of orcs and other savage beastmen — all test their mettle to steal its riches, never to return. The Stronghold is now under the stewardship of the eighth Skalbakson, Thulmir.

THE SNOW DWARVES

Snow dwarves are distinguished from other dwarves by their **blue-tinted skin, silver white hair and beards, their immunity to cold, and penchant for runecraft and beastkeeping.** Each snow dwarf defender is a veteran of many invasions. **Masters of the spear and crossbow,** each follows a strict order of battle. There are 33 snow dwarves in the Stronghold:

Skalbakson Thulmir
Runecarver Burri
Beastbreaker Karlak
Captain Rhazza
Lieutenant Snull
14 Defenders
8 Kitchen & Cleaning Staff
Thulmir's wife, Zala, and five children

THE MONSTERS

Beastbreaker Karlak has captured and raised **many of the deadliest monsters from the mountains.** They are kept in cages that can be opened safely via levers, releasing them on unsuspecting invaders. There are 11 monsters living in and around the Stronghold:

1 frost salamander	1 remorhaz
2 frost toads	1 tundra troll
2 griffons	2 winter wolves
1 polar bear	1 yeti

THE SEVEN WIGHTS

In the Crypt 30 below the Sanctum 29 lie the bodies of the seven former skalbaksons. Upon taking stewardship, each pledged that, should the Stronghold ever fall to invaders, they would return from death as vengeful wights to reclaim their beloved home.

SNOW DWARF & MONSTER STATS

● Skalbakson Thulmir

A “giant dwarf” a foot taller and wider than the other snow dwarves
6 HD (27hp)
Plate Mail
Girdle of Giant Strength
Spear +3, Defender
Dagger, key

■ Runecarver Burri

Beard to his toes, piercing ice blue eyes
4 HD (18hp)
Plate Mail
Ring of Invisibility
Wand of Cold [10 charges]
Dagger, key

▲ Beastbreaker Karlak

Scarred face, crooked nose
4 HD (18hp)
Plate Mail
Gauntlets of Ogre Power
Spear, Whip, Dagger, key

◆ Captain Rhazza

Lion-like mane of hair
5 HD (22hp)
Plate Mail
Spear +1, Wounding
Crossbow, Dagger, key

✕ Lieutenant Snull

Patch over left eye
4 HD (18hp)
Plate Mail
Crossbow +1, Speed
Spear, Dagger, key

● Defenders [14]

3 HD (13hp)
Plate Mail
C.bow, Spear & Dagger

● Stewmaster

2 HD (9hp)
Cleaver [hand axe]

■ Steward

1 HD (4hp)
Ladle [staff]

▲ Brewmaster

2 HD (9hp)
Bung Mallet [w. hammer]

◆ Breward

1 HD (4hp)
Silver Spigots [2 daggers]

● Head of Stronghold

2 HD (9hp)
Dagger, key

■ Scrubber, Washer, Dryer

1 HD (4hp)
Dagger

● Zala

1 HD (4hp)
Dagger +2, Biter, key

● Zala's Children [5]

½ HD (2hp)

■ Remorhaz

10 HD (45hp)

SNOW DWARF TACTICS

The snow dwarves have successfully defended their Stronghold for centuries. They are a tight-knit, well-trained group of Defenders that know how to use the deathtrap layout to ensure all invaders perish.

Snow dwarf tactics are simple, but effective. With crossbow and spear, **they herd invaders through the deathtrap circuit, forcing them to make quick and deadly decisions that grind them down through attrition.** To do this, they fire their crossbows through the spear-bolt holes in the walls, sling them, then stab through the holes with their spears.

If the invaders get past a Defender's position, they reload their crossbow and wait for the invaders to come back around, repeating the same tactics until they are victorious or forced to retreat.

If Attack Position 1 13 is breached, the Defenders fall back in an orderly manner towards the Underpass 14, protected by Lieutenant Snull's magical crossbow and using their own crossbows for cover fire until they reach the Bifurcation 18.

From there, they file down the Outer Passage 19, with the Defenders taking up positions at the levers to open the mechanical iron doors and portcullises to release the monsters from their cages until they are victorious or forced to retreat again.

If the last monster is killed, the Defenders take up positions in the Throne Room 28 where they make a final stand. After facing a teleport pit trap and the fury of the polar bear and two dire wolves, the invaders will face off against Skalbakson Thulmir, Beastbreaker Karlak and Captain Rhazza. Runecarver Burri and two other Defenders will protect the hall to Thulmir's room where Zala and his children are. The Stewmaster and Steward will defend the kitchen, the Brewmaster and Breward will defend the kegs, while the Cleaning Staff waits near the Teleport Closet 42.

If all of these defenses fail, Thulmir or Burri will go to the Sanctum 29 to release the wights 30.

Snow Dwarf Armor & Weapons

Plate Mail: heavy blue steel armor and helm

Spear: long, blue steel, tapered like an icicle

Dagger: blue steel blade

Crossbow: ironwood, aurochs horn, blue steel hardware, leather strap

Bolt: short, blue steel, tapered like an icicle

RUMORS & REPORTS

1. **Morgrim, a snow dwarf ore merchant**, will brag about the **treasures found in the Stronghold** and boast of **its impetrable defenses**. If pressed, he will confess to never having been there, but knows the stories to be true because “snow dwarves never lie.”
2. **Culwen, a fur trader**, will claim to have seen a **snow dwarf caravan** going to the Stronghold by way of a **secret route**. He believes this is how the Stronghold is supplied. For **500 g.p.** (lowest 250), he will draw the party a **map** that will lead them to the western entrance: Illusory Portal [A21].
3. **Sprat, an exotic egg hunter**, will tell the tale of the Stronghold **griffons** for an ale: He and his friends wanted to rob the eggs from their nest. He was tasked to lure the creatures out with a pair of wounded horses (their favorite food) as his two friends climbed to raid their eyrie. They were seen by the keen-eyed male and killed. He alone escaped. For another ale, he'll tell them **where to climb**: [N2].

RETAINERS & REPLACEMENTS

1. **Bulvar**, a brash, young, and slightly drunk **barbarian** (level 1) hears the party's plan to go to the Stronghold. He wants to join to gain riches (a full share) and prove his martial prowess to his tribe.
2. **Johan**, a novice **fighter** (level 2), is actively looking for a powerful party going to the Stronghold. He wants no share of the treasure only to recover his father's sword (the demonic sword, Thuzuul, that has been whispering to him to recover it ever since his father perished adventuring in the Stronghold.)
3. **Malark**, a dour, pale skinned **elf** (level 3) with a particular hatred for snow dwarves, wants to join the party for some unspecified slight to his honor and a deep desire for revenge. Will take any share.
4. **Sticky**, a jolly, obese **halfling** (level 4) who's just dying to do something reckless. Wants a full share. A sticky-fingered thief with questionable morals.
5. **Fagan**, a rail-thin, **magic-user** (level 5) with a map of rooms **5**, **6**, **7**, and **11** and the traps there. He is going to the Stronghold with or without the party.

RETAINER & REPLACEMENT STATS

1. **Bulvar**
Level 1 Barbarian [8hp] [25 g.p.]
STR 18 **INT** 12 **WIS** 8 **DEX** 12 **CON** 12 **CHA** 9
Leather Armor
Battle Axe, Dagger
Sack (small), Tinderbox (flint & steel), Riding Horse
Rations (standard, 7 days), Waterskin, Wine (2 pints)
2. **Johan**
Level 2 Fighter [16hp] [125 g.p.]
STR 10 **INT** 15 **WIS** 6 **DEX** 12 **CON** 11 **CHA** 13
Plate Mail, Shield
Sword, Dagger
Backpack, Iron Spikes, Rope (50'), Riding Horse
Tinderbox (flint & steel), Lantern, Oil (3 flasks)
Rations (iron, 7 days), Waterskin
3. **Malark**
Level 3 Elf [12hp] [50 g.p.]
STR 8 **INT** 10 **WIS** 13 **DEX** 14 **CON** 18 **CHA** 6
Chainmail, Shield
Sword, Dagger, Long Bow, Arrows (quiver of 20)
Backpack, Rope (50'), Riding Horse
Tinderbox (flint & steel)
Rations (iron, 7 days), Waterskin, Wine (2 pints)
4. **Sticky**
Level 4 Halfling [24hp] [100 g.p.]
STR 9 **INT** 13 **WIS** 9 **DEX** 12 **CON** 12 **CHA** 13
Sword, Dagger (2), Sling, Sling Stones
Backpack, Sack (small), Sack (large), Mule
Tinderbox (flint & steel), Torches (6)
Thieves' Tools, Holy Symbols (various gods, stolen)
Rations (iron, 21 days), Waterskin, Wine (6 pints)
5. **Fagan**
Level 5 Magic-User [20hp] [75 g.p.]
STR 7 **INT** 13 **WIS** 9 **DEX** 14 **CON** 8 **CHA** 12
Cloak of Defense, +2
Wand of Magic Missiles (20 charges)
Dagger
Sack (small), Sack (large), Riding Horse
Quill, Ink, Parchment (3), Map (See pg. 29)
Rations (iron, 7 days), Waterskin
Languages: Common, Dwarvish, Elvish, Halfling
Spells: 1st Level (2): Light/Darkness, Shield
2nd Level (2): Invisibility, Knock
3rd Level (1): Fireball

THE APPROACH

A lonely northern road of rocky, frozen earth winds through deep shadowed valleys to the Stronghold.

From a distance, a stark, snowcapped fang of rock stabs at the endless expanse of cold, gray clouds.

Approaching nearer, just below the snowline, a jagged stair can be seen spiraling up its face to a dark arched opening. In the air, just visible, a large winged shadow (griffon) wheels around the grim, white peak.

ENTERING the STRONGHOLD

There is 1 main entrance into the Stronghold accessed by the Interminable Stair and 4 alternative entrances.

- 1. Interminable Stair [N32]
- 2. Illusory Portal [A21]
- 3. Outer Cisterns [H11-12]
- 4. Griffons’ Eyrie [N3]
- 5. Escape Door [T2]

ORDER of BATTLE

If the party enters through the main entrance atop the Interminable Stair, follow the Alerted Map on pg. 6 and the Order of Battle provided there.

If the party enters by any of the alternative entrances, follow the Surprised Map on pg. 8 and the Order of Battle provided there.

THE STRONGHOLD ITSELF

The Stronghold is carved out of the mountain’s bleak gray stone with no adornment. It is freezing cold, pitch black, and eerily silent until the snow dwarves attack, filling the halls with their grim shouts and deep grunts as they mercilessly attempt to murder the invaders.

CEILING HEIGHT

The Stronghold was not built for the comfort of non-dwarves. Ceiling height is 6' in all rooms except the Kill Room 11, Monster Cages 12, 20–23, 26, 27, Outer Passage 19, and Throne Room 28.

USING SPEAR-BOLT HOLES

Spear-bolt holes are 2-inch by 6-inch wide funnel-shaped holes in the foot-thick walls of the Stronghold. Through them, the snow dwarves attack invaders.

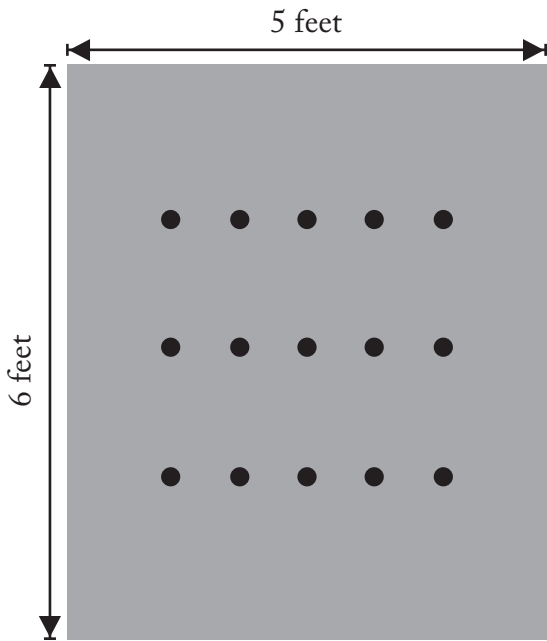
Snow dwarves are well-trained in their use and can fire crossbow bolts and stab spears through them with deadly accuracy. Snow dwarves have no to hit penalty when attacking through the wide side.

Party members, unfamiliar with attacking through the narrow side with weapons, will be at a heavy disadvantage. However, it is assumed that a mid- to high-level party has enough experience to learn how to counterattack against this tactic.

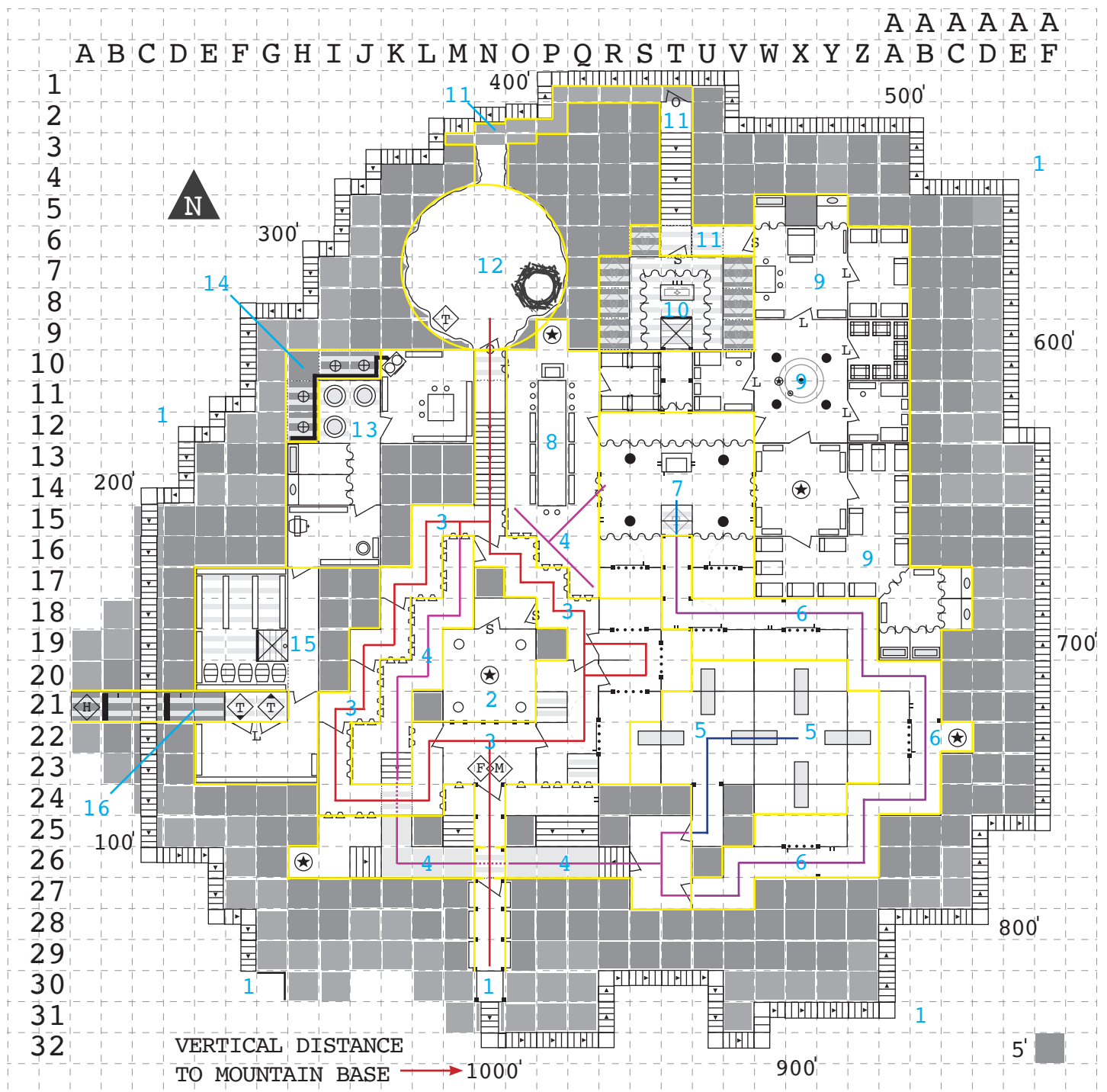
To show this learning curve mechanically, the first counterattack through the spear-bolt holes will be at a -12 to hit, the second at -11, and so forth. See chart below to keep track of party to hit penalties.

