A0–A4

AGAINST THE SLAVE LORDS™

ADVANCED DUNGEONS & DRAGONS™

By David Cook, Allen Hammack, Harold Johnson,
Tom Moldvay, Lawrence Schick,
and Skip Williams

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A-Series Classic Adventure Compilation

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FOREWORD A0

By Skip Williams

My involvement with the classic A-series adventures goes further back than I care to think about. In the late 1970s, I was working at TSR on the GEN CON Game Fair. At the time, the convention was going through growing pains as it moved from a gathering for a few hundred diehards to a major event hosting thousands. To meet the growing (and near insatiable) demand for roleplaying sessions at the show, the staff decided to expand the already popular AD&D™ Open Tournament to accommodate larger teams and to expand the tournament to a three-round elimination format. The initial round would be held over three days to allow more teams to compete. Because roleplayers have a habit of talking (usually at great length) about what happens during their adventures, the staff also decided that multiple adventure scenarios for the initial rounds were necessary. From that time on, each year's AD&D Open Tournament demanded an adventure of epic length.

The team of designers tasked with creating the AD&D Open scenarios for GEN CON XIII (in 1980) rose to the challenge, creating four connected adventures that became classics. My first taste of the series was *Secret of the Slavers Stockade*. Our group scaled the stockade walls and stole across the courtyard, immensely pleased with ourselves until an ankheg ambushed us. Later in the year, hundreds of gamers shared the thrills and perils of defeating (or being defeated by) the Slave Lords.

A little bit more than thirty years later, I received an email from Chris Perkins describing plans to re-release the series and wondering if I might want to create a prequel adventure. It was an unusual challenge. The D&D game's more recent iterations offer plenty of tools for creating challenges for players. The 1st edition AD&D game had much less structure, but also offered adventure designers great freedom to handle unusual game situations in original ways. I jumped at the chance.

The original A-series designers were faced with the demands of the AD&D Open, and they wisely decided on a set of design guidelines (so many combats flavored with a few traps) to ensure that all the competitors had a fair shot in the tournament. The task before me was somewhat different: Create a campaign-friendly introductory adventure for the series. I decided to adhere (mostly) to the original tournament design guidelines, both as a tribute to the original work and to help ensure that the new material fit with the old. I also wanted to work in a few tributes to the World of Greyhawk™ and to the AD&D game in general. That effort brought forth the half-orc Brubgrok, the chief villain in the piece (the original *Monster Manual*® says "orcs are fecund and create many crossbreeds"), the temple in the quarry's depths (guess which deity is represented there), and other tidbits I'll leave for you to find.

—Skip Williams, 2013

TABLE OF CONTENTS

A0: Danger at Darkshelf Quarry..... 5

A1: Slave Pits of the Undercity 29

A2: Secret of the Slavers' Stockade..... 55

A3: Assault on the Aerie of the Slave Lords..... 97

A4: In the Dungeons of the Slave Lords..... 129

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AGAINST THE SLAVE LORDS™
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FOREWORD A1

By David "Zeb" Cook

In the early days of TSR, we were still feeling things out, learning what we could and couldn't do. It was in a previous GEN CON Game Fair that we had heard murmurs that the AD&D tournament needed some work. We hadn't realized until then how much the tournament could be, should be, a showcase event. The players who came to Wisconsin deserved a deliberately crafted experience, something that could show TSR and AD&D in the best possible way.

True, there had been tournament modules before, but we wanted a great experience from beginning to end, with a story and characters that carried all the way through. The plan was not only to create the tournaments but also to have the modules for sale on the convention floor the day after each round was completed. If players enjoyed their experience, it was important that they could take it home and share it with their friends.

But that was only the start of the difficulty. Since the first round of the tournament had five sessions (starting Thursday and ending Saturday morning), spoilers had always been a complaint. To be fair and challenging meant there needed to be multiple opening rounds of equal difficulty. It wouldn't do if the Friday morning round was harder than the Thursday afternoon round and both were worse than the Saturday morning round. Players would compare, so all things needed to be different but equal. How do different writers make sessions that were equally challenging?

After hashing as a group through setting, plots, and characters, the solution was to create a template for each of the opening rounds. The length of the tournament round determined the number of encounters players could be expected to complete—hence the length of each dungeon. Sets of monsters were chosen that were basically equal in overall challenge but different from scenario to scenario. Within each set we had main villains and their lackeys, a showcase monster, and one brand-new monster to thwart those who had memorized the *Monster Manual*. After that came a set series of encounters: basic monster, basic monster with trap, trick encounter, new monster, dilemma (a damage-dealing obstacle that could be mitigated or avoided by clever players)—all leading up to the finale with the boss villains. Once the numbers and types were set, it was just a matter of stringing everything together, moving the players from set piece to set piece. The end result: nice, linear, and hopefully balanced tournament rounds.

Today it all sounds so simple, but back then, no one really knew what they were getting into.

—David "Zeb" Cook, 2013

FOREWORD A2

By Harold Johnson

How did this happen? I was hired by TSR as the youngest employee. Now, somehow, I am the venerable old guard. I'm not old! I'm one of you! Like all gamers, I'm lost in that limbo of teenage fascination with games of all types. So where do I start?

I once ran a game for the TSR design staff where I deprived them of their treasured items and set them in a minotaur's maze to survive with just their wits and anything they could scavenge therein. Imagine my surprise when one Monday, Lawrence Schick announced we would be writing that year's AD&D Open for the GEN CON Game Fair and that he had an idea for the final round, where the heroes would be stripped of their possessions and thrown in a dungeon. Hmmm . . . that sounded familiar to me.

Our goal was to provide a model for a new type of adventure that encouraged DMs to use strategy to challenge the players to think. Up to this point, adventures presented monsters that attacked and fought to the death. We wanted to show that even weak monsters could be dangerous when played intelligently. Thus, we established the following design goals:

1. As the heroes rose in level, we would make the monsters weaker (orcs to goblins to kobolds).

2. Challenges would be created to test the ability of the players to think and use teamwork.

3. The DM should encourage the players to be creative and develop their own solutions to the obstacles they faced; no longer would the DM's solution be the only acceptable one!

To provide adventures for each round, we divided the work into four parts. For the sake of consistency and symmetry, we created a list of the types of encounters each would include, then developed tactics that made the monsters challenging. The level of damage and danger was such that one misplayed encounter could result in the death of a hero. Finally, to create a balanced outcome for every team, pre-generated characters were provided, including a female dwarf complete with beard (finally answering the question, do dwarf women have beards?). I think that was Zeb's creation.

One parting note: My partner in crime on module A2 was Tom Moldvay, sadly the first of us to shuffle off this mortal coil. Since a published adventure is much bigger than a tournament, there was a lot more that needed to be written. I spent most of my time designing on pads of paper. In my role as manager of editing, my typing schedule was constantly interrupted and I fell behind schedule. With the deadline looming, I needed help typing … and up stepped Tom! His efforts were so good that it is difficult to discern where my words stop and his words begin. Thanks, Tom! You are greatly missed.

—Harold Johnson, 2013

FOREWORD A3

By Allen Hammack

Some people have asked about names in the modules. Yes, I have fun with words. Combining Latin and Greek, pulling player and character names from my campaign, and twisting the results so they sounded right when I heard them—all were in the bag of tricks. "Suderham," for example, combined elements that to me meant "south home" (a nod to my Alabama roots), and was also a tip of the hat to my artist friend, the late, great Dave Sutherland. "Ayares the Cutpurse" reflected my long-standing annoyance with the Internal Revenue Service.

What was released as module A3 combined the last of five different first-round adventures of the AD&D Tournament for GEN CON, and the semifinal round for the teams that advanced. Lawrence had already outlined what he had in mind for the final round, and I had the "honor" of designing a tournament round that would end with the players defeated and captured no matter how well they had played! A lot of the fun of being a DM is watching players come up with solutions that hadn't occurred to the designer or DM, and I had to find a way to crush the cleverest of parties without killing them. So, yes, I delivered a grossly unfair *deus ex machina* to knock them out at the end.

As Skip and Zeb mention in their forewords, we had a problem with our tournaments. To accommodate large numbers of players, we needed to schedule several entry rounds over the first couple of days at a con. Despite warnings, teams playing later time slots of the same entry round fared progressively better—as if they had inside information about what to expect. Gamers will be gamers, and we love to talk about how we did in the tournament, how we had a rotten DM that messed us up, and so on. Future players heard things . . .

The answer we came up with was to have five different first-round scenarios, so that even if the Thursday morning players blabbed, it wouldn't help the Thursday afternoon or Friday players. It sounds simple, but it multiplied the creative effort required many times over. Harold, Zeb, Tom, and I had to balance the challenge of our scenarios, trying to present each group with a different but equivalent adventure, while progressing along the story line to Lawrence's finale. We tried to balance the total number of hit points faced by the players and, as closely as possible, the number of encounters and number of monsters appearing in each first-round scenario.

It was amusingly, wickedly enjoyable to watch the teams gather as the postings for who had advanced to the final round were made. Every team thought they had failed, since they (and every other team they compared notes with) were defeated in the semifinal round. The looks of astonishment as they found out they had advanced were priceless! Even then, I didn't feel safe letting anyone know I had written the tournament round that had so horribly mistreated them at the end . . . *evil chuckle*

—Allen Hammack, 2012

FOREWORD A4

By Lawrence Schick

Yes, it's true—I stole the idea from Harold Johnson.

In his campaign one night, Harold had our characters get captured, whereupon he took away all our stuff and threw us in a dungeon. The challenge: escape without relying on all our carefully hoarded adventuring gear. Were our characters people with skills and brains, or were they really just lists of equipment?

It was a fun, thought-provoking scenario. I filed away the idea as a way to challenge serious D&D players who thought they were hot stuff. Later, in 1980, we were tasked with coming up with tournament scenarios for GEN CON XIII that could then be turned into adventure modules, and I revived the escape-without-equipment idea to end the tournament, giving the Slave Lords series an unexpected twist.

At that time, we were transitioning as designers from the gilded-hole style dungeons of the 1970s to the more naturalistic, context-driven adventures of the 1980s. It was no longer enough to present labyrinths of rectangular rooms filled with monsters; there had to be a reason those awful things were down there, and a rationale for why the adventurers needed to go in after them. The old "It's okay to kill them and take their stuff—because, you know, they're hobgoblins," was just over and done with. Of course, we still wanted players to kill hobgoblins and take their stuff, but we needed a reason why it was okay to do that. Well, what could be worse than slavery? Just make the bad guys servants of a cabal of despicable Slave Lords, and voilà—problem solved.

Module A4 was a fun scenario to write. I deliberately set out to make every encounter defy player expectations. There was a lot of evil chuckling at the keyboard as I worked away at it. I didn't know it at the time, but it was the last published adventure I would write for D&D, and I'd never do anything quite like it again. By far my favorite part of the module was creating the myconids and their amusing and alien society. D&D needed mushroom men, and I was proud to provide them. Erol Otus supplied the original concepts. "What I want," I told him, "is the dancing mushrooms from Walt Disney's *Fantasia*, only sinister." Being Erol, he knew exactly what I meant, and boy, did he deliver.

One final note: how on earth did the Slave Lords modules get denominated the "A" series? Well, "S" was already taken, and though they were tournament scenarios, "T" was gone as well, having been used for *The Village of Hommlet*. So we decided we'd dub them "A"—for Aerie of the Slave Lords—mainly because that way, whenever modules were listed, ours would be first.

Now you know.

—Lawrence Schick, 2012

Dungeon Module A0
Danger at Darkshelf Quarry

By Skip Williams

AN ADVENTURE FOR CHARACTER LEVELS 1–3

Darkshelf Quarry holds more than limestone and granite. Whispered rumors abound that the quarry's dwarf overseer isn't what he pretends to be, and that he's involved in unscrupulous dealings with foreign threats. Investigation is the only way to learn the truth, but beware! The quarry is well defended, and danger lurks within its dark tunnels and hidden chambers.

This module contains a challenging scenario, along with maps, notes, and background information for the Dungeon Master. Danger at Darkshelf Quarry is a complete adventure in itself, but it can also be used as a prequel to the Slave Lords series: A1 (Slave Pits of the Undercity), *A2* (Secret of the Slavers Stockade), *A3* (Assault on the Aerie of the Slave Lords), *and A4* (In the Dungeons of the Slave Lords).

ADVENTURE BACKGROUND

A quarry located a half-mile from the village of Darkshelf (so named for the dark, stony seabed in the harbor), on the coast of the Sea of Gearnat in Nyrond, has been producing modest amounts of granite and limestone for decades. A surface outcrop of granite was quickly exhausted, but workers tunneled under the surrounding hills to extract more stone. As they moved farther beneath the hills, they discovered seams of flawless limestone.

Today, the quarry is producing more stone than ever. A small, dedicated workforce toils in three shifts around the clock. A steady flow of oxcarts hauls rough blocks of varying size from the quarry to the docks at Darkshelf. From there, the stone goes to building sites up and down the coast or into the continental interior via river barges.

Most of the locals attribute the increased production to the efforts of Bazili Erak, a flame-haired dwarf with a beard to match. Bazili has received the title to the quarry and environs from the local overlord in return for a share of the revenues. Until recently, the overlord has had no cause to complain: revenues from the quarry have quintupled. Bazili has not only increased production but also discovered several veins of pure quartz and even a little gold deep in the quarry (or so he claims).

However, all is not entirely well at the quarry. As the workers tunneled more deeply, they broke into underground springs that flooded parts of the quarry and drowned several members of the crew. Other workers have reported eerie sounds—including moans, cries, rattling chains, sobs, and rhythmic chanting—coming from some of the disused tunnels.

Human workers drawn mostly from Darkshelf and the surrounding country fill two shifts at the quarry. The third shift—working at night—is rumored to consist of dwarves from Bazili's clan (see Bazili Erak, below, for the true story). The human workers never mix with the dwarves or even see them except as shadowy figures deep in the tunnels. Only Bazili deals with these "dwarves."

The quarry isn't the only place where mysterious trouble has arisen. On the waterfront at the village of Darkshelf and on the Pelyra River nearby, several half-eaten bodies, both human and animal, have turned up. Carnivorous fish are suspected, even though some of the victims were found well inland. In truth, several mudtigers from caverns below the quarry have found their way out and have begun hunting in the Darkshelf area. (See the mudtiger entry at the end of the module for details on this monster.)

Perhaps most troubling, pirates and slavers have been active in the region lately. Sailors, fishers, and farmers have been abducted. The local overlord seems to have succeeded in turning the slavers back for the time being. Bazili and his unseen dwarves lent a hand, tracking a slaver gang to its hideout in a midnight raid and freeing a score of captives. The dwarves also killed several slavers and captured a few of them alive. These prisoners were dragged back to Darkshelf, where they were swiftly tried and executed.

Despite the recent success against the slavers, a cloud of unease hangs over Darkshelf and the quarry. The citizens know that the slavers might return at any time and seek revenge for their setback. The other incidents (the noises in the mines, the mysterious dwarves, and the half-eaten bodies) all seem to bode ill for the area.

BAZILI ERAK

The energetic dwarf known as Bazili Erak is really a half-orc fighter named Brubgrok who resembles a dwarf closely enough to fool most people he meets. Brubgrok has genuine skill at mining and stonework, and he has quite a smooth tongue. He successfully negotiated a deal with Darkshelf's overlord for control of the quarry and has been digging a record amount of stone from it. However, his story about finding gold in the quarry is a fabrication; Brubgrok made it up to help explain the income that he is earning from slaving.

The half-orc is part of a growing network of slavers who are taking captives and funneling them to the despoiled city of Highport in the Pomarj. Brubgrok acts as a broker, buying slaves from bands of slavers and hiding them in the depths of the quarry until they can be shipped to Highport. Slaves are transported through a series of caverns that connect the quarry's lowest levels with the Pelyra River.

Brubgrok's "dwarves" are actually goblins. These skinny humanoids can't pass as dwarves, so they try to stay out of sight.

The midnight raid on the slavers' encampment was a staged affair. Brubgrok and his slaver allies rounded up a few members of their organization whose loyalties seemed questionable and told them to collect slaves near Darkshelf. Brubgrok and his goblins then met with the slavers under the pretense of purchasing captives, but instead they turned on the suspected traitors. The slavers who were deemed the most dangerous to the organization were killed outright, and the rest were brought to trial. (The trial itself was legitimate; only the arrest of the culprits was fishy.) The authorities in Darkshelf were unaware of the ruse, and the betrayed slavers never figured out what hit them.

THE MISSION

Darkshelf's overlord, a man named Neistor, is wary of Bazili Erak. While the player characters are in or near the village, they learn that Neistor wants to hire adventurers to look into the dealings at the quarry. If they do not seek out the overlord on their own, eventually he sends for the party.

The characters meet with Neistor in his private office in the town hall. Read the boxed text aloud to the players.

> The village overlord is a stocky, middle-aged man with graying hair and a beard to match. "The results from the quarry seem too good to be true," he says. "And the raid on the slavers' camp was a little too quick and clean, if you ask me."
>
> He starts counting on his fingers as he paces back and forth across the room. "And then there's the dwarves that work in the quarry at night but that nobody ever sees. And, of course, the terrible attacks we've had around Darkshelf."
>
> He turns to face you. "Something's not right at that quarry. Will you look into it for us?"

If the characters ask whether anyone else has investigated the quarry, he hesitates before admitting that he did send another agent.

> "It wasn't so much the quarry as it was the attacks. I sent a man named Kwon out to find what's been killing our people and leaving the bodies looking half chewed-up. He brought me a few reports, but I haven't seen or heard from him in a while now."
>
> Neistor's face becomes grim. "Frankly, I'm worried. I'm hoping that by looking into the quarry, you'll maybe find Kwon—alive, I mean."

If asked, Neistor shares the information that Kwon, a human monk, sent back before he disappeared. In his last communication, he reported finding a hidden dock on the river below the quarry. Kwon indicated that his next move would be to explore the quarry without Bazili Erak's knowledge.

The report includes the location of the ventilation shaft that leads down to area **37** in the quarry's main level. It also reveals the location of a hidden dock on the local river (see Darkshelf and Environs) that leads to area **56** in the caverns below the quarry.

Neistor is worried about his agent, but he does not realize that the monk is not in immediate need of rescue. Kwon has infiltrated the quarry, joined a group of slaves, and started exploring the area in secret (see area **53**).

If the player characters ask for a reward for exploring the quarry and rescuing the monk, Neistor makes them an offer.

> The overlord nods. "Fair enough. Tell you what—you find out what's really going on, put a stop to any trouble, and find Kwon, and I'll pay you 500 gold pieces from the village coffers."
>
> Neistor puts on a weak smile. "Erak's also reported that his dwarves have found a bit of gold deep in the quarry. Don't know if I believe him, but if you stumble across any, you can keep it."

As noted previously, the quarry workers found no gold, but the player characters might interpret Neistor's statement to mean that they are justified in keeping whatever treasure they do happen to find in the quarry.

NOTES FOR THE DUNGEON MASTER

DANGER AT DARKSHELF QUARRY has been designed for six to eight characters of levels 1 to 3. A party wishing to attempt this adventure should include several fighters and at least one cleric, one magic-user, and one thief. A 1st-level party should have seven or eight characters, including one or two elves.

Before running **DANGER AT DARKSHELF QUARRY**, the DM should read the adventure thoroughly so as to become familiar with all the information given about the scenario. Information in the encounter keys is generally divided into two sections. The boxed text should be read to the players when their characters enter an encounter area unless circumstances prevent the party from learning the information given. All other text is meant for the DM only so that he or she can referee the encounter. Players might discover some or all of this information during the game, but they will not know it at the start of the encounter.

The player characters can enter the quarry by any method available to them. The ventilation shaft or caverns are the safest bets for the heroes, but they can also bluff their way in through the guardhouse (area **1**) or the main gallery (area **34**).

An open approach places the characters at considerable risk. The denizens of the quarry are not stupid; they are well aware that the discovery of their true activities could be disastrous. They do their utmost to pose as honest merchants while keeping visitors at arm's length. They require that armed visitors surrender all weapons before entering the quarry. See the notes in each area for guidelines on how the guards there react to visitors.

MONSTER AND NPC STATISTICS

This adventure includes an abbreviated format for monster and NPC statistics:

AC = Armor Class	#AT = Number of attacks
MV = Movement rate	D = Damage
HD = Hit Dice	SA = Special attacks
hp = Hit points	SD = Special defenses

DARKSHELF AND ENVIRONS

Some player groups might poke around the neighborhood before tackling the quarry. The coast around Darkshelf rises quickly to a series of bluffs that are mostly covered in forest. Near the village, the land lies fairly low, and the countryside has been cleared for farming. Farther inland, the bluffs and the trees rise. Just west of the village, the Pelyra River flows into the Sea of Gearnat.

The action in this adventure centers on the quarry, which is located in the high bluffs about three miles inland from the village. The Pelyra River is less than half a mile west of the quarry and connects to its tunnels through an underground tributary.

The Bluffs and Forest

Although not exactly a wilderness, the wooded uplands are wild and lonely. The party won't find anything there except for a few woodcutters and possibly a patrol that Brubgrok has sent from the quarry.

Ventilation Shaft

The player characters might decide to enter the quarry through the ventilation shaft. To find it, they must carefully search the hilltop above the quarry.

The shaft is about 5 feet wide and has stone-lined sides. It is nearly hidden in a thicket of saplings and looks like an abandoned well. Even with Kwon's report, the characters must search for at least an hour, peering into the undergrowth and probing the ground, to locate the shaft.

Once they find the shaft, the characters can easily push through the undergrowth to access it. The shaft leads down 40 feet to area **37** in the quarry. Characters can tie a rope around one of the many trees near the shaft and use it to descend quickly. For the purposes of climbing, the shaft's stone walls are somewhat rough and slightly slippery (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to travel 6" per round, with double the normal chances for a fall.

Random Encounters

Each hour, there is a 1 in 6 chance that the characters have a random encounter. If they do, roll 1d6 and consult the following table to determine what they encounter.

1–2:	Wild animal(s)
3:	Ghoul(s)
4–6:	Patrol

Wild Animal(s): The party encounters a hunting carnivore or other aggressive animal. Roll 1d8 to determine the exact creature(s):

1	**Wild Boar**: AC 7; MV 15"; HD 3+3; hp 14; #AT 1; D 3–12; SA can keep fighting for two to five rounds when at 0 to –6 hit points, but dies when reduced to –7 hit points or fewer.
2–3	**Black Bear**: AC 7; MV 12"; HD 3+3; hp 15; #AT 3; D 1–3/1–3/1–6; SA claw hit on a roll of 18 or better results in a hug that deals an extra 2–8 points of damage.
4–6	**Wolves** (2–5): AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; D 2–5.
7	**Panther**: AC 6; MV 12"; HD 3+2; hp 14; #AT 3; D 1–3/1–3/1–6; SA if both claws hit, can make two extra attacks with rear claws (D 1–4/1–4).
8	**Huge Spider**: AC 6; MV 18"; HD 2+2; hp 11; #AT 1; D 1–6; SA poison bite (+1 bonus to the saving throw), surprise on a 1–5 on 1d6.

Ghouls (1–2): AC 6; MV 9"; HD 2; hp 9 each; #AT 3; D 1–3/1–3/1–6; SA paralysis; SD immune to sleep and charm. These creatures roam the countryside, scavenging for food. They are not opposed to taking fresh meat.

Patrol: The characters encounter a patrol of 2–5 human fighters mounted on light warhorses or a pair of goblins mounted on worgs. Goblins are encountered only at night or in forests where they are shielded from the sun. The patrols are aware of Bazili's secret slave operation but will not divulge what they know unless they are charmed into doing so. They do not know Bazili's true name or that he's a half-orc. There is a 25% chance that Brubgrok or Glyrthiel accompanies a patrol; see areas **18** and **19** for statistics on these leaders. These two NPCs ride light warhorses. If Brubgrok or Glyrthiel is killed in a random encounter, the party cannot encounter that character again in the guardhouse or quarry.

Human Fighters (2–5): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow).

Light Warhorses (1 per rider): AC 7; MV 24"; HD 2+2; hp 10 each; #AT 2; D 1–4/1–4.

Goblin Worg-Riders (2): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (shortsword), or 1–4 (sling); SA split move and fire when mounted (move up to half, fire, and move up to half again).

Worgs (2): AC 6; MV 18"; HD 3+3; hp 15 each; #AT 1; D 2–8.

The Village

Adventurers who investigate the village of Darkshelf before tackling the quarry can learn the quarry's history, as described in the Adventure Background. With a little effort, the party can interview locals who work in the quarry; however, these people know very little. When their shifts begin, they report for work at the main gallery and proceed to one of the active digging sites. Workers can describe the general layout of the top two levels of the quarry, but none has seen the inside of the guardhouse.

Many quarry workers have also heard the troubling sounds mentioned in the Adventure Background, but they cannot say for sure what those sounds really are. The villagers admit that the sounds might arise from wind and water in the tunnels, might be echoes from work in other parts of the quarry, or might just be imagined by people who have the jitters.

Most of the villagers dislike the person they know as Bazili Erak. They describe him as humorless, unkind, and oddly proportioned for a dwarf. He seems to be somewhat hunchbacked, making him taller than he looks, with peculiarly long arms and eyes as red as his coarse hair and beard.

The quarry does legitimate business selling stone. Customers do not linger in Darkshelf for long, but if you wish, the party could meet a sea captain or builder who has done business with the quarry in the past. The customer can tell the party that either Bazili Erak or his assistant, Glyrthiel (a female elf), negotiates the terms and price for any purchase of stone. The usual price is 300 to 500 gp per ton, depending on the size of the stones and the agreed date of delivery.

Several Darkshelf villagers have seen bodies from the mudtiger attacks, though no one has seen a mudtiger and lived to tell the tale. All the bodies have been buried, but if the characters persist, they can have one exhumed. However, the rotten corpse is too decomposed to reveal anything useful. The villagers who saw the bodies when they were fresh say that the victims were bitten deeply, as though savaged by sharks or bears.

The Pelyra River

The river wanders in a series of lazy curves before joining the Sea of Gearnat. Its main channel is 40 to 60 feet wide and about 25 feet deep, with marshy banks. Near Darkshelf, the river snakes along a series of bluffs. The bottomland along the river has plenty of false channels and flooded caves. One of these contains the hidden jetty mentioned in Kwon's report. If the adventurers search the river's south bank for an hour or two, they can locate the jetty.

For random encounters along the river, use the table for the forest, but replace the huge spider with a mudtiger that has 4 Hit Dice.

Although the river is only about half a mile from the quarry as the raven flies, the underground tributary linking the jetty to the caverns below the quarry twists and turns for more than a mile. To enter the quarry via the river, the characters must swim that mile or obtain a boat in Darkshelf. If they use this method of entry, they emerge in area **56** in the caverns.

ADVENTURE TROUBLESHOOTING

Low-level adventurers could wind up as Brubgrok's prisoners, particularly if they fall victim to Glyrthiel's **sleep** spell. Fortunately for the characters, Brubgrok is always looking for new slaves. Captives are stripped of their gear and tossed into the holding area (area **53**), and their gear is taken to Brubgrok's room (area **19**). If the characters are taken prisoner in this way, Kwon helps them break free. The monk steals some gear from the armory (area **10**) and leads the adventurers to area **61** in the caverns, being careful not to disturb the puffball fungi found there.

APPROACHING THE QUARRY

A twisting path, deeply rutted in the places where the surface is not stony, climbs the grassy slopes above the village of Darkshelf. A line of rocky bluffs crowns the slope. Where the turf gives way to the foot of the bluffs, the path splits. One branch levels out and runs to the quarry pit; the second branch turns and climbs sharply toward the guardhouse.

The party is free to leave the path. They must do so if they wish to enter through the ventilation shaft or the hidden jetty.

Openly Entering

Characters can try to bluff their way into the guardhouse or quarry by announcing their presence (by knocking on the guardhouse doors, shouting, or something similar). Doing so alerts the closest set of guards (most likely at areas **17** or **22** in the guardhouse or area **34** in the quarry), who peek out and demand to know the party's business.

Slaving operations at the quarry are kept secret, and any mention of slaves marks the player characters as enemies. The guards, however, are sharp enough to pretend that all is well. A guard asks the party to wait at the bridge while he calls his superiors. The guard then alerts the garrison at areas **6** and **17** in the guardhouse, Glyrthiel at area **18** (or elsewhere in the quarry), and the guards at area **34** in the quarry. Eventually, Glyrthiel and a few guards appear and conduct the visitors to area **5** in the guardhouse, where she attacks the group. Because the elf is often busy supervising or leading patrols, it might take anywhere from a few minutes to two hours or more for her to arrive (see the notes for area **18**).

If the player characters pretend to be interested in buying stone, they are eventually conducted to area **5** for a conference. Glyrthiel negotiates the sale, asks questions about how the stone will be used, and asks the characters to pay at least twice the going price (1,000 gp per ton). If the adventurers accept that deal, Glyrthiel knows they are not legitimate buyers. She also knows the characters are bluffing if they can't discuss stoneworking knowledgeably. The elf does not agree to start work on any project unless the customer pays at least 20 percent of the total fee in advance. She does not expect new customers to have the down payment with them, but she still pushes and tries to get it before they leave the conference room.

If the party fools Glyrthiel, the elf promises them a delivery date, offers them a meal, and bids them farewell. The characters can get a short tour of the quarry if they insist. Glyrthiel gives tours only during the daylight hours; she and a guard lead the characters out of the guardhouse through area **1** and through the quarry pit. After the pit, Glyrthiel shows them the main gallery (area **34**) and one of the dig sites (area **39**) in the quarry proper. Groups that insist on seeing more are attacked. Once the tour is over, Glyrthiel leads the characters back through the pit and sends them on their way.

GUARDHOUSE (GENERAL NOTES)

Brubgrok had the guardhouse built when he took over the quarry. It ostensibly serves as a residence and protects the quarry and its workers from bandits and marauding creatures. In truth, the guardhouse's main purpose is to prevent slaves from escaping. It includes areas for the slavers and their customers to plan shipments and bargain for slaves.

The guardhouse has been built against the quarry pit's south wall, with its lowest floor at the level of the pit, the main floor even with the pit's top, and an upper floor above that.

The lowest level of the guardhouse is carved from the south quarry pit wall (or finished from natural caverns in the walls). The main and upper levels are constructed mostly from granite and limestone from the quarry. The stones vary from fist-sized shards to chunks about the size of a human torso, all irregularly shaped.

Exterior walls and major interior walls are 5 feet thick. Minor interior walls are about 9 inches thick. Though fitted together well, the irregular stones make for somewhat rough surfaces that thieves (or other characters with climbing ability) can scale with the normal chance for success.

Inside, most of the guardhouse is dark, dank, and stuffy, though chambers with exterior windows get extra light and air. Oil lamps set roughly at 15-foot intervals in chambers and passages provide illumination. The lamps are made of iron and mortared into the stone. It's possible to wrench off a lamp with a successful Bend Bars/Lift Gates roll. However, anyone doing so must roll 1d6. On a roll of 1–3, the character spills the oil, and if the lamp is lit, the character is covered in flaming oil and takes 2–12 points of damage, plus an additional 1–6 points the next round as the oil burns out.

Floors inside the guardhouse are stone and fairly smooth, allowing normal movement. Ceilings are about 12 feet high.

Interior doors are made of planks about 3 inches thick, with wrought-iron fittings. They open easily (no roll required) unless the encounter key specifies otherwise. Details on the guardhouse's exterior doors are included in the encounter keys where they are located.

Windows are mere slits in the walls about 6 inches wide and 5 feet high. They have no glass, but most are covered with flaps of thin, translucent parchment.

Guardhouse Personnel Roster

The denizens of the guardhouse move around once they realize they are under attack. The DM might find it handy to cross them off this list as the party defeats them.

Guards and named NPCs that are captured and interrogated admit that Bazili Erak is using the quarry as a cover to mask his secret dealings with slavers. However, only Brubgrok and Glyrthiel know "Bazili Erak" is an alias as well as the details of the slaving operation (see Concluding the Adventure, page 25).

Daylight Resident	Number	Night Resident	Number
Brubgrok (1–2 in 6)	1	Brubgrok (1–2 in 6)	1
Glyrthiel (1–2 in 6)	1	Glyrthiel (1–2 in 6)	1
Goblin	16	Goblin	24
Human sergeant	1	Human sergeant	1
Human guard	10	Human guard	6
Human slave	28	Human slave	28
Nubgrod	1	Nubgrod	1
Snikscab	1	Snikscab	1
Uzgrod	1	Uzgrod	1
Wartslag	1	Wartslag	1
Worg	3	Worg	3
Zodznog	1	Zodznog	1

GUARDHOUSE: MAIN LEVEL

Most of the quarry's business, both legitimate and shady, is conducted here.

1. Entry

> The path runs along a gaping pit chiseled from the rock of the bluffs. A stone guardhouse rises from the pit wall. The building has a mix of light and dark stones, giving it a mottled and decaying appearance, though the stonework looks solid.
>
> The guardhouse is separated from the main slope by a stony crevice, perhaps 10 feet wide and at least twice that deep, with crumbling, mossy walls. A narrow wooden bridge with no railings spans the crevice, ending in a sturdy-looking wooden door.
>
> About 10 or 12 feet above the bridge and door, a crenellated parapet overhangs the walls slightly.
>
> There doesn't seem to be a soul in sight.

No guards are posted at the door, but the guards on the parapet in area **22** watch the bridge and door while keeping out of sight. If the player characters try to force the door or scale the walls, one guard from area **22** races to area **17** for reinforcements, and the rest attack the party with arrows or with rocks dropped through the murder hole in area **22**. If the guard reaches area **17**, a chain of alarms is raised (see areas **6**, **10**, **17**, **18**, **19**, and **20**).

The rocks stacked in area **22** weigh 15 pounds each, and the guards can drop them through the murder hole onto anyone standing in the map square directly below the hole (shown as a shaded area on the map for area **1**). A hit deals 1–6 points of damage. If the rock misses, it bounces into an adjacent space (use the miss procedure from page 64 of the **DUNGEON MASTERS GUIDE**). If the rock bounces into a space where a character stands, roll a new attack against that character; if this second attack misses, the rock does not bounce again.

The murder hole grants 90% cover (+10 bonus to Armor Class) against any attack that has to pass through the hole. The parapet at area **22** grants 50% cover (+4 bonus to Armor Class) against any attack that has to cross the parapet.

The crevice here has rough walls (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to descend to the bottom in two rounds and ascend to the level of the bridge in two rounds. However, the crumbling stone and moss are slightly slippery, doubling the chance that a climber falls. If that occurs, the climber slides down the crumbling wall and takes only 1–4 points of damage from the fall.

The guardhouse's stone wall is fairly rough, and a climber can reach the parapet in one round, with the normal chance for a fall. It takes an additional round to scramble over the parapet, with double the normal chance for a fall.

A fall when climbing the guardhouse wall or the parapet results in 1–6 plus 1–4 points of damage as the character plummets to the base of the wall, then slides into the crevice.

Entering the Guardhouse: Characters can knock down the door here to enter the guardhouse. The door is barred from the inside, effectively locking it. A **knock** spell opens the door, but an Open Locks attempt does not because the door has no external lock to open. A character can force the door with an Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces the door. Finally, the party can beat the door down with weapon attacks; the door can withstand 40 points of damage before splintering.

2. Receiving Hall

> Orange flames from smoky oil lamps light this wide hall. There are no furnishings, but doors line the long walls.

The door leading to area **1** is barred on this side. The bar fits well and is easy to remove from this side.

Normally, no guards are stationed here, but if the slavers know (or suspect) that visitors are coming, four guards from area **6** are posted here. They escort peaceful visitors to area **5**.

3. Guest Rooms

Brubgrok keeps these three rooms for important visitors, such as well-heeled stone buyers or messengers from the slaver network. Each room has an iron oil lamp mortared into a stone wall, but when the chambers are not occupied, the lamps are not lit.

> The door opens into a darkened room. The air inside has a pleasant scent. A thick carpet covers the floor, and tapestries adorn the walls. The room has a trio of armchairs with quilted cushions, a writing desk with a straight-backed chair, and a canopied bed flanked by small night tables, each with a bowl and pitcher on top. Near the foot of the bed stands an unlit brazier on an iron tripod.

These chambers have rich furnishings but nothing else of interest. Brubgrok has each room cleaned and all evidence of the latest occupant removed as soon as a guest leaves. The braziers are meant to provide heat; each contains some unburned charcoal and a bit of ash. Each pitcher is stuffed with a bouquet of herbs to keep the chamber's air fresh.

Two flat chests with casters lie under the bed in each chamber. Each chest has a hasp but no lock. All the chests are empty.

Each room has a carpet and four tapestries worth 75 gp apiece. A carpet weighs 50 pounds, and a tapestry weighs 30 pounds.

4. Dormitory Rooms

These five identical rooms are for less favored guests or for servants or guards accompanying guests housed in area **3**. Each chamber has an unlit oil lamp.

> This cramped chamber has stacks of bunks against the east and south walls. It also has a table and a few hard chairs.

An unlocked, empty chest lies under the bottom bunk in each chamber.

5. Conference Room

Here, Brubgrok and Glyrthiel meet with potential customers—and slyly interrogate suspicious visitors. The chamber has a fireplace and two oil lamps, but they are unlit and cold when the room is not being used.

> This chamber has a fireplace in the middle of the south wall with a supply of wood stacked nearby. A gleaming table surrounded by high-backed chairs fills most of the chamber.

If the characters have been led here from area **1**, they are invited to sit at the table while servants light the lamps and fireplace. Glyrthiel arrives shortly to meet with the characters, as described under Openly Entering. Four guards from area **6** wait outside, one pair at each door.

Although the table and chairs in this room are well made, they are not particularly valuable. The stack of firewood is dry and well seasoned but otherwise is not special.

A fight here draws any guards in area **6** after two rounds and the sergeant from area **10** one round after that.

6. Barracks

The quarry's human guards live here. The chamber has no door, just a heavy curtain drawn across the entry.

> The chamber beyond the curtain has an L shape that bends to the right. There are two pairs of narrow windows on the wall opposite the entry and to the left. Tiers of bunks rise along the walls with the windows. Two plain, scarred tables with hard chairs stand against the inner corner of the L. A smoky oil lamp burns above each table. A thin layer of soiled rushes covers the stone floor.

This room has 24 bunks, one for each guard who lives here. However, only six guards are present at any given time.

Human Guards (6): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

During daylight hours, the guards spend time sitting at the tables, gambling, swapping tall tales, and occasionally wrestling or brawling among themselves. They keep their weapons within easy reach at all times. They know that visitors have no business in here, and they attack anyone who enters unaccompanied by Brubgrok or Glyrthiel.

The guards fight to the death. The archers shoot at lightly armored or unarmored foes; their comrades try to keep foes away from the archers.

Each guard has a small locked chest that holds a few coins and personal possessions. The guards carry the keys on their persons. The chests are stored under the bunks and tables. Collectively, the 24 chests contain 3,000 sp and seven 100-gp jewels (wrought silver rings or armbands decorated with ornamental stones), along with various common items, such as dice, knives, and spare clothes of negligible value.

Most denizens of the guardhouse are accustomed to raucous sounds from this area and do not respond to a fight here. However, the sergeant in area **10** knows his troops and responds to the sounds of a battle here, arriving in two rounds. Likewise, the guards here notice any fight in area **10** and rush to the sergeant's aid in two rounds.

If an alarm is raised in area **1**, two guards move from here to reinforce area **17**, and one guard goes to summon the sergeant from area **10**.

7. East Spiral Stairs

> A tiny landing lit by an oil lamp gives access to a tightly spiraling staircase that leads up and down.

The stairs lead up about 14 feet to area **15** on the upper level and down about 25 feet to area **28** on the lower level.

8. Storage and Display Area

The slavers store supplies in this chamber, but occasionally they clear it out to put a few slaves on display.

> This fairly long and wide room has six exits: two alcoves in the west wall, two in the east wall, and two doors in the south wall.
>
> A line of crates and barrels runs down the chamber's center.

The crates and barrels contain mundane supplies: bolts of common cloth, flour, leather, metal ingots, firewood, charcoal, dried rushes, and the like. The only valuable commodity is a barrel of lamp oil. It holds the equivalent of 75 flasks. One crate holds several 20-foot lengths of chain (well used) and many sets of manacles.

Characters who investigate the collection of supplies notice a line of heavy steel rings set into niches in the stone floor. The slavers chain their captives to the rings when they conduct a sale.

9. West Spiral Stairs

> An oil lamp set into the wall here marks the base of stone stairs that spiral upward.

The stairs lead up about 14 feet to area **16** on the upper level.

10. Armory

> This L-shaped chamber has pairs of narrow windows on the north and west walls. The southern arm of the L is screened off with a barrier made of wood and canvas.
>
> The northern arm of the L holds a long rack hung with suits of chainmail. The rack also contains helmets, shields, swords, bows, and quivers of arrows.
>
> A pair of barrels stands near the rack, along with a few three-legged stools and a small anvil.

The sergeant of the guard lives in the screened area to the south.

Sergeant of the Guard (2nd-level human fighter): AC 2; MV 6"; HD 2; hp 15; #AT 1; D 2–9 (longsword plus Strength) or 1–6 (shortbow).

The sergeant spends most of his time here. He attacks anyone spotted prowling around the guardhouse unaccompanied by Brubgrok or Glyrthiel.

In a fight, the sergeant concentrates on the toughest-looking opponent while bellowing for the guards in area **6**, who arrive to assist in two rounds. Likewise, the sergeant notices any combat that takes place in area **6** and joins that battle in two rounds.

If the sergeant is allowed to continue bellowing for three rounds or more, his shouts alert the guards in area **17**. Once alerted, half the guards there descend the stairs at areas **7** and **9** and join the fray.

If an alarm is raised from area **1** or area **17**, the sergeant investigates.

The sergeant has a comfortable bed, a chest of drawers, a writing table with a hard chair, and an armchair. He also has a brazier similar to those in area **3**, except a small charcoal fire burns in this one. A bucket of charcoal sits below the brazier.

The chest of drawers contains personal items and mundane equipment.

A loose stone under the bed (treat as a secret door) contains the guards' pay chest. The chest is locked (the sergeant has the key) and contains 5,000 sp.

The weapons and armor on the rack are well used but still serviceable. If the characters examine the weapons and armor, they discover that about half the items are made for small creatures. These smaller weapons and armor are intended for the quarry's goblins.

11. Great Hall

Most denizens of the guardhouse eat their meals here three times a day (though guards who are on duty take their meals at their posts). The hall stands dark and empty the rest of the time. The boxed text below assumes that the player characters visit the room when it is empty.

This shadowy room has four exits, all doors. Two are in the south wall, set into alcoves. There are also doors to the north and to the east.

The chamber has a low dais at the west end. A sturdy-looking table and comfortable chairs stand atop the dais. The eastern portion of the room has two longer tables, each flanked by wooden benches.

Rushes, both fresh and dried, cover the chamber's floor in a thick layer.

The great hall holds nothing remarkable. After each meal, Brubgrok's servants gather up the rushes (along with any food scraps) and burn the lot in area **12**, then put new rushes down in the hall.

12. Kitchen

A wave of moist heat rushes forth as the door opens. The odors of overheated grease, charred meat, and old ashes follow.

Beyond the doorway lies a long, narrow room with a blazing hearth at the eastern end. A table mottled with glistening stains and an unsavory mix of fur, bone, and feathers takes up most of the chamber. Animal carcasses hang from the ceiling by hooks and chains.

Four human cooks labor in here nearly around the clock. Zodznog, a female half-orc with a leathery face, oversees their efforts and ensures that the cooks work until they drop. She does not tolerate interlopers in the kitchen—not even Brubgrok or Glyrthiel.

Zodznog (half-orc): AC 6; MV 9"; HD 1; hp 6; #AT 1, D 1–4 (improvised weapon).

Human Slaves (4): AC 9; MV 12"; HD 1; hp 3 each; #AT 1; D 1–4 (improvised weapon).

Zodznog knows about the ladder in area **13** that leads down to the spring chamber (area **26**) on the lower level. She allows goblins or other individuals who belong in the guardhouse to pass through the kitchen while traveling to or from area **13**. Otherwise, Zodznog gives an uninvited visitor one chance to exit the kitchen gracefully. If the visitor lingers, she chucks a cleaver at the trespasser. Zodznog prefers to hang back and toss knives, cleavers, and heavy pots (she has plenty of such items at hand) at any target that offers her a clear shot. However, she is not afraid of melee combat.

The slaves hate Zodznog, but they also fear her, so they take up knives, cleavers, rolling pins, and other kitchen implements and join the fray against intruders. The slaves attack the closest foe and fight desperately, hoping to win Zodznog's approval. If the half-orc falls, any slaves still fighting immediately surrender.

The slaves know quite a bit about the guardhouse and a little about the quarry, but they are too exhausted and frightened to volunteer such information—they do not appreciate the value of what they know. If the player characters think to ask the slaves about these topics, they can learn useful information. All the slaves tell essentially the same story about coming here:

- Raiders abducted them from their homes. Eventually they were brought to the quarry on a ship that traveled up the local river and tied up at a jetty (west of area **56** in the caverns). After that, they were blindfolded and carried a "very long way."
- The slaves are vaguely aware that a village is nearby, but they do not know its name.
- They know that some of the quarry workers are not enslaved, but they have never been able to speak with any of those workers.
- They know that goblins also work the depths of the quarry, and the tunnels include some sort of unholy chapel or temple (area **42**).
- Eventually, the slaves were imprisoned in area **21** on the upper level of the guardhouse.
- They know that more slaves are currently being held in area **21**, and turnover is slow. Some slaves leave (presumably sold) only to be replaced by new ones.
- The slaves know about the taskmasters in area **20** but are not sure what kind of creatures they are. The slaves describe them as big, powerful, and very brutal goblins.
- The slaves have seen the guardposts at areas **17** and **22**, and they know that goblins staff the posts at night. They have delivered food to the guards at both areas.
- They do not know about the traps in areas **15** and **16**, but they are aware that guards always announce themselves before entering or leaving the tops of the staircases.
- Zodznog keeps these slaves on the brink of starvation and exhaustion. After the excitement of the encounter fades, they collapse and become all but helpless for at least a day.

13. Buttery

This chamber is fitted with two oil lamps, but they are rarely lit.

The door opens into a darkened room. Three great casks lie atop trestles arranged along the east wall. Barrels and casks fill most of the chamber's floor. A rack full of bottles and jugs stands along the east wall.

Standing among the casks and barrels at the back of the room is a small windlass with a bucket and chain hanging from it. A wooden trapdoor lies under the windlass.

The chamber holds a wide array of beverages intended for the quarry workers and guests. Most of the casks and barrels contain beer, mead, or hard cider; all of these are drinkable, but none is valuable. The rack of bottles contains wines and distilled spirits; fifteen of them are rare or fine enough to bring a good market price. Collectively, the fifteen bottles are worth 1,500 gp. It takes at least two turns of searching to separate the valuable bottles from the rest of the collection.

Lifting the trapdoor beneath the windlass reveals a shaft leading down to area **26** on the lower level, with a ladder for climbing. The windlass has enough rope and chain to lower the bucket into the pool in area **26**. The apparatus is strong enough to hold a 300-pound load.

14. Larder

Like the buttery, this room has two oil lamps, but they are rarely lit.

Shelves crammed with boxes and packages wrapped in parchment line the back wall in this darkened room. Crates and barrels crowd the floor.

The containers in here hold foodstuffs: cheese, salted meat, flour, and a few dried fruits and vegetables.

GUARDHOUSE: UPPER LEVEL

The upper level contains a few guardposts and living quarters for the principal residents. Only the central section has a roof; the rest of the level is open to the sky.

A crenellated parapet rings the whole level. The crenellations are about three feet high—just tall enough for the guards up here to remain out of sight if they hunker down behind them. A creature on the parapet gains 50% cover (+4 bonus to Armor Class) against any attack that has to cross the parapet.

15. East Spiral Stairs

> A single step down leads to a landing with a spiral staircase that curls downward. An oil lamp with a smoky flame illuminates the landing.

The stairs lead down about 14 feet to area **7** on the main level.

The top step is trapped. It has a hinged lid that opens into a cavity that contains a spring-loaded trap designed to grab and crush any limb stuck in it (like a bear trap). A successful save vs. breath weapon allows a character to avoid getting caught. If the save fails, the trap catches the character by the ankle. The trap's jaws deal 1–4 points of damage and hold the character fast. It takes a successful Open Doors roll to pry open the jaws and release the trapped character. A character injured by the trap moves at half speed until the damage dealt by the trap is healed.

A hidden lever in area **17** temporarily deactivates the trap by locking the cover in place. The guardhouse residents are in the habit of announcing themselves as they climb the stairs so the guards in area **17** will deactivate the trap for them. See the area **17** description for more details.

16. West Spiral Stairs

This staircase is identical to the one in area **15** (including the trap) except that it leads down about 14 feet to area **9** on the main level.

17. North Guardposts

> Crenellations surround this flat rooftop except at one corner, where archways lead into a covered area.
>
> The rooftop is bare except for two stacks of stones, roughly piled.

As noted in the descriptions for areas **15** and **16**, hidden levers here activate and deactivate the traps at the tops of the staircases. The levers are located in the walls separating each guardpost from the nearest stairwell. The guards here are accustomed to deactivating the traps when anyone in a stairwell calls out, without stopping to identify the newcomer.

During daylight hours, two human guards are on duty here. They use the same tactics as the guards in area **6**.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

After sunset, four goblin warriors stand guard here. The goblins toss their spears, then try to hang back and use their slings, though they use their short swords if necessary.

Goblins (4): AC 6; MV 6"; HD 1–1, hp 3 each; #AT 1, D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

The guards here, whether human or goblin, keep watch over the quarry pit below. If they notice anyone approaching area **23** on the lower level, they hail the visitors and most likely attack, as noted in the area **23** description.

Combat at one guardpost immediately alerts the guards at the other post, and they lose no time in coming to their comrades' aid. The reinforcements use missile weapons, if possible, to attack the invaders.

Both sets of guards eventually notice any fighting in area **10** (and in area **6** if the sergeant becomes involved there), and they send half their number to assist. Likewise, the residents in areas **6** or **10** assist their comrades here, as noted in those area descriptions.

If the guards at area **22** face a fight, they come to the north posts for help, and the guards here send half their number to join the battle. Brubgrok (if present in area **19**) and Glyrthiel (if present in area **18**) are alert to any disturbances here, and after two or three rounds, they become involved in any battle that involves the guards.

18. Glyrthiel's Chamber

The characters can peek in here through the windows on the north wall. As with the other windows in the guardhouse, sheets of translucent parchment cover the windows from the inside of the chamber. The player characters can easily slit the parchment with a sharp weapon, but doing so alerts anyone in the room.

> Bright light fills this genteel chamber. A thick rug covers the floor, and a chandelier of silvery metal hangs above. There's a four-poster bed, a hearth where a carefully banked fire glows, and a leather-covered table with an ornate desk pushed against one end. A comfortable-looking chair is pushed under the desk, and two padded chairs sit near the table. Tapestries depicting woodland scenes cover the walls.

The light in here comes from a **continual light** spell placed on one arm of the chandelier. The chandelier is made from highly polished steel. It looks expensive but has negligible market value.

The bed, table, and desk are well made but not worth a great deal. The desk has several drawers and numerous cubbies and pigeon holes. A false bottom in one drawer hides Glyrthiel's spellbook, which contains the following 1st-level magic-user spells: **friends**, **read magic**, **shield**, **sleep**, and **unseen servant**. The rest of the desk holds an assortment of trinkets and personal items, including a silver and bloodstone ring (75 gp), three small jade figurines (100 gp each), and a pouch containing 10 sp, 15 gp, and 5 pp. The desk also has a lead cap for dousing the continual light effect on the chandelier and a multipiece wooden rod for placing or removing the cap. It takes two turns to completely search the desk.

The room's carpet weighs 50 pounds and is worth 75 gp. The room has eight tapestries; each weighs 30 pounds and is worth 30 gp.

Brubgrok's chief assistant, Glyrthiel, lives here, but she is present only about a third the time (roll 1d6; Glyrthiel is here on a 1–2). The rest of the time, the elf is out supervising activities around the guardhouse and quarry or leading patrols. In a fight, Glyrthiel uses her bow if she can or her sword if she must. She uses her **shield** spell to protect against counterattacks, and she looks for a chance to drop her **sleep** spell on as many foes as possible while limiting the number of allies she affects. If necessary, she waits until a few allies fall in combat before casting **sleep**.

Glyrthiel (2nd-level elf fighter/magic-user): AC 5; MV 9"; HD 2; hp 9; #AT 1; D 1–8 (long sword) or 1–6 (long bow); spells memorized: **sleep**, **shield**.

When Glyrthiel is in her room, she keeps an eye (or at least an ear) on the rest of the upper level. If the guards at areas **17** or **22** begin dealing with a situation, Glyrthiel joins the effort after two or three rounds. She immediately responds to any trouble at areas **19**, **20**, or **21**.

19. Brubgrok's Chamber

As with area **18**, this chamber has windows covered with translucent parchment, and the same rules for cutting and peeking apply.

> The stench of sweat, unwashed bedding, and half-eaten food hangs heavy in this room. The only light comes from a faint glow from the fireplace, which contains a few smoldering embers, and whatever filters in through the windows.
>
> The room has no furnishings, just a low dais blanketed in greasy-looking furs and littered with dirty bowls and a few gnawed bones.

The heap of furs on the dais conceals a small strongbox that holds 350 pp and 10 carnelians (50 gp each). The strongbox is locked (Brubgrok has the key); the characters can break it open by dealing 20 points of damage to it. The dais also holds five furs and silks worth 200 gp each.

Brubgrok uses this chamber to relax and act like an orc once in a while. Posing as the industrious Bazili Erak is a drain on him. Brubgrok is present only about a third of the time (roll 1d6; Brubgrok is here on a 1–2). The rest of the time, he is out supervising activities around the guardhouse and quarry or leading patrols.

Brubgrok (3rd-level half-orc fighter): AC 2; MV 6"; HD 3; hp 18; #AT 1 (+2 melee due to Strength and magic sword); D 5–12 (**long sword +1** plus Strength) or 4–9 (long bow plus Strength).

In a fight, Brubgrok tries to eliminate the most dangerous opponent first, then mop up the survivors. If he has allies in a fight, Brubgrok spends at least a few rounds firing arrows at opposing spellcasters before closing to melee.

Like his elf assistant, Brubgrok pays attention to noises on the upper level when he is in his room. If the guards at areas **17** or **22** begin dealing with a situation, the half-orc joins the effort after two or three rounds. He immediately responds to any trouble at areas **19**, **20**, or **21**.

20. Taskmasters' Chamber

This room once had windows in the east wall, but they have been bricked up. A dwarf character has the usual chance to detect the new stonework.

> This darkened chamber reeks of sweat and filth. Two braziers brimming with glowing coals provide dim light.
>
> A low stone slab sits near the north wall, and a heap of dirty furs lies against the south wall. A collection of chains, manacles, and leather straps hangs from the ceiling. A heavy wooden rack that holds whips, prods, knives, and irons stands near the slab.

The pile of furs hides two leather pouches, each holding 100 gp.

Brubgrok had this chamber built to serve as a chapel for his elemental cleric allies. The clerics preferred the depths of the quarry, however, and now this room belongs to Snikscab and Nubgrod, two bugbears tasked with training and disciplining slaves. The bugbears are present about half the time (roll 1d6; they are here on a 1–3); otherwise, they are harassing the slaves in area **21**.

Bugbears (2): AC 5; MV 9"; HD 3+1; hp 14 each; #AT 1; D 2–8; SA surprise on a 1–3 on 1d6.

Although the bugbears are stealthy and cunning, they have become accustomed to making slaves cringe with little more than a nasty look. In a fight, they try to focus on weak opponents that they can defeat quickly and perhaps sow despair among the enemy.

Snikscab and Nubgrod are generally aware of what's going on around them. If they detect any disturbance on the upper level, they go to guard the slaves in area **21**. The bugbears have a set of keys for all the manacles in the guardhouse, which one or the other carries at all times.

21. Holding Cell

This chamber serves as a holding area for slaves in training.

> This dismal space stinks of unwashed bodies. Tiers of bloodstained bunks line the chamber's long walls. A dozen half-naked people lie chained in the bunks, and several more stand or crouch in the aisle between the bunks, chained to rings in the floor.

The bugbear taskmasters Snikscab and Nubgrod split their time between this chamber and area **20**. If the party confronts the bugbears here, they fight as noted in the description for area **20**. However, if one bugbear is slain and the other reduced to 8 hit points or fewer while fighting in this room, the survivor grabs the nearest slave and threatens to kill him or her unless the party backs off. If the characters comply, the bugbear unlocks the slave and sidles out of the room, dragging the hostage, and tries to make his way to area **28** on the lower level (going down the stairs at area **15**).

The holding cell houses 18 slaves. If freed, they are grateful but in no condition to assist the player characters. Unlike the slaves in area **12**, they have not been in the guardhouse long enough to learn the layout or routine, but they can tell the party how they came to be here (see the notes for area **12**).

Human Slaves (18): AC 9; MV 12"; HD 1; hp 3 each; #AT 0; D nil.

22. South Guardpost

> A crenellated battlement surrounds this parapet. In the floor is a 5-foot-wide hole with sloped sides. Piles of stones, loosely stacked, flank the hole.

From here, guards keep a constant watch over area **1**, below. During daylight, two human guards are on duty. After sunset, four goblin warriors stand guard here instead.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

Goblins (4): AC 6; MV 6"; HD 1–1, hp 3 each; #AT 1, D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

The guards, whether human or goblin, stay focused on area **1** no matter what they hear going on in the upper level. If attacked, they defend themselves using the tactics described for area **17**. See the description for area **1** for details on how the guards react to intruders or visitors below.

GUARDHOUSE: LOWER LEVEL

The lower level houses most of the animals and many of the goblins that toil in the quarry. The areas in this level are primarily natural caverns or spaces hewn from the rock. Unlike in the rest of the guardhouse, the areas here have no windows or oil lamps (except where noted in the text). Phosphorescent fungi growing on the walls and ceiling provide dim light.

23. Lower Entrance

> The stony pit here has a fairly smooth floor broken by cracks. Weeds sprout from the fissures, and gaps in these bands of low foliage form a path of sorts. A crude stone guardhouse rises from the quarry pit floor, clinging to the pit wall for one story before rising two floors higher. The top story, perhaps 30 feet above the pit floor, has a crenellated parapet that overhangs the walls slightly. It's hard to be sure, but a few armored guards seem to be pacing to and fro atop the battlement.

On the pit floor, two pairs of double doors stand about 20 feet apart. No guards are posted at either set, but the guards on the parapet above (area **17**) watch the doors while keeping out of sight. If the player characters try to force a door or scale the walls, one guard from area **17** goes to area **6** for reinforcements while the others attack with arrows or with rocks tossed from the parapet. See area **1** for details on resolving attacks with dropped rocks. Rocks dropped from area **17** deal 2–8 points of damage to targets on the pit floor.

The parapet at area **17** provides 50% cover (+4 bonus to Armor Class) against any attack that has to cross it.

A guard stationed in area **17** can reach area **6** in three rounds. After the guard arrives there, a chain of alarms is raised (see areas **6**, **10**, **17**, **18**, **19**, and **20**).

Entering the Guardhouse: The double doors are secured from the inside with simple iron latches. A successful Open Doors roll allows a character to force one set of doors open. The latches cannot be picked, but a successful Open Locks roll allows a character to jimmy the latch and open a door without making an Open Doors roll. A **knock** spell opens a door.

The characters can try to bluff their way into the guardhouse by announcing their presence (by knocking on the doors, shouting, or something similar). Doing so alerts the guards at area **17**; see the Openly Entering section of this adventure (page 9) for details on how the slavers deal with nonviolent visitors.

24. Stable

> Dim light reveals a high ceiling and a wide space. The air feels warm and moist. It carries the scents of hay and manure mixed with the tang of coal smoke. From somewhere in the shadowy depths comes a low chorus of metallic scrapes and clinks.

The quarry uses mules for hauling heavy loads of stone out of the tunnels and oxen for moving stone overland. The draft animals are kept here when not working, along with a few horses and ponies for riding. Open animal stalls line the west wall (see area **25** for details).

A 4-foot-high stone wall runs down the center of the stable. Rings set in the stone allow animals to be tethered for shoeing, grooming, or temporary housing.

Uzgrod, Brubgrok's half-orc chief groom, is in charge of the animals here. Uzgrod has six human slaves who do the real work.

Almost nobody comes to the stable except for quarry workers bringing in animals and a few goblins moving between area **28** and the guardhouse's upper level. If anyone who is not a goblin or is not escorted by Brubgrok or Glyrthiel tries to pass through the stable, Uzgrod stops the visitor and demands an explanation. He is cagey enough to pretend to accept stories that he thinks are bunk so he can ambush the intruder.

Uzgrod (half-orc): AC 5; MV 9"; HD 1; hp 6; #AT 1; D 1–8 (scimitar) or 1–4 (dagger).

Uzgrod carries a scimitar but prefers to toss daggers at his foes, preferably from behind the dividing wall or a draft animal. The half-orc carries no treasure, but he has a key to the door that leads into area **26**. Uzgrod is accustomed to loud noises and foul smells coming from area **27** and pays no heed to what is happening in the smithy.

Human Slaves (6): AC 9; MV 12"; HD 1; hp 3 each; #AT 1; D 1–6 (improvised weapon).

The slaves hate Uzgrod, but they also fear him, so they take up staves or pitchforks and join the fray if a fight breaks out. The slaves attack the closest foe and fight desperately, hoping to win Uzgrod's approval. If the half-orc falls, any slaves still fighting immediately surrender.

Like the slaves in the kitchen (area **12**), these slaves are too frightened and tired to realize that their information would be valuable to the player characters. They do not know much about the guardhouse or the routines that its residents follow; however, they were once held in area **21** and subjected to the attentions of Snikscab and Nubgrod. The slaves cannot clearly recall anything else about the upper floors of the guardhouse.

They know about the secret door leading to area **28** and that beyond it are many cruel goblins and their pet wolves. The slaves also know about the staircase in area **28** and the ladder in area **26**, but they do not know where either one leads (other than "up").

The slaves also know about the smith in area **27** (who they describe as a tall, powerful goblin) and warn the party that he has probably gone up the ladder in the spring chamber (area **26**) to get help or is lying in wait somewhere for the group. They're right; see the notes for area **27**.

The stable slaves get a fair amount of fresh air and (barely) adequate food to keep them strong enough to tackle the challenges of physical labor. If the player characters suggest it, the slaves take up their pitchforks and accompany the adventurers as they continue to explore. However, their nerves are shattered, and they panic if faced with the slightest danger, tossing down their weapons and fleeing as fast as they can.

25. Stalls

> A row of stone stalls lines the wall here, each at least three paces wide. Each stall is fronted with a wooden wall that has a split door (with an upper and lower half) fastened on the outside with a leather loop and a peg.

Two stalls are crammed with supplies: fodder, bedding, and grain for the animals, plus coal and scrap iron for the forge at area **27**. The remaining stalls either are empty or hold a single horse, pony, or mule. Each of these stalls has a manger, a water trough, and a floor covered in deep straw.

26. Spring Room

The door leading into this chamber is always kept locked from the east side. Uzgrod (area **24**) and Wartslag (area **27**) have keys. The lock can be picked with an Open Locks roll. A **knock** spell opens the door. A successful Bend Bars/Lift Gates roll forces the door. A character can also force the door with an Open Doors roll, but reduce the chance for success by 1. The party can beat the door down with weapon attacks; the door can withstand 30 points of damage before splintering.

> This chamber has a musty but not unpleasant smell, like grass after a rain. The sound of dripping water echoes loudly. The space seems utterly black and cold, without the faintest gleam of light or heat.

The room has two oil lamps that are just like those on the upper levels. One lamp is placed near the bottom of the ladder leading to area **13**, and the other lies at the foot of the stairs leading to area **27**. Both lamps are usually kept unlit.

When the guardhouse was built, Brubgrok had a basin chiseled into the rock here to hold the water from a natural spring. The whole chamber is flooded to a depth of about 2 feet. Brubgrok's servants keep the walls clear of fungi, but some mold still grows on the walls and in the shaft leading up. Water flows silently from the spring, but condensation from the walls creates a steady drip into the basin.

27. Smithy

> A low dais here holds a wide, stone bowl heaped with hot coals that cast an eerie glow over the area. The bowl is surrounded by a visible haze and the reek of coal smoke. Next to the fiery bowl stands a massive iron anvil set atop a stone pedestal. Opposite the anvil lies a stone bench with a great leather bellows and several hammers and sets of tongs heaped on it. A wooden bin filled with coal stands next to the bench.

Wartslag, the bugbear blacksmith, lives and works here. Most of his job consists of making shoes for the quarry's mules and horses, but he also creates or repairs all manner of iron or steel items. The smith spends all his time here tinkering with metalwork, snoozing, or playing knucklebones with his two goblin assistants.

Wartslag pays attention to what happens in areas **24** and **25**, including any comings and goings from areas **26** and **28**. If he notices trouble, he hides behind his forge, hoping to ambush intruders who might come his way.

Wartslag (bugbear): AC 5; MV 9"; HD 3+1; hp 16; #AT 1; D 2–8 or 2–5 (hammer); SA surprise on a 1–3 on 1d6.

Goblins (2): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (short sword) or 1–4 (sling).

If Wartslag manages to surprise the intruders, he attacks the closest opponent. Otherwise, he maneuvers away and chucks hammers (he carries three with him and has four more on his workbench) at lightly armored or unarmored foes until someone engages him in melee.

Wartslag's two goblin assistants use the forge as cover (+4 bonus to Armor Class) and attack with their slings for as long as they can. If an enemy moves into melee range, they toss a stinkbomb they created from animal dung and fungi. The bomb creates a cloud that covers the whole dais and all the squares adjacent to it for five rounds. Anyone in the cloud (except for Wartslag and his assistants, who have built up an immunity) becomes sickened and weakened due to the stench unless the character makes a successful save vs. poison. A failed save results in the loss of 1 point of Strength per round for as long as the victim remains in the cloud and for one round after the victim leaves the cloud. Strength loss lasts for ten rounds after the poison has taken its final effect.

28. Staircase and Guardpost

> A natural grotto lit by an oil lamp wedged into a crack in the wall gives access to a tightly spiraling staircase that leads up.

The stairs lead up about 25 feet to area **7** on the main level.