Attack	To Hit Penalty	Attack	To Hit Penalty
1	-12	7	-6
2	-11	8	-5
3	-10	9	-4
4	-9	10	-3
5	-8	11	-2
6	-7	12	-1

SPEAR-BOLT HOLE WALL PATTERN



THE STRONGHOLD of SNOW – QUICK LAYOUT GROK



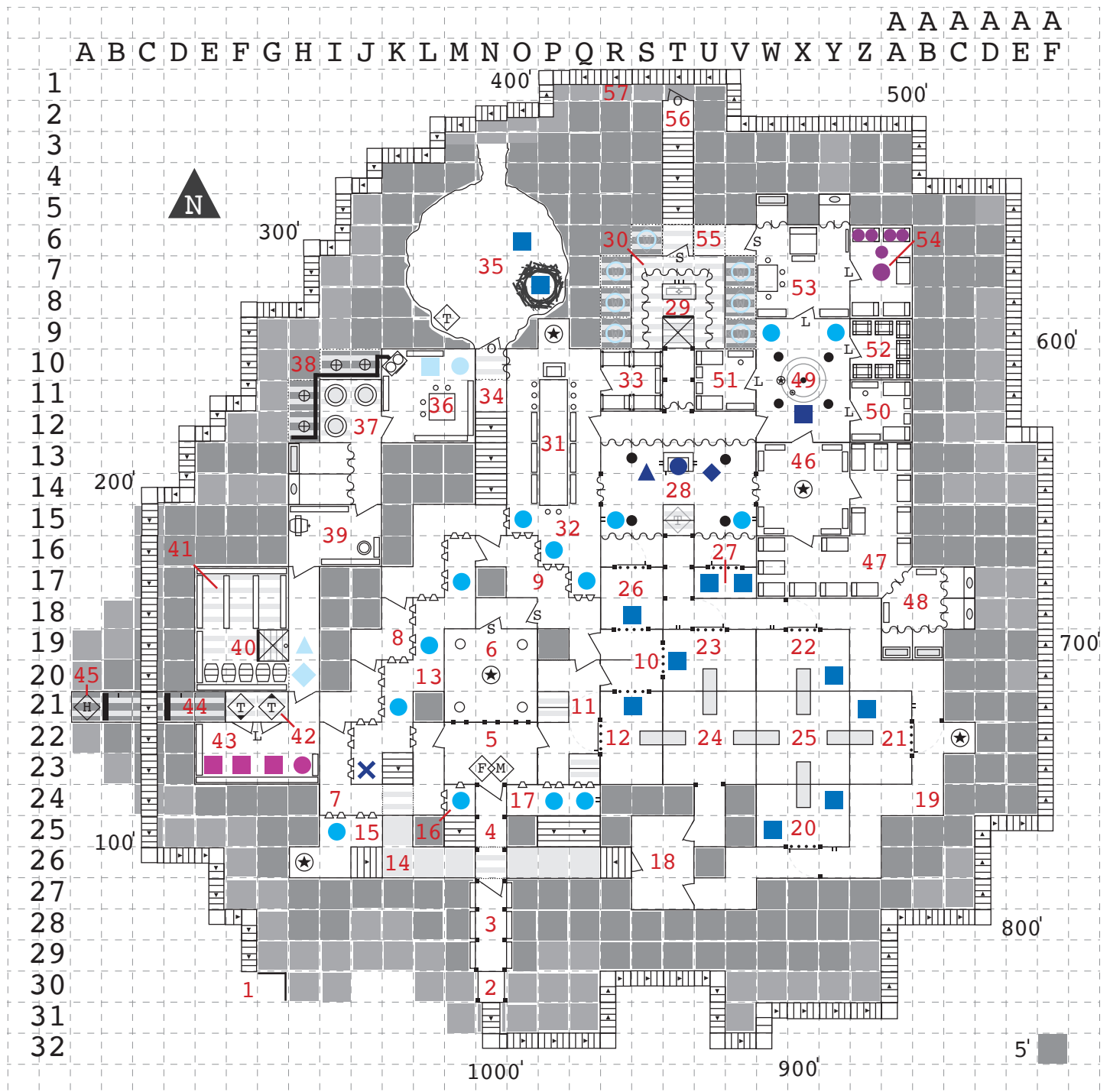
SECTIONS

- | | |
|--|---|
| 1 Interminable Stairs & Main Entrance | 9 Living Quarters, Armory & Treasure Room |
| 2 Central Hub Armament Cache | 10 Sanctum Above & Crypts Below |
| 3 Kill Corridors, Kill Room & Gauntlet Circuit | 11 Survivor Escape Route to Griffons' Eyrie |
| 4 Attack Areas & Tactical Defensive Retreat | 12 Griffons' Eyrie |
| 5 Dead End Monster Cage Slide Unders | 13 Kitchen |
| 6 Outer Passage Retreat & Monster Cages | 14 Outer Cisterns for Water Supply |
| 7 Main Hall Final Stand | 15 Food, Ale & Firewood Storage |
| 8 Dining Hall and Attack Area | 16 Survivor Escape Route to Supply Tunnel |

MAP KEY – QUICK OVERVIEW GROK

 Stairs Arrow points downstairs.	 Pit Trap Triggered when stepped on. 10' drop. Visible. 11	 Mechanical Pit Trap w/ Teleport Rune Triggered by Thulmir from throne 28 . Teleport one way to 35 . One use. Visible.	 Treasure Chest Gray, steel-banded ironwood. Unlocked. 52
 Produce Flame Rune Triggered when stepped on. Ignites four cressets in 5 .	 Secret Door Blends seamlessly into wall. Pressing on the wall opens it.	 Teleport Rune Arrow down teleports from 42 to 44 . Arrow up teleports from 44 to 42 . Always works.	 Well Opens onto water cistern. 37
 Magic Mouth Rune Triggered when stepped on. Makes all 5 alarm statues speak.	 Locked Door Requires key to open lock. All locks and keys are the same.	 Throne Where Thulmir sits. Has levers for mech. pit trap w/ teleport rune & cages. 28	 Cistern Access Opens onto water cistern. Silver bars prevent entry. 38
 View Hole 1' diameter holes in wall to look or reach through. Between 5 and 6 .	 One Way Door Cannot be opened from other side or re-entered after closed. <i>Knock</i> spell opens.	 Curtains Heavy. Drab gray. Slits for passing through.	 Ale Keg Filled with snow dwarf beer. 39, 40
 Cresset Steel. Suspended by chains from ceiling around a pulley. Can be lowered. 6	 Mechanical Iron Door & Portcullis Operated by double lever. Left opens iron door. Right portcullis.	 Column Plain stone. Floor to ceiling.	 Ring-Pull Trap Door w/ Stairs Trap door in floor opened by ring-pull. 40
 Alarm Statue Solid silver casting of a snow dwarf king. M.M. rune triggers speech. 5 total.	 Lever(s) Single, double, and triple. Opens mechanical doors and pit traps.	 Mechanical Trap Door w/ Stairs Operated from lever on plinth in Sanctum 29 . Opens stairs to Crypt 30 .	 Mechanical Heavy Iron Door 1' thick. Operated by lever from inside Supply Tunnel. 44
 Spear-Bolt Holes 2-inch by 6-inch funnel-shaped holes in foot-thick walls. 3 rows of 5. See pg. 3.	 Slide Under 3' wide. 2' deep. 8' long. Allows for persons/objects to slide under wall.	 Raise Wight Rune Operated from lever on plinth in 29 . Raises the 7 wights in 30 in 6 rounds.	 Hallucinatory Terrain Rune Makes Supply Tunnel entrance look like the mountainside. Touch dispels. 45

THE STRONGHOLD of SNOW – ALERTED – MAIN ENTRANCE



ORDER of BATTLE — ALERTED

1. The Stronghold is designed to lead invaders up the Interminable Stair **1** to the Antechamber **5** where they will **trigger the Magic Mouth Rune and alert the Stronghold of their presence.**
2. From there, the Defenders **run the invaders through the Kill Circuit 5, 7, 8, 9, 10, 11**, where they can be safely attacked through the walls and killed or forced back out **4** or up to the Griffons' Eyrie **35**.
3. But, **if 13 is breached, the Defenders tactically retreat, to the Underpass 14** and up to the Bifurcation **18**.
4. Falling back along the **Outer Passage 19**, Defenders **release monsters from their cages 20, 21, 22, 23.**
5. They make their **final stand in the Throne Room 28.**
6. **If defeat looms**, Thulmir or Burri will send Defenders to **help staff and family escape 43, 54** before going to the Sanctum **29** to **release the wights 30.**

SNOW DWARF & MONSTER KEY

● Skalbakson Thulmir	● Defender 8	■ Scrubber	■ Polar Bear
■ Runecarver Burri	● Defender 9	■ Washer	■ Remorhaz
▲ Beastbreaker Karlak	● Defender 10	■ Dryer	■ Tundra Troll
◆ Captain Rhazza	● Defender 11	● Zala	■ Winter Wolves (2)
✕ Lieutenant Snull	● Defender 12	● Child 1	■ Yeti
● Defender 1	● Defender 13	● Child 2	○ Wight 1
● Defender 2	● Defender 14	● Child 3	○ Wight 2
● Defender 3	● Stewmaster	● Child 4	○ Wight 3
● Defender 4	■ Steward	● Child 5	○ Wight 4
● Defender 5	▲ Brewmaster	■ Frost Salamander	○ Wight 5
● Defender 6	◆ Breward	■ Frost Toads (2)	○ Wight 6
● Defender 7	● Head of Stronghold	■ Griffons (2)	○ Wight 7

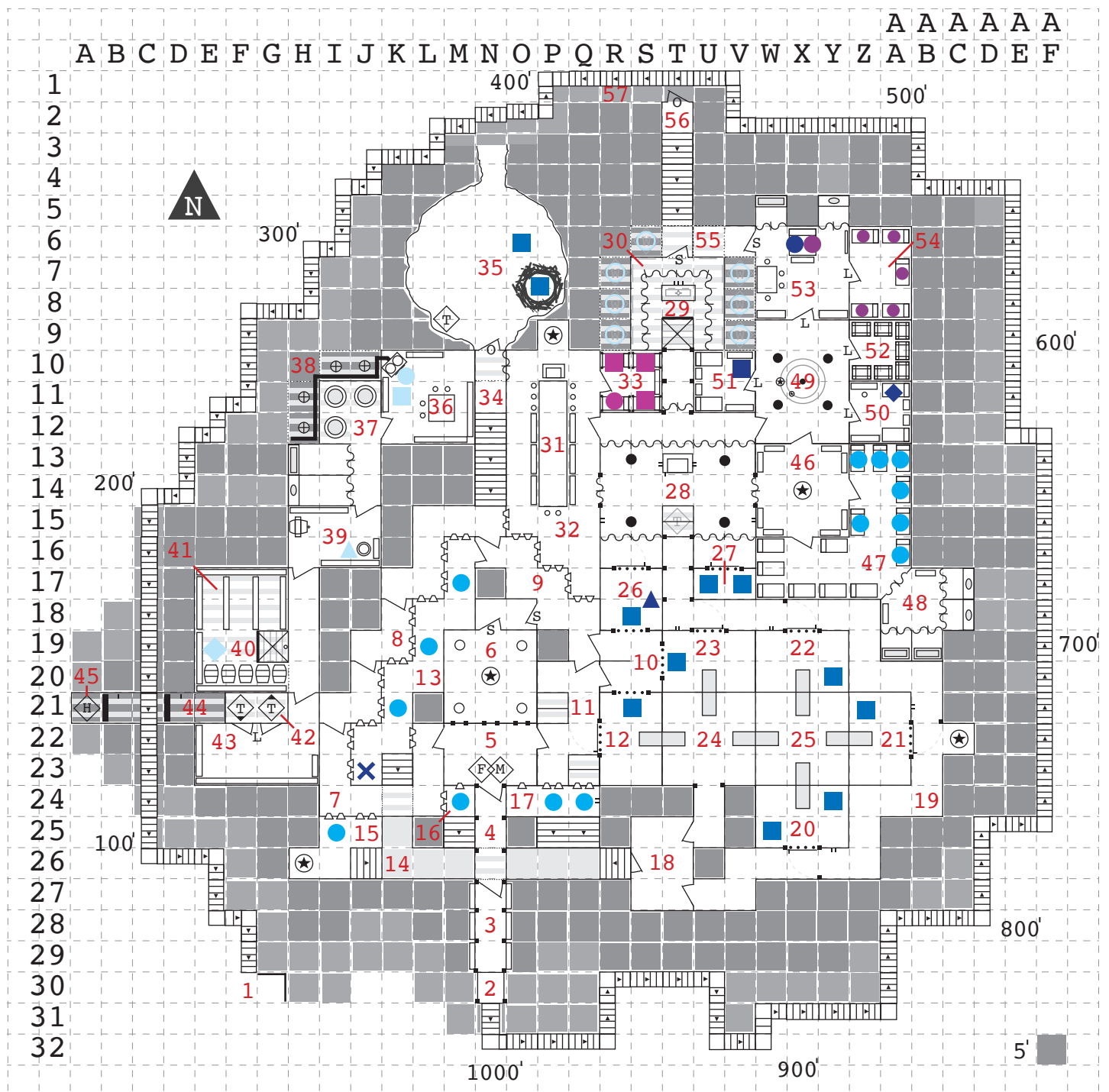
LOCATION KEY

1 Interminable Stair	16 Attack Position 3	31 Dining Hall	46 Armory
2 Entrance Arch	17 Attack Position 4	32 Attack Position 5	47 Barracks
3 Hall of Heads	18 Bifuraction	33 Staff Quarters	48 Latrine
4 Hall of the Headless	19 Outer Passage	34 Ascending Stair West	49 Hall of Time
5 Antechamber	20 Frost Toad Cage	35 Griffons' Eyrie	50 Rhazza & Snull's Room
6 Armament Cache	21 Frost Salamander Cage	36 Kitchen	51 Burri & Karlak's Room
7 Kill Corridor	22 Remorhaz Cage	37 Water Room	52 Treasure Room
8 Crooked Way West	23 Yeti Cage	38 Outer Cisterns	53 Thulmir & Zala's Room
9 Crooked Way East	24 Western Slide Under	39 Food & Ale Prep Area	54 Children's Room
10 The Gauntlet	25 Eastern Slide Under	40 Storage Room	55 Escape Corridor
11 Kill Room	26 Polar Bear Cage	41 Storage Cellar	56 Ascending Stair East
12 Tundra Troll Cage	27 Winter Wolf Cage	42 Teleport Closet	57 Narrow Walk
13 Attack Position 1	28 Throne Room	43 Firewood Racks	
14 Underpass	29 Sanctum	44 Supply Tunnel	
15 Attack Position 2	30 Crypt	45 Illusory Portal	

MAP KEY

Stairs	Pit Trap	Mechanical Pit Trap w/ Teleport Rune	Treasure Chest
Produce Flame Rune	Secret Door	Teleport Rune	Well
Magic Mouth Rune	Locked Door	Throne	Cistern Access
View Hole	One Way Door	Curtains	Ale Keg
Cresset	Mechanical Iron Door & Portcullis	Column	Ring-Pull Trap Door w/ Stairs
Alarm Statue	Lever(s)	Mechanical Trap Door w/ Stairs	Mechanical Heavy Iron Door
Spear-Bolt Holes	Slide Under	Raise Wight Rune	Hallucinatory Terrain Rune

THE STRONGHOLD of SNOW – SURPRISED – ALTERNATIVE ENTRANCES



ORDER of BATTLE — SURPRISED

1. The Stronghold was not designed to be entered by any way other than the main entrance. **If the party enters by one of the alternative entrances, the snow dwarves will be caught sleeping and off guard.**
2. However, the **first reaction** of any snow dwarf encountered will be to **run towards the Barracks 47, yelling for help**, though thick doors and heavy curtains will certainly slow their travel and yells.
3. When Defenders become alerted to the presence of the party, **one Defender will run to wake Captain Rhazza, Runecarver Burri, and Thulmir, 50, 51, 53, as another runs to call Lieutenant Snull and his 7 Defenders 17, 16, 15, 13.**
4. Meanwhile, the well-drilled Defenders take **2 rounds to arm themselves** before running to attack the party head-on **without armor.**

SNOW DWARF & MONSTER KEY

● Skalbakson Thulmir	● Defender 8	■ Scrubber	■ Polar Bear
■ Runecarver Burri	● Defender 9	■ Washer	■ Remorhaz
▲ Beastbreaker Karlak	● Defender 10	■ Dryer	■ Tundra Troll
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✕ Lieutenant Snull	● Defender 12	● Child 1	■ Yeti
● Defender 1	● Defender 13	● Child 2	○ Wight 1
● Defender 2	● Defender 14	● Child 3	○ Wight 2
● Defender 3	● Stewmaster	● Child 4	○ Wight 3
● Defender 4	■ Steward	● Child 5	○ Wight 4
● Defender 5	▲ Brewmaster	■ Frost Salamander	○ Wight 5
● Defender 6	◆ Breward	■ FrostToads (2)	○ Wight 6
● Defender 7	● Head of Stronghold	■ Griffons (2)	○ Wight 7

LOCATION KEY

1 Interminable Stair	16 Attack Position 3	31 Dining Hall	46 Armory
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12 Tundra Troll Cage	27 Winter Wolf Cage	42 Teleport Closet	57 Narrow Walk
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14 Underpass	29 Sanctum	44 Supply Tunnel	
15 Attack Position 2	30 Crypt	45 Illusory Portal	

MAP KEY

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Alarm Statue	Lever(s)	Mechanical Trap Door w/ Stairs	Mechanical Heavy Iron Door
Spear-Bolt Holes	Slide Under	Raise Wight Rune	Hallucinatory Terrain Rune

1 INTERMINABLE STAIR

STONE STAIRCASE

The road leads to the foot of a steep staircase carved into the rock. The stair curves up and around, clockwise.

HITCHING POST

To the right of the stair is an L-shaped **hitching post** with **several weathered leather reins** hanging off it.

Inspecting the ends of the reins shows the leather has been **stretched and snapped**.

On the ground nearby is **a worn leather saddlebag** containing a **crowbar**, **grappling hook**, **12 iron spikes**, and a **hammer (small)**.

ILLUSORY PORTAL

Clever party members may search for alternative entrances. If they follow the mountain clockwise from the Stair or **Culwen's map**, they arrive at **A21** where **a low, narrow, and rutted road** runs from the west into the side of the mountain to the Illusory Portal **45**.

TIME to CLIMB

The steep, treacherous steps take **four hours to climb** at a steady pace without interruption.

CLIMBING to the CISTERNS

Along the Stairs from **E12-J4**, is a gently sloping wall with generous hand and footholds for climbing. An observant party member looking for a place to climb will find no better spot. 600-700' up will bring the climbers to the Outer Cisterns **38**.

GRIFFONS & HORSES

If the party rode in on horses or mules, the male griffon will have spotted them approaching and will leave the Eyrie **35** to kill 2 horses while the female remains behind to incubate 2 eggs on the nest.

When the party reaches **F8** on their climb. The male griffon wheels around the mountain out of bow shot.

Minutes later, it wheels back around carrying a dead horse in its talons and returns to the Eyrie. It does this once, then twice.

Though unknown to the party, the remaining horses will have fled in fear back along the south road. The griffon will hunt these tomorrow.

If the party walked, the male griffon attacks the party at **F8**. It will attempt to kill and/or carry off two of the smallest characters. Once two are caught, the attacks stop.

INTERMINABLE STAIR cont.

CLIMBING to the EYRIE

If the party spoke to **Sprat**, or if a barbarian, thief, or assassin is among them, they'll know that they can climb to the Narrow Walk **57** and Eyrie **35** at **N2**.

WICKED WINDS

As the party nears A5, a warning howl of icy wind whips up around them out of the northwest. If caution isn't taken or if the wind isn't given time to subside, **a single blast of fierce, freezing wind** gusts violently as they turn to the east side of the mountain at the corner of **A5**. **The character leading the ascent must roll a DEX save or plummet 600'.**

ICY PATH

From N-R32, the path is a sheet of ice covered with a crust of snow.

Anyone in the party looking at **R32**, will notice **a chain anchored into the rock** nearby and buried beneath the snow. Lifting it out, they will see that it is anchored every 5' to **N32**.

Anyone walking across this section not holding the chain must roll a **d6**. **On a 1 or 2, the crust cracks and they slip on the ice. DEX save or plummet 1000'.**

PLATFORM

From the platform at **N32**, the party can see the Entrance Arch **2** at the top of the last flight of steps. To the south, beyond the vertiginous 1000' drop, the lonely road winds into the distance, barely visible.

2 ENTRANCE ARCH

An **arch of white icicles** hang down like the fangs of some abominable hibernal beast. Beyond them, a yawning black gullet of cimmerian darkness.

3 HALL of HEADS

Stacked on shelves along the eastern and western walls are the **heads of former invaders**: human, elf, orc, bugbear, hobgoblin, and gnoll.

Under a rime of red and white ice, clouded, unseeing eyes stare out half-lidded from ravaged faces, their swollen black tongues lolling out between split, frozen lips and broken teeth.

The hall ends in an **iron-banded door of gray wood**.

4 HALL of the HEADLESS

On each of the six sections of wall, a **headless body**, human, elf, orc, bugbear, hobgoblin, and gnoll, **hangs from chains in the shape of a Y**. Between upraised arms, jagged red stumps gape with frozen gore.

Searching the bodies would require thawing them and will yield nothing.

The hall ends in a steel-banded gray wood door.

5 ANTECHAMBER

Carved into the gray granite floor, in swirling spirals and elegant arabesques, is an angular runic script. In the north wall are three evenly spaced 1' diameter holes that look into darkness. In the west and east walls near the north wall are iron-banded doors of gray wood. In the center of each of the south walls is a single 2-inch diameter hole.

RUNE FLOOR

Stepping anywhere on the floor triggers the two runes.

PRODUCE FLAME & MAGIC MOUTH RUNE

When triggered, simultaneously causes:

1. the **four cressets** in the Armament Cache 6, to **ignite** lighting up the room and sending **shafts of firelight through the view holes** into the Antechamber, and
2. the **alarm statue** in the Armament Cache **shouts in a booming voice** in the Common tongue:

“Fools! You dare invade the Citadel of Snow! Look upon what remains of all who perished here and despair. Know you, then, that if you seek to rob us of our treasure, we will rob you of your lives; and your arms and armor will be added to this cache as your heads will be added to our hall. But they are yours to lose. So choose which way to enter. Left or right. There are but two.”

As the voice echoes away into silence, the fires in the cressets burn for another minute, allowing the party to look into the room. See next column.

DOORS (2)

Gray, steel-banded ironwood.

ANTECHAMBER cont.

VIEW HOLES (3)

The three view holes are centered on the northern wall. They are 5' off the ground, 1' in diameter, and look into the Armament Cache 6.

LOOKING THROUGH THE VIEW HOLES

When the cressets are lit, the alarm statue and the armaments (arms and armor) in the Armament Cache can be seen. See below and next page.

REACHING THROUGH THE VIEW HOLES

The tallest member of the party can reach an arm in and attempt to grab something from the cache, but the items are just out of reach. On a successful DEX roll, roll a d6 to determine what was grabbed. One attempt only.

1. rusted and split horned iron helm (human) *
2. *Arrow +1, Mage Slaying* (elf) see pg. 13
3. crude double-headed hand axe (orc) *
4. razor-sharp obsidian dagger (bugbear)
5. gnawed and fractured wooden javelin (gnoll)
6. bloodied and soiled leather armor (hobgoblin) *

* won't fit through the view hole

SPEAR-BOLT HOLES

Visible on the south wall are two **single** spear-bolt holes used by the Defenders in 16 and 17 to spy into the Antechamber.

If the party looks into the holes, lingers or hesitates, they are fired upon. Otherwise, the bolts are saved to be fired on them when they commit to room 7 or 11.

6 ARMAMENT CACHE

The room is filled **wall-to-wall and 3' deep with armor and weapons**. A **silver statue** of a dwarven king holding a warhammer like a scepter stands in the center **buried to the waist**. From the ceiling, hang **four iron baskets** suspended from chains.

SILVER ALARM STATUE

5' tall. Cast in solid silver (10,000 g.p.) in the likeness of a crowned snow dwarf (King Thazkal) holding a war hammer like a scepter. Weighs 2,500 lbs. All 5 alarm statues go off together alerting the Stronghold.



ARMAMENT CACHE cont.

IRON CRESSETS

Four steel baskets suspended from the ceiling by a chain around a pulley. Can be lowered and removed by unhooking their chain from the wall. The fire's fuel source is the shredded clothes of dead invaders.

SECRET DOOR

Blends in seamlessly with the wall. Easily found inside the short corridor accessed from 9.

ARMAMENTS

The room is filled with all the armor and weapons taken from dead invaders over the centuries. Many are from the hordes of orcs and beastmen and are therefore unusable for a higher-level party, but there are **a few magic items** hidden in the cache.

The party has a developed eye and can root through the pile one item at a time to grab the good stuff by **rolling a d12, consulting below, and rolling (dX).** Or they can **dedicate a full day to to the task** and get everything usable in the quantities inside the [].

1-5. STANDARD ARMOR (d4)

- | | |
|-----------------------|--------------------|
| 1. leather armor [63] | 3. plate mail [21] |
| 2. chainmail [48] | 4. shields [35] |

6-10. STANDARD WEAPONS (d20)

- | | |
|-------------------------|--------------------------|
| 1. arrows [367] | 11. polearms [16] |
| 2. battle axes [33] | 12. short bows [61] |
| 3. clubs [69] | 13. short swords [106] |
| 4. crossbows [45] | 14. slings [12] |
| 5. crossbow bolts [175] | 15. sling stones [120] |
| 6. daggers [99] | 16. spears [55] |
| 7. hand axes [71] | 17. staffs [43] |
| 8. javelins [54] | 18. swords [171] |
| 9. long bows [82] | 19. 2-handed swords [27] |
| 10. maces [28] | 20. war hammers [24] |

11. MAGIC ARMOR (d6)

- | | |
|-------------------------|------------------------|
| 1. <i>Shield</i> +1 [3] | 4. <i>Armor</i> +1 [3] |
| 2. <i>Shield</i> +2 [2] | 5. <i>Armor</i> +2 [2] |
| 3. <i>Shield</i> +3 [1] | 6. <i>Armor</i> +3 [1] |

12. MAGIC WEAPONS (d8)

- | | |
|---|--|
| 1. <i>Arrow</i> +1, <i>Mage Slaying</i> | 5. <i>Mace</i> +1, <i>Disrupting</i> |
| 2. <i>Battle Axe</i> +1, <i>Flaming</i> | 6. <i>Sword</i> +1, <i>Sharpness</i> |
| 3. <i>Club</i> +1, <i>Giant Slayer</i> | 7. 2-H. <i>Sword</i> +2, <i>Venger</i> |
| 4. <i>Javelin of Lightning</i> | 8. <i>Thuzuul</i> |

MAGIC ARMOR

1. *Shield* +1 [3]
 - a. brown leather buckler, boar's head motif
 - b. iron trimmed wood, orc clan glyph
 - c. white, diamond-shaped, overlapping birch
2. *Shield* +2 [2]
 - a. bronze, snarling face, heavily dented
 - b. round, finely painted scene of unicorn grazing
3. *Shield* +3 [1]
 - a. kite shield, green field with white cross
4. *Armor* +1 [3]
 - a. black leather tooled with silver
 - b. rusty chainmail, tufts of bugbear fur in links
 - c. bronze muscle cuirass, heavily dented
5. *Armor* +2 [2]
 - a. ring mail made of a light golden metal
 - b. layers of boiled human skin, gnoll stench
6. *Armor* +3 [1]
 - a. manticores hide stretched over plate

MAGIC WEAPONS

1. *Arrow* +1, *Mage Slaying*
blue fletchings, pale blue crystal tip
2. *Battle Axe* +1, *Flaming*
red-metal head, iron haft wrapped in dragon hide
3. *Club* +1, *Giant Slayer*
3' of bone, carved from a storm giant femur
4. *Javelin of Lightning*
tapering bronze shaft, static shock when touched
5. *Mace* +1, *Disrupting*
silver sphere attached to silver cylinder handle
6. *Sword* +1, *Sharpness*
blade of obsidian, hilt wrapped in rags
7. *Two-Handed Sword* +2, *Venger*
plain looking claymore, slightly rusted
8. *Thuzuul*
Razor sharp blade of pitted black steel. Wicked burnished iron hook crossguard. Dwarf skin grip. Lets out a contented sigh when quenched in the heart blood of dwarves.

THUZUUL, the DEMONIC SWORD

Special Purpose: Slay Dwarves. **Personality:** Bitter, Vengeful. **INT** 12. **Ego** 12. **Speaks and reads:** Chaos tongue, Common, Deepcommon, Dwarvish, Elvish, Goblin. **Activating Power:** Special Purpose. **Control:** First Contact. **Sensory Powers:** Detect Gems, Metals & Traps. **Extraordinary Power:** Clairaudience.

7 KILL CORRIDOR

U-SHAPED HALL

Designed to lure the party in and around the bend.

SPEAR-BOLT HOLES

Allow Defenders in Attack Position 2 **15** and 3 **16** to attack the party when they reach I24.

DOORS (2)

Gray, steel-banded ironwood.

8 CROOKED WAY WEST

L-SHAPED HALLS

Designed to slow the party's advance with a series of three short, angled hallways that end in doors, allowing for vicious, sustained attacks.

CROSSFIRE

A pressure point formed along south and east lines from L15 to force the party to make quick decisions as they're fired upon by crossbows.

SPEAR-BOLT HOLES

Allows Lieutenant Snull and the three Defenders in Attack Position 1 **13** to attack through the walls.

DOORS (3)

Gray, steel-banded ironwood.

LONG STAIR

Carved into the gray granite. See **34**.

9 CROOKED WAY EAST

ZIG-ZAG

Designed to allow concentrated attacks on the party as they pass through.

SPEAR-BOLT HOLES

Allows the three Defenders in Attack Position 5 **32** to attack through the walls.

DOORS (4)

Gray, steel-banded ironwood.

SECRET DOOR

Blends in seamlessly with wall. Press to open.

10 GAUNTLET

SWITCHBACK

Designed to force the party past the barred doors and vicious claws of the tundra troll, yeti, and polar bear.

STINK

Troll stench and heavy mammalian musk.

CAGE BARS (3)

Heavy iron vertical bars in rectangular doorway lead to monster cages **12**, **23**, and **26**.

DOORS (2)

Gray, steel-banded ironwood.