Two goblins and a worg stand guard here, keeping an eye on the stairs and defending areas **29**–**32** against intruders. In a fight, the goblins try to pin down foes while the worg uses its speed to attack from the flank or rear. It circles through area **29** if necessary to gain an advantage.

Goblins (2): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

Worg: AC 6; MV 18"; HD 3+3; hp 15; #AT 1; D 2–8.

Any combat here alerts the goblins in areas **30** and **31** and the worgs in area **32**.

29. Pool and Grotto

> Nearly every surface in this space seems covered with multicolored stalactites and stalagmites. Several massive natural columns surround a pool of water.

The goblins in this part of the guardhouse use the pool as a water supply. It holds a few blind fish and crayfish, but nothing else.

30. Goblin Den

> This fairly wide cavern bounded by natural columns has a lofty ceiling. The mingled scents of smoke, seared meat, sweat, and unwashed clothing hang heavy in the air.
>
> A pit in the chamber floor holds a smoldering fire, where slabs of meat sizzle on skewers thrust into the ash.

Some of the quarry's off-duty goblins lounge here. At night, eight goblins gather around the fire, nibbling on rations and passing the time. During the day, only four goblins are present.

Goblins (4 or 8): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

In a fight, one goblin scurries to area **32** to acquire a worg mount while the rest attack. These goblins also respond to any disturbances in area **32**. They are accustomed to hearing occasional outbursts from area **28**, but if a fight there lasts more than three rounds, one of the goblins here fetches a worg mount and joins the battle. Meanwhile, two more goblins go directly to the battle.

The goblins hide their treasures in clay pots buried in the fire pit. Nine pots hold a total of 700 sp, 200 gp, and nine bloodstones worth 15 gp each.

31. Goblin Barracks

> Darkness fills this area. A few patches of luminous fungi cling to the walls, glowing like stars on a foggy night. The sour odors of old sweat and dirt pervade the atmosphere.

Four goblins rest here at night, eight during the day. They have scraped most of the cavern's luminous fungi from the walls to make the chamber dark. Characters without infravision cannot see in here without supplemental light. The goblins use the same tactics as those described in area **30**.

Goblins (4 or 8): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

32. Worg Den

> Deep shadows fill this space, which reeks of offal. Shards of bone crunch underfoot.

This chamber is mostly free of luminous fungi, just as in area **31**. The goblins keep two worgs here. Two sets of tack and harness hang from pegs driven into a wall.

Worgs (2): AC 6; MV 18"; HD 3+3; hp 15; #AT 1; D 2–8.

The worgs attack anyone who enters here without a goblin escort. The worgs are canny enough to know if a goblin is not in charge of the situation, and they attack if someone drags or ushers a goblin prisoner in here.

If the goblins from areas **30** or **31** come here to get mounts, it takes them two rounds to saddle the worgs. After that, the goblins ride off and seek the enemy. They throw spears or use their slings in battle and can split move and fire when mounted (move up to half, fire, and move up to half again).

QUARRY (GENERAL NOTES)

The quarry's walls are rough hewn and a trifle damp. For purposes of climbing, walls are somewhat rough and slightly slippery (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to travel 6" per round, with double the normal chance for a fall. Ceilings are 12 to 18 feet high (larger chambers are taller). The air throughout the quarry smells musty due to the dampness.

The guards and goblinoids in the quarry know that Bazili Erak is using the mining operation to conceal his slave-trading activities, and they are aware that evil clerics are holed up in the caverns. However, they don't know Bazili's true name or that he's a half-orc, they don't know any of Bazili's contacts in the slaving operation, and they don't know why Bazili is sheltering the clerics or what their intentions are.

QUARRY: MAIN LEVEL

The tunnels here are a continuation of the quarry pit outside; the workers simply followed the outcropping of stone from the surface underneath the hillside.

Luminous fungi on the walls provide dim light throughout the level.

33. Quarry Entrance

> The level floor of the quarry pit gives way to a nearly sheer wall of weathered stone that rises the equivalent of three or four stories to a wooded summit. At the bottom of the wall, a crude arch as wide as a village street and as high as a cottage roof leads into the hillside.

Characters can enter through the arch freely.

34. Main Gallery

> The slightest sound in here triggers a chorus of echoes that reverberate along a double row of massive, chiseled columns in a cavernous hall.

During daylight hours, two human guards are on duty here, keeping watch over the quarry pit outside and the passages leading west. If attacked, they use the same general tactics described in area **6**.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

After sunset, four goblin warriors stand guard here. In a battle, the goblins toss their spears, then try to hang back and use their slings, though they use their short swords if necessary.

Goblins (4): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

The guards, whether human or goblin, challenge any strangers not accompanied by Brubgrok or Glyrthiel. The player characters can try to bluff their way into the tunnels by not attacking the guards. See area **1** for details on how the slavers deal with nonviolent visitors. Any combat here attracts the guards in area **36**.

35. Storage

> Low mounds of cut stone fill most of this long chamber. Here and there stand carts constructed from planks. Most of them are practically falling apart, and at least one sits propped up on a pile of stone blocks.
>
> One section of the chamber is given over to a collection of crates, sacks, barrels, and casks. In addition, a rack is hung with rows of picks and shovels, a couple of crude ladders, and an assortment of pointed and curved iron bars.

Cut stone ready for shipment sits in here. The quarry workers also store their tools and equipment (both broken and serviceable) here, along with a few supplies. The player characters can find eight coils of rope, each 100 feet long. Six picks can serve as horseman's military picks, and nine of the iron bars can serve as clubs. There are five small mine carts, none of them fit to move.

36. Guardpost

> Glowing embers heaped in a pit seem to have driven the subterranean chill and dampness from this chamber. The place also has a table made from crude planks, a few stools and chairs, and two tiers of unmade bunks.

The off-duty guards assigned to area **34** live here—two humans at night, and four goblins during the day. They spend most of their time dozing or gambling, but they quickly respond to any fighting in area **34**. It takes them two rounds to gather their gear and join any battle there.

Human Guards (2): AC 4 or 5; MV 9"; HD 1; hp 4 each; #AT 1; D 2–8 (broadsword) or 1–6 (shortbow). Each guard carries a shield (AC 4) but cannot use it while wielding a shortbow (AC drops to 5).

Goblins (4): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 1–6 (spear), 1–6 (short sword), or 1–4 (sling).

The guards' personal treasures are kept in areas **6** or **30** of the guardhouse. Here, they have only their fighting gear and a few sets of knucklebones.

37. Upper Ventilation Chamber

> A steady draft flows out of this chamber. It's hard to tell if the air comes from the iron grate in the floor or a similar grate in the ceiling.

A vertical shaft here rises about 40 feet to the hilltop above the quarry. The shaft continues 20 feet down through the floor to area **48** on the lower level.

Iron grates in the floor and ceiling protect the shaft. They have been mortared into the shaft walls and coated with grease to keep them from rusting. The grates do not open, but the party can break them down. A character can force a grate with a successful Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces a grate. The party can beat a grate down with weapon attacks; it can withstand 50 points of damage before breaking apart.

The ceiling in this area is 12 feet high. If the characters wish to force the upper grate, they must find a way to reach it. That's not a problem if the group has climbed down from the hilltop. Otherwise, the characters can heap stones from area **35** or use one of the ladders from there.

38. Ramp Down

> A passage here seems to head due west, visibly sloping down.

The passage slopes down 20 feet to area **40** on the lower level.

39. Diggings

> The ringing tones of metal striking stone (or other metal) make the walls and the air sing here. The stench of smoke and sweat accompanies the noise.

Teams of quarry workers labor at these locations day and night, chiseling stone from the rock. Most of the walls in these areas are freshly dug and free of luminous fungi, leaving them dark. Brubgrok has ordered these areas lit with iron lamps similar to those in the guardhouse; the lamps have been driven into cracks in the walls.

During daylight, fifteen humans work here in teams of two or three. Each tunnel contains one team, chiseling and prying stone from the rock faces. Each digging area also has a mule hitched to a cart or sledge that the workers slowly load with stone.

These human workers are free citizens from Darkshelf and do not fight unless forced to defend themselves. If confronted with proof of slaving, they set down their tools and walk back to the village. If pressed, they agree to guard any captives taken by the player characters or escort rescued slaves to Darkshelf.

At night, twenty-five goblin diggers work here in teams of two to five. Each tunnel contains one team along with a mule. The goblins attack any strangers who are not escorted by Brubgrok or Glyrthiel.

Human Workers (15): AC 8; MV 12"; HD 1; hp 5 each; #AT 1; D 1–6 (improvised weapon).

Goblins (25): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 2–5 (horseman's pick), 1–6 (short sword), or 1–4 (sling).

QUARRY: LOWER LEVEL

This level is similar to the main level but is darker, clammier, and cooler. Luminous fungi grows in patches on the walls. Characters without infravision can see only 20 feet in the poor light. Several places have no fungi, as noted in the area descriptions.

40. Up Ramp

> A passage here slopes up to the east.

The passage slopes up 20 feet to area **38** on the main level.

41. Lower Tunnel

This tunnel is similar to area **39** on the main level except that one team of five goblin diggers works here day and night. Any fighting here alerts the clerics in areas **42**–**44** and the goblins in area **46**.

Goblins (5): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 2–5 (horseman's pick), 1–6 (short sword), or 1–4 (sling).

42. Elemental Temple

The ceiling here is 18 feet high.

> The floor in this cavern is packed sand, pale yellow with flecks of iridescent material. Tendrils of pale mist or smoke writhe along the ground, carrying the rank odor of muddy filth and the sharp tang of resin or incense.
>
> Ahead rises a pyramidal spire, as thin and sharp as a dart. It is composed of dusky gray stone, marbled with the ghastly white of dead flesh. A staring eye adorns the visible side of the spire.
>
> A pit filled with glowing coals lies just beyond each corner of the spire. Yellow and blue flames dance over the coals, and tendrils of smoke and mist wander among the tongues of fire before escaping the pits and creeping along the floor.
>
> An irregular pool ringed with slime lies beyond the spire.

Brubgrok brought in a small group of evil clerics to assist him with his operations. The clerics worship an unspeakably evil god they refer to as the Elder Elemental Eye, or simply the Eye. The floor is covered with a natural deposit of sand mixed with grains of quartz and mica. The sand is 1 to 3 feet deep.

The four-sided spire is solid stone, and each face is adorned with a single eye. The fire pits are dug out of the sand down to the hard rock below. The fires are stoked with coal, and minerals in the stone floor create the odd smoke.

One cleric is always in this chamber, tending the fires and chanting an unholy prayer or supplication. He wears robes over a suit of studded leather armor (bronze studs) and keeps a shield close at hand. The cleric is quick to recognize intruders—only goblins and slavers come here voluntarily—and pretends to welcome anyone who enters the temple.

Human Cleric: AC 6; MV 9"; HD 2; hp 9; #AT 1; D 2–7 (footman's mace) or 1–4 (sling); spells memorized: **curse**, **command**, **cure light wounds**, **cause fear**.

In addition to his regular mace, the cleric carries a mace with a stone head. He uses the stone weapon when he fights alongside mudtigers because the metal one might become magnetized. The stone weapon works as well as a metal one, but it has a –1 "to hit" penalty when used against a foe with an Armor Class of 5 or better (before considering Dexterity or a shield).

In battle, the cleric tries to befriend opponents long enough to use **cause fear** on a fighter type or rogue, then he uses his sling or mace as appropriate. When help arrives, he falls back and uses **curse**, then **command** ("Flee!").

The water in the pool comes from a very small natural spring; the collected liquid is murky and mostly stagnant. It's about 2 feet deep, with a muddy bottom about a foot thick.

The pool is home to a pair of mudtigers. They generally lie at the bottom of the pool, where they cannot be seen. They can hear sounds of combat and other loud noises in the room and move to attack intruders.

Mudtigers (2): AC 6; MV 6"//12" (3"); HD 2; hp 8 each; #AT 1; D 2–5; SA electric shock (D 2–8), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtigers move into melee range as quickly as they can. If necessary, they burrow under the sand to protect themselves from ranged attacks while they close. Once they are close enough to attack, they plunge into the midst of the foe and use their electric shocks. After shocking, they bite, but they shock again as soon as they can.

The cleric here knows the limits of the mudtigers' electric shock and is careful to stay out of range when a shock might be coming.

The cleric and goblins in areas **43** and **44** notice any commotion in the temple and join the fray after two rounds. Likewise, the cleric here notices any combat in area **41** and alerts his comrades in area **43** and **44** after one round.

43. Temple Guardpost

This chamber is dark because it has no luminous fungi.

> Deep shadows fill this oddly shaped chamber. The silhouette of an overturned cart is visible in the gloom. Heaps of dirty furs and soiled straw surround the cart. A few lumps of coal have spilled out of the cart onto the floor.

Six goblins stand guard here. The overturned mine cart serves as a bin to hold coal for the fires in areas **42** and **44**, and it doubles as a table for the goblins. Their sleeping furs are filthy and worthless.

Goblins (6): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 2–5 (horseman's pick), 1–6 (short sword), or 1–4 (sling).

The goblins notice any fighting in area **42** and join the fray after two rounds. In a fight, they use their slings as long as they can and use their melee weapons when necessary.

44. Clerics' Quarters

> This chamber is roughly L-shaped and contains a stone basin filled with sulphurous ash and glowing embers. Each arm of the room has a thick rug, a bed, a desk, and a padded chair.

Two evil clerics reside here, but one of them is always in the temple (area **42**). The second cleric is resting and has the same equipment as the cleric in the temple, including the stone mace. If the cleric has not been awakened by the sounds of intrusion or combat, he can be surprised.

Human Cleric: AC 6; MV 9"; HD 2; hp 9; #AT 1; D 2–7 (footman's mace) or 1–4 (sling); spells memorized: **curse**, **command**, **cure light wounds**, **cause fear**.

The two desks hold writing implements and other mundane items, plus key rings with keys to the doors in area **55** on the cavern level.

One locked chest lies under each bed; the clerics have the keys on their persons. In total, the chests hold the following: three silver unholy symbols, 260 gp, 18 pp, six bloodstones (15 gp each), three **potions of healing**, and three vials of an herbal preparation that cures the malady caused by the spores of the puffball fungi on the cavern level.

If combat occurs in the temple, the cleric here wakes up and rushes to join the fray after two rounds. When he arrives at the fight, he uses **command** ("Flee!") as soon as he can, then uses **cause fear**, and finally engages in melee. Like his comrade, the cleric knows about the mudtigers' electric shock power and tries to stay out of its range during battle.

45. Ramp Down

> A passage here heads due west, visibly sloping down.

The passage slopes down 60 feet to area **54** on the cavern level.

46. Goblin Barracks

This chamber has no luminous fungi, leaving it dark. Characters without infravision cannot see in here without supplemental light. The embers in chamber's fire pit shed light in a 5-foot radius around the pit, revealing the scene below.

> The walls spread out into a mostly lightless space. A few dying embers from an ash-filled pit in the floor cast a red glow. The ruddy light reveals several smoke-blackened tin pots lying in heaps and a collection of metal skewers, some still wrapped with charred meat, sticking out of the ash. The air is filled with the sharp odors of burned food and unwashed bodies.

Nearly fifty goblins call this chamber home. Fortunately for the player characters, no more than ten are ever here at once. When it's daylight outside, six goblins sleep here while four more keep watch. At night, only four goblins are here. The others are out working the quarry or patrolling the area around it.

Goblins (4 or 10): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 2–5 (horseman's pick), 1–6 (short sword), or 1–4 (sling).

The goblins attack any nongoblins who enter the chamber except for the evil clerics or anyone accompanied by Brubgrok or Glyrthiel. In the latter case, the goblins are uneasy and suspicious because legitimate visitors to the quarry are seldom brought to this room. In a fight, a few goblins try to pin down enemies with melee attacks while the others use their slings or maneuver to the flanks. If some of the goblins are asleep when trouble starts, it takes the sleepers two rounds to awaken and gather their gear.

Noise from area **47** keeps the goblins from noticing what's happening elsewhere on this level, but they quickly hear any trouble occuring in area **47**. Goblins who are awake immediately join any fight there, and sleeping goblins follow two rounds later.

The goblins keep their treasures hidden in clay pots buried in the fire pit. Twelve pots hold a total of 900 sp, 250 gp, and 23 quartz crystals (worth 10 gp each).

47. Old Diggings

> This roughly triangular chamber has walls that glitter with small bits of crystal embedded in the stone. To the east is a corridor lined with side passages that branch to the south. From each passage comes the irregular tapping of metal on stone.

The stone in this area is not good enough to be used as building materials, but it contains veins of quartz. Brubgrok keeps a few goblins busy here around the clock, digging out the precious and semiprecious bits. A single goblin labors at the south end of each side passage.

Goblins (4): AC 6; MV 6"; HD 1–1; hp 3 each; #AT 1; D 2–5 (horseman's pick), 1–6 (short sword), or 1–4 (sling).

The goblins focus on their work, but they notice anyone coming and going outside the diggings. They attack any nongoblins except for those escorted by Brubgrok or Glyrthiel. If fighting occurs in area **46**, the goblins hear the sounds and move to assist their comrades after two rounds. The goblins in area **46** join any fight here as described in area **46**.

48. Lower Ventilation Chamber

> A steady draft flows out of this chamber and passes through an iron grate in the ceiling.

A vertical shaft rises 20 feet to area **37** on the main level. The grate here is identical to the ones in area **37**.

49. Trash Chute

> Thousands of small, pale fungi carpet the floor and most of the walls in this small chamber. The place reeks of old grease and other less savory odors. An irregular hole, wider than a human is tall, gapes in the center of the floor.

The quarry workers toss their garbage and other offal down the sinkhole. The natural shaft descends 60 feet to area **61** on the cavern level. About 30 feet down, a tunnel links this sinkhole to the one in area **50**.

50. Prison Trash Chute

This area is nearly identical to area **49**; the sinkhole in here leads down 60 feet to area **60** on the cavern level. About 30 feet down, a tunnel links this sinkhole to the one in area **49**. The guards in areas **51**–**53** toss detritus, which sometimes includes corpses, down the hole.

51. Checkpoint

Brubgrok uses the natural chambers in areas **52** and **53** as a holding area for slaves awaiting shipment. The door is made from iron bars and blocks the only practical entrance or exit from the holding area. (It is possible to go through area **53**, but the characters would have to climb down the sinkhole in area **49**, make their way through the tunnel to the other hole, and climb back up into area **50**.) The following boxed text assumes the party approaches the door from the west.

A door of blackened metal bars blocks the corridor here, sealing off passages that run north, south, and east. Beyond this portal, a point of light flares for an instant.

The barred door does not seem to have hinges or handles on this side.

The door's hinges are on the east side. It's also barred from the east side, and a padlock holds the bar in place. A character can try to reach through the bars and pick the lock, but the bugbear guard (see below) might have something to say about that. The guard carries a key to the padlock.

A **knock** spell opens the door. A character can force the door with an Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces the door. The party can beat the door down with weapon attacks; the door can withstand 50 points of damage before falling apart.

A bugbear always stands guard here. He stays out of sight, in a shadowy alcove just south of the door. The guard has no comforts other than a three-legged stool and a rack to hold his weapons. He keeps an eye on the door and the corridor beyond using a hand mirror (that's the flash of light mentioned in the boxed text).

Bugbear: AC 5; MV 9"; HD 3+1; hp 14; #AT 1; D 2–8 (morning star) or 1–6 (spear).

If the player characters start working on the door, the bugbear takes action. Melee attacks with slashing or bludgeoning weapons cannot pass through the door, but attacks with piercing or thrusting weapons can. Thrusting weapons with thin heads and long shafts, such as pikes or spears, work through the door without penalty. Shorter thrusting weapons, such as daggers or short swords, also work, but they have a –1 "to hit" penalty. Long blades, such as swords, work through the door, but the attacker must thrust with them and take a –2 "to hit" penalty.

Ranged weapons work through the door, but the bars provide 50% cover (+4 bonus to Armor Class for the target).

While the party is on the west side of the door, the bugbear uses his spear. He switches to his morning star if a foe gets past the door or reaches through it.

Any fighting here alerts the bugbear guard in area **52**, who alerts the guard in area **53** and then advances to help defend the door.

52. Guards' Quarters

The corridor ends in a small alcove where a crude wooden table sits, surrounded by a trio of three-legged stools. Three piles of odiferous furs lie roughly in the alcove's southeast corner. Three sets of manacles hang from the north wall. Below the manacles, ugly, reddish-brown stains form streaks all the way down to the floor. A peg on the south wall holds several rings of keys.

A bugbear snoozes among the furs but quickly awakens if combat breaks out in area **51** or **53**. It takes him one round to stand up and get his wits and gear together.

Bugbear: AC 5; MV 9"; HD 3+1; hp 14; #AT 1; D 2–8 (morning star) or 1–6 (spear).

The pile of furs contains three silver urns. One is stuffed with live coals; the bugbear uses it as a bed warmer. Each of the other two urns holds 300 gp, packed in ash, so that a casual look makes them look like burnt-out bed warmers, though they feel considerably heavier than the actual bed warmer. The urns are worth 25 gp each.

Most of the manacles hanging on the north wall are spares for use in area **53**, but three sets are embedded in the wall. The stains are souvenirs from times when the guards meted out punishment to slaves they found troublesome. The keys hanging on the south wall fit the manacles in here and in area **53**.

53. Holding Area

> Tiny alcoves that stink of blood and sickness line the corridors here. Manacles ring the walls in the alcoves, forming curtains of rusty metal. Soiled straw and a few buckets and urns cover the alcove floors.

Most of the alcoves are empty because the bulk of Brubgrok's slaves are in the guardhouse or have been shipped to Highport (see the Adventure Background). However, the four northernmost alcoves in the eastern cellblock hold 27 human slaves. They are a mix of males and females between the ages of 12 and 20. All are uncomfortably cold, exhausted, and hungry, though not dangerously so (the slavers keep the wares in decent condition so they will fetch a good price). All slaves are manacled hand and foot to the walls of their alcoves.

Human Slaves (27): AC 9; MV 12"; HD 1; hp 3 each; #AT 0; D nil.

Among this mass of human misery is the monk Kwon, who came here to investigate the quarry for Darkshelf's overlord. As noted in the Adventure Background, Kwon slipped into a shipment of slaves and has been posing as one. The monk has learned to pick his manacles and has made several secret forays into the quarry, entering and leaving the holding area through area **50**; he's been careful to return to his alcove in time for each head count. See The Mission (page 6) for more details on Kwon.

Kwon (2nd-level human monk): AC 9; MV 16"; HD 2; hp 7; #AT 1; D 1–4 (unarmed strike).

One of the bugbears from area **52** patrols the two cellblocks and keeps an eye on the slaves, though his attention lapses often enough to allow Kwon to slip in and out.

QUARRY: CAVERN LEVEL

This level of the quarry consists almost entirely of natural caves and pools. The slavers do not use the area much except to smuggle slaves in and out, though Brubgrok's cleric allies breed mudtigers in some of the pools.

The caverns are fairly cool—about 60° F. The water here is even colder; anyone wading or swimming in the caverns risks exposure after 5 minutes. The character must make a System Shock roll with double the usual chance of failure plus an extra 5% chance of failure for every System Shock roll the character has made in the previous 24 hours. A failed check deals 1 point of damage and saps 1 point of Strength and 1 point of Dexterity. A character who remains in the water must make a new System Shock roll each round. Damage from the cold can be healed through the usual means. Ability score loss can be reversed only through rest. For each day of complete rest, the chilled character regains 1 lost point from each reduced ability score.

The caverns are too damp and cold to support the luminous fungi that lights the quarry's upper levels. All areas are dark unless noted otherwise. All boxed read-aloud text assumes that the characters have infravision or are using some kind of artificial light.

Cavern walls are natural limestone unless otherwise noted. They are somewhat rough (with many fissures, knobs, and folds) but slippery. Climbing characters travel at 3" per round, with ten times the normal chance of a fall. Ceilings in the caverns are roughly twice as high as a passage or chamber is wide.

54. Ramp Up

> The passage heads west for a few feet, then sharply turns north.

The passage slopes up 60 feet to area **45** on the quarry's lower level. The walls here are hewn but slippery.

55. Antechamber

> A smoky oil lamp casts a feeble glow over this irregular chamber. A natural basin of clear water fills most of the floor. The water gently bubbles and churns.
>
> The chamber has three visible exits: a passage to the west, a door to the north, and a door to the east. Each door sports a handle and three keyholes arranged in a vertical column.

The oil lamp here is identical to the lamps in the guardhouse.

The doors are kept locked to prevent access into or out of the caverns. The clerics in areas **42**, **44**, and **65** have keys. In each door, two of the three keyholes are fakes; sticking a key in one of them turns a dummy lock that activates a chime. Ringing a chime risks drawing attention but otherwise has no ill effects. On the north door, the real lock is in the middle keyhole. On the east door, the real lock is at the bottom.

A door can be unlocked with the proper key or by picking the lock (although picking a fake lock triggers the door's chime, as noted above). A **knock** spell opens a door. A character can force the door with an Open Doors roll, but reduce the chance for success by 1. A successful Bend Bars/Lift Gates roll also forces the door. The party can beat the door down with weapon attacks; the door can withstand 40 points of damage before splintering.

The pool contains a natural spring that keeps the water in motion. A tiny natural channel drains the water into area **56**. The pool is home to a water weird, which attacks any creature that lingers in the chamber for more than one round. Any delay, such as searching the pool or fiddling with the doors, triggers an attack.

Water Weird: AC 4; MV 12"; HD 3+3; hp 16; #AT 1; D nil; SA attacks as a 6 HD monster, a hit forces a save vs. paralyzation to avoid being pulled underwater; SD being reduced to 0 hit points or fewer causes the weird to dissolve and reform in two rounds, only blunt weapons deal full damage (other weapons deal 1 point of damage), slowed by cold, fire deals half or no damage, **purify water** slays, other energy or magical attacks are ineffective.

56. Cavern Exit

Sand from the beach in this chamber extends east completely through area **57** and just outside areas **58** and **66**.

> Coarse sand covering the floor here makes the going seem a bit unsteady as your feet sink in. The sand-covered corridor eventually gives way to a wide, high chamber with a subterranean beach with lapping water beyond.
>
> A boat floats on the water offshore. It seems to be a common rowboat and has oarlocks but no oars. A rope painter attached to the bow is stretched taut, and the rope vanishes into the water. The stern points steadily to the northwest, where there is an opening in the wall. The low murmur of flowing water issues from the opening.

The slavers keep the boat here to bring slaves from the Pelyra River to the quarry. The stream leading from this chamber flows a little more than a quarter mile to the river.

The boat is anchored away from the beach to make slave escapes more difficult. The water here is quite deep, falling away from the beach about 5 feet for every 5 feet to the west, to a maximum depth of 35 feet at the tunnel mouth to the west. The boat floats over 20 feet of water. To reach it, the characters must swim or improvise a raft, perhaps from some of the furniture salvaged from the quarry or guardhouse. The slavers recover the boat with a 20-foot hook that is kept in area **64** with the oars.

Any attempt to recover the boat is fraught with peril, as two mudtigers lurk under the water. They attack anyone who enters the water or messes with the boat unless they are first appeased with

at least one killer frog each (alive or dead) brought from area **66**. The mudtigers will eat fish brought from areas **63** or **64** or just about anything else edible, but they crave killer frogs and are vicious if they do not get their preferred meal.

Mudtigers (2): AC 6; MV 6"//12" (3"); HD 4; hp 16 each; #AT 1; D 2–8; SA electric shock (D 2–12), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtigers start combat by dealing electric shocks, then they bite until they can shock again. They can bite characters riding in the boat by rearing up out of the water and standing on their tails.

57. Trapped Roundabout

> The corridor here wraps around a fluted pillar of stone that rises to the ceiling like a moss-covered tree. A profusion of tiny fungi covers the pillar and spills across the sandy floor around it.

The central pillar in this chamber is mostly solid, but the surface has many deep grooves and flutes, which give the stone a treelike appearance. The slavers have hidden a series of trap mechanisms in the grooves and flutes. A powerful system of counterweights is attached to snares laid to the north, south, east, and west of the pillar—one per side. Anyone stepping into one of these spaces must attempt a save vs. breath weapon. If the save fails, the snare tightens around the character's ankle. The victim is lifted into the air, dashed against the pillar, and hoisted to the ceiling 15 feet above. If the saving throw succeeds, the snare is not triggered and continues to lie hidden on the floor.

A trapped character takes 1–4 points of damage and is left dangling from the ceiling. A trapped character armed with an edged weapon can try to double up and slash the snare. The loop has AC 2 and can take 8 points of damage before parting. Someone who climbs to the ceiling can cut the loop without making an attack roll. If a trapped character is cut free with no precautions taken to prevent a fall (such as roping the character to the pillar), he or she plunges headfirst to the floor and takes 1–6 points of damage.

Commotion in this chamber, such as shouts or groans from trapped characters, alerts the troglodytes in areas **58** and **59**.

58. Troglodyte Barracks

> The sand underfoot thins out and gives way to a smooth stone floor. Ahead lies a chamber with a ceiling that bristles with thousands of tiny stalactites, like spines on a giant sea creature. The floor is mostly smooth, but it lies in rounded peaks and troughs like waves on a wind-tossed pond.
>
> Here and there on the floor, heaps of seaweed fill some of the low spots. A faint but putrid smell permeates the air.

A troglodyte resides here, and the slavers have equipped it with metal weaponry.

Troglodyte: AC 5; MV 12"; HD 2; hp 9; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

The troglodyte notices adventurers approaching if they trigger the trap in area **57** or do something else to announce their presence. If alerted, the troglodytes (including the two in area **59**) hunker down and try to surprise the player characters as they enter the chamber.

If the party arrives here quietly, the troglodyte is all but invisible in its beds of seaweed, but it quickly awakens if the characters make too much noise. It cannot surprise the party as it gets to its feet, and the creature might be surprised.

59. Troglodyte Den

> The ceiling of this chamber is thick with stalactites. The floor has many knobs and hollows. Drying fish and carcasses of small game dangle from many of the stalactites.

Two troglodytes relax in this chamber. They keep a sharp eye on the corridor leading to area **60** in case the zombies there decide to go wandering. The troglodytes are likely to spot anyone approaching unless the intruder uses no artificial light and takes care to be stealthy.

Troglodytes (2): AC 5; MV 12"; HD 2; hp 9 each; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

60. North Rubbish Heap

> A low mound of dirt and rubbish nearly fills this chamber. Many odds and ends, from broken crockery to bone shards, protrude from the mound. A few scattered fungi grow among the bits of junk.
>
> A steady draft seems to flow through this chamber and up through a wide opening in the ceiling.

The ceiling in here is domed and peaks at the opening, 20 feet above the floor. The shaft leads up 60 feet to area **50** on the quarry lower level. The draft keeps the shaft's walls drier than the rest of the level. For the purposes of climbing, walls are somewhat rough and slightly slippery (see page 19 of the **DUNGEON MASTERS GUIDE**), which allows climbing characters to travel 6" per round, with double the normal chance for a fall.

The guards in areas **51**–**53** above toss all manner of organic material down here, including the occasional corpse. The ghouls from area **62** visit this place regularly and confiscate anything edible.

The slavers have stationed four zombies in this chamber to serve as a buffer between the ghouls in area **62** and the troglodytes in area **59**. The zombies have orders to attack any living thing that enters the chamber. They tolerate the ghouls because those creatures are not alive.

Zombies (4): AC 8; MV 6"; HD 2; hp 8 each; #AT 1; D 1–8; SD always strike last.

The zombies can hear combat or other loud noises in areas **59** or **62**, but they are too stupid to react.

The slavers have hidden an unholy relic amid the junk. This item is a steeply sloped pyramid of blackened, greased iron adorned with discs of black onyx and tarnished copper that resemble staring eyes. The item is worth 500 gp as an art object. Its power creates an unholy aura in a 30-foot radius. This aura imposes a –2 penalty to all rolls to turn undead and a +2 bonus to all rolls to control undead.

61. South Rubbish Heap

> The air in this chamber reeks of death and decay despite a strong draft, which flows through the entrance and up a natural shaft as wide as a man's outstretched arms.
>
> Immediately below the shaft lies a huge mound of debris and rotting offal. A forest of varicolored fungi covers the mound like a shaggy blanket.

The ceiling is 20 feet high and domed. The opening in the ceiling leads up 60 feet to area **49** on the quarry's lower level. The shaft is fairly dry.

The rubbish is the normal sort, but some of the fungi growing on the mound is not. Among the fungi's stems and caps lie several puffball types, each about as big as a man's fist. Any rough contact with a puffball makes it burst, releasing a cloud in a 5-foot radius. Living creatures in the cloud must attempt a saving throw vs. paralysis. Failure renders the subject paralyzed for 3–18 turns. After regaining mobility, victims remain infected with the spores and die in 2–8 weeks unless they receive a cure. A **cure disease** spell does the trick; also, the clerics in areas **44** and **65** have several vials of an effective herbal cure.

62. Charnel Complex

> A thin layer of crackling debris and splotches of gray powder cover the smooth stone floor. Many niches are carved in the walls, four tiers high. Each niche is 5 to 6 feet long and perhaps half that wide and deep. They are also littered with shards of debris, but the remains are mixed with scraps of moldering cloth instead of gray powder.

An ancient tribe once used this chamber as a charnel house where they left their dead to be slowly consumed by the cavern's scavengers. After the tribe's passing, a massive colony of bats took up residence here. More recently, a pair of ghouls moved in, driving out the bats and consuming the tiny scavenging creatures that lived here. The ghouls also emptied all the burial niches.

The crackling debris on the floor is a mixture of bat bones, insect exoskeletons, and human teeth. The gray powder is decomposed bat guano.

These days, the ghouls subsist on the slavers' castoffs. They attack any living thing that wanders by except for the evil clerics. In combat, one ghoul charges the party, trying to reach an unarmored or lightly armored foe if it can. The other ghoul circles around to take the enemy from the rear.

Ghouls (2): AC 6; MV 9"; HD 2; hp 9 each; #AT 3; D 1–3/1–3/1–6; SA paralysis; SD immune to charm and sleep.

The troglodyte in area **63** can hear any combat that takes place in this chamber, but it does not react except to hide and prepare to ambush intruders. Likewise, the ghouls can hear combat or disturbances in areas **60**, **61**, or **63**, and they prepare to attack anyone who gets too close.

63. Mudtiger Nursery

> This chamber stinks of decaying fish and something even more horrid. A low wooden table sits between a pair of turbid pools. Scraps of dismembered fish and globs of old fish guts stain the tabletop.

The quarry's evil clerics raise mudtigers in here. The south pool contains a mudtiger that is ready to lay eggs. The north pool teems with little mudtigers, each no larger than a human's index finger. A troglodyte always works here, tending to all the mudtigers but taking special care to keep the fingerlings in the north pool fed. Every hour or so, the troglodyte takes fish from a half dozen baskets stashed under the table, chops them to bits with a cleaver, and tosses the mess into the north pool. A few times each day, it feeds the adult mudtiger a whole fish.

Troglodyte: AC 5; MV 12"; HD 2; hp 9 each; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

The troglodyte notices the adventurers approaching if they fight in areas **62** or **64** or if they use artificial light in either of those areas. If alerted, the troglodyte takes up a javelin and does its best to blend into the walls. It tries to surprise the intruders and toss the javelin at a likely target. If the characters manage to sneak up on the troglodyte, they find it busily cutting fish at the table.

If any combat occurs in this chamber, the mudtiger in the south pool becomes agitated and climbs out and attacks. It is not affected by the troglodyte's stench and is not careful about where it uses its shock powers. The troglodyte tries to stay out of range of the mudtiger. It uses stone weapons and does not wear metal armor,

so it ignores the magnetic effects of the shocks. The troglodyte's weapons are better quality than those used by the evil clerics, so it has no attack penalties for attacking armored targets.

Mudtiger: AC 6; MV 6"//12" (3"); HD 2; hp 8; #AT 1; D 2–5; SA electric shock (D 2–8), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtiger fingerlings do not leave the north pool. However, they can collectively generate a shock that is as potent as one from the adult mudtiger. The shock fills the whole pool and a 10-foot radius around it. The collective shock recharges just like an adult mudtiger's shock does.

If anyone enters the north pool, the fingerlings attack en masse like a school of piranhas. A character wading in or immersed the pool takes damage each round equal to 1–4 points plus one half the character's Armor Class, not including shield (minimum 1 point of damage). Just sticking a hand in the pool results in a painful bite.

64. Mudtiger Breeding Pool

> This large cavern smells of soot and fish. A few smoky oil lamps set in the walls here and there cast feeble light over the chamber, revealing a wide pool that is more or less centrally located. A long-handled net, a few oars, and a very long pole with a claw-like hook on one end lean against a wall just south of the pool.

The evil clerics keep mudtigers in the pool, which currently holds one very big specimen. Two troglodytes always work in here, tending the mudtiger. They use the net to scoop fish from the small pool in area **66** to feed to the mudtiger. The oars and hooked pole are for the boat in area **56**.

Troglodytes (2): AC 5; MV 12"; HD 2; hp 9 each; #AT 1; D 2–5 and 1–8 (battle axe) or 1–6 (javelin); SA revulsion odor; SD camouflage, surprise on a 1–4 on 1d6.

The troglodytes notice any combat or disturbances in areas **57**, **61**, **63**, and **66**. They also spot any artificial light used in adjacent caverns or passages. Once alerted, they warn the cleric in area **65**, then prepare to ambush the intruders here.

The troglodytes try to keep their distance from the pool to avoid shocks from the mudtiger.

Mudtiger: AC 6; MV 6"//12" (3"); HD 5; hp 20; #AT 1; D 2–8; SA electric shock (D 2–12), magnetize; SD immune to electricity. See page 26 for more information on the mudtiger.

The mudtiger is particularly big and nasty. It leaps from the pool and attacks at the first sign of trouble. It uses its shock power as often as it can and bites when it cannot shock. The troglodytes' stench power has no effect on it.

The cleric in area **65** quickly notices any combat in here even if the troglodytes do not warn him. For details on his tactics, see the area **65** description.

65. Cleric's Chamber

> This nook features a brazier full of glowing coals, a bed, and a table with a padded chair. An oil lamp set into the east wall lights the space.

An evil cleric from the temple complex (areas **42**–**44**) is always here, supervising the troglodytes on this level. He is awake two-thirds of the time, chanting or overseeing the mudtiger breeding program. The rest of the time, he dozes in the bed. Awake or asleep, he reacts quickly to any warning from the troglodytes in area **64** or any disturbance there. If roused from sleep, it takes him two rounds to be ready. Otherwise, he acts immediately.

The cleric wears robes over a suit of studded leather armor (bronze studs) and keeps a shield close at hand.

Human Cleric: AC 6; MV 9"; HD 2; hp 9; #AT 1; D 2–7 (footman's mace) or 1–4 (sling); spells memorized: **curse**, **command**, **cure light wounds**, **cause fear**.

In addition to his regular mace, the cleric carries a mace with a stone head. He uses it when he fights alongside mudtigers because the metal one might become magnetized. The stone weapon works as well as a metal one, but it has a –1 "to hit" penalty when used against a foe with an Armor Class of 5 or better (before considering Dexterity or a shield).

If warned of approaching trouble, he casts **bless** on the troglodytes and mudtiger in area **64**, then hunkers down at the entrance to this room, ready to cast **command** ("Flee!"). If he must rise from bed and go to a fight, he starts with **command** and follows up with **cause fear**. In either case, after casting his initial spells, he uses his mace and looks for chances to use his other spells. The cleric has grown accustomed to troglodyte stench and takes care to stay out of the mudtiger's shock range.

The cleric keeps his personal possessions in area **44**, but a chest under the bed here holds two vials of an herbal preparation that cures the malady caused by the spores from the puffball fungi in area **61**.

66. Chamber of Killer Frogs

> A bank of cloying fog fills the air in here. The vapor has a sulphurous smell. A steady gurgling and splashing is audible somewhere in the depths of the fog.
>
> A natural warm spring fills the large, T-shaped pool in this chamber. Vapor from the heated water creates fog that fills the whole chamber, reducing visibility to 15 feet.

The quarry's evil clerics have stocked the warm pool in here with a colony of killer frogs, which serve as guardians and treats for the mudtigers. Currently, eight killer frogs bask in the water.

The small, round pool is full of cool water. The clerics keep it stocked with fish to feed the killer frogs and the mudtiger in area **64**.

Killer Frogs (8): AC 8; MV 6"//12"; HD 1+4; hp 8 each; #AT 3; D 1–2/1–2/2–5.

The frogs leap out of the pool and attack the moment anyone comes into sight; only the quarry's troglodytes can approach unscathed.

CONCLUDING THE ADVENTURE

Once the player characters defeat Brubgrok and Glyrthiel and free the slaves in areas **12**, **21**, **24**, and **53** (including Kwon), the adventure is effectively over. The characters can return to Darkshelf, report back to Neistor, and claim their reward of 500 gp.

Any surviving humans or humanoids in the complex flee, taking whatever treasure they can carry. The undead and other monstrous creatures on the cavern level remain.

If the characters avoid the guardhouse and focus their attention on the mines, enemies that escape from them might flee to the guardhouse to alert the forces there. In that event, Brubgrok or Glyrthiel might lead a force of humans or goblins into the mines to hunt down the interlopers, leaving at least half of the garrison behind to watch over the guardhouse.

The characters might need to make several forays into the quarry and guardhouse to finish exploring the whole complex. If Brubgrok survives their first attack, he summons reinforcements to fortify his weakened defenses. If the adventurers prove to be a serious threat, Brubgrok and Glyrthiel consider abandoning their operation and fleeing for their lives, but ultimately they decide to stay. They fear reprisals from others in the slaver network, so they make a stand instead.

Against the Slave Lords!

Brubgrok's links to the larger slaver network are well protected, but the party can pick up some threads. Capturing Brubgrok or Glyrthiel alive and forcing them to talk reveals that they have been using the quarry as cover while secretly transporting slaves to Highport, a nearby coastal city that figures prominently in module A1, **SLAVE PITS OF THE UNDERCITY**. If the characters do not wish to interrogate the prisoners themselves, they can take the villains to Darkshelf and turn them over to Neistor, who obtains the information.

The evil clerics are the only other creatures in the quarry who have a clear idea of how Brubgrok's operation really works. They occasionally serve as accountants and scribes for the half-orc, and they can reveal the link to Highport and the connection to the larger slaver organization.

Even if the characters do not manage to capture the important slavers, their discoveries at the quarry help to reveal (or at least hint at) the full extent of the slave network. Officials along the coast of the Sea of Gearnat become wary, and they begin piecing together stories from escaped slaves, survivors left for dead after attacks by bandits or pirates, and merchants and adventurers. Eventually, all of this information points to the slavers operating in Highport (module A1), though reaching this conclusion might take several months.

CREDITS

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MUDTIGER

FREQUENCY: *Rare*
NO. APPEARING: *1–3*
ARMOR CLASS: *6*
MOVE: *6"//12" (3")*
HIT DICE: *2–5*
% IN LAIR: *50%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2–5 (2–3 HD) or 2–8 (4–5 HD)*
SPECIAL ATTACKS: *Electric shock, magnetize*
SPECIAL DEFENSES: *Immune to electricity*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal (1)*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil/Nil*
LEVEL/XP VALUE: *III/65 + 3/hp (2–3 HD), IV/110 + 4/hp (4 HD), V/170 + 5/hp (5 HD)*

Mudtigers dwell on the elemental planes where water and earth meet to form mud and ooze. They find their way onto the Prime Material Plane through elemental vortices or when conjured or summoned. Recently, evil elemental clerics have established breeding colonies of mudtigers on the Prime Material.

Although a mudtiger has a vicious bite, its most dangerous power is the ability to generate an electrical burst. When a mudtiger releases a burst, the effect shocks everyone within 10 feet of the creature, dealing 2–8 points of damage if the mudtiger has 2 or 3 Hit Dice, or 2–12 points if the mudtiger has 4 or 5 Hit Dice. A successful save vs. breath weapon reduces the damage by half. Once the mudtiger generates a burst, it cannot use the burst again until the power recharges. To check for recharge, roll 1d6 before the mudtiger acts during a turn. On a roll of 5 or better, the power recharges.

Any ferrous metal (such as steel) subjected to a mudtiger's electrical burst becomes partially magnetized for two to five rounds. While affected, the metal has a magnetic field with rapidly (and randomly) changing strength and polarity.

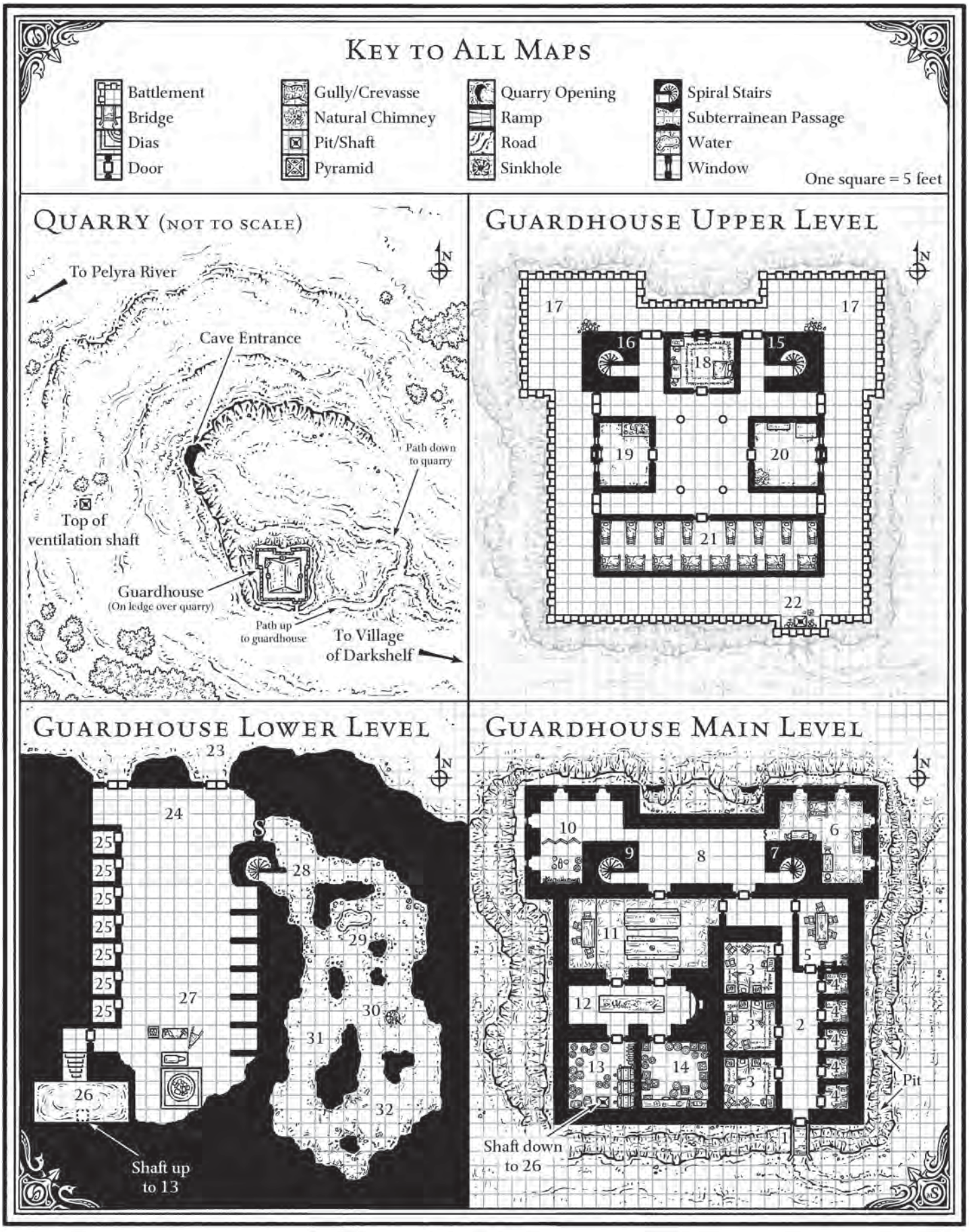
Characters wielding ferrous metal weapons while wearing magnetized armor or within 5 feet of a substantial mass of magnetized metal (30 pounds or more) take a –2 penalty on "to hit" and damage rolls.

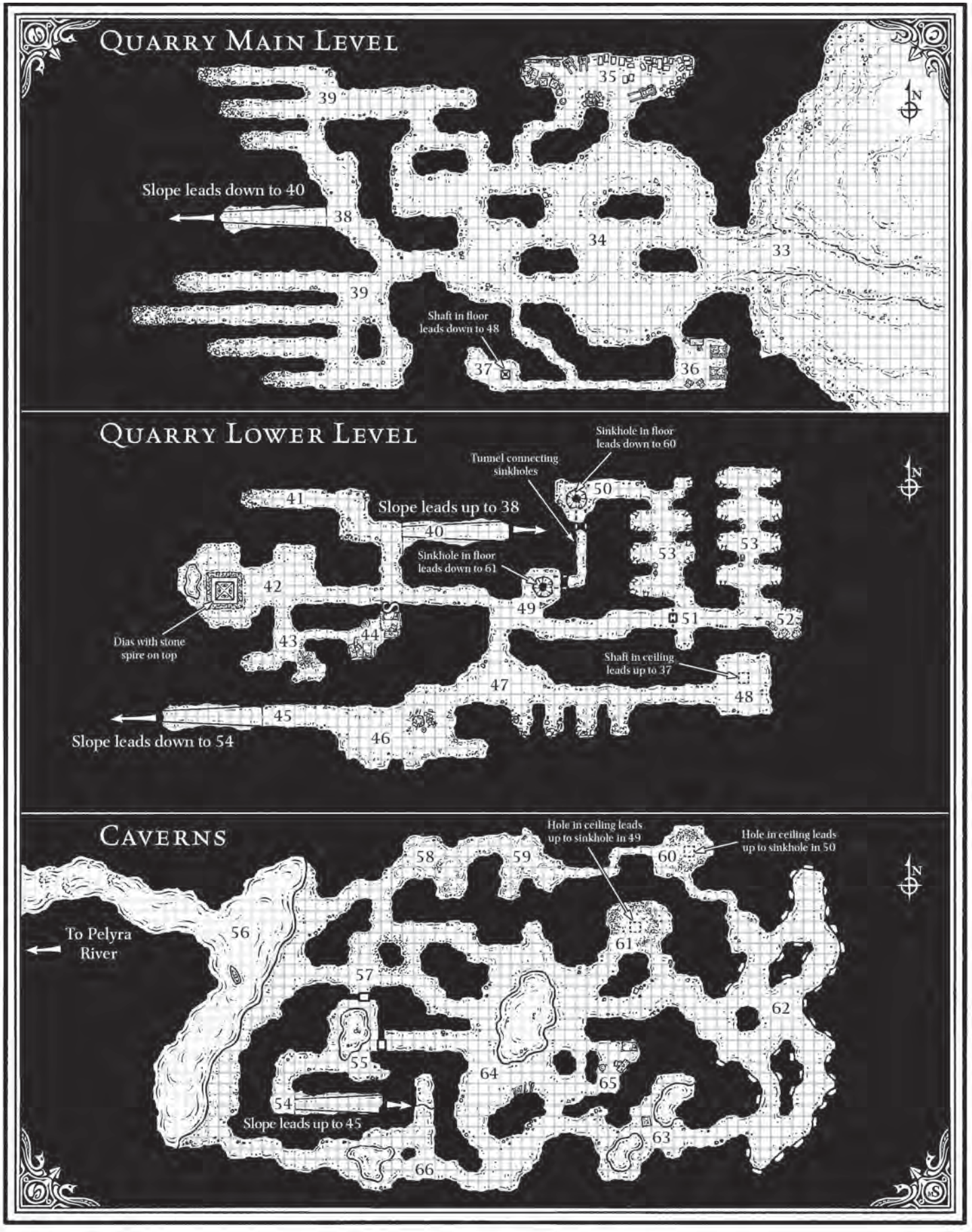
Characters wearing magnetized armor move at half speed (treat every 1" moved as 2" of movement) until the effect wears off. Characters wearing ferrous metal armor while within 5 feet of another character with magnetized armor or within 5 feet of a substantial mass of magnetized metal (30 pounds or more) also move at half speed.

Description: A mudtiger resembles a cross between a shark and an aquatic lizard. It has a sinuous body covered in scales, a pair of triangular ventral fins, a blunt snout with a toothy maw, and a pair of thick, stubby forelimbs tipped with broad, rayed fins. A mudtiger's body is iridescent green with blue-green stripes.

On land, a mudtiger slithers and hunches along, occasionally pausing to hold itself erect on its forelimbs. In the water, a mudtiger wriggles its body and steers with its forelimbs. A mudtiger also can burrow through soft or loose material such as sand, ooze, or mud.

Key to All Maps




Quarry Main Level
39
35
Slope leads down to 40
38
34
33
39
Shaft in floor leads down to 48
37
36
N
Quarry Lower Level
Sinkhole in floor leads down to 60
Tunnel connecting sinkholes
50
41
Slope leads up to 38
40
53
53
Sinkhole in floor leads down to 61
42
49
51
52
Dias with stone spire on top
43
44
Shaft in ceiling leads up to 37
47
48
45
Slope leads down to 54
46
N
Caverns
Hole in ceiling leads up to sinkhole in 49
Hole in ceiling leads up to sinkhole in 50
58
59
60
To Pelyra River
56
61
57
62
55
64
65
54
Slope leads up to 45
63
66
N

Dungeon Module A1
Slave Pits of the Undercity
by David Cook

AN ADVENTURE FOR CHARACTER LEVELS 4-7

It is time to put a stop to the marauders! For years the coastal towns have been burned and looted by the forces of evil. You and your fellow adventurers have been recruited to root out and destroy the source of these raids. But beware, hundreds of good men and women have been taken by the slavers and have never been seen or heard from again!

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS Tournament at GEN CON XIII and is the first of four In a series of related tournament modules.

This module contains a challenging scenario, the tournament scoring system plus nine pre-rolled, playtested tournament characters. Also included are large scale referee's maps, notes, and background information. A1 is a complete adventure in itself, but it is also a companion to A2 (Secret of the Slavers' Stockade), *A3* (Assault on the Aerie of the Slave Lords), *and A4* (In the Dungeons of the Slave Lords).

AD&D Module A1:

SLAVE PITS OF THE UNDERCITY

By David Cook

Background: For several years, organized bands of pirates and slavers have made a living by raiding the coastal towns on the Sea of Gearnat. Ranging from Onnwal to the Wild Coast, they have descended quickly and ruthlessly on the small towns and villages, and carried off innocent citizens into the night. Although these marauders were not approved of by the lords and rulers of the lands they raided, they were allowed to continue their depredations. Feuding amongst the lords and lack of funds prevented all but an occasional naval battle with the villains and the slow fortification of towns. Bribery was often a more effective method of protecting one's lands from the incursions of these avaricious sea-wolves.

Recently, however, the slavers' attacks have become more frequent and vicious. Believing their prey to be weak and helpless, the raiders have burnt entire villages and pulled down the walls of towns. Women, children, and whole families have disappeared; and though bribes are accepted, the agreements are ignored. Vast tracts of coastline have been reduced to ashes, left barren except for packs of wild dogs.

The lords have finally become determined to take action, forgetting their petty squabbles to unite against the marauders of the yellow sails. Through information gained from escaped slaves, and those fortunate enough to have been found and bought by families or friends, the lords have traced the slavers to a port from which they launch their swift attacks on the coast—the despoiled city of Highport in wasted Pomarj. Some who have lost kin and fortune to the reavers have advised taking a fleet and crushing the outpost, but cooler heads have prevailed. They have pointed out that such a base is undoubtedly well-defended and that the slavers, if alarmed, might arrange that loved ones and kin are never seen again. Instead, they have chosen a plan of stealth. Several bands of adventurers have been gathered together and will be sent to infiltrate the base and destroy the leaders of this evil band. Caution is recommended, for the true strength and extent of this slave ring is not known, but they seem to be stronger and better organized than encounters with their small raiding parties would indicate.

Highport was once a human city, but the land and town have been overrun by humanoids—orcs, goblins, kobolds, ogres, and gnolls. Looted, burned, and ill-kept, the city has become a base for human outcasts wishing to deal with these unsavory creatures. Your party, provided with transport, has managed to arrive in Highport and pose as one of these groups come to deal.

Module Background: Sections of this module were used as part of the ADVANCED DUNGEONS & DRAGONS™ Open Tournament at GEN CON XIII, 1980. Instructions are given for using this module (along with the other modules of the A series) to reconstruct this tournament. Information included for this purpose consists of the route taken, descriptions, a scoring sheet, and the characters used in the Open. In certain cases, information presented in this module will or will not apply to tournament use; this is clearly marked where it occurs. However, the DM should take special note of such instances to prevent confusion.

START

Play begins with the adventurers standing outside the walls of a ruined temple compound. Although the interior appears to be gutted and burnt, the walls and some attached outbuildings still appear to be solid and habitable. The walls are constructed of large blocks of stone, closely fitted together. The temple itself is located on the edge of the city and most of the buildings around it have been destroyed. There is little traffic about and those passersby that are around pay no attention to the party.

If the characters take time to observe the temple, they will notice several things. At infrequent intervals guards will be seen patrolling the walls. These will be humanoids or humans in small groups, apparently bored with their duties. At other times parties on foot or horseback will arrive at either the stable door or the main gate. These visitors will hail the guards, announcing themselves as having business; they are then admitted by the guards in small groups. These visitors appear to be either merchants with guards or parties of adventurers. At night, the guards will be more numerous and creatures will be seen to flutter up from within the compound to fly off into the night. No slaves or slaving parties will be observed in the time that the characters are in the area.

TOURNAMENT START

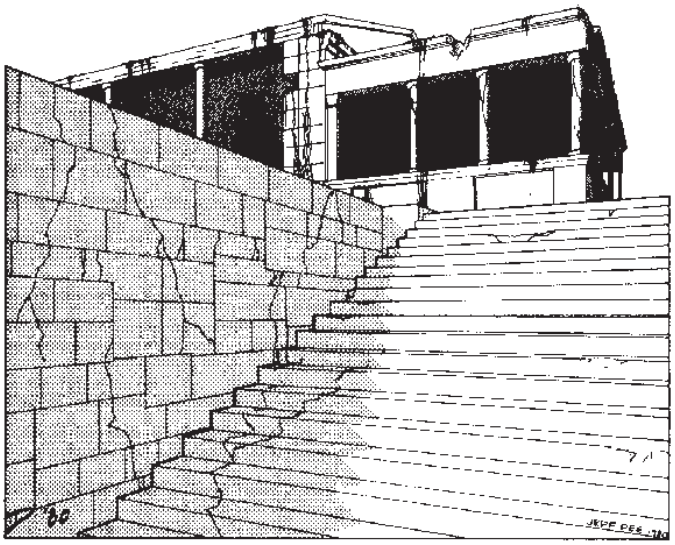
Play commences with the characters standing before a secret entrance at the back of the temple. This entrance was described clearly to the party before they left on their mission by an escaped slave and they have had no trouble finding it. It is nighttime and occasionally the shadows of guards pass overhead, but none of the guards seem to notice the party. The secret door in the outer wall has opened easily and the party enters and proceeds to the end of a 5' wide hallway.

Notes For The Dungeon Master

SLAVE PITS OF THE UNDERCITY has been designed for six to eight characters of moderate levels (4 to 7). A party wishing to attempt this adventure should contain several fighters, at least one or more clerics and magic-users, and at least one thief. Several members of the party should have magic weapons and every character should possess some minor magic item such as a potion or scroll. Characters of levels lower than those suggested for play may also find this module enjoyable if some safe method of entering and exiting the temple several times is provided. The characters which have been provided for tournament use at the end of the module are ideally suited for many of the situations encountered in the temple, as sections of the module are designed with their capabilities in mind.

Before commencing with play, it is recommended that the DM read the module *thoroughly* and become familiar with the information given. The DM must also decide whether to use this module as part of a campaign, or to run players through this as if in the tournament it was designed for. Should the DM decide to do the latter, it is advised that copies of the semifinal and final rounds contained in Dungeon Modules A2, A3 and A4 also be obtained. Particular attention should also be paid to the section entitled **TOURNAMENT NOTES**.

A random encounter table with attached explanations is included before each key for the upper and lower sections of the temple. These tables are provided for campaign play only, not for tournament use. Before each of the section keys is also a Wandering Monsters Roster. This roster is meant to limit the number of creatures of each type that may be encountered by the party. *Whenever an encounter occurs, the DM should note the number of*



monsters slain (if any) alongside the listing for that particular creature. Once the maximum number given is reached, no more of that particular type of monster will be encountered. If characters should leave the temple and return later, it will be possible for some creatures to refill their numbers from outside. How many replacements arrive and how long this takes is left to the DM's discretion.

Information presented in the key is generally divided into two sections. The boxed script is material which should be read to the players unless special circumstances prevent their knowing the information given there. The information not boxed is material for the DM only, so that he or she may referee the encounter. Characters may discover this information as play continues, but they will not know it from the start of the encounter.

The players or the DM must also decide which of several entrances will be used to enter the temple and its sewers. It is advised that unless the DM wishes to start the characters at the secret door at the back of the temple, the characters be allowed to observe and select their own entrance into the compound. It is possible for characters to pose as slave merchants and be admitted through the front gate, but this will place them under the close observation by the guards inside. Unless known and trusted, characters will have their weapons taken away from them and possibly even have their alignment checked through the use of a spell. Those living within these walls are not stupid and will never act or fight in such a way. The humans, orcs, half-orcs, and aspis (see information near the end of module) are experienced and have dealt with intruders before. They will therefore be on their guard against many common tricks that might be used to deceive them. Furthermore, they will learn from experience with the party and will guard entrances not guarded before and set traps in so-called "explored areas" if necessary.

The scope of the module is not limited to what is presented. After reading the introductory background, it will be obvious that an ambitious DM could design an entire town or city to complement the temple. Such a place would certainly be dangerous and a source of many exciting adventures. Likewise, the sewers are not complete and may be expanded by those who wish more underground adventure. The DM is encouraged to add and alter things which he or she feels will improve the module or help it fit into his or her campaign.

TOURNAMENT NOTES

In the original tournament, modules A1, A2 and part of A3 were used for the first rounds, the second part of A3 was the semifinal, and A4 was the final round. A1 and A2 each contain two sessions (the above ground and underground sessions). Therefore there are 5 first rounds, each requiring nine players for a total of forty-five players in the tournament (minimum). However, since this number is beyond most people wishing to try tournament play, it is suggested that each module be handled as one entire round instead of two.

The maps on pages 51 and 52 show those areas of this module to be used for tournament play. *The darker screened areas do not exist for the purposes of the tournament.* Doors and passages that lead to them should not be mentioned or indicated. In both cases, players start at **1** on the encounter areas if the module is to be used as two separate rounds. If the module is to be played as a single round, the characters should start at area **1** on the surface and continue to play until area **21** on the lower level is reached. The information found at the end of each session (assuming the party has been successful) should, if five separate rounds are being played, lead the characters directly to the Aerie of the Slave Lords.

Certain conventions were followed in tournament play to insure that many situations were handled in the same way:

1. The players are presented with precreated characters. All characteristics have been listed, along with equipment, spells, and magic items. *Players may not add to or alter this list.* This will guarantee that all players start with the same chances. Players should be allowed the use of the **PLAYERS HANDBOOK**, but not of the **MONSTER MANUAL** nor the **DUNGEON MASTERS GUIDE**, although all magic items they possess will be known and understood by the owner completely.

2. There are **no** wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.

3. Monsters will fight to the best of their ability and will show no mercy or quarter; attempts to bargain with them will result in failure. Monsters encountered in tournament play need never check morale and will not retreat or flee unless it is so noted in the text. Monsters will be fully aware of the capabilities of their weapons, magic items and spells and will use these to their advantage.

4. Note that between these modules, the tournament characters do not advance in level. Although tournament characters may accumulate experience points for their adventures, they will not be able to advance in level until the requisite amount of time is spent in training. The pacing of the modules is such that characters are not allowed sufficient time to do this between adventures.

5. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the Gen-Con Open but may be used as a method of determining top players from session to session.

Wall Encounter Table (roll d8)

Encounter occurs 1 in 6 (d6), check each turn.

1. 2-8 Ghouls; see below
2. 2-12 Zombies; see below
3. 2-12 Skeletons; see below
4.-6. Orcs (special); see below
7. 1-10 Stirges
8. 1-4 Harpies

Ghouls: There is a 50% chance that the ghouls will be accompanied by 1-3 ghasts. There is also a 1-in-4 chance that they will be returning from the city, carrying their foul meals with them. In such a case, they will be encountered climbing down the outer wall. Otherwise, they will be merely making a patrol and will ignore any creature on the ground outside the temple. They have befriended the cleric and will not attack her or any of the orcs.

Zombies and Skeletons: These have been created strictly to patrol the walls. They will ignore any activity on the ground outside the temple. They will not attack orcs nor the cleric of the temple.

Orcs: The exact composition of any wall guard of orcs will be as follows (roll 1d4):

1 — 2-8 orcs armed with short swords and light crossbows.
2 — 2-12 orcs armed as above and led by a 4th-level half-orc fighter.
3 — 2-8 orcs armed with halberds led by a 5th-level half-orc fighter and a cleric/assassin (levels 4/5).
4 — 2 half-orc fighters (levels 2-4), a half-orc fighter/thief (levels 1-3 each), and 2 half-orc cleric/fighters (levels 2-5 each).

Orcs will attack intruders on sight.

TEMPLE DESCRIPTION:

There are two main types of construction in the temple compound. The rooms and passages that are still intact show signs of a great fire at some time in the past. The walls originally beamed and plastered are now scorched and sooty. Small burnt sections show the beams and stone behind them. The walls are 10′ high and large sections of plaster have fallen from the ceiling, sometimes showing the sky above. None of these openings are big enough for even a gnome to fit through. The other major section is the temple proper. This large three story structure was originally built of stone blocks with an arched ceiling. The fire has gutted and ruined the upper floors of the structure, so that it is nothing but a hollow shell. The original roof has collapsed and sections of its supports lie in ruins near the base of the temple walls. A new roof has been built onto what remains of the temple from wooden beams and the fallen stone. Ceilings are 35′ high unless otherwise noted. The walls are decaying and pitted stone. The floors are stone, dirty and grey with ash and dust.

Those areas of the temple compound that are not part of the temple, a room or passage, or one of the courtyards are ruins. These areas are the remains of several totally burnt buildings that once lined the walls of the temple compound. Weeds grow up through broken beams, skeletons, and tumbled blocks. Dust and ash blow through the air. The dashed lines on the map indicate walls that still stand one to three stories in height, with doors and windows, but no roofs or floors. Throughout this area the following special encounter table should be used.