11 KILL ROOM

An open room with two, clearly visible pit traps on the floor. In the eastern wall is an iron door. In the northeastern corner are two iron-banded doors of gray wood. On the south wall are lines of 2-inch holes.

OPEN ROOM

Designed to allow the Defenders in Attack Position 4 **17** to fire on the party as they navigate the traps and troll.

PIT TRAPS (2)

Visible. 10' deep. When stepped on, they drop open and remain open. **DEX save or fall, causing 1d6 damage.**

IRON DOOR & PORTCULLIS

The Defender in Attack Position 4 **17** at Q24 can open by using the **two levers on the eastern wall**.

Pulling the first lever, the iron door rapidly swings open 180°, hitting anyone in the way causing **1d6 damage**. Anyone hit by the door, has a **1-in-6 chance of being knocked onto or into the pit trap at Q21**.

With the iron door open, the tundra troll can attack anyone passing her at Q23.

Pulling the second lever, opens the portcullis, freeing the troll to attack the party. **The troll knows the locations of the pit traps and will avoid them.**

SPEAR-BOLT HOLES

Allows the three Defenders in Attack Position 4 **17** to attack through the walls.

DOORS (3)

Gray, steel-banded ironwood.

12 TUNDRA TROLL CAGE

TUNDRA TROLL

Contains 1 tundra troll.

IRON DOOR & PORTCULLIS

See description and use in Kill Room 11.

CAGE BARS

Allows attacks into the Gauntlet 10.

SLIDE UNDER

3' wide. 2' deep. 8' long. Allows persons/objects to slide under wall to Western Slide Under 24.

13 ATTACK POSITION 1

Central attack hub for Lieutenant Snull and 3 Defenders.

SPEAR-BOLT HOLES

Allows Lieutenant Snull and Defenders to attack the party in the Kill Corridor 7 and Crooked Way West 8.

DOOR

Gray, steel-banded ironwood.

SHORT STAIR

Carved into the gray granite.

TACTICAL RETREAT

If breached, Lieutenant Snull will protect Defenders with his crossbow as they descend the stair.

14 UNDERPASS

PASS UNDER

Connecting corridor that passes under the Kill Corridor 7 and the Hall of the Headless 4.

DOOR

Gray, steel-banded ironwood.

SHORT STAIRS (5)

Carved into the gray granite.

TACTICAL RETREAT

Lieutenant Snull will protect Defenders with his crossbow as they retreat towards the Bifurcation 18.

15 ATTACK POSITION 2

SPEAR-BOLT HOLES

Allows a Defender to attack the party in Kill Corridor 7.

SILVER ALARM STATUE

5' tall. Cast in solid silver (10,000 g.p.) in the likeness of a crowned snow dwarf (King Thazkal) holding a war hammer like a scepter. Weighs 2,500 lbs.

SHORT STAIR

Carved into the gray granite.

TACTICAL RETREAT

If alive, Defender will join Lieutenant Snull and other Defenders as they retreat to the Bifurcation 18.

16 ATTACK POSITION 3

SPEAR-BOLT HOLES

Allows a Defender to attack the party in Kill Corridor 7 and the Antechamber 5.

SHORT STAIR

Carved into the gray granite.

TACTICAL RETREAT

If alive, Defender will join Lieutenant Snull and other Defenders as they retreat to the Bifurcation 18.

17 ATTACK POSITION 4

SPEAR-BOLT HOLES

Allows Defenders to attack the party in the Kill Room 11 and Antechamber 5.

LEVERS

Q24 eastside. Operates the iron door and portcullis between Kill Room 11 and Tundra Troll Cage 12. See Kill Room entry for details.

SHORT STAIR

Carved into the gray granite.

TACTICAL RETREAT

If alive, Defenders will join Lieutenant Snull and other Defenders as they retreat to the Bifurcation 18.

18 BIFURACTION

A plain room with two doors in the eastern wall.

CHOICE

This room is designed to force the party to choose between one of two doors: the north [24](#) or the south [19](#).

DOORS (3)

Gray, steel-banded ironwood.

TACTICAL RETREAT

Surviving Defenders hastily head to Outer Passage [19](#).

19 OUTER PASSAGE

A semi-circular hallway with four iron doors along its length, with two levers next to each of them.

LEVERS, IRON DOORS & PORTCULLISES

The corridor runs counter-clockwise and is lined with 4 pairs of levers and 4 iron doors.

Pulling the left lever opens the iron door. The iron door swings open 90°, stopping when it hits the post.

Pulling the right lever opens the portcullis, which raises up into the wall.

When both are opened, the monster(s) inside rush out, attacking the first party member they see.

The iron door can be opened by hand after opened by lever. **Note:** a monster's dead bulk in the corridor will block the door and prevent it from opening.

MONSTERS & MONSTER CAGES

The iron doors and portcullises open onto monster cages [20](#), [21](#), [22](#) & [23](#), respectively: 2 frost toads, a frost salamander, a remorhaz, and a yeti.

SILVER ALARM STATUE

5' tall. Cast in solid silver (10,000 g.p.) in the likeness of a crowned snow dwarf (King Thazkal) holding a war hammer like a scepter. Weighs 2,500 lbs.

DOOR

Gray, steel-banded ironwood.

TACTICAL RETREAT

Surviving Defenders will man the levers to release monsters from their cages one-by-one in succession back toward the Throne Room [28](#).

20 FROST TOAD CAGE

FROST TOADS

Contains 2 frost toads.

IRON DOOR & PORTCULLIS

See description in Outer Passage [19](#).

SLIDE UNDER

3' wide. 2' deep. 8' long. Allows persons/objects to slide under wall to Eastern Slide Under [25](#).

21 FROST SALAMANDER CAGE

FROST SALAMANDER

Contains 1 frost salamander.

IRON DOOR & PORTCULLIS

See description in Outer Passage [19](#).

SLIDE UNDER

See description in Frost Toad Cage [20](#).

22 REMORHAZ CAGE

REMORHAZ

Contains 1 10HD remorhaz.

IRON DOOR & PORTCULLIS

See description in Outer Passage [19](#).

SLIDE UNDER

See description in Frost Toad Cage [20](#).

23 YETI CAGE

YETI

Contains 1 yeti.

IRON DOOR & PORTCULLIS

See description in Outer Passage [19](#).

CAGE BARS

Allows attacks into the Gauntlet [10](#).

SLIDE UNDER

3' wide. 2' deep. 8' long. Allows persons/objects to slide under wall to Western Slide Under [24](#).

24 WESTERN SLIDE UNDER

A square room with three depressions on the ground.

SLIDE UNDERS (3)

3' wide. 2' deep. 4' long. Allows persons/objects to slide under wall.

SMELL & SOUND

Tundra Troll Cage **12**: **troll stench**.

Yeti Cage **23**: **mammalian musk**.

Eastern Slide Under **25**: **nothing**.

25 EASTERN SLIDE UNDER

A square room with four depressions on the ground.

SLIDE UNDERS (4)

3' wide. 2' deep. 8' long. Allows persons/objects to slide under wall.

SMELL & SOUND

Western Slide Under **23**: **nothing**.

Remorhaz Cage **22**: **restless clicking**.

Frost Salamander Cage **21**: **cold**.

Frost Toad Cage **20**: **cold; croaking speech**.

26 POLAR BEAR CAGE

POLAR BEAR

Contains 1 polar bear, Gugnir. He is Kurlak's favorite. Kurlak sleeps here so as not to share a room with Runecarver Burri. **He will single out anyone who kills the bear.**

IRON DOOR & PORTCULLIS

See description in Throne Room **28**.

CAGE BARS

Allows attacks into the Gauntlet **10**.

27 WINTER WOLF CAGE

WINTER WOLVES

Contains 2 winter wolves.

IRON DOOR & PORTCULLIS

See description in Throne Room **28**.

28 THRONE ROOM

A high ceiling room with four columns and a single silver throne sitting on a dais in the center. A large, drab gray curtain stretches wall-to-wall and floor-to-ceiling behind the throne. Curtains hang on the south walls on either side of a clearly visible pit trap.

THRONE

Cast in **solid silver** (40,000 g.p.). Weighs 10,000 lbs.

Contains 5 levers, clearly visible.

The single lever on the right arm operates the mechanical pit trap, see below.

The pair on the right arm operates the iron door and portcullis to the Polar Bear Cage **26**, see below.

The pair on the left arm operates the iron door and portcullis to the Winter Wolf Cage **27**, see below.

Left levers open the iron doors. **Right levers** open the portcullises.

SKALBAKSON THULMIR

If alerted, Thulmir sits on the throne with Captain Rhazza to his left and Beastbreaker Karlak to his right. See Final Stand next column.

When the party arrives, **Thulmir curses them for invading his Stronghold, killing his men and monsters, and swears** "swift and terrible vengeance" against them.

Thulmir wants to lure one member of the party onto the mechanical pit trap before releasing the polar bear and winter wolves from their cages.

MECHANICAL PIT TRAP/TELEPORT RUNE

10' deep. Visible. Operated by a lever on the throne.

Pit trap rapidly snaps open and close. **DEX save or fall, causing 1d6 damage.**

Teleport Rune is one way to the Griffons' Eyrie 35. Rune is one use only. Pit trap can be used repeatedly.

IRON DOORS & PORTCULLISES

Operated by 1. two pairs of levers on the throne, see above, and 2. a pair on the western wall at R15 and the eastern wall at V15.

When opened, the **polar bear and winter wolves rush out** from behind the curtains, **attacking the nearest party members.**

CURTAINS (6)

Drab gray. Ceiling to floor. Slits allow passage.

THRONE ROOM cont.

COLUMNS (4)

Straight, unadorned granite.

If alerted, 2 Defenders hide here to ambush the party and/or release the polar bear and winter wolves.

DOORS (2)

Gray, steel-banded ironwood.

FINAL STAND

The Throne Room is where the tactical retreat stops and the snow dwarves hold the line, giving no quarter.

LIEUTENANT SNULL

The Lieutenant and all surviving Defenders from Attack Positions 1-5, will **position themselves behind the curtains and pillars to fire their crossbows at the party.**

CAPTAIN RHAZZA

Will **single out the strongest warrior** and **challenge them to single combat.**

BEASTBREAKER KURLAK

Will **fight alongside Gugnir, the polar bear** when released, and **seek to kill any clerics or magic users.**

SKALBAKSON THULMIR

Watches the battle from the throne, **only stepping down if his champions fall or he's attacked by magic.**

If defeat is imminent, he will sound the final retreat and head to the Sanctum 29 to release the wights.

RUNECARVER BURRI

Wearing his Ring of Invisibility, moves between the Hall of Time and the Throne Room to **monitor the battle.**

If Thulmir dies and defeat is imminent, he is responsible for sounding the final retreat before heading to the Sanctum 29 to release the wights.

FINAL RETREAT

The snow dwarves are trained to retreat in one of two directions, collecting the staff and family as they leave:

1. West and south to the Teleport Closet 42.
2. East and North to the Narrow Walk 57.

From there, they teleport or ride griffons to the base.

29 SANCTUM

A room with heavy gray curtains wrapping three walls. A large stone dominates the center. Near the hallway entrance is a clearly visible trap door in the floor.

HALLWAY

Entered from the Throne Room through the curtained doorway. **Low, arched ceilings force a bow of humility.**

CURTAINS

Drab gray. Ceiling to floor. Slits allow passage. Covers exit through secret door to Escape Corridor 55.

PLINTH

Plain, rectangular stone that resembles a sarcophagus.

On the northside are **three levers.**

Left lever, opens the mechanical trap door, see below.

Center lever, opens the stone doors to the nine burial chambers in the Crypt 30.

Right lever, triggers the Raise Wight Rune inside each of the seven burial chambers, causing the seven dead former skalbaksons to rise as wights in 6 rounds.

MECHANICAL TRAP DOOR with STAIRS

Opened by the **left lever** on the plinth. Opens toward the hallway, revealing a staircase down to the Crypt.

SECRET DOOR

Blends in seamlessly with wall. Press to open.

30 CRYPT

Steps lead down to a square, low-ceiling room.

STONE DOORS (9)

3 per wall. If **center lever** is pulled on plinth above, the doors are open, hinging up toward the ceiling.

BURIAL CHAMBERS

Hollows containing **rectangular stone slabs**. Inside 7 of them lie **the bodies of the dead former skalbaksons in full armor, hands folded over their chests.**

DEAD FORMER SKALBAKSONS

Preserved by the cold, they look much as they did in life, **ancient dwarves with long, white beards**, but their blue skin, pulled taut over their skulls, is now **purple and shot through with black veins.**



CRYPT cont.

RAISE WIGHT RUNES

Found on the stone slabs beneath the bodies of the dead skalbaksons. Triggered by **right lever** on plinth.

WIGHTS

The skalbaksons wake as wights in **6 rounds**. Their eyes snap open, revealing **unblinking, irisless yellow eyes**. They rapidly step down off the slab and **seek to drain the life of anyone in the Sanctum not a snow dwarf**.

SHORT STAIR

Carved into the gray granite. Stair up through mechanical trap door.

31 DINING HALL

A long room dominated by an enormous gray wooden table. At the head, is a large chair with a high back, behind which a silver statue stands.

TABLE & SEATS

Table, chair, benches, and stools of gray ironwood.

SILVER ALARM STATUE

5' tall. Cast in solid silver (10,000 g.p.) in the likeness of a crowned snow dwarf (King Thazkal) holding a war hammer like a scepter. Weighs 2,500 lbs.

CURTAINS (2)

Drab gray. Hung in doorways. Slits allow passage.

DOOR (2)

Gray, steel-banded ironwood.

32 ATTACK POSITION 5

Designed to allow Defenders to attack invaders in the Kill Circuit and protect the Throne Room.

SPEAR-BOLT HOLES

Allows Defenders to attack the party in the Crooked Way West **8** and East **9**.

FINAL STAND

Defenders will hide behind curtains in the Dining Hall **31** and the Throne Room **28** for the final stand.

33 STAFF QUARTERS

Snug room with bunk beds where Kitchen and Cleaning Staff sleep.

BUNK BEDS (4)

Two each on north and south wall. Sleeps 8.

DRESSER

Gray ironwood. 8 drawers. All contain a change of clothes, one has a **silver chain and locket** (10 g.p.).

DOOR

Gray, steel-banded ironwood.

34 ASCENDING STAIR WEST

GRIFFON FOOD

Designed to lead invaders out into Griffon's Eyrie **31** to be killed and eaten by the creatures.

LONG STAIRS

Carved into the gray granite. Platform ends at a one way door.

ONE WAY DOOR

Gray, steel-banded ironwood. Allows one way passage out into the Griffons' Eyrie. **Once door closes, cannot be reopened mechanically from within the Eyrie.** Can only be opened by *Knock* spell.

35 GRIFFONS' EYRIE

A round cave with a high domed ceiling. On the east wall is an enormous nest where the female griffon sits incubating her two eggs.

CAVE ENTRANCE

Opens onto Narrow Walk **57**.

HORSE CORPSES

O5 near entrance, two horse corpses. They **may be from the party**, if they rode in on horses.

GRIFFONS

Fiercely defend eyrie and nest. Morale cannot be broken as long as a single egg survives.
Note: Bonded to Beastbreaker Kurlak. Will fly snow dwarves down mountain if defeated.

GRIFFONS' EYRIE cont.

NEST

Large nest made from **dry** ironwood branches. If searched, a *Wand of Negation* (twisted black twig) is found entwined in it.

FEMALE GRIFFON

Sits on **two eggs**, incubating them. Fiercely protects eggs and attacks from nest, never leaving it.

EGGS (2)

Ovoid. The size of large melons. Gray with black speckles. 10 lbs. each. **Must be kept warm or hatchling inside will die. Can last 12 rounds without warmth.** Each egg with a living hatchling is worth 5,000 g.p. Each egg with a dead hatchling is worth 500 g.p. Hatchlings will bond with the first person they see at the time of hatching.

TELEPORT RUNE

Works one way **from** the Mechanical Pit Trap with Teleport Rune in the Throne Room **28**.

ONE WAY DOOR

Gray, steel-banded ironwood. Can only be opened by *Knock* spell.

36 KITCHEN

A warm room filled with a delectable smell coming from two large pots on the stove. A scarred gray wood table has a haunch of venison on it. Shelves are lined with gray wood bowls and gray clay jars.

WARM

Kitchen is warmest room in the entire Stronghold.

STEWMASTER & STEWARD

Always here preparing and tending to the stew or going to the Storage Room **40** and Storage Cellar **41** for ingredients. The **Stewmaster** is perpetually prepping with a **cleaver**. The **Steward** is constantly stirring with a **ladle**. If alerted, they stand guard over their stew and will die protecting their recipe book.

LARGE STOVE

Cast iron. Fed with firewood from below. **Two large lidded pots boil and steam aromatically on the range.**

KITCHEN cont.

TABLE

Cleaver-scarred gray ironwood table. A **haunch of tender venison** lies across it next to sliced onions and an open gray clay jar of bay leaves.

SHELVES (2)

Shelves on the **east wall** contain stacks of **ironwood bowls and boards**. In baskets are **silver forks, spoons, and knives** (entire set 500 g.p.)

Shelves on the **south wall** contain **100 gray clay jars** with a variety of spices and seasonings (10 g.p. each) and a **large gray bound book** that contains the Stewmaster's recipes.

SHORT TUNNEL

Runs under the platform of Ascending Stair West **34**.

CURTAIN

Drab gray. Slits allow passage.

DOOR

Gray, steel-banded ironwood.

37 WATER ROOM

A square room with three large raised stone well rings on the floor filled with water. Gray wood buckets hang from the walls on silver hooks.

WELLS (3)

Filled with **cold snow water** from the cistern beneath the floor.

BUCKETS (6)

Hang from silver hooks (5 g.p. each) on the east and south walls.

DOORS (2)

Gray, steel-banded ironwood.

WASHROOM & BATHROOM

Behind drab gray curtains. Washroom with stone basin filled with water. Bathroom with gray ironwood seat with hole.

38 OUTER CISTERNS

A flat area with access holes in the stone ground crossed by silver bars. A warm pipe running around the mountainside melts the surrounding snow. The musical sound of dripping water fills the air.

CLIMB

Can be reached by climbing the mountainside at **E12-J4** along the Interminable Stair **1**.

STOVE PIPE

Runs out through wall and along the mountainside. The **heat melts the snow** that fills the cistern beneath the Outer Cisterns **38** and Water Room **37**.

CISTERN ACCESS

Over the four cistern drip holes are crosses of **silver bars** (4 total, 100 g.p. each). The silver can be bent or hacked free, or the rock can be chiseled around them to open access to the hole.

DIVING into the CISTERN

The cistern gives direct access into the Stronghold. Party members need only hold their breath to pop up through one of the three wells in the Water Room **37**. However, **diving into ice cold water and entering into the freezing Stronghold** will give all party members **-4 to hit, damage, and save rolls until they thoroughly warm themselves and dry their clothes.**

39 ALE ROOM

A rectangular room with a round steel barrel on a stand and a low burning fire underneath in one corner and a tapped keg on a stand in the other. Shelves of gray clay steins and gray clay jars line the walls.

MASH TUN

A **steel barrel** filled with water and grain. It smells sweet and bubbles slowly to create the wort.

SHELVES (2)

Shelves on the **north wall** are lined with **gray clay steins** filled from the **tapped keg** on the western wall.

Shelves on the **south wall** are lined with **gray clay jars** filled with **various ingredients** (hops, malts, yeasts, mushrooms, ground walnut).

ALE ROOM cont.

TAPPED KEG

Filled with a **heavy brown ale** with notes of bitter walnut, rich earth, and fungus.

DOORS (2)

Gray, steel-banded ironwood.

40 STORAGE ROOM

A rack of kegs lines one wall. A half dozen shelves are lined with gray clay jars and gray woven baskets filled with vegetables and fruits. On the floor is a trap door with a ring pull.

BREWMASTER & BREWARD

Fiercely dedicated to the craft of fine ale making and will die protecting their precious kegs. The **Brewmaster** carries a **bung mallet** in his belt and a **small gray bound book of ale recipes in his pocket**. The **Breward** has **two silver spigots** (50 g.p. each) on his person.

KEG RACK

Ceiling to floor rack of kegs. The Breward turns them daily and can often be found here. **Kegs of rare snow dwarf ale** are valued by connoisseurs and fetch 500 g.p. per keg. 20 kegs in rack.

SHELVES (8)

Shelves are lined with **gray woven baskets and gray clay jars** of eggs, flour, milk, lettuces, cabbages, apples, pears, melons, pumpkins, squashes, seeds, and nuts.

RING PULL TRAP DOOR w/ STAIRS

Lifted by ring pull to reveal stairs down to Storage Cellar **41**. Silver ring pull (20 g.p.)

DOORS (2)

Gray, steel-banded ironwood.

41 STORAGE CELLAR

A room with iron hooks hanging from the ceiling and caracasses hanging from the hooks. A half dozen shelves are lined with gray clay jars and gray woven baskets filled with meat and root vegetables.

STORAGE CELLAR *cont.*

MEAT LOCKER

Hanging from hooks in the ceiling: cow, pig, deer, rabbit, pheasant, duck, and quail carcasses.

SHELVES

One section is lined with **gray woven baskets and gray clay jars** filled with mushrooms, onions, garlic, potatoes, and other root vegetables.

Another section has slabs of salted bacon, cured ham, sausages, smoked trout and salmon, and sturgeon steaks alongside gray clay jars of their roe.

RING PULL TRAP DOOR w/ STAIRS

Stairs up to Storage Room **40**.

42 TELEPORT CLOSET

DOUBLE FEATURE

Designed to get supplies up into the Stronghold from the base of the mountain. And to get escapees down from the Stronghold to the base of the mountain.

TELEPORT RUNES

Runes on the floor always work. **One way only.**

F21 teleports down to Supply Tunnel **44**.

G21 teleports up from Supply Tunnel.

LOCKED DOUBLE DOORS

Gray, steel-banded ironwood with silver lock. Everyone with a key has access.

43 FIREWOOD RACKS

FIREWOOD RACKS

West, south, and east walls. Loaded floor to ceiling with split logs of long-burning ironwood.

HEAD of STRONGHOLD & STAFF

The Head of Stronghold and the Cleaning Staff of Scrubber, Washer, and Dryer head here when alerted of an invasion. They will escape down the Teleport Closet **42** if the Stronghold falls to invaders.

DOOR

Gray, steel-banded ironwood.

44 SUPPLY TUNNEL

LONG TUNNEL

Carved through the mountainside.

TELEPORT RUNES

Runes on the floor always work. **One way only.**

F21 teleports down from Teleport Closet **42**.

G21 teleports up to Teleport Closet.

MECHANICAL HEAVY IRON DOORS (2)

Iron door 1' thick. Operated by levers on north wall. Pulling raises heavy iron door into ceiling.

45 ILLUSORY PORTAL

ENTRANCE

Except for the road ending before it, the tunnel entrance **looks like part of the mountainside**.

ROAD

A narrow, rutted road runs from the west into the side of the mountain.

HALLUCINATORY TERRAIN RUNE

Projects a seamless mountainside across the mouth of the entrance. **Dispelled when touched.**

MECHANICAL HEAVY IRON DOOR

Iron door 1' thick. Operated by lever on opposite side.

46 ARMORY

RACKS

If alerted, empty of arms and armor. Otherwise:
NE: **crossbows**. NW: crossbow **bolts**. SE: armor.
SW: **spears**.

SILVER ALARM STATUE

5' tall. Cast in solid silver (10,000 g.p.) in the likeness of a crowned snow dwarf (King Thazkal) holding a war hammer like a scepter. Weighs 2,500 lbs.

DOORS (2)

Gray, steel-banded ironwood.

CURTAINS

Drab gray. Slits allow passage.

47 BARRACKS

L-shaped room of beds. **Smells like a locker room.** In the corner a curtain hangs.

BEDS (14)

Crisply made. Where Defenders sleep. Footlockers under beds store clothes and belongings.

AA13 footlocker has a **silver ring** (5 g.p.).

AA15 footlocker has a **book of drinking songs**.

Z15 footlocker has an **uncut diamond** (100 g.p.).

Z17 footlocker has **walrus ivory dice** (10 g.p.).

DOORS (2)

Gray, steel-banded ironwood.

CURTAIN

Drab gray. Slits allow passage.

48 LATRINE

WASHROOMS & BATHROOMS

Behind drab gray curtains. Washrooms with stone basin filled with water. Bathrooms with gray ironwood seats with holes.

CURTAINS

Drab gray. Slits allow passage.

49 HALL of TIME

A square room with four columns and several ironbound gray wood doors. A large gold cylinder and a smaller silver cylinder stand on two circles carved in the floor.

FLOOR ORRERY

On the outer circle: **3' tall 1' diameter cylinder of solid gold** (5,000 g.p., represents the sun). On the inner circle: **1½' tall ½' diameter cylinder of solid silver** (500 g.p., represents the moon). A central mark carved on the floor represents the World Mountain.

COLUMNS (4)

Straight. Have **names of seasons carved into them**.

NE: Summer. NW: Spring. SE: Autumn. SW: Winter.

DOORS (2)

Gray, steel-banded ironwood.

HALL of TIME cont.

LOCKED DOORS (4)

Gray, steel-banded ironwood with silver lock.

Everyone with a key has access.

50 RHAZZA & SNULL'S ROOM

Spartan room with a desk and shelf and two beds and dressers.

DESK

On the desk is a **silver ink well and quill** (25 g.p.) and **two gray bound books**: Rhazza's **training log**, bookmarked with a list of his single combat kills, and a **book of invaders**, listing everyone who ever dared break into the Stronghold.

SHELF

On the shelf are **dozens of gray bound books** (the training logs and invader lists kept by all the captains over the centuries). On the top shelf is a **gray clay jar filled with eyes** collected by Snull.

BEDS (2)

2 crisply made beds where Rhazza and Snull sleep.

DRESSERS (2)

Stores clothes and belongings. Rhazza has a **silver dagger** (30 g.p.). Snull a **silver ball** (false eye, 10 g.p.).

LOCKED DOOR

Gray, steel-banded ironwood with silver lock.

Everyone with a key has access.

51 BURRI & KARLAK'S ROOM

Snug room with a desk and shelf and two beds and dressers. **Smells of musty old books.**

SHELF

On the shelf on the south wall are **dozens of gray bound books** on astrology; time keeping; snow dwarf history; the "Zul Ulmalion," the snow dwarf creation myth; and **Burri's Book of Runes**, containing instructions on how to carve: *Produce Flame Rune*, *Magic Mouth Rune*, *Teleport Rune*, *Raise Wight Rune*, and *Hallucinatory Terrain Rune*. (25 books 100 g.p. each to a sage specializing in snow dwarves)

BURRI & KARLAK'S ROOM cont.

DESK

On the desk on the north wall is a **silver ink well and quill** (25 g.p.) and **two gray bound books**, Burri's continuation of the history of the Stronghold and a **log of dates and times**.

BEDS (2)

Crisply made. Burri sleeps here. Karlak sleeps with Gugnir the polar bear.

DRESSERS (2)

Two dressers store clothes and belongings. Burri has a **Potion of Gaseous Form**. Karlak has a **polar bear skull**, the first he captured and tamed, also called Gugnir.

LOCKED DOOR

Gray, steel-banded ironwood with silver lock. Everyone with a key has access.

52 TREASURE ROOM

TREASURE CHESTS (7)

Gray, steel-banded ironwood. Unlocked.

NW: **50,000 copper pieces** (5,000 g.p.)

N: **25,000 silver pieces** (5,000 g.p.)

NE: **10,000 electrum pieces** (5,000 g.p.)

E: **5,000 gold pieces**

SE: **1,000 platinum pieces** (5,000 g.p.)

S: **gems** (5,000 g.p. total)

6 amethysts (100 g.p. each)

4 diamonds (100 g.p. each)

8 emeralds (100 g.p. each)

11 garnets (100 g.p. each)

1 onyx (100 g.p. each)

9 opals (100 g.p. each)

5 rubies (100 g.p. each)

4 sapphires (100 g.p. each)

2 topazes (100 g.p. each)

S: **magic item**

Gem of Monster Attraction

amber stone with tiny carcass crawler inside

SW: **jewelry** (5,000 g.p. total)

round amulet of meteoric iron (1,000 g.p.)

gold torc of amphisbaena (1,000 g.p.)

silver circlet set with lapis lazuli (1,000 g.p.)

white gold diamond ring (1,000 g.p.)

braided platinum necklace (1,000 g.p.)

TREASURE ROOM cont.

SW: magic items

Amulet of Protection Against Scrying

silver chain with a silver medallion of two hands covering a pair of eyes

Crystal Hypnosis Ball

small transparent bubble of glass, shake to use

Fire Elemental Summoning Device

brass brazier with black ash and resin in the base

Horseshoes of a Zephyr

four plain iron horseshoes

Instant Fortress

tiny sandcastle, cast on ground to activate

Ring of Water Walking

polished pink coral band

Potion of ESP

test tube of fizzy green

Potion of Flying

alabaster bottle shaped like a pegasus

Potions of Healing (7)

various, but all have thick pink to reddish liquid

Potion of Longevity

black ceramic jar with skull and crossbones on it

Potion of Treasure Finding

clear crystal vial filled with golden, bubbling brew

Scarab of Protection

brooch of gold and jasper that looks like the insect

LOCKED DOOR

Gray, steel-banded ironwood with silver lock.

Everyone with a key has access.

53 THULMIR & ZALA'S ROOM

A stately but plain room with a large canopy bed made of gray wood and curtains. A silver mirror is the only adornment beside the gray wooden table and dressers.

CANOPY BED

Crisply made. Gray wood frame and drab gray curtains. Where Thulmir and Zala sleep.

FOOTLOCKER

Contains mementoes from all the former skalbaksons: clothes, diaries, a **heavy silver chain** (100 g.p.).

MIRROR

Unadorned rectangle of **polished silver**. (250 g.p.).



THULMIR & ZALA'S ROOM cont.

TABLE

Slates and chalk with children's scribbles, simple maths and letters, lie on it. Four stools sit around it.

DRESSERS (2)

Store clothes and belongings. Thulmir has a **silver hammer pendant necklace** (50 g.p.). Zala has **four rich gray and blue silk dresses** (100 g.p. each).

LOCKED DOOR (2)

Gray, steel-banded ironwood with silver lock. Everyone with a key has access.

SECRET DOOR

Blends in seamlessly with wall. Press to open.

WASHROOM & BATHROOM

Behind drab gray curtains. Washroom with stone basin filled with water. Bathroom with gray ironwood seat with hole.

54 CHILDREN'S ROOM

ZALA & FIVE CHILDREN

If alerted, Zala waits here behind the locked door with her dagger drawn. She will die to defend her children, who sit quietly together on their beds.

Eldest male: **Halzan**

2nd eldest female: **Thulmara**

Middle male: **Skavvy**

2nd youngest female: **Nula**

Youngest male: **Zal**

BEDS (5)

Crisply made. Where children sleep.

FOOTLOCKERS (5)

Footlockers under beds store clothes and belongings.

Eldest male: **10 silver minis of Defenders** (1 g.p.)

2nd eldest female: **3 snow dwarf dolls**.

Middle male: **10 silver minis of Defenders** (1 g.p.)

2nd youngest female: **3 snow dwarf dolls**.

Youngest male: **ball of string, silver coin, chalk**.