Ruin Encounter Table (roll d6)

Encounter occurs 1 in 6 (d6), check each turn.

1.-2. Orcs (special); see below
3. 1-2 Basilisks
4. 2-8 Ghouls
5. Wight
6. Slavers (special); see below

Orcs: When encountered in the ruins, there will be 3-18 orcs gathered around a small fire. There are also chances for the following extra creatures to be present:

10% human slaver (fighter, levels 5-8).
25% ogre, 1-3.
50% half-orc fighter (levels 2-5).
30% half-orc fighter/cleric (levels 4-6/4).

In addition to the fire, there will be 0-5 crude shelters constructed around the campsite. Each shelter will contain 1-100 gp.

Slavers: These humans will often be found in the ruins, carrying out business with the orcs and half-orcs who dwell there. A band of slavers will have a fighter of 8th or 9th level and 3-10 1st level fighters. There is a 50% chance that a cleric of 6th or 7th level will be present. If no cleric is with the group, there is a 75% chance that a magic-user of 5th or 6th level will accompany the band. In addition to the humans, 1-4 half-orc fighter/thieves (levels 4-6/3-5) will be acting as interpreters. The humans will try to deal with the party first, appealing to them as fellow men.

WANDERING MONSTER ROSTER

Whenever a wandering monster is slain, the listings below should be adjusted to show the number of creatures of that type remaining. Characters may never encounter more wandering monsters than the amounts given here. Except in noted instances, the death of wandering monsters will not affect the appearance of placed encounters.

Aspis	10
Basilisk*	2
Crocodile	10
Doppleganger	6
Ghast	6
Ghoul	20
Green Slime	Unlimited
Half-orc cleric/assassin	5
Half-orc fighter	15
Half-orc fighter/cleric	7
Half-orc fighter/thief	5
Harpy	6
Ogre	8
Orc	50
Rat, giant	Unlimited
Skeleton	20
Slave	40
Slaver	15
Stirge	30
Weasel, giant	5
Wight**	1
Zombie	20

* Remove the appropriate number of basilisks from encounter area **10**, temple level.

** No wight will be encountered in the Inner Courtyard (area **9**) if rolled on the Wandering Monster Table.

KEY TO THE TEMPLE LEVEL

1. SECRET DOOR AND SPIKE TRAP:

a. Outside Entrance:

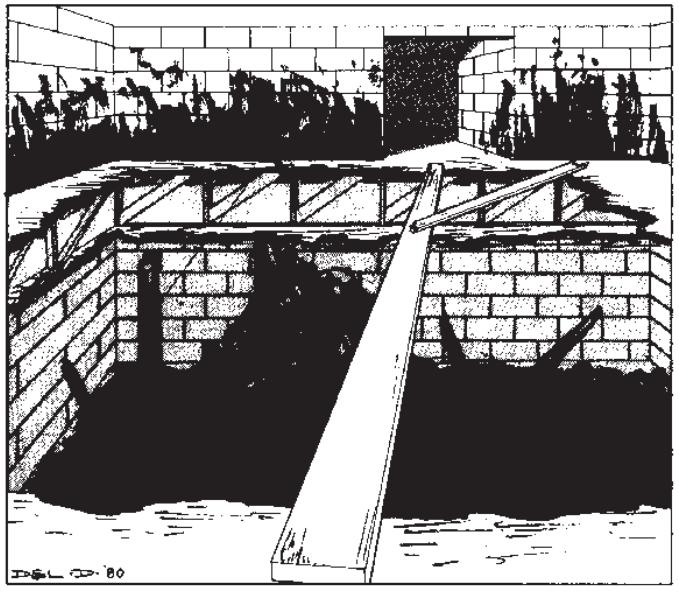
At the end of this 10′ long passage is what is obviously the back of a secret door. Constructed to look as if it were part of the wall to those on the other side, no attempt has been made to disguise the presence of the door from this side. Light from the other side faintly outlines the door, and there is a handle to pull the door open.

The door is trapped from the opposite side so that any person who opens it will trigger the trap. This trap consists of a spiked, spring bar beside the door, bent back so that when released it will snap across the doorway at chest height with a great deal of force. Any character standing in the doorway will take 3-18 points of damage (FOR TOURNAMENT USE: 13 points of damage), unless they are a gnome or halfling, in which case the bar will pass harmlessly overhead. If a thief successfully detects traps, he or she will discover the trigger rope on the other side of the door by peering through one of the cracks. This rope may be cut (and the bar released) with a dagger inserted in the crack. The bar will smash into the panel of the door and will do 1-6 points of damage to any characters pressed against the door.

b. Inside Exit:

About halfway down the hallway is a wooden board, crudely but securely fastened to the wall at one end. The other end has nails, spikes, glass and other jagged items stuck into it. It has then been bent back towards the wall and held in place by a rope fastened to a pin. Another rope is connected to this pin and runs forward along the wall to a hook set in the wall. This hook is about the same place where the bar would strike if released.

This trap covers the secret door to the outside. If the rope is cut, the bar will be released to swing into the wall. Anyone standing in the arc of the bar will take 3-18 points of damage (13 points in TOURNAMENT USE) from the blow. If the board strikes the wall, it will crack the wood and plaster panel there to reveal a secret door giving onto passage beyond.



2. BRICKED UP ROOM:

This room is burnt and partially destroyed, much like others throughout the temple. The floor is crowded with debris and movement is difficult. Sagging and collapsed as it is, the ceiling still appears to be sound. The east wall is different from the others. It shows signs of recent construction and upkeep as it is patched in several places. On the whole this wall appears to be stoutly built.

This room is empty of monsters or treasure and in poking through the rubble no useful item will be found. The east wall is maintained in good condition to protect the rest of the compound from the basilisks that live on the other side.

3. COLLAPSED GUARD ROOM:

The wooden door to this room is charred with several boards missing and other planks obviously weakened. The handles, hinges, and other metal fittings are half-melted, soundly jamming the door shut. The room beyond, as seen through the holes, is severely burnt, its furnishings buried and ruined beyond recognition. The ceiling has collapsed for the most part, revealing another chamber on the second floor. About 5′ of the ceiling still remains around the walls of the room, forming a narrow jagged ledge. The floor is littered with beams, plaster, ash, and unknown pieces of junk. The air is filled with the odor of rot.

The door cannot be forced open, although three solid blows with a mace or axe will knock an opening large enough for a man to step through. Likewise, a character in plate mail who throws his or her body against the door will smash through immediately, stumbling to the floor beyond (the next round for that character must be spent in recovering). Hidden on the ledge above this room are eight ghouls (AC 6; MV 9″; HD 2; hp 8 each; #AT 3; D 1-3/1-3/1-6; touch causes paralysis, immune to **sleep** and **charm** spells) and two ghasts (AC 4; MV 15″; HD 4; hp 24, 27; #AT 3; D 1-4/1-4/1-8; touch causes paralysis, stench causes save vs. poison or be –2 on "to hit" rolls, immune to **sleep** and **charm** spells). When anyone enters the room, the ghouls and ghasts will leap from above, howling. They will surprise a party on a 1-4 (d6). Once a character has been paralyzed by a ghoul or ghast, the monster will continue to attack that character automatically hitting, unless distracted by someone else (i.e. attacked). Ghoul paralysis will last for 3-12 turns. On the ledge of the room above are six 500 gp gems and a **potion of fire resistance**.

4. TREACHEROUS FLOOR:

At the top of the stairs are the remains of a door, beyond which is a room. The floor here is almost entirely gutted as is the floor below. 30′ below is the gray stone of the cellar floor. There is an open doorway on the opposite side of the room on this level. Any exits from the first floor or the cellar have been completely filled with rubble. There are three possible ways to walk across the space—a charred and crumbling section of floor clings to the left wall, a narrow pathway of fallen beams stretches across the center like a bridge, and a sounder section of floor, only burned at the edge, runs along the right wall. All three paths are accessible from this end and lead to the doorway on the opposite side.

If the crumbling ledge is probed, large pieces of burned wood will

crash to the floor. If any character steps on the ledge, it will collapse beneath them. The center path is narrow and will wobble slightly when stepped on. Plaster and ash will fall and the wood will creak and groan. As unsafe as it seems, the path is sturdy and may be crossed without falling. The ledge to the right is sound and solid. However, when the lead character reaches the halfway point, their weight will cause a loose beam underfoot to shift. The wall beside them will collapse inwards, knocking the figure off the ledge. If characters are roped together when this happens, each figure after the first must roll a successful *bend bars/lift gates* to stay on the ledge. Characters that fail will be pulled over the side. The fallen wall will block this ledge. A fall to the cellar will do 3-18 points of damage. (FOR TOURNAMENT USE: 12 points of damage).

5. a. Alcove:

> A small alcove set along the center of the passage has three barrels in it. These barrels are sealed and dusty. The wooden staves are stained a dark brown.

The tops of these barrels may be opened by smashing them with a mace or axe; one round being required for each barrel. Inside each is a dark, thin, sour-smelling liquid. This is actually nothing but old soured wine, more vinegar than alcohol. The barrels may be rolled down the hall if unopened, or manhandled by two people if the top has been removed.

b. Sundew's Lair:

> This room is almost bare except for the stairs on one wall and the door on the opposite wall. 5′ from this door is a mound of tarry looking rags. Many flies buzz about the room and the air has a sweet honey smell.

The mound is actually a giant sundew (AC 7; MV 1″; HD 8; hp 48; #AT 6; D 1-3 plus special—acid damage on 1 per tendril per round, suffocation on a "20", –1 on "to hit" per 3 hits, ½ damage from fire and missile weapons) that will attack any character within 5′ of it. Having sprouted roots, it will not move from its position and will use its sticky tentacles to protect it from any attacks it can. The vinegar at **5a.** may be used to dissolve its glue; each barrel will coat half the floor space of the room. If the barrels are released at the top of the stair, they will be broken by the time they reach the floor. Around the base of the sundew, hidden under its glue are 500 gp, three gems (500 gp, 1,000 gp, and 10 gp) and a **ring of spell storing (friends, shatter, jump)**.

6. STABLE:

> This wooden building is in good condition. In it is a row of stalls for horses, three of which are occupied at the moment. Tack hangs from the walls and three saddles are piled near the double doors. Piles of hay line the walls opposite the stalls and several open sacks of grain are beside them. Four humans are sitting on the sacks, their short swords thrust into the hay beside them. A ladder near the single door leads to a loft.

The four humans are actually half-orcs (AC 7; MV 9″; HD 1; hp 8 each; #AT 1; D 1-6 with short sword) who are assigned to work here as stable hands and guards. One of the four has a horn concealed under his cloak and at the first sign of trouble he will attempt to call for help by blowing on it. It the alarm is raised, more half-orcs will arrive according to the numbers found under the random encounter tables. They will arrive in 2-5 rounds. The loft over the stable is filled with loose hay and more stacks of grain. Hiding among these is a doppleganger (AC 5; MV 9″; HD 4; hp 20; #AT 1; D 1-12; surprise on a 1-4, immune to **sleep** and **charm** spells, saves as a 10th level fighter). He will pose as a half-orc, orc, human merchant, fighter, or slave according to the situation. He will attempt to join any party that defeats the half-orcs, probably claiming to be an escaped slave. If allowed to do so, he will attempt to lead a member of the party away from the others and then slay that character and take his or her place.

The half-orcs each carry 20 gp on their persons. Other than this there is nothing of value in the stables except for the horses and the saddles.

7. STONECUTTER'S SHED:

> This ramshackle building is cluttered with a variety of tools and junk. There are hammers, chisels, axe handles, slabs of stone, and warped boards. The walls are covered with many different types of holy symbols, some of evil and some of good religions. Most of these look as if they have been pegged or nailed in place. Crouched around a dim and sputtering lantern are six orcs, nervously fingering their halberds and glancing about.

The six orcs (AC 6; MV 9″; HD 1; hp 4, 3, 6, 7, 1, 4; #AT 1; D 1-10 with halberd) have been ordered to stand guard here to prevent any intruders from entering the compound. All the exits are barred, but the doors are weak and easily broken. The orcs do not like this duty and are plainly terrified of the nearby cemetery, as they do not like the idea of becoming victims of some undead creature. To prevent this they have gathered any and every holy symbol available, including those of their victims, and hung them up. Nonetheless, they are apprehensive. If surprised, their first thought will be to flee (if possible). If they cannot get away, they will fight at a +2 on their chances "to hit" out of sheer ferocious panic. Each orc has 5 gp and a silver holy symbol of some religion, worth 40 gp.

8. CEMETERY:

> This open area was obviously once the cemetery for the temple compound. Now it is overgrown with weeds, gnarled bushes and dying trees. Stone markers and small crypts can be seen at some points through the overgrowth. Paths twist through the cemetery and some show signs of recent use. Everything seems gray in color here—the grass is gray-green, the soil dusty gray, the stone markers brown and gray. A feeling of oppression hangs over the entire cemetery.

This area is avoided by the orcs and half-orcs unless they come in large numbers, for they dislike the plants that grow here. These plants have managed to become animated through the will of the goddess whose temple this was. Although unwilling to interfere more directly than this, she has made the garden unsafe for all who enter. As characters move through this area roll a d6 each turn. On a 1-3 an encounter has occurred. Roll on the following table (d8) to determine what happens:

1. Branches and weeds bend and move, blocking the path behind the last person in the party. To return the way they came, a party would have to cut through this overgrowth.
2. A tree branch strikes once at a random party member. It attacks as if it were a 2 HD monster causing 1-6 points of damage if it hits.
3. The branch of a bush will attempt to pickpocket a member of the party. The chance of success is 65%. Failure by greater

than 20% will indicate that the character has noticed the attempt. A small item, randomly determined, will be taken from the character.

4. 2-8 giant worker ants (AC 3; MV 18"; HD 2; hp 9 each; #AT 1; D 1-6) will attack the party.
5. Weeds will attempt to entwine the legs of the characters. Failure to save vs. paralyzation will result in entanglement. The weeds will hold characters until they are freed by others or killed by a wandering monster.
6. 2-5 ghouls (AC 6; MV 9"; HD 2; #AT 3; D 1-3/1-3/1-6; touch causes paralysis) will attack the party.
7. Weeds and bushes will bend to block the way ahead of the party. Further progress ahead must be done by cutting (MV 1").
8. A tree will fall across the path, attempting to strike a random party member. The tree will attack once as an 8-HD monster and will do 4-24 points if it hits.

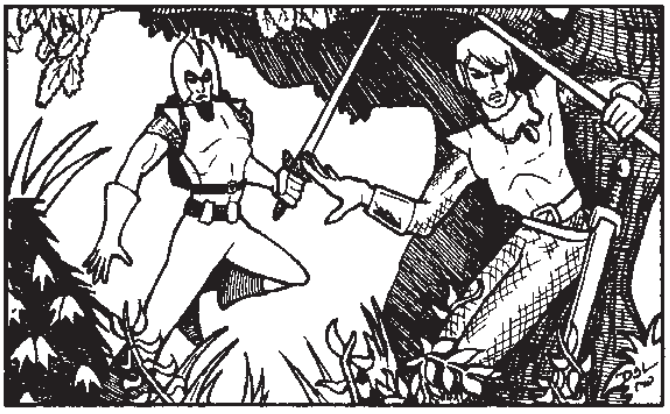
Should characters attempt movement off the path, the plants will become very active to stop them. Weeds will entangle them every step of the way and branches will constantly strike at members of the party. Should the characters become extremely destructive (i.e. cutting, chopping or burning), it will be discovered that trees have moved to block all the exits. Each tree will have 60 hit points, attack as a 10 HD monster and will be able to attack four times per round, D 1-6 each. There will be three trees guarding each exit.

There is a large crypt at the center of the cemetery with a heavy iron door in the front. The insides of this crypt have been removed and a staircase going down has been installed. This stair will lead to the dirt tunnels that eventually wend towards the aspis nest and room **21** on the underground key.

9. INNER COURTYARD:

This large courtyard is mostly dust and grass, although several large trees grow at one end. Near the edges of the yard are large blocks that have tumbled from the walls of the temple and its outbuildings. These ruined areas look like they will provide adequate cover for any creature of man size or smaller that wishes to hide in them.

Hidden in this pile of debris is a wight (AC 5; MV 12"; HD 4+3; hp 27; #AT 1; D 1-4 plus energy drain, silver or magic weapons needed to hit) who stalks this courtyard. The half-orcs have managed to appease him through the regular offerings of victims, whether they be human, half-orc, orc, or otherwise, and the cleric of the temple has formed a shaky alliance with the creature. Consequently, the wight seldom roams outside the area of this courtyard. However, it considers any who enter this area to be fair game. Should the party be pursued into this area, their foes will halt outside and prevent the party from returning the way they came, hoping to watch the sport. Hidden in the debris are 2,000 cp, 1,000 ep, and a pair of **gauntlets of dexterity**.



10. BASILISKS' DEN:

There are no visible doors to this area; in fact, openings that might once have been windows or collapses in the wall have been repaired and maintained. Now there is a wall facing the inner courtyard that stands about 10' high. Inside this area is the ruin of a collapsed building. Several of the inner walls stand, broken and irregular at their tops, but there are no floors nor ceilings anywhere inside the walls of this area. Along the wall near the outer edge of the compound are a large number of chipped, cracked, and broken statues. These are in many different poses: people crouching, kneeling, praying, defiant or twisted into broken positions. They are all of exquisite workmanship and may have once been part of the furnishings of the previous temple.

This area actually contains two basilisks (AC 4; MV 6"; HD 6+1; hp 45, 33; #AT 1; D 1-10; gaze turns to stone) who have been walled off by the half-orcs from the rest of the compound. This area is used to punish traitors and enemies (provided the half-orcs don't get carried away and kill them first). Many humans attempting to rescue their kin have also wound up here. Since the area is somewhat large, there is a chance that the basilisks will not be in the area of any intruders who enter. Every round spent in this pen there is a 1 in 6 chance of encountering one of the basilisks. Loud noises are sure to draw these creatures to their source. These creatures have no treasure.

11. BURNT DORMITORY:

This room is charred and burnt, and in a state of collapsed ruin. Although the walls are still intact, the ceiling has fallen in at several places. Fallen beams have crushed bunks and the tattered remains of blankets show under the ashes and plaster. Several small beetles and spiders scuttle from place to place, leaving tracks in the muddy ash.

This room is not used by the denizens of the temple as it is considered unsafe. Careful searching will reveal crushed bunks and charred bits of simple furniture (stools, tables, etc.) but nothing of value to the party. The room is dangerous and any major disturbance of its structure (knocking holes in walls, clearing away beams, etc.) is liable to cause another collapse. This will be of 6' to 15' (1d10 + 5) in radius from the point of the disturbance and will do 3-18 points of damage to all within that area. There is a 1 in 6 chance that any character injured by a collapse will be pinned under a beam and will need help to free him- or herself.

12. FALSE SLAVERS' LAIR:

> The walls of this chamber are linked with twenty human slaves, their ankles and wrists shackled and manacled together. On the same wall as the door can be seen the shadow of a large ogre-like figure brandishing a whip. Gutteral commands and pitiful screams can be heard. At each crack of the whip, the slaves cringe and cower. A trap door is set in the floor at the far end of the narrow room.

This room is actually a trap prepared by the half-orcs to catch those who would try to deceive the slavers. Whenever a new buyer comes to the temple, he or she is first taken to this room and his or her reactions carefully watched. Only after several visits, when the half-orcs feel sure the buyer is what he or she says he or she is will they take the person to the actual slave pens.

a. The twenty slaves are actually half-orcs whose appearance is good enough to pass for humans. Seventeen of these are normal half-orcs (AC 10; MV 9"; HD 1; hp 6 each; #AT 1; D 1-6) armed with short swords carefully hidden under their ragged robes. Near the trap door are 2 half-orc assassins (AC 8; MV 9"; Level 5; hp 23, 25; #AT 1; D by weapon type; backstab triple damage), hiding + 1 short swords and wearing disguised leather armor. Near the door is the leader, a half-orc fighter/cleric (AC 7 due to dexterity; MV 9"; Levels 5/4; hp 32; #AT 1; D by weapon type) armed with a **+1 short sword** (NSA) who will attempt to stand back and cast spells. He has the following spells memorized:

First level: bless, command (x2)**, cure light wounds, darkness**

Second level: hold person, silence 15' radius

The shackles and manacles worn by the "slaves" are false and will quickly drop off at a moment's notice. They are cleverly constructed and only a thief examining them can detect they are false. Once the party is well into the room, the half-orcs will rise, pull their short swords, and leap to the attack. While the party is occupied with them, the assassins will attempt to hide in shadows (automatic for tournament purposes) and then backstab, not assassinate, at the first opportunity. The half-orcs and the assassins each have 1-6 gp on their persons. The fighter/cleric has a ring worth 500 gp.

The trap door at the end of the narrow room is locked from this side. It leads to the aspis food storage chamber (level 2, room 7).

b. In this small alcove are three orcs (AC 6; MV 9"; HD 1; hp 2, 6, 7; #AT 1 by weapon type). The smallest of the three carries a whip (D 1-3) and is standing in front of a bullseye lantern, casting his shadow on the far wall. He is also imitating the voices of the ogre and the slaves. To either side of him kneel the other orcs armed with light crossbows at ready (D 1-4) and short swords (D 1-6). These orcs will not be surprised as the "slaves" will have signaled them. Each orc carries 1-4 gp.

13. CLOISTER HALL:

> This chamber is dusty and bare of furnishings. The floor is wooden and inlaid with simple geometric designs. Long narrow windows pierce the south wall. Near each door is a tallow candle mounted on a wall sconce.

This chamber is totally empty of creatures or treasure. If the candles are examined, it will be noticed that pieces have been pulled off of them. The windows are little more than slits and look into the garden at **14**. There is a 2 in 6 chance that any character looking through these will see and be seen by one of the harpies living in the cloister garden. Once prey has been spotted, these creatures will immediately begin to sing, hoping to lure their victims into the garden. If tallow from the candles is stuffed into the ears, it will provide effective protection from their songs.

14. CLOISTER GARDEN:

> Though choked with weeds and untended, this garden looks almost pleasant. Bright flowers bloom in many places—yellows, violets, reds, blues, and many other colors. A path goes straight through the center to the door on the other side and it shows signs of recent use. The trees are blighted and dying, twisted boles and bare branches. Perched in the trees are four harpies.

The path through this garden is used by the half-orcs to reach the buildings beyond it. Near each door to the garden is a tallow candle to plug their ears with. Whenever anyone enters the garden, the harpies (AC 7; MV 6"/15"; HD 3; hp 12, 16, 18, 21; #AT 3; D 1-3/1-3/1-6; singing and touch **charm**) will start to sing. If after a round the victims show no reaction, the harpies will stop and ignore the party, considering them to have business in this place. Should some of the members proceed to the harpies' direction, they will immediately swoop to the attack. If two or more of their number are killed, the survivors will fly out of the garden and not return until after their foes have left.

15. WATER-FILLED PASSAGEWAY:

> The corridor is narrow, plastered stone, and roofed by an arched ceiling. Heavy wooden beams form arches every 10'. Ahead, the floor of the corridor has collapsed, revealing a flooded sewer line below. This collapse extends for 60' and then ends, as the water flows out from a sunken opening. 15' above this water line is a door set in the end of the passage. Leaning against the wall at this end of the passage is a pole about 10' long and 3" thick. The water appears to be moving at a swift pace. Trash floats away from the door and disappears through a narrow opening under the collapsed edge of the corridor. The air is foul and smells of sewage.

Characters may attempt to swim to the far end of the hall, but to do so against the current is difficult and tiring. Current speed is 3" and the water depth is 8'. Only characters in leather armor or less (except those in magic armor) may swim the distance. Those in leather may not carry more than 200 gp of extra weight. Swimming characters will move at the same rate as their dungeon speed plus or minus the speed of the current. Many methods may be used to reach the opposite side including unhinging the doors to be used as rafts, **levitating** a person over with a rope, **spider climbing** along the walls, etc. A door will carry either one heavily loaded or armored character or two unarmored ones. If not poled or towed by a rope, it will drift with the current. Spikes driven into the doors and walls will support no more than one armored character at a time. It takes three rounds to travel the length of a rope to the opposite end.

16. MAIN COURTYARD:

a.

This courtyard is a large open area. For the most part it is bare dirt, but tall, rank weeds grow up in the corners. At the north end is a large gatehouse to the outside. This way is blocked by two heavy porticullises. There is a wooden door on either side of this gate. Opposite the gatehouse is a pair of huge double doors leading to the temple proper. In the courtyard are two tables, one near the gate and the other near the temple doors, and an unusual looking pushcart. Three orcs stand near each table and four humans or half-orcs are standing around the pushcart.

If not surprised, the orcs (AC 6; MV 9"; HD 1; hp 4 each; #AT 1; D by weapon type) will immediately push the tables over and take cover behind them. These tables will give them 50% cover, rendering them AC 2 and adding +4 to any saving throws from physical attack forms (**lightning bolts**, **fireballs**, etc.). From behind these tables, the orcs will fire their light crossbows and defend with their spears. At the same time as they are doing this, the half-orcs (AC 6; MV 9"; HD 1; hp 7; #AT 1; D by weapon type) will turn the pushcart so that it faces the intruders. This cart is a primitive flamethrowing device. The front of it has been fixed with a mantlet, giving the half-orcs 90% cover (AC –4), +10 on all frontal attack saving throws, ½ or no damage if save is successful). Protruding from this mantlet is a nozzle with a slow burning torch mounted on a bracket in front of it. Behind the mantlet is a barrel containing a volatile oil mixture which is sprayed out the nozzle by a bellows arrangement. This cart may be worked to flame three times before the fuel is exhausted. The flame has a range of 30′ and is 5′ wide at the end of its range. This flame will cause 4-24 points of damage (FOR TOURNAMENT USE: 18 points of damage) to the first person struck. If others are behind this person, they will suffer half damage from the flame. A successful saving throw vs. dragon's breath will reduce the damage by ½ for the first person and will indicate that no damage has been suffered by those characters behind him or her. The cart is able to move 6′ per turn. If it is attacked by a fire based spell, it must undergo a separate saving throw, regardless of the success of the half-orcs. A 10 or better will indicate that the cart has saved; failure to save indicates that the cart has caught fire and will explode the next round. There is a 25% chance that the half-orcs will remain and attempt to put the flames out. A roll of 1-2 on a d6 is required for the half-orcs to be successful at this. Failure to put out the flames will result in an explosion doing 3-18 points of damage (FOR TOURNAMENT USE: 11 points) to all within 10′ of the cart (no saving throw).

Unless in danger of being flanked, neither the half-orcs nor the orcs will advance from behind their respective cover. They will attempt to slay the party with arrows and use the cart to force them into a corner.

The operation of the cart is not as simple as it seems, due to the valves controlling the oil flow, nozzle adjustments, and other controls. Characters will not be able to manage the operation of this device without lengthy study and practice. Likewise, it requires a special oil mixture to operate this device, one that is not readily available.

The orcs and half-orcs carry no treasure.

b. OUTER PORTCULLIS WINCH:

This room is cluttered with ropes, wooden blocks and stools. In the main section is a table with a candle and a bowl of gruel on it. In the alcove at the back of the room is the winch for raising the outside portcullis. Sitting at the table is a man eating dinner. Sullenly staring at him from the far wall are three slaves, apparently unchained.

The man is a half-orc fighter (AC 3; MV 9"; Level 4; hp 32; #AT 1; D by weapon type) dressed in chainmail. On the table beside him rests a dagger (D 1-4) and a longsword (D 1-8). If attacked he will attempt to escape from the room. On his finger he wears a **+1 ring of protection**. The slaves are actually chained to the wall by neck collars and so cannot move about freely. Should the half-orc ever venture within 5′ of them, they will attempt to grapple and overbear him, provided that he does not have his weapon at ready. In the pockets of the fighter's clothes are the key to release these slaves and a gem worth 1,000 gp.

c. INNER PORTCULLIS WINCH:

This small room is almost featureless. A small window looks into the space between the two portcullises, a large winch dominates the center of the room, and two humanoids are sitting on stools facing each other at the other end of the room. One, an obvious half-orc, is holding a sword and pointing it at the other.

The half-orc (AC 4; MV 9"; HD 1; hp 8; #AT 1; D by weapon type) has realized that he is sitting in the same room with a doppleganger (AC 5; MV 9"; HD 4; hp 13; #AT 1; D 1-12; surprise on a 1-3, immune to **sleep** and **charm** spells, save as a 10th-level fighter) and is trying to hold him at bay with his sword. If the doppleganger is not surprised by the entrance of the party, it will shape itself into the likeness of a slave. When the party enters they will see the half-orc holding his sword on a slave. If the doppleganger is surprised, the party will see a half-orc holding a sword on his perfect double. Given the circumstances, the doppleganger will either try to join the party or convince them that the half-orc is really the doppleganger. The doppleganger has 20 gp and the half-orc carries 5 ep.

17. TEMPLE DOORS:

These double doors are each 5′ wide and 10′ high. Beyond them is a corridor stretching as far as the eye can see. Every 10′ there are statues in niches on both sides. These statues are life-like carvings of orcs and gargoyles, set on 5′ high pedestals. They are in a series of orc-gargoyle, orc-gargoyle. Each orc carries a different weapon in an attack position, while the gargoyles are crouched, ready to spring at an unknown foe. All the statues are clean and look relatively new.

A **glyph of warding** has been cast across the 10′ section of passageway marked by the X. If stepped on without proper precautions, this glyph will release its energy at the gargoyle statues to either side, causing them to be flung into the hallway. Characters in the second rank must save vs. paralyzation or suffer full damage (16 points) from one of these statues. A successful save will reduce damage by ½. The statues will make a great deal of noise, negating any chance for surprise in encounter area **18**. The statues are not animated in any way.

18. TEMPLE CHAMBER:

Beyond these double doors (fitted like those at area **17**, is a large open room, lit by braziers and candles. The scent of incense is faintly noticeable. Across the room opposite the door is a dais and an altar. This consists of a semicircular 3-step raised platform projecting out from the wall. On the dais rests a gigantic statue. This statue is of a one-eyed orc-like humanoid standing with legs spread, holding a sword in both hands above his head. In front of this statue, standing on the main floor, are 3 half-orcs dressed in plate mail and carrying halberds. Behind them stands a woman wearing plate mail and carrying a mace. To the right of the double doors is a poorbox mounted on the wall. To the left and in the corner is a font with 10 slaves chained hand and foot beside it.

The woman is a 6th-level evil cleric (AC 1 due to dexterity; MV 6"; Level 6; hp 30; #AT 1, D by weapon type) carrying a +**1 mace** and a **potion of speed**. She has the following spells memorized:

First Level: command (x2), **cure light wounds** (x2), **protection from good**
Second Level: hold person (x2), **resist fire**, **silence 15' radius**, **spiritual hammer**
Third Level: bestow curse, **blindness**, **prayer**

The half-orcs in front of her are 3rd level fighters (AC 3; MV 6"; Level 3; hp 20; #AT 1; D by weapon type). They will attempt to melee with a party, preventing attackers from reaching the cleric. She will stay behind them, attempting to cast spells.

If the cleric is alerted of the party's presence before they enter this area (through loud noise, etc.) she will cast the following spells (if time permits) in the order listed:

The **silence** spell will be cast in the area round the door.
A **prayer** will be cast over herself and the fighters in front of her.
A **resist fire** will be cast upon herself.
A **protection from good** will be cast upon herself.

Hidden in the poorbox is a troll made tiny by a **stone of diminution**. (A small grey stone, this device acts in the same manner as a **potion of diminution** with respect to the size of the creature when the device is operating. This diminution will last for 2-5 turns or until the user lets go of the stone. Each use requires one charge. A stone will have 1-6 charges). Two rounds after the party enters the room, the troll (AC 4; MV 12"; HD 6+6; hp 37; #AT 3; D 5-8/5-8/2-12; **regeneration**) will burst out of the box at full size and attack the party. It will have normal chances for surprising the party.

Hiding in shadows behind the font is a 4th-level assassin (AC 7; MV 12"; hp 12; #AT 1; D by weapon type, backstab for double damage) who will attempt to backstab an unarmored figure if possible. Unless precautions are taken to protect the rear of the party, the assassin will be able to make a backstab attempt.

The slaves are ordinary slaves and will avoid combat if at all possible. No figure may pass through this group due to their chains; they must always be circled. Figures forced into the slaves will stumble and trip, requiring one round to regain their feet, during which time they may not attack. The slavers will suffer an extra 1-6 points of damage if forced into the slaves as they will be struck by chains, fists, and feet.

On the floor between the legs of the statue is an ornamental trap door. This leads to the lower sections of the temple, through the aspis lair. In a niche at the top of this shaft are three bags with 300 gp each, a gem worth 2,000 gp, and papers detailing when the next caravan will leave and where it will go.

FOR NON-TOURNAMENT USE ONLY: The trap door to the lower level has been trapped to prevent unwanted people in the lower level. If the trap door is opened without first locking the secret catch located on the left foot of the statue, the arms of the statue will fall forward. The sword blade will swing directly over the trap door and will do 6-36 points to any person in its path.

19. RUINED CHAPEL:

This was once a large high-ceilinged chamber, obviously the altar room of the previous temple. The ceiling was once built from stone arches, but now it has all collapsed and crashed down, crushing the altar. Great shattered blocks and columns cover the floor, and the roof is open to the sky. Sheets of roofing material and jagged beams thrust up from the floor. Ivy covers the walls. Fluttering and squeaking can be heard.

The squeaking sound comes from ten stirges (AC 8; MV 3"/18"; HD 1+1; hp 5 each; #AT 1; D 1-3, strikes as 4-HD creature, drains blood for 1-4 per round) nesting in the creepers on the walls. Hungry, they will attack any who enter this chamber, avoiding those with open flames and attacking other characters first. If four or more stirges are killed the survivors will retreat to their nests. They will return to attack in 5-8 rounds. Under one of the vines is a jeweled dagger worth 1,000 gp.

TOURNAMENT START FOR THE SEWER SECTION:

After your arrival in Highport, you were able to pose as evil humans and mingle with the creatures that lived throughout the city. Through careful questioning, you discovered that the slavers led their prisoners to the sewers and there disappeared, prisoners never to be seen again. Finally you have been contacted by an escaped slave, who hurriedly told you of a way in before attempting to flee the city. Now, night has come and you stand next to a boulder that you have rolled aside to reveal a shaft with a ladder leading down ....

The Tournament Start for the Sewer Section is only for those players using this module in tournament play—either individually or in sequence.

As a point of reference, the boulder that has been rolled aside is located in the same position as the ornamental trap door where the temple (room **18**) would be. Both shafts are the same, opening into area **1** of the sewer level.

KEY TO THE SEWER LEVEL

Sewer Encounter Table

Encounter occurs 1 in 6, check each turn.

1. 1-4 aspis drones (AC 3; MV 15"; HD 6; #AT 2; D 1-4/1-4 or by weapon type).
2.-3. 2-12 orcs (AC 6; MV 9"; HD 1; #AT 1; D 1-8 or by weapon type); see below.
4.-5. Slave band; see below.
6. 2-20 giant rats (AC 7; HD ¼; #AT 1; D 1-3).
7. 1-2 giant weasels (AC 6; MV 15"; HD 3+3; #AT 1; D 2-12).
8. 1 green slime (AC 9; MV 0"; HD 2; #AT 0; D special).
9. 1-3 dopplegangers (AC 5; MV 9"; HD 4; #AT 1; D 1-12); see below.
10. 1-6 crocodiles (AC 5; MV 6"//12"; HD 3; #AT 2; D 2-8/1-12).

Orcs: There is a 10% chance that an ogre will be present with any band of orcs. The orcs will be armed with light crossbows and battle axes or short swords.

Slave band: 2-12 slaves shackled and manacled together will be herded through the sewers by 2-8 orcs armed with whips and short swords. There is a 25% chance that a human fighter (Level 6-7) will be present along with a half-orc fighter (Level 1-3) acting as interpreter. This human will be preparing a caravan to leave the city.

Doppleganger: There is a 50% chance that these creatures will be posing as orcs when encountered.

NOTE: There are three main types of construction found throughout the underground passages of the temple—dirt tunnels and chambers, sewers, and passageways and rooms. Dirt tunnels are dug from the soil, are hard packed, and are roofed by wooden planks. There are beams every 5′ supporting the ceiling. The passageways are normally 10′ wide, but this will vary considerably from section to section. The ceilings are about 7′ to 8′ high. The chambers have also been delved from the earth and are supported by beams, although there is no planking to cover the ceiling. The walls and floors in chambers and passages are slightly muddy, but show no signs of crumbling. If the beams supporting the ceiling are destroyed (due to removal, fire, **lightning bolt**, etc.), there will be a collapse in a 5-10′ radius. Persons caught in this area will suffer 2-20 points of damage (no saving throw). If more than 15 points are sustained by a character, that person has been totally buried and must be rescued within 5 rounds or die of suffocation. Players may dig 2′ per round without tools or 5′ per round with shovels. A collapse will totally block a passage.

Sewer tunnels are 20′ wide arched passageways of brick and stone. The walls are rotting, crumbling brick, covered with harmless molds and slimes. Along one side is a 5′ wide stone ledge. The remainder of the passage is filled with a runoff mixture of sewage and water, 6" below the level of the ledge. The water depth varies from 5′ to 12′ at any given point (roll d8 + 4 to determine the depth when necessary). Garbage floats sluggishly at the surface, not revealing the stronger undercurrent. This current, 2′ beneath the surface, moves at a rate of 3" per turn in the direction of the **GRUB HATCHERY** (area **2**). Those swimming downstream may add this amount to their movement rate; those swimming upstream must subtract this amount. The ceiling is formed of stone blocks, and stone arches support it every 10′. The ceiling is 7′ high at the sides and 10′ at the center of the arch. Water drips from cracks in the stone and calcification has formed tiny stalactites hanging from the ceiling. In some places, small plant roots hang down from above.

The passageways and rooms are of standard dungeon construction. These areas are comparatively dry. The walls, ceilings, and floors are made of large blocks of smoothly dressed stone. Doors are made of heavy oak, bound in iron and studded with large rivets.

1. ESCAPE LADDER:

> A ladder extends from a circular stone shaft to a dirt tunnel. The ladder is wood and in good condition. It does not appear to be fixed to the wall. There are many tracks in the mud about the ladder. The air is damp and foul.

This ladder leads to the temple altar on the surface (room **18**). A stone lid covers the top of the shaft, but this may easily be moved aside from below. The tracks are those of orcs coming and going, and an unknown creature (aspis) of great stature.

2. GRUB HATCHERY:

> The floor of this room is completely covered with drying garbage and other foul materials; characters must wade through this muck to enter the room. The air is steamy and condensation appears on the walls, which are already covered by pale moist slime growths. The heat of rotting garbage rises from the floor, rendering infravision useless. There are four exits from the chamber, one at each compass point. The exit to the east is a brick and stone passage; the others are dirt tunnels. The odor of rot filling the air is almost nauseating in its intensity.

The room is actually a pit, filled with sewage waste up to the level of the surrounding passages. The sewage is 5′6" deep and has a consistency of slimy quicksand. Beneath the sewage at the entrances are 5′ × 5′ platforms, and connecting them is a 3′ wide ledge. The forward edge of the platform becomes steps going down into the pit, six steps in all. The platforms are covered by 6" of sewage while the ledge quickly slopes down to a depth of 2".

Living in these pits are five aspis larvae (AC 6; HD 5; hp 20, 21, 26, 16, 10; #AT 1; D 2-7; surprise on 1-3, immune to acid) in different stages of growth. These blind 1½-3′ long creatures will attack any disturbance in the sewage choosing greater disturbances over lesser disturbances. They are capable of attacking while submerged, but may only rise ½′ above the surface. None will attack figures on the 5′ × 5′ platforms. Up to three may attack those standing on a ledge, and all may attack those in the pit.

When entering the room, if no precautions are stated, the front rank will automatically stumble on the steps, plunging into the pit. Characters in the pit move at ¼ their normal movement rate, fight at a –4 to hit, defend at –4 from their normal armor class, and may only use thrusting weapons. The sewage is mildly corrosive and burns flesh and weakens cloth or leather. Each round, characters standing on the ledge will take 1-2 hit points of damage; those in the pit will suffer 2-5 points of damage. Characters submerged in the sewage take an extra 8 points of drowning damage at the end of the second round; characters with constitution scores of 16 or better take only 4 points. Thereafter damage will continue for every round the character remains submerged. Characters may float to the surface by releasing held items and swimming. No other actions may be taken if this is done.

If the sewage is collected and carried to be thrown at opponents it will do no damage, but the stench of the fluid will cause all within a 3′ radius of the burst sewage pots to save vs. poison or be helpless with nausea for 2-8 rounds. The sewage fluid may only be carried in ceramic or metal vessels. If the container is not stoppered, the smell will affect the party. Even if the sewage is carried in a stoppered container, the stench gained in obtaining the fluid will remain for 5 turns, negating surprise during that time.

3. EGG CHAMBER:

> The passageway rises quickly above the level of the sewage and the chamber floor seems dry. The space is large and the dirt ceiling is supported by many beams. Ten feet away, spaced in a ring around the only entrance to the chamber, are 3 large insect creatures. Each carries 2 battle axes, one in each upper forelimb. Beyond them near the far wall are many glistening white ovoids, about 6" to 1' in length.

Three drone aspis (AC 3; MV 15"; HD 6; hp 30, 27, 45; #AT 2; D by weapon type) are guarding the egg chamber. They will instantly attack any strangers who enter the room (+2 on their "to hit" rolls due to morale). They will neither retreat nor surrender. If not surprised, they will attempt to summon aid by making loud clicks and whistles. If any aid should come (50% base chance, subject to DM's modification), it will be a few of the drones from the **ASPIS CHAMBER** (area **5**). The twenty white ovoids on the ground beyond the drones are the eggs of the nest. Their soft membranes may be easily slit open to reveal partially formed aspis larvae inside. Hidden under one of the eggs along the south wall of the chamber is the combined treasure of the 3 drones—3 gems worth 500 gp, 1,000 gp, and 100 gp respectively.

4. FOOD STORAGE:

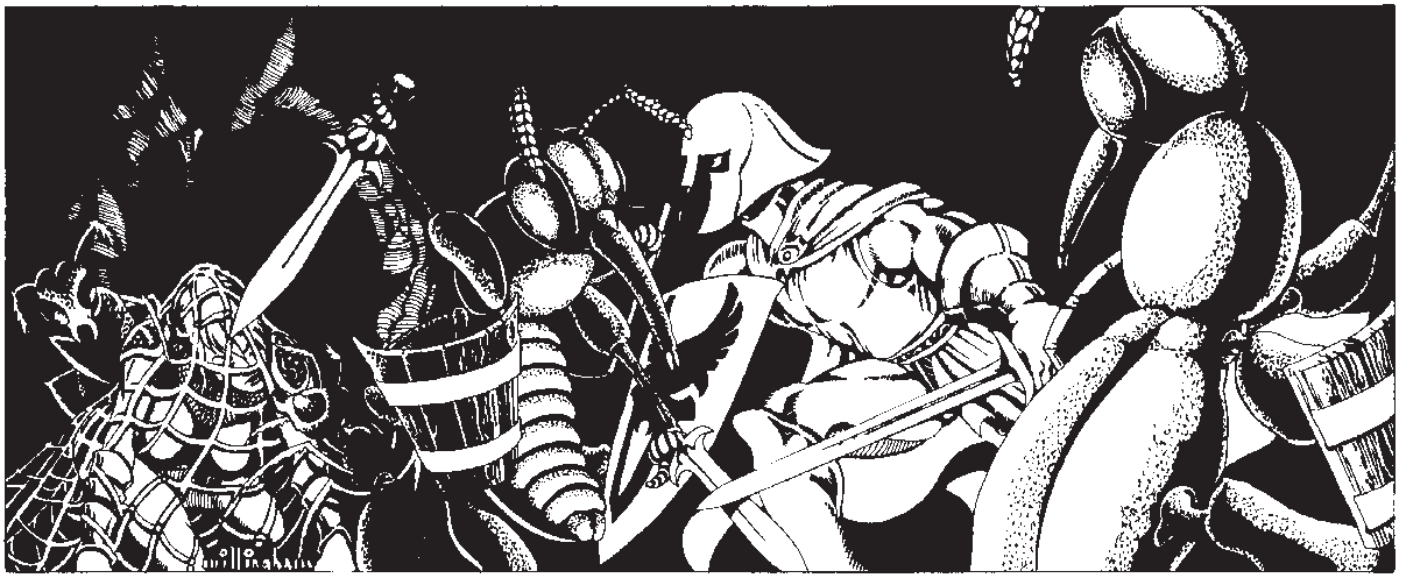
> A 5' wide path runs through the center of this room from exit to exit. To either side of the path is a trench (5' wide) filled with grain. Beyond the trenches are piles of dried carcasses and mounds of rotting vegetation. Hung from stakes driven into the walls are leather skins and full bladders.

This chamber is the food storage area for the aspis. The trenches to either side of the path are 3' deep. The southern one contains nothing but grain, but the one to the north is inhabited by a gray ooze (AC 8; MV 1"; HD 3+3; hp 19; #AT 1; D 2-16; corrodes metal, affected only by blows and lightning) at the bottom of the trench. It will attack creatures that disturb its trench. The mounds of decaying vegetation are infested with rot grubs, 15 in all (AC 9; MV 1"; hp 1 each; burrow into flesh if touched, will kill host in 1-3 turns unless flame or **cure disease** is applied). The aspis consider the grubs a delicacy. Under one of the piles may be seen the thongs of a leather sack. This sack contains three apples covered with a glittering silver-blue mold. The mold is beneficial and will cure any non-magical disease if one apple is eaten. The piles of carcasses are those of 26 giant rats and 14 humans. The bodies are unclothed and unadorned. The leather skins and bladders are filled with honey and wine.

5. ASPIS CHAMBER:

> This large dug-out chamber has several exits visible. Three of these are man-sized in height and lead off in different directions. The other exits are smaller, near the floor, and appear to be large enough for only gnomes or halflings to use. There is much activity, and the room appears to be a meeting area. Four insect men are occupied with various tasks—mending straps, eating, sharpening weapons. Around their feet run five giant ants.

Just before each tunnel entrance is a silken trip cord set about 4 inches above the floor. This trap will release a camouflaged net hung over the tunnel entrances. These nets have been soaked in the sap of the giant sundew, making them particularly sticky. The nets cover a 5' × 5' area; any creatures caught in them will fight at a –2 due to entanglement on the first round and will suffer an additional –1 on his or her chance to hit each round thereafter. Characters with an 18 strength or greater may break the net in three rounds. All other characters must be cut free with the aid of another person. When a party enters, the insect men will first order the five giant worker ants (AC 3; MV 18"; HD 2; hp 13 each; #AT 1; D 1-6) to attack while the drones prepare. The drones (AC 2; MV 15"; HD 6; hp 44, 36, 20, 34; #AT 2; D by weapon type) will each attack with two broadswords (D 2-8) and defend with two shields. They will attempt to stab at the defenseless players caught in the nets while they are preoccupied with the giant ants. If forced to retreat, the drones will attempt to go to the **BREEDING CHAMBER** (area **6**) to help protect the cow. No reinforcements will come to this chamber unless the party is already being pursued.



6. BREEDING CHAMBER:

> This chamber is a large cavern dug from the earth, its ceiling supported by long beams that extend from wall to wall. The ceiling is 12′ high. The floor is puddled with water. Several openings are visible, some 4-5′ high while others are only high enough for a halfling or gnome to crawl through. Towards the center of the room is a gigantic white larva, almost 12′ long and 4′ wide. Around it are several insect men, six in all, armed with halberds and shields. On the floor against the south wall may be seen four leathery white balls, about 1′ in diameter.

This is the main breeding chamber of the aspis. It is occupied by the giant grub-like cow (AC 7; MV 3″; HD 10; hp 60; #AT 1; D 3-18) and six aspis drones (AC 2; MV 15″; HD 6; hp 40 each; #AT 2; D 1-4/1-4 or 1-10/1-10 with halberd). Due to their fanatical devotion to the nest, the drones will fight at +2 on their chances "to hit" and will not surrender or flee unless the cow is slain. If the cow should be killed, the aspis will attempt to flee to the egg and grub chambers to defend the young.

In 2-5 rounds after the party enters, 2-4 giant soldier ants will appear from the mouths of the ant tunnels (determine which tunnel randomly) to assist the aspis. They will retreat before a stoutly wielded open flame. Every round for five rounds after the ants first appear, two more worker ants will enter the chamber, until a total of ten have arrived. The entrances may be temporarily blocked with any suitable material (bundles of sacks, a full backpack, a body, etc.). Each blockage will require 2 rounds for the ants to remove.

Along the south wall are four egg cases. These have been collected after the larva have hatched, then cleaned and sewn back together to form sacks. Three of these cases contain 100 pp each while the fourth contains a **+1 cloak of protection**, a **potion of healing**, and a **scroll** of **protection from petrification** (10′ radius).

7. SPARE FOOD CHAMBER:

> This chamber appears empty although the floor has four 3′ deep pits dug in it. There is ample room between the pits to safely walk across the chamber. The pits appear to have nothing in them. On the east wall is a ladder to a trap door in the ceiling.

This chamber is a reserve food storage area, presently not in use. Inspection of the pits will reveal a scattering of grain, but nothing else. The trap door is locked from the top side, but there is a secret catch on the underside which a thief may locate if a successful *open locks* roll is made. Otherwise, the trap door may be forced as if it were a normal door, although all attempts are made at a –1 to the die roll.

8. GIANT ANT LAIR:

These tunnels are small holes dug through the earth, obviously unsupported by beams or other fittings. They are only wide enough for gnomes or halflings to crawl through.

a. NESTS:

Each chamber will contain 2-12 giant worker ants (AC 3; MV 18″; HD 2; hp 9 each; #AT 1; D 1-6) and 1-3 giant soldier ants (AC 3; MV 18″; HD 3; hp 14 each; #AT 1 and 1; D 2-8 and poison sting if the first attack hits—D 3-12, or save vs. poison for 1-4). The chamber will also contain either food (60%) or eggs (40%).

b. QUEEN'S CHAMBER:

In this chamber, protected by 10 soldier ants (hp 15 each) and 10 worker ants (hp 9 each), is the queen (AC 3; MV nil; HD 10; hp 55; #AT 0; D nil). The soldier ants will fight to the death while the workers attempt to remove the eggs (20 total) from the chamber. If the workers succeed, they will then attempt to push the queen to another nest. Should the queen be killed, the ants will be **confused** for 6 melee rounds and will then begin to leave the nest. The collected treasure of the giant ants may be found under the body of the queen. It consists of 7 gems (one 10 gp, two 50 gp, three 200 gp, one 1,000 gp) and a potion bottle of **oil of slipperiness**.

9. LEDGE TRAP:

> The only noticeable feature here is that a greater than normal amount of trash floats on the surface of the sewer runoff.

If the characters spend a turn observing this, they will note that garbage floats in from both directions and collects here although the amount of trash never really seems to increase. There is a drain in the center runoff channel and a trap has been set to make use of it. The 10′ shaded area of ledge on the map has been fitted to tip over. Unless precautions are taken, the ledge will tip, the edge closest to the wall tilting up and the other edge dropping towards the water, tossing the characters into the sewer. Precautions that would be effective include wedging the ledge, providing counterbalancing for characters as they cross, moving across the trap pressed against the wall, etc.

Once in the water, the drain suction will start pulling the character down. The character must drop all items in hand to attempt to stay afloat. The base percentage chance for keeping one's head above the water is 40%; +1% for every strength point (and +1% for each 10% of exceptional strength over 18), –15% for leather armor, –20% for shield (which may be released the next round) or studded leather armor, –35% for chainmail, –40% for banded armor, –45% for splint or scale armor, –50% for plate mail, and –10% for each round submerged after the first. All magic armor—except shields—improves survivability by 5%.

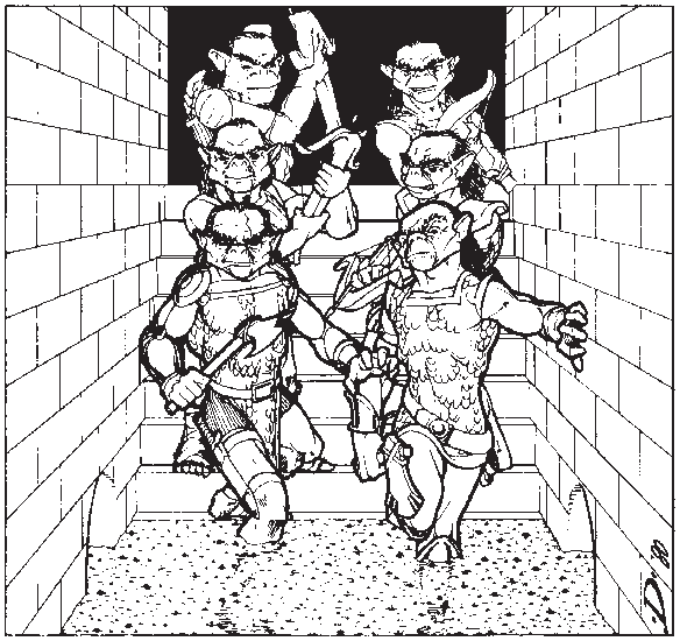
A character pulled under the surface has two rounds to surface. If the character has not reached the surface by the 3rd round, the person will suffer 10 points of damage each following round. The drain is wide enough for a man to fit through, but progress is slow down it. If someone on the surface does not have a rope in hand, it will take one round to ready one. Suction will draw a weighted rope within reach of the submerged person, and the person will find it on a roll of 1-5 (d6). A combined strength of 36 points is required to free a person from the suction in two rounds (each 10% over 18 equals another point), 72 points will free the person in one round.

When leaving this area, characters will begin to hear a thumping of "drums," coming at a steady, but slightly irregular beat. The sound will echo throughout the passage and will be obviously coming from somewhere ahead.

a. SEWER BRIDGE:

There is a wooden bridge supported by stone pillars that crosses the river of sewage at this point. The bridge is 5′ wide and has no railing. It is well built and appears to be sturdy.

10. a. FALSE DRUM:



The sewer passage ends in a tumble of ruin, completely choking the passageway. Part of the collapsed tunnel forms a ledge extending into the water. Little current moves through here and the water is stagnant and slimy. An old tun rests upside down at the end of the ledge.

This tun acts as a drum when drops of water strike it from above. This sound resounds throughout the sewers at almost regular intervals. Should the tun be moved or disturbed, the intelligent creatures of the sewers will be aware that someone is wandering around in their area. Orcs and aspis will be ready for any attackers and will not be surprised.

FOR NON-TOURNAMENT USE ONLY: At the end of the passageway, in the rubble of the collapse, is a door carefully camouflaged to appear to be part of the ruined wall. This should be treated as a concealed door. Once found, it may be easily opened.

b. SECRET DOOR:

This secret door is a stone slab that pivots around a vertical axis, and is thus hidden from both directions. It is activated by a large mass (such as a human body) striking the 10′ wide slab within 3′ of either edge. The slab will pivot in either direction. The DM should consider the possibility of the swinging end of the door striking any character in its path and possibly depositing them in the slowly flowing sewage.

11. SMALL SEWER CHANNELS:

The construction of the sewer changes here, the main channel dividing into three smaller tunnels. The walls are still made of brick and the ceilings of stone, but there are no longer any dry ledges to walk upon. The floor is solid, but is covered by about 2′ of sewage flowing towards the main channel. Wading through this is difficult and tiring. All movement is reduced by ¼ and all "to hit" rolls must be made at –1.

12. ORC AND OGRE OUTPOST:

This irregular-shaped room has apparently been enlarged by the inhabitants of the sewer. The western half of the chamber is raised about 6′ above the level of the sewage and the three passages that enter the west side of the chamber each go up a short flight of stairs to reach the room. The eastern half of the area appears to have been recently dug. It has dirt floors and a ceiling supported by beams. The stone wall connecting it to the western half has been partially removed. There is a ladder in the eastern section that leads to a trap in the ceiling and there is a door on the northern wall. A great number of orcs and three ogres are in this room. They appear to be armed and standing watch.

Three ogres (AC 5; MV 9″; HD 4+1; hp 24, 19, 20; #AT 1; D 1-10, throw rocks 80′ for 1-8 damage) act as captains for eighteen orcs (AC 6; MV 9″; HD 1; hp 6 each; #AT 1; D by weapon type) guarding this area. If approached from one of the three sewer passages from the west, six of the orcs, if not surprised or alerted because of the drumming stopped, will form three ranks on the steps. The bottom rank will be armed with hand axes (D 1-6), and the two ranks above them with light crossbows (D 1-4) and hand axes (D 1-6). Behind the third rank will stand two of the ogres with six rocks each. Of the remaining twelve orcs (also armed with light crossbows and hand axes), six will remain out of sight to act as reinforcements, while the other six orcs and the third ogre move down one of the side passages to attack the party from behind. In the time it takes the party to close with the orcs on the steps, their ogre captains and those armed with crossbows will attack with missile weapons. Once the front rank of orcs has been closed with, the orc crossbowmen will fire at unarmored characters to prevent spellcasting. As orcs in the front rank fall, their places will be filled by those orcs above them, dropping their crossbows and stepping down into melee. Reinforcements will then fill their positions. The orcs will not flee, due to their fear of the ogres and lack of a suitable escape route.

If the party enters from the northern door, the orcs, unless previously warned, will be unprepared for defense. They will simply rush the party and rely on greater numbers to win the battle.

In the ceiling of the chamber is a false trap door with an old ladder bolted to the wall leading to it. In a corner is the group treasure of 180 cp and 360 gp. Each ogre carries one 500 gp gem and the largest carries a +**1 dagger, +2 vs. magic-users and enchanted creatures**.

13. SEWER COLLAPSE:

The sewer ahead appears to have undergone a major collapse and the passageway is almost entirely blocked. A narrow path crosses over the tumble of rocks that the sewer water flows under. In the center, it is blocked by a large beam that extends from a crack in the floor to the ceiling. The beam appears to support a large stone block and prevents a total blockage of the passageway. The ceiling height here is 7′. To either side of the beam are spaces that a gnome or halfling could squeeze through. On the ground around this area are five flat pieces of rock (each about 6″ thick), two broken beams (each 5′ long) and a broken set of manacles. On the walls are scrawled samples of orc graffiti. (*Samples*: "Elves are fairies," "Grom the kobold takes baths.")

The beam blocking the center of the passageway does indeed support the stone block in the ceiling. If this beam is removed without any precautions, the block will immediately fall and block the passageway; nor can the passage be widened as the walls and floor here are made of wide sections of tumbled stone. If attempts are made to push the beam to the side, no improvement will result and the block will slip down a few inches in a clatter of small stones. Examination of the crack from which the beam thrusts will

disclose that the crevice extends to a substantial depth and that the beam is precariously balanced on a small outcropping of rock a short distance down. Evidently, the weight of the block prevents the beam from slipping off this ledge. Any character with 18 or greater strength may lift the block for one round and may hold it for every round thereafter that a successful *bend bars/lift gates* roll is made. When the weight is lifted off the beam, the beam will shift with a rattling crash and slide into the crevice out of sight. This noise may alert any nearby creatures, or attract the attention of wandering monsters. The block may be supported by the character for as long as possible while other characters slip through, or it may be supported by placing three to four of the flat rocks under one of the 5′ beams and wedging this in place. Should the block fall (either by dropping it or knocking away the support) it will do 3-30 points of damage (FOR TOURNAMENT USE: 18 points) to the person releasing it, unless the support was pulled out by a rope or some similar means. The block will completely close the passageway. The stone may be levered up with beams and stones, but this will require 50 combined strength points and three turns to accomplish.

14. ORC GUARD POST:

This is a small dirt chamber. In the east corner is a small glowing brazier that provides a dim light and little heat. The odor of burnt meat and uncured leather hangs in the air. The walls are hung with the hides of various creatures, all poorly prepared and ragged. About the room are six orcs armed with short swords and spears. Near each exit is a gong hung from a large bone stuck into the wall.

The six orcs (AC 6; MV 9″; HD 1; hp 5, 6, 2, 7, 7, 4; #AT 1; D 1-8 or by weapon type) are guards to alert the main chamber of any attacks. If not surprised, 1-4 orcs will remain in the area to fight the party while the others flee the chamber, pounding on the gong as they go. These fleeing orcs will attempt to join either the main group or one of the other guard posts. Those that remain will fight until one of their number is killed. When this happens, the survivors will attempt to flee in any direction. All orcs will fight if surprised. The skins on the wall are worthless, being too poorly prepared to have any value. The brazier is made of bronze and *might* be worth 1 gp if it were cleaned and restored. Each orc carries all of his personal treasures (2-12 gp each). Beyond this, there is nothing of value in the room.

15. ORC CHAMBERS:

a. Main Chamber:

This crudely fashioned room is large and somewhat crowded, being occupied by many orcs engaged in daily tasks. The walls throughout are hung with weapons, shields, skins, and tribal banners (such as gaudily decorated manacles, etc.). There are several small cooking fires, giving off little light, but just enough heat to ruin infravision around them. Near these fires are low mounds of dirt. The air is smoky and rancid smelling.

There are twenty-four orcs, six males and eighteen females (AC 6; MV 9″; HD 1; hp 5 each; #AT 1; D by weapon type, +1 on "to hit" and morale because of standard) in the chamber. All will fight with equal ferocity attempting to capture or kill intruders. There are also twenty young who will not fight. A variety of weapons will be available to the orcs—hand axes, spears, shortswords, and daggers. If six or more orcs are killed, one will attempt to summon aid from one or more of the following chambers: the **Chief's Den** (**15b**), the **GUARDPOST** (**14**), or (**16a**). If possible, these reinforcements will attempt to circle around behind the party, although this will take five rounds. If the orcs are forced to retreat, they will not allow themselves to be trapped in the Chief's Den if at all possible.

The skins on the walls are of no value, being like those in room **14**—poorly cured, ragged, and dirty. The other items that can be found in the chamber—chipped pots, worn baskets, bone dice (probably loaded), utensils made of human bones—are also of no particular value. The weapons, though battered, are sturdy and sharp. Each male will have 1-6 gp on their person. The females carry no treasure.

b. Chief's Den:

This room appears much like the others in this orc lair. It is an earthen chamber, its walls hung with furs and worn tapestries instead of skins. These tapestries are dingy and drab-colored, and depict various scenes of torture. The floor is covered with skins and furs concealing the dirt floor. At the north end of the chamber is a raised platform with even more furs (decorated tastelessly). Upon one end is a chest. In the chamber are eight large orcs, armed and ready. Furthermore, on the platform sits an extremely large orc flanked by two ogres.

The chief of the orc tribe (AC 4; MV 9″; HD 3; hp 15; #AT 1, D by weapon type), his bodyguards (as the chief, hp 12 each), and his 2 ogre advisors (AC 5; MV 9″; HD 4+1; hp 22, 25; #AT 1; D 1-10) reside in this room. All except the ogres are armed with long swords (D 1-8) and flails (D 2-7). These creatures will fight to the death, expecting no mercy from their opponents and having no place to flee. If possible, they will attempt to rush an opposing group, pushing them aside and then turning and trapping their *opponents* in the room. If this is successful, but they still cannot defeat their enemies, they will fetch fire from the main chamber and burn the room or fill it with smoke.

The chest is the only thing of obvious value in the room, the rest being too stained, poorly maintained, or trashy to be worth taking. This chest is locked and there is a keyhole in the front. The chest also has a **glyph of warding** cast on it, a rune which only the chief knows. Any who open the chest without the proper precautions must save vs. paralyzation or be paralyzed. This paralysis may only be removed by a **remove curse**. The key to the chest is buried in the northwest corner. In the chest are three bags of copper pieces (400 pieces in each) and four gems (50 gp, 5 gp, 5,000 gp, 2,000 gp). There are also three daggers: one copper-hilted, one bronze-hilted, and one brass-hilted. The blades appear to be coated with rust, but is really dried smears of orcish poison. The merest scratch by one of these blades necessitates a save vs. poison. Only one successful strike with each dagger may be made

before the poison is rubbed off. While the daggers are worth 25 gp, 40 gp, and 60 gp respectively, lawful merchants and armorers will recognize the orcish make and poison and refuse to have anything to do with the sellers, believing them to be chaotics to carry such weapons.

16. WITCH-DOCTOR'S CAMP:

> Here the sewer resumes with water to the east side and a 5′ wide ledge to the west. A low wall of rocks (3′ high) block the ledge at this point. Across the water to the east from the wall of rocks are three ledges extending 5′ into the water. Each is ringed by a low rock wall (2′ high).

a. Eight orcs live in the chamber just west of the ledge (AC 6; MV 9″; HD 1; hp 7 each; #AT 1; D 1-6), armed with spears and short swords. At present, two are on guard duty behind the wall across the ledge. They will not attack until a party is within 20′ of them. If fired at with missile weapons, these orcs are considered to have 50% cover, if they remain behind the wall (AC 2 instead of 6, +4 on saving throws vs. frontal attacks).

On the first attack the orcs will hurl their spears and then draw their swords. If any members of the party close with the orcs, these guards will engage them with swords, staying behind the wall. If the party does not close with the guards and rather attacks with missiles the orcs will retreat out of sight up the west corridor until the party attempts to cross the wall, at which point the orcs will charge. Replacements will arrive from the side cavern to assist as needed. If two or more orcs are killed, the rest will fall back from the wall, forcing characters to cross the wall to engage. On the round spent climbing over the wall, the characters automatically lose initiative; if not engaged, the orcs will attack with thrown spears.

In the chamber are 1,000 gp in a stone chest. In a small pit under this chest is a magical **scroll** with one spell, **invisibility**. There are also two 15′ long planks for crossing the sewer.

b. Six orcs (AC 6; MV 9″; HD 1; hp 4 each; #AT 1; D by weapon type) and an orc witch-doctor (AC 4; MV 9″; HD 1; hp 6; #AT 1; D by weapon type, spells, see below) also live here. The orcs carry light crossbows (D 1-4) and three have pots of particularly vile sewage (when thrown all within a 3′ radius of the burst must save vs. poison or be helpless with nausea for 2-8 rounds).

The witch-doctor (cleric/magic-user, levels 3/3) is armed with a sling (D 2-5) and a mace (D 2-7), has a clerical scroll of one spell, **prayer**, (10% chance of error in reading) and has the following spells memorized:

Clerical Spells

First level: cure light wounds, darkness
Second level: resist fire

Magic-User's Spells

First level: shield, affect normal fires
Second level: scare

As the party approaches (the noise at area **13** or **15** will alert the witch-doctor and his minions), the witch-doctor will cast the **prayer** upon himself and the six orcs. The orcs will then move to the entrances on the east side of the sewer (two on each ledge) and hide behind the low walls. One at each position will have a sewer pot. Once the adventurers have engaged with the guards on the opposite side, these orcs will attack the rest of the party first with the pots and then with missile fire. They will remain behind their walls, receiving the benefit of 25% cover (AC 4 instead of 6, +2 on saving throws vs. frontal attacks).

As soon as the **prayer** is cast, the witch-doctor will cast a **shield** on himself and then go to the southern-most ledge. Once there he will cast **darkness** at the lead figure and then **scare** at the second in line. Given a chance he will use **affect normal fires** to reduce the light of a torch or lantern to almost nothing. Due to cover, the witch-doctor has an armor class 2 places better than that given by the **shield** spell (i.e. 0/1/2). Given the opportunity, he will cast a **resist fire** on himself.

If four or more orcs on this side of the sewer are killed, the survivors will flee back into the chamber. They will not pursue the party. In the chamber are two sacks, each containing 250 gp; there are also 2 gems, 100 gp, 1,000 gp; and two 15′ planks for crossing the sewage.

17. GAS FILLED ROOM:

> A short flight of steps leads up to a landing on the north end of the sewer above the sewer runoff. There is a door in the center of the north wall. The air here has a bitter odor different from the rest of the sewer. The torches flare and flicker as if in a breeze.

If the door is opened, the characters will see:

> Beyond the door is a room, cluttered with rags, rusting weapons, splintered armor, and dirt. The air is bad and stings the eyes slightly, but not enough to cause any ill effects. Likewise, breathing the air seems to have no dangerous consequences. There is a door on the opposite wall, 5′ from the right end.

The entire chamber is filled with colorless explosive gas. Nothing will happen until a character enters the room with a burning light source. Torches will ignite the gas instantly, but lanterns will require 1 round before the gas explodes in a cloud of fire. All who are in the room or within 5′ of an open door must save vs. dragon's breath. Failure to do so will result in 4-24 points of damage (FOR TOURNAMENT USE: 16 points of damage) and blindness for 2-5 rounds. A successful saving throw will result in ½ damage (no blindness). The gas is consumed so quickly that the entire explosion will last but a second. Nothing will be set on fire, but clothes, hair, eyebrows, etc. will be scorched. If one or both doors are left open for one turn, the gas will dissipate. If the doors are closed, the room will refill in three turns. There is no treasure in this room.

18. a. THE SLAVE PITS:

> This room is large and high ceilinged. Two pillars, 5′ diameter, reach twenty feet from ceiling to floor, in the middle of the room. A grid of 10′ square trap doors form the floor of the entire room. They are hanging open, forming a grid of 6″ wide beams between them. Fifteen feet below may be seen empty slave pits. These are 10′ square and are separated from each other by iron bars that reach up to the trap doors.

Standing out of sight, one behind each pillar, are two aspis drones (AC 2; MV 15″; HD 6; hp 32, 36; #AT 2; D 1-4/1-4 or by weapon type; immune to electrical and cold attacks, ½ damage from fire). Each drone carries two swords (D 1-8), two shields, and twelve darts (D 1-3) strapped to the inside of their shields. The drones will not advance to attack, preferring to cast their darts and use the pillars as cover. Once a party advances over the pits, the aspis will close and melee with the party. The aspis use the hind feet to sling to the beams and are practiced at maintaining their balance, characters however must take care when attempting to melee while standing on the beam. Any aspis scoring a hit of 2 or more greater than the number required to hit will have managed to knock a character off the beam into one of the pits below, inflicting 1-6 points of damage from the fall. The trap door at the top will be closed by the operator at **18b** once a character has fallen in. If a character crosses over a closed pit, the operator at **18b** will open it long enough for the person to fall in.

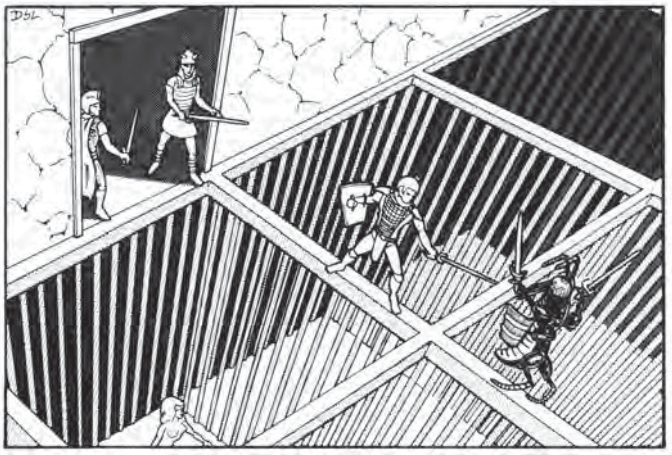
If a *character* strikes an aspis with a roll that is four or more greater than the number needed to hit, the aspis will lose one attack that round as it regains its balance. Two such successful attacks will cause it to lose both of its attacks that round, while three such hits will knock it over the edge. Trap doors will *not* close over an aspis, and they will be able to climb out in one round.

The pits are separated from each other by iron bars spaced 6″ apart. These extend from the beams above to the floor. There are no doors in the bars. One attempt to *bend bars* may be made per wall. The trap doors are connected to levers and long rods that run along the beams and disappear into the wall.

b. TRAP DOOR CONTROL BOOTH:

> This is a small room, sparsely furnished. On the east wall are a large number of levers and above them at eye level is a narrow horizontal slit. A large insect man stands in the room. He is carrying a 2-handed sword, 2 shields and wears two belts that cross his thorax.

This aspis drone (AC 2; MV 15″; HD 6; hp 33; #AT 2; D 1-4/1-4 or by weapon type; immune to electrical and cold attacks, ½ damage from fire) operates the controls to the trapdoors of area **18a** and usually watches through the slit for signs of activity. Any who successfully pass through the slave pit room will be met by it in the hallway, as it will not allow unknown humans to pass. If the slit is seen from the chamber, it will still be difficult to see the aspis beyond it. This viewslit is too small for missile weapons to be shot through it, nor may the aspis be struck by a **magic missile** as the aspis cannot be seen. Fire attacks (e.g. a **fireball**) will do some damage if the center point of the attack is within 5′ of the opening. Damage from such attacks will be ¼ the normal amount. The aspis drone has one treasure that he was carrying back to the nest—a **pearl of wisdom** set into a brooch that he wears at the cross of his belts.



19. a. MAIN SLAVE CHAMBER:

> This broad, long room is filled with two rows of cages, whose bars reach from floor to ceiling. Each has a door with a heavy locking mechanism in it. On the floor of the cells are straw and wooden bowls. Each cell holds a man or a woman, although each could hold more. Strolling down the central corridor between the cages are three humans and five orcs.

The humans and the orcs are viewing the selection of slave stock in preparation for selecting the hardiest to march out of town on the caravan route. One of the humans is a merchant (AC 10; MV 12″; HD 1–1; hp 3; #AT 1; D by weapon type) armed with a dagger under his robes. The second person is a female 7th-level fighter (AC 5; HD 7; hp 44) wearing chainmail armor and carrying a battle axe (D 1-8). She is also carrying a **luckstone** (+1 on all saving throws). The last person is a magic-user (AC 6; Level 6; hp 12) wearing robes, **bracers of defense AC 6**, and a **ring of shooting stars** on one ot his fingers. He carries a staff, dagger, and his spells are as follows:

First level: burning hands, friends, magic missile, spider climb
Second level: invisibility, web
Third level: monster summoning I, slow

Accompanying the humans are five orc guides and interpreters (AC 6; MV 9″; HD 1; hp 4 each; #AT 1; D by weapon type) armed with light crossbows (D 1-4) and spears (D 1-6). The leader of the group carries a ring of keys that will open the cell doors. The prisoners, thirteen in number, are ragged and beaten looking. Eleven of these are common folk, both male and female (AC 10; MV 12″; 0-level fighters; hp 2-7), while one of the remaining two is a 4th-level fighter (hp 20) who will join the party if equipment can be provided for him. The remaining slave is actually a doppleganger (AC 5; MV 9″; HD 4; hp 16; #AT 1; D 1-2, surprise on a 1-4, immune to **sleep** and **charm** spells, save as a 10th-level fighter) who, when accidentally captured by the orcs, decided to pose as a slave while preying on any creature he could find. At times when he is unobserved, he will attempt to slip free of his bonds and hunt for prey.

Each of the caravan organizers carries three gems worth 500 gp each. The merchant also carries a map showing the route the caravan will take when they leave here. If followed, it will lead to Dungeon Module A2: **SECRET OF THE SLAVERS STOCKADE**. The orcs each carry 2-8 gp.

b. STOREROOMS:

> These rooms have tables and shelves neatly piled with clothing, dried rations, manacles, whips, rope, branding irons, and tuns of wine. These have evidently been kept in good order and free of pests like giant rats or insects.

There is no treasure, armor, or weaponry in either of these rooms.

c. MACHINE ROOM:

> This chamber is set about 5′ higher than the level of the floor of the slave pens. The ceiling is 10′ high. Mounted along the length of the ceiling are a series of pistons and springs that operate the opening and closing of the trapdoors in the main slave chamber (area **18a**). Presently maintaining these are five slaves and an insect man.

This room is beneath **18b** and the corridor. The aspis drone (AC 2; MV 15″; HD 6; hp 34; #AT 2; D 1-4 or by weapon type; immune to electrical and cold attacks, ½ damage from fire) directs the activities of five slaves (AC 10; Level 0; hp 2-7) who maintain the machinery of the slave pits. The drone is armed with two long swords and carries a shield on his back. If the drone is attacked, the slaves will attempt to assist the attackers by grappling with it. Due to their desire for freedom, the slaves will press their attack regardless of losses, so long as the hope of rescue remains. There is nothing of value in the room.

20. TRICK STAIRS:

> A staircase goes down about 10′ and ends in a small landing with a door facing the stairs. The steps are made of flagstones set in mortar. The flagstones are loose.

This staircase will become a slide if the door to room **21** is not opened properly. A thief may not detect the trap, but a dwarf could detect shifting stone if checked for. If the door is opened without first locking a secret catch (detectable only by a thief), the stairs will suddenly slant, creating a steep incline. Unless previous precautions have been taken, characters will slide into room **21**, automatically losing surprise and initiative for the first round. Characters roped together, but not fastened to anything, will have even greater difficulties (the characters will be surprised for two segments and may not take any action during that time). After the door is closed and pressure released from the slope, the stairs will return to normal. If the door is opened after locking the catch, nothing will happen and the party will find stairs going down.

21. SLAVE LORD'S DEN:

> This chamber is circular with a moat of sewage surrounding a bare platform in the center. Around the outer wall of the room is a narrow 3′ ledge connected to the center of the chamber by three arched stone bridges. On this ledge stand ten orcs. From the west side of the room a staircase descends into the center of the platform. Opposite the stairs to the east, is an alcove containing a table, chairs, and many crates and boxes. There is a man sitting at the table with five giant weasels around him. A ladder at the back of the alcove leads to an opening high in the wall. The entire area is torch lit.

The man sitting at the table is a thief (AC 5; Level 7; hp 26; #AT 1; D by weapon type; backstab for triple damage; leather armor, sword, sling, a **+2 ring of protection** and a **potion of invisibility**). The five giant weasels (AC 6; MV 15″; HD 3+3; hp 20, 24, 18, 19, 21; #AT 1; D 2-12; drain blood for 2-12 points per round) are trained to obey his commands. If not surprised, he will order the weasels to leap the moat and attack. After this, he will run behind the boxes where he cannot be seen and take a sip (1/8 of the total) of the potion to become invisible for 3-6 turns. Thereafter, he will await an opportunity to backstab any character he can, sipping the potion again after attacking.

The ten orcs (AC 6; MV 9″; HD 1; hp 4; #AT 1; D by weapon type) on the ledge are armed with light crossbows (D 1-4) and short swords (D 1-6). Two will stand at each bridge while the remaining four will position themselves halfway between the bridges. The orcs will not engage in melee now, but will fire crossbows at any characters not fighting the weasels. If any characters enter the alcove, any surviving orcs will rush there to attack. Also, they will try to prevent characters from crossing the bridges.

The crates contain rations, chains and other supplies in preparation for a slave caravan. In one crate are bags of coins, 5,000 gp total. In another sack in a different crate are three pieces of jewelry, each worth 1,000 gp. On the table are the records of the slavers' activities in the area and a map of the caravan route and the stops on the way.

The ladder leads to a dirt tunnel that exits in the cemetery of the temple above ground (see **Temple**, area **8**).

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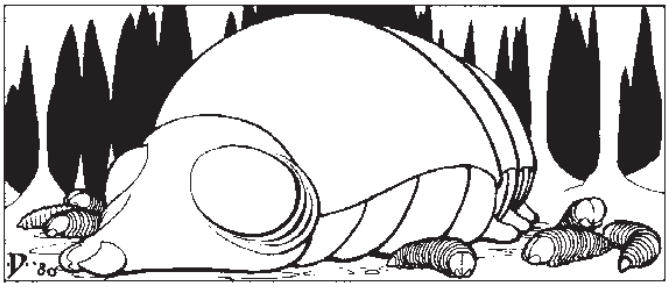
ASPIS

	Drone	Larva	Cow
FREQUENCY:	*Rare*	*Rare*	*Very rare*
NO. APPEARING:	*2-20*	*3-30*	*1*
ARMOR CLASS:	*3 (2)*	*6*	*7*
MOVE:	*15″*	*1″//6″*	*3″*
HIT DICE:	*6*	*2-5*	*10*
% IN LAIR:	*30%*	*90%*	*95%*
TREASURE TYPE:	*F*	*Nil*	*Nil*
NO. OF ATTACKS:	*2*	*1*	*1*
DAMAGE/ATTACK:	*1-4/1-4 or by weapon type*	*2-7*	*3-18*
SPECIAL ATTACKS:	*Nil*	*Nil*	*Nil*
SPECIAL DEFENSES:	*See below*	*Immune to acid*	*See below*
MAGIC RESISTANCE:	*Standard*	*Standard*	*Standard*
INTELLIGENCE:	*Very*	*Non-*	*Low*
ALIGNMENT:	*Neutral*	*Neutral*	*Neutral*
SIZE:	*M*	*S*	*L*
PSIONIC ABILITY:	*Nil*	*Nil*	*Nil*
Attack/Defense Modes:	*Nil*	*Nil*	*Nil*
LEVEL/X.P. VALUE:	*V/300 +6/hp*	*2HD - II/28 + 2/hp* *3HD - II/50 + 3/hp* *4HD - III/85 + 4/hp* *5HD - III/130 + 5/hp*	*VII/1,350 + 14/hp*

Considered unfathomable by humans, aspis are seldom encountered in populated lands unless raiding for food. They commonly live in small groups, tending to their own business and only occasionally dealing with outsiders. Few people can report of ever meeting one of these creatures, and the existence of larva and cows is only a subject of rumor. These do exist, however, as they are necessary for the survival of the race.



Aspis Cow: Unlike other larvae who harden their skins and metamorphose into drones, the cows retain their larval form, becoming huge and bloated females, 10′ to 15′ in length. Their sole purpose in life is to lay eggs for the nest. They are sluggish creatures, but their large size makes their bite dangerous. In addition, their skin exudes a milky acidic slime that will eat through metal or wood in 1 round and will burn exposed flesh for 1-8 points of damage each round until washed off.

Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 granaries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4′ high and will be well defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only one cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the aspis.

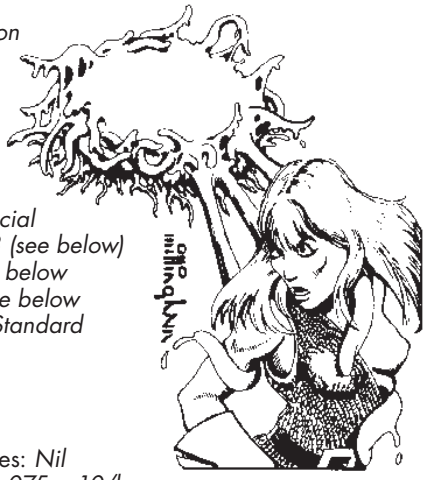
Aspis larvae are the offspring of the nest. Ranging anywhere from 1½′ to 3′ in length, they resemble fat, white grubs. They are blind and deaf but can locate and identify other creatures through vibrations and scent. They have voracious appetites and require an almost constant supply of food. They are most commonly found in hatcheries maintained by the drones—usually pits of rotting materials in which the larvae swim or burrow and feed. Occasionally the drones will select one larva and feed and treat it in such a way that it will not develop along normal lines, but will instead become an aspis cow.

Aspis drone are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Fierce warriors, they are capable of using all weapons but bows, and can fashion items they need with skill. Although they prefer to travel on all six legs, in combat they will stand on their hind legs, using the other four to wield two weapons and two shields (making them armor class 2). They are fanatically loyal to a single cow and will defend her to the death. They are immune to electrical and cold attacks and will only take ½ damage from fire-based attacks.

Aspis drones speak their own language and 5% will be able to speak common. They do not have a written language per se, but may communicate in a similar manner by using subtle scents and perfumes.

Description: Drones are 6′ long and appear to be giant weevils. They have an extremely long proboscis and multi-faceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them.

SUNDEW, GIANT



FREQUENCY: *Uncommon*
NO. APPEARING: *1-4*
ARMOR CLASS: *7*
MOVE: *1″*
HIT DICE: *8*
% IN LAIR: *0%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *Special*
DAMAGE/ATTACK: *1-3 (see below)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *VII/1,075 + 10/hp*

Unlike its smaller cousin, this plant is almost sentient, being slightly aware of its surroundings. Preferring shaded, cool places to grow, the giant sundew grows only hairlike roots to lightly anchor it in place. Furthermore, it may at will withdraw these roots and pull itself along the ground with its sticky tendrils. It primarily derives its sustenance from the prey it catches.

The giant sundew is able to detect moving creatures by vibrations and when anything moves within 5′ of it, it will lash out with its tendrils. Its lump-like body is covered with hundreds of these, so up to six may attack *each* creature in range each round. These tendrils end in sticky globs of sap. For every three tendrils that strike a victim, that creature will suffer a –1 on the victim's subsequent "to hit" rolls. This effect is cumulative, so that if 6 tendrils hit, the victim will be –2 on its "to hit" roll. If a 20 is rolled "to hit" by the sundew, that tendril will have struck the character across the mouth and nose, clogging these with its sap. The character will suffocate in 2-4 rounds unless the sap is removed. In addition to these attacks, the sap is composed of a mild enzyme acid that will cause 1 point of damage per tendril each round until the tendril is broken. These tendrils may be broken at the same chance as that for opening doors for each character and each tendril should be checked for individually. The sap will dissolve and become harmless if soaked with vinegar or alcohol (such as wine), and this is the only nonmagical way to prevent suffocation. Due to the plant's sticky exterior, missile and firebased attacks will only do ½ damage.

Description: Giant sundews appear as 3 to 4′ large mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested. If found in a closed area, the air will often have a thick odor like sweet syrup.

TOURNAMENT CHARACTERS

CHARACTER	Elwita	"Ogre"	Freda	Karraway	Blodgett	Dread Delgath	Phan-stern	Eljayess	Kayen Telva
NUMBER	**1.**	**2.**	**3.**	**4.**	**5.**	**6.**	**7.**	**8.**	**9.**
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Cls	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/Ill	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3′10″	6′	5′3″	6′	3′	6′1″	5′8″	5′4″	5′6″
WEIGHT	131 lbs	183 lbs	129 lbs	175 lbs	60 lbs	162 lbs	204 lbs	123 lbs	98 lbs
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	–2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	12″	12″	12″	12″	12″	12″	12″	12″	12″
STR	17	18 (56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	11	11	13	9	11	13	14	10	13
PETRIFY	12	12	14	12	10	11	13	13	13
RODS	8	13	15	13	7	9	11	14	11
BREATH	13	13	16	15	13	13	15	15	15
SPELLS	9	14	15	14	14	10	12	15	12
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	0
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	+1
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%

THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language
	65%	62%	50%	60%	56%	25%	75%	20%

* Blodgett's Thieving Abilities.

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	+1 shield +2 war hammer	Belt pouch (lg), 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50′ rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	+1 long sword +2 splint mail	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50′ of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Eight +2 arrows +3 chainmail Potion of **Healing**	Backpack, quiver & 12 arrows, tinderbox, 6 torches, 50′ rope	
Karraway	Footman's mace Hammer	Potion of **Clairaudience**, Scroll of **Raise dead**	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes	**Bless, Command, Cure lt. wounds** (×2)**, Light, Find trap, Hold person** (×2)**, Silence, Spiritual hammer, Cure disease, Dispel magic**
Blodgett	Short sword Dagger Sling	**+1 ring of protection, boots of elvenkind**	Belt pouch (sm), tinder-box, 2 flasks of oil, 20 bullets, 20′ of rope, 4 spikes, waterskin, thieves tools	
Dread Delgath	Dagger Staff	**Bracers of Defense** AC 6, **Wand of fire** (4 charges)	Belt pouch (lg), 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	**Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow**
Phanstern	Dagger (silver)	Potion of **Extra healing**, Scroll of **Blindness** and **Blur**	Belt pouch (sm), bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	**Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation**
Eljayess	Spear Long bow Hammer Long sword	+1 spear Potion of **Speed**	Quiver & 20 arrows, vial of holy water, wooden holy symbol, small pouch, 50′ of rope, waterskin	**Command, Cure lt. wounds** (×2)**, Light, Chant, Hold person, Silence 15′ radius**
Kayen Telva	Long sword Long bow Hand axe Dagger	Two **Javelins of piercing**, Scroll of **Hold portal** and **Suggestion**	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle	**Charm person, Shocking grasp, Sleep, Invisibility, Knock**

TOURNAMENT SCORING

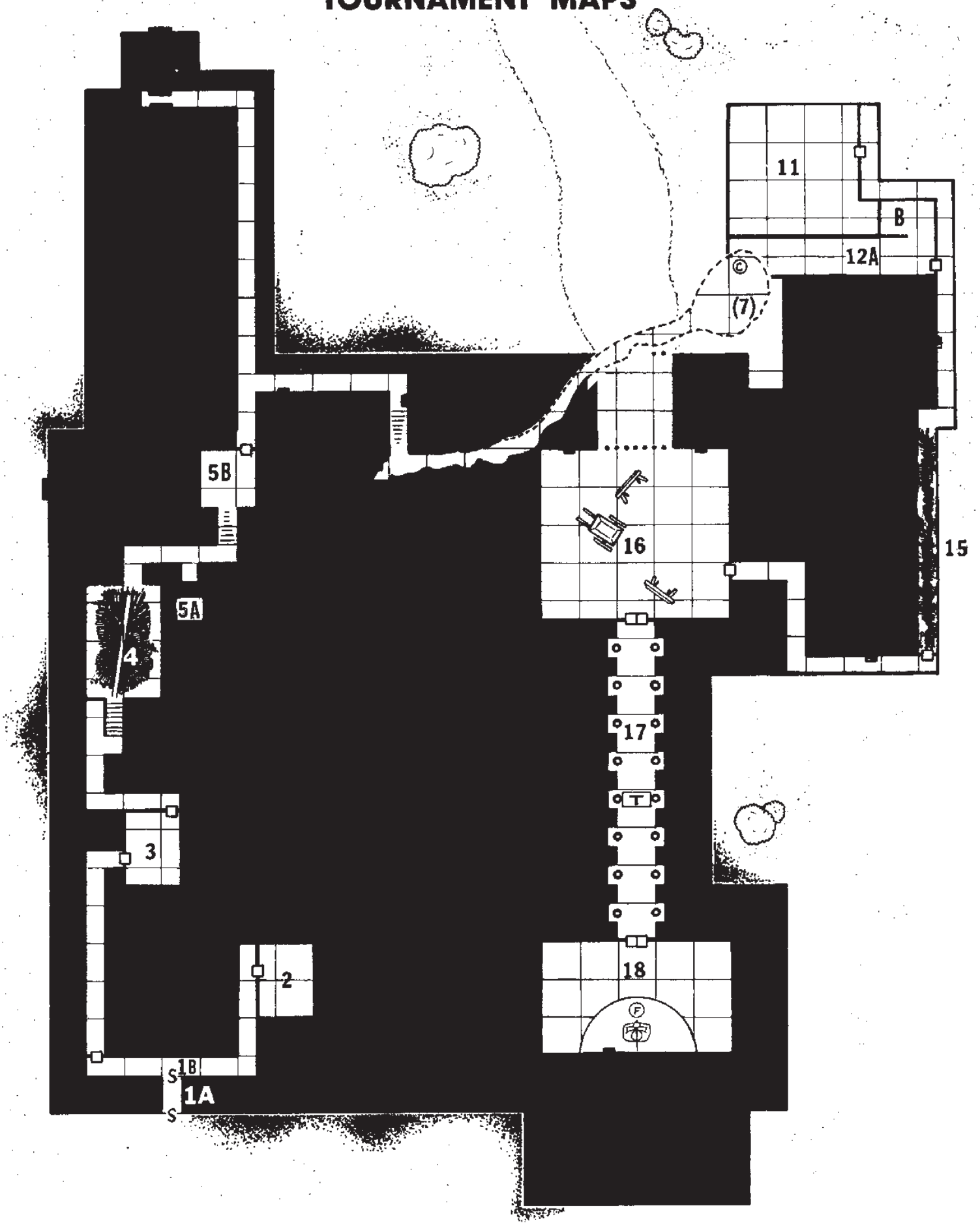
For this tournament, the highest scores will be awarded for completing the most room encounters before time runs out. Scoring also takes into consideration the number of characters surviving.

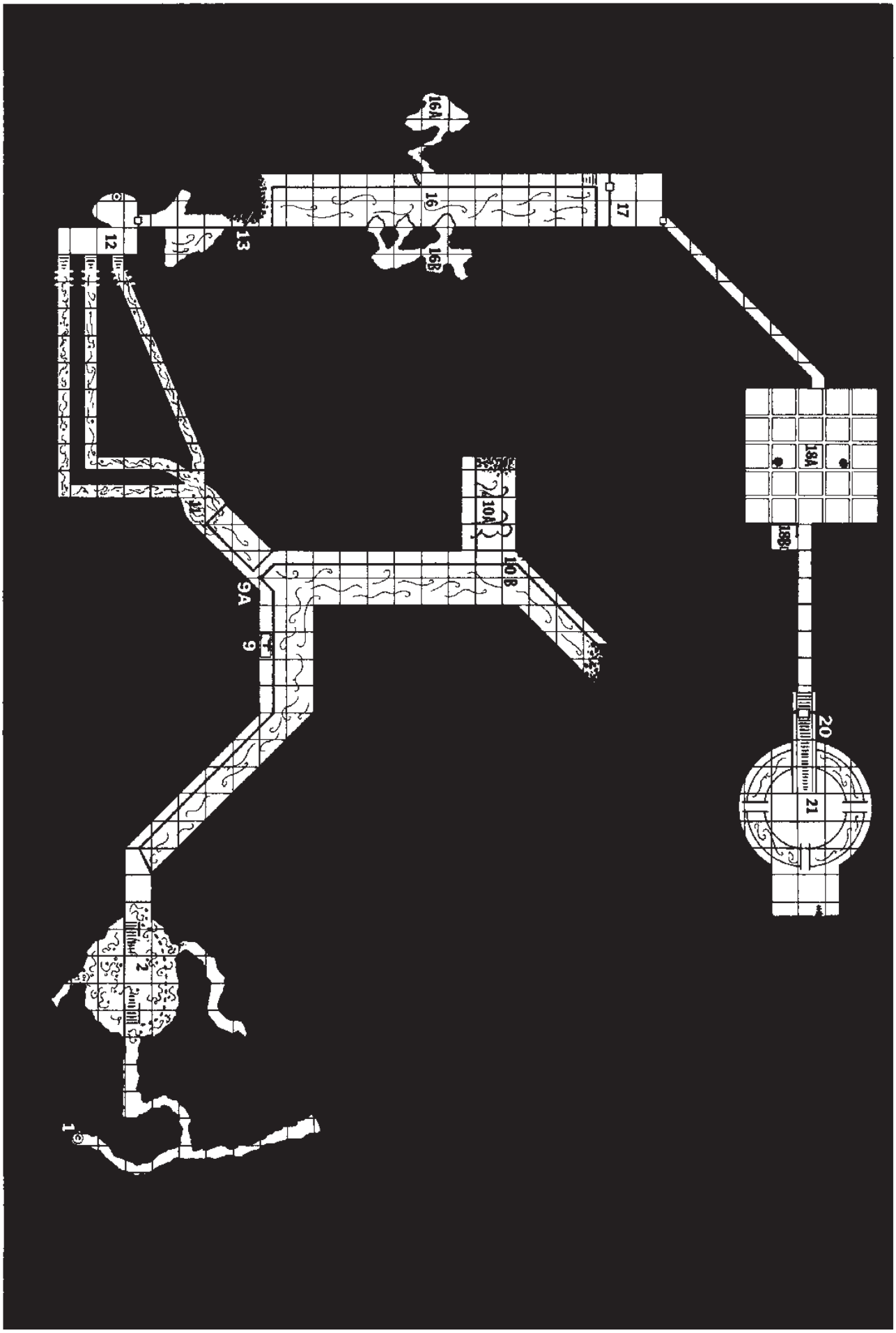
		ROOMS ENCOUNTERED								
		1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
Number of Characters Surviving	**1.**	5	50	95	140	185	230	275	320	365
	2.	10	55	100	145	190	235	280	325	370
	3.	15	60	105	150	195	240	285	330	375
	4.	20	65	110	155	200	245	290	335	380
	5.	25	70	115	160	205	250	295	340	385
	6.	30	75	120	165	210	255	300	345	390
	7.	35	80	125	170	215	260	305	350	395
	8.	40	85	130	175	220	265	310	355	400
	9.	45	90	135	180	225	270	315	360	405

SCORING ADJUSTMENTS

Start	+7 for casting **invisibility** on halfling
Rm. 1	+4 for attempting to find trap
Rm. 2	No adjustments
Rm. 3	–4 for sending one character in alone –4 for attempting to use **sleep** spell +4 for attempting to turn undead
Rm. 4	–4 for attempting to cross on charred section +4 for using **spider climb, levitate** or climb walls
Rms. 5a, b	–4 for destroying barrels +8 for using vinegar in barrels on sundew +4 for using missile fire/avoiding direct contact
Rm. 12	+8 for checking manacles +8 for *not* charging down the hall –8 for casting **fireball**
Rm. 15	+4 for **levitate, spider climb** or climb walls +4 for making raft out of door –4 for attempting to swim in metal armor
Rm. 16	+4 for casting **slow** spell +4 for casting **wall of fog** +8 for casting **paralyzation**
Rm. 17	+4 for attempting to find trap +8 for casting **dispel magic**
Rm. 18	+4 for casting **blindness** on cleric +4 for casting **silence** on cleric +8 for casting **dispel magic** or avoiding silenced area

TOURNAMENT MAPS




16A
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16B
18A
10A
10B
9A
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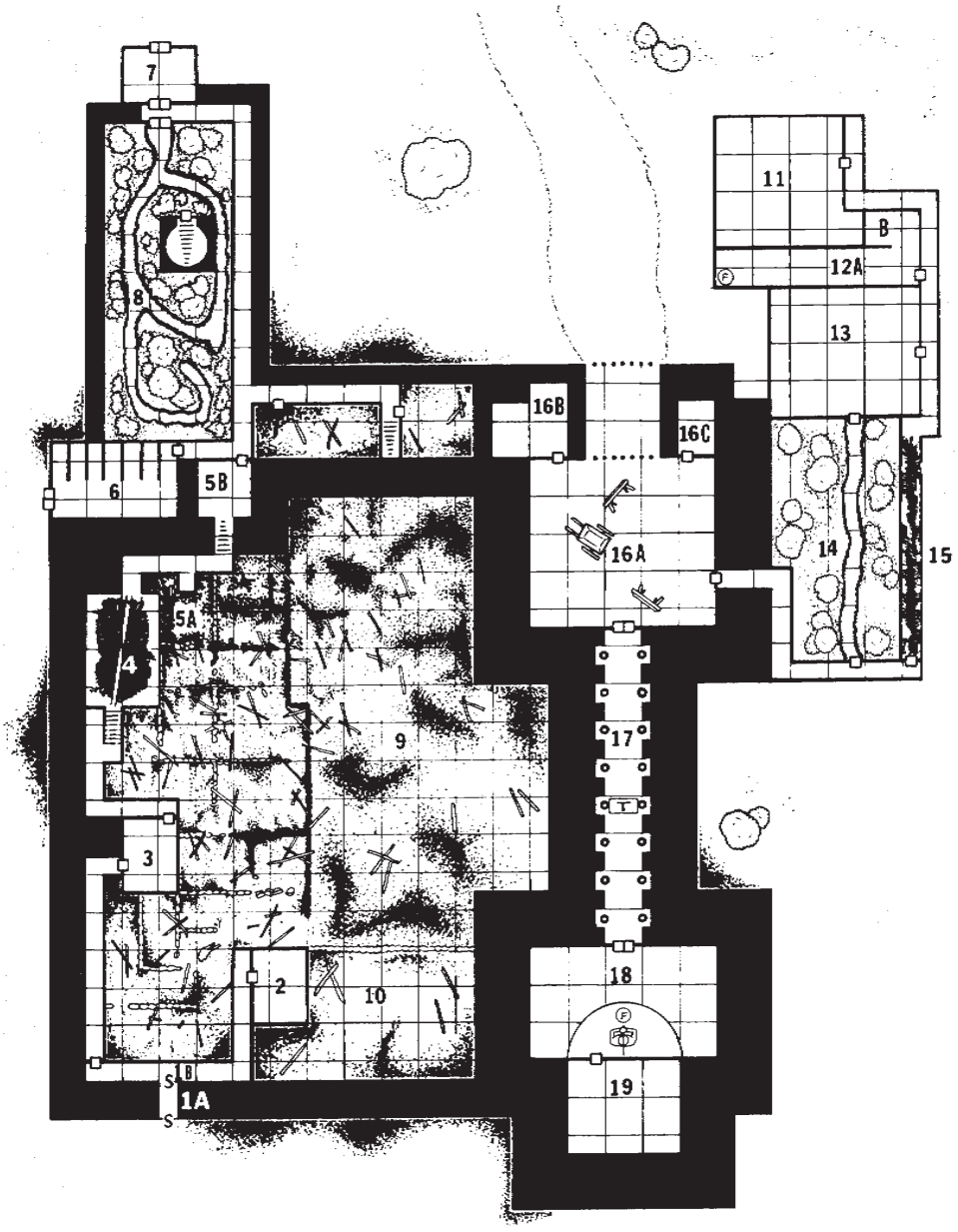
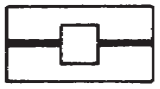
21
2
1

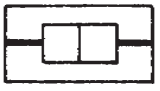


SECRET DOOR


DOOR

RUBBLE

STAIRS UP

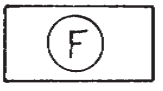

DOUBLE DOOR

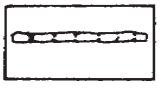
GARDEN

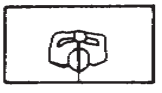
OVERTURNED TABLE

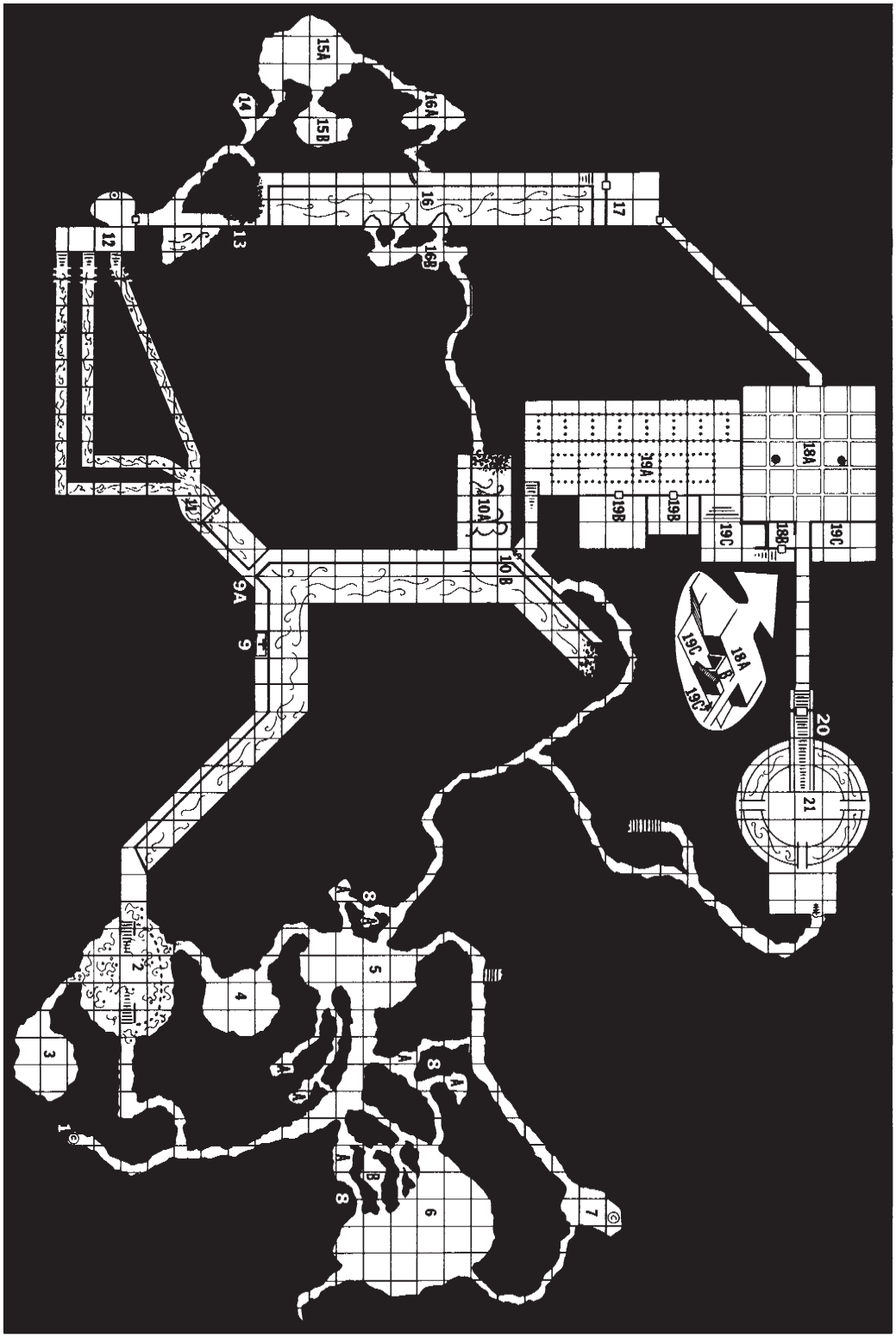
STATUES

TRAP


TRAP DOOR IN FLOOR


ROCK WALL


STATUE



TRAP DOOR CEILING

ROCK WALL

WATER, SLUDGE

PILLARS

STAIRS DOWN

CAGE BARS

LEDGE

Dungeon Module A2
Secret of the Slavers Stockade

by Harold Johnson with Tom Moldvay

AN ADVENTURE FOR CHARACTER LEVELS 4-7

The battle against the slavers continues! You and your fellow adventurers have defeated the slavers of Highport, but you have learned of the existence of another slaver stronghold, and you have decided to continue the attack. But beware! Only the most fearless of adventurers could challenge the slavers on their own ground, and live to tell of it!

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS™ Tournament at GEN CON XIII Convention and is the second of four in a series of related tournament modules.

This module contains a challenging scenario, the tournament scoring system plus nine pre-rolled, playtested tournament characters. Also Included are large scale referee's maps, notes, and background Information. A2 is a complete adventure in itself, but it is also a companion to A1 (Slave Pits of the Undercity), *A3* (Assault on the Aerie of the Slave Lords) *and A4* (In the Dungeons of the Slave Lords).

AD&D Module A2:

SECRET OF THE SLAVERS STOCKADE

By Harold Johnson with Tom Moldvay

Background:

The coastal lands of the Sea of Gearnat have long been raided by the ruthless Slave Lords, traders in human misery. After years of argument, the sovereigns of the area finally decided to take action against them. A band of fearless adventurers was gathered and sent to investigate the slavers' base in the decayed city of Highport (**Dungeon Module A1: SLAVE PITS OF THE UNDERCITY**). The slavers were discovered to be operating out of a ruined temple dedicated to the orcish god Gruumsh. After defeating the orcs, the implacable adventurers discovered a secret trap door leading to the sewers beneath the temple. There they found the dreaded Slave Pits, guarded not only by orcs and ogres but also by creatures more foul, including the horrible insect-men. After all these were beaten, the adventurers encountered and defeated one of the Slave Lords managing the operation in Highport. As a result of their victory, the party obtained records of slaver activities and a map of their caravan route.

The map has led the party inland from Highport to an old fort lost in the midst of the Drachensgrab Hills. Supposedly this stockade is used as a way station by humanoid caravan merchants who dare risk travel across these perilous lands. The party's map, however, indicates that the fort is really a front for the slavers, and that it is being used as a processing and fattening house for newly acquired slaves. The information agrees with that received from a slave who escaped from the stockade. The slaves are brought in with the mock caravans, but they are never seen to leave. To help fulfill their mission the player characters decide to investigate the old fort.

Module History: Sections of this module were used as part of the ADVANCED DUNGEONS & DRAGONS Open Tournament at GEN CON XIII gaming convention, 1980. Instructions are given for using this module (along with the other modules of the A series) to reconstruct the tournament should players and the DM wish to do so. Information included for this purpose consists of the tournament maps, descriptions of encounters, a scoring sheet, and the original characters used in the tournament.

This module may also be used as a regular adventure campaign for the World of Greyhawk™ setting. In fact, the tournament dungeon is only part of a larger campaign dungeon given in this module. Information which does not apply to tournament use will be clearly marked where it occurs.

Notes for the Dungeon Master

This module, as with others in the A series, was designed for tournament use, and is intended for characters from 4th to 7th level. A balanced mix of character classes and abilities will have the best chance of success, and the party may be allowed to use henchmen and hirelings to supply needed skills. The DM should compare campaign characters and their magic items with the characters and items included in the module, in order to assemble an appropriate party.

Before beginning play, the DM must read all parts of the module thoroughly. If the module is being used as part of an ongoing campaign, the DM will want to take notes, making changes in the module text to fit the module into the campaign.

A Wandering Monster Table with attached explanations is included before the keys for the fort and dungeon levels. The table is used only for the campaign adventure. There are no wandering monsters in the tournament dungeons.

Information presented in the key is divided into two sections. The boxed script is material which should be read to the players unless special circumstances prevent their knowing the information given there such as no light to see by. The information not boxed is material for the DM only, and provides game details about the encounter. Characters may discover this information as play continues, but they will not know it from the start of the encounter.

Doors are constructed of heavy wood and open out into the corridor unless otherwise noted. Typically they are locked and must either be forced open or opened by lockpicking as per the **PLAYERS HANDBOOK**.

All hallways are 10′ wide and 10′ high unless otherwise noted in descriptions or on the map. Secret passageways are 5′ wide and 8′ tall unless noted otherwise. Rooms in the aboveground sections normally have ceilings 14′-20′ high, while those in the underground area have their heights noted.

Because of the dust and muck on the floors, tracking is somewhat different than in the wilderness. The most that can be seen are shapeless blobs where the dust has been disturbed. Something of the frequency of travel in an area can be gathered from the tracks, but nothing of the types of creatures that have passed.

Many of the areas in the module are guarded by traps, and player characters will not detect these traps unless they are searching the specific areas in which traps are located. Each character may search a specific area only once. In some cases, there are no traces of a trap to be found, and this is noted in the appropriate encounter sections.

Hill Fort Strategy

Once a party of adventurers is detected inside the hill fort, the guards will raise the alarm by whatever means are available. If an alarm gong is used, the fort (upper level) will be alerted at the end of the turn in which the adventurers are spotted. If a shouted alarm is used, the fort will be alerted at the end of the turn *following* the one in which the characters are spotted. The lower dungeon will be alerted one turn *after* the hill fort.

Once the fort is alerted, guards in barracks will spend one turn donning armor and preparing for battle. Prepared guards will move to block the ground-level entrances to all buildings. Guards on the walls will harass invaders with missile fire. The fort strategy is basically defensive, and attempts to delay the party as much as possible. The exact details of fort defense are left to the DM.

Note: Once the fort is alerted, no one will be found asleep or unarmed. The DM will have to modify some encounter descriptions accordingly.

Should the adventuring party retreat, and later return to the fort, they will find the defenses strengthened, ambushes prepared, and the garrison reinforced. Countermeasures will be taken against any magic the party may have used. The exact amount of additional preparation will depend on the amount of time between the first and second attacks.

If the party surrenders to the garrison, they will be disarmed and their magic items, weapons, and armor confiscated. Once the party members have been rendered harmless, Markessa will question them as to what they know of slaver activities, using all means available, including torture, if necessary. Once she has learned everything she can, Markessa will immediately kill all spell casters (if these can be identified) and send the other party members to dungeon area **28c**, the caveling lair, where it is assumed that the mad cavelings will kill them for meat.

Leaders

Brief descriptions of the hill fort and dungeon leaders are given here for ease in running campaign games. Note that in campaign games these leaders may move about once the fort is alerted and will not stay confined to their rooms. This is not true in tournament situations.

* * *

Markessa: AC 2; MV 12"; M5/F5; hp 35; #AT 2 or 3; D by weapon; S 14, I 16, W 12, D 18, C 17, Ch 14. Markessa is the leader of the hill fort and the overseer of this part of the Slave Lords' operation. She is armed with **studded leather armor +1** with **protection from normal missiles**, a **short sword of speed +1** (allows the wielder two attacks per round, with *automatic* initiative on the first attack and normal initiative on the second, and 12 darts. Three darts can be thrown per round, and Markessa is +3 to hit due to dexterity adjustments.

Icar: AC 1; MV 12"; F7; hp 59; #AT 3/2; D 1-10+2; S 17, I 14, W 15, D 16, C 15, Ch 16. Icar is the commander of the hill fort garrison, feared both for this tactical ability and his personal prowess. His reputation is made even more awesome by the fact that he is totally blind, and relies on his other keen senses in battle. He is armed with a **two-handed sword +1** and a **ring of fire resistance.** Because of his blindness, Icar is immune to all visual effect spells.

Executioner: AC 4; MV 9"; HD 4+1; hp 25; #AT 1; D 2-8+2; S 18; I 10; W 12; D 12; C 14; Ch 6. Executioner is Icar's battle-won friend and lieutenant. He is well aware that he is superior to most ogres and proud of it. He uses his cunning to defeat enemies whenever possible. Executioner carries a special bastard sword, a gift from a respectful slave merchant, with which he can disarm his opponents. Executioner can strike to disarm an opponent (on a roll to hit AC 8) and strike with the pommel for 1-4 points of damage in the same round.

Gulyet: AC 3; MV 12"; M4/C4; hp 10; #AT 1; D 2-8+1; S 10, I 11, W 12, D 10, C 12, Ch 4. She is Markessa's assistant and apprentice, the only one so far to meet Markessa's standards, and therefore survive. She is armed with dwarven **chainmail +2**, a **morning star +1**, and a whistle with which she can either sound the alarm, or summon her bodyguard, a winter wolf (AC 5; MV 18"; HD 6; hp 30; #AT 1; D 2-8 or frost damage). The whistle for the wolf seems to make no sound. The wolf is not always at her side, but is always nearby, and will answer the summons in 2 rounds.

Blackthorn: AC 4; MV 9"/15"; HD 5+2; hp 32; #AT 1; D 1-12; S 18, I 14, W 15, D 12, C 13, Ch 4. He is a representative of the Slave Lords and the captain of Markessa's dungeon guards. Blackthorn always appears in polymorphed form; in this case, as a 7 foot tall humanoid with gray skin, sparse hair, sunken eyes, and a skeletal, emaciated physique on which his armor hangs loosely. He enjoys watching the impression his bizarre appearance has on Markessa's troops.

Like all ogre magi, Blackthorn can **fly**, become **invisible**, cast **darkness** (10-foot radius), **polymorph**, and **regenerate**. He can also, once per day, do each of the following: cast a **sleep** spell, cast a **charm person** spell, assume **gaseous form**, and use a **ray of cold** (see the **MONSTER MANUAL** for a full explanation of ogre mage abilities).

* * *

Once the hill fort comes under attack, it is the job of Icar and Executioner to lead the attack against the invaders. They will attempt to coordinate the actions of the guards and not personally enter combat unless circumstances require it. If they need help against the party, Blackthorn will come up from the dungeon to assist. Markessa will stay within the dungeon, as she has both an ambush and a secret escape route available for use.

Tournament Notes:

The hill fort and dungeon areas were designed to be used as separate tournament sessions, each with nine players and each lasting 3½-4 hours. Timing begins when the character sheets are distributed, and players should be periodically reminded of the time limit. The player's objective is quite simple: go as far as possible in the time available, whether playing above or below ground. The more rooms the players get through, the more points they will score. The players should be informed of the scoring outline before play begins.

If this module is being used with the others in the series for tournament purposes, the information at the end of each session will lead a successful party to the Aerie of the Slave Lords.

In addition to the larger map, partial maps have been included in the module showing tournament areas only. These may be disregarded if the module is being used as part of a campaign. Tactical maps showing details of tournament areas are also included.

When playing the dungeon half as a separate scenario an alternate tournament start has been given. This start presumes that the fort has been destroyed and only the underground section remains.

Certain conventions were followed in tournament play to insure that many situations were handled in the same way:

1. The players are presented with precreated characters which are the same in both sessions. All characteristics have been listed, along with equipment, spells, and magic items. *Players may not add to or alter this list.* This will guarantee that all players start with the same chances. Players would be allowed the use of the **PLAYERS HANDBOOK**, but not of the **MONSTER MANUAL** or the **DUNGEON MASTERS GUIDE**, although all magic items they possess will be know, and understood by the owner completely.

2. There are *no* wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.

3. Monsters will fight intelligently and to the best of their ability. They show no mercy or quarter to invaders. Monsters encountered in tournament play need never check morale and will fight to the death, unless otherwise noted in the text. Monsters will be fully aware of the power and limitations of their weapons, magic items, and spells and will use them to best advantage.

   In many cases, specific tactics have been listed for monsters to use in melee. If these plans are frustrated by the players' actions, the DM must find an alternative. If the players are unusually inventive and find something that is not covered, a few minutes may be taken to establish some sort of defense for the monsters—possibly having them regroup and counterattack if necessary.

   In tournament play, monsters will not pursue fleeing adventurers out of an encounter area unless otherwise noted. Players will not know this, however. Monsters will make a lot of noise and will make feint attacks to give the *impression* of pursuit.

4. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the GEN

CON Open but may be used as a method of determining top players from session to session. The fort and dungeon sections of the module can each be used as opening rounds of a tournament, as they are of equal complexity, and the scoring system is compatible with both.

5. An attempt to bypass the fort's guards through flight, invisibility or scaling the walls will probably fail. In order to keep the roofs inviolate, there are hobgoblin guards on the outside walls, who are all armed with composite bows and swords. The walls are higher than the keep's roof. Should any figures quickly identifiable as non-hobgoblin appear on the roofs, they will be fired upon by these guards. In addition, the edges of the walls all have angled spikes to prevent anyone climbing the walls from reaching the roofs. The spikes are razor sharp. Two boggles (see end of module) are also on top of the guardhouse wall. These boggles can sniff out intruders even if the intruders are invisible, and will set up a high-pitched, wailing howl of alarm if they scent intruders.

All of the hobgoblin guards on the roofs and walls have 75% cover (+7 to AC). Any ropes thrown up to the walls will be cut by the guards, and anyone spotted climbing up to or about the roofs will be fired upon by at least six composite bows every round.

6. As the hobgoblins rely upon the moonlight and their infravision to spot intruders, the party will very probably not want to use light sources while they are outside. Should they involve themselves in a melee while in darkness, those members of the party who do not have infravision will fight with a –4 penalty "to hit."

7. Players will never know the function of special treasures they acquire unless they should happen to discover their powers by examination or experiment.

Overland From Highport

Module **A1** ends with the party leaving a ruined temple. This module begins with the party entering the hill fort. For tournament purposes (or for the sake of simplicity) the DM can assume that the party has successfully traveled overland from Highport.

For the campaign adventure, the DM may wish to run the overland journey. The party begins in Highport after exiting module **A1**. All normal supplies are for sale in Highport at the prices listed in the **PLAYERS HANDBOOK**. The Slavers' Stockade is 120 miles inland from Highport. The first 30 miles are through Plains terrain, the last 90 miles are through Hills terrain. Because the party has a map to help guide them, there is only a 1-in-20 chance per day of becoming lost crossing Plains and a 1-in-12 chance per day of becoming lost crossing Hills. A lost party may backtrack to the point where they got lost and try again. Random encounters are checked three times each day. The chance for an encounter is 1 in 12 while in Plains and 1 in 10 while in Hills. The normal encounter distance is 6" - 24" (6d4). If a random encounter takes place check the following **Wilderness Encounter Table** to determine exactly what is encountered.

Wilderness Encounter Table

Die Roll	Encounter	Number	AC	MV	HD	hp#	AT	Damage
01-03	Bear, Brown	1-4	6	12"	5+5	27	3	1-6/ 1-6/1-8
04-11	Bugbear	2-8	5	9"	3+1	14	1	2-8
12-14	Boar, Wild	1-8	7	15"	3+3	16	1	3-12
15-17	Dog, Wild	3-12	7	15"	1+1	6	1	1-4
18-21	Giant, Hill	1-3	4	12"	8+1	37	1	2-16
22-25	Ghoul	1-6	6	9"	2	9	3	1-3/ 1-3/1-6
26-33	Gnoll	3-12	5	9"	2	9	1	2-8
34-45	Goblin	5-30	6	6"	1–1	4	1	1-6
46-48	Griffon	1-3	3	12"/30"	7	32	3	1-4/ 1-4/2-16
49-60	Hobgoblin	4-24	5	9"	1+1	6	1	1-8
61-63	Horse, Wild	2-12	7	24"	2	9	1	1-3
64-66	Wereboar	1-2	4	12"	5+2	24	1	2-12
67-69	Werewolf	1-3	5	15"	4+3	21	1	2-8
70-75	Ogre	1-6	5	9"	4+1	19	1	1-10
76-77	Ogre Mage	1-3	4	9"/15"	5+2	24	1	1-12
78-89	Orc	3-18	6	9"	1	5	1	1-8
90-92	Stag	2-8	7	24"	3	13	1	2-8
93-95	Wight	1-3	5	12"	4+3	21	1	1-4
96-00	Wolf	2-12	7	18"	2+2	11	1	2-5

START

After a harrowing journey in which the party faced hunger, bandits, and the wild tribesmen of the Drachensgrab Hills, the adventurers are have arrived at their destination and are scouting the fort from concealed positions on a nearby ridge. The fort is situated atop a high, steep hill that surveys the countryside. A warding ditch 20' wide and 10' deep surrounds the fort. The only access road winds down from the north, through a narrow valley, up to the drawbridge that spans the ditch.

The hill fort is a combination of recent construction and the remains of an older stone fortress. The outer wall of the hill fort is an earthen rampart topped by a wooden stockade. However, the curtain wall containing the drawbridge is made of stone. The wall is 35' high and is topped by a stone parapet which is constantly manned. The curtain wall is connected to the rest of the fort by the rampart and stockade.

The ground slopes upward from the curtain wall, and some distance back, across an open courtyard, is the gatehouse. This is of massive construction, four stories high, with a stone parapet atop it, so that all sides can be defended. The rampart and stockade connect to the gatehouse and surround the fort keep.

The keep abuts the rampart on three sides, with a parade ground to the north between the main building and the gatehouse. The fort was originally a single story stone building, but the slavers have added a wooden guardpost as a partial second story. The entrance to the main building is recessed back and an enclosed garden leads from the building's entrance to the parade ground.

The rampart and stockade surround the fort on the west, south, and east sides and join the curtain wall to the north. The outer face of the walls and stockade are fitted with downward sloping spikes to prevent attackers from scaling the walls. The stockade has a walkway on all sides, the walkway being 15' above the main building's first floor. Guards patrol the walkway, and the top of the gatehouse and curtain wall, but it is impossible to estimate numbers from a distance.

The escaped slave has told the party that he left the fort by running a makeshift rope from the curtain wall's second story to the ditch and climbing down. Since no one saw him leave, he is sure the rope is still there.

Tournament Start For The Hill Fort:

The party decides to take the slave's route into the hill fort. Waiting until dark, the party hides the horses and makes its way down to the ditch. Groping along, the party manages to find the slave's rope at the bottom of the ditch. Despite the darkness, the party reaches the top without incident. Finally the party stands breathless in the darkness of the wall's inner passageway.

Hill Fort Description:

The curtain wall, the gatehouse, and the main building are all built of stone. The ceilings and walls of rooms and corridors are made of stone. The ceilings in the east and west wings, however, are made of plaster over wood hung on wooden rafters.

The floors are wooden. Wooden beams are used to reinforce weak sections of the stone buildings. The stockade is wooden, as is the wall walk and the pavilion overhang in the open garden section of the U-shaped main building. The inner courtyards are nothing but rock-strewn mud flats. The only vegetation (besides mold and mildew) are the trees in the garden surrounded by the main building.

The hill fort shows signs that it has been sacked in the past. Some of the stones are blackened as though by fire. Some areas of stonework shows signs of ancient destruction from catapult and trebuchet attacks. These holes have been crudely repaired. The stockade is of more recent construction than the rest of the hill fort. Close examination shows that the stockade has been built directly behind the remains of a stone foundation where an outer perimeter wall once stood.

The humanoids in the hill fort do not care whether it is clean or not. As a result, both the fort and the dungeon are filthy. The floors are covered with dust, and trash is scattered about the rooms and corridors. The walls are covered with grime, mildew, and cobwebs. Broken or rotted furniture is thrown into corners rather than repaired. The entire place is infested with rats, spiders, and other foul vermin.

Hill Fort Wandering Monsters

Wandering monsters will be encountered in the campaign game only, and then only in hallways, empty rooms, or areas cleared by the party. However, wandering monsters will not be encountered in either the haunt's area or the haunted west wing.

The DM should check for wandering monsters each turn, with a roll of 1 on d6 indicating an encounter. When a encounter is indicated, use the **Hill Fort Encounter Table** to determine what creature is met.

Hill Fort Encounter Table

Die Roll	Encounter	Number
1	Hobgoblin Patrol	3-12
2	Hobgoblin Shaman	Shaman plus 2-8 hobgoblins
3	War Dogs	2-8
4	Carnivorous Apes	1-3
5	Gnolls	2-12
6	Escaped Slave	1

Hobgoblin Patrol. The party has accidentally stumbled onto one of the roving patrols which guard the fort. If the patrol hears the party but does not see them, the patrol leader will shout "Halt, who goes there?" in hobgoblin. If the patrol leader sees the party they will call upon the party members to "Drop your weapons and surrender!" If the party does not surrender immediately, the hobgoblins will attack. The hobgoblins do not want to split the reward for capturing runaway slaves (which is what they assume the party members are) so the hobgoblins will not summon any help or raise the alarm.

Hobgoblin patrolmen: AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D 1-8.

Hobgoblin leader: AC 4; MV 9"; HD 2; hp 9; #AT 1; D 1-8.

Hobgoblin Shaman and Guards. The hobgoblin shaman Adhu Nazaryet and his guard of 2-8 hobgoblins are on their way to a secret shrine of Maglubiyet to perform a sacrificial ritual. They will fight to the death to prevent the defilement of the holy icons they carry.

Adhu Nazaryet: AC 2; MV 9"; HD 1d8+4d4+1; hp 23; #AT 1 as 3-HD monster; D 1-6. He knows the following spells:

First level: cure light wounds, detect magic, resist fear
Second level: augury, detect charm, chant
Third level: dispel magic

Hobgoblin guards: AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1; D 1-8.

War Dogs. The war dogs will attack any creature that does not smell like one of the monsters which belong in the hill fort.

War Dogs: AC 6; MV 12"; HD 2+2; hp 11; #AT 1; D 2-8.

Carnivorous Apes. The carnivorous apes are allowed to roam the fort in search of food (humans). They are intelligent enough to avoid attacking monsters which belong in the hill fort.

Carnivorous Apes: AC 6; MV 12"; HD 5; hp 23; #AT 3; D 1-4/1-4/1-8.

Gnolls. A band of gnolls has joined forces temporarily with the hobgoblins, goblins, and orcs of the hill fort. The party has stumbled onto a group of gnolls either entering or leaving the fort. The gnolls want to show up the other humanoids and will try to capture or kill the party members without calling for help.

Gnolls: AC 5; MV 9"; HD 2; hp 9; #AT 1; D 2-8.

Gnoll Leader: AC 4; MV 9"; HD 3; hp 16; #AT 1; D 2-8.

Escaped Slave. A woman recently captured by the slavers has taken advantage of an opportunity to escape. She is armed with a short sword. If the party can convince her that they are not slavers, she will tell the party that she is Lady Morwin Elissar and offer them a large reward, payable when they take her back to civilization. Despite her ragged appearance, she seems to be a lady of quality (unfortunately, she is actually a penniless maidservant). She tends to be hysterical when threatened (50% chance of crying out and perhaps fainting), which will alert guards to the party's whereabouts. She has an intense hatred for her former captors and will kill or maim them if the opportunity arises.

"Lady Morwin Elissar": AC 10; MV 12"; Level 0; hp 6; #AT 1; D 1-6.

KEY TO THE HILL FORT

1. Curtain Walltop:

This is a curtain wall. When the fort is under attack the curtain wall serves to slow the attackers, for enemies must first fight past the curtain wall before they even reach the main gatehouse to the fort. Attackers will then be pinned between the curtain wall and the main gatehouse wall with no cover from the fort's defenders' arrows. The curtain wall is not connected by a walkway to the fort; only a high wall of stone and logs links the curtain wall to the fort and encloses the outer courtyard.

The hobgoblins mount a guard on the curtain wall in order to sound the alarm if intruders approach. But they only march on the walltop for they fear the inner walk is haunted and none will enter it nor will they pay any attention to any sounds from within.

1a. Open Walkway:

> The walkway is open to the west and to the east. Hobgoblin guards pace back and forth along each section. From below the hobgoblins appear as ghost-white figures. Pallid moonlight illuminates the wall, casting eerie, ink-black shadows. Only a light breeze blows and sound carries muffled.

Two hobgoblins patrol each walkway (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2 with bow; D by weapon) and one will attempt to sound the alarm if the other is attacked. They are armed with composite bows and swords. They carry no lanterns, relying on their infravision to enable them to spot invaders. The rim of the wall on all sides is lined with rows of sharp spikes pointing down, to dissuade those who would attempt to climb the wall.

Along the walkway are piles of broken stones for throwing down on invaders. In the floor of the eastern walkway is a trapdoor, heavily barred for fear that the evil spirits below might break out. The guards will cry an alarm if the trapdoor opens and fire at +4 to hit anything coming out of the hole.

1b. West Guardhouse:

> There is a stained decaying skull hanging on this door. The skull is that of a halfling.

Within the guardhouse are two bunks, a wooden table, and two benches. A small coal fire burns in a stone box in the center of the room. Two hobgoblins (AC 5; MV 9"; HD 1+1; hp 9, 7; #AT 1; D by weapon) are within the room. One is asleep on one of the bunks, while the other is warming himself at the fire. The two are armed with spear and hand axe. There is no other light in the room, as drapes have been hung over the arrow slits.

If the hobgoblins realize they are outnumbered, they will yell to the party to surrender, and call for help. If they are then attacked, they will defend themselves until help can arrive.

1c. Gatehouse Inner Room:

> Inside this room are stacks of sealed crates. Many of the stacks reach almost to the ceiling. As the party nears one, a crate topples off the stack, narrowly missing the party!

The fallen crate was precariously balanced, and was knocked off the stack by a cat belonging to one of the guards. The guards in **1d.** will come to investigate the noise.

All the crates are filled with food. Against the north wall are two sections of a ladder that can be hooked together for a length of 30'. This ladder is used to climb to the wall walk, because the guards refuse to reach the wall through the haunted second floor.

1d. East Guardhouse:

> From behind this door come rhythmic sounds, as of a knife on a butcher's block.

In this room are two bunks, a low table with a box to sit on, and two stools. Three hobgoblins occupy this room, two guards (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2 with bow; D by weapon), and a sergeant (AC 4; HD 2; hp 9; #AT 1; D by weapon). The guards are armed with composite bow and long sword, the sergeant with long sword and spear. One of the guards is practicing throwing a knife at a crude target drawn on a broken table top. The other is bored and is drawing on a wall with a lump of coal. The sergeant is sitting at the table eating bread and cheese and feeding a pet crow. Against the wall behind him is a small bag of coal. The hobgoblins will try to defend themselves, holding the party in the room until help arrives.

Each hobgoblin carries 2-12 sp, while the sergeant also carries 2 gp. Beneath the knife-thrower's bunk is a piece of mahogany carved into the shape of a hawk, worth 25 sp.

Start Tournament Here

2. Curtain Wall - Second Floor:

This inner walkway has a bad reputation among the hobgoblins in this fort. Work parties have been in the past to clean it out, but they would come back nervous, and usually with stories of one of their number who had gone mad and had to be killed before he killed them. A guard patrol reported the same thing, and seeing a ghostly shape who strangled the life out of one of the guards. For this reason, the hobgoblins will not enter this area and they have learned to ignore strange sights and sound that come from here.

2a. West Walkway:

> You stand in a narrow, dusty corridor. There is a door at the eastern end of the corridor. You have just climbed up a crude rope made of knotted rags and in through a small open window. The window was once used to throw slops and nightsoil out into the warding ditch but it appears to have been some time since the window or this room has seen active use. Cobwebs cover the ceiling and walls. There is a single line of footprints in the dust, made by a naked human foot. They lead from the east and end at this window. The only light in the room comes from shafts of moonlight filtering in through the window and the arrow slits, spaced every 10' that are cut in each wall.

This corridor is empty. Characters with a wisdom score of 15 or greater will feel vaguely uneasy, though there is no logical reason for their unease.