LOCKED DOOR

Gray, steel-banded ironwood with silver lock. Everyone with a key has access.

55 ESCAPE CORRIDOR

Connects Sanctum **29** and Thulmir and Zala's Room **53** to the Ascending Stair East **34**.

SECRET DOORS (2)

Easily opened from within the corridor.

LONG STAIR

See below.

56 ASCENDING STAIR EAST

LONG STAIR

Carved into the gray granite. Platform ends in a one way door.

ONE WAY DOOR

Gray, steel-banded ironwood. Allows one way passage out to Narrow Walk **57**. **Once door closes, cannot be reopened mechanically** from the Walk. Can only be opened by *Knock* spell.

57 NARROW WALK

WALKWAY

Carved into mountainside between Griffons' Eyrie cave entrance **35** and one way door.

ICY PATH

From N-R32, the path is a sheet of ice covered by a crust of snow.

Anyone in the party looking at O3 or S1, will notice **a chain anchored into the rock**, and every 5' along the walk from end to end.

Anyone walking across this section not holding the chain must roll a d6. **On a 1 or 2, the crust cracks and they slip on the ice. DEX save or plummet 400'.**

GRIFFONS' EYRIE CAVE ENTRANCE

A large yawning cave mouth, 5' wide by 8' high. **Large talon and paw prints** in the snow amongst **shattered icicles and drops of bright red blood**. **The reek of heavy, mammalian musk** permeates the cold air.

ONE WAY DOOR

Gray, steel-banded ironwood. Can only be opened by *Knock* spell.

TREASURE TOTAL

6 Armamaent Cache

Silver Alarm Statue (10,000 g.p.)

15 Attack Position 2

Silver Alarm Statue (10,000 g.p.)

28 Throne Room

Throne (40,000 g.p.)

31 Dining Hall

Silver Alarm Statue (10,000 g.p.)

33 Staff Quarters

Silver chain and locket (10 g.p.)

35 Griffons' Eyrie

Griffon eggs (5,000 g.p. alive, 500 g.p. dead)

36 Kitchen

Silver forks, spoons, and knives (500 g.p. entire set);
Spices and seasonings (100 jars 10 g.p. each)

37 Water Room

Silver hooks (6 total 5 g.p. each)

38 Outer Cisterns

Silver bars (4 total 100 g.p. each)

40 Storage Room

Ale Kegs (20 total 500 g.p. each);
Silver ring pull (20 g.p.);
Breward carries silver spigots (2 total 50 g.p. each)

46 Armory

Silver Alarm Statue (10,000 g.p.)

47 Barracks

Silver ring (5 g.p.); Uncut diamond (100 g.p.);
Walrus ivory dice (10 g.p.)

49 Hall of Time

Gold cylinder (5,000 g.p.); Silver cylinder (500 g.p.)

50 Rhazza & Snull's Room

Silver ink well and quill (25 g.p.);
Silver dagger (30 g.p.); Silver ball (10 g.p.)

51 Burri & Karlak's Room

Silver ink well and quill (25 g.p.)
Books (25 total 100 g.p. each to a sage specializing in
snow dwarves)

52 Treasure Room

Total coins (25,000 g.p.)
Total gems (5,000 g.p.)
Total jewelry (5,000 g.p.)

53 Thulmir & Zala's Room

Heavy silver chain (100 g.p.)
Polished silver mirror (250 g.p.)
Hammer pendant necklace (50 g.p.)
Rich gray and blue silk dresses (4 total 100 g.p.)

54 Children's Room

Silver miniatures (20 total 1 g.p. each)

TOTAL

146,085 g.p.

● **Skalbakson Thulmir**

Att 1 x weapon Spec cold immunity Item key

Attack as 8HD monster, 2d8 damage or double 2d6

Spear +3, Defender

Each round transfer all or part of +3 to hit to AC

Dagger (2d8 damage or double 2d4)

[illegible]

Att 1 x weapon Spec cold immunity Item key

Ring of Invisibility

Wand of Cold [10 charges]

Dagger (1d4)

[illegible]

Att 1 x weapon Spec cold immunity Item key

Gauntlets of Ogre Power

STR 18, +3 to attack and damage, unarmed 1d2+3

Spear (1d6); Whip (1d6); Dagger (1d4)

[illegible]

Att 1 x weapon Spec cold immunity Item key

Spear +1, Wounding

After hit, +1 point of damage per round (max 10 rounds), same for all successful hits, no magic healing,

bandaging stops bleeding and damage

Crossbow (1d6, +1 short 5–80', reload, slow, 2H)

Dagger (1d4)

[illegible]

Att 1 x weapon Spec cold immunity Item key

Crossbow +1, Speed

Can fire every round in combat, or always attacks first

Spear (1d6); Dagger (1d4); key

[illegible]

Att 1 x weapon **Spec** cold immunity

Crossbow (1d6, +1 short 5–80', reload, slow, 2H),

Spear (1d6); Dagger (1d4)

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

SNOW DWARF STATS cont.

● Stewmaster

D 8 **W** 9 **P** 10 **B** 13 **S** 12 **HD** 2 (9hp) **ML** 10
XP 20 **AI** N **AC** 9[10] **MV** 60'(20')
Att 1 x weapon - Cleaver (1d6) **Spec** cold immunity

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■ Steward

D 8 **W** 9 **P** 10 **B** 13 **S** 12 **HD** 1 (4hp) **ML** 9
XP 10 **AI** N **AC** 9[10] **MV** 60'(20')
Att 1 x weapon - Ladle (1d4) **Spec** cold immunity

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▲ Brewmaster

D 8 **W** 9 **P** 10 **B** 13 **S** 12 **HD** 2 (9hp) **ML** 10
XP 20 **AI** N **AC** 9[10] **MV** 60'(20')
Att 1 x weapon - Mallet (1d6) **Spec** cold immunity

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◆ Breward

D 8 **W** 9 **P** 10 **B** 13 **S** 12 **HD** 1 (4hp) **ML** 9
XP 10 **AI** N **AC** 9[10] **MV** 60'(20')
Att 2 x weapon - Daggers (1d4) **Spec** cold immunity

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● Head of Stronghold

D 8 **W** 9 **P** 10 **B** 13 **S** 12 **HD** 2 (9hp) **ML** 10
XP 20 **AI** N **AC** 9[10] **MV** 60'(20')
Att 1 x weapon **Spec** cold immunity **Item** key

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■ Scrubber, Washer, Dryer

D 8 **W** 9 **P** 10 **B** 13 **S** 12 **HD** 1 (4hp) **ML** 9
XP 10 **AI** N **AC** 9[10] **MV** 60'(20')
Att 1 x weapon - Dagger (1d4) **Spec** cold immunity

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● Zala

D 8 **W** 9 **P** 10 **B** 13 **S** 12 **HD** 1 (4hp) **ML** 12
XP 10 **AI** N **AC** 9[10] **MV** 60'(20')
Att 1 x weapon **Spec** cold immunity **Item** key

Dagger +2, Biter

Lengthens to short sword, 1d6+2 damage

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● Zala's Children [5]

D 8 **W** 9 **P** 10 **B** 13 **S** 12 **HD** ½ (2hp) **ML** 8
XP 5 **AI** N **AC** 9[10] **MV** 60'(20')
Att none **Spec** cold immunity

Halzan

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Thulmara

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Skavvy

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Nula

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Zal

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○ Wights [7]

D 12 **W** 13 **P** 14 **B** 15 **S** 16 **HD** 3* (13hp) **ML** 12
XP 50 **AI** C **AC** 5[14] **MV** 90'(30')
Att 1 x touch - energy drain
Spec undead, mundane dmg immun., energy drain

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MONSTER STATS

■ Frost Salamander

D 6 **W** 7 **P** 8 **B** 8 **S** 10 **HD** 12* (54hp) **ML** 9
XP 1,900 **AI** C **AC** 3[16] **MV** 120'(40')

Att 4 x claw (1d6), 1 x bite (2d6), 1 x cold aura (1d8)

Spec cold aura, cold immunity, mundane dmg imm.

■ Frost Toads [2]

D 10 **W** 11 **P** 12 **B** 13 **S** 14 **HD** 5* (22hp) **ML** 8
XP 300 **AI** N **AC** 3[16] **MV** 90'(30')

Att 1 x bite (3d4)

Spec cold aura: 3d6 damage per round w/in 10'

■ Griffons [2]

D 10 **W** 11 **P** 12 **B** 13 **S** 14 **HD** 7 (31hp) **ML** 8
XP 450 **AI** N **AC** 5[14] **MV** 120'(40') | 360'(120')

Att 2 x claw (1d4), 1 x bite (2d8)

■ Polar Bear (Gugnir)

D 12 **W** 13 **P** 14 **B** 15 **S** 16 **HD** 6 (27hp) **ML** 8
XP 275 **AI** N **AC** 6[13] **MV** 120'(40')

Att 2 x claw (1d6), 1 x bite 1d10)

Spec bear hug: both paws hit same round +2d8 dam.

■ Remorhaz

D 6 **W** 7 **P** 8 **B** 8 **S** 10 **HD** 10* (45hp) **ML** 10
XP 1,600 **AI** N **AC** 0[19] **MV** 120'(40')

Att 1 x bite (6d6)

Spec swallow, melt weapons, avoiding back

■ Tundra Troll

D 10 **W** 11 **P** 12 **B** 13 **S** 14 **HD** 6+3*(30hp) **ML** 10
XP 650 **AI** C **AC** 4[15] **MV** 120'(40')

Att 2 x talon (1d6) 1 x bite (1d10)

Spec regen., return from death, fire & acid, fear fire

■ Winter Wolves [2]

D 10 **W** 11 **P** 12 **B** 13 **S** 14 **HD** 6* (27hp) **ML** 9
XP 500 **AI** C **AC** 5[14] **MV** 180'(60')

Att 1 x bite (2d4) or 1 x frost breath (6d4)

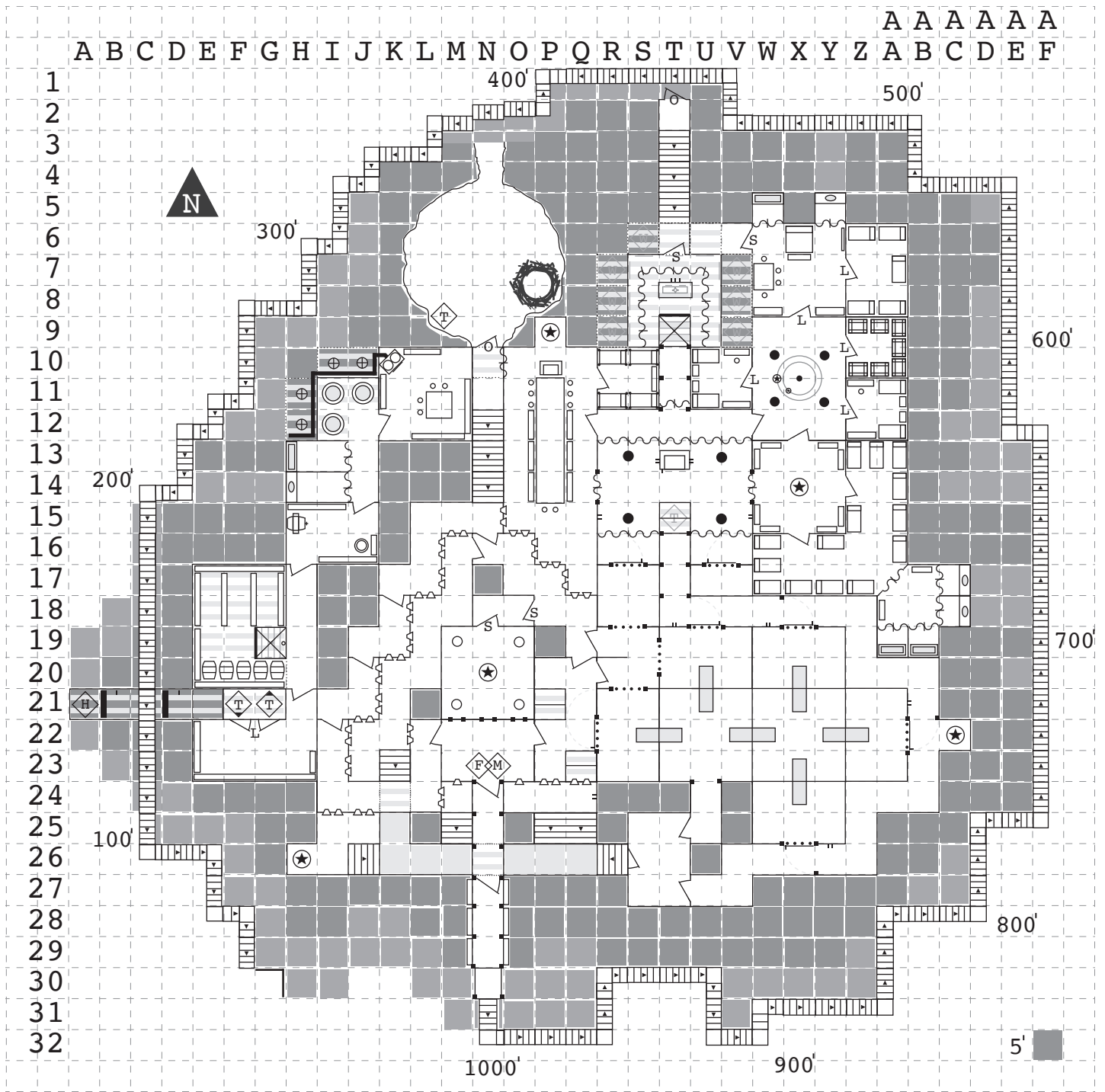
Spec frost breath, cold immunity, vulnerable to fire

■ Yeti

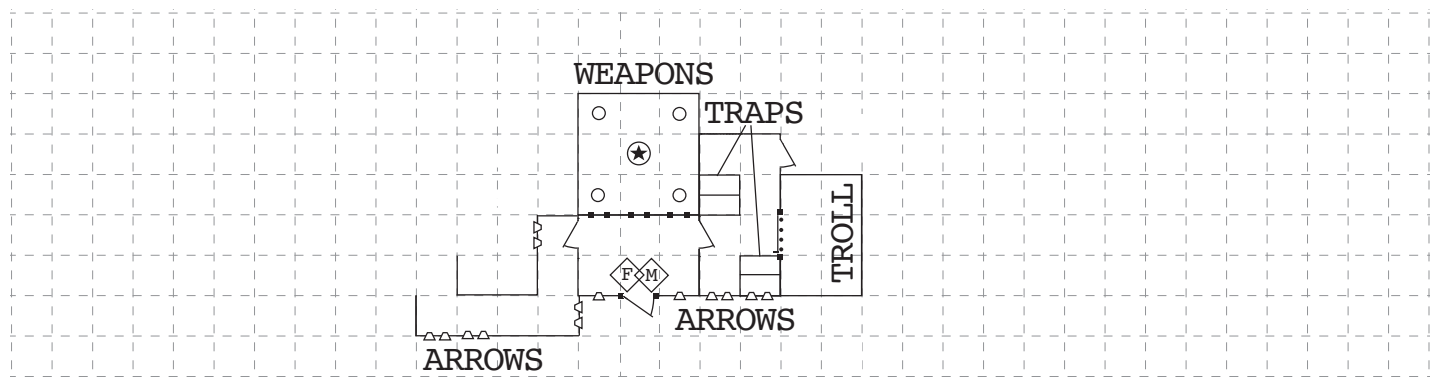
D 10 **W** 11 **P** 12 **B** 13 **S** 14 **HD** 4+4**(22hp) **ML** 8
XP 275 **AI** N **AC** 5[14] **MV** 150'(50')

Att 2 x claw (1d6) + icy squeeze

Spec icy squeeze, paralyzing gaze, vulnerable to fire



FAGAN'S MAP



SKALBAK SNEER

THE STRONGHOLD OF SNOW

or THE SNOW DWARVES & THE SEVEN WIGHTS

Skalbak Sneer, the Stronghold of Snow, is located in the foothills of the Blackcrag Mountains. It is the northernmost defensive outpost of the snow dwarf realm developed eight generations ago by King Thazkal to remove pressure from the bejeweled halls of their central mountain hold, the vast Undercastle, Khazal Kharak. The Stronghold was designed as a deathtrap, requiring few dwarves to garrison. By way of rumors bruited about by dwarf ore merchants, the legend of the wealth it contains ensures a steady influx of the foolish: parties of adventurers, greedy barbarians, and raiding bands of orcs and other savage beastmen — all test their mettle to steal its riches, never to return. The Stronghold is now under the stewardship of the eighth Skalbakson, Thulmir.