2b. West Guard Post:

> This room appears to once have been a guardroom, but it has been long abandoned. There is a door opposite the door you used to enter. In the south end of the room, along the south wall, are stone stairs leading up and down. The ceiling and walls of this room are covered with dusty cobwebs, and shards of a brittle white material litter the floor. Broken furniture lies scattered about. A line of footprints in the dust reaches from the door to the stairs.

Closer examination by the party will reveal that the splintered white material is bone, and that there are brown stains on the walls, floor, and broken furniture.

2c. Stairs:

> The stairwell is dimly lit by moonbeams flickering through arrow slits in the southern wall. The upper part of the stairs going up has been bricked up. At the foot of the stairs, partially hidden in darkness, is a barely discernible wooden door.

The escaped slave was apparently lucky going up these stairs for starting halfway down the steps are three trip wires placed one after the other at varying intervals. If all three of the trip wires are not discovered (requiring three **find traps** rolls to find all three), at least one of the traps will be triggered. Two large globes will fall from the ceiling where they were hidden in shadow. One will fall at the foot of the stairs and explode with a blinding flash of light and a dull rumbling accompanied by the tinkling of breaking glass. The flash will blind all party members on the steps or in the room for 4 rounds. The second globe will fall at the head of the steps and will burst, releasing about 3,000 round glass beads. If a character is standing in that same spot, the globe will strike him for 1-6 points of damage. The beads will bounce down the steps, striking the characters' feet and legs, scattering all over. After 1 round it will be quiet again. The first character to move without stating his or her intention to be very careful will slip on the glass beads and go tumbling down the steps, causing all those in front to fall also. Those who fall will take 1-6 (6 for tournament purposes) points of damage +1 point for each person who falls on them. The players may avoid falling by not moving while blinded or by stating their intention to move cautiously, either by crawling or moving with a sweeping motion to remove any beads in front of them. No guards will come to investigate the noise.

The door at the foot of the stairs is latched shut from the inside. Once all the party exits and steps into the outer courtyard a breeze will spring up and slam the door shut, latching it. There is no latch to open the door from the outside, so a dagger must be used to raise the latch. This takes 2 rounds.

2d. Room over the Gate:

> This room appears to once have been used for warding off invaders who had broken through the gate and were pouring through the passage below, for there are murder holes in the floor, for pouring oil on invaders. Opposite the door used to enter, is another door. The room is dusty and filled with cobwebs. There are no discernible footprints in the dust. The room is only lit by what little moonlight filters in through arrow slits. A thick paste of dust coats the floor.

This room is empty. Several murder holes in the floor lead into the avenue between the drawbridge and the outer courtyard. The chains and pulleys for raising the portcullis and drawbridge are in this room, but will not budge as the winch below is locked. In one corner of the room is an old wooden cask which contains about an inch of rancid, black oil. Beneath cobwebs against one wall is a collapsed, rusty iron tripod. The dust in this room clings to a residue of spilt oil and makes a thick, gooey paste on the floor. As the party progresses further into the room, they will hear a faint moaning coming from somewhere beyond the far eastern door. Party members with Wisdom scores of 14 or higher begin to get the feeling that they are being watched.

2e. East Guard Post:

> This room appears to once have been used as a guardroom. About the room are broken benches and tables. In one corner lies the ribs and iron rings of a sundered barrel. The furniture shows signs of having been hacked apart. The ceilings and walls are coated with dusty cobwebs, and shards of a brittle white material litter the floor. Shadows in the room are deep and velvety, despite the arrow slits. There is a door in the opposite wall, while on the south side of the room appears to be a closet.

Upon entering this room, all party members should make a save vs. Spells. Those individuals who fail will notice nothing, but those who save will hear the song of the crickets take on the din of a distant battle. The battle noises will have a dreamy and unreal quality. These characters, who made their save, will also start to see motion out of the corner of their eyes, but when they turn to confront it, there will be nothing there. Loud noises will cause the strange sounds to cease, but they will resume after a brief interval.

Behind a table in the north end of the room lies a partial skeleton of a man, his ribcage, spine, skull and left arm. If the room is searched, the party will first notice its bony hand draped over the edge of the table. The white shards are bones and this room is also spattered with brown stains. There is nothing of value in the room.

The closeted space is open to the east and has no door. It is a garderobe or latrine which opens onto a pit beneath the wall.

2f. East Walkway:

> The eastern wing of this wall walk is a dusty, cobwebbed, narrow corridor with arrow slits every 10' in both walls. The corridor appears unused. At the end of the passage, stuck in a joint in the wall, is the burned out remains of a torch. A flickering light plays across the wall at the end of the passage.

As the party enters this corridor, a low moaning begins and all characters hear the din of a distant battle in the song of the crickets. The pale flickering light has no apparent source, but this cannot be determined until one gets closer to the light. The corridor is cold and the party's breaths will fog. Any light brought here will begin to flicker and the party will see their shadows seem to take on the form of ancient warriors in battle. In this room, long ago, a group of human guardsmen made their last stand.

As the light at the end of the hall is approached it will be seen to actually be a glowing mist. The mist will slowly take on the shape of a wasted man with black holes where his eyes should be. The moaning will echo from all around and the figure will reach forward to touch a character. Any attack on the figure will cause it to disappear. Two rounds later the figure will reappear between the party and the exit.

This figure is a **haunt**, the restless spirit of a person who died leaving a vital task unfinished. A haunt (AC 0; MV 6"; HD 5; hp 23; #AT 1; D drain 2 points of Dexterity; Lawful Good) is required to remain within 6" of the place where the person died until the haunt can possess a body in order to complete the unfinished task. Since haunts are tied to the area where they died, they cannot be turned or dispelled by clerics.

Note: In *tournament* play, the haunt is not at full strength. It will appear but not attack. Any attack on the haunt will cause it to step into the wall and disappear.

The touch of a haunt drains 2 points of dexterity every time it makes a successful hit on a character. As the character's dexterity is drained, he or she will be subject to the negative adjustments due to low dexterity (see **PLAYERS HANDBOOK**). The victim will feel an increasing numbness. When the character's dexterity reaches zero, the haunt will posses the body. A body, once possessed, will have full dexterity.

Once the haunt has possessed a person's body, it will attempt to complete the mission left unfinished by its death. In the new body the haunt is no longer tied to the area of its death and may leave. However, if the possessed body dies before the task is completed, then the spirit must haunt the place that the body was slain. Once a haunt completes its task it will return control of the borrowed body to the owner, and pass on to its final rest. When the haunt leaves a possessed body, the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point for each turn of complete rest.

If the character a haunt is trying to possess is of opposite alignment (good vs. evil), the haunt will be furious and attempt to strangle the victim. The haunt will fasten its ghostly hands around the character's throat on a successful hit. The victim will then take 1 point of damage the first round, 2 the second, 4 the third and so on, doubling each round until the victim is dead or the haunt defeated.

Haunts can only be hurt by silver or magical weapons or by fire. Silver weapons will only cause 1 point of damage per hit, while magic weapons will do 1 point + any magical bonuses per hit. Normal fire also causes only 1 point of damage per blow, but magic fire will cause full damage. When a haunt reaches zero hit points it will dissipate to reform in one week. Only an **exorcism** spell will destroy a haunt permanently.

Because haunts are tied to an area, the best defense is to simply walk away from a haunt. A **hold person** spell will force a haunt to leave a possessed body.

This haunt was once a sergeant of the guard named Jon. His task had been to defend the inner walkway and the trapdoor at its end from invaders, but he died as the last man of his force, with the knowledge that he had failed. In order to end his existence, Jon must successfully defend the area against all intruders, either slaying them or driving the intruders off. Jon may enter the eastern guard post, but may not follow any further as this is 60′ from where he died.

At the end of the corridor in the ceiling is a wooden trapdoor. There is no ladder leading to the trapdoor, but the bolt holes, where a ladder was once bolted to the wall, can be seen. The trapdoor is barred from above, by the fearful hobgoblins. If the party attempts to open the trapdoor and climb through, the hobgoblins will sound the alarm and will be waiting to shoot missiles, at +4 to hit, at anything which comes up through the trapdoor.

If one of the party members is possessed, he or she will learn that an iron box with 37 gp, 81 sp, 317 cp, and a ruby ring worth 200 gp is buried under one of the floor's paving stones. The possessed person will be able to tell this to the party only *after* the haunt is destroyed or expelled. The box cannot be discovered otherwise because the covering stone is cemented in place.

3. Drawbridge Tunnel:

The musty smell of earth and rusting iron fills the air in this dimly lit avenue. The road bed is formed of cracked and weathered flagstones, now canted up at strange angles. Cobwebs drape the ceiling, and flakes of plaster adorn the walls. The drawbridge is raised and before it stands a lowered portcullis.

4. Winch Room:

> Darkness fills the interior of this room, for the one arrowslit in this room seems clogged with cobwebs and debris. In the darkness are pinpoints of glowing light, like pale eyes watching and waiting.

This room is another guardroom which is occasionally checked by hobgoblin patrols. Dust has been stirred up in the center of the floor, but lies thick in the room's corners. The lights come from cobwebs covering the walls and ceilings. In the cobwebs are spiders the size of a thumbnail, which glow in the dark. They are harmless. This room houses, in the western alcove, the two winches which are used to raise and lower the drawbridge and portcullis. Each winch has three locks upon it to prevent unauthorized use.

5. Outer Courtyard:

> A gentle breeze blows leaves and pieces of twine about this courtyard. To the north is the curtain wall with portcullis and drawbridge, and to the south is the main gatehouse to the inner keep. Moonlight and shadow form a stark contrast within the courtyard. There is a strong odor of manure and rotting vegetables in the air. The earth before the gatehouse has been churned into a 30′ diameter morass of glistening mud. Just beyond this is the portcullis of the gatehouse. The portcullis has been lowered, but does not touch the ground, and there is enough room to crawl through underneath it. The wind carries sound down from the guards on the wall, to add to the chorus of crickets. As you approach the gate you see that the portcullis is blocked by some broken stonework jamming the track near the bottom.

The muddy patch before the gate must be crossed - there is no way to go through the gate without passing through the mud. The feet of any players walking through the mud will sink in about 1′, and movement will be cut to ¼ normal. Any character who slips and falls in the mud must spend 1 round regaining his or her feet.

Burrowed beneath the mud is an anhkheg (AC 2/4; MV 12″ (6″); HD 5; hp 28; #AT 1; D 3-18) which will wait until a character nears the front gate or the center of the muddy patch before attacking. It will then attack at random, choosing characters who are in the mud. Just before the anhkheg strikes the crickets will become quiet, and the anhkheg will erupt from the mud. The anhkheg will expose only 6-7′ of its body, but it will not emerge completely into the open. The creature will bite for 3-18 points, but will not hold onto those attacked (thus no additional damage from digestive juices), choosing instead to throw those it has attacked down into the mud (where it will take them 1 round to stand and be able to fight again). Only two figures may attack the creature's belly (AC 4) per round, and only one may do so if the anhkheg is holding someone in its mouth. Characters must state that they are striking at the belly or it is assumed that they strike the head, flanks, and legs of the animal.

Missile fire or any attacks on the front of the anhkheg while it is holding a party member are 50% (1-3 on d6) likely to hit the character, rather than the anhkheg. Attacks from the side in the same situation will only hit the character 1 chance in 6.

Once the anhkheg is reduced to ½ its total hit points, the creature will spit acid up to a 30′ range at the nearest *group* of characters. All within 5′ of this line of attack must save vs. Breath Weapon or take 8-32 points of damage (in tournament play 20 points of damage). If a character saves, he or she will only take half damage. The acid will be neutralized after one round and cause no further effect. When the creature dies, a high pitched keening wail will echo across the courtyard and shadowy shapes will be seen to crowd to the wall top's edge. A hoarse cry of alarm will be set up.

6. Entryway of Fire:

> Moonlight filters through from the inner grounds of the keep, illuminating the narrow entryway. On either side of the driveway are stacked several chests, barrels, and bales. The portcullis is jammed open and enough space remains to crawl under it to reach the cracked flagstone drive. The passageway is about 20′ long and appears to open out onto a dusty parade ground. Across the parade ground is an archway that appears to give access to the remainder of the keep.

If the alarm has been raised before the party reaches the entryway, the guards will be prepared. As the party crawls under the portcullis, flaming oil will be poured through murder holes cut into the tunnel roof, setting the boxed goods afire but missing the characters. Any character standing within 10′ of the fire will take 1-4 points of damage per round from the heat, flame and flying embers.

If the anhkheg is battled in **silence** and the guards are not alerted by the battle, this trap will not be set off.

The area before the gate will be well lit by fire and guards on the walls will shoot arrows at the party. Because of the bad angle of fire only 6 arrows will be fired per round. The arrows will hit only on a 19 or 20. If the party should attempt to retreat across the courtyard 12 arrows will be fired per round at normal chances to hit and the mud will slow movement of the characters to ¼ speed. If the party attempts to fire back at the hobgoblins on the wall, they will be firing blind into darkness (-4 to hit). The hobgoblin guards on the wall have 75% cover, giving +7 to their AC (AC 6 (–1); MV 9″; HD 1+1; hp 6 each; #AT 2 with bow; D 1-6). They will each fire one arrow per round. The guards will not bargain with the party.

The fire leaps and roars intermittently, but a narrow channel down the middle of the corridor appears to be free of flaming debris. Any person running through this burning area will take damage according to his movement speed. The following table indicates both the number of segments it takes to move through the flames and the amount of damage taken. Three points of damage will be taken per segment in the flame.

movement	12″	9″	6″	3″
segments	2	3	4	8
damage	6	9	12	24

A potion of speed will double movement rate (thus halving damage). If a character saves vs. Breath Weapons, damage taken is reduced to ½. The fire will not die down.

Characters may soak a blanket with water (one waterskinfull is the smallest amount that will be effective) and wrap it around themselves or, more expediently, roll in the wet mud, and then run through the passage. If either these or similar precautions are taken, the character will take only 1 point of damage per segment (no saving throw).

7a. Stables:

> These two large wooden doors open into what is obviously a stable. Various animals are in stalls along all four walls. Ten feet overhead is a hay loft filled with hay. There appears to be only one entrance.

There is, indeed, only one way in or out of the stables. Inside the various stalls are 6 oxen (AC 7; MV 15″; HD 4; hp 20 each; #AT 1; D 1-4); 11 medium horses (AC 7; MV 18″; HD 2+2; hp 11 each; #AT 3; D 1-6/1-6/1-3); and 2 light horses (AC 7; MV 24″; HD 2; hp 9 each; #AT 2; D 1-4/1-4).

Two young hobgoblins (AC 10; MV 9″; HD 1; hp 4 each; #AT 1; D 1-6 or 1-4) are hidden in the stalls working. If attacked, they will defend themselves with the tools they are working with. One hobgoblin has a pitchfork (D 1-6); the other hobgoblin is working with a shovel (D 1-4). If given a chance, the hobgoblin will sound the alarm by clanging on a fire gong. The alarm, however, is near the door. One turn after the alarm is rung 6-30 hobgoblins will come rushing out the door to room **8b**. There is no treasure in the stables besides the animals and their gear (including three small wagons).

7b. Guard Bunkhouse:

> This door has a covered spy-hole at eye level. The door appears to be locked from the inside and there is no exterior keyhole.

This door is the only entrance to the gatehouse. It has been padlocked and barred from the inside. The door opens to a flight of stairs leading up. If the party makes too much noise checking out the locked door, a hobgoblin from **8a** will investigate. First he will ask "What's the pass word?" in hobgoblin. There is none so any guess will be wrong. Then he will peek out through the spy-hole. If the party attempts to break down the door, he will raise the alarm.

8.-10. The Gatehouse:

This gatehouse is like a fort in itself and is commanded by a doughty human veteran. The commander is a no nonsense man and has been known to give a guard 12 lashes just for gambling on duty. He has organized the gatehouse guard to respond quickly to the alarm and the guards can arm and ready themselves in 5 rounds when the alarm is sounded. This encounter should be played intelligently if the party attempts to invade the gatehouse. The commander's strategy is to hold invaders in one room until reinforcements can arrive and then crush the invaders. The commander is located in room **8c.**

Besides the guards in the various guardrooms, there is a roving patrol that checks periodically to make sure all the guards on this floor and on the wall walk are doing their duties. The patrol consists of 4 hobgoblin guards (AC 5; MV 9″; HD 1+1; hp 8 each; #AT 1; D 1-8) and a sergeant (AC 4; MV 6″; HD 2; hp 13; #AT 1; D 1-8 +2. Every turn the party is in one of the guardrooms, there is a chance of an encounter with the patrol; a roll of 1 on 1d6.

8a. East Stair Room:

> This room contains two sets of stairs, a flight of stone stairs from the entrance to the gatehouse, and a flight of wooden stairs leading up to a trapdoor in the ceiling. In the north wall is a door. In the southwestern corner of this room facing the wall are two goblins with halberds, kneeling and one is rattling something in his hands.

The two hobgoblins (AC 6; MV 9″; HD 1+1; hp 6 each; #AT 1; D 1-10) are bored and rolling dice. They keep a close watch on the door in the north wall, but not on the stairways, since they are more concerned about making sure their sergeant doesn't catch them gambling, than with doing their job. There are 2 gp, 15 sp and 39 cp on the floor next to them.

8b. Gatehouse Barracks:

> This area appears to be guard barracks, for there are many hobgoblins here sleeping on crude bunks, eating and talking at several narrow tables, or tending a large stew pot hung over a firebox with hot coals.

If the party bursts into this room, most of the hobgoblins will be surprised, though one bully boy will shout out in hobgoblin, "Ahr, you belly-licking mercenaries are not allowed here." After one round,

if the party does not attack, one of the sergeants will step forward and ask them their business. If the party attacks, only one-third of the hobgoblins will be wearing armor, but they will grab their weapons and cry out "Intruders!" There are a total of 22 normal hobgoblin guards here (AC 10 (5); MV 12" (9); HD 1+1; hp 6 each; #AT 1; D 1-8 long swords) and two sergeants (AC 4; MV 6"; HD 2; hp 13 each; #AT 1; D 1-8 long swords).

In the eastern tower are 10 hobgoblins. Most are sitting, eating stew and black bread. Two are sitting on a bench, pitching coppers against the wall. The sergeant here is sharpening his sword. The hobgoblins have a total of 3 gp, 85 sp and 30 cp.

In the center section, above the gate entryway are four hobgoblins. One is tending a large stew pot, that hangs over a sand-filled box filled with hot coals, and is building the fire up. Another is engaged slicing tubers and roots with a dagger, for the stew pot and beside him is a large pile of tubers. The remaining two are leaning against the south wall talking and looking out on the parade ground. There are a cutting table and three stools in this room. There are also two cooking pots on metal tripods over a firebox in the north end of the room. The second pot contains bubbling oil. There are murder holes cut into the floor here and if the alarm is sounded and enemies attempt to pass the gate, the hobgoblins will pour the hot oil through the murder holes. Several bags and casks of foodstuff and water are stacked on the floor. Each hobgoblin has 2-12 sp.

In the western tower there are many bunks and 6 of the 10 hobgoblins here are asleep on the cots. Two hobgoblins are watching the sergeant and another hobgoblin practice thrusting with swords. The sergeant is trying to instruct the other in the best way to use the sword. Against the southern wall is a rack of 18 pegs holding 17 light crossbows and quivers of 20 bolts. The hobgoblins here have 2-12 sp each and the sergeant of the guard has a ring of keys attached to his belt which will unlock the winches in room **4**.

8c. Captain of the Gatehouse:

> Seated at a table in this room are two men in banded mail, drinking from mugs and talking. Boxes of supplies are stacked behind them and in the northeastern corner a flight of wooden steps leads up to a trapdoor in the ceiling. There are two folded cots in the room.

This is Gorbin Stalworth, captain of the guard (AC 3; MV 6"; F5; hp 30; #AT 1; D by weapon; S 14, I 13, W 9, D 15, C 12, Ch 14) and Kairn, his half-orc lieutenant (AC 4; MV 9"; HD 3; hp 18; #AT 1; D 1-10). Any intruders who are caught will be brought here for interrogation. Gorbin and Kairn will respond to an alarm by bringing troops through the trapdoor.

If these two are surprised, they will attempt to buy time by talking until reinforcements arrive. Gorbin has a loaded light crossbow on a stool beside him under the table and will aim it, under the table, at the least armored intruder, and fire if the opportunity presents itself. Kairn wields a huge sword he calls "Winower," which he swings with two hands. He has a pouch of 12 gp, and wears a silver and coral ring worth 300 gp and a gold earring worth 75 gp. Gorbin wields a **short sword +1** (NSA) named "Sun-dancer." He wears a neck-guard of silver and coral worth 1,100 gp, a symbol of his rank, and a gold belt buckle worth 500 gp.

The boxes contain various foodstuffs and bandages and so forth. The trapdoor in the ceiling is bolted shut from this side. Hanging on a peg on the west wall is a set of keys for all of the doors in the gatehouse and in the curtain wall.

8d. Inner Gatehouse Wall Walk:

In both of these wallwalks are two hobgoblin guards, pacing back and forth, stopping to gaze out one of the arrow slits placed every 10', and occasionally chewing on dried strips of meat to stay awake. The hobgoblins (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 2; D 1-6 with composite bows) each have 2-12 sp. At the far end of each corridor is a garderobe or latrine that opens onto pits 40' below in the wall.

9. Gatehouse Walltop:

This walltop joins the stockade parapet, so that the guards from the gatehouse may reinforce the stockade walls if there is an invasion. If the alarm is sounded, the hobgoblins within the guardhouses will arrive in two rounds, to reinforce the wall guards.

9a. Gatehouse Wall Walks:

Two hobgoblins (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 1; D by weapon) patrol each of these sections. They are armed with composite bows and swords. They will use their bows to attack any intruders sighted on the ground below. Each hobgoblin carries 2-12 sp.

On each section, chained to the wall, is a blue-gray, 3' tall, vaguely humanoid creature. These are boggles; for details concerning this strange monster see the section at the end of this module. The boggles (AC 5, –1 point of damage per die from weapon attacks; MV 9", able to **spider climb**; HD 4+3; hp 21 each; #AT 3; D 1-4 each) have a very keen sense of smell and can detect even invisible creatures up to 40' away. The boggles are used as guardians and watchbeasts to sound the alarm if the guards fail to. The boggles will set up a keening wail if they sense an intruder.

9b. Western Guardhouse:

> This room appears to be a guardroom. There are seven hobgoblins in the room sitting on benches at tables or leaning back against the wall talking. They jump to their feet and draw their weapons. In the southeast corner of the room there is a trapdoor in the floor and one in the ceiling with a ladder leading up to it.

Six of the hobgoblins are normal guards (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2; D by weapon), the seventh is their sergeant (AC 4; MV 9"; HD 2; hp 9; #AT 1 or 2; D by weapon). The hobgoblins are sitting around talking about their past exploits, waiting for their shift. One of the hobgoblins leaning against the wall is sleeping and will be too stunned, if awakened suddenly, to do anything for two rounds. Another one of the hobgoblins is sitting quietly chewing on a hunk of hickory bark. If intruders attack them he will first spit in their eye, save vs. Breath Weapon or be blinded for two rounds and then attack. Each hobgoblin has 2-12 sp, and the sergeant has a silver, horn-shaped amulet worth 20 gp. The trapdoor in the floor is bolted shut from below.

9c. Eastern Guardhouse:

> This room appears to be a guardroom. There are several hobgoblins crowded around a table in the center of the room. Three other hobgoblins are asleep on pallets on the floor. In the southeast corner of the room there is a trapdoor in the floor and one in the ceiling with a ladder leading up to it. A wolf cub is running around the room and spots the party as they enter and begins to yip at them.

The hobgoblins in the center of the room are watching their sergeant arm-wrestle another one of their number. On either side of the contestants' hands are two steaming plates of very hot stew.

The hobgoblins will turn to see who has entered the room and will be surprised by the party unless a lot of noise was made prior to entering. The sergeant will kick over the table, dumping his opponent on the floor, and yell to his troops to attack. The sleeping hobgoblins will take two rounds to enter the battle. There are 11 hobgoblin guards in this room (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 1; D by weapon) armed with swords. Their composite bows hang on the wall. The sergeant is armed with a footman's mace (AC 4; MV 6"; HD 2; hp 9; #AT 1; D by weapon) and will grab a stool to use as a shield. The wolf cub will be a nuisance in battle weaving about the party's legs and nipping at their ankles, but causing no damage. Each round a character is attacked by the wolf cub (AC 6 due to size; MV 9"; HD 1+1; hp 5; #AT 1; D nil) the character must roll his or her dexterity or less on 1d20 or fall and be stunned for one round.

The hobgoblins each carry 2-12 sp. The sergeant has 8 gp and a silken handkerchief worth 5 gp.

10. Gatehouse Tower Roofs:

> Here is the roof of one of the twin gatehouse towers. It is flat so that a watch may be posted atop it and a trapdoor in the southeast corner appears to provide access to the roof from the inner tower. Battlements have been built around the edges of the roof to provide guards with protection from enemy missile fire. There are four hobgoblins mounting a guard on the rooftop. On the north side of the roof there appears to be a ballista and a bundle of bolts beside it.

The 4 hobgoblin guards (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 2 with a composite bow; D 1-6) can also double as a ballista crew if the fort is attacked by enemies. There are 4-24 bolts in the bundle for the ballista. It requires two hobgoblins to fire ballista, which will do 2-12 points of damage against man-sized targets, firing once every other round. The other two will employ their bows and fire upon enemies attempting to pass the gate.

a. The hobgoblins on this roof are a crack squad and periodically call out to each other to keep alert. If intruders reach the roof top they will wheel the ballista around to fire on them, while the other two crouch behind a pile of broken rock, used for throwing down on invaders, and attempt to pin down intruders with missile fire. The rock pile will provide 50% cover causing the hobgoblins AC to be 2. These hobgoblins have a total of 18 gp and 4 sp.

b. These four hobgoblins are young and believe they can show the more experienced warriors a thing or two about strategy. They sit on a couple of boxes near their ballista watching the outer courtyard only and do not pace the rooftop. They feel that their safety lies in numbers and that it is tougher to surprise a group of people than one person. They have tied two tin cups to the trapdoor to rattle if anyone approaches that way and have made a stack of empty boxes beside the trapdoor. A rope is attached to one of the bottom boxes and runs to the group of guards. If their alarm goes off they will topple the pile of boxes, onto the trapdoor by pulling the rope, stunning anyone coming through and then rush forward and attack. These hobgoblins only have a total of 50 sp.

11. Stockade Parapet:

> Here is a guard walkway behind the stockade log wall. This parapet surrounds the fort on three sides and connects to the walkway on the gatehouse walls. The parapet is made of wooden platforms on packed dirt at the top of the earthen rampart. A log stockade surrounds the top of the rampart and arrow slits are cut in the wall at waist height every 10'. Hobgoblin guards post a watch all along the rampart top, pacing back and forth. There appear to be two guards at every guard post. The stockade parapet is 15' above the roof of the fort, so that guards on the walkway can survey the entire roof and spot any movement on it.

The hobgoblin guards (AC5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2 with bow; D 1-6) are posted in pairs along the wall at 60' intervals. All parts of the stockade wall are watched by at least one pair of guards, and most parts can be seen by two pairs. The guard posts are noted on the map. The guards rotate posts every half hour (3 turns) as a new pair come on duty. Each pair then moves to the next post counterclockwise and relieves the pair of guards. The standard length of a shift of guard duty is thus about 6 hours long. Each hobgoblin has only 2-12 sp.

A wandering patrol also periodically checks each guard post. For every 2 turns the party spends on the stockade wall an encounter check should be made. The patrol consists of 12 hobgoblins (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2 with bows; D by weapon) armed with short bows and long swords, and a hobgoblin sergeant (AC 4; MV 6"; HD 2; hp 9; #AT 1; D 1-8) armed with a long sword.

12. The Parade Ground:

> Dust swirls about this barren area between the gatehouse and the keep. This area appears to be a parade ground for drilling the troops. There is no cover visible. On the south side of the parade ground is a stone facade and archway. Through the archway seems to be an inner courtyard.

If the party has been sighted by the guards on the wall, they will be fired on by the guards as they cross the parade ground. Because the party is running, the arrows will be at –2 to hit. If the party has not set off the alarm, they will be sighted as they cross the parade ground and the alarm will be sounded, but not in time for any arrows to be fired at the party.

The east and west sides of the parade ground are steep walls of earth and broken stone beneath the rampart parapets. These walls are unsafe to climb, because the rock is loose and shifting.

The sergeant of the guard will be leading a strange, blue-gray, 3' tall, vaguely humanoid creature on a chain and driving the whimpering, gibbering creature along with a whip. This creature is a boggle (AC 5, –1 point per die of damage received from weapons; MV 9" able to **spider climb**; HD 4+3; hp 20; #AT 3; D 1-4 each) and is used as a bloodhound to sniff out intruders because of its keen sense of smell. Boggles are even able to detect invisible creatures up to a distance of 40' due to this sense. For further details on the creatures see the section at the end of this module.

13. The Inner Courtyard:

> Beyond the stone facade is an enclosed courtyard wooded with small trees, shrubs, bushes, and vines. In the center of the courtyard is a circular stone fountain, while along either side and at the south end is a roofed walkway 10′ high and 10′ wide, supported by wooden pillars and trellises overgrown with ivy. There are two small trees growing to either side at the south end of this courtyard. The air is cool and still, and the cold fire of lightning bugs performs a faery dance through the shrubbery.

If any of the party were covered with mud in area **5** before coming here the mud will now begin to harden. They will feel confinement due to its weight and stiffness. The mud may be washed off in the fountain (which contains only algaed water). If the mud is not washed off, the players will receive –2 on "to hit" rolls until the mud is washed away.

From the fountain the party will be able to see the double doors at the south end of the courtyard beneath the porched walkway. If the party remains at the fountain for 2 rounds or longer, 12 hobgoblins (AC 6 or 2 due to 50% cover; MV 9″; HD 1+1; hp 6 each; #AT 1; D 1-6) will climb through the trapdoor in the roof, position themselves 4 to each side of the courtyard, and attack. The guardhouse will have 50% cover which will increase the AC to 2. The party will be surprised on a roll of 1-4 on d6, unless someone is watching the roofs. If someone is watching, the chance of surprise is normal. If the party is not surprised four hobgoblins will be spotted clambering over the roofs. The hobgoblins will hide behind the roof edge if fired upon.

On the hobgoblins' first attack round, two will throw a net down upon the nearest group of people (save vs. Paralyzation or be entangled). The other 10 will attack with bows. The net covers a 10′ × 10′ area. Those caught by the net must cut themselves loose with an edged weapon (striking to hit AC 9 to cut one strand; 4 strands must be cut before the player is loose). A dagger is capable of cutting 2 strands per round. When in the net, characters do not receive dexterity adjustments to AC and cannot fight. Captured members may be dragged to shelter by their compatriots, but will receive 1 point of damage and be stunned for 2 rounds for being dragged over rough ground and thrown about. After the net is thrown, all hobgoblins will use composite bows.

The party may seek cover underneath the walkway or concealment in the bushes. The walkway will provide 100% cover, the party cannot be seen, from 4 of the attackers and 50% concealment (–2 to AC) from the other 8. The shrubbery and the small trees will provide 50% concealment (–2 to AC) from all hobgoblin fire.

Hidden on the porch roof near the treetops are 4 carnivorous apes who are working with the hobgoblins. If anyone makes for the doors two of the apes will come swinging down through the trees and attack. The other two will attack, when help arrives for the victims. The apes (AC 6; MV 12″; HD 5; hp 27, 26, 23, 19; #AT 3; D 1-4/1-4/1-8 plus rending damage (1-8) if it strikes with the first two attacks) will fight to the death and will pursue the party into the corridor.

The oak door into the corridor is locked. A thief must have one undisturbed round to attempt to open it. A **knock** spell will open the door, or it may be opened by rolling a 1 on d6 while two characters strike the door simultaneously. The hobgoblins will not follow into the corridor.

Any attempt by the party to gain the roof will result in arrows being fired upon them at +4 to hit by guards on the walls who have 50% cover and are thus AC 2; hp 6 each. The trapdoor on the roof is concealed as a chimney pot.

14. The Entrance Corridor:

> This bare stone corridor has torch brackets set in the southern wall at 10′ intervals. The air is chill. The passage runs east to west. The floor is covered with dust. Barely discernible at the end of each wing there appears to be a doorway.

If the party examines the floor closely, footprints indicate most of the traffic has been going eastward from the doorway.

15. The Empty Room:

> From behind this doorway comes a faint, hollow moan. Beyond the door is a demolished room with overturned furniture and rotting fabric. On the west wall is a fireplace. Dust fills the air and cobwebs hang across everything. As the party enters the room a white figure flutters out from behind the chimney. Its eyes appear to be two black holes. From the shadowed eastern nook comes a bony clatter. A chill breeze blows across the party.

The moaning echoes from the chimney where a silken pillow worth 5 gp has been stuffed up the flue. A cold breeze blows down the chimney and out through a chink in the chimney wall. The ghostly shape is merely a tattered curtain blowing in the breeze. The bony clatter is a set of wooden wind chimes hung in the shadows in the northeast corner, near the door. Beyond this door is a fire-blackened corridor layered with ash and dust. There are no discernible tracks in the dust.

16. Madman's Lair:

This section of the old fort is shunned by the hobgoblins and their allies, because it is believed to be haunted. In this area lives a madman, who was a fighter (AC 8; MV 12″; F5; hp 41; #AT 1; D 1-4 +2 due to insanity) captured by the slavers and tortured to the point of madness. He has managed to escape, but still believes the slavers are after him. He has set up a number of tricks and traps in this area to make the hobgoblins think the place is haunted.

This madman wears a bizarre variety of rags. His beard and hair are tangled and unkempt, and he is soot-covered. He has collected equipment which would help him to escape, such as clothing, rations, a backpack and so forth. Unfortunately, in his madness, he has forgotten his goal to escape. He also has a dagger, and has stolen a pouch with 8 topazes worth 50 gp each, the pretty things.

This madman lives in the crawlspace between the ceiling rafters and the roof of the building, and clambers about on the rafters from ceiling to ceiling, passing between rooms through holes in the walls. To reach the crawl space he climbs up the narrowing chimney of the fireplaces in the various rooms here and crawls to the crawlspace through a hole in the chimney wall. The crawl-space may also be reached by climbing up the burnt timbers of the collapsed room. If any intruders should try to climb up the chimney, if the madman is in the room he will drop a noose around their neck, and haul them into the air to take 2-8 points of damage per round until dead. Then he will release their bodies to drop.

The madman will fight with a dagger if attacked in the crawl space between the rafters and the roof. Any character attempting to fight hand-to-hand in this space will be –2 to hit and damage rolls unless using a dagger.

16a. Collapsed Room:

> The ceiling of this room has collapsed and the rafters and the building roof 4' above are exposed. This room appears to have been gutted by fire and is littered with burnt timbers. In the east wall is a soot covered fireplace. The room appears to be empty.

There are 3 vipers (AC 7; MV 6"; HD ½; hp 3 each; #AT 1; D 1 + poison, save at +2) nesting beneath rubble in the south end of the room. They will attack anyone disturbing them. Otherwise, the room is empty. Player characters may gain access to the crawlspace between ceiling and roof here by climbing up the burnt timbers.

16b. Abandoned Storeroom:

> Rows of dusty crates line the walls. One crate has fallen to the floor and broken open. A close examination of the contents reveal them to be moldy, dust-covered rations.

All the boxes contain moldy, inedible food. While the party searches the room a crate will rise from one of the shelves as if by levitation, then suddenly fly across the room to smash against the floor at the feet of one of the player characters. While the crate flies through the air the party will hear an eerie wail echoing throughout the room which will end with a muffled yell of "Begone! You disturb my rest!"

If a party member successfully searches the ceiling for secret doors, he or she will notice a narrow crack in the ceiling on line with the path of the crate. The madman has a thin, strong wire attached to the crate which is invisible in the dim light. He uses the wire to lift the crate, swing it, then drop the crate to the ground. The wire is jarred loose when the crate crashes and is then pulled back into the ceiling. The eerie noises are made by the madman talking into an empty bucket.

16c. Abandoned Armory:

> The room is filled with weapon racks, all of which are empty. The room is dusty and cobwebs gather on the racks.

The room contains nothing of value.

16d. Abandoned Bedroom:

> This room contains a dusty bed, chest of drawers, night stand, and wooden rocking chair. Along the eastern wall is a large fireplace. As you open the door, a ceramic pitcher flies off the night stand and the rocking chair begins to rock with a creaking eerie sound. Out of the corner of your eyes you see a vague luminous shape in front of the fireplace. You hear the shout: "Begone! I will warn you no more!" echoing off the walls. The rocking chair quits rocking and the room is ominously silent. When you stare closely at the fireplace, the luminous figure is gone.

The madman is up to his tricks again. The pitcher and the rocking chair have wires attached to them to start them in motion. The madman can operate these through a concealed, makeshift, trapdoor in the ceiling, hidden in the shadows. Once the pitcher shatters and the rocking chair starts in motion, the controlling wires are pulled back up. When the party's attention is on the rocking chair, the madman will reflect candle light off a mirror onto a gauzy piece of curtain hanging in front of the fireplace. Having given the party a glimpse of the supposed spirit, he shouts his warning, blows out the candle and pulls the gauze in through a chink in the chimney. He will then exit the room.

16e. Abandoned Dining Room:

> A long wooden table and wooden high backed chairs are in this room, covered with dust and cobwebs. Moldering food still sits on the table. The room appears to have been first abandoned while a meal was in progress.

Hidden overhead on the rafters in the northwest corner of the room is a sort of large nest made from old blankets and tapestries; a female slave (AC 10; MV 12"; HD 1; hp 3; #AT 1; D 1 with a board) and her young child are hiding here. The madman helped them to escape, built the nest, and smuggles them food. The woman and child will make no noise since they are afraid anyone below might be guards or slavers. She has knowledge of areas **15, 16,** and **17** only. The only entrances to the above ceiling lair are via one of the fireplaces (in **16a, 16d** and **16f**) then across the rafters and through the holes between the rooms.

16f. Abandoned Kitchen:

> This room appears to have once been a kitchen. There is a large fireplace in the west wall and two cupboards, some shelves and a heavy wooden table are also in the room. The floor is covered with dust and cobwebs and the cupboard doors hang open, showing them to be empty and bare. The room appears to be empty.

As the party enters the room, a ceramic plate flies by suddenly, to smash against the wall beside them. Next a knife whizzes by, striking a random party member, and causing 1d4 points of damage. The madman has thrown these items from a concealed, makeshift trapdoor in the ceiling behind the fireplace. He will then hide.

The shelves contain some cracked plates and cups. On the north wall, beside the door is a message apparently scrawled in blood. The message says, "Behold, the harbinger of your fate". Stuck to the wall below the message is a bloody hand impaled by a knife, the tip of its finger pointing at the message.

Overhead in the crawl space is the madman's lair. He climbs in and out of the crawlspace through the chimney of the fireplace. He has fortified a section of the rafters above with boards for flooring and has made a wooden wall around it with benches on the side. He has left spaces between the benches through which to fire the light crossbow he has in his lair. The walls give him 75% cover and increase his AC by +7. He has also weakened several of the beams to act as traps. Anyone who attempts to cross part of these weakened beams will crash through the ceiling, taking 2-8 points of damage.

In his lair the madman stores a sack of soot and dust and a piece of a broom which he uses to cover up his tracks. He also has 5 butcher knives scavenged from the kitchen below, and some old rusty chains he uses for sound effects.

16g. Abandoned Bedchamber:

> Through this door comes the sick sweet odor of decay and death.
>
> In the middle of this room hangs the remains of a strangled hobgoblin, dangling from the ceiling by a sash cord. The body is blackened and bloated with decay. The room appears to have once been used as a bedroom for there are two beds, with mildewed sheets, a broken table and two smashed chairs. Assorted junk and loose plaster litters the floor, and there is a bloody stain on the floor beneath the body.

This hobgoblin came here on a dare by the other guards, but got too smart for his own good and tried to investigate the fireplace in the kitchen. The madman dropped a noose around his neck and strangled the unfortunate fellow, then he hung the body up in this room and cut off the hand to use as a warning. The hobgoblin has a dagger in his left boot and 13 sp stuffed in a pouch under his tunic.

Amid the litter on the floor can be found two old brushes and a gilt hand mirror that is cracked. There is nothing else of value in this room, but those who attempt to remain in the room for more than two rounds will find themselves gagging on the stench.

17a. The Bear:

> This is a wooden door - no sound can be heard from behind it. The door opens out into the hall.
>
> When the door is opened there comes a low, rumbling growling noise, and a grizzly bear, on his hind legs, comes lurching out of the shadows. He rushes right at the head of the party. Cries of surprise are heard.

The bear is really a stuffed bear. Those standing immediately in front of the door must save vs. Petrification or take 1-6 points of damage from the stuffed bear falling on them. The stuffed bear was on a small wheeled platform and propped at the top of a narrow ramp. When the door was opened it rumbled down the ramp (causing the growling sound) and crashed into the party.

The movement of the bear triggered another trap behind the party. A 10′ × 10′ section of wall and floor 10′ back from the door will pivot out from the north wall dropping any party members on that section (in tournament play, the 3rd and 4th rank) into a 15′ pit. A second wall will flip up into place and the original wall will become the floor section, so that it looks like nothing has happened. The front members of the party will not be aware that the rear members have disappeared until they look back and find out. The party will have mistaken any cries of surprise from those in back to have come in response to the charging bear.

Those who are caught in the trap will take 1-6 points of damage. The pit is 10′ deep. Screams from those inside the trap can not be heard, but if they can reach the ceiling they may tap on it. The tapping may only be heard if the party specifically listens for it. To free the trapped members of the party, it will be necessary to partially flip the wall and floor again, and jam them open using at least two spikes. Alternately, a spike may be sunk in the wall and the wall pulled down so that the pit is exposed. If the trap is not held open in this position (requiring a combined strength of 30), any of those standing in the pit who do not save vs. Petrification will be hit by the rotating wall and take 1-6 points of additional damage.

If characters examine the stuffed bear closely, they will notice that the bear is cross-eyed. This is because one of the eyes was put in crooked. Behind the eye, hidden in the socket by Icar, the fort commander, is a **periapt of proof against poison**. He is not aware of the use the stuffed bear has been put to.

17b. Study:

> The room beyond this door appears to have once been a study. In front of the door is a wooden ramp. A crude wooden table and box have been placed near the center of the room to serve as a desk. Several casks stand about the room, as does an old leather chest. There is a fireplace on the east side of the room with wood piled beside it. The door to the north is locked. The door to the south has light shining from beneath it.

The hall trap was activated by pulling the molding to the right of the western door down into the room and letting it spring back. This seven foot lever had been bent down and held in place by the bear's platform. When the door was opened and the bear rolled down the ramp, the lever sprang back into place and triggered the trap to flip.

This room is used by the fort paymaster once a week to pay the troops. Beneath the box on the floor is a sack with 50 gp stowed in it. The chest and casks are empty and do not have hidden compartments. In the wood pile is a fire blackened butter knife of silver, used to clean the ashes out of the fireplace. It is so tarnished it has no apparent value. It is worth 25 gp.

The northern door is locked and bolted from the other side and can not be opened.

18. East Wing Guard Complex:

This area is used as barracks for some of the fort troops. These are the same troops who run the ambush of the inner courtyard, so this area will usually be fairly empty of hobgoblins. In the campaign game, if the party spends a lot of time in the "haunted" western wing, the guards may have returned to here.

18a. Storeroom:

The door to this room is locked and the key is in the possession of the hobgoblin office in room **18c.** This room is used as a storeroom for extra weapons and supplies for the troops. There are five bundles of 20 arrows, extra bowstrings and arrowheads, and a dozen protective cases for bows. Also in the room are three barrels of water, and four casks of dried foodstuffs. A dozen pots and pans are stored in here and there are two bales of fine linen worth 250 gp at market. In the southwest corner beneath an old sheet, is a small locked chest holding the various funds of the guards in this section. The chest is locked. In the chest are thirteen leather pouches containing 4-24 silver pieces each. The thirteenth pouch also holds 5 gp and a small jasper worth 10 gp.

18b. Latrine:

> This room is a latrine. The latrine is only a ceramic chamber pot. It can be removed for easy cleaning.

This latrine is kept reasonably clean, because it is next to the officer's quarters. Also in the room is a ceramic basin, a pitcher with water and a towel for washing. There is nothing of value in the room.

18c. Officer's Quarters:

> This large room is fairly empty. There are two beds, a stuffed chair, a small table and two stools. Sleeping in one bed is a hobgoblin, who opens his eyes and sits up, bleary-eyed, trying to focus on the party in the doorway. Hanging on one wall is a cloak and bow, while near the bed is a green sash cord. In the northwall is another door.

The sash cord is a bell pull. The hobgoblin sergeant (AC 10; MV 12"; HD 2; hp 13; #AT 1; D 1-8) will yank on the bell pull to sound the alarm, if the party gives him a chance. His sword is hung across the foot of the bed. If the party threatens to kill him if he sounds the alarm and the odds do not look in his favor he will hesitate, but he will not surrender, because he believes this would mean certain death. If he is harmed he will sound the alarm anyway and take his chances.

There is nothing of any real value in the room. The hobgoblin has keys for the storeroom (area **18a**) and the chest there. The cloak is infested with fleas and anyone putting it on will be set to scratching in 2 turns. Otherwise there is no adverse effect.

18d. Trapdoor:

> This room appears to be a tall closet. There are a series of shelves built into the back wall. These shelves are empty.

The edge of the shelves seemed to have been wiped clean of dust and there are stone chips on the floor. The ceiling of this closet is a concealed trapdoor up to the roof of the fort. It is concealed on the outside to look like the top of a chimney. The hobgoblins use the shelves as a ladder to climb up to the trapdoor and onto the roof if there is an invasion, so that they may ward off enemies from the rooftops.

18e. Recreation Room:

> This room contains wooden tables and chairs. A wooden board with a crudely drawn face has been tacked to one wall and shows marks of having been used for knife throwing practice. Dirty wooden dishes and a deck of greasy cards lie on top of one table.

There are food crumbs on the floor, but nothing of any value in the room.

18f. Bunkroom:

> This room is filled with cots. About a third of the cots are occupied by off duty hobgoblins sleeping. There is little else of note in the room.

The 6 hobgoblins (AC 10; MV 12"; HD 1+1; hp 6 each; #AT 1; D 1-8) are all asleep, but they have learned to sleep lightly. If the alarm has been sounded or the party is noisy in the area nearby, they will be shamming their sleep and will have their weapons in hand waiting for the party to enter the room. If the hobgoblin guard in room **18c** sounds the alarm, they will armor up and go running to check the disturbance in 2 rounds. All of these hobgoblins' treasure is in room **18a.** However, one of the hobgoblins has a bag of 20 marbles, colored glass beads. And beneath the blankets on one of the cots is a silvered hand mirror worth 3 gp.

19. The Mirror Corridor:

> As the door opens there is a clanging sound. A pair of tin cups have been hung above the door. The party sees a straight corridor 110' long, lit by torches in wall brackets, spaced every 20'. There is an archway some distance down the corridor and a door beyond that. The walls are hung with paintings, now defaced, and the floor is covered by a ragged carpet.

The illusion of straightness to this corridor is caused by a mirror, set at a 45° angle in the southeast corner. The arch seems to be 80' away if the party enters from the north, 30' away if they enter from the west.

If the party enters from the north, they will see a metallic mirror reaching from floor to ceiling along the west wall, 20' from the door.

Before the party does anything else, the opposite door opens and three mummies step into the room. These are actually disguised hobgoblins wrapped in bandages (AC 8; MV 12"; HD 1+1; hp 9 each; #AT 1; D 2-8) and armed with morning stars, which they have concealed behind their backs.

Any attacks by normal missiles will be stopped 30' from the "mummies", as though by magic (actually deflected by the mirror). Magic missile attacks such as a **fireball** will destroy the mirror, revealing a (false) door behind it. From the party's viewpoint the mummies vanish, and the door seems 30' closer.

As the party moves up the corridor, the mirror on the western wall swings open behind them and seven hobgoblins attack the party from the rear (surprise on 1-3), while the "mummies" charge and attack the party from the front. Six of the hobgoblins are normal (AC 5; MV 9"; HD 1+1; hp 8 each; #AT 1; D 1-8) armed with long swords. They are led by a sub-chief (AC 3; MV 6"; HD 2+2; hp 16; #AT 1, as 3 HD monsters; D 2-5 sling, 2-8 +2 sword). The sub-chief is armed with a **sling of seeking +2** with 20 bullets, and a longsword. He receives +2 on damage done with his sword due to his experience as a leader. Each hobgoblin carries 2-12 sp.

If the secret door is discovered, the hobgoblins will retreat to room **20**, and grab casks of grease to throw down the corridor. Party members must roll their dexterity scores minus their movement speed or less on 1d20 to avoid falling. Those who fall are stunned for one round (giving the hobgoblins +4 to hit).

If the party enters the **Mirror Corridor** from the west, they will see the rest of the corridor reflected (as described in the Players' Section) if the mirror is still intact. Otherwise they will see the false door in the southeast corner.

20. The Hobgoblin Barracks:

> This room is a barracks with wooden beds and straw mats. There is a table with 6 stools around it. On the table are the remains of a meal—dirty tin plates covered with grease, a few crusts of bread, a pot with some congealed stew and wooden cups with weak ale in them. There are also several cockroaches on the plates.

Between one bed and the wall is a gold ring with a chipped amethyst worth 150 gp. If the bed is pulled away from the wall it will fall to the floor. Beneath the ticking of another is a bag of 15 walnuts (there is a 1 in 4 chance that any one is spoiled). Stuck in the headboard of a third is a rusty butcher knife. In a locked box beneath the leader's bed are 80 gp and a tarnished silver chalice worth 483 gp. There is a rusty needle in the lock, but it is not poisoned.

21a. The Hallway:

> This corridor is unlit and thickly carpeted. The hallway is quiet and shadows seem to muffle any sounds the party makes. Faded blue drapes hug the walls to either side and the carpet is a cheerless gray. As the party proceeds down the corridor there is suddenly a frightened squeak at their feet and a rat bolts across the hall and disappears into a hole in the wall. The drapes are attached to the wall at both the ceiling and the floor and every 20' there is a break in them where a torch bracket is mounted on the wall. At the south west end of this hall, on the east wall there is a door standing slightly ajar. The corridor ends 20' further down the hall with drapes across the end wall.

21b. Trapped Corridor:

Beyond the drapes at the end of this hall the corridor continues on, but is no longer carpeted. There is a covered pit in the floor just beyond the drapes. It is as wide as the corridor and 7′ long. Any pressure on the pit cover will cause it to fall open. The pit beneath is 10′ deep and lined with rusty spikes. Anyone who falls into the pit will take 1-6 points of damage from the fall, and will also be impaled on 3-6 spikes for 1-6 points of damage each.

On the far side of the pit a nearly invisible wire has been stretched taut across the hallway at chest height (4′). The wire is painted a dull black and is therefore nearly invisible. Characters who are not heavily encumbered and get a running start will easily be able to leap the pit, but any character who is taller than 4′ will be caught by the wire and pushed back into the pit. A halfling, gnome and or dwarf will not strike the wire, and will be unaware of it unless looking carefully.

22. Empty Room:

> The door here is slightly ajar and as the party approaches it will swing open a bit. The room beyond is filled with opened barrels, old leather chests and pieces of boards and twine. There is a small fireplace opposite the door.

The barrels and chests are all empty. This room is sometimes used as a storeroom. The fireplace has not seen use, but a breeze blowing down it causes the door to swing open and shut. A close examination of the room will reveal a leather pouch next to the door. In the pouch are a hammer and chisel. The door hinges are marred and the pins slightly battered.

23. Storeroom:

The door to this room is locked. This room contains shelves filled with tradegoods as well as bales and chests of tradegoods stacked on the floor.

Most of the tradegoods are bolts of cloth, iron tools, iron pots, miscellaneous wooden utensils, and cheap glass jewelry. The total value of the trade goods is 2,000 gp but they are too bulky and heavy to be carried except by pack animals or in wagons.

24a. The Water Room:

> This room is filled with the smell of wet wood. On the floor in the southern end of this room are four large tuns stood on end with removable wooden lids. Each tun is fitted with a spigot near the bottom. There is also a stack of 4 wooden buckets with rope handles. On the south side of the room there is a railing and a set of steps leading downward to the east.

This is the water room. The tuns are filled with water, and the bottoms can be seen if a light is held above them. At the bottom of one is a small leather sack. The spigot to this tun is rusted and cannot be opened. The sack is rotten and will fall apart if someone tries to fish it out. Inside the sack are 20 gp, a gold ring, and a large gem. If these are removed from the water, the ring seems gold, and will detect as magical, but is only brass and has **Nystul's magic aura** cast on it. The large gem is a badly flawed amethyst, worth only 10 gp.

Beyond the steps in the southeast corner of the room is an underground passage dug out of the earth and reinforced with wooden beams.

24b. The Well:

> The underground passage continues for 30 feet then ends in a small circular room. In the center of the room is a circular stone well with a cable drum for drawing up water.

This room contains nothing of value. The well is 30′ deep.

25. Room of Slaves:

> Beyond the door is an eerie sight; a large, long terraced room; a narrow passage running through the center of the room with raised stone platforms set in a series of three large steps to either side and at both ends of the room. On these steps sit dozens of humans staring blankly into space while dark shadows curl about their near naked forms. These creatures are bound to the walls with neck chains, but do not appear to be struggling in the least. They do not seem to notice the party. Scraps of torn clothing are tossed about the room and there are cloaks and blankets hanging on the walls.

This room is used by the slavers to make newly acquired slaves docile. The guardian here is a rare and exotic creature that typically lives far underground called a **cloaker** (or **Tenebra Complexor**) (AC 3 body/1 tail; MV 1″/15″; HD 6; hp 33; #AT 2 + special; D 1-6 each + special). How the slavers managed to obtain the services of this bizarre creature is unknown, but the beast is believed to be intelligent.

The cloaker regularly emits a subsonic moaning. This moaning can cause several effects at the pleasure of the monster. The lowest level of moaning, and the one occurring when the party enters, causes nervousness and unease, and will eventually numb the minds of those who listen to it for extended periods of time.

The slaves have been exposed to the sound long enough to become numbed, and will not react to the party in any way. Only a **neutralize poison** spell will cure the effects of the mind-numbing. Otherwise, the slaves will remain mind-numb for a week.

The cloaker is clinging to the west wall among other cloaks and blankets. It looks like a semicircular cape with a long mace-like tail, and has two claws at the ends of the cape. Upon its back are many round black, button-like eyespots. When the cloaker conceals its tail and claws it is hard to distinguish it from a real cloak. A cloaker has no head, but it has a mouth in the middle of its belly and two, red, glowing eyespots that appear to be eyes. Because a cloaker has so many eyespots it has no effective rear to attack.

Cloakers attack by flying at their victim and enveloping the character in their folds on a successful to hit roll. An enveloped character can not fight as his arms are pinned to his side. The cloaker then attacks any characters trying to rescue their friend, with its tail, striking twice each round. The tail is AC 1 and can take 16 points of damage before it is cut off. At the same time, it bites its enwrapped victim for 1-4 points of damage plus the base AC of the character each round. Attacks with a weapon, on a cloaker who has enveloped a character, will do ½ damage to the cloaker and ½ damage to the victim. Fire attacks will do full damage to both the cloaker and its victim.

Cloakers use their subsonic moaning powers to subdue their opponents before they attack. The cloaker may not bite and moan at the same time. Cloakers can vary the intensity of their moaning and thus alter its effects. The lowest intensity will cause nervousness to all characters within 80′, and causes the characters to fight at –2 to hit. The second level of intensity causes fear, as per the **fear** spell, to all creatures within 30′ who fail to save vs. Spells. This effect only lasts for 2 turns. The next level of intensity has an area of effect that is a cone 30′ long and 20′ wide at its open end. Anyone caught within the cone must save vs. Poison or be helpless due to nausea and retching for 2-5 rounds, similar to a **stinking cloud** spell. The final intensity can only be used against one

person at a time. It acts as a **hold person** spell and its effects last 5 rounds. Stone blocks the effects of the moaning.

A cloaker also has the power to manipulate shadows and will throw them across its opponent's faces or surround itself with shadow, thus giving it an effective AC of 1. The shadow manipulation is so precise, it can even create images out of shadows and often create doubles of itself which are treated like a **mirror image** spell.

This cloaker will allow the party to enter the room and approach within 30', then it will change its moan to induce fear. Next it will cause weakness and the **hold** its victim and attack, throwing shadows across the faces of its opponents. If seriously hurt (more than two-thirds of its hit points gone) it will create doubles and flit off into the shadows.

Near the west door is a hobgoblin sergeant standing slack-jawed and staring. He was sent to check on the slaves, but had not been warned of the effects of prolonged exposure to the moaning of the cloaker. Now he has become mind-numbed. He is wearing a **cloak of protection +2** which he stole from one of the new slaves, but he is unaware of its abilities.

26. Armorer's Smithy:

> A large furnace against the south corner is aglow as two orcs pump bellows on either side of it. The smith appears human and presently working on a sword. The room is filled with weapons (many of which are broken) and armorer's tools.

The smith is a retired 3rd-level half-orc fighter (AC 8; MV 9"; HD 3; hp 20; #AT 1; D 1-8). He is wearing a long leather apron. The two orcs (AC 8; MV 9"; HD 1; hp 5 each; #AT 1; D 1-8) are his assistants. The smith only cares about his work. If the party doesn't bother him (or his wife in the next room), he won't bother the party. If he is attacked, he will send the two orcs off to room **29** to raise the alarm, while he fights with his back to the furnace so he cannot be taken from behind. The total value of the weapons and tools in this room is 300 gp, if the party can manage to load them onto animals for resale. The smith has no treasure but wears a small key on a chain around his neck. This key fits the iron box in his quarters.

27. Armorer's Quarters:

> The room contains one large bed and with typical bedroom furniture. There is a loft in the west end of the room with a ladder leading up to it. The room is being cleaned by a stout orc matron.

The orc matron (AC 10; MV 9"; HD 1–1; hp 4; #AT 1; D 1-6) is the armorer's wife. She will scream hysterically if she sights the party. Her screams will rouse the armorer and his assistants in room **26**, and the guards in room **29**, who will rush to her defense. In the room, beneath the bed are two mangy tortoise shell cats. They are playing with a silver thimble of the matron, worth 5 gp. In the floor beneath a small bed table is a stone which may be tilted to reveal an iron box beneath. The box is locked and inside are the plans for a beautiful suit of plate mail, a pouch with 4 agates worth 15 gp each, and a pair of callipers. There are two pallets in the loft for the orc assistants and one has been carving a piece of wood into a model for a new pole arm head.

28. Storeroom:

> The room appears to be a storeroom and contains bins half-filled with an assortment of supplies.

The supplies are typical equipment for a garrison; spare leather straps, rivets, nails, bolts of cheap cloth, iron rations, and so forth. The equipment (which is too bulky to carry) is worth 250 gp. The room contains nothing else of value.

29. Orc Barracks:

> The room contains four double bunkbeds with eight orcs currently asleep in them.

Four of the orcs are supposed to be patrolling the halls but they got bored and went back to sleep. They will be surprised on a 1-5. The orcs (AC 10 (6); MV 9"; HD 1; hp 5 each; #AT 1; D 1-8) will snatch up their swords to defend themselves. If an alarm is raised, they will take 1 round to don their armor before answering the alarm. These orcs work for Estelrath the slave merchant, and do not care for the hobgoblins running this fort, so they tend to be lax in their duty. They will rush to the aid of the armorer or his wife, because one of the armorer's assistants is a half-brother to the sergeant. These orcs have a total of 3 gp, 7 sp, and 31 cp.

30. Orc Officer Quarters:

> This room appears to be quarters for orcs. There is an orc snoring from where he lies sprawled across a bed. Sitting behind a table, glassy-eyed, is another orc. On the table in front of him is a cask with a spigot in it and two spilled mugs. The floor of the room is littered with three wine bottles.

The two half-orcs here (AC 4; MV 9"; HD 2; hp 11 each; #AT 1; D 1-8) are the sergeant and commander for the orcs in room **29**. They have recently completed a drinking bout, and the sergeant won. He is bleary and incoherent, but will speak to the party in orcish. He will feel that something is vaguely wrong, but can't put his finger on it. The sergeant has a pair of brass bracers worth 10 gp and 14 gp in a pouch stuffed in his right boot. The commander has a gold ring worth 25 gp, an ivory handled dagger worth 30 gp, and 18 gp in a bag beneath him. In a pouch on the side of the bed is a roll of paper, marked with incoherent lines. This is a map of the slave route, but will be of little use without the interpretation of the commander.

31. Guest Bedroom:

> This room contains a bed and several folding cots. Sitting at a desk, writing, is a gray-bearded man wearing a drab gray cloak. He looks up as the party opens the door and asks what he can do for them.

This is Estelrath Tancred, a slave merchant (AC 5; MV 9"; F5; hp 29; #AT 1; D 1-8). He is currently waiting for his selection of slaves to be prepared for the drive to market, and is getting bored with the delay. Beneath his cloak he wears chainmail and a long sword. He will be willing to listen to the party, believing them to be mercenaries until they prove by ignorance to be otherwise. Then he will waste time until his two guards return from the kitchen with the meal he ordered.

Estelrath's two guards are a pair of cavelings created especially for him by Markessa, the director of this slaving operation. The two cavelings were once elves, but no longer bear any resemblance to that race. They are called Cari and Filch, and respond only to Estelrath's simple verbal commands. Both have gray scaly hides, which gives them a 90% chance to hide in shadows naturally. They have large, bulbous eyes, infravision 90', and clawed, padded feet

with which they may climb like cats and move silently with an 80% chance of success. Thus, they surprise on a roll of 1-5 on 1d6.

Cari (AC 6; MV 15"; HD 2; hp 17; #AT 2; D by weapon and 2-7; S 16, I 4, W 4, D 16, C 16, Ch 5) has enlarged hands and a tail with stinger, save vs. Poison or start to itch. Characters itching are unable to cast spells, and fight at –2 to hit. Cari's favorite tactic is to sneak up on a character and trip him or her with a successful to hit roll at +4, and then sting the character at +4 to hit.

Filch (AC 6; MV 15"; HD 2; hp 9; #AT 2; D by weapon; S 12, I 5, W 4, D 16, C 11, Ch 4) has a prehensile, gripping tail and long thin fingers with which he can pick pockets with a 75% chance of success. Filch also likes to attack from behind at +4 to hit, if attacking with surprise. Filch's favorite tactic is to jump on the back of his victim and lock his legs around the character's chest. Then he stabs the character with 2 daggers, one held in his hand, the other in his tail. Both Cari and Filch wear loin cloths and leather belts, but nothing else.

Cari and Filch will return 5 rounds after the party enters the room. If the door is closed they will listen at the door first. Then they will knock and Cari will hide beside the door while Filch tries to draw the intruders out of the room. Neither can talk.

Estelrath has a leather chest under his bed. In the chest are 600 gp, 20 pp and 5 amethysts worth 50 gp each. There are also papers detailing the slave route and these can be used to lead the party to **A3: ASSAULT ON THE AERIE OF THE SLAVE LORDS**. On the desk, where Estelrath was working, is a thin wand of wood. This is a **wand of opening**. When struck against a locked or bound object the object will be opened, similar to a **knock** spell. The wand has 12 charges left.

32. Ogre's Quarters:

> When this door is opened the party sees an ogre sitting at a table, lovingly polishing a bastard sword. The ogre is dressed in fine, black chain mail and wears a black hood with eyeholes, like an executioner's mask. He looks up and smiles, welcoming the new mercenaries and invites them to come in and sit down, while he discusses their new duties. There is wine and cheese on the table.

This ogre is second in command to Icar the fort commander. He is called Executioner (AC 4; MV 9"; HD 4+1; hp 25; #AT 1, +1 to hit due to strength; D 2-8 +2; S 18, I 10, W 12, D 12, C 14, Ch 6). Executioner will flip the table over on anyone stupid enough to sit down (stunning them for one round). He will then attack fallen adventurers at +4 to hit and call for help.

Executioner has a special bastard sword given to him by a respectful slave merchant. It has two curving hooks on the hilt's crossguard with which Executioner may attempt to catch his opponent's weapon and disarm him. Executioner needs to make a roll to hit AC 8 in order to catch the weapon and disarm his opponent. Then he will strike with the pommel of the sword for 1-4 points of damage on the same round.

Executioner has nothing of value in his room. But over his bed hangs a large composite bow and arrows. Only a character with an 18 strength may bend the bow, but it allows the user to add his or her strength bonus to damage caused by arrows fired from this bow.

33. Servant's Quarters:

The sound of laughter and fighting can be heard coming from this room.

> In this room are a number of goblins and kobolds, crowded around an impromptu arena, made by turning a number of bunks on their sides and pushing them together to form a rough square.

The goblins and kobolds are watching a match between a halfling (AC 10; MV 12; Level 0; hp 3; #AT 1; D 1-3) armed with a table leg and a badger (AC 4; MV 6"; HD 1+2; hp 6; #AT 1; D 1-3) with its rear legs tied together. The eight goblins (AC 4; MV 9"; HD 1; hp 4 each; #AT 1; D 1-6) and the ten kobolds (AC 10; MV 9"; HD ½; hp 2 each; #AT 1; D 1-4) are jeering, drinking beer, and betting on the outcome of the combat. The goblins are guests from the visiting slaver's caravan; the kobolds are servants of the hill fort. The goblins are armed with short swords, while the kobolds carry daggers. There is a total of 17 sp and 50 cp in this room.

Once the party attacks, if the halfling has not been killed by the badger, three kobolds will enter the arena. Two will move to kill the halfling and the other will attract the attention of the badger. If the halfling survives, he will grab any weapon at hand and help the party. He knows nothing about the fort.

A. Stairs Up:

> Here are a flight of stairs leading up to a trapdoor in the ceiling. There is a bolt on this side, but it is open. Still the trapdoor seems to be locked.

34. Second Floor Guard Tower:

> The stairs from the first floor lead up to a trap door which is closed.

The trap door is bolted shut from the other side. It opens to the second floor which is one large room. The walls and roof of this room are made of heavy timbers, not stone like the rest of the fort. There are arrow slits in the walls for archers to fire through. Doors in the north wall open onto a balcony above the inner courtyard (area **13**). Rows of bunkbeds stretch down the middle of the room. There are two large barrels filled with water and a half dozen wooden buckets for use in putting out fires.