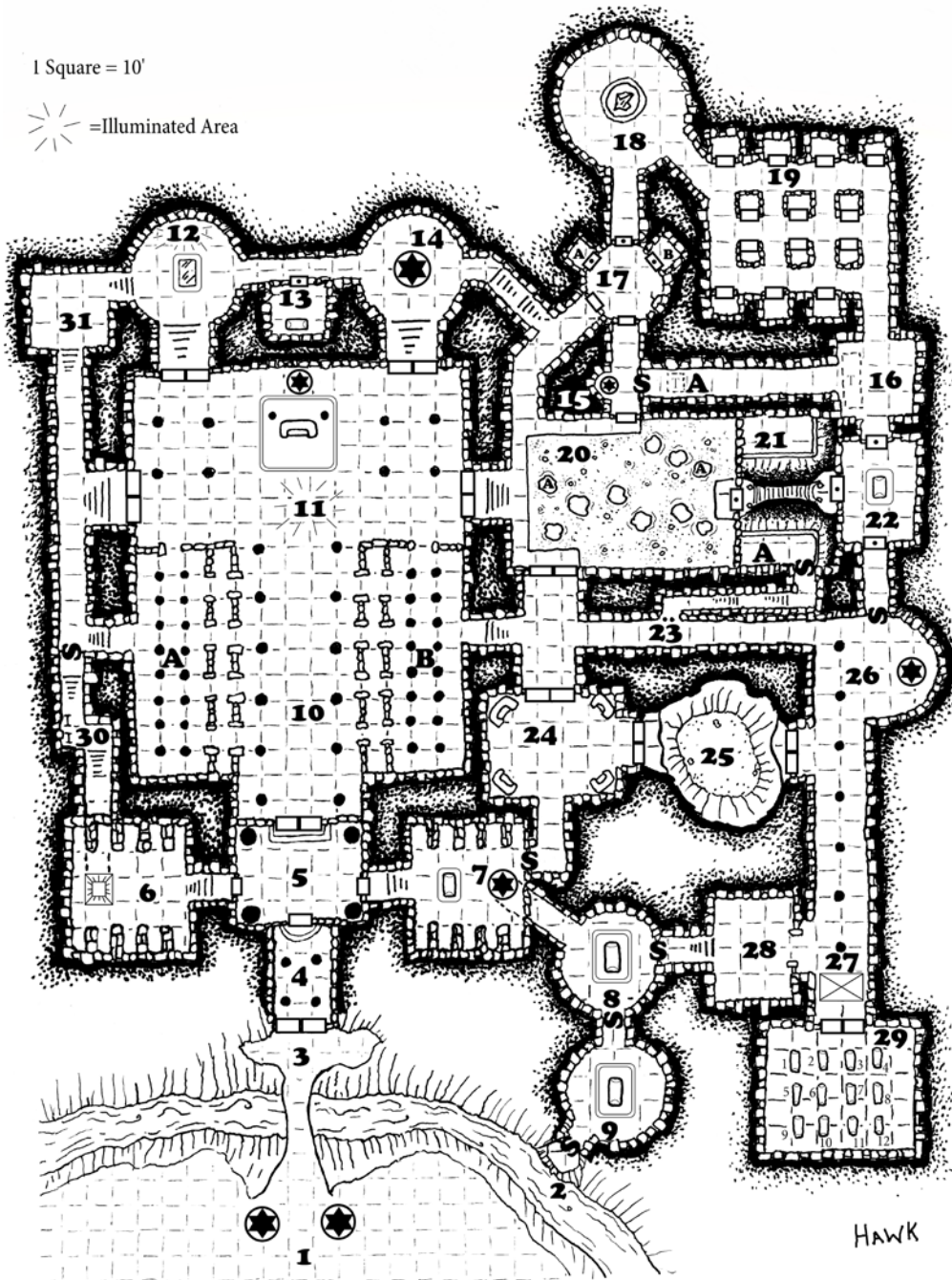
Tomb of The Twice Crowned King - For Level 8-10 PCs (NAP2 version)

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1 Square = 10'

 = Illuminated Area



Background

When death finally drew near and the forces of law were at the gates, Heimfell the Twice Crowned King built a great tomb in the hills. He ordered his sorcerers to place a curse upon his family and servants, forcing them into a state of unlife to guard his tomb for eternity. Many treasure seekers have died within his halls and to this day the two-headed king is still lord of his final domain.

Hooks

1. Drunken retired thief shares tale in pub: *'And there we saw them, two great crowns of wrought gold and gems, mounted on the heads of the two-headed king of legend: a giant yet human, mighty in form, his throne room knee-deep in the bones of his servants. As we stole forward to seize the prize, Fredihalth and Yurtbrud were set upon by the taloned hands of ghoulish wights as they climbed to seize the crowns, and my heart gave out as the whispering tongues of a hundred dead were raised in a mad cacophony promising my death. I fled from those halls of unlife, the ravenous horde upon my heels. My thieving days are forever over; the terror fills my dreams. Yet still I yearn for the great wealth yet unclaimed within those accursed halls.'*

2. Rumor: *'A tomb has been discovered in the hills where none previously stood. A pair of two-headed statues marks the entrance and the wise whisper that the lost hall of Heimfell the Twice Crowned King has been found at long last.'*

Wandering Monsters

Occur 1 in 6; check every 6 turns. D6:

1. 2D4 ghaunts and 1D4 wights looking for flesh
2. 2D6 ghaunts whispering words of death as they prowl
3. 2D4 wights screeching and screaming madly (no surprise)
4. Baneesa (vampire) in gaseous form—follows PCs, observes behavior to find best time to attack/torment party
5. Goreld (vampire) in bat form—observes PCs, attacks at appropriate time
6. Telepathic projection from Arisa (resembles mournful apparition, see area 12), appears for a moment then vanishes. D3:

- 1: Warns party to flee tomb and avoid wrath of Heimfell
- 2: Pleads for PCs to find and destroy the Black Rock to free her
- 3: 'Beware the stalking gas' (a reference to Baneesa)

Monster Stats

Iron golems: AC: 3 MV: 60' HD: 16 AT: 1 DMG: 4-40 (huge maul) SA: poison gas cloud 10'x10'x10 every 7 rounds SD: +3 weapon to hit; electrical attacks *slow* golem 3 rounds; magical fire heals 1 HP/damage point INT: non Size: L (12' tall) AL: N XP: 15,550 each THAC0: 7 HP: 80 each

Royal guard (mummies): AC: -1 MV: 60' HD: 6+3 AT: 1 DMG: 1-10+2 (halberd)/1-12 (bash) SA: cause *fear* on sight: save or *paralyzed* 1-4 rounds; hits cause rotting disease SD: immune to mind spells, cold, non-magic weapons; half damage from weapon attacks WK: vulnerable to fire (torch: 1D3 damage, oil 1D8 + 2D8 second round, +1/die from fire attacks); holy water 2-8 INT: low Size: M AL: LE XP: 1,150 + 8/hp THAC0: 13 - *Mummies in rusty, pitted plate armor with black bladed halberds.*

Notes

- This adventure can be located in any area with a canyon river
- Doors are stone (open rolls required); most ceilings 15'
- Tomb is defiled (-2 on *turning*); clerics/paladins sense this

1: Bridge - Two 12' tall **bronze statues**, two-headed and holding giant mauls, flank a crumbling, moss-covered stone **bridge** (60' long) that arches over a **canyon**. Below, a raging **river** cuts through the black rock; on the other side a ledge before massive granite doors embedded into a towering cliff face.

- **Bronze statues** are **iron golems** (coated in bronze)—unresponsive unless PCs try to steal **crowns** from **area 11**:
 - Statues begin smashing bridge (to prevent escape) if PCs exit to ledge (**area 3**) from inside.
 - Statues destroy bridge on segment 2-8 of round (2D4); PCs on bridge at this point plummet into river.
 - Statues attack any PCs that make it across canyon before bridge is destroyed.
- **River** is 6'-10' deep, flows swiftly to the east. PCs falling in take 2D6 damage (use applicable drowning rules).
- **Canyon** is 30' deep, sheer-sided rock walls.

2: Ledge - Flat ledge, 20' lower than area 3.

- **Inspecting** the cliff-face here reveals a small hole (3" wide) tunneled through the rock to area 9.
- **Secret door** only opened from this side by a *knock* spell.

3: Main Doors - Imposing 13' high gray-flecked obsidian stone doors, each engraved with two interlinking crown designs.

- The **doors** are *wizard locked* and protected by a **glyph of warding** (affects all on ledge, 18 fire damage, save for half)—speaking '*Heimfell*' aloud permits safe passage.
- The **doors** close automatically with a thunderous boom 1 turn after PCs pass through (check for **wandering monster**).

4: Entrance Hall - White marble columns decorated with linked crown base-relief designs; several steps lead to black merlinitic stone door on back wall. Floor thick with dust (tracks visible if checked: ghoulish prints and heavy boots).

5: Antechamber - Massive, thick, black marble columns support a vaulted ceiling. Scorch marks on floor and walls; burnt skeletons lie in blackened dust (goblin). Several steps lead up to a set of stone doors, motifs of interlinked crowns decorate their surface. **Side doors** are emblazoned with engravings of pole-axes.

Ghast: AC: 4 MV: 150' HD: 4 AT: 3 DMG: 1-4/1-4/1-8 (claw/claw/bite) SA: stench 20' radius: save vs poison or -2 to attack rolls; attacks *paralyze* victims (save vs poison) SD: immune to *sleep/charm* INT: ave. Size: M AL: CE XP: 250 each THAC0: 15 HP: 15 each

Wight: AC: 5 MV: 120' HD: 4+3 AT: 1 DMG: 1-4 + drains 1 level SD: damaged by silver or +1 weapons; immune to *sleep/charm* INT: ave. Size: M AL: CE XP: 640 each THAC0: 15 HP: 20 each

Spectre: AC: 2 MV: 120' HD: 7+3 AT: 1 DMG: 1-8 + drains 2 levels SD: +1 weapon to hit; immune to mind spells INT: high Size: M AL: LE XP: 2,020 THAC0: 13 HP: 37

6: Royal Guards - Stairs descend sharply to a dusty, stench-filled room. **Alcoves** line two walls; a **shaft** opens in the floor.

- The 10 **alcoves** each hold a **royal guard** (30 HP each), do not move/react for 4 rounds, then suddenly animate and attack.
- The **shaft** is smooth-sided, it descends 20' to **area 30**.

7: Tomb of Malisi - Stairs descend to a gloomy room, **alcoves** line the walls. A stone **sarcophagus** carved in entwining rose designs stands near the entrance; by the back wall a **statue** of a tall, mailed female warrior, its right arm thrust forward in a fist.

- The 10 **alcoves** each hold a **royal guard** (28 HP each), motionless. They only react or attack if the **right arm** on the **statue** is lowered or if attacked.
- The **sarcophagus** is cold to the touch; written on the lid in archaic is '*Malisi, daughter of battle*'. It is opened by crowbar or *bend/bars* roll—doing so releases a female **spectre**. Inside is a female skeleton wearing red +4 **scale mail** with rose design scales (XP: 2,000; GP: 12,000).
- Inspecting the **statue** reveals thin grooves around the right shoulder and neck:
 - **Lowering right arm** awakens the **royal guards**.
 - **Raising arm** so it points to the ceiling causes the statue to slide sideways with a grinding sound revealing shaft in floor (10' drop to passage below to area 8).
 - **Rotating statue's head** opens the **secret door** (opened from other side by simple lever).

8: Tomb of Goreld - Raised granite platform supports black merlinitic **sarcophagus**; domed ceiling.

- **Sarcophagus** decorated with designs depicting powerful warrior; opened with crowbar or combined STR 35+.
- 50% chance **Goreld** is **inside sarcophagus**.
- Inspection of the **south wall** reveals a small 3" hole to area 9.
- The **secret doors** are opened by pushing on the bottom section of each door, causing door to flip downwards.

9: Tomb of Baneesa - Marble **sarcophagus** rests upon raised granite platform. Ceiling is domed; stone walls carved with **faces** depicting beautiful princess (radiate magic).

- **Sarcophagus** encrusted with black opals (10; 1,000 GP each)—**faces** scream if opals removed or touched; **Baneesa** appears (**Goreld** 2 rounds later); roll for **wandering monster**.
- 45% chance **Baneesa** is **inside sarcophagus**.
- **South wall** has 3" wide hole to outside.
- **Secret doors** flip downwards when bottom section pushed.

Baneesa and Goreld (vampires): AC: 1/Goreld: -3 (plate mail) MV: 120'/180' HD: 8+3 AT: 1 DMG: 5-10 + drain 2 levels/2-8+6 (Goreld +2 **bastard sword nine lives stealer**; XP: 1,600; GP: 8,000) SA: *gaseous form* + *shape change* into bat at will; *gaze* attack: save or *charmed*; summon 10-100 rats/bats, or 3-18 wolves (outside) SD: +1 weapon to hit; *regenerate* 3 hp/round; turn to *gaseous form* at 0 HP (return to coffin within 12 hrs for 8 hours rest); immune to *sleep, charm, hold, poison, paralysis*; take 1/2 damage from cold/electricity WK: repelled 1-4 rounds by garlic, holy symbols repel; slain by sunlight 1 turn; killed in 3 rounds by running water; take 2-7 damage from holy water INT: Exc. AL: CE Size: M XP: Baneesa: 4,222; Goreld: 4,340 HP: Baneesa: 36 Goreld: 45

10: Grand Hall - Rows of black merlinite columns support a vaulted ceiling (30'); shadowy arches (12' tall) pierce the walls to left and right. Inscribed in archaic is 'servitude' above each arch.

A + B - Separated from grand hall by double rows of arches; columns support a 15' ceiling. The floor of each area is covered in bones (150 skeletons can be formed from each area, see **area 11**).

11: Hall of the King - A hovering, glowing **gem** bathes this bone-strewn hall in green light; beneath the light rests a larimar stone **throne** upon which is seated a crowned two-headed giant skeleton, a great sword in his hand (**Heimfell**). Black, carved **columns** reach up to a looming ceiling (40'). Behind the throne stands a 20' **statue** of a two-headed king. The **gem** emanates cold.

- The **gem** (emerald) always hovers 5'-10' above Heimfell (*teleports* to his presence if removed). It is the source of Heimfell's eye beams and *regeneration* power; destroying the gem (AC 2, 30 HP; immune to fire/cold attacks) annuls these powers. The gem prevents Heimfell from being *turned*. Gem **MUST BE** destroyed to 'kill' Heimfell.
- The **statue** is made from dark jade and wears gold crowns (5,000 GP each)—removing the crowns summons a booming voice: 'Dare not my wrath mortal' - roll on **wandering monster** table to determine monster alerted by sound.
- The **columns** are carved with designs depicting a giant with two heads striding into battle, a gem hovering above his head.

Tactics: Heimfell animates if he is attacked or anyone tries to remove his **crowns** or touch the **gem**:

- Once animated, 5 **goblin skeletons** in areas **10 A** and **B** (10 in total) animate each round to join combat and prevent escape. 1 goblin skeleton exits from each arch to areas 10 and 11 per round. They whisper and hiss 'Crush, kill, hack and chop, death, slay and die' as they advance.
- The **royal guards** in **areas 6** and **7** animate and move through areas 5 and 10 to attack, arriving in area 10 in 2 rounds.

The Twin Crowns - Adjust to fit the wearer's head: One crown (XP: 1,400; GP: 29,000) raises wearer's CHA to 18; other crown (XP: 1,800; GP: 27,000) enables the user to cast *mass charm* (15 charges). Crowns are linked, **MUST BE** worn at same time to use powers (by a single creature or two separate beings).

12: Queen in Stasis - An intense cold radiates from a dimly glowing, frost-covered mauve crystal **case**, a **woman** sleeps within (resembles statue in area 14). The roof is domed and the walls engraved with base-reliefs of downwards pointing swords.

- The **case** radiates cold 10' radius; 1D6 damage/round. It is AC 2; 250 HP; touching it (even with an object) causes 2-20 cold.
- Destroying the **Black Rock (area 18)** annuls these effects and awakens the woman from *stasis*.

Goblin skeletons: AC: 7 MV: 90' HD: 1-1 AT: 1 DMG: 1-6 (spear or short sword) SD: immune to mind spells WK: +1 on *turning* attempts INT: non Size: S AL: NE XP: 14 +1/hp THAC0: 20

Hill giant skeletons: AC: 1 MV: 90' HD: 8 AT: 1 DMG: 2-16 (huge sword) SA: SD: immune to mind spells; 1/2 dmg from piercing/slashing; *turned* as specters INT: non Size: L (8' tall) AL: NE XP: 1,760 each THAC0: 12 HP: 40 each

- The **woman** is **Arisa**, Heimfell's Queen, placed in *stasis* by the king who could not subject his love to undeath.

Tactics: A telepathic projection from **Arisa** (resembling an apparition) appears and implores the PCs to find and destroy the **Black Rock (area 18)** then vanishes—if *released through destroying the Black Rock*, *Arisa accompanies the party, but leaves if PCs begin looting the tomb. She warns PCs to flee the tomb and not seek/steal the King's crowns. Arisa has special powers within the tomb and seeks to escape Heimfell whom she never loved in life. She is hundreds of years old.*

13: King's Mother - The door is wizard locked.

A dusty, undisturbed room; a white-streaked black marble **sarcophagus** lies in the center. Tattered and decaying tapestries depict elderly woman of stern appearance.

- **Upon approaching the sarcophagus**, a scratching, clawing sound becomes audible from within. A shrieking, female voice calls out 'Let me out, help, let me out' in archaic.
- **Opening the sarcophagus** releases the king's insane mother, now a disheveled and ravenous **wight** (HP: 30; XP: 690) wearing a tiara. She attacks with blind fury: 2 attacks at +2 to hit and damage.
- Heimfell's mother wears a **tiara** that acts as a **scarab of death** (XP: 0; GP: 2,500).

14: Queen's Statue - A 20' white-streaked black marble statue of a queen (**Arisa, area 12**) dominates this domed chamber.

15: Harpy Statue - 6' blue-white larimar statue of a harpy.

- **Inspecting the head** reveals grooves around the jaw line: pushing the jaw open triggers a **gas trap**, releasing gas from the harpy's mouth (10' radius, save or *confused* for D6+4 rounds) and causes the harpy to shriek (roll for **wandering monster**).
- **Opening the harpy's mouth** also causes the **secret door** to slide open with a rumbling, grinding noise.

A: Trap - Pulverized and crushed bones litter the corridor (near dotted area on map, **trap trigger**):

- **Stepping in the dotted area:** 3 in 6 triggers stone **ball** to fall from ceiling just beyond secret door and roll towards **area 16**.
- **Ball** moves at 90' movement rate, deals 4-40 damage plus crushing blow item saves required—roll initiative, difference in scores = no. segments ball or PCs have of extra movement (eg. PC rolls 5 vs 3 = PC has 2 segments of extra movement to outrun ball).
- **Trap** does not reset automatically.

Heimfell the Twice Crowned: AC: 0 MV: 120' HD: 10 AT: 2 DMG: 5-20 (huge sword) SA: each head 1 eye beam per round: left head: scorching eye beam, 50', single target: 3-30, save vs breath for half; right head: freezing eye beam: 40', single target: encases creature in ice: 2-20 damage + suffocate in 3 rounds unless freed SD: immune to mind spells; *regenerate* 3 hp/round; half damage from piercing/slashing; *turned* as vampire MR: 30% INT: high Size: L (10' tall) AL: NE XP: 5,104 THAC0: 10 HP: 61

16: Fire Trap - White stone room; scorched walls, floor and ceiling; signs of heavy impact on cracked and chipped east wall.

- **Dotted line** on map represents pressure plate trap, opens 1-4 in 6: room erupts in flame, 6D6 damage, save vs breath for half. **Trap** resets in 1 hour.
- **Door** to **area 22** is *wizard locked*.

17: Lever Room - Five pyrite **doors** with base relief designs depicting gargoyles in their center. A large metal **lever** shaped like a femur juts out from one wall.

- The three **doors on the north wall** are barred and *wizard locked* (until lever pulled).
- The **lever** has 5 slots it can be lowered and pushed into (like a manual gear stick):
 - **1st slot**: opens north west door (**A**) releasing **10 ghaists** who leap out to attack.
 - **2nd slot**: opens north door.
 - **3rd slot**: opens north west door (**A** - **10 ghaists**) and north east door (**B** - **5 wights**) to attack.
 - **4th slot**: opens all three doors (**ghaists** and **wights** attack).
 - **5th slot**: opens north east door (**B** - **wights**).
- **Doors** close after 1 turn.

18: The Black Rock - An 8' tall, rough-cut black selenite **crystal** stands upon a raised red agate platform. A sense of coldness and evil emanates from the rock.

- The **crystal** radiates evil and magic, it is AC: 5, HP: 100 (half damage from slashing/piercing).
- **Attacking the crystal** summons the **royal guard** mummies from **area 19**, arriving in 3 rounds.
- The **crystal's magic** can be *dispelled* (14th level of resistance).
- **Destroying the crystal** releases **Arisa (area 12)** from *stasis* and removes the 'defiled' quality of the tomb, making all *turning* attempts function at full normal strength.
- When the crystal is destroyed, its fragments turn white.
- *Holy water* suppresses crystal's 'defiling' power for 3D4 hours.

19: Royal Guard Crypts - Black marble doors emblazoned with lion heads; each **crypt** holds a **royal guard** (13 total, 25 HP each, XP: 1,350 each):

- **Royal guards** attack if the **Black Rock (area 18)** is damaged.
- 1-3 animate each round if any **crypt** in area 19 is opened.
- Each **royal guard** wears a gold-plated helmet (250 GP value).

20: Pool of Corruption - A ledge looks over a **pool** of bubbling, blackish-purple **slime**. Rock **platforms**, like stepping stones, lead across the sludge to a ledge on other side of room.

- **Platforms** marked 'A' are **traps**: immediately give way and sink into the slime if stepped on.

Arisa: AC: 10 HD: 1 AT: (will not physically attack) SA: Arisa can *turn* undead within this tomb as a cleric of 10th level; Heimfell refuses to attack her and will be *stunned* for 2 rounds upon viewing her, pleading in a voice from the grave for her to love him again STATS: ave except WIS: 15 CHA: 16 AL: NG XP: 15 HP: 5

- The **slime** (4' deep) radiates evil and magic: PCs touching slime must save vs magic or enter uncontrollable, screaming fit for 2D4 rounds before transforming into a ghast or wight:
 - Casting *dispel magic* or *remove curse* during this period counteracts the transformation, but the PC will be *stunned* for 1 turn.
 - PCs changed into ghaists or wights turn on companions.
- The **door** on the east wall is locked.

21: Bridge Over Pit - A rickety, wood **bridge** spans a pit, its bottom lost in shadows (90' deep). Giant skeletons stand upon raised ledges (20' higher than entrance) looking down over the bridge.

Tactics: The giant skeletons (**hill giant skeletons**), hurl giant pots of flaming oil (2-16 damage 1st round, 1-8 damage 2nd and 3rd rounds, 3' radius area, as *grenade* attacks) at PCs from ledges; 5 pots each; leap down from ledges after ammunition expended. Bridge takes 12 HP fire damage before burning and collapsing.

- The **bridge** ropes takes 10 HP to sever; there is a cumulative 5% chance per PC that a plank breaks: DEX check (on 3D6) or fall in pit.
- **Door** to **area 22** is locked and guarded with a *glyph of warding* (all characters on ledge save or *paralyzed*).
- **Secret door** to **A** bears a flame motif and is opened by from the corridor by applying heat to the motif.

22: Treasure Room - Piles of gems, jewelery and coins litter the floor around a raised, white-flecked obsidian platform that supports a blue and white larimar **sarcophagus**.

Treasure:

- 45,000 CP; 32,000 SP; 20,000 EP; 18,000 GP; 4,000 PP.
- Platinum crown carved into swan design with opal eyes (20,000 GP).
- 5 x silver armbands with lion head engravings with ruby eyes (2,000 GP each).
- Gold tiara with 6 emeralds (13,000 GP).
- 6 x pearl necklaces (1,000 GP each).

Sarcophagus: Diamond embedded in center (1 turn to remove, value 5,000 GP). Requires crowbar or 30+ combined STR to open. Opening the sarcophagus releases a **banshee**; inside are:

- **Gamred the Golden** (Heimfell's sword): gold hilted, intelligent +3 two-handed sword; AL: NE; *detects good* 10' radius; *clairaudience* 30' 3 x day, 1 round duration; speaks NE and white dragon; INT: 14; Ego: 6 Personality rating: 20 (XP: 1,700; GP: 8,200).
- **Mace of disruption** (XP: 1,750; GP: 17,500).
- **+3 dwarven thrower hammer** (XP: 1,500; GP: 15,000).
- **Cubic gate** (XP: 5,000; GP: 15,000).
- **Staff of command** (15 charges; XP: 4,000; GP: 20,000).
- **Wand of frost** (50 charges; XP: 3,000; GP: 25,000).
- **Manual of stealthy pilfering** (XP: 8,000; GP: 40,000).

Banshee: AC: 0 MV: 150' HD: 7 AT: 1 DMG: 1-8 SA: sight causes *fear* (save vs magic); wail 1 time/day: 30' radius, save or die SD: immune to charm, sleep, hold, cold or electricity; exorcism kills it MR: 50% INT: Exc. AL: CE Size: M XP: 2,760 THAC0: 13 HP: 31

23: Bars - Steel bars prevent entry to this side passage

24: Four Thrones - Four **giant skeletons**, swords resting in their hands, sit on massive stone thrones, gazing towards the center of the chamber.

Tactics: **Giant skeletons (hill giants)** remain inactive unless attacked or the **doors on the east wall** are opened: attack, trying to force characters to fall into the pit in **area 25**: any hit of 4 higher than required or a natural 20 against PC forces PC into pit unless DEX check at - 3 successful.

- Each **sword** has a fire opal embedded in the hilt (1,500 GP each).

25: Black Pit - Rough natural cavern, a gaping **pit** fills most of the room, a thick, impenetrable darkness conceals its bottom. Lengths of chain hang in three rows down from the cavern ceiling to a ledge on other side. A stench fills the cavern.

- The **pit** is 20' deep; the bottom 10' is concealed by a **continual darkness** spell.
- Concealed within the **darkness** at the bottom of the pit are **20 ghastrs**—only attack characters falling in pit.
- Swinging from chain to chain across room (6 chains) requires a check on average of DEX/STR on 3D6 for each chain.

26: Statue of Blazing Eyes - A granite **statue** (12' tall) depicting a robed, gargoyle-like figure with gemstone eyes, one arm raised in warning, stands by the back wall.

Tactics: The **statue's** eyes begin glowing, increasing in intensity: 1 round after PCs enter, 1 **disintegration** beam (save applies) fired from statue's eyes at a random PC, and one beam each round thereafter. It can hit anywhere within the room.

- The **statue** is AC 2, 200 HP to destroy. If destroyed, its **gemstone eyes** explode for 5D6 damage, 10' radius, save vs breath for half (also explode if removed).
- The wall with the **secret door** bears a wave motif; it is opened by pouring water on the wall.

27: Pit Trap - The floor is clear of dust in a rough, rectangular area (**trap** area, dust cleared by trap opening).

- **Trap** opens 4 in 6, doors swing down in center of area.
- 20' deep, at the bottom are **15 ghastrs**.
- **Pit doors** close in 1 round.
- 1' ledge around outside.

28: King Engravings - Thick, dusty room, tracks cross floor (ghast or wight). Walls are engraved with images of two-headed king, a glowing gem hovering above his head.

29: Crypt - Rows of stone sarcophagi fill this dusty chamber.

- **Sarcophagi** (12 in total) take 1 turn to open each (25 combined STR or crowbar):
 - 1: Skeleton, rotting robes, jade necklace (900 GP).
 - 2: Looted—bones, rotting rags.
 - 3: Mummified corpse, bronze anklet (400 GP).

- 4: Robed corpse, **wand of illumination** (XP: 2,000, GP: 10,000, 70 charges).
- 5: Putrid tomb air released: save vs poison or contract random disease.
- 6: Female corpse, sits up suddenly and shrieks for 1 round, then collapses. Roll on **wandering monster** table.
- 7: Male and female skeletons embracing.
- 8: Mummified corpse covered in **yellow mold**, releases spores 5' radius when opened. Contains **potion of polymorph self** (XP: 200; GP: 350).
- 9: Ghost-like apparition soars out, flies around room screeching before disappearing in burst of light. Roll on **wandering monster** table.
- 10: Mass of maggots eating corpse, underneath is **MU scroll: spider climb, knock, detect magic** (XP: 500; GP: 1,500).
- 11: Blackened skeleton; inside is charred; pile of ash conceals a **ring of spell storing: fire shield, jump, dancing lights** (XP: 2,000; GP: 22,500).
- 12: Skull sitting on bed of platinum pieces (800), animates and begins laughing, intoning 'Ha, ha ha, haaaa! Your doom is at hand, your doom is at hand'. Repeats line louder and louder, check for **wandering monster** each round. Skull is AC 7, 3 HP. Destroying it causes it to explode: 2D8 damage, 5' radius.

30: Weapons Racks - **Secret door** to this area opened by pushing on right side of wall, causes door to swivel on center.

Lined against walls in this corridor are several weapons racks (hold 10 halberds). A dust-covered skeleton lies on the ground; it wears rotting, disintegrating robes and a **backpack**.

- Searching the **backpack** reveals 6 crystal phials containing **holy water**.

31: Crown Engravings - Dusty chamber, tracks on floor (ghast, wight); walls are engraved with linking **crown** designs (two on east and south walls; three on north and west walls).

Tactics: **Arisa's** telepathic projection (see **area 12**) automatically appears when PCs enter this room (see **wandering monster** table and determine what she asks for). She appears once every 3 rounds PCs are present.

- Pushing on the **middle crown** on the west wall causes the crown to slide inwards with a deep grinding sound revealing a hidden compartment (3' deep, 3' wide, 2' high), containing:
 - 3 blue phials (**oil of elemental invulnerability - ice/cold**; XP: 1,000; GP: 5,000).
 - A **note**: 'Brave hero, use these potions to defeat the cold guarding my tomb. The queen'.
 - 3 crystal phials of **holy water**.

Yellow mold: AC: 9 MV: 0' AT: 1 DMG: 1-8 + save vs poison or die SD: only affected by fire; **continual light** causes dormancy for 2-12 turns XP: 0