The second floor houses a garrison of 20 hobgoblins (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2; D by weapon) armed with short bow and long sword. Ten of the hobgoblins are currently on guard, two at each wall and two of them on the balcony. Two hobgoblin leaders (AC 4; MV 9"; HD 2; hp 9 each; #AT 1 or 2; D by weapon) are also in the room, one is asleep. If the party is sighted, the hobgoblins will ring one of the main alarm bells located on the balcony and attack. The hobgoblins carry a total of 9 gp, 12 sp and 73 cp.

35. The Kitchen:

From beyond the door to this room may be heard laughter. There is also the odor of burning flesh. These doors open inwards, into the room beyond.

> As the party opens the doors, they hear a shouted command. This room appears to be a huge kitchen, over 50′ long and wide, and 40′ tall. About the room are piles of crates and kegs, as well as several tables and cabinets. In the center of the room is a large fire pit, the fire in it licking at the charred head of a giant lizard hanging head down into the fire by a chain from the ceiling. A 7′ tall black man in black plate mail armor is poking and turning the roasting lizard with a two handed sword. He turns to face the door, as the party enters, and you see that his helm has no eyeholes. At a table in the east end of the room sit three barbaric looking men, all bristly bearded with coarse red hair. They have mugs of beer in their left hands and smilingly lift hand axes off the tabletop and hurl them at the party.

As the hand axes are thrown, the tall black man will shout another command and step behind an enormous wine cask about 30′ in front of the door. At the same time, six hobgoblins who have been hiding behind stacks of kegs and crates to either side of the doorway, will stand up and throw their hand axes. Those hand axes thrown by the hobgoblins are at medium range and are at –2 to hit, those thrown by the wereboars at the table are thrown from long range and are at –5 to hit.

Immediately after throwing their hand axes, the three men, who are actually wereboars in human form, will duck behind the table and change into boars. One round later, the wereboars (AC 4, only hit by silver or magical weapons; MV 12″; HD 5+2; hp 27, 23, 21; #AT 1; D 2-12) will charge forth. They will move to attack fighters and those characters who talk, presuming them to be the leaders.

The tall black man is Icar, the fort commander. He will kick the legs out from under the cask of wine and send it rolling toward the door. The large cask will cause 1-6 points of damage to those in its path who fail to save vs. Rods to evade it, and all in its path will be stunned for 1 round. Icar will then rush forward and attempt to attack the most formidable fighters.

Icar (AC 1; MV 12″; F7; hp 59; #AT 3/2; D 1-10 +2) is second in command to Markessa the director of this slaver operation, and a battle trained veteran. Icar is blind and has been from birth. But special training he received while a child at a monastery has made him remarkably sensitive to sounds, air pressure variations and smell, and he is thus able to "see" better than a sighted man. Due to his heightened senses, he heard the party approach before they opened the door and set the ambush. He is immune to illusion and visual spells. **Silence** will affect him as darkness affects a normal human, –4 to hit. Because of his ability, Icar can distinguish between Markessa and her double.

Icar wields a **two-handed sword +1** (NSA) called Death's Master. He wears a **ring of fire resistance** and is thus immune to the effects of normal fire and saves at +4 vs. magical fire. The ring also subtracts 2 points per die of damage caused by magical fires. If Icar can, he will maneuver his opponents back to the firepit and then force them into it on a score 4 better then the number needed to strike the opponent. The firepit will cause 3-18 points of damage per round (10 points in tournament play), save vs. Breath Weapon for half damage. As a last defensive measure, he will stand in the firepit using the lizard for cover (+4 to his AC) and will throw handfuls of flaming grease at the party (treat as flasks of oil).

There are 8 hobgoblins in the room (AC 6; MV 9″; HD 1+1; hp 7 each; #AT 1; D 1-8). The six near the door, after throwing their hand axes, will attack the less formidable looking characters in the party with swords. The two remaining hobgoblins will light and throw flasks of oil into the melee from behind cover. They have three flasks of oil each. Then they will attack with cleavers, treat as hand axes. Successful hits with the oil will cause 2-12 points of damage the first round and 1-6 points the second round. Characters within 5′ of thrown oil will take 1-3 points of damage from splashed oil.

The room is full of crates, casks, tuns, boxes and barrels of all descriptions. They all contain food and drink of various kinds—mostly somewhat foul by human standards. Besides the two tables where the wereboars were sitting and two benches each, there is another table near the fire pit. Shelves line the walls and contain more foodstuffs and crude tableware. The only things of value in the room are the belts that the wereboars wear, each of which is inlaid with gold and worth 150 gp. Icar wears a large set of keys on his belt to the various doors in the fort, but not to his treasure room.

Spread out on one of the cupboards, and held down by a loaf of bread and a cup of wine is a letter from the Slave Lords to Icar. The letter is written in a strange raised script that Icar reads by touch. A **comprehend languages** is necessary for anyone else to read it. It requests that a group of newly acquired slaves be sent to them for questioning and gives directions which will lead adventurers to **A3: ASSAULT ON THE AERIE OF THE SLAVE LORDS.**

36. Cook's Quarters:

> The room looks like a typical bedroom, though slovenly kept.

The cook, a half-orc (AC 10; MV 9″; HD 1; hp 5; #AT 1; D 1-6) will be hiding under the bed if fighting took place in room **34**. He will attack with a dagger with surprise any character looking under the bed. He has 14 sp.

37. Wereboars' Quarters:

> This room contains three beds, a short table and four stools. The room is filthy and foul-smelling. A bed of straw is in the northwest corner. On the straw is a wild boar, which immediately rises squealing, to attack the party.

The boar (AC 7; MV 15″; HD 3+3; hp 22; #AT 1; D 3-12) is the pet of the wereboars in room **36**. It is normally fed meat, and is very aggressive. There is nothing of value in this room.

38a. Larder:

> The room is filled with dry goods, smoked meats, canned goods, and other non-perishable food. The room contains no treasure.

38b. Storeroom:

> The room is filled with shelves containing dirty pots, pans, and dishes.

This room is where the humanoids throw their dirty dishes until there are no clean ones left, at which time the wereboars gather up the servants and make sure all the dishes are washed. There is a concealed door behind a set of shelves in the south wall. The door can be found by moving one of the shelf sections which swings out. This door leads to stairs which go down to the dungeon level.

39. Icar's Quarters:

This room appears to be someone's quarters. There is a simple bed in the northwest corner, and a small circular table with two chairs. On the table is a bottle of wine and a chess board. At the foot of the bed is a carved wooden chest. The chest has been carved to depict a battle scene in high relief. Hanging on the wall is a shield, a leather cloak, a shirt, a mandolin and a skald's field harp. On the bed is a fur covering. There is a door in the south end of the room with a big lock on it.

The door in the south wall, leads to a 10' square closet where a medusa (AC 5; MV 9"; HD 6; hp 27; #AT 1; D 1-4 + poison; SA gaze turns to stone) is kept prisoner, guarding Icar's treasure. Above the door, on the lintel, is hidden the key to the door. The medusa is terrified of Icar because he is invulnerable to her major power and she knows that he has access to a **periapt of proof against poison** (from room **17**). The medusa is chained to the wall and will guard Icar's treasure with her life. If the party tries the closet door, she will cry out in anger, "Icar, you snakes-belly, release me."

This is Icar's quarters. None of the items on the wall are of any real value, and the shield is missing its arm strap. The wine is of good quality. The chessboard has a raised grid pattern, so that it can be felt by Icar. The chest is filled with clothing, neither rich nor well cared for. The fur on the bed is worth 18 gp. If the party attempts to move the furniture, they will discover that it is bolted to the floor with the exception of the bed. This is so Icar knows where everything is. Underneath the bed is a trapdoor, bolted on this side. The trapdoor leads to the dungeon complex below.

Icar's treasure is in an iron chest cemented into the floor. The treasure is 2000 gp, 10 matched pieces of jet worth 100 gp each, and 10 matched silver and black opal bracelets worth 200 gp each. In the chest is a locked hammered brass coffer. The coffer has a very intricate lock and a thief's chance to open it is -15%. A potion of **undead control**, a potion of **diminution**, a clerical scroll with **wind walk, cure light wounds, feign death, cure serious wounds, purify food and drink,** and **resurrection, a ring of warmth,** and **Quaal's Feather Token**.

There is a parchment covered with strange raised lettering inside the chest. A **comprehend languages** spell will reveal that the parchment gives directions about the **specialist quarters**, which are found at **25** in the dungeon, and details where the secret doors to the treasure room are located, where the remainder of Icar's treasure is located. The treasure consists of 5,000 gp, 1 uncut ruby worth 500 gp, and 8 uncut sapphires worth 250 gp each. If the stones are cut by a jeweler their value will increase by 4 times. There is also a potion of **oil of etherealness**, and a clerical scroll of **atonement**.

DUNGEON LEVEL

Tournament Start For The Dungeon:

Through the map and the information gained in Highport, the party has learned the location of the slavers' stronghold. The slavers once used a stockaded fort as their headquarters. The hill fort was destroyed by the wild tribesmen of the Drachensgrab Hills, but the slavers returned to the site and began operating again out of the underground complex, now concealed by the rubble above.

After an arduous journey overland (in which the party discovered that the Drachensgrab tribesmen are still active) the party has reached the ruins of the hill fort. Waiting until nightfall, they cautiously entered the demolished fort, barely avoiding patrols of bored and apathetic guards. The party found a newly built trapdoor amid the rubble. The entrance is unguarded, as the slavers believe that no one would dare attack them. The party is determined to correct that mistaken impression as they lift the trapdoor and descend into the darkness.

Dungeon Wandering Monsters.

These encounters will only occur in corridors and empty or emptied rooms. Wandering monsters are **not** used in tournament play. They may be included in the campaign adventure at the discretion of the DM. These monsters are encountered on a roll of 1 on 1d6, check each turn.

Die Roll	Monster	Number
1	Giant rats	4-24
2	Baby boggle	1
3	Goblin patrol	6-15
4	Witch-doctor & patrol	4-13
5	Wolves	1-3
6	Haunt	1

Rats. These creatures will surprise on a roll of 1-4 on 1d6. If they are encountered by only one or two characters they will attack. If the party is larger when encountered the rats will sit and watch the intruders intently, allowing the party to pass unmolested.

Giant rats: AC 7; M V 12"; HD ½; hp 3 each; #AT 1; D 1-3.

Leader: AC 7; MV 12"; HD 1; hp 7; #AT 1; D 1-4.

Boggle.. This strange creature is described in the back of this module. This boggle child has wandered away from the lair and has climbed the wall and is hiding in the shadows ready to spring down on unwary passersby. It will surprise on a roll of 1-5 on 1d6, leaping down on a random character stunning for one round. The creature will then grab the character's weapon and run down the hall giggling; stopping and waving the weapon at the party encouraging them to chase. It will lead the party on a merry chase down the hall, up the wall and over their heads. Characters may attempt to catch it rolling to hit AC 9, but once the boggle is grabbed it will slip out of their hands like a greased pig. If the creature takes half damage it won't think the chase is fun anymore and will throw the weapon at the party and **dimension door** through a nearby rat hole.

Boggle: AC 5; MV 9"; HD 2; hp 14; #AT 3; D 1 each.

Goblin Patrol. This patrol is returning to their barracks and is tired. Their leader is a gruff one-eyed hobgoblin and they are all armed with throwing spears and short swords. Once the party is sighted, the leader will send a goblin to sound the alarm and then attempt to hold the party till reinforcements arrive. They will throw their spears first.

Goblins: AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6.

Hobgoblin: AC 5; MV 9"; HD 1+1; hp 7; #AT 1; D 1-8.

Witch-doctor. Gulyet, a goblin witch-doctor, is accompanied by 3-12 goblin guards carrying spears. They are taking a message to Icar from Markessa, requesting 6 mind-numbed slaves and the presence of Estelrath the Slaver. Gulyet is Markessa's assistant and apprentice. She carries a large whistle that can be blown from both ends; one end sounds the alarm and the other makes no sound, but summons a large white wolf, a winter wolf, which arrives in 2 rounds. She wears a bronze amulet worth 30 gp. Gulyet's statistics and magic items are given in the **Leaders** section (p. 57). She is fourth level and has these spells:

(clerical) **Cure light wounds**, **darkness**, **resist fear**, **chant**, **resist fire**.

(magic-user) **Affect normal fires, push, shield**, **invisibility**, **scare**.

Gulyet: AC 2; MV 6"; MU4/C4; hp 13; #AT 1; D 1-6.

Goblins: AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6.

Winter wolf: AC 5; MV 18"; HD 6; hp 30; #AT 1; D 2-8 (6-24).

Wolves. The wolves used to guard the dungeon are sometimes allowed to roam free. They will snarl and attack if they are surprised or attacked. If not surprised they will act curious, but irritable and hungry.

Wolves: AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; D 2-8.

Haunt. This monster is described in the back of this module. This haunt is the spirit of a slave who was killed in this area while trying to escape. The haunt's mission is to escape from the hill fort. Any character possessed by the haunt will try to take the shortest way out of the dungeon unless the haunt is convinced by the party that safety and the best chance of escape lies in numbers.

Haunt: AC 0; MV 6"; HD 5; hp 27; #AT 1; D special.

KEY TO THE DUNGEON

1. Secret Guardroom:

> Sitting at a long table in the middle of the room, apparently eating dinner, are several goblins. They appear to be surprised. The southwest corner of the room has been barred off to form a cell and holds a man covered with bruises.

These 12 goblins (AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6) are not really surprised. At a sign from their hobgoblin leader (hiding in the observation alcove to the side of the door), they will pick up concealed crossbows and fire at the party. Then they will pick up wooden clubs and attack. The hobgoblin leader (AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D 1-8) will attack with surprise one round after the goblin charge, with his morning star.

This room is a secret guardpost to observe the trap at the end of the corridor and to relieve anyone coming into the dungeon of their metal weapons and armor. A constant watch is maintained on the hall from the spy alcove and this is how the goblins were warned about the party before they entered the room. Normally the goblins allow intruders to be caught by the lodestone and then burst forth from the secret room and club them unconscious with wooden clubs. They then remove their gear, bind and gag apparent spell-casters and lock them in the cell until their superiors can be summoned. If the party manages to get past the trap the goblins will send a runner upstairs to sound the alarm.

The spy alcove has a tall stool with a padded seat and a spy hole cut in the wall to provide a view of the end of the corridor.

The only treasure in this room are a couple of kitchen knives and what the goblins and their leader carry. The goblins each have 2-12 silver pieces concealed somewhere on their persons. The hobgoblin leader has a pouch with a large brass key to the door at **7**, 20 gp and a cracked piece of ivory worth 75 gp in a cloth sack stuffed under his armor.

The man in the cell has been severely beaten by the goblins and has completely lost his senses. All he thinks about is food and makes only unintelligible grunts. The first thing he will do once released is charge past the party and start wolfing down food off the table.

A. Secret Door:

This secret door has recently been constructed by Markessa's engineer and is not the best match. Elves searching for secret doors will automatically find it. In order to draw attention away from the spot an oil lamp has been lit and hung at the far end of the corridor on the west wall.

2. Entry Hall:

> The corridor at the foot of the stairs is cloaked with a mantle of dust and cobwebs, and the air is cool and earthy. The hall slopes down to the north here and the walls are damp. At the end of this 90' corridor the hall turns to the west and a lit oil lamp hangs on the west wall throwing a feeble amber light. The hall is 10' wide.

At the end of the hall, hidden in the hollow wall is a powerful lodestone or magnet. The range of its magnetic pull is 15', so the party will not have any warning of its existence until they are within range of it. Those wearing ferrous armor, scale mail or better—including most magical armor, will be drawn suddenly and forcefully against the wall taking 1d6 points of damage from the fall. Those drawn to the wall will be stuck, unable to move, unless they are released from their armor and escape leaving their armor hanging against the wall. Also, those within range of the wall will find any ferrous objects held in hand, jerked away and flung against the wall to hang there. Sheathed or tied down iron objects will swivel on their bindings and point towards the wall. If the equivalent of two or more long swords worth of iron-based metal (120 gp weight) is carried by a character, he will also be drawn to the wall. The second rank of the party will be able to react to the first rank being caught in the trap and if they save vs. Petrification at +4, they will avoid being caught in the trap also.

If characters leave behind all their large ferrous objects they may cross the lodestone's area of effect without being affected.

Characters with a strength of 15 or greater and wearing banded mail or less, may slide sideways along the wall at the rate of 5' per round, until out of range of the trap; others must remain stuck.

Two characters will be able to carry metal items equal to 200 gp weight around the area of effect, if their combined strength equals 25 or greater. Three characters will have no difficulty moving items weighing up to 350 gp, such as banded mail, around the corner. Any item that actually becomes stuck to the magnet will require a combined strength of 36 or more to remove the item by sliding it along the wall.

3. Abandoned Guardroom:

> The door opens onto a short hallway. The air is cool and damp and the area seems totally deserted.

A wooden table stands in the center of the room. Three benches, two wood stools and a couple of cots also adorn the room. Beneath one of the cots is a 3′ × 2′ × 1½′ tall, brass bound chest. It is locked and the lock is jammed by a piece of wire which might be mistaken for a broken needle or trigger wire by a party casually examining it. A clinking sound will be heard if the chest is moved. There are three 5′ lengths of chain and two old padlocks in the chest. On the table are the remains of a dinner of horse meat and watered beer. In one mug filled to the brim are 2 gp.

In the southeast corner of the room is a stool with a pair of leather boots nearby. The boots are unremarkable, except that the soles are worn through and they are particularly small. If examined closely, the wall behind the stool appears to be of a different stone then the rest of the dungeon. It is actually painted canvas stretched across a wooden frame. (To those using infravision in the dark, the concealed door appears to be just a door.) A careful examination of the wall will quickly reveal how to open the concealed door. Behind the door is a winch used to lower a stoneblock between the lodestone and the wall, to release those stuck in the trap.

4. Parlor:

> Ahead in the corridor is a ghostly white shape hovering above the floor just beyond an archway. No noise comes from it and it seems to shift slowly. The corridor is dusty and looks seldom travelled. Cobwebs drape the ceiling in little feathery patches.

The figure is the webbed form of a dead adventurer, hung as a lure by two giant spiders (AC 4; HD 4+4; hp 26, 20; #AT 1; D 2-8 + poison). The spiders are on the ceiling, concealed as piles of cobwebs above the arches. They will surprise the party on a roll of 4-6 on d6.

The spiders will cut a web free to fall in a 10′ × 10′ area upon the largest group near the lure. Surprised party members are caught; others must save vs. Paralyzation to avoid the trap.

Those caught will free themselves in a number of rounds equal to 19 minus the Strength of the character. Fire or a **burning hands** spell will destroy the web, but will do damage to those inside the web. Oil or a torch will cause 2-8 points of damage.

Once the party is webbed, the spiders will attack, carefully keeping their targets between other party members and themselves. Thus the spiders cannot be shot by missiles and must be engaged in melee. All attacks from those trapped by the web are at –4 to hit. Attacks upon those trapped are at +2 to hit.

The corpse in the web bundle is a shrivelled husk, with a strange grimace upon its face and its hand at its chin. Between its stiff jaws is a **ring of infravision**. In a pouch at its waist are 10 pp.

5. Storeroom:

> The room is filled with chests, bundles and crates of various tradegoods. It appears to be deserted.

This room is used as a storeroom for caravan tradegoods and contains several bales of good linen, crates of tin pots and pans, and several chests of china dishes wrapped in straw. The trade-goods are worth a total of 450 gp, but are very bulky and hard to carry. As characters examine the contents of this room they will hear a faint, repeated hiss coming from somewhere in the room. If they attempt to find the source of the hissing, they will find that it moves. The hissing comes from a pair of 2-inch-long roaches which live in the room. The roaches offer no danger.

6. Abandoned Storeroom:

> This room appears to be a storeroom. The piles of tradegoods are dust covered and appear not to have been touched for some time. Suddenly there is a hair-raising moan and the clanking of chains from the northeast corner of the room. There a luminescent shape begins to form the figure of a wasted elf struggling with ghostly chains that hold him to the wall. As the party watches, the figure breaks its chains and comes rushing forwards.

The figure is actually a phantom, a three-dimensional image which appears similar to a ghost or a haunt. Any creature who looks at a phantom must save vs. Spells at –2 or flee in terror as if a **fear** spell. A phantom is merely an image or mirage and cannot attack nor react to other creatures. Phantoms are soulless shells of creatures who died hideous deaths and recreate images of the death trial or images of what the departed soul was thinking most about when it died. The image does not move from the spot where the creature died, but replays the story like a 3-dimensional movie.

This is the phantom of an elf slave who was being tortured in the torture chamber and burst his bonds to escape. After the figure breaks its chains and seems to rush forward panting, its eyes gleaming madly, its hands twisted into claws, it will turn and appear to flee up stairs looking back wildly over its shoulders. The elf then appears to run down a corridor, around a corner to a hallway with many doors. He scrabbles at the latch to one door until it opens, terror written all over his face. Into a room he runs, but it appears to have no other exits. Looking over his shoulder in stark horror he beats the wall and attempts to tear a torch holder off a wall. As he does, a section of the wall opens and he leaps through the gap desperately. Behind him bound dark, hairy, slavering forms, running on four legs. Down a darkened passage the elf stumbles, only the pale yellow of his eyes visible. Suddenly there is light as the wall at the end of the passage opens into a hall and he bursts forth beating off the baying pack of wolves that try to drag him down. Through an arch he runs and there on his left is another door. He pushes the door open, but too late as a great white wolf leaps upon his back and bears him down into the storeroom, ripping his throat. Then the mangled form of the unfortunate slave is dragged off into a corner to be devoured by the slavering wolves.

If the players watch the entire sequence through they may figure out where the secret door is located. If they leave the room the sequence will not begin again for an hour.

B. Secret Door:

This secret door is opened by pressing on a stone in the west wall at waist height. The door is opened and closed from the inside by a lever in the west wall.

7. Log Trap:

> This corridor slopes gradually upward to the east for 50′, and then ends in a wooden wall with a door set in the middle of it.

In the center of this corridor is a covered pit, 10′ long, 7½′ wide and 20′ deep, indistinguishable from the corridor floor. The tracks on the floor and over the pit show only that the area is often travelled, for there is no dust on the floor over the pit. The cover of the pit will fall open when the first person walks on it, dropping the character 20′ into a 4′ deep pool of water. The water will cushion the fall and the character will only take 1d6 points of damage. Heavy tapping of the floor with a staff or club will also cause the pit cover to fall open. Once open, the cover will remain open. The narrow ledges around the edges of the pit are just wide enough to walk across, but only if one goes slowly and carefully.

The door has a wooden face of a leering goblin carved in it at chest height. The door is trapped, but no trap may be detected because the trigger is on the other side of the door. A long chain stretches from the back of the door to a board restraining a boarded up alcove at the end of the corridor. The wooden goblin face may be rotated to reveal a large keyhole. With the right key this lock may be turned disconnecting the chain from the door. Otherwise, once the door is pulled open, the boards over the alcove will collapse releasing a large pile of logs, each 9′ long, to roll down the corridor. When this happens read the following to the players:

> Through the door comes the sound of cracking and splintering wood and you see the enormous pile of logs crashing down the corridor, straight towards you.

Give the party 1 minute of real time to say exactly what each character is going to do. The logs will smash through the false wooden wall and continue rolling to crash into the end of the corridor. Characters may not run across the ledges to either side of the pit to escape. If they attempt to, they will fall into the pit. If they take their time, to maintain their balance, they will be caught and smashed by the logs, for 18 points of damage, just as they reach the other side of the pit. Those who chose to jump into the pit will take only 1d4 points of damage and the logs will roll right across the pit. Characters who climb walls may also avoid the logs if they save vs. Spells, otherwise they will take half damage from the logs, 9 points.

If the trap is approached from the other direction, the party will see the boarded up alcove, and the chain leading from the door to the retaining wall. The logs are not visible.

The only way to deactivate the trap from this side is to break the chain. Each character is allowed one try at breaking it, and a successful roll of the "Bend Bars" percentage means that the chain is broken. Any attempt to break the chain has a 1/3 chance of triggering the trap (1-2 on d6).

8. Boggle Lair:

> The entire corridor here—walls, ceiling and floor—is a grillwork with 1′ x 1′ spaces, extending for about 60′. The stone bars that form the grillwork seem to be covered with a black, viscous liquid that appears slick.

This area is the lair of two boggles (AC 5; MV 9"; HD 4+3; hp 21, 24; #AT 3; D 1-4 each or 1 weapon). Boggles are vaguely humanoid creatures, about 3′ tall and varying in color from blackish-blue to gray. They all have large, bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual, such as large noses, uneven arms, spindly legs and so forth. Boggles are not very intelligent and tend to be whiners and gibberers when dealing with other races. However, when encountered in their lair they are aggressive and voracious.

Boggles have rubbery skin and they secrete a viscous, nonflammable, black oil that is extremely slippery. Due to their slipperiness and the resiliency of their hide, all attacks upon boggles will do –1 point per die of normal damage done. Boggles like to spread their oil about their lair, making footing slippery and unsure for intruders. For every 10′ a character travels across this area or for every round spent fighting here a character must roll his or her dexterity or less on 1d20 or fall down. The falling does no damage, but a character who falls may do nothing for 1 round while he or she stands back up.

Boggles are resistant to fire (as the ring), and they can naturally **spider climb**. They also have the natural ability to use a limited **dimension door** (3" range) by stepping, diving or reaching through anything resembling a frame, such as holes, the grillwork, cracks, doorways, etc.. They will use this ability to reach through one section of the grill and have their hand come out elsewhere to grab or strike at a character from another side. Boggles are also slightly elastic and may stretch or contract to twice or one-half their normal size. Finally, they have a keen sense of smell and can even detect invisible creatures with this sense. Thus they are often used as watchers and alarms by other races. When they sense intruders they set up a high-pitched, keening wail.

The two boggles will appear from walls, floor and ceiling to strike at and trip intruders (roll 1d4 to see which direction they attack from) and will then retreat through the nearest wall. Upon examination, the grillwork will be discovered to actually be a honeycomb of 1′ × 1′ × 2′ deep niches into which the boggles dive and disappear. If anything is thrown at the boggles they will attempt to catch it (roll a successful "to hit" vs. AC 8 to catch) and either throw it back at the party or take it to their nest. The nest is only accessible by **dimension door** or other magical means. They are semiintelligent and will try to steal treasure and weapons to keep them from being used to hurt the boggles, and throw back other things such as oil. Each boggle may attempt to steal an item from a person who had fallen by making a successful to hit roll vs. AC 5. Boggles may also drop from the ceiling upon characters and attack with two additional claws added to their normal claw/claw/bite routine (like a cat).

Characters will have to be inventive to get through this area quickly. One possibility is taking pieces of lumber from area **7** and tobogganing across the grill. This works very well due to the oil on the grill bars.

9. Storerooms:

> From this hallway the party can hear screams of pain and moans of agony coming from the west. The doors along this corridor all appear to be locked.

These rooms are all locked and contain chests, crates, barrels, bales, casks, and tuns of all descriptions. In these containers are all the things that are necessary for the maintenance of the underground stronghold. Unfortunately, none of it is much use to the adventurers. There is a great deal of food, especially honey and cheese, much clothing and goblin-sized leather armor, collars, lumber, torture apparatus, chains and so forth.

10. Storeroom:

> This room appears to be a storeroom. Several crates have been pushed aside and a chest has been over turned to be used as a table with a couple of casks for stools. On the overturned chest are a guttered candle in a tin candleholder, and a dog-eared deck of cards. On the back wall is a torch bracket with an unlit torch in it.

This room is used by a couple hobgoblin leaders to play cards. Beneath one of the casks are stuffed four face-cards of the same suit. Rolled into the shadows of one crate is a silver piece dropped during one game. The torch bracket in the back wall is the trigger to open the secret door in the room. Pulling down on the torch bracket will open the secret door. The secret passage beyond is used to bypass the boggle lair when coming from the fort above.

11. Storeroom:

> The room appears to be a storeroom. It is piled high with barrels and stacks of furniture wrapped in burlap and rope.

The furniture in this room is of good quality, but has seen a lot of use and most is in need of repair. In the northeast corner is a wardrobe (locked shut). In the wardrobe are three chests of old clothes and linen, neatly folded. On one folded cloak, amongst the piles of clothing, is a mother-of-pearl stickpin worth 45 gp, but there is nothing else of value. The barrels contain pots and pans and some clay bowls. In the west wall of the room is a secret door. A stack of empty barrels has been placed in front of it. The barrels can be easily moved by one person in order to search the wall. The secret door is opened by pushing in on one end and pulling out on the other.

12. Torture Chamber:

> Screaming comes from beyond this door and light shines under it. When the door is opened, an enormous pillared room can be seen, in the swaying shadows, set dancing by the light of a chandelier swinging wildly back and forth. The floor is 10′ below the landing on which the door opens and a set of stairs leads down into the room. To either side of these steps are small, 5′ ledges. The ceiling rises at least 30′ above the door. This appears to be a torture chamber, for about the room can be seen racks, hanging cages and chains, an iron maiden, fire pits and braziers, and their unfortunate occupants. Standing amongst these implements of torture are many goblins. On all sides of the room can also be seen archways, some leading to alcoves, while others are walled up. Suddenly the swinging chandelier comes crashing down from the ceiling to smash at the top of the stairs, exploding into flame as the oil spills and ignites.

Those characters standing at the top of the stairs will be caught in the burning oil and take 2-12 points of damage the first round and 1-6 points the second round. Those within 5′ of this spot will be splashed with burning oil for 1-3 points of damage. If a character makes a successful save vs. Paralysis this damage will be reduced to half. The oil will burn for two rounds and then the room will become dark except for the red glowing braziers. Creatures without infravision or an additional light source must fight at –4 to hit.

One of the goblins was pulling on the chandelier rope and causing it to swing. He cut the rope to send it crashing when the party appeared. These goblins are lead by two bugbear overseers who watch them at their tortures, through two arrowslits, from a secret chamber to the west of the stairs. The goblins will use their slings and attempt to keep the intruders at the top of the stairs until the bugbears appear. The goblins will fire their slings from cover behind pillars and the various racks gaining an AC of 2 (+4) versus missile attacks. Once the bugbears arrive or the party counterattacks, the goblins will draw their short swords and charge in groups of 4. The worgs will come out of their alcove dens and attack if intruders come down into the room. If the battle is going against the goblins, one will run to the south end of the room and disappear, carrying the alarm through the iron maiden to the troops beyond.

In this chamber are 16 goblins (AC 6; MV 6″; HD 1; hp 6 each; #AT 1; D sling 1-4 or short sword 1-6). Eight of the goblins are in the central area of the torture room entertaining five unfortunate guests, while four are in the south end of the room sharpening a bed-of-nails. Two goblins are cleaning up spilled fresh mortar in the eastern wing, and two more are giving a man with two broken legs an extremely close shave in a western alcove. The goblins carry 6 sp each. The tortured individuals are beyond help, but any who survive the battle, if questioned, will tell the party that there must be an entry into the room at the south end. At the south end of the room there are a bed-of-nails, an iron maiden, coils of chain, 20′ long, 4′ lengths of lumber, pieces of rope, 20′ long and a keg of nails. The secret door is in the back of the iron maiden, but when it is opened a skeleton will be found impaled on the spikes. The hinge of the iron maiden is stiff and it tends to spring shut. For each spike twisted, there is a 1-in-6 cumulative chance of opening the door.

12a. Observation Post:

There are two bugbears (AC 5; MV 9″; HD 3+1; hp 15, 17; #AT 1; D 1-10) in this room. There are also two benches and a table at which one bugbear sits constructing a wire face cage. The other is standing by the arrowslits in the south wall watching the room below. As soon as there is a commotion in the torture room, they will both stare out the slits to determine what is happening. Then they will grab their halberds and rush around through the secret tunnel to room **11**, to enter the torture chamber by the main door in 2 rounds. They will attack with surprise if possible (1-3 on 1d6).

The bugbears have no treasure in their room, but one carries a scroll of **cure disease** and 60 gp in a pouch.

12b. Walled-up Alcove:

In the northeast corner of this room, behind several casks of wine is a freshly bricked-up archway. From behind the wall is heard a rustling sound, as of someone scratching, and the faint jingle of bells. In the alcove is a rabid wolf with bells on its collar (AC 7; MV 18″; HD 2+2; hp 15; #AT 1; D 2-5) which will attack once it is freed, as a 4 hit dice monster. Anyone bitten must save vs. Poison or die in 4 turns. A **cure disease** will prevent death. However, the victim will still be weak (–4 on "on hit" and damage) for 4 turns.

12c. Worg Dens:

A worg lairs in each of these three cells in the east wall. These worgs (AC 6; MV 18″; HD 4+4; hp 23, 22, 19; #AT 1; D 2-8) sleep on piles of straw and may have a few bones scattered about. If intruders enter the room and come down to attack the goblins, the worgs will leap forth and enter the fray.

12d. Secret Door:

A stone plug seems to have been used to seal off this alcove as has been done with several of the other cells in this room. This is really a secret door which may be opened by tugging on a chain hanging from the ceiling. Beyond appears to be just another cell with the withered remains of its tenants hanging from one of three pairs of manacles cemented in each wall. The southern wall has a secret door which is opened by turning the iron ring to which the manacles are attached and pulling. But the door is **wizard locked** and only Markessa or a 9th level or higher magic-user may open this door. A **knock** or a **dispel magic** will open this door.

13. Alchemist Secret Storeroom:

> This room is lit by a ruddy glow, and the air is alive with the aroma of wild herbs and the pungent rot of decaying flesh. The room appears to be storeroom or pantry, for there are crates, bookshelves, a table and a cabinet all piled high with boxes, books, clay crocks and canisters, flasks and jars of herbs and other strange items. The red light seems to come from behind a table in the southwest corner. Over the top of the table the head of a hobgoblin can be seen watching the party.

There is no hobgoblin in this room, merely the severed head of one held to the table by a clamp. The eyes have been removed. Books, scrolls, bottles and dissection tools litter the tabletop. In a foot long, tubular leather case is a metal rod with a **continual light** spell cast on it. This is stuck in a holder on the wall and used to light the room when the alchemist is present.

This room is used as a secret storeroom and hideaway for Markessa, the evil elf fighter/magic-user who is in charge of the fort, and her alchemist, Fyndax. The room also serves as a shortcut through the dungeon, for a narrow, 5′ wide passage leads north out of this chamber to Fyndax's quarters, bypassing the elite goblin guards. There is no one in the room at present.

In this room are stored the various components for making potions. There are jars of dried herbs, parts of animals, and leather-bound books about alchemy which only a master could use. The books are filled with strange illustrations and formulae, but the word "FYNDAX" can be made out on the title page of each. In the southeast corner is a round wooden table containing two scrolls and three flasks. Inscribed on the scrolls are pictures of cows in varying stages of health. The flasks are marked W, U and H. The flask marked W contains pond water, while the one marked U holds cows' urine. The third flask marked H, holds a potion of **healing**, which cures 1-8 points of damage.

Behind the table in the southwest corner is a grotesque candelabrum sitting on the floor and the red light comes from here. The candelabrum is made from the skull of a wild boar attached to a metal rod. Attached to each tusk is a flask of red liquid with a lit wick floating in the fluid. Directly in front of the candelabrum is a pressure plate set in the floor. When the pressure plate is stepped on one of the flasks will crash to the floor and burst into a cloud of smoke to fill the room.

This smoke is a hallucinatory gas and all characters must save vs. Poison at -2 or be affected by the gas. Those who save will be set to coughing and gasping for 2 rounds and will be unable to do anything. Those who are affected by the gas will see an efreeti step out of the smoke and attack them with a flaming weapon. The efreeti is really the player character who set off the trap and he or she will see the faces of his or her comrades distort as they attack him. There will be a roaring in everyone's ears and they will be unable to hear for 6 rounds.

The hallucination will end when either the character who triggered the trap is dead or once all of the other characters affected by the gas are rendered dead or unconscious.

The alchemists' supplies are worth 2,000 gp to another alchemist. Two baskets of dried beef and roots sit on the top of the cabinet. There is also a cask of water. Hidden in the basket of beef are two flasks and a small wooden box. The flasks contain potions of **giant strength** and **levitation**. The box contains five pellets of a black earthy substance. These are **flash pellets**, and when thrown to the ground will burst into a blinding flash of light. All those within 20′ looking in the direction of the caster will be blinded for 2 rounds.

14. The Chasm:

> Here a natural passage is formed out of the rock, rough and winding. The walls are slick with condensation and the air is warm. The passage slopes downwards and ends on a ledge 30′ above the floor of a large cavern, covered with stalagmites. Across the chasm, 30′ away, is another ledge with an opening leading out of the cavern. Between the two ledges are a series of rocky pinnacles rising up almost level with the ledges. The top of each pinnacle is fairly flat and large enough for one person to stand on. There are five pinnacles between the two ledges. The domed ceiling of the cavern rises 20′ overhead. There comes a hissing from below and the room fills with steam obscuring all vision.

The steam will even obscure infravision. The party must cross the chasm in some manner even though they are unable to see. The steam will continue to fill the chamber for 5 turns and then will clear for one turn. If the party attempts to wait for the steam to clear, someone will undoubtedly be caught crossing when the steam returns.

The edges of both ledges are weak and crumbling, and cannot be climbed either up or down. Anyone falling into the chasm will suffer 3-18 points of damage and will be impaled by 0-2 stalagmites for 1d6 each. The only non-magical way across the room is to use the pinnacles as stepping stones. Naturally the stones are slippery due to the steam in the air. For any person to leap from stone to stone, he or she must roll equal to or less than his or her dexterity on 1d20 for each jump (six leaps in all). Of course, they must first determine where each stone is, by feel or some other method. If the party strings a rope across the fissure, add +2 to the dexterity roll and only roll once for each character crossing. If the party returns to room **12** and gets the 4′ boards, they will discover that the boards just reach from pinnacle to pinnacle. Using the lumber adds +3 to the dexterity roll and characters need only roll once. These two adds are cumulative.

15. Cheese Curing Room:

> This small natural chamber contains several open half casks and tuns on wooden platforms. The air is warm and damp.

This room is the cheese curing room for the fort. A large bolt of cheese cloth is lying on one of the wooden tables. In one of the tuns is a small amount of cheese curd and a growth of yellow fungi, not yellow mold. The cheese cloth is enough to protect up to two characters from the bees in room **16**.

16. Beehives:

> The door here seems to be stuck, and will have to be forced open. When it is opened, a bucket of sugary syrup falls and drenches anyone standing in the doorway. Immediately an angry buzzing arises, and the syrup covered character is attacked by a swarm of bees.

The door only seems to be stuck and will open with normal door opening rolls. Above each door is hung a wooden bucket, suspended by a rope and pulley attached to a stay beside the door. The bees in this room feed on the sugary syrup in the buckets and will be swarming over it. When the door is forced open it will catch the bottom of the bucket and tip it over, spilling its contents over the doorway. If the door is opened gently, the rope may be pulled down to raise the bucket and allow access to the room. Because the trigger is the door itself, there is no trap to detect.

There are two enormous conical, clay hives in the west end of the room. The bees will attack anyone disturbing their feeding and will

sting them causing 0-2 points of damage per round. They will sting anyone drenched in syrup for double damage. Once a character leaves the room he or she will be stung for ½ damage for one round, and then the stinging will stop. There is no physical defense against the bees and they automatically hit. A character wearing a suit made of cheesecloth may be protected from the bees at the DM's discretion. **Burning hands** will kill all insects in its area of effect, and a **sleep**, **stinking cloud** or **pyrotechnics** will immobilize all bees in area of effect. Steam will kill the bees on the characters if they run back into the steam-filled cavern.

17. Beekeeper's Storage:

> The room is a natural cave with a dirt floor. This room contains several goblin-sized suits of what appears to be cheesecloth. There is also a 4' tall tun and two casks. In one corner on a small table is a long metal rod with a spatulate hook on one end and several clay crockery pots.

This is the beekeeper's storeroom and the cheesecloth suits are worn when working with the bees. The tun contains water and the casks contain a coarse brown sugar to make the sugar syrup for the bees. The metal rod and pots are used for gathering the bees' honey.

18a. The Corridor:

> Here is a natural corridor 15' high and 15' wide, with openings at each end. The corridor is approximately 80' long, and the walls and floor appear to have been worked smooth.

A 15' square net is suspended in the shadows near the ceiling, approximately at the midpoint of the corridor. A guard hidden at **18b** controls the net. If the party approaches from the east, he will drop the net upon them and blow an alarm horn. If the party is coming from **18c**, he will drop the net and join the pursuit (if the party is retreating) or try to escape (if his comrades are defeated).

Those under the net must make a saving throw vs. Paralyzation to avoid being caught. Trapped party members will be unable to attack and will have no dexterity bonuses to AC. Opponents will be at +4 to hit. Those inside the net can try to free themselves with edged weapons. A successful hit on AC 9 will cut one strand of the net. A dagger can be used to cut two strands per round. Four strands must be cut, to free a character.

18b. The Guard Outpost:

The guard who works the net is stationed in this niche. The niche is concealed by a canvas screen painted to look like the surrounding stone. The screen has spyholes cut in it. Those searching the area with infravision in the dark will "see" an apparent opening in the corridor here. Those without infravision will have to make a successful roll to locate secret doors, in order to find the outpost.

18c. Elite Goblin Barracks:

If the goblins here have any warning of the party's presence, they will attack before the party reaches the barracks. There are nine goblins (AC 4; MV 6"; HD 2; hp 13, 13, 12, 12, 11, 11, 10, 9, 9; #AT 1; D lance 1-6 or 2-12 charging, morning star 2-8) commanded by a leader (AC 4; MV 6"; HD 2; hp 14; #AT 1; D 1-10+1) armed with a **halberd +1**. The goblins have nine worgs (AC 6; MV 18"; HD 4+4; hp 27, 25, 22, 20, 20, 19, 19, 19, 16; #AT 1; D 2-8) that they use as mounts and guards.

If the goblins are warned of intruders from the east, they will mount their worgs and charge down the corridor on the round following the net dropping. They will charge in three ranks of three.

In a charge, lances do 2-12 points of damage, and are at +2 to hit (+4 for people caught in the net). As the first rank clears the party, a second rank will charge, while the first rank dismounts and attacks from the rear. The third rank is used as a reserve. All attacks are coordinated by the goblin leader, who will avoid combat until the party is surrounded. The worgs will attack any characters not caught in the net, while the goblins will concentrate on attacking those in the net (+4 to hit and the characters are not allowed dexterity adjustments to their AC).

If attacked from the north, the goblins will send the worgs to attack first, then join in the battle when the party is weakened.

When the party reaches the barracks, read the following description:

> The room is a spacious natural chamber, approximately 70' in diameter and 25' high. Inside are tables, chairs, and sleeping mats. Boxes of food, of suspicious origin, are scattered around the room, as are barrels of water. Weapons, bows, and quivers of arrows are hanging on the walls.

If the weapons are examined, the party will find a black, rune-encrusted arrow in one of the quivers. It is an **arrow of bow breaking** and will break any normal bow it is used in; magic bows get a saving throw of 10% per "+". In a thorough search of the room the party will also find 130 gp and an agate worth 10 gp. On the leader's body there is a ring with two keys that open portcullis to the kennels. If the bodies of the goblins are searched, the party will find a pouch of foul-smelling herbs on each corpse. These pouches are used to warn the two watch-worgs at **21** that the bearers are friendly.

19. Worg Kennel:

> The entrance to this natural tunnel is barred by a locked portcullis. From beyond comes a foul odor and the party hears a bestial growling.

The portcullis is locked by a chain and large padlock. The leader of the goblin guards in rooms **18c** has the keys. This portcullis is raised by a rope and pulley, and the end of the rope is wrapped around two spikes driven into the wall on the left side.

Beyond the portcullis is a natural cavern with several 3' tall niches cut in the wall at floor level. There are wolf droppings and hair about the floor, as well as several bare dried bones. This is the worg kennel where the various worgs and their mates are kept. At present there are only 4 female worgs (AC 7; MV 18"; HD 2+2; hp 14, 10, 10, 9; #AT 1; D 2-5) and 7 cubs, who will not fight, in the kennels. If intruders are carrying the scent bags from **18c**, they will be accepted as friends. Otherwise, the females will attack and fight to the death to protect their cubs. There is nothing of value in the chamber, but there are several tooth worn strips of leather that were once belts. One strip still has a dirt encrusted brass buckle attached.

There is another passage out of the cavern on the opposite side. This too is barred by a locked portcullis, similar in detail to the other. The northern passage is used to reach the tunnel exit from the dungeon.

20. Icar's Entranceway:

> In the center of the ceiling of this small room is a shaft opening. An iron ladder leads from the floor of the room up into the shaft and is bolted to the shaft wall.

This ladder leads up 40′ to Icar's private quarters in the fort. Across the top of the shaft is a trapdoor which cannot be opened from below, as it is bolted shut above. Only Icar uses this entrance to the dungeon and has taken steps to insure that it will not be used by others. The top two rungs have had their far edge sharpened razor keen and smeared with a sleeping drug. Those who grab the rungs barehanded will cut their hands. The victim must then save vs. Poison at –2 or fall asleep in 2 rounds and plummet down the shaft knocking anyone else below off the ladder. Those who fall will take 1d6 points of damage for every 10′ fallen.

21. Watchworg Post:

> As the party approaches the intersection of the corridor there is suddenly a fearsome growl and two enormous wolf shapes rise from the shadows, one to either side, and move forward.

These two worgs (AC 6; MV 18″; HD 4+4; hp 27, 20; #AT 1; D 2-8) are chained to the back walls of their alcoves so that they cannot enter the hallway. If the characters have picked up the scent bags from the dead goblins in room **18** the worgs will sniff at the intruders and then sit back on their haunches and watch. If the characters are not carrying the scent pouches the two worgs will set up a mighty howling that will alert Markessa and her guards in room **22** that intruders are here.

There is a secret door at the back of the eastern alcove. This door is opened by lifting up on the chain anchor ring in the wall and pulling out. On the other side the secret door is opened by a latch which is pulled up. This passage is often used by Icar, commander of the fort troops, and the worgs are friendly with him, because he often tosses them scraps of meat. If the character coming through the secret door is not Icar, the worg in this alcove will attack leaping for the intruder's throat.

22. Markessa's Laboratory:

> These doors open onto a room of great size, over 60′ long and 40′ wide dimly lit by the party's torches. The room has a 40′ high, vaulted ceiling with a balcony circling three sides on the south end of the room. There are several goblins up on the balcony and more on the main floor just in front of the door. This chamber appears to be a large workroom for an alchemist or a physician as there are many beakers, flasks and retorts on the various tables, and bookshelves and benches about the room. To either side of the south doors is a stuffed owl on a pedestal. In the far end of the room are several cabinets and a work bench around which move more goblins. However, what catches the party's attention are the two tables in the center of the room, from one of which rises a strange caricature of a man—long and thin, with a horribly deformed mouth and a long clawed arm. It emits a brutal croaking sound and the goblin sitting next to it sees the party, draws its sword and cries a warning.

Markessa is in the north end of this room behind a work bench. She is a small female elf with ivory white skin, golden hair and an evil slant to her amber eyes. Markessa has also been anticipating an attack and has spent her time puttering back here to stay out of the melee. She is a 5th-level magic-user and a 5th-level fighter. Markessa's stats are (AC 2 (0); MV 12″; Level 5/5; hp 35; #AT 2 with sword or 3 with darts; D sword 2-7 or dart 1-3; S 14, I 16, W 12, D 18, C 17, Ch 14). Her spells are:

First level: magic missile; protection from good, shocking grasp.
Second level: darkness 15′ radius, scare.
Third level: lightning bolt.

She wears special, magical studded leather **armor +1, protection from normal missiles**, which gives her immunity to all non-magical missiles and adjusts damage caused by magical missiles by –1 per die of damage. Her magic armor and her dexterity adjustment give her an AC of 1. She carries a special short **sword of speed +1**, which allows her to attack twice per round, gaining automatic initiative on the first attack and normal initiative on the second attack. Markessa is also armed with 12 darts which she may throw three per round, with a bonus of +3 to hit due to her dexterity.

The creature on the table was once a human slave, but is now a crazed experiment of Markessa. Markessa is chaotic evil and an agent of the Slave Lords and in charge of the running of this branch of the slaver operation. Markessa is also performing private experiments on some of the captured slaves in order to create the perfect slave. This is her laboratory where she performs surgical operations designed to reach that end. Unfortunately, most of her experiments have gone awry, for she operates without anesthesia and most of her experiments are driven insane by the pain.

The guards have been expecting an attack and have been standing waiting for a warning. If the party surprises the goblins, the guards will grab their arrows and prepare to fire while others run around the balcony to reach the lever above the south door.

If Markessa is surprised she will duck behind the work bench and cast the **protection from good** spell on herself. This spell will raise her AC to –1, and give her a +2 adjustment on all saves. Then she will cast **shocking grasp** on herself in the eventuality that she will need to melee with someone. This spell will go off the first time she strikes someone with her hand. If Markessa is not surprised, and has been warned by the watchworgs, she will already have cast these spells and be awaiting the confrontation.

If the watchworgs have had a chance to howl their warning, the goblins will already have reached their positions and Markessa will have cast her spells on herself.

Markessa will attempt to avoid melee for as long as possible, throwing her darts and looking for a chance to cast her **lightning bolt**. She will use her **magic missile** upon any spell caster who attempts to cast a spell at her. She will wait to cast the **scare** until someone moves to melee her. If things are going badly for her she will either cast her **darkness** spell and flee or she will pick up a flask off of a shelf and throw it down to smash on the floor. The contents of the flask will form a blue cloud of smoke, 10′ radius, that cannot be seen through. Anyone caught in the smoke will find that it stings their eyes and blinds them for 1 round after they leave the cloud. The cloud will last for 6 rounds.

To aid in running this battle, a map of the room has been included in the back of this booklet showing the starting locations of the monsters.

If the party has entered the room through the southern door the first round of combat, two goblins on the balcony above the door will topple a large tun of brine used to store various body parts over onto the party, extinguishing all of their torches and lanterns. If characters do not have infravision, they must fight in the dark at –4, until another light source is provided. The rest of the goblins on the balcony will fire twice with their short bows, while those on the floor draw their weapons.

There are cages set into the wall to either side of the door, each containing an owlbear (AC 5; MV 12″; HD 5+2; hp 27, 25; #AT 3; D 1-6/1-6/2-12, plus 2-16 hug if either paw hits with a score of 18 or better). On the second round of combat, the goblins above the door will pull a lever opening the cage doors and the owlbears will rush out, knocking aside the stuffed owl pedestals and attacking with surprise on a roll of 1-5 on 1d6. The goblin archers will continue to fire twice, while the sword wielders will melee those characters not engaged by the owlbears. There are 13 elite goblin guards here (AC 5; MV 6″; HD 1+1; hp 8 each; #AT 1 or 2 with bow; D 1-6); six are on the main floor and seven are on the balcony. If on the second round of combat the party is using a **light** spell to see by, Markessa will cast her **darkness** to negate the light.

The door to the west opens into the room. If the party enters the lab from the west the door will conceal Markessa long enough for her to hide behind the work bench. The goblin guards will spot the party and shout "Intruders!" and Markessa will hurl her flask to blind the party. The battle will then proceed as described.

The goblins will continue to fire for one more round, exhausting their arrow supply. Those on the balcony will then swing down to the floor on ropes and join their brothers in melee with short swords. The goblins have been directed to fire at and attack those characters who start to talk in battle, these presumably being the leaders or spell casters. The owlbears will always attack the closest target or the most powerful fighters. Neither the goblins nor the owlbears will surrender.

This room has many shelves and cabinets of the various types of equipment used by Markessa. There are canisters, decanters, and flasks of various herbs and compounds; there are tables full of glassware and the different knives, needles & thread she uses.

None of these items should be of particular value to a party of adventurers, but on the open market to an alchemist they have a total value of 5,000 gp. Items the party might be interested in are the flask of smoke, to be thrown by Markessa and a quart of acid in a thick glass decanter. Many of the compounds are poisonous but only when swallowed in large quantities. There are also a variety of casks and tubs of brine with body parts from various creatures floating in them. In a locked drawer behind her workbench are a pair of artificial claws made of adamantite worth 2,000 gp, wrapped in linen. The goblins are each carrying 1-6 gp. Markessa is wearing a set of electrum bracers worth 560 gp, and a neckguard of electrum, engraved with the image of a crested hawk, worth 1,400 gp. Shoved behind some books and papers on the

top of one cabinet is a roll of parchment. There are three sheets of parchment, the first one listing various names, these are the names of the slave merchants Markessa normally does business with. The second sheet is a tally of the slaves most recently received divided by general description and where they are from. The last is a crude map of the caravan routes and may be used by the party to reach dungeon module **A3: Assault on the Aerie of the Slave Lords**.

23. Mess Hall:

> This room is a large dining room. There are two long tables with rows of benches set on either side of each. Across the room is another door. The room appears to be empty.

This room is the mess hall for all of the goblin troops guarding the dungeon. The tables are stained and dried remains of food cover their tops. The tables and benches are worn and beat up. There is nothing of value here.

24. Kitchen:

> This room is a kitchen with several tables and a chopping block in the room. On the south side of the room is a cooking fireplace and two fresh carcasses are hung on hooks to the left of it. The room is occupied by a human cook and two goblin assistants working over a huge pot of stew. The cook is incredibly ugly and has a horrid snaggle-toothed smirk on his face.

When the party enters the kitchen, the cook will berate the party for showing up early for their meal. His assistants will then dump some sour stew in bowls and try to serve the party the stew and moldy bread. If the party eats, have each roll their constitution or less on 1d20 and if they fail they will become ill for 2 turns. The cook is an old army veteran and is chaotic neutral (AC 9; MV 12"; F3; hp 18; #AT 1; D by weapon; S 13, I 9, W 7, D 15, C 12, Ch 4). He is touchy about criticism, and will throw a cleaver (treat as a hand axe) at anyone who protests the quality of the food (–4 to hit). If seriously threatened, he and his goblin assistants (AC 10; MV 12"; HD 1; hp 4; #AT 1; D by weapon) will run away, screaming that the mercenaries, "Maglubiyet fry their livers" are rioting again.

25. Specialists' Quarters:

This area houses the various specialists Markessa employs to help run this operation. Two goblins (AC 6; MV 6"; HD 1; hp 5, 4; #AT 1; D by weapon) stand guard outside the main door to this area. They are armed with military picks. One goblin carries a horn at his belt for sounding the alarm if there is trouble or they hear an alarm from elsewhere.

25a. Engineer's Quarters:

The door to this room is locked.

> As the party enters this room, they hear the sound of a small bell. A single human in padded armor is lying on the bed. When the party enters, he grabs a cocked crossbow by the bed and aims it at the party. He demands to know their business.

This is Carlstar Wiorfether (AC 8; F3; hp 15; #AT 1; D by weapon) an engineer/sapper/miner hired to keep the fort in good condition and build the defenses needed. He is very afraid of the werewolves in the fort, and his nerves are on edge. If made a good offer of money or some other deal (DM's decision), he is 40% likely to lead the party to an exit from the fort. If the party gets aggressive, he will fire the crossbow and scream for help. He will then fight with his military pick.

The room contains a desk, chair, stool, bookshelf and a foot-locker (shoved under his bed). The desk is littered with papers, pens and books. In the desk are instruments for drafting, a level and an engineer's plumb. On the shelves are reference books and plans for a siege tower and the counterweight system for a sliding secret door.

Beside the bed on the stool he has a silver dagger worth 25 gp and 20 silver-headed crossbow bolts worth 1 gp apiece. The footlocker holds clothing and a small coffer. In the coffer, the engineer has 220 gp and a potion of **curing lycanthropy**. This potion contains belladonna and has a 5% chance of poisoning anyone who drinks it. It has a 45% chance of curing lycanthropy if drunk within a hour of contracting the disease.

25b. Alchemist's Quarters:

> When the party enters this room, they see a human seated on a wooden stool bending over a large wooden table. The stranger appears to be pouring fluid from one flask into another. As the players enter, the stranger turns around to look at them.

The human is the alchemist Fyndax (AC 10; Level 0; hp 3; #AT 1; D 1-4) who has been hired to assist Markessa. He is armed with a dagger, but he will not fight unless there is no other choice.

Along the north wall is a bed draped with a satin comforter and ornamented with silk cushions. Along the east wall are several bookshelves, virtually obscuring the wall. Some of these volumes are well worn, while others have a layer of dust and a few cobwebs covering them. On the south wall are shelves containing a wide and varied assortment of flasks, tubes, decanters, jars, cans and small boxes. While some of these containers are empty, others are filled with strange herbs or fine powders.

If the party enters through the secret door, the first thing they will notice is a small but exquisite coffer that appears to be covered entirely with emeralds. This coffer rests on the floor about 2' from the secret door. The coffer is worthless, but has been trapped. Anyone who touches it will become stuck to it and will be unable to free himself or herself from it or unable to move the coffer elsewhere. If a **dispel magic** spell is cast on the party member stuck to the coffer or if this member is wearing a **ring of free action** can he or she can become freed.

25c. Bugbear Quarters:

> This room contains four beds plus a table and several stools. There are two bugbears in this room. One is lounging on his bed while the other is sitting on the foot of the bed sharpening a bastard sword. The bugbears look up as the door opens.

These two bugbears (AC 5; MV 9"; HD 3+1; hp 15 each; #AT 1; D 2-8) are squad leaders for two squads of goblin guards. The bugbears will attack intruders on sight while yelling to raise the alarm. Both have bastard swords and the two are carrying a total of 32 gp, 19 sp, and 71 cp. This room is also the quarters of the bugbears in the torture room (area **12**).

25d. Scribe's Quarters:

> This bedroom houses one human, seated at a small table and writing on a piece of parchment.

This is Kyvin Trist, a lawful evil scribe (AC 10; Level 0; hp 2; #AT 1; D 1-6) hired to keep the accounts of the slavers' operation. When the party enters he will tell them that if they've come to pick up their bonuses, they must go across the hall to **25c** (hoping that they will be cut to bits by the bugbears). He will then give the party members receipts for their bonuses. If deception doesn't work, he will topple the table on the party, stunning those in front of it for 1 round, cry out for help and fight, using a short sword.

This room has only a simple bed and a scroll rack. Papers and ink are on top of the table. These scrolls list the financial records of this operation giving names of sources of slaves, showing how widespread the slave ring is. There is also a detailing by name of the various posts on the slave route to the Slave Lords, but there is no map. Stuffed in one of the scrolls in the rack is a key chain with a silver pipe whistle worth 100 gp.

25e. Werewolf Quarters:

> This room just appears to be quarters for three. There are beds, stools and a short table. The room does not appear to be well kept and there are rolls of dust and hair on the floor.

This room is the quarters for three werewolves when in human form. The werewolves use the fort as their base from which they can terrorize the countryside. They have been hired to train the worgs to guard the dungeon. The werewolves have an agreement with Markessa to leave the humanoids alone.

A close examination of the floor will reveal that the hair is wolf hair. If the werewolves (AC 5; MV15"; HD 4+3; hp 21 each; #AT 1; D 2-8; can only be hit by silver or magical weapons) have been encountered in the corridors and killed, the room will remain empty. If they have not been encountered, they will enter the room through the secret door in the northern wall two rounds after the party enters the room. The secret door opens by pushing on one side. They will be in human form and being surprised, will swiftly "surrender" and offer any information they can invent on the spot. They will attempt to lead the party down the secret passage to Blackthorn's room, saying that this is the treasure room. At the first opportunity they will shift form to wolves and attack the party, with surprise, if they can. They have no weapons or armor, and they entrust their treasure to Blackthorn in room **25f**.

The werewolves are in cahoots with Blackthorn and act as his agents to weed out troublemakers in the fort. When Blackthorn makes his move against Markessa they will strike to eliminate Icar.

25f. Blackthorn's Quarters:

> This room appears to be both an office and the quarters of an officer. Seated at a desk in the southeast corner of the room is a very tall, gaunt, skeleton of a man with ashen skin, sunken eyes, and balding head. He is rubbing his long bony hands together nervously and counting stacks of coins on his desk. He looks up surprised.

This is Blackthorn, Markessa's captain of the guard and treasurer. He is 7' tall and has hunched shoulders. He barely seems to fit into his wrinkled clothes and armor. Upon sighting the party he will invite them in, in a hollow voice, and ask them their business.

This rather cordial, ghastly looking man is actually an ogre mage (AC 4; MV 9/15"; HD 5+2; hp 32; #AT 1; D 1-12) polymorphed into a human form. Blackthorn is lawful evil and was sent by the Slave Lords to keep an eye on Markessa and this operation. Personally he is appalled by her experiments and doubts her abilities to run such a large operation, but the business has remained profitable and Blackthorn cannot see any excuse for removing Markessa. However, he does not like her and plots to eliminate her when the slightest provocation presents itself. Only Markessa knows that Blackthorn is an ogre mage and agrees that it is best this remain a secret to preserve her authority. The werewolves in room **25e** have joined forces with Blackthorn and they have made anyone who contests his decisions quietly disappear.

Blackthorn has the following abilities he can use at will: **fly** at 15" for up to 12 turns; **turn invisible; cause darkness 1"; polymorph self** to humanoid forms; and **regenerate** 1 hit point per round. Once per day he can also **charm person**; **assume gaseous form**; and cast a **cone of cold**, 6" long and 2" wide at its end, for 8d8 points of damage.

If Blackthorn thinks he can persuade the party to do his dirty work and eliminate Markessa, he will tell the party that he is unhappy with her leadership and would be willing to change sides, if the price were right. If they agree, he will lead them to her quarters and disappear once they confront Markessa, leaving them to kill her while he collects help to capture the party once they have done the deed. If the party becomes threatening, he will laugh at them, turn invisible and attack the next round. If the werewolves brought the party to this room they will then change form and attack also.

This room has a desk and chair, a wardrobe, two stools, a bed, a bookshelf and a sandbox with hot coals in it. In the northwestern corner of the room is a potted plant hanging from a chain. Raising the potted plant will open the secret door in the north wall. The plant is yellow and green and has flowers that look like tufts of different-colored hair. This plant is a present from Markessa, a result of another experiment. If the broad leaves are raised three ears and a mouth will be discovered on its stalk. Markessa does not trust Blackthorn's motives and sent him this plant to listen into his conversations. At a command word from her it will relate to her anything of interest it might have overheard. Markessa checks once a day.

There are 300 gp on the desk along with various ledgers recording the number of coins in the treasury. There is also a giant glaive belonging to Blackthorn.

25g. Treasure Room:

> The corridor ends in a blank wall. In the center of the wall is a 1' × 1' square hole. This shaft runs back into the wall and seems to end in a chamber. On the bottom of this shaft are two metal bars running parallel to each other, 6 inches apart, back into the shaft. A thin braided rope of metal dangles from its mouth, and runs back into the shaft.

The chamber at the end of the shaft is the treasury room for the goblin army. The shaft is too small for any humanoid creature, including a halfling, to crawl through. In the treasure room is a 5' long table set next to the shaft opening and the metal tracks continue out of the shaft and onto the table. Sitting on the table are three metal boxes, 1' long, 1' wide and 6 inches tall. The boxes are connected together by metal rope and each rests on a set of metal wheels fitted onto the track. The metal rope is attached to the front of the first box. A second coil is attached to the back of the last box and lies on the floor.

Six large chests, two metal coffers and a small, locked mahogany box are stacked in the room. A small cot lies folded in one corner and near the cot is a barrel of iron rations and a skin of wine. To deposit or withdraw treasure, Blackthorn assumes gaseous form and passes down the shaft. Once inside the room, he changes back to normal form and loads the treasure needed into the metal carts. Markessa can then pull the carts out by pulling on the rope or Blackthorn could pull the carts with treasure being deposited back in, using the other rope. Blackthorn will then wait a day, and assume gaseous form again and exit through the shaft.

The treasure in this room consists of the following:

Chest #1: 6,000 cp - unlocked - no trap
Chest #2: 8,000 gp - locked - If the latch is not held closed until the lid is raised, three darts will fire from the front of the chest causing 1-3 points of damage each and save vs. Poison or die.
Chest #3: 7,000 ep - locked - no trap
Chest #4: 9,000 sp - unlocked - no trap
Chest #5: 3,000 pp - unlocked - If the weight is taken off the bottom of the box without setting a safety catch in front, poison gas will fill the alcove and remain for 12 turns.
Chest #6: locked. A potion of **oil of etherealness**, a clerical scroll of **atonement**, 5,000 gp, eight sapphires worth 250 gp each, and one ruby worth 500 gp. The stones are uncut, and their value can be quadrupled by a skillful jeweler. The wealth in this chest belongs to Icar, the fort commander. The lock is trapped with a poisoned needle (save vs. Poison at –3 or die). The lock itself is complex, reducing a thief's chance to open it by 15%.
Coffer #1: 1 ruby worth 2,000 gp, 10 tourmalines worth 100 gp each. 6 aquamarines worth 400 gp each; an illusionist's scroll: **continual darkness**, **paralyzation**, **shadow door** and **veil** - locked - There are three locks which must be opened in the proper sequence or the coffer will not open.
Coffer #2: A potion of **longevity**, a potion of **white dragon control**, a **philter of love**, a **ring of water walking** - locked - **Wizard locked** by Markessa and only she, magical means or a 9th-level or higher magic-user can open it.
Wooden case: This mahogany wooden case is locked. Inside is a crystal display jar. The jar is sealed to a pewter stand and inside it floats a coinlike amulet suspended in an amber fluid. The amber fluid is a small ochre jelly which has been altered. It can not live long in open air and will die in 6 rounds, unless it comes in contact with a living being. Then it will cling to the flesh doing 1-4 points of damage per round until it is destroyed by fire. The victim will take full damage from any fire used as well. The amulet has a **power word-Pain** on it.

All creatures within 20' of the user must save vs. Rods when the word is intoned, or else suffer wracking pains for 2-8 rounds, causing them to fight at –4 to hit, and making their AC worse by 1 type. The power word can only be used once per day and the amulet must be held in the hand for the power word to work.

26. Goblin Barracks:

This section is all goblin barracks. Those goblins presently at home in their barracks will respond to any sounded alarm by donning their armor and grabbing their weapons while a runner goes to report to the bugbear squad leaders. They will be ready to respond to the alarm in 12 rounds and will follow the direction of their leaders as the DM sees fit.

26a. Snarlers' Barracks:

The door to this room has a dog's skull tacked to it. This is the Snarlers' squad barracks room. The door is locked from the inside. The Snarlers have just gotten off duty and most are sleeping without their armor. There are 12 goblins here (AC 10; MV 12"; HD 1; hp 4 each; #AT 1; D 1-6). Two are playing mumbledy-peg with a knife and the hand of a third goblin who has fallen asleep at a table. If the party alerts this room by making too much noise, the goblins will be awake with their weapons drawn and four slingers will be kneeling behind overturned beds when the party enters. The goblins have a total of 41 cp, 9 sp and 6 gp.

26b. Bone-crackers' Barracks:

This room is barracks for the Bone-crackers squad. It is empty at present as they are on duty.

26c. Ear-biters' Barracks:

A dried ass's ear with a chunk torn out of it is tacked to this door. There are shouting and curses coming from this room. The 12 goblins in this room (AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6) are crowded around the center of the room watching a two-foot long lizard tied to a table leg squirm in pain, for several darts protrude from its back and one foot has been cut off. These horrible creatures are betting on how long it will take for the lizard to die. One goblin is teasing two starving rats in a cage and eyeing a slave who is bound and gagged and lying on one of the beds. There are 67 cp, 17 sp and 13 gp on the floor in front of the goblins.

27. Latrines:

Here are a set of twelve latrines. The place is dirty, but is periodically cleaned by a goblin detail.

28. Slave Pens:

> This room is divided into cells of metal bars each roofed off with crossed bars. There are slaves in each cell wearing only simple cotton garb. Most cells only appear to hold two to eight slaves each. Rising above the cells on the east wall is an overseers' platform cut out of the stone wall.

When the party enters this room there is a 25% chance that they will be sighted by the overseers and several will move to investigate the visitors.

This area is used for holding and displaying slaves. Newly acquired slaves are brought in and fed nourishing food and given plenty of water to restore their health and appearance after the long journey from their homeland. They are then sold to various slave merchants who transport the slaves to different markets and sell them.

28a. & b. Safe Cells:

> These cells are 20' square and are filled with slaves. The slaves appear listless and apathetic.

These cells hold slaves which have already been purchased by slave merchants. They have regained their healthy appearance and have spent 24 hours in the cloaker's room on the fort level to make them docile and easy to manage on the trip to the market. The slaves will remain mind-numbed for one week.

a. This cell contains 8 women, 7 men, 3 male elves and 2 dwarves who have had their beards shaved off.

b. This cell holds 6 women, 10 men, 2 halfling males and one halfling female, and a half-orc. The halfling female is deaf and was unaffected by the cloaker but is playing dumb. She witnessed the cavelings steal a girl and will inform the adventurers if they find a way to communicate with her.

28c. Caveling Temple:

> This cell is similar to the other two next to it, but there are no slaves in it. Instead in the center of the floor a white circle has been drawn and in the center of the circle is a stone, 5' tall, vaguely resembling a woman standing, facing the back wall with her left arm raised. The back wall has a hole torn in it, and beyond this opening is darkness. Beside the hole is a large, muddy pile of rags.

This is the cell where Markessa places her unsuccessful experiments. These creatures have widened a crack in the northern wall that leads into a series of caves and Markessa has permitted them to live there as the cell is not suitable for holding marketable slaves. She calls her creations "cavelings" and these creatures in their madness call Markessa a god and have fashioned by hand a crude idol of her. Only the face of this statue vaguely resembles her, but she has been given a set of fangs, a serpent for a tongue, and worms for eyes.

The pile of rags beside the cave entrance is a crippled caveling known as Mouth (AC 9; MV 9"; HD 1; hp 5; #AT nil), because only he remembers the tongue of the outside world. Mouth has no legs, but his arms are 4' long and he has two opposable thumbs on each hand and can walk swiftly on his hands. Mouth will stir himself if characters approach him and ask in a gravel voice, "Be ye the thrice curst messengers? Woe to the world now!" He will then break into a lament. Mouth is slow-witted and will not offer any real information, but will spit on each character as he or she enters the caves. Mouth is the warning system for the cavelings that intruders are about. He sounds the warning with a loud hooting.

The cavelings have managed to loosen one of the bars to cell **28b** and can slide it aside to enter the safe cell. Periodically, they will sneak out of their caves and steal one of the slaves to carry back into the cave to eat.

THE CAVES:

Here is a series of caves and winding tunnels. They are pitch black and the air is cool and damp.

There is no light throughout these caves and characters without infravision or a light source will fight at –4 to hit. The caves and tunnels meander and form a labyrinth. There are stone ledges, stalagmites forming pillars and trickles of mineral water forming slick patches. These caves are inhabited by the cavelings and other cave-dwelling creatures as well. The DM should check once every 2 turns of travel, and there's a 1-in-10 chance of an encounter occurring.

Wandering Encounters for the Caves (roll 1d12)

1 Caveling (DM's creation)
2 Become lost/reach a dead end
3 Cave beetle (1; AC 5; MV 12"; HD 2+2; #AT 1; D 1-6)
4 Pit fall (Take 1d4 points of damage if not detected)
5 Dripping water (water will be drinkable on a roll of 1-4 on 1d6)
6 Giant rats (2-5; AC 7; MV 12"; HD ½; #AT 1; D 1-3)
7 Giant centipedes (1-4; AC 9; MV 15"; HD ¼; #AT 1; D poison)
8 Sound is heard (DM's creation—the DM may allow the sound to lead the party to an encounter or to a trap)
9 Fungus (Edible on a roll of 1-2 on 1d6)
10 Stone chips (Might be used as tools or weapons)
11 Cave spider (1-2; AC 8; MV 6"/15"; HD 1+1; #AT 1; D 1 + Poison, save at +2)
12 Cave lizard (1; AC 5; MV 15"; HD 3+1; #AT 1; D 1-8)

The cavelings have formed their own society within these caverns and live in different caves, one for each tribe. Most cavelings are insane and any children they have had, they have raised insane. Since most of the cavelings come from lawful races, they have reorganized themselves as one people where it is normal to be insane.

Each caveling tribe serves a purpose in the community. There is the tribe of Leaders, who help decide how new arrivals should be treated and direct the activities of the others. There is the tribe of Warriors who practice mock combats and are supposed to defend the cavelings from slavers and go on raids to the safe cell **28b**. The Workers build things and gather fungus, water and small insects. The Hunters hunt cave beetles, spiders and the feared cave lizard. And the Thinkers are teachers and priests and help doctor wounded cavelings and make cavelings out of the children.

Insanity is also on a tribal basis with the affliction helping to determine which tribe a caveling will become a member of. For example: Warriors might be homicidal maniacs, while Leaders might be suffering from megalomania. The DM should select the insanities and will find details in the **DUNGEON MASTERS GUIDE**, pages 83-84.

The bodies of the cavelings are horribly twisted and distorted, due to Markessa's "improvements" and they are not recognizable as their original race. The DM should determine how a specific caveling has been modified. Some of the changes are useful, such as the ability to climb walls, infravision, clawed hands and so forth, while others will only be grotesque. The typical caveling will be AC 10; MV 12"; HD 1, 2 or 3; #AT 1; D rock 1-2 +2 or stone club 1-6+2.

Communication with cavelings will be difficult, because their language consists of guttural grunts and shrieks.

When cavelings are first encountered they will be curious, but cautious. If the cavelings' reaction is friendly they will try to amuse the newcomers with songs, dances, tricks and by throwing gifts of fungus or smooth stones at them. These actions may appear hostile to the party, but if no hostile action is taken in return, the party will be deemed friendly and they will grab the hands of the characters and drag them to the Leaders' cave.

If the Leaders determine the characters are not the "Messengers of Light" they await, they will welcome them as caveling, and set a feast of fungus, puffballs, spider meat, dried roaches and fermented beetle juice. The beetle juice is very intoxicating and characters imbibing must save vs. Poison or become drunk and slow-witted. Drunk characters will fight at –2 to hit and damage. There will be much dancing and hooting and then the Thinkers will be sent for to make the newcomers into cavelings. To make a caveling the Thinkers will attempt to surgically alter the form of the character. A character must make a system shock roll to survive the completed operation.

Several encounter areas are provided below with information about certain personalities detailed. The DM should create the characteristics of the other cavelings. The caveling reactions are left to the DM's decision because they are so random and insane.

Encounter Areas:

I. Workers' Cave: In this cave live 23 workers. At present only four workers are in the cave. Two have large ears and no eyes and "see" by sound. Another has squat arms and legs, and prehensile toes and can climb walls well. These three are sitting on their haunches licking clean the various fungi and beetles they have caught. The fourth caveling is known as the Rat Master and he has infravision, thin clawed hands, whiskers and a long bare tail (AC 9 due to dexterity; MV 12"; HD 1; hp 5; #AT 1; D 1-4). This caveling can talk to rats and command them to forage for him. This has gained him much prestige with the cavelings. He sends parties of these creatures out through the ratholes to attack lone creatures and bring back either food or small items they can carry. He is talking to three giant rats at present (AC 7; MV 12"; HD ½; #AT 1; D 1-3). He has a rusty dagger.

II. Hunters' Cave: In this cave live 12 hunters. They are grunting and hooting as they attack two cave beetles they have herded back to the cave. The chief Hunter is Raker (AC 8 due to dexterity; MV 15"; HD 2; hp 9; #AT 1; D 1-4 with the spines on one arm). Raker has three legs set in a tripod pattern. He also has four 2' long spines on the back of both arms.

III. Thinkers' Cave: There are 9 thinkers in this cave. There is also one warrior and the caveling ruler herself. They are probing and poking a terrified girl with blonde hair. The caveling ruler suffers from the delusion that she is the living form of Markessa and is called the Inner Markessa. She hates all intruders and fears they want to take her power away. This girl looks too much like Markessa to her and she wants her destroyed as a false god. The Thinkers are examining this demand. Inner Markessa has only three fingers on each hand, long thin legs and fang-like teeth. She is wearing a breastplate made of stone plates (AC 6; MV 12"; HD 2; hp 7; #AT 1 D 1-2 bite). Jabber, her lover, has a mouth 6 inches wide with a froglike tongue, and is missing one hand which has been replaced by a bony, spearlike formation (AC 10; MV 12"; HD 3; hp 18; #AT 1; D 1-6).

IV. Warriors' Cave: There are 5 warriors in this room, while 6 more are out with the workers protecting them from harm. Snatcher is the head warrior and has four arms, however, one of the extra arms is withered and useless. (AC 9 due to dexterity; MV 9"; HD 3; hp 20; #AT 2; D 1-6+2 each). These warriors are making stone clubs by chipping and shaping broken stalactites.

V. Leaders' Cave: There are 4 leaders all sitting around in this cave. Though all consider themselves leader, they all accept Whisper as their spokesman. Whisper has an enlarged head, a small sphincter-like mouth and tentacles with suckers instead of arms (AC 10; MV 12"; HD 2; #AT 2; D 1-3 each). Whisper speaks in barely audible whispers but can **telepath** any creature, understand their thoughts, and send his thoughts.

If outsiders are brought before them the leaders will ask a series of rambling questions through Whisper. There is a caveling legend that states that the gods will one day send "Messengers of Light" to destroy the evil Outer Markessa and lead the cavelings back to the "Bright Place," the surface world. If the party can somehow prove they are the messengers, it is likely that they can lead a caveling revolt against the slavers.

28d-u. Slave Cells:

The slaves in these cells have not yet had their spirits broken. They are afraid, but can be talked into revolt and escape. One fourth of the slaves can fight (AC 10; MV 9"; Level 0; hp 4 each; #AT 1; D by weapon or 1). The rest of the slaves are either too young, too old, or haven't the inclination, skill or knowledge for fighting. The slaves are of assorted age, race, and sex. Some of the slaves' personalities are described below and the DM may use them for models for other slaves.

d. Three women, one of whom is bald.
e. Five elves, one is female and with child.
f. Six men. One is pot-bellied and gray. He is a merchant who will gladly pay a ransom of 300 pp if returned to his home in the southwest. He cares only for himself and his own well-being.
g. Eight children; three are elven, four are human and one is a halfling. One fair-haired boy, who is looking after one of the smaller children, is the nephew of a duke in the north. He will

not reveal this, but will be helpful and will say that his family will be grateful for his return. The duke will pay any reasonable reward requested.

h. Six women, all human and strong workers.
i. Three halflings and a gnome who has been badly beaten.
j. Seven men. One claims to own land in a northern province and if he is returned he will pay each as much treasure as they can carry. The man is a bandit chieftain and his home is a recovered fort. He intends to make sure he doesn't have to fulfill his promise and will make sure, once he is returned home, that his rescuers will not be able to carry much of anything.
k. Two very powerful, nasty looking men.
l. Three women and four human children.
m. Five men and one male halfling. One of the men is looking to win the favor of the overseers and will call out to them about any rescue attempts.
n. Three dwarves tied back to back in the center of the cell.
o. Eight halflings, three are female.
p. Four men all middle-aged.
q. Ten children, mostly teenaged girls.
r. Six elves, two are children.
s. Three men and a woman. The woman is desperate to survive and return home and is prepared to do whatever is necessary to reach that goal.
t. One man sitting bound in the center of the cell. He appears lithe and limber and is a first level monk.
u. One man and three women; all look very barbaric.

28v. Overseers' Office:

Stairs lead up to this platform and there are seven overseers. Five are hobgoblins (AC 5; MV 9"; HD 1+1; hp 9, 7, 6, 6, 5; #AT 1; D 1-8) and two are gnolls (AC 5; MV 9"; HD 2; hp 15, 12; #AT 1; D 2-8). The overseers are responsible for the care and feeding of the slaves until sold, but they will rough up troublemakers and take precautions to prevent escape.

This office contains two tables and benches, four cots and a half dozen stools. The sets of keys to the rows of cells are hung on three different pegs on the west wall. The overseers have been drinking wine from a cask have been and swapping tales. They will investigate any trouble on the floor. Each carries 2-12 gp and there is a 25% chance for each that they have a gem worth 100 gp.

29. Witchdoctor's Quarters:

> This room is filled with a blue haze and the pungent odor of incense. The walls are covered with black drapes and a brazier with hot coals stands in the center of the room. There is an ornate chair before the brazier. A cot with furs thrown across it and two low tables covered with herbs and paraphernalia are all else that is in this room. The room has no occupants.

This is the room of Guliyet, a female goblin witch-doctor and Markessa's assistant. If the witch-doctor has already been encountered as a wandering monster and slain, the room will remain empty. Otherwise, Guliyet will return to her quarters in 3 turns.

Beside the ornate chair is a box of white powdered incense. The witch-doctor often sits in this chair, burning incense and meditating. In the seat of the chair is a false compartment. This compartment may only be opened by sitting in the chair and bending over and pressing a stud on each chair leg. Within the compartment is a velvet pouch. It holds 3 pieces of jade worth 60 gp each and a necklace of garnet and electrum worth 1,300 gp. The tables contain various items for scrying and fortune telling.

30. Markessa's Chambers:

The entrance to this corridor is guarded by two gnolls (AC 2; MV 9"; HD 2; hp 16 each; #AT 1; D halberd 1-10). They are fiercely loyal to Markessa and will fight as 4 hit dice monsters. If attacked they will sound the alarm by striking a brass tube hanging on the north wall and then fight till help arrives.

30a. Markessa's Double's Chamber:

> The party sees a female elf with ivory skin, golden hair and amber colored eyes. She is wearing studded leather armor and carrying a shortsword and throwing darts. She is seated at a work table writing on a length of parchment.

If Markessa has escaped an encounter with the party they will believe that this elf is Markessa, since the elf looks exactly like her. Actually she is one of Markessa's more successful experiments, a double who has been surgically and magically altered to look like Markessa, then brainwashed to obey Markessa's commands. The elf is a 2nd-level fighter/2nd-level magic-user (AC 7; MV 9"; Level 2/2; hp 8; #AT 1; D 1-6). She usually assists Markessa in her dealings with the slave merchants. Her spells are **magic missile** and **shield**.

The experiment was not a complete success. The elf has not been completely brainwashed. A spark of rebellion still flickers. When the party confronts the elf, there is an 80% chance she will pretend to be Markessa, and act against the party trying to lead them into a trap; and a 20% chance she will tell the party the story of her ordeal and beg them to help her escape.

This room contains well crafted furniture of walnut. There are two chairs, a table, a wardrobe and a blanket chest. The bed is low to the floor and curtained by green velvet drapes. On the floor are two rugs made of polar bear fur worth 180 gp each. A full length mirror stands against the western wall and a painting of Markessa hangs on the eastern wall.

Behind the mirror is a secret door opened by knocking twice on the wall to the right of the door. The wall is worn at this spot. The picture on the wall has the powers of a **wizard eye** spell so that Markessa can view what is going on in the chamber if she is in her room. Characters may get an uneasy feeling of being watched.

The wardrobe on the south wall also conceals a secret door which is opened by pulling down a peg in the back of the wardrobe. However, this door is **wizard locked** and only Markessa or a magic-user of 9th or higher level may open it. The wardrobe contains silk dresses and slippers worth a total of 600 gp. In the pocket of a riding robe are two gold coins.

31. Bodyguard's Exercise Room:

> This room appears to be a fighter's practice room, with weapons hung on the wall, a quintain and practice dummies of straw. There is a tall, slender, muscular elf in padded leather armor and shield working out on the quintain. He is making lightning quick blows and then ducking under the swinging arm as it comes around.

This elf (AC 5; MV 9"; hp 21; #AT 2; D 1-8 +3, +2 to hit; S 18, I 10, W 9, D 16, C 12, Ch 17) is another experiment of Markessa's.

He used to be ugly and weak, but she designed him to be her personal bodyguard and lover. He still bears scars from the operation on the back of his neck. He was supposed to be brainwashed to fall in love with Markessa, but instead he has fallen in love with her double. The bodyguard is the only one who can distinguish between the double and Markessa. If the party is harming the double he will attack in fury, but if she tells him they are helping her to escape, there is a 50% chance that the bodyguard will help

the party. The elf fights as a 6th-level fighter and if he has advance warning of the party's arrival, he will don his platemail armor and shield and will be AC 0.

On the wall of this room are a rack of six throwing knives, two wooden shields, two polearms with wooden heads and a goose down mattress for exercise sessions with Markessa. The quintain is a revolving crosspiece on a post. On one end of the crosspiece is fastened a shield and a sandbag is attached to the other end. Striking the shield will cause the sandbag to swing around.

32. Bodyguard's Quarters:

> This room is simple and austere. There is a cot, a table with food on it and a flask of wine and a stool. There is no one here.

This is the bodyguard's quarters, there is nothing of value here. Beneath his pillow is a lock of golden hair, and on the table is a pewter eating dagger.

33. Minotaur's Room:

> This room is musty and foul smelling. The floor is littered with old bones and a plank of wood lies just in front of the door. In one corner of the room is a pile of leaves. The room appears to be empty. There is a door on the opposite side.

This is the lair of a minotaur (AC 5; MV 12"; HD 6+3; hp 30; #AT 1 or 2; D 2-8/1-4 or morning star 2-8 +2). He has propped a plank of wood at each door which will fall if anyone tries to force the doors. This warns him and he will step behind the door to await the party's entrance, then he will attack with surprise.

The minotaur is Markessa's special guard and he will attack on sight anyone not accompanied by Markessa or her double. He guards a secret door in the east wall which leads to Markessa's spell room. Markessa rewards him with a steady supply of slaves to eat. The secret door is described in section **C.** below.

C. Secret Doors:

These three secret doors are protected by **glyphs of warding** and **wizard locks**. They will open only to Markessa or a 9th level or higher magic-user if they speak aloud the name of the glyph. The glyph on the door to room **34** is DEATH, and the first character to open this door without speaking its name must save vs. Death Ray or die. The glyph on the north door to room **35** is TERROR, and the first character to open this door without speaking its name must save vs. Spells, or scream and flee in terror, beating past his or her comrades to escape. The character will be totally unwilling to go through the door. The glyph on the west door to room **35** is FROST, and the first character to open the door without speaking its name will be blasted by cold for 20 points of damage. If a save vs. Spells is made, the character takes half damage.

34. Markessa's Spell Room:

> This room contains shelves filled with alchemical and surgical equipment and dozens of closed bins. A pentagram is painted on the floor of the room in red. White candles stand in candleholders at each of its five points; they are unlit. In the center of the pentagram is a gold amulet.

This is Markessa's Spell Room and most of the bins and shelves are filled with materials necessary to spell research and magical experimentation. Some of the items in the bins are parchment, pens carved from exotic materials, and rare inks, paints, powdered metals, string, brass hammers and plates and other magical equipment. Most of the baskets are filled with straw to protect their contents.

If anyone steps inside the pentagram the candles will burst aflame and the person will fall into a slumber from which he or she may only be roused if he or she is taken from the pentagram. The amulet is electrum, and contains a **protection from good** spell which may be activated for 3 turns once a day by speaking the command word. The amulet will remain stuck to the floor until someone enters the pentagram.

There is a slithering tracker in the bottom of one bin that is locked. If the party opens the bin they will find it filled with a semitransparent gel. There is a 10% chance that the slithering tracker will attack right away (AC 5; MV 12"; HD 5; hp 32; #AT 1; D save vs. Paralyzation). Otherwise the tracker will act inert and when the party is sleeping it will follow. If it can catch the party sleeping, it will flow over one of the characters and attempt to paralyze him or her. If it is successful, it will drain all of the blood out of the character in 6 turns and then will leave.

Beneath a false bottom in the third bin is Markessa's third level spell book. The first page is trapped with **explosive runes**. The book has the spell **lightning bolt** in it. All of the items in this room are worth a total of 1,300 gp, though it would require several mules to carry the stuff.

35. Markessa's Private Chambers:

> This room is a luxurious bed chamber, richly outfitted with costly furniture, expensive tapestries, and brightly colored carpets. There is a curtained alcove in the southwestern corner of this room, draped with white velvet. There is a canopied bed, a blanket chest at the foot of the bed, a wardrobe, two ornate chairs and three small tables, one holding a basin and pitcher for washing. There is also a small fireplace.

This is Markessa's private quarters. If she has escaped from room **22** and is still alive she will be sitting in the curtained alcove in front of a dresser with a mirror, combing her hair or bandaging her wounds. She will be armed and armored as given in area **19**. Note that she will not have available any thrown darts, and will not have re-memorized any spells used. Markessa has a wand of **magic missiles** with 12 charges left in it on the dresser and there is a pinch of **dust of disappearance** on her powder puff. If the party attacks her she will use the **dust of disappearance** to turn invisible and attack with her wand. Attacking while invisible due to **dust of disappearance** will *not* cancel her invisibility. She will then move to the fireplace and flee out the secret entrance. If Markessa has been killed already, the room will be empty.

The mirror or the dresser will, upon command, show what is occurring in room **30** as seen by the painting there. The furniture in this room is worth a total of 3,000 gp if sold at market. The rugs are worth 250 gp each and the tapestries depicting a hunt and a ladies' court scene are worth an additional 400 gp each. The blanket chest holds two down-filled pillows and a fur cover worth 300 gp.

Embedded into the south wall behind the bed curtains is a wall safe. The safe has a poison needle trap in the lock. Inside the safe is a metal box containing a gold and ruby necklace worth 1,400 gp, a matching pair of earrings worth 600 gp, and a stickpin with the leering face of a gargoyle with two ruby eyes worth 75 gp.

When the head of the stickpin is pressed a drop of very toxic poison will form at its tip, save vs. Poison at –4, if pricked, or die. There is also a velvet purse holding 50 pp and three sapphires worth 150 gp each.

Hidden behind a secret panel (treat as a secret door) in the back of the safe are Markessa's first and second level spell books. The first contains the spells **magic missile**, **protection from good**, and **shocking grasp**. The second contains **scare**, **wizard lock** and **darkness 15' radius**.

Behind the fireplace on the east wall is a secret door opened by adjusting the flue with a poker. When the secret door is opened the wooden chandelier on the ceiling will come crashing to the floor to distract attention. The fireplace will then swing out into the room revealing the secret passage beyond it. This is Markessa's escape tunnel if she is pursued to her chambers.

36. Escape Tunnel:

> The door opens to reveal a 5′ wide tunnel running to the south and out of sight.

This escape tunnel is trapped with a covered pit. The trapdoor is 20′ long and will fall open once someone runs across it. The cover, however, has a safety catch on it and is normally safe to walk across. If Markessa is pursued down this corridor, she will step on a stone trigger on the south side of the pit, activating the trap once she has crossed it. Any character stepping on the trap should roll a d6. On a roll of 1-3 the character will fall; on a roll of 4-5 the character will manage to catch hold of the edge and hang on. Hanging individuals must be rescued in 1-3 rounds or they too will fall. On a roll of 6 the character will have managed to leap to safety.

Those characters who fall will take 2-12 points of damage, and will fall 40′ into an underground river (the river cushions their fall). Victims will be carried out of sight in less than one round by the swift flowing current. Characters may swim, but party members in metallic armor (chain, plate, banded, etc.) have a 25% chance of drowning; characters in leather armor have a 10% chance of drowning, while characters in no armor or magical armor have a 5% chance of drowning. Any one who survives will be carried out of the dungeon with the river, emerging in a lake within sight of a cave which is the tunnel exit from the dungeon.

37. Exit Tunnel:

This tunnel is 15′ wide and 15′ high. It is very long, almost 400 yards, and runs out into the hills nearly a quarter of a mile away from the fort. At varying intervals along the way, lit torches have been stuck in the wall to provide a dim light.

Part way down the tunnel, Markessa's escape tunnel exits through a secret door in the west wall into this passage. The secret door looks like part of the stone wall and is opened by pushing up on a nearby rock outcropping.

38. Underground Cavern:

> The tunnel opens into a large natural cavern. In the southeast corner of the cavern are a number of black-skinned elves leading slaves who are carrying packs.

This cavern serves as a trading station for drow (black elf) caravans that trade with the hill fort. The drow caravans come from deeper inside the earth and the tunnel that the drow caravan is entering leads to a series of caves which run ever deeper under the hill (and are thus suitable for further adventures should the DM wish). The caravan consists of a merchant and seven guards. The merchant (AC 1; MV 12″; F4/C4; hp 18; #AT 1 or spells; D 2-7+2) is armed with **chain mail +3**, and a **mace +2**. He has the following spells: **cure light wounds** (×2), **detect magic**, **hold person**, and **speak with animals**. The guard leader (AC 1; MV 12″; F4; hp 21; #AT 1; D 1-6+2) is armed with **chain mail +2**, small **shield +1**, **dagger +1** and **short sword +2**. The guards (AC 3; MV 12″; F2; hp 10 each; #AT 1; D by weapon) are each armed with **chain mail +1**, **short sword +1**, and two poisoned javelins (save vs. Poison or die). All of these drow have the power to cast **dancing lights**, **darkness**, and **faerie fire**, natural abilities of drow of their levels.

All the weapons and armor carried by the Drow are of special manufacture and do not radiate magic. If exposed to sunlight they lose their magical properties immediately and corrode within two weeks.

39. Exit:

> Here is a large cavern with an exit on the far side, through which a cool breeze blows. The room is occupied by several hobgoblins standing about a small campfire by the entrance to the cave.

These seven hobgoblins guard the cave against discovery, even though it is well camouflaged outside and is in a hidden dell. The hobgoblins (AC 5; MV 9″; HD 1+1; hp 6 each; #AT 1; D 1-8) are armed with polearms and are bored. If Markessa has fled this way, they are just pretending boredom to draw the party out, at which time they will leap behind boulders and grab their bows hidden there. Each hobgoblin has 2-12 gp each.

In the dell beyond the cave entrance is a lake which connects to the underground river at **36**. Any who survive the trap there will be able to rejoin the party, if they exit here.

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Special thanks to Tom Moldvay, without whom this module would not have been finished.

PHANTOM

FREQUENCY: *Very rare*
NO. APPEARING: 1
ARMOR CLASS: *Nil*
MOVE: 9″
HIT DICE: *Nil*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *Nil*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACK: *Fear*
SPECIAL DEFENSE: *Nil*
MAGIC RESISTANCE: *See below*
INTELLIGENCE: *Nil*
ALIGNMENT: *Any*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Phantoms are soulless shells left behind by a particularly strong death trauma. Phantoms are merely images and have no power to directly cause harm and cannot themselves be harmed. Because of superstitious awe, however, anyone who gazes on the translucent form of a phantom must save versus Spells at –2 or immediately panic and run away as if under the effects of a **fear** spell.

Phantoms are like a three dimensional motion picture filmed at the time of a character's death in the area where he or she died. They have no intelligence and neither are they alive or undead. A phantom often records the death trial of the character or images of what was foremost in the character's mind when he or she died.

Phantoms are often mistaken to be ghosts, haunts or groaning spirits, but may not be turned as undead. The clerical spell **exorcism** will dispel a phantom.

BOGGLE

FREQUENCY: *Very rare*
NO. APPEARING: *2-8*
ARMOR CLASS: *5*
MOVE: *9″*
HIT DICE: *4+3*
% IN LAIR: *25%*
TREASURE TYPE: *C*
NO. OF ATTACKS: *3 (+2)*
DAMAGE/ATTACK: *1-4/1-4/1-4*
SPECIAL ATTACK: *See below*
SPECIAL DEFENSE: *Rear claws for 1-4/1-4*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic neutral*
SIZE: *S*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Boggles are 3′ tall, vaguely humanoid creatures whose coloration varies from blackish-blue to dark gray. They all have large bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual (large noses, arms of different lengths, spindly legs, and so forth).

The social organization of boggles is loosely tribal. They tend to whine and gibber a lot when dealing with other creatures. Outside their lair, boggles are somewhat cowardly, and they all tend to be thieves. However, when found in their lair, boggles are aggressive and voracious.

Boggles secrete a viscous, non-flammable, black oil from pores in their bodies. Anyone treading on the oil (except creatures specially adapted, like boggles, for climbing on slick surfaces) must roll their dexterity or lower on 1d20 or fall down. Characters who fall must spend an entire round standing back up. Boggles will try to steal articles from a character who has fallen. They must make a successful roll versus AC 5 to steal any one item from a fallen or stunned character.

Boggles have a rubbery hide and their bodies are partially elastic. They may stretch to twice their length or contract to one-half their size. Due to their slippery and resilient hide, all weapon attacks on a boggle will cause -1 point per die of damage. Boggles are naturally resistant to fire (as the ring) and can **spider climb** at will. They like to cling to ceilings, in order to drop upon unwary characters, getting an additional two claw attacks like cats.

Boggles have the special ability to **dimension door** up to 3″ at will through any complete frame, such as a hole, a door frame, grillwork, between a character's legs, and so forth. They use this ability to reach through a hole and have their hand come out elsewhere to grab or strike at a character from another side. Boggle lairs are often pocked with holes, or appear as a grillwork with their main nest being accessible only by **dimension door** or other magical means.

Finally, boggles have an exceptionally keen sense of smell and can even detect invisible creatures by smell. Other races are known to utilize boggles as guards and watchers because of this ability. When boggles sense intruders they set up a high-pitched keening wail to warn their masters.

CLOAKER

FREQUENCY: *Very rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *3 (1)*
MOVE: *1″/15″*
HIT DICE: *6*
% IN LAIR: *15%*
TREASURE TYPE: *C*
NO. OF ATTACKS: *2 + special*
DAMAGE/ATTACK: *1-6/1-6/+ special*
SPECIAL ATTACK: *See below*
SPECIAL DEFENSE: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High (Alien)*
ALIGNMENT: *Chaotic neutral*
SIZE: *L*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

A cloaker is a shadow-dwelling, unearthly creature. They are normally only encountered in deep, dark caverns, far beneath the earth. Though they are highly intelligent, their thought processes are alien to most races and usually only magic-users are able to communicate with them.

A cloaker resembles a large semicircular cloak or blanket with two claw-like appendages at the tips and a long, mace-like tail. Black eyespots cover its back like buttons on a cloak and when the tail is hidden, it is almost impossible to distinguish a cloaker from a cloak. In the middle of its front is a large gaping mouth and two glowing red eyespots. Due to all of its eyes a cloaker does not have a rear side which can be attacked with surprise. Cloakers are very lightweight and can fly at a rate of 15″ or creep along walls at 1″ with their claws.

Cloakers attack by flying at a character and wrapping its victim in its folds, pinning his or her arms and preventing the victim from

attacking the cloaker. Once a character is wrapped a cloaker may then bite at the creature's belly or back doing 1-4 + the unadjusted AC of the victim points of damage. The cloaker may normally strike with its tail twice per round for 1-6 points of damage. It often uses its tail to fend off attackers while slaying its enveloped victim. The tail is AC 1 and can take 16 points of damage before being cut off.

Any attacks on the cloaker while it is wrapped around a victim will cause ½ damage to the victim and ½ to the cloaker. Area effect attacks such as a fire-based spell will cause full damage to both victim and cloaker.

Cloakers regularly emit a subsonic moaning. The effects of this moaning are blocked by stone. Cloakers may not bite and moan at the same time. This moaning can cause several effects at the monster's desire. The lowest level of moaning causes nervousness and unease to all who are within range. It will numb the minds of those who listen to it for more than six consecutive turns, making them zombie-like. Anyone within hearing range of this moaning will fight at –2 to hit and damage. This effect has a range of 80′.

The second level of intensity evokes fear, as the **fear** spell in a 30′ range. Characters must save vs. Spells or run in terror. The duration of this fear will only last 2 rounds.

The third level of intensity causes nausea and weakness very similar to that caused by a **stinking cloud** spell. The area of effect is a cone 30′ long and 20′ wide at its open end. The effect will last for 2-5 rounds. Anyone caught within the area of effect must save vs. Poison or be helpless due to nausea.

The last intensity acts as a **hold person** spell. This effect can only be used on one target at a time, up to a 30′ range. The effect lasts 5 rounds. The effects of a cloaker's moaning can be neutralized by use of a **neutralize poison** spell.

A cloaker also has the power to manipulate shadows. It may use shadows to hide in or obscure its opponents' sight increasing its AC to 1. The shadow manipulation is precise enough to allow the cloaker to produce shadowy images. When shrouded in shadows the cloaker can even produce shadow doubles of itself real enough to fool attackers (treat as a **mirror image** spell). A **light** spell will blind a cloaker, and prevent shadow shifting.

HAUNT

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *0/victim's AC*
MOVE: *6"/as possessed victim*
HIT DICE: *5/victim's hp*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1/1, as 5-HD monster*
DAMAGE/ATTACK: *See below/by weapon*
SPECIAL ATTACK: *Possession*
SPECIAL DEFENSE: *See below/none*
INTELLIGENCE: *Non-*
ALIGNMENT: *Any*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Note: Where statistics are separated by a slash, those to the left refer to the haunt in its natural state, those to the right are for the haunt when within a possessed victim.

A haunt is the restless spirit of a person who died leaving a vital task unfinished. A haunt inhabits an area within 6" of the site where it died. The haunt's sole purpose is to possess a living body and use it to complete the task, thus gaining a final release from its existence.

Haunts can assume either of two forms, at will: a hovering, luminescent ball of light (identical in appearance to a will o' wisp) or a nebulous, translucent image of the haunt's former body. Haunts are similar in appearance to a groaning spirit, spectre, or ghost, for which they are often mistaken.

A haunt's attack will drain 2 points of dexterity per hit. As a character's dexterity is drained, he or she will suffer the penalties of lower dexterity. The character will feel an increasing numbness and cold creeping over his or her body. When a character's dexterity reaches zero, the haunt will step into the body and possess. Once a body is possessed the dexterity will return to normal.

The haunt will use the possessed body to complete its unfulfilled task, which need not necessarily be dangerous. Once the task is completed, the haunt will pass on to its final rest, and the victim will regain control of its body. When the haunt leaves a victim the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point for each turn of complete rest.

If a haunt's possessed body is slain, it will haunt the place where the body was killed.

If the possessed victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the character. It will fasten its ghostly hands around the victim neck on a successful "to hit" roll. The victim will then take 1 point of damage the first round, 2 the second, 4 the third and so on until dead or the haunt is driven off.

Haunts may not be turned, because they are linked to the sight of their death. When in their own forms, haunts can only be struck by silver and magical weapons and by fire. Weapons only cause 1 point of damage per attack plus any magical bonuses. Fire will inflict 1 point of damage per round, magical fire will do full damage. When a haunt is reduced to zero hit points it will lose control of its ectoplasm and fade away. The haunt will reform in one week to haunt its location again until its task is completed. **Exorcism** will destroy a haunt forever.

Any attacks on a possessed character will do full damage to the character. The only safe ways to free a possessed person are to use an **exorcism** or a **hold person** spell. When a **hold person** spell is used, the haunt must save vs. Paralyzation or it will be expelled from the body.

A haunt must remain within 6" of the place where it died until it possesses a body. The best defense against a haunt is to leave the area it inhabits.

Use of Tournament Characters

The values given here for the armor class, movement rates, saving throws and combat adjustments of the tournament characters have the standard character class and racial bonuses already included. However, DMs should keep in mind the following:

1. Combat adjustments due to magical weapon bonuses have not been included.
2. Surprise/Reaction adjustments have not been listed for the characters.
3. Special racial abilities and immunities to attack forms have not been listed.
4. Unadjusted armor class is not listed for these characters.

TOURNAMENT CHARACTERS

CHARACTER	Elwita	"Ogre"	Freda	Karraway	Blodgett	Dread Delgath	Phanstern	Eljayess	Kayen Telva
NUMBER	**1.**	**2.**	**3.**	**4.**	**5.**	**6.**	**7.**	**8.**	**9.**
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Cls	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/MU	3rd/Ill	3rd/Ftr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3′10″	6′	5′3″	6′	3′	6′1″	5′8″	5′4″	5′6″
WEIGHT	131 lbs	183 lbs	129 lbs	175 lbs	60 lbs	162 lbs	204 lbs	123 lbs	98 lbs
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	–2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	6″	12″	12″	6″	12″	12″	12″	6″	12″
STR	17	18 (56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	11	11	13	9	7	14	14	10	13
PETRIFY	12	12	14	12	10	13	13	13	13
RODS	8	13	15	13	7	11	11	14	11
BREATH	13	13	16	15	14	15	15	16	15
SPELLS	9	14	16	14	8	12	12	15	12
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	(+1)
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	(+2)
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%

THIEVING* ABILITIES:	Pick Pockets 65%	Open Locks 62%	Find/ Remove Traps 50%	Move Silently 60%	Hide in Shadow 56%	Hear Noise 25%	Climb Walls 75%	Read Language 20%

* Blodgett's Thieving Abilities.

Move: 9″	**Weapons**	**Magic Items**	**Other Items**	**Spells**
Elwita	War hammer Crossbow, hvy. Dagger	**shield +1** **war hammer +2**	Belt pouch (lg), 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50′ rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	**Long sword +1** **splint mail +2**	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50′ of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Eight **arrows +2** **chainmail +3** Potion of **Healing**	Backpack, quiver & 12 arrows, tinderbox, 6 torches, 50′ rope	

Move: 9″	**Weapons**	**Magic Items**	**Other Items**	**Spells**
Karraway	Footman's mace Hammer	Potion of **Clairaudience**, Scroll of **Raise dead**	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes	**Bless, Command, Cure lt. wounds** (×2)**, Light, Find trap, Hold person** (×2)**, Silence, Spiritual hammer, Cure disease, Dispel magic**
Blodgett	Short sword Dagger Sling	**Ring of protection +1**, **Boots of elvenkind**	Belt pouch (sm), tinderbox, 2 flasks of oil, 20 bullets, 20′ rope, 4 spikes, waterskin, thieves' tools	
Dread Delgath	Dagger Staff	**Bracers of Defense** AC 6, **Wand of fire** (4 charges)	Belt pouch (lg), 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	**Light, Magic missile, Read magic, Spider climb, ESP, Levitate, slow**
Phanstern	Dagger (silver)	Potion of **Extra healing,** Scroll of **Blindness** and **Blur**	Belt pouch (sm), bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	**Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation**
Eljayess	Spear Long bow Hammer Long sword	**spear +1** Potion of **Speed**	Quiver & 20 arrows, vial of holy water, wooden holy symbol, small pouch, 50′ of rope, waterskin	**Command, Cure lt. wounds** (×2)**, Light, Chant, Hold person, Silence 15′ radius**
Kayen Telva	Long sword Long bow Hand axe Javelin Dagger	Two **Javelins of Piercing**, Scroll of **Hold portal** and **Suggestion**	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle	**Charm person, Shocking grasp, Sleep, Invisibility, Knock**

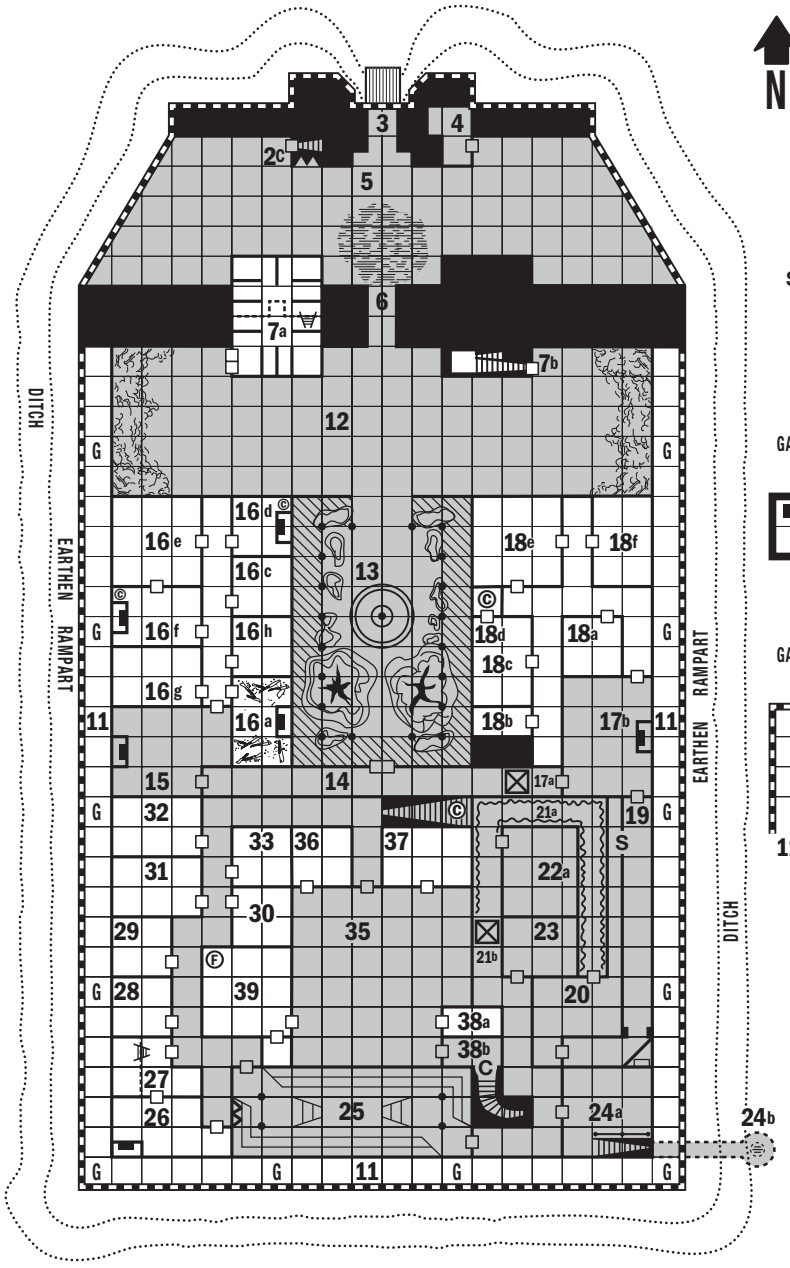
TOURNAMENT SCORING

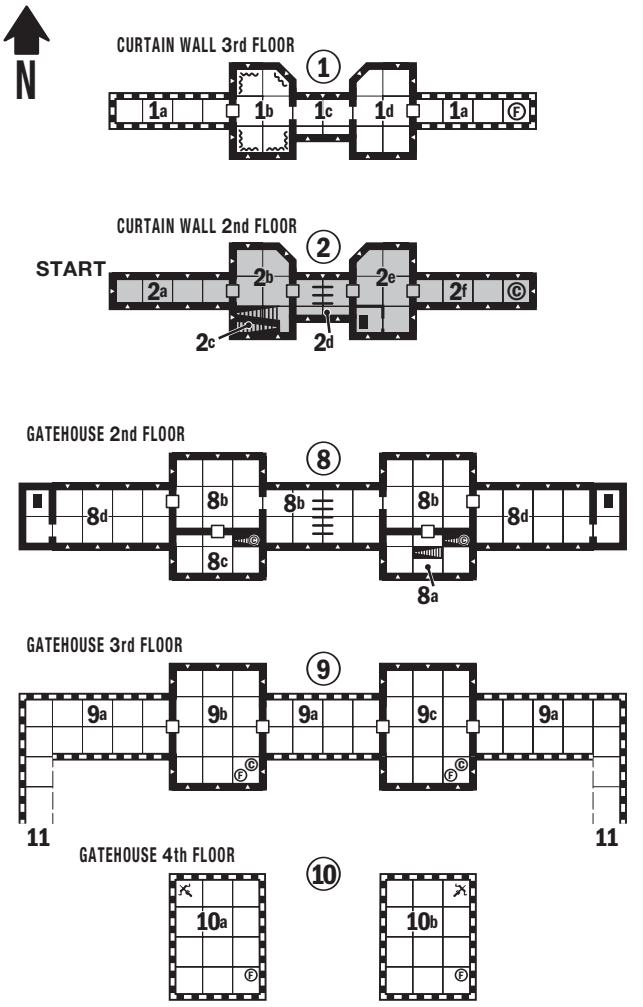
In the "Slave Lords" Tournament, points are given to parties based on how far into the dungeons they penetrate and how many characters are alive at the end of the three hour time limit. Use the matrix below to arrive at each party's base score; use the encounter area number of the **last encounter completed** to determine the penetration score. For example: if a party was engaged in melee in room **A9** when time ran out, they would be scored as completing area 8 and receive 360 points (assuming all nine characters were still alive).

		AREAS ENCOUNTERED								
		1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
Number of Characters Surviving	**0.**	0	45	90	135	180	225	270	315	360
	1.	5	50	95	140	185	230	275	320	365
	2.	10	55	100	145	190	235	280	325	370
	3.	15	60	105	150	195	240	285	330	375
	4.	20	65	110	155	200	245	290	335	380
	5.	25	70	115	160	205	250	295	340	385
	6.	30	75	120	165	210	255	300	345	390
	7.	35	80	125	170	215	260	305	350	395
	8.	40	85	130	175	220	265	310	355	400
	9.	45	90	135	180	225	270	315	360	405

SCORING ADJUSTMENTS

In a large tournament it is likely that at least some teams will be tied using the base scores. To prevent this, the **DM's Discretionary Bonus** system can be used. In each of the 9 encounter areas, the DM awards from +3 to –3 points depending on whether the party resolved the encounter intelligently, quickly, etc. +3 points are added for superior play, +2 for excellent play, +1 for good play, 0 for average play, etc. down to –3 for extremely poor play. This is not exactly the system used the first time this tournament was run, but should prevent ties.





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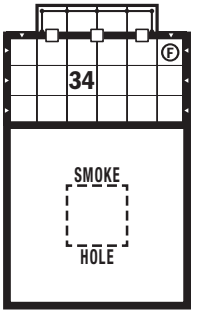
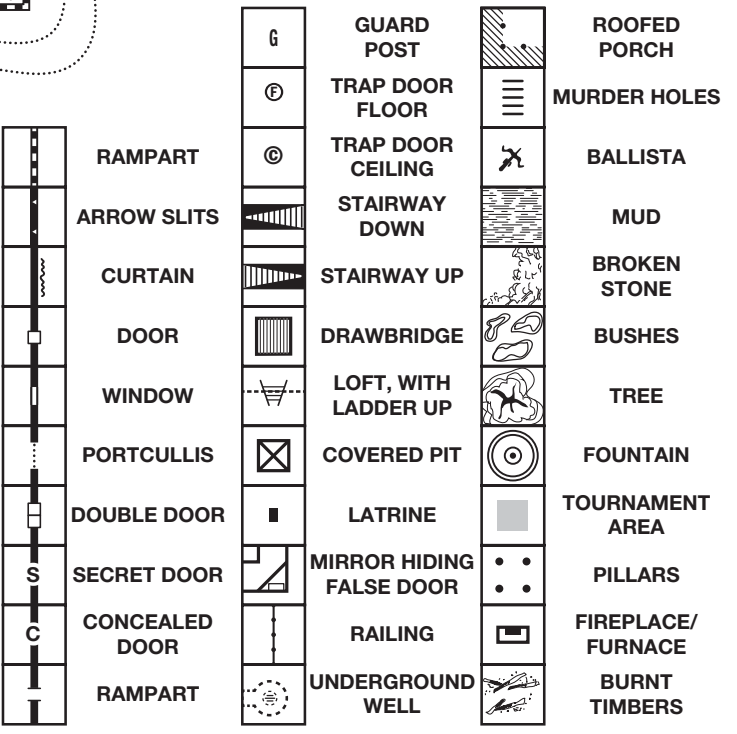
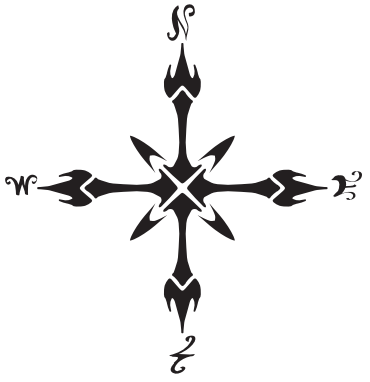


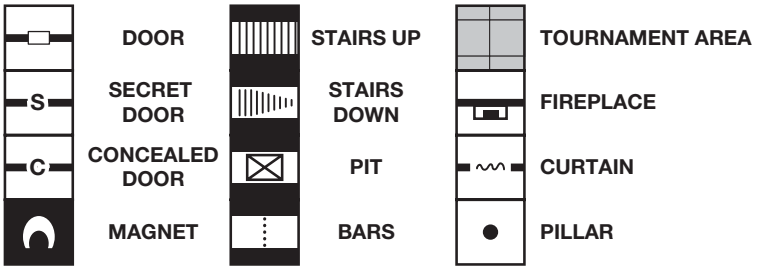


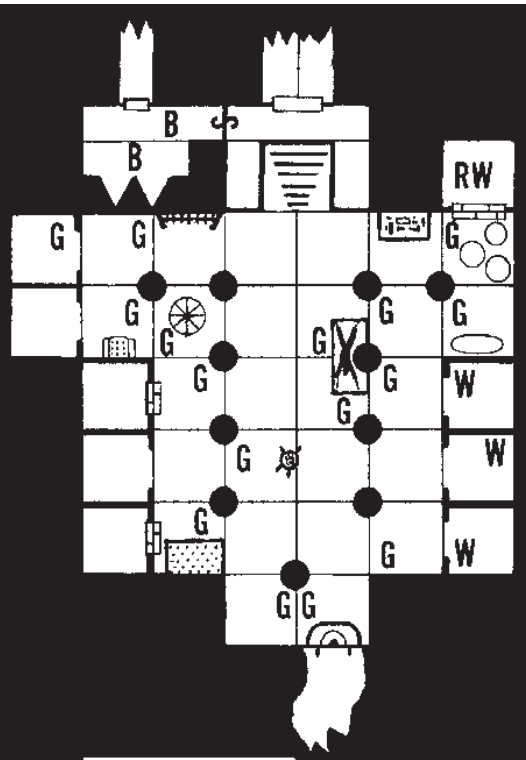
THE CAVE

DUNGEON LEVEL

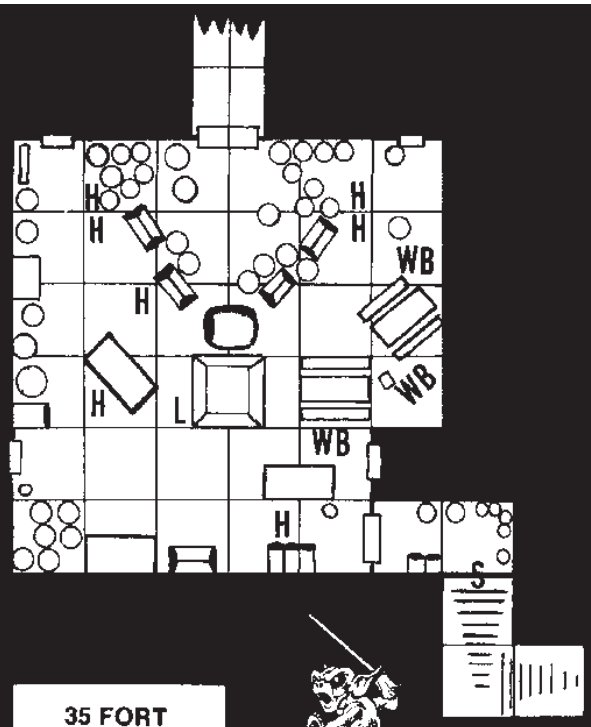
350 yds







12 DUNGEON

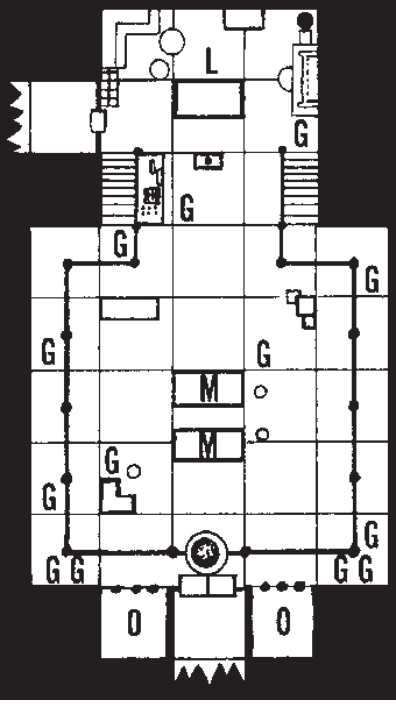


35 FORT

22 DUNGEON

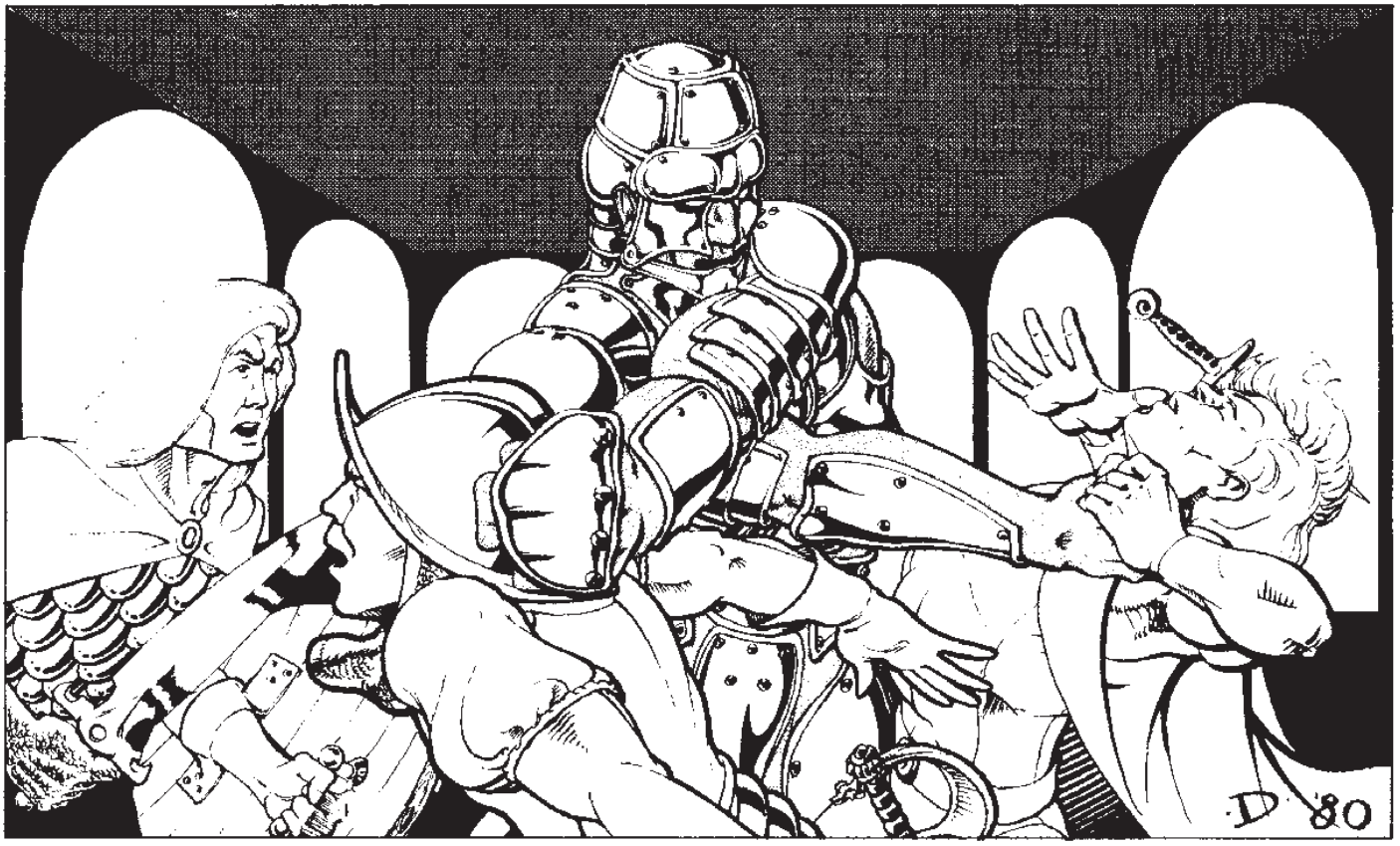
TACTICAL MAPS

B	BUGBEAR
G	GOBLIN
L	LEADER
M	MAN
O	OWL BEAR
RW	RABID WOLF
W	WORG (WOLF)
H	HOBGOBLIN
WB	WEREBOAR
☐	FIREPIT



Dungeon Module A3
Assault on the Aerie of the Slave Lords
by Allen Hammack

AN ADVENTURE FOR CHARACTER LEVELS 4-7



Into the Drachensgrab Mountains! Hot on the trail of the marauding slavers, you and your fellow adventurers plunge deep into hostile Hills. Spurred on by your past success, you now seek the heart of the slaver conspiracy. But hurry! You must move quickly before the slavers recover from your previous forays and attack!

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS™ Tournament at the GEN CON XIII convention and is the third in a series of four related tournament modules.

This module contains a challenging scenario, a tournament scoring system, plus nine pre-rolled playtested tournament characters. Also included are large scale referee's maps, note, and background information. A3 is a complete adventure in itself, but is also a companion to A1 (Slave Pits of the Undercity), *A2* (Secret of the Slavers Stockade), *and A4* (In the Dungeons of the Slave Lords).

AD&D Module A3:

ASSAULT ON THE AERIE OF THE SLAVE LORDS

By Allen Hammack

Background: For several years, organized bands of marauders and slavers have made a living raiding the coastal towns of the sea of Gearnat. Ranging from Onnwal to the Wild Coast they have descended quickly and ruthlessly upon the small towns and villages, and carried off innocent citizens into the night. Though these marauders were not approved of by the lords and rulers of the lands they raided, they were allowed to continue their depredations. Feuding amongst the lords and lack of funds prevented all but an occasional naval battle with the villains and the slow fortification of the towns. Bribery was often a more effective method of protecting one's lands from the incursions of these avaricious seawolves.

Recently, however, the slavers' attacks have become more frequent and vicious. Believing their prey to be weak and helpless, the raiders have burnt entire villages and pulled down the walls of towns. Women, children, and whole families have disappeared; and though the bribes are accepted, the agreements are ignored. Vast tracts of coastline have been reduced to ashes, left barren except for packs of wild dogs.

The lords have finally become determined to take action, forgetting their petty squabbles to unite against the marauders of the yellow sails. Through information gained from escaped slaves and those fortunate enough to have been found and bought by family and friends, the lords have traced the slavers to the land from which they launch their swift attacks on the coast. A plan of stealth has been chosen—several small bands of adventurers to attempt what couldn't be done by the combined armies of the lords—to infiltrate the slavers and destroy them from within.

You are one of these parties who have entered the no-man's land that is the Pomarj in the attempt to track the slavers to their lair. In the course of your adventures, you received information that the next bastion of the slavers was in the Drachensgrab Mountains. After many fruitless attempts at following parties of slaves and slavers, you discovered that they disappeared beneath one great peak in the Drachensgrab Hills. The search has taken many days of winding through cave and tunnel, seeking the pathway that the slavers use. At last, the choice has been narrowed down to four tunnels. One of these must lead to the Aerie of the Slave Lords!

Module Background: Sections of this module were used as part of the ADVANCED DUNGEONS & DRAGONS Open Tournament at the GEN CON XIII Convention, 1980. Instructions are given for using this module (along with other modules of the A series) to reconstruct this tournament. Information included for this purpose includes the route taken, descriptions, a scoring sheet, and the characters used in the Open. In certain cases, information presented in this module will or will not apply to tournament use; this is clearly marked where it occurs. However, the DM should take special note of such instances to prevent confusion.

START (TOURNAMENT AND NON-TOURNAMENT):

Play begins with the adventurers standing on the rocky slope of a steep hill. The horses have been tied under some nearby trees, and the party is deciding which of the four entrances to go into. No clear tracks at any of the entrances can be made out. No slaves or slavers will be observed in the time that the characters are in the area, and the party will need light sources as soon as they enter the caves.

Notes For The Dungeon Master

Assault on the Aerie of the Slave Lords was designed for six to nine characters of intermediate levels (4 to 7). A party wishing to attempt this adventure should contain several fighters, one or more clerics and magic-users, and at least one thief. Every member of the party should have at least some small magic item (such as a potion or a scroll), and several should have magic weapons and/or armor. The characters which have been provided for tournament use (found at the end of the module) give a good example of how a party should be balanced and equipped, as parts of the module were designed with their abilities in mind. Characters of levels lower than those suggested for use here may also be played if the number of party members is increased, or if the party members can exit the caves and catacombs to recover spells and hit points. This matter should be weighed carefully by the DM.

Before beginning play, it is recommended that the DM read the module *thoroughly* and became familiar with the information given. The DM must also decide whether to use this module as part of a campaign, or as a tournament. Particular attention should also be paid to the section entitled TOURNAMENT NOTES.

A random encounter table is provided for each section of the module. It will contain appropriate chances and types of encounters for the area specified. These are for non-tournament use only, since random encounters affect the balance of tournaments and will critically delay a party in a limited time tournament like this one.

Information presented in the key is generally divided into two sections. The boxed text is material which should be read to the players as they approach that area, unless special circumstances would prevent their knowing the information given there. The information not boxed is initially for the DM only, so that he or she can referee the encounter. Characters may discover some or all of this information as play continues, but they will not know it at the start of the encounter.

TOURNAMENT NOTES

Originally run at the GEN CON XIII convention, this module contains only two parts of the seven part ADVANCED DUNGEONS & DRAGONS Open Tournament, in which over nine hundred gamers participated. In the original tournament, modules A1 and A2 each provided two first-round scenarios, and Part A of module A3 provided the fifth first-round scenario. Winners advanced into Parts B and C of module A3, which together formed the semifinal round. Finally, a lucky few advanced into module A4, the final round of the tournament.

Each first round (A1, A2, A3-A) is scheduled to last for three hours, as are the semifinal (A3-B/C) and final (A4) rounds. Teams are scored based on how far they penetrate in three hours (with members surviving being a factor as well). DMs in an informal or small tournament might wish to score the team at that point, then (if there

is time) continue through the rest of the module just for the enjoyment of the players and the DM.

Certain conventions were followed in tournament play to insure that many situations were handled in the same way:

1. The players are presented with precreated characters. All characteristics have been listed, along with equipment, spells, and magic items. *Players may not add to or alter this list.* This will guarantee that all players start with the same chances. Players should be allowed the use of the **PLAYERS HANDBOOK**, but not of the **MONSTER MANUAL** nor the **DUNGEON MASTERS GUIDE**, although all magic items they possess will be known and understood by the owner completely.

2. There are **no** wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.

3. Monsters will fight to the best of their ability and will show no mercy or quarter; attempts to bargain with them will result in failure. Monsters encountered in tournament play need never check morale and will not retreat or flee unless it is so noted in the text. Monsters will be fully aware of the capabilities of their weapons, magic items and spells and will use these to their advantage.

4. Note that between these modules, the tournament characters do not advance in level. Although tournament characters may accumulate experience points for their adventures, they will not be able to advance in level until the requisite amount of time is spent in training. The pacing of the modules is such that characters are not allowed sufficient time to do this between adventures.

5. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the GEN CON Open but may be used as a method of determining top players from session to session.

Cave Encounter Table

Encounters will *never* occur during tournament play. Otherwise encounters will occur on a 1 in 8 chance (d8); check each turn. If an encounter occurs, roll percentage dice to determine the type of monster encountered.

d% Roll	Encounter
01-25	2-8 Bugbears
26-50	2-8 Gnolls
51-60	1 Leprechaun
61-70	1-2 Leucrottas
71-80	1-4 Ogres
81-90	1-2 Giant Spiders
91-00	1-4 Wights

KEY TO PART A: THE CAVES OF DRACHENSGRAB

A. BLIND CAVE

> After 100′ this cave ends. Piles of gnawed, yellow bones and other refuse litter the cave floor near the far wall. This is exactly the type of cavern the party has been searching through time and time again over the past few days.

This cave is empty and inconsequential. There is nothing of value and no exit other than the cave mouth.

B. ENTRY TUNNELS

> The caves are all winding and natural, twisting deeper and deeper into the cliffs. They eventually come together in a large square room, 50′ on a side and 10′ high. The room is dusty and dirty, and in the northwest corner are two 10′ long by 2′ wide strips of bark or hidelike material which give off an odor resembling that of spoiled meat. There is a 10′ wide passageway of cut stone leading out the center of the south wall.

If the two pieces of hide are examined closely, they will appear to be strong and flexible. Also, the undersides of the strips are scored deeply, and crystals of a salt-like substance will be found in the grooves. This material is perfectly normal salt from the slide (area 1).

A1. THE SALT SLIDE

> The rough-hewn north passage ends in a dimly seen door. As the party approaches within 40′ of the door, the floor suddenly drops out from under the lead characters! They land on a great pile of salt and begin to slide rapidly down into the darkness.

Up to the first two ranks of the party will fall through the floor. The floor section will snap shut after 1 round unless it is held or spiked open. All those who fall will drop 15′ and take 1-6 points of damage. This trap can be found by searching for traps or by magical means, and can be sprung safely if discovered. The door at the end of the hallway is false.

There is a 20% chance that a character falling through the trap will drop one or more items (1-2) that are in hand. Any object dropped into the salt mountain has a 75% chance of being lost forever. In addition, fragile items (like flasks of oil or potions) may break. Use the appropriate save vs Fall, with the penalties for height cancelled by the soft impact surface. For example, a ceramic oil flask will save on a roll of 11 or better.

> Those sliding down the mountain of salt pass through a large natural chute, which has strange luminous fungus growing upon the walls.

The cavern and the salt remain from thousands of years ago when the subterranean river Lethe wended its way through here. The combination of the fungal radiation and the salt acts as a **slow** spell lasting 5 turns. **Neutralize poison** or **dispel magic** will counter its effects. Salt taken from the slide area immediately becomes normal salt with no special properties.

Any character who does not contact the salt will not be slowed; for example, those using a **fly** spell or one of the bark toboggans found in room **B**. Armor or clothing will not negate the salt's effects. However, if a character attempts to slide down on a large shield he or she will have only a 40% (minus his or her dexterity) chance of being slowed. Descent will take 1 round if tumbling, sliding, flying or levitating; it will take 2 rounds for a controlled descent using ropes.

A2. GUARDROOM

Tumbling quickly out of the salt slide, you find yourself in a 70′ × 50′ × 20′ high room with many exits. Standing in a semi-circle around the slide are 10 gnolls, aiming crossbows and armed with longswords. They fire their crossbows and reload very quickly.

The 10 gnolls (AC 5; MV 9″; HD 2; hp 14, leader 16; #AT 1; D crossbow 1-4, sword 1-8, leader 1-8 + 1) will all fire their crossbows for 1 round (remember that the party is probably **slowed** at this point). They will concentrate their fire on spellcasters. Then, three of the gnolls and the leader will draw swords and defend the remaining 6, who will continue to fire crossbows. When two or more gnolls are killed, the remainder will all melee with swords, concentrating on one or two characters at a time.

Retreat up the slide is not possible unless a **fly** or **levitation** spell is used.

Each gnoll has 6 gp and 2 ep. One gnoll (the leader) has a gold amulet worth 50 gp and a scroll case. In the scroll case is what appears to be a very thick piece of blank paper. It is actually two pieces of paper glued together with a third piece in between. The inner piece of paper can be discovered simply by peeling the other two pieces apart, or by cutting them. It cannot be found by gazing through the paper at a light source. The concealed paper is a map of this room (or one identical to it) with the southernmost hallway on the west wall marked with an "X." The ranger will be able to tell that this exit is the most heavily travelled if she spends at least one turn looking for tracks.

A3. THE PIERCER CAVERN

The corridor widens into a rough hewn, natural cavern area of approximately octagonal shape. This area is also lit by luminous fungus. The exact size of the room is difficult to determine because of the large number of stalagmites and stalactites present. Directly opposite the entry, 110′ away, is a door of iron banded wood.

The door is false; the real exit is behind a boulder against the south wall. This exit will be easily seen from the false door. This cavern is inhabited by piercers of the largest size (AC 3; MV 1″; HD 4; hp 30 each; #AT 1; D 4-24). There are a total of 30 piercers, and they cannot be detected by infravision. (Should the party specifically state they are looking for piercers, there is a 5% chance per character per round that the slight movement in the ceiling will be noticed.)

The piercers will not react to torches or noise alone, but if a **pyrotechnics** or **burning hands** is cast 1-4 of the creatures will drop. A **fireball** or **wall of fire** will cause 3-12 to drop. This will clear a safe path across the room. However, piercers do move, so a safe path cannot be cleared for longer than one round. Shields should be taken into account for armor class if held overhead, but will not give immunity to attack.

Each round that someone is in the indicated area 2 piercers will fall from the ceiling. If more than one person is in the area, determine randomly who is struck. If offensive measures are taken against the piercers, the piercers will launch a mass attack of at least one piercer per person in the area.

If the piercers do any damage to the party, then it will be impossible for the characters to surprise the gnolls in the next area (the gnolls will hear the noise from this cavern).

A4. HYAENODON FEEDING TIME

In this room are 3 large, dog-like creatures and 5 gnolls with buckets of bloody meat.

As soon as the gnolls see the adventurers, they will throw pieces of meat among them and the hyaenodons will immediately charge the party and attack (AC 7; MV 12″; HD 5; hp 33 each; #AT 1; D 3-12). They are +2 to hit the first melee round because of their charge.

The 5 gnolls (AC 5; MV 9″; HD 2; hp 10 each; #AT 1; D bow 1-6; sword 1-8) will use their bows as long as possible, concentrating on the spellcasters if possible. When the party begins to break through the hyaenodons, one or two gnolls will advance with swords. When all the hyaenodons are dead, the rest of the bowmen will draw their swords and melee.

Each gnoll has 10 gp and 5 ep. The fourth gnoll is wearing a **ring of free action**.

A5. THE CURTAIN OF BLUE FIRE

The passageway enters a 30′ wide, 70′ long, 20′ high room. Stone steps descend into a pool of white, bubbling, translucent goo and emerge from the muck at the other end. A 1′ wide stone bridge arches some 5′ above the pool crossing all the way to the other end of the room. Bisecting the room exactly halfway across the bridge is a 30′ wide, 20′ high, 5′ thick wall of transparent, crackling blue fire that leaps from wall to wall and from the ceiling to the surface of the goo. The air smells as if a lightning bolt has struck nearby.

The blue fire is actually a field of magic force that will strike any character who tries to walk through it for 16 points of electrical damage (save vs. Breath Weapons for 8 points).

A character who walks across the bridge after first coating himself or herself with the thick white goo will suffer only half damage (8 points or save for 4 points). Whenever the electricity strikes a character for damage (including a thief climbing the walls), a Dexterity check must be made to see if the character falls into the goo. The character must roll his or her Dexterity or less on a d20 to avoid falling in; no damage will be sustained from the fall.

A character crossing through the fire without touching the bridge, walls, or ceiling (by flying, for example) will suffer no damage, but all metal on his or her body will be strongly "magnetized" for 5 turns—a drawn sword will attach itself to metal armor or shield, and so on. This is not true magnetism, so even non-ferrous metals will be affected.

The white goo is 10′ deep; the bubbles are caused by air being forced through the thick liquid. An unencumbered character can swim through the goo with great effort. (Swimming is so difficult

that a character who swims the entire length of the room will take 1-4 points of damage from severe overexertion.) However, the curtain of fire does not affect characters below the surface of the goo. A character who walks across the bottom of the room will discover that the goo can be breathed without difficulty, and that any taken into the body is harmlessly absorbed. The goo will, of course, hide any character in it from the rest of the party.

The first person walking across the floor of the room will bump into the sheathed **Sword of Lyons** suspended in the goop. This legendary invisible short sword is +1. While it is sheathed, its wearer is invisible (as the spell **invisibility**) until he or she attacks. When the sword is drawn the invisibility ends, but the sword itself is always invisible.

A character who wears the **ring of free action** may move through the white goo with no difficulty. Party members will discover as they leave the pool that the sticky white goo has coated their bodies and will begin to harden as it dries. For the next 5 turns the drying goo will impair fighting capability. Those so covered will attack and defend at –2. At the end of the five turns the rubbery material will be solid enough to peel off easily. The drying process cannot be speeded up by any means, nor can the goo be removed with water, oil, or any other solvent.

A6. THE HANGING ROPE

> Hanging from the center of the ceiling of this bare 50′ × 30′ × 20′ high room is a thick (6″) rope. There are no visible exits from this room.

There is a secret door directly opposite the door the party enters by. It may be detected in the normal way (all but elves/half-elves 1/6 chance if searching the area, elves/half-elves a 3 in 6 chance if searching and a 1/6 chance of "noticing" the door if they are looking anywhere in the room). The only way to open the secret door is to pull firmly on the rope. This always opens the secret door. Opening the secret door triggers the floor to fold back against the walls, dropping anyone in the room (except someone holding on to the rope) 10′ down into a pool of clear liquid. The pool is filled to the depth of 1′ with acid, causing 1-8 points of damage per round. The fall does 1-6 points of damage (so the initial damage will be d6 plus d8 points). Characters who escape the pool will continue to take 1 point of damage each round until they remove the acid from their skin and clothing with water, wine, or some similar material. This will take only one round.

Any character who pulled the rope (or who was holding the rope when the floor fell) may hang onto the rope by rolling his or her strength or less on a d20. A player who succeeds may swing back and forth and reach the door on either side of the room. A player who fails drops into the acid, leaving the rope hanging in the center of the room. (If this happens, the players may **fly** or **levitate** to the rope, try to snag it with several long items tied together, or attempt to leap to it.) Leaping has a chance of success equal to the character's strength plus dexterity plus 40%. Success means that the character has caught the rope and can swing back and forth to either door. Failure means the character has fallen into the acid and is stunned for 2 rounds. The acid cannot be gathered or transported unless the characters have special containers (tournament characters will not).

A7. THE STOROPER

> The passage enters a 40′ × 40′ × 10′ high room with no visible doors. Near the northeast corner is a man-sized statue of a cigar-shaped beast with 6 tentacles and a gaping maw in the center of its body. The statue is about 5′ high and 2′ in diameter. The texture of the stone suggests a mass of rotting plant matter. The base of the statue partially covers a 3′ diameter circular opening in the floor.

As soon as the party enters, the "statue" (actually a **storoper:** AC 0; HD 6; hp 35; #AT 6 plus 1; D strength drain; 1-10 bite) will suddenly shoot its tentacles out at the lead party members. The first two characters hit will **appear** to turn to stone—no saving throw. The next round this effect wears off, but the victims will fight **the party** to the best of their ability as long as the storoper is alive. If the storoper is killed, the victims will wander about aimlessly until the effect wears off (10 turns). Normal missile fire will not harm the storoper.

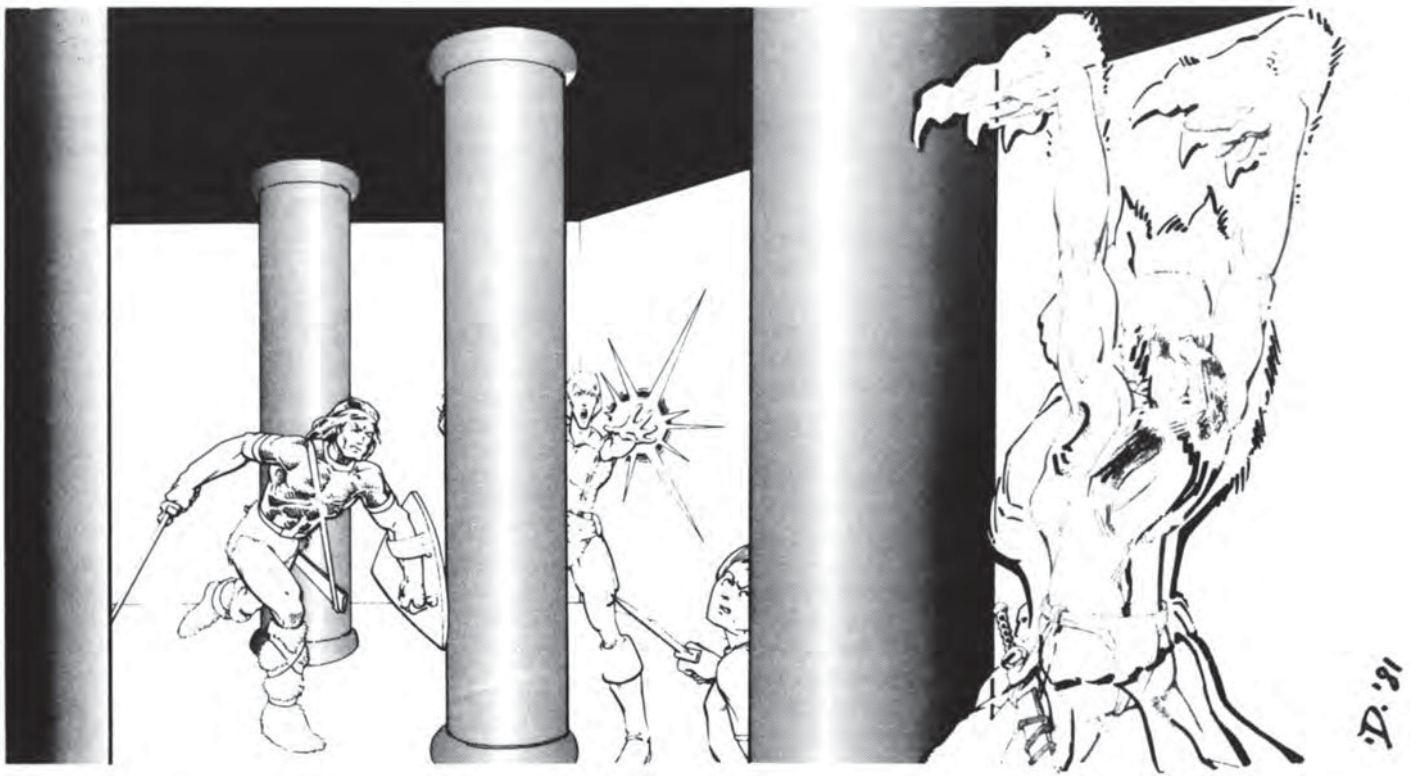
Otherwise, the storoper fights as a normal roper—each tentacle hit causes **weakness** (50% strength loss in 1-3 rounds). Characters hit by the tentacles will be drawn to the creature's maw at 10′ per round. Characters may break the tentacles by rolling double their *Bend Bars/Lift Gates* percentage or less. Lightning, cold and fire attacks do normal damage to the storoper. The storoper will not attack characters under its control.

Once the storoper is slain, it may be cut open to reveal 2 wooden bludgeons, 15 pp, and 5 polished red garnets worth 100 gp each. One of the garnets is actually a **gem of seeing**. but this will be noted only if a character looks through it or casts a **detect magic** spell upon it. The hole beneath the storoper, when uncovered, leads to a passageway 10′ below that leads northwest.

A8. THE SPIKED DOOR

> This empty room is 25′ wide and 20′ deep, with wooden walls. There is a wooden door on the opposite wall, near the southeast corner. All the wood in this room is similar to knotty pine—it is old, heavy and full of knots.

This room is actually a wooden room inside a stone one. There are two doors in the position indicated—the wooden one with knotholes described to the players, and a second door behind it with spring loaded spikes. Should the characters knock out knotholes and peer through the first door, there is a chance to detect the spikes (as detect traps). The first door can only be opened by slamming a heavy weight against it (as in "bashing" a door). When this is done, the door slides two feet back on a track and slams up against the second door. The spikes in the second door then pierce the first door through the knotholes, inflicting 18 points of damage on anyone bashing the door (save vs. Poison for 9). Once the trap is sprung, the doors may be safely opened. (The trap may be sprung harmlessly; for example, by throwing a dead body against the door.)



A9. THE THRONE ROOM

This room is locked. The lock must be picked or shattered (1 turn smashing with weapons) before entering. The room is 130′ long, 100′ wide, and 30′ to 40′ tall. There are four rows of pillars, two on each side of the room, with a long space between them that is occupied by a large reptilian creature with a heavy shell and a tail that looks like a giant mace. At the far end of the room is a throne. Sitting there is a tall, emaciated gnoll-like figure whose evil eyes glow amber. The creature bears a 7′ long flail with three massive heads. To the right of the great marble throne are 6 tall gnolls with halberds, and to the left are 6 leering ghouls. A loud bellow breaks from the reptile as it charges.

The occupants of this room will not be surprised, as there is a small peephole in the wall looking out into the corridor. All of the figures described to the players are illusions. The illusion of the ankylosaurus hides a rust monster (AC 2; MV 18″; HD 5; hp 27; #AT 2; D rust only). The illusion of gnoll-god Yeenoghu on the throne hides **Wimpell Frump**, a lackluster illusionist of the 8th level (AC 0; MV 12″; hp 33; #AT 1; D 1-4 + 2). He has been hired by the Slave Lords to guard this entrance to their city. The throne upon which Wimpell sits has special magical enchantments to maintain these illusions. The ghouls and gnolls are illusions. The real guards—5 gnolls (AC 4; MV 9″; HD 3; hp 20; #AT 1; D arrow 1-6, sword 1-8 + 1)—are hiding among the pillars and will pepper the party with arrows when they enter. When the gnolls are discovered, they will protect the illusionist.

All of the illusions in this room are actually **spectral forces** and cannot be dispelled simply by disbelieving in them. If the **gem of seeing** is used, the actual nature of the illusions will be revealed. Otherwise each illusion will be maintained until a character successfully strikes at it, at which time that illusion will disappear.

There is a glass wall in front of the throne so that Wimpell may cast his spells (see below) without fear of being struck by missiles. This wall is impervious to physical missiles, though certain spells (like **lightning bolt**) may shatter it, subject to saving throws, of course. The wall will not provide protection from missile attacks from the sides of the hall if the firer is beyond the third set of pillars. While the "ankylosaurus" delays the party, the illusionary ghouls and gnolls will advance (if a cleric attempts to turn the ghouls they will turn away and cower and not attack). The illusions will strike for real damage until they themselves are hit, at which point they will disappear. The rust monster will fight until slain or distracted (by a large amount of iron spikes—at least 7-10). Note that any weapon striking the rust monster will probably be subject to rust (unless the weapon is made of wood, like the clubs found with the storoper). The real gnolls who are protecting Wimpell will fight to the death. Wimpell, on the other hand, will cast the following spells and then flee (note that the powerful throne *doubles* spell ranges, but not areas of effect):

1) as soon as possible (when most of the characters are fighting the rust monster) Wimpell will use **fear**, following this immediately with **paralyzation**.
2) **blur** on himself.
3) **emotion** (hopelessness)
4) **blindness** on a party spellcaster
5) repeat 4
6) **color spray**
7) **color spray**
8) **darkness**, in which he will try to escape.

If at any time, Wimpell is seriously threatened, he will cast the **darkness** spell and try to escape. He will use the secret door in the northeastern corner of the room.

As Wimpell leaves the room he will revert to his true form—a wizened old man in tattered clothing. After passing through the secret door he will activate a special lock that prevents the door from being opened for ten turns and make his escape. He has **bracers of defense AC 4**, and a **dagger +2**. The throne has a hidden panel in the rear which can be detected by tapping or by a similar method. After searching for one turn the party will discover how to open the panel, which conceals a duplicate key to the secret door and a map to **Part B**—the hidden city of Suderham!

PART B: THE HIDDEN CITY OF SUDERHAM (SEMIFINAL ROUND)

Notes for the Dungeon Master

The secret mountain pass in the Drachensgrabs (from area **A9**) leads to a large hidden volcanic crater. Most of the crater is occupied by a lake. There, in the middle of the lake, is the Isle of the Slave Lords. Called the Aerie, it is accessible only by the boats and ferry-rafts visible at the docks of the island. On the isle there rises another "extinct" volcanic peak, Mt. Flamenblut, and a small city, Suderham, surrounded by impregnable walls (see accompanying illustration). The area between the city and the docks is mostly low-class slum dwellings, and the only other visible areas are farmland worked by slaves. The DM must discourage exploration of the island other than Suderham, for the rest of the mysterious isle is detailed in module A4 (**In the Dungeons of the Slave Lords**).

The party will be permitted to enter the city by displaying their passes but will not be allowed access to the Slave Lords' citadel or such key areas as the **Slave Cells (B43)** or the **Treasury (B32)**.

The secret passageway from room **A9** leads under the lake and comes out in a hill near the slums of Suderham. This passageway and everything in **Part A** except for the piercer cavern and the salt cave are man-made. They were constructed many years ago by the mad King Olarek, grandfather of the king the Slave Lords had deposed when they decided that Suderham would be their secret base of operations. Olarek used the maze to dispose of political prisoners; the unfortunates were not told that even if they made it through the maze they would be slain in the **Hall of Pillars** (room **A9**).

The Slave Lords knew of this labyrinth when they took over the city, and then discovered that the gnoll caves in the Drachensgrab Hills (at the beginning of **Part A**) connected with the king's maze through the salt cavern. Fearing that random explorations or organized expeditions might someday penetrate this secret entrance to their city, the Slave Lords hired Wimpell Frump the illusionist and disguised him as Yeenoghu. The worshipful gnolls faithfully guard their "demon lord," who has instructed them to slay all comers; the Slave Lords only maintain this passage as an emergency exit should a catastrophe occur. Shifts of gnolls rotate from rooms **A5, A7,** and **A9,** drawing replacements from the wild lands outside when needed. To pass the piercers, the gnolls simply run to the concealed door (although one occasionally gets nailed). The gnolls avoid the rooms with the **Hanging Rope (A6)** and the **Storoper (A7)** by using a secret tunnel that is not shown on the map. Food is "magically created by Yeenoghu," i.e., brought through the secret door by servants of the Slave Lords when the gnolls aren't around. Small tricks like these convince the gnolls of "Yeenoghu's" divinity and assure their loyalty.

TOURNAMENT NOTES

The "B" portion of this module marks the beginning of the semifinal round of play if the "A" series of modules is being used for a tournament. The TOURNAMENT START section will inform the players of what has happened between the earlier adventures and the present.

The major sections of this round occur in the **Catacombs** under the city **(Part C)**. Therefore, in tournament play encounters in the city should be resolved as quickly as possible. For non-tournament play, other buildings can be opened, wandering encounter tables can be used, and the characters might spend several days adventuring in Suderham before venturing below.

If this module is being used with the tournament time restrictions, the players should be told that they *must* accomplish their mission before daybreak (three hours playing time). A successful party spends as little time as possible in the city and thus has more time available for the dangerous encounters in **Part C.**

City Encounter Table

Encounters will **never** occur during tournament play. Otherwise, they will occur on a 1 in 6 chance (d6); check each turn. If an encounter occurs, roll percentage dice to determine who or what is encountered.

d% Roll	Encounter (night)
01-05	Assassin
06-10	Bandits
11-25	Beggar
26-30	Cleric
31-45	Drunk
46-50	Ghoul/Ghast
51-70	Guard Patrol*
71-80	Harlot
81-82	Rakshasa
83-88	Slaver**
89-97	Thief
98-00	Wight

*Standard Suderham guard patrol; described fully elsewhere.
**1-10 Slavers will be encountered. These will frequently be wealthy, decadent boors with no inclination for combat. They will be interested in any "business" talk: new sources of slaves, etc.

All other encounters listed above may be determined using the CITY/TOWN ENCOUNTERS EXPLANATIONS section in the **DUNGEON MASTERS GUIDE**.

THE CITY OF SUDERHAM

All the buildings in the city of Suderham are one story tall unless otherwise noted. There are no wandering monsters in the city for tournament play, but there are patrols of guards (described later). Lighting is by oil lamps, suspended from posts 12' to 14' high. The posts are positioned on every street corner and in the middle of each block, thus providing overlapping areas of illumination. Those businesses that are open have two oil lamps in front of them. Thus, the business district is well-lit, while other areas of the city are somewhat darker.

Shops: Shops and places of business, unless otherwise noted, are now **closed**. They are securely locked up and the proprietors have retired into their private quarters in the shops' back rooms. The streets are largely deserted. Shopkeepers are treated as normal humans and will often live with families and/or apprentice laborers. They can offer no aid to the party, and will not answer knocks or calls for assistance by persons in the streets. If molested in any way, they will first seek to avoid combat or injury, and will notify the police patrols if they, their dependents, or their property is abused. None of the townspeople can be threatened into any action, and even those who have clues to relate know nothing more than that which they tell. The only people who will accept bribes are those especially noted. Others will refuse the money, with fearful glances over their shoulders.

Most people in the city, whether encountered on the street or in a tavern, will be able to give directions to shops, other inns, and important buildings like the **Arena (B3)**, but not to residences. If questioned concerning the **Treasury (B32)** or storage warehouses, there is a 75% likelihood that they will report the party to a guard patrol after they leave. Directions will be general, locating the quarter of the city the building is in, but nothing more specific. For example: "A map shop? There's one over in the Official Quarter, that's southwest, but I'm not sure where." Other quarters are **the Military (northwest), the Wealthy (northeast),** and the **Thieves' Quarter (southeast)**.

Taverns: It should be noted that taverns are, more often than not, frequented more by one type of person (or class of character) than others. In these taverns (and the guilds as well, of course), the minority classes are seen as inferior and will not receive a convivial welcome. At the Fighting Man's Haven, for example, a cleric or magic-user that enters will probably sit alone or be held up for ridicule by the fighters there. Violence will probably be limited to brawling or throwing the "intruder" out.

Moneychanger: Like most city-states, Suderham mints its own money and insists that it be used within the city. Anyone attempting to purchase items with non-Suderham money will be directed to the **Moneychanger (B6)**. The city charges a 10% tax on exchanged money, and the moneychanger adds a tidy 5% profit for himself. If anyone insists on using non-Suderham money or tries to pass anything other than the official money after their first warning, guards will be called. Penalty for possession of unofficial money after being warned is confiscation of *all* money and possessions!

Guard Patrols: Guard patrols on the city walls will consist of 6 soldiers each (AC 5; Level 1; hp 8 each; #AT 1; D broadsword 2-8, short composite bow 1-6). They ceaselessly pace the great square formed by the city walls. The positions of the patrols are noted on the map, as is their direction of movement. If a party or character attempts to scale a section of wall, the DM should note the relative position of the nearest patrol moving toward that area. Patrols will move 60' per turn, and will see up to 40' with the torches they carry. All soldiers on patrol carry whistles with which to sound the alarm if necessary. The nearest guard tower will respond to such an alarm, and each tower contains 20 guardsmen (AC 5; Level 1; hp 8 each; #AT 1; D 2-8, bow 1-6), and a 3rd-level sergeant (hp 18).

Guard patrols in the streets will consist of 10 militia police (AC 4; Level 1; hp 6 each; #AT 1; D broadswords 2-8), one of whom will act as a spokesman for the group. Their movement should be checked (as the wall patrols previously described) whenever the party enters a street currently under patrol.

Patrols will always ask to see the passes of a large band of characters (more than 4) after dark. If not satisfied with the papers or if the conduct of the characters is suspicious, the patrol will seek to disarm them and take them under arrest to the **Slave Cells (B43)**. Patrol leaders can each be bribed *once* to release a party for 200 gp, but will on no account do anything further to aid the party. If attacked, patrols will blow their whistles, alerting nearby patrols and allowing warning to be given to the Slave Lords' citadel. A company of 60 footsoldiers (AC 4; Level 1; hp 8; #AT 1; D broad swords 2-8) will be dispatched in 2 turns to investigate and quell any disturbance. The company will be led by a 5th-level magic user and a 5th-level cleric.

TOURNAMENT START: SEMIFINAL ROUND

Your party has done well. You have made your way through a secret underground passage to a gate hidden by bushes and shrubs. The passage must have run far underground, for the hill is on an island in the center of a large crater lake. The group comes out on the rocky slopes of a hill in the shadow of an extinct volcano, Mt. Flamenblut. Below you lies the island—*the Aerie of the Slave Lords!* It is now clear why no military force could ever make a successful assault—the one pass that leads from the known Drachensgrab trails to the Slave Lords' stronghold is narrow and winding; a small force could effectively guard it and destroy all enemies. Even if an army could force its way through the pass, it would have no way to cross the crater lake.

You have emerged high above your goal: the hidden city of Suderham. Its mighty walls make it impregnable, so a more subtle method of entry is called for. You observe Suderham from afar for the rest of the afternoon. Patrols on the wall and in the streets are frequent, more so in the western section than the lower-class southeastern section. Public disturbances appear to be punished quickly and harshly. It is time to review your situation. The kings, dukes, and lords who hired you have made good on their part of the bargain, healing and resurrecting your comrades who were wounded or slain. In your previous adventures you lost some magic items but obtained others, and you now find yourself equipped as indicated. Ready for action, you descend toward the ramshackle buildings and dock area outside the city walls.

In the slum sections outside the city, you encounter a dozen or so richly attired people in fine silken robes disdainfully making their way toward the city gate. Guessing them to be buyers of slaves, your party ambushes and subdues the frightened aristocrats without difficulty. You learn from them that Suderham is known as the City of the Nine—the nine dreaded Slave Lords. It is an imposing stronghold, guarded by elite troops culled from the races of the dozen or more lands where the slavers hold sway. You learn that within the city is a well-guarded stronghold—impossible for so small a party as yours to penetrate. However, there are rumors of subterranean passageways beneath the city, used only by the Slave Lords and their agents. Certain contacts in the city will have clues which can lead you to this passageway.

A search of your prisoners reveals papers that will grant entry into the city, and their fine robes will effectively cover your armor if no one looks too closely. You have chosen to enter the city at sunset to improve your disguise and to avoid unnecessary encounters and challenges. Tying up the prisoners, you also realize you must act quickly. Guards might find your prisoners, or escaped enemies from previous adventures might arrive to give warning of your coming. One of your prisoners laughs before you gag him: "You fools! The Slave Lords know everything their enemies do! You haven't a chance!"

As the players approach Suderham from the north, they notice the city wall, the gate, and the corner towers are well maintained. The stone wall is nearly 30′ high, with 50′ towers, and the heads and shoulders of armored soldiers can be seen above the battlements. The roadway ends at the main city gate. The outer doors are open, but the far end of the gateway is barred by a massive portcullis and flanked by two sentry posts. Darkness is beginning to settle upon the city as the party nears the gateway.

KEY TO PART B: THE HIDDEN CITY

B1. MAIN GATE

> The entrance to this arched gateway is guarded by a massive iron double door (now open) and a raised portcullis. At the far end of the gateway is a lowered portcullis, with two armed men on sentry duty standing before it. Beside each sentry is a single iron door, one set in each side of the gateway.

Each sentry post is maintained by a guard soldier. One of the two will stop the party and ask for their warrants and permits. If these are shown to him in a polite manner he will signal for the portcullis to be raised. If threatened, he will blow his whistle. This will summon 10 more soldiers from each of the two guard rooms (AC 4; Level 1; hp 8 each; #AT 1; D 2-8) who will answer such a call.

> As you pass through the main gate and take your first steps into the city, a wizened, limping beggar hobbles up and asks for alms.
>
> The beggar, upon closing with the party, whispers that he is an agent of those who hired the players. He says, "Seek out the ivory paladin," and then disappears into the passersby.

This cryptic phrase refers to a tavern, the **Sign of the White Knight (B14)**.

B2. GUARD TOWERS

> These imposing stone structures, built into the city walls, stand about 50′ high. There are entrances at ground level and on the walls.

Each tower has three rooms (ground level, wall level, and a roofed fighting platform) connected by winding stairways. Distributed throughout each tower will be 20 1st-level soldiers (AC 5; Level 1; hp 8 each; #AT 1; D 2-8, bow 1-6) and one 3rd-level sergeant-at-arms (AC 5; Level 3; hp 18; #AT 1; D 2-8, bow 1-6) armed with broadswords and short composite bows and wearing chainmail.

B3. SLAVE AUCTION ARENA

> This is a massive, circular, coliseum-like building nearly 100′ in diameter and slightly over 50′ tall. There are doors leading to the interior of the structure every 20′. These doors are closed, and signs reading "Closed: Keep Out" are posted upon each.

Breaking open one of the locked and barred doors will reveal vast open spaces underneath rows of stone and wooden seating. It resembles conventional stadium construction. Numerous passageways lead out to the seats which are arranged in ascending tiers around a central circular auction block, now deserted.

There are 10 guards (AC 4; Level 1; hp 8; #AT 1; D 2-8) individually patrolling through the arena complex. If the party remains inside the arena for 4 turns, a guard will surprise them on the 5th turn unless precautions are taken.

THIEVES' QUARTER

B4. TAVERN: THE FIGHTING MAN'S HAVEN

> This large, slightly run-down looking tavern has a painted sign above each door depicting a fighter-type in full armor. It is open, and raucous singing comes from within.

The tavern is occupied by 28 human fighters, including 4 soldiers of the city garrison. Half are of 1st level experience, half of second level. They are feeling happy with drink and will cheerfully hail any newcomers with a demand that they stay for a drink and a song. The crowd will be annoyed by a refusal, and the tavern bully, **Davis**, a burly, red-faced fighter (AC 7; Level 2; hp 16; #AT 1; D dagger 1-4; SA H + H combat; S 16; D 13), will challenge the player with the lowest charisma to a fight. Davis will attempt to overbear, then pummel the character into submission.

B5. TAVERN: SIGN OF THE WALTZING WEREBEAR

> This large tavern has a painted sign above each door showing a dancing werebear cavorting with a bottle in each paw. It is open, but little noise comes from within.

The tavern is occupied by 34 normal human townspeople who sit at tables and eat or drink with very little conversation. They are not interested in chit-chatting too much with strangers.

B6. MONEYCHANGER'S SHOP

> The sign over this establishment shows two pairs of hands, exchanging old jewelry and gold nuggets for clean, shining gold pieces with the arms of Suderham stamped on both sides: a series of three forearms grasping each other to form a triangular frame for a human figure in chains.

The money changer within is a small man with beady, darting eyes. He will exchange gems, jewelry, gold, silver, copper, electrum, or platinum for the coin of the realm, subtracting 15% (10% for the official city moneychanging tax and 5% profit). If anyone threatens him or tries to enter his barred cage, two secret doors behind him will open and 4 2nd-level fighters (AC 3; Level 2; hp 16 each; #AT 1; D longsword 1-8, crossbow 1-4) will emerge. If these fighters are attacked, a fifth fighter (who remains hidden in a secret passageway) will escape outside and call the watch for assistance. There will never be more than 1,000 gp (in various denominations and forms) here at any one time, as armed guards come by every two hours to transfer any excess to the city treasury.

B7. TAVERN: SIGN OF THE GRIMACING GARGOYLE

> This rectangular-shaped tavern has a painted sign above each door showing a bound gargoyle having its tail pulled by a swashbuckler. It is open, but quiet.

Only 12 customers, all normal human townspeople, are drinking here. They are friendly to strangers, but have nothing of importance to relate.

B8. FLOPHOUSE

> This building is made of cheap wood and plaster. It appears to be very dilapidated and dirty. From within come muffled snores.

Inside the flophouse on the bare dirt floor sleep 6 derelict drunkards who are clothed in ragged cast-offs and wrapped in filthy, tattered blankets. A pile of stones and cloth bundles lies in the southeast corner. The derelicts are very drunk and will not awaken unless roughly disturbed. The bundles contain the derelicts' few belongings, various bits of worthless rubbish. Disturbing them will uncover the hole in the ground the pile was blocking, and 3 giant rats will emerge and attack the nearest party member (AC 7; HD ½; hp 4 each; #AT 1; D 1-3 plus chance of disease).

B9. FOOD STORE

Closed.

B10. TRINKET SHOP

Closed.

B11. FOOD STORE

Closed.

B12. HOUSE OF ILL REPUTE: SIGN OF THE MERMAID

> This building is made of whitewashed stone. Above each door is a painted sign depicting a mermaid chased by a merman. Noise of merriment from within can be heard.

This bawdy house is in the midst of a boisterous party. Nine men, normal human townsfolk, and 12 women in scant attire are drinking and singing in the main room. They will be delighted to see newcomers and will ask the party to stay for the fun, but will not be offended if refused.

B13. HOUSE OF ILL REPUTE: SIGN OF THE ROSE

> This building is constructed of wood and is badly in need of paint. Above the door is a painted cluster of red roses. All is quiet within.

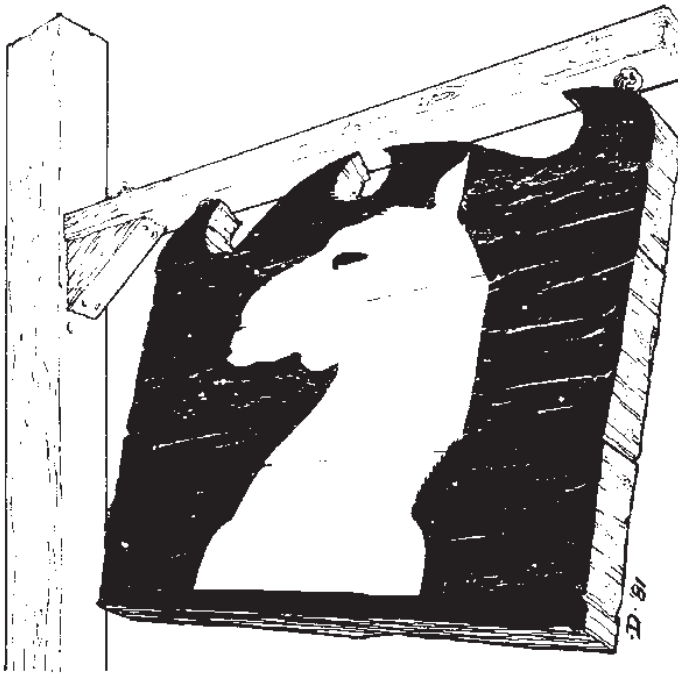
Inside the doorway is a small room with a corridor visible beyond. The madam reclines upon a couch and sips from a small goblet. Other comfortable furniture is arranged along the walls, and upon a polished wooden table near the couch sit several full decanters containing various colors of liquids.

The madam will languidly welcome the party and make praising remarks upon the robustness of the fighters or the handsomeness of the clerics. She will wave towards the hallway and announce that they may go and choose what room they will—all her girls are presently unoccupied. When the party checks, they will discover most of the rooms to be normal bawdyhouse rooms, each containing a large bed, other furniture, and a young, pretty, half-dressed woman. One room, however, is empty of women, and under the bed is a trap door entrance to a secret passage leading to the catacombs (see map **C**). The passage resembles a section of the city's sewer system.

B14. INN: SIGN OF THE WHITE KNIGHT

> This large 2-story building is constructed of wood and stonework. Above the door is a painted chesspiece—a White Knight. The inn is open for business, and the sounds of people eating and drinking come from within.

The door opens onto the dining room of the inn. A stairway on the north side appears to lead to the private rooms on the upper story. There are many sets of tables and benches, half of which are occupied by normal human travellers and merchants, busily engaged in having their dinners. On the east side of the dining area is the bar counter, behind which works an overweight, sweating bartender. If the bartender is given 10 gp (or more) he will say, "Not all who lie may be resting"; for 50 gp (or more) more he will add "learn from the knowledge that never dies." The first refers to the



bawdy house at **B13**, in the **Thieves' Quarter**, the second to the sage and his books at **B29** in the **Official Quarter**. He will actively encourage bribes if possible.

B15. ARMOR SHOP

Closed.

For non-tournament play, this is a noisy place, with a huge forge in the background and many workers hammering and polishing as they create fine weapons and armor. Most armor types listed in the **PLAYERS HANDBOOK** are available at the listed cost plus 10%.

B16. GAMBLING HALL: SIGN OF THE BOUNCING BUGBEAR

> This seedy-looking whitewashed building is open and much noise can be heard from within. Above the doors are painted signs showing a bugbear tumbling head over heels down a hill.

There are 24 human townsmen inside, obviously members of the lower class, who are divided into 4 groups; each busily playing cards or throwing dice. They are sitting around worn tables on crude wooden benches, and almost all are at least half drunk. Newcomers will be invited to join a game and try their luck.

Any player wishing to gamble can do so. The DM may use the gambling rules set forth in the **DUNGEON MASTERS GUIDE** for specific games, or simply use an abstract, dice-rolling system. The games will pay twice the amount wagered by the player, but the player will only win 25% of the time (d% roll: 01-25, the player wins; 26-00, the house or other players win).

B17. THIEVES' GUILD

> This squat, dirty-looking building seems to be deserted.

The Guildhall has been closed down recently by the city constables, though the local thieves are preparing to establish a new secret guildhall soon at another location.

B18. THE ASSASSINS' GUILD

> This small stone building has no windows in its walls. Its walls and doors are marked with coded words and signs.

An assassin or thief will recognize the signs identifying this building as the Assassins' Guild. The doors are locked and double-barred (will not open except on 1-2 d6 if an attempt is made by characters whose combined strength is 72 or more). **For tournament purposes, there will be no one in the building and nothing of interest to be found**.

In non-tournament play, characters may, by searching, discover the secret panel in the floor; they must successfully avoid a deadly reloading poison needle trap to get the panel open. The secret passageway leads below to the functioning offices of the guild, where poisons are concocted and sold, contracts and records are kept, etc. For a fee assassins can find out where potential victims live, how they are guarded, what kind of treasure they are known to have, and so forth; the information will never be 100% accurate, but the greater the fee the higher the likelihood of accuracy.

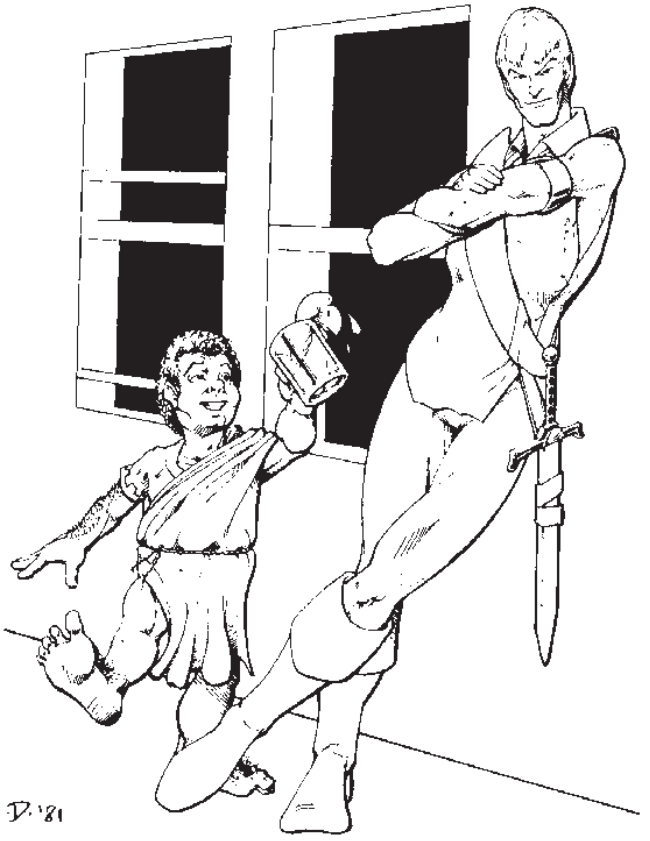
The guild will not provide any information concerning the **catacombs** ("impassable sewers filled with rats"), and will report anyone questioning them on these matters to Nerelas the Assassin, who functions as the local guildmaster—and as one of the Slave Lords. A more complete description of the Slave Lords can be found near the end of Part C of this module.

Membership in the Guild is required in Suderham; anyone doing "freelance" assassinations is soon visited by two messengers in black cloaks, who explain the two options available: join the Guild or die. Dues are based on the level of the member: at 1st level, the assassin pays 50% of any fees (or treasure won while adventuring) to the Guild; at 2nd level, 40%; at 3rd level, 30%; at 4th level, 20%; at 5th or greater level, 10%. This compensates for the greater fees and treasure received at higher levels (from the Guild's point of view!). Woe be to the assassin who welches or doesn't pay the full amount, for the Guild is notorious for somehow knowing the loot players return with—it is said their eyes and ears are everywhere! Being a guild member does have its benefits, though: aside from being able to purchase poisons and have special weapons and tools constructed, the Guild offers a safe haven where a "wanted" assassin can stay until things cool off somewhat. The Guild also offers (for a fee) plans to many of the buildings in town, which can help members carefully plan their next jobs.

B19. TAVERN: DENHOW'S PUB 'N' GRUB

> This building has been rather shabbily constructed and maintained. Its roof is made of thatch, not tiles. Most of the wood appears worm-eaten and decaying. Its name has been painted in scrawled letters over each door. It is extremely noisy within.

There are 36 lower-class human townsmen and women inside, all drinking prodigious amounts of ale and wine. The room is very crowded and the party members will be subjected to a great deal of pushing and shoving should they seek to move about inside. There is a human cutpurse loitering near the east doorway (**Ayares the Cutpurse:** AC 7; Level 3; hp 14; #AT 1; D shortsword 1-6; AL NE). He will make his way over to the party if they appear at either door. Ayares will attempt to pick the pockets of one of the party but fail, and the attempt will be noticed by the would-be victim. If menaced by a party member Ayares will worm his way through the crowd to a table in the northwest corner where 4 brigand friends (AC 7; Level 1; hp 6 each; #AT 1; D shortsword 1-6) will help him fight. If a melee breaks out, some revelers will clear out of the bar so that there is space to fight, while the others will watch and cheer for the winning side.



B20. BLACKSMITH SHOP

Closed.

B21. ALCHEMIST'S SHOP

Closed.

B22. SCRIBE'S SHOP

Closed.

B23. CARTWRIGHT'S SHOP

Closed.

B24. TAVERN: SIGN OF THE MAGIC MISSILE

> This small building is notably clean and neat for this lower-class section of Suderham. It is constructed of natural red stone, and above each door is a painted sign showing a sparkling arrow surrounded by cabalistic symbols. There is light coming under the door but very little noise.

Inside the tavern are six magic-users, one 3rd, two 2nd, and three 1st level. They are all seated at the same long table and enjoying a light meal and conversation. They will extend a friendly greeting to others of their profession but will disdainfully ignore, as much as possible, all other character classes.

OFFICIAL QUARTER

B25. LUMBER WAREHOUSE

Closed.

B26. FARMING TOOLS AND EQUIPMENT STORAGE

Closed.

B27. NAIL WAREHOUSE

Closed.

B28. LUMBER WAREHOUSE

Closed.

B29. MAPS AND CHARTS LIBRARY

> This small building is rather dull and nondescript. Though it appears at first to be as deserted as the other buildings on this block, a light is shining under the door from within.

If the players knock and request audience, a tall, bearded sage will open the door and invite the party in. Inside are row after row of bookshelves covered with books, maps, and scrolls. A desk and chair are near the doorway, near which burns a lantern. The desk is covered with inkstains, half-finished maps, and piles of loose papers. The sage will assist the party by giving directions and/or maps to any place in the city. He has **no** maps for the underground! For 100 gp he will say "Where those that bear us reside" and give the party an art book entitled *The Illumination of the Rose*. The message refers to the stables **(B44)**, in the **Military Quarter**, the book to the red-light district and the **Sign of the Rose** bawdy house **(B13)** in the **Thieves' Quarter**.

B30. GRAIN WAREHOUSE

Closed.

B31. GRAIN PROCESSING MILL

Closed.

B32. TREASURY

> This enormous square building is made of solid stone, and entry is restricted to a single, closed iron-bound door behind an iron portcullis. There are two sentry posts flanking the doorway, in which are stationed two soldiers.

The soldiers (AC 4; Level 1; hp 8; #AT 1; D broadsword 2-8) will sternly command any loiterers to move on. If menaced, they will sound their whistles or shout to alert the nearby patrols and the guards within. Through the protected doorway, a 10' corridor leads to another iron bound door, securely barred and locked. Beyond this is the actual treasury complex, a warehouse of small 10' × 10' × 10' iron vaults arranged in clusters of four, forming narrow aisles around them. A double strength guard detachment (20 soldiers plus one sergeant) is always posted here; they have a small room in the southeast corner in which they spend their time gambling, but they will be alerted if any trouble breaks out. The iron treasure vaults are protected by magic mouth alarms and sealed by intricate trap and lock mechanisms built into their doors. Each vault is double trapped; first by a needle coated with a paralytic agent, second by sleep gas, 20' radius (both require saving throws vs Paralyzation). There is **no chance** the second trap will be detected by a thief unless the thief again tries to "find traps" after dealing with the first trap. Further, due to the complexity of the lock, a thief will have only half the

normal chance to open a vault after the traps have been passed. They contain coins, gems, and other precious objects belonging to the city.

B33. CLOTH WAREHOUSE

Closed.

B34. FIGHTERS' GUILD

The building is closed and deserted at this time.

B35. TEMPLE OF THE EARTH DRAGON

> This tall and ornate building is fashioned from colored marble and highly polished woodwork. It appears to be deserted at this time.

The temple complex is unoccupied except for a 1st level cleric who is moving about the inside dusting and cleansing the holy objects in the various chambers.

B36. CLOTH WAREHOUSE

Closed.

B37. FRUITS AND PRESERVED MEATS STORAGE

Closed.

B38. OILS WAREHOUSE

Closed.

B39. LUMBER WAREHOUSE

Closed.

B40. STONE AND BRICK WAREHOUSE

Closed.

B41. LEATHER WAREHOUSE

Closed.

B42. FURS WAREHOUSE

Closed.

MILITARY QUARTER

B43. SLAVE CELLS

> This stone building is long and sprawling, without windows or adornment.

Inside the building are many rows of 10′ × 10′ × 10′ high cells, most containing one or more slaves. Altogether, there are 80 cells, imprisoning a total of 90 female and 125 male human slaves. This is where characters arrested by the guards are brought. Slavery is the usual punishment for all but the most trivial misdemeanors. The Cellkeeper, a fat merchant named **Samovar**, is in his office near the entrance, filling out reports. The other laborers have gone for the day, but Samovar knows there are always patrols in the outside streets should the need for assistance arise.

B44. STABLES

> The long rows of the city stablery are easily identifiable, for there is no mistaking their distinctive shape and construction. The doors are open, but there seem to be no customers in the immediate area.

There is one stableboy inside, sweeping out old straw from the main walk. If given 50 gp he will whisper, "There is a secret passage! It is in the rows of rouge!" He will not elaborate. This refers to the red-light district in the **Thieves' Quarter**.

B45, B46, B47. OFFICERS QUARTERS

These are a series of interconnected buildings with guards posted at each outside entrance, one at each doorway. These three buildings are the living quarters of the garrison officers. Access is limited to officers and those with official business bearing the appropriate passes. The buildings are occupied at the moment by 20 sergeants (3rd level), 5 lieutenants (6th level), and one captain (8th level), all of whom are chiefly engaged in eating dinner in the various dining rooms.

B48. GARRISON ARMORY

> This large stone building has a guard posted at each entrance.

Most of the garrison's spare weapons are stored here. There are vast quantities of arrows, bows, swords, spears, suits of armor, and other tools of war.

B49, B50. BARRACKS

> These 2-story complexes are made of stone, and individual soldiers may be frequently seen entering or departing.

These interconnected buildings house the bulk of the city garrison, though there are many other warriors also on permanent assignment inside the Slave Lords' citadel. At the moment, there are 600 soldiers inside the barracks, of whom 100 are experienced fighters (2nd level). Trespassers who are not members of the garrison or on official business will be roughly shown to the exit.

WEALTHY QUARTER

B51. WIZARDS' GUILD

> This building is built from the finest stone available, and is roofed with fine red and blue tile. There are strange mystic symbols inscribed on the door.

Magic-users in the party will be able to identify the building as the guildhall of their profession. Naturally, the door is **wizard locked** and a hidden doorkeeper has a **guards and wards** spell in a ring should non-members attempt to force their way in. **For tournament purposes the doorkeeper will not allow anyone to enter the building**.

Members of the guild are allowed to use the research library and facilities here, as well as the dormitory facilities. Membership is 100 gp/month plus any material expenses incurred, plus repairs to areas that are damaged by less-than-successful experiments. Non-member magic-users will be allowed in the guildhall, and will be allowed to sleep there at 20 gp/night, but will not be permitted to use any of the research facilities. Non-magic-users will not be allowed to enter under any circumstances.

B52. RESIDENCE

This is the home of a prosperous merchant.

B53. WAINWRIGHT'S SHOP

Closed.

B54. RESIDENCE

This is the comfortable home of a wealthy cleric.

B55. JEWELLER'S SHOP

Closed. Inside the shop, in a backroom, is a hired security guard (AC 7; Level 3; hp 25; #AT 1; D longsword 1-8). He will attack a single intruder, but in the face of a large party, will slip out a back door to alert a patrol. Hidden behind a secret door in a back room is a solid iron strongbox that is four feet square and weighs 500 pounds. Locked in it are ten pieces of fine jewelry, 28 rough gems of various types, and five pounds each of unworked bars of silver and gold.

B56. MONEYLENDER'S SHOP

Closed. There is no loose cash on the premises, the money-lender having all his accounts transferred to the city treasury each day for safekeeping.

B57. RESIDENCE

This is the home of a retired and wealthy sea merchant.

B58. BLACKSMITH'S SHOP

Closed.

B59. SLAVE LORDS' STRONGHOLD

> Behind a 10' tall stone wall can be seen the topmost stories and battlements of the citadel of the Nine Slave Lords. The wall is patrolled by stern-faced guards. The only way into the stronghold is through the double-portcullised gate on the northern wall. Four guards stand beside this gateway.

The four guards at the entrance to the Slave Lords' compound are all 2nd-level fighters (AC 4, chainmail and shield; HD 2; hp 16 each; #AT 1; D 2-8 broadsword). They sharply order away all who approach too closely. There are a further 10 1st-level guards (AC 5; hp 8) on each side of the compound wall, armed with chainmail, short composite bows, and broadswords.

Between the wall and the actual fortified headquarters of the Slave Lords stretches an open courtyard. It is covered with close-cut grass but contains no cover or concealment. There are four minotaur lizards in the courtyard, one on each side (AC 5; HD 8; hp 48 each; #AT 3; D 2-12/2-12 claws, 3-18 bite). They have been specially bred and trained to guard the courtyard, and possess a dim intelligence that allows them to be ordered and controlled by the soldiers on the wall. Upon command they will attack any living thing within the courtyard, and will fight to the death when in combat, being deterred by neither food nor fire.

In addition, there is a further detachment of 160 1st-level and 40 2nd-level soldiers which can be called upon if needed from inside the Slave Lords' citadel itself. These will be commanded by a 7th-level magic-user and an 8th-level cleric, and will respond to any attack within one turn. The rest of the city garrison can be summoned within two turns by means of a flickering light signal flashed from the rooftop battlements of the citadel.

B60. RESIDENCE

This is the home of a wealthy mercenary captain.

B61. RESIDENCE

This is the home of a retired alchemist.

B62. TAILOR'S SHOP

Closed.

B63. COBBLER'S SHOP

Closed.

B64. HOUSE OF ILL REPUTE: THE WILD CAT

> This large, ornately constructed building has only one entrance, above which is a painted sign showing an arched cat. Noise of revelry comes from within. Leaning nonchalantly against the building near the doorway are five young men. They are wearing bulky cloth tunics and short cloaks of rich fabric, and longsword scabbards hang at their sides.

The five men are rakes (AC 7; Level 8; hp 40 each; #AT 1; D 1-8, longswords) wearing concealed leather doublets. When the party nears them, they will call out in sarcastic and insolent terms, hurling the vilest of insults upon the party members.

They will try to goad one or two characters into fighting with them. If they are ignored, one will seek to start a brawl by jumping the first party member to turn his back on them. If attacked by the entire party, or severely pressed in any other way, 2 of the rakes will flee but the others will fight until down to 8 hit points, at which time they will try to surrender and save their lives. All five rakes have purses of 20 gp and 20 sp concealed within their doublets.

Inside the bawdy house are 14 women and nine townsmen in the main parlour, gambling, drinking, singing, and otherwise making merry. They will not hear a fight outside over their own din.

B65. TAVERN: THE CLEVER CUDGEL

> This building presents a rich and well-kept exterior. It is obviously a successful establishment. Above each door is a painted sign depicting an animated quarterstaff beating a halfling. There is the sound of singing and the rhythmic thumping of mugs coming from the interior.

Inside the tavern are 26 townsmen and 6 off-duty soldiers. Only the soldiers are armed with weapons (broadswords) other than daggers. The townsmen are obviously men of some means, for they are well-dressed and inclined to stoutness. All are singing a local ballad and beating time with their mugs. The men will happily converse with strangers if they buy the drinks (a round costs 2 gp).

B66. RESIDENCE

This is the city home of a country squire. He is staying here while conducting financial business.

B67. RESIDENCE

This is the home of a prosperous trader.

B68. ABANDONED RESIDENCE

This dwelling appears to be an inhabited home, but it is actually deserted, although still fully furnished inside. Under a rug in the master bedroom is a door covering the entrance to a secret passage leading to the underground (see map **C**). The passage appears to have been built to resemble a section of the city's sewer system.

Although all the clues in this module point toward the other secret entrance at the **Sign of the Rose (B13)**, it is remotely possible that the party might stumble onto this passageway. If this happens, it is quite alright to let them proceed to **Part C** of this module; after all, luck is a part of the game, too! This second passageway exists because the Slave Lords never allow themselves to be backed into a corner—they always want more than one way into (and out of!) wherever they go.

At this point, the party has either found the passageway intended (from the bawdy house, **B13**) or accidentally found the other passage (from the "abandoned" residence, **B68**). Whichever passage is found, the party will follow a 10′ wide corridor of worked stone. A dwarf will be able to tell that it was constructed less than fifteen years ago and is definitely *not* part of the sewage system. Torches or other light sources will be required unless otherwise specified. The corridor leads the party into encounter area **C1**.

KEY TO AREA C: THE CATACOMBS

C1. GUARDIAN AREA

> This roughly hexagonal room was obviously once part of the city's sewer system. The carved ceiling, 20′ high, is coated with a smooth deposit of limestone, and moisture clings to every surface in the area. In the center of the room stands a giant humanoid figure. The room's dim light, supplied by a feebly burning torch, gleams off the creature's metallic hide.

The chamber's guardian is actually a poorly made flesh golem with hundreds of polished iron plates attached to its flesh, giving the creature an improved AC and more fearsome aspect (AC 4; MV 8″; HD 9; hp 35; #AT 2; D 1-10; immune to all spells except fire or cold, which **slow** the golem to half-speed for 2-12 rounds). Non-magical weapons may strike the golem for ½ damage, due to its poor construction.

When the party enters the area the golem will raise its arms in a warning gesture and shout in a garbled voice, "Flee now, or I shall breathe poison death upon you all!" If the party remains in the area longer than 1 turn (or attacks the unmoving golem) the golem will engage the party in melee, selecting his targets randomly. Once the golem has begun to attack it will pursue the party to the death. The door on the west wall is concealed behind a thin layer of limestone but can be found by any party member searching for a door.

C2. PIT TRAP

> As the party moves down this corridor, a 10′ × 10′ pit (7′ deep) suddenly opens under the first rank of characters.
>
> Immediately, a large section of stone on the north wall of the corridor slides down, revealing a 1′ long brass nozzle from which whooshing sounds emerge.

The characters who fell will land on soft sand and take no damage. The DM should get immediate reactions from the players. Each character may take one action before a jet of flame shoots out from **point a**, covering the entire corridor up to the pit. There is enough time between the nozzle's appearance and the jet of flame for any character to jump into the pit if desired. Characters in the pit will take no damage from the flames; characters in the corridor above or north of the pit will take 12 points of damage (save versus Breath Weapon for half damage). A character in the **south** section of corridor (one who has jumped over the pit, for example) will suffer **no** damage.

This trap is a precaution of the Slave Lords against one of them being captured and forced to show the way in. Should the golem have failed to slay the enemy, the Slave Lord would walk ahead, fall into the pit, and the captor would be roasted. Meanwhile, the Slave Lord would open a secret door in one wall of the pit (which can be opened only with a special ring that only the Slave Lords have) and would escape to the **Council Chamber (Room C9)**.

For tournament purposes, this secret door does not exist.

C3. THE KILLER MIMIC'S LAIR

> The entrance to this 40′ × 40′ × 20′ high room is on the north wall. There are two doors across the room on the south wall, one to the west, the other to the east. Also near the south wall is a bulging wooden chest.

The door on the east side of the south wall is false. The chest is really part of a killer mimic (AC 7; MV 3″; HD 9; hp 43; #AT 1; D 3-12; SA glue) that is lying on the floor awaiting prey. The first character to step 10′ into the marked area will be stuck fast, unable to move his or her feet. The mimic will then attack the trapped victim by extending blobs of its own form and using them as sticky bludgeons. The creature will not reveal how much of the floor is actually part of itself. Therefore any character moving over the marked area to help the first victim will also become stuck to the floor. If the mimic rolls 4 over the number it needs "to hit," the monster has successfully disabled its victim's weapon arm, preventing attacks by that character. The only way to free the glued party members is to slay the mimic. Beneath the creature are 300 gp, 4 topaz gems (500 gp each), and a **ring of warmth**.

C4. THE HELL HOUNDS' HIDEOUT

> This long corridor is illuminated by blazing torches set in wall sconces at intervals of 10′ along the passage walls. Hot drafts of air blow down the corridor and the floor grows warmer and warmer as you advance.

As the party nears the dual secret doors, the temperature of the walls, ceiling, and floor will become blistering hot. Although no damage will be sustained, the entire group of characters will be –1 to hit and become one Armor Class worse due to their intense discomfort. As the party passes the hidden compartments, the secret doors will silently slide open and a hell hound will emerge from each alcove (AC 4; MV 12"; HD 5; hp 30, 25; #AT 1; D 1-10, breath 5; SA breathe fire). They will attack spellcasters exclusively until all are dead (breathing 50% of the time). Both of the hell hounds wear thick leather collars studded with gems and long, wicked spikes. The spikes are poisoned. Unless great care is taken removing the collars (this *must be* stated by the player doing so) there is a 50% chance the character will accidentally prick himself on one of the poisoned spikes (save vs. Poison or take 20 points of damage). Each collar contains 3 fire opals worth 750 gp each. A character who tries to use the poisoned spikes as weapons must check each round he or she handles them.

C5. MINOTAUR MENACE

a. Bolt from the Dark

> As you round the corner into another corridor, a huge crossbow bolt flies out of the darkness up ahead.

The bolt (shot by the minotaur described in **C5c**) will be aimed at one of the party members in the first two ranks (determined randomly), and causes 1-12 points of damage if it hits. The bolt is roughly 3′ long and 1" thick.

The heat from the torches and walls of the previous passage blurs infravision, but heavy receding footfalls and the sound of a door slamming can be heard.

b. Ambush

Depending upon the choice of direction the party will arrive at one of these 3 points before reaching **5c**. When the characters reach one of these locations another large quarrel (as **5a**) zips out of the darkness at the lead member of the party. A character who has the chance to use infravision will see a larger than man-sized figure fleeing around the corner.

c. Minotaur's Lair

> This room (15′ ceiling) is lit by small pots of glowing coals set around the edge of the wall. Carved into the walls are vivid scenes of human suffering—battles, slavery, and so on—all rendered artistically and in fine detail. In one corner of the room there is a large pile of bones and meat scraps. Next to this pile is a minotaur in some kind of lacquered scalemail armor. He is holding a large crossbow.

In tournament play, the minotaur will retreat to this area and await the characters after firing upon the party at points **a** and **b**. The moment a character enters the room the minotaur (AC 2; MV 12"; HD 6+3; hp 33; #AT 2; D crossbow 1-12, axe 1-8+6, bite 1-4 or gore 2-8) will shoot another giant crossbow bolt, then drop that weapon and pick up his **battle axe +2**. He will attack the strongest fighters first. The minotaur knows the labyrinth well, and may move through its corridors to circle behind pursuers or lure them into the crossbow traps (**5e**).

The minotaur carries 50 pp in a sack at his belt. His axe is so heavy that only fighters with a strength of 16 or better can wield it. The armor is useless as is the mammoth crossbow; both are simply too large and too difficult for mere humans to use.

d. Minotaur Hoard

> Scattered within this room are 400 ep, 3 aquamarine gems worth 250 gp each, a pouch (**dust of disappearance**— 1 use), and an especially well preserved human skull.

e. Crossbow Traps

Each of these locations is trapped. As soon as a character enters a trigger area (marked with a "T") a crossbow bolt will shoot out from a small hole in the wall (use the minotaur's to hit roll) at one of the party for 2-7 points damage. If the proper 10′ section of floor (the trigger square) is searched, the pressure trigger of the trap will be discovered and can be easily avoided.

f. Perilous Portal

> The floor, ceiling and walls of this area are made of some kind of dull, tarnished metal. Occasionally, large drops of water fall from the moisture covered ceiling, striking the party below. In the east wall at the corner is a tall metal door covered with a strange, angular script.

The script can only be deciphered by a thief, or by a magic-user with a **comprehend languages** spell. It reads, "DANGER. NO ENTRY." This door is a one-way door that can only be opened from the other side. If the door is checked for traps, an elf, half elf, or a thief may find the braided copper wire hidden under a dull flap of metal foil. (This chance is 2 in 6 for elves and half elves, 4 in 6 for thieves.) Otherwise, the first character who touches the door will take a massive jolt of electricity for 24 points of damage (save vs Breath Weapons for half damage).

> The wire leads to a concealed compartment in the wall. This compartment contains a sealed glass bottle with a copper rod through its stopper. The jar is wrapped with metal foil and has another rod attached to the outside of it. The copper wire is attached to the outside rod, while another wire runs from the inside rod into the wall.

This is a primitive battery **(Leyden jar)**. It has only one charge (24 points of damage). If the party has not already discharged it,

the thief can discharge it safely by a successful attempt to "remove traps."

C6. CUNNING GELATINOUS CUBES

> The air in this chamber is foul and clinging. A thick translucent slime covers the floor and trails out along the passage at the far end of the chamber.

As soon as the first rank of the party walks onto the 10′ × 20′ area (marked by the dotted lines) a 1′ thick slab of stone tilts, spilling them into a pit on top of a gelatinous cube (AC 8; MV 6″; HD 4; hp 25; #AT 1; D 2-8; SA paralysis). Characters in the second rank must save vs Paralyzation to avoid falling into the pit. Every round, a character who is in contact with the cube will take 2-8 points of damage and must save vs. Paralyzation or become paralyzed for 5-20 rounds. In addition, once per round the cube will extend a pseudopod and strike an opponent up to 15′ away. The pit is 10′ wide, 20′ long, and 5′ deep. The cube has altered its shape to fit this area.

If the party looks carefully through the cube they will notice several shiny objects under it. The remnants of the cube may be burned away in 1 turn (using 3 flasks of oil). The treasure includes 70 gp, a **longsword +3, chainmail +1**, and a dusty rose-colored crystal prism (an **ioun stone**—this will orbit around the first character to toss it into the air, giving +1 to both Armor Class and saves).

If the party searches for treasure before looking around the corner, they will not see the second gelatinous cube that is advancing to attack. This cube (AC 8; MV 6″; HD 4; hp 30; #AT 1; D 2-8; SA paralysis) will move quickly in through the far opening and into the pit, altering its shape to land on any characters there (all those searching for treasure). All such characters will automatically take damage and must save against paralysis. Characters who are not paralyzed are –4 to hit and do only half damage. This cube attacks as the first cube in all respects.

C7. GROTTO OF TERROR

a. The Black Lake

> The passageway opens into a huge natural cavern at least 150′ across. The stalactite-filled ceiling varies from 50′ to 75′ high, and the floor is covered with a spongy turf. The grotto is lit by the eerie luminescence of a forest of tall fungi (6′-7′ tall, with caps 4′ across). The turf at the entrance rapidly gives way to a dense marsh from which these man-sized mushrooms sprout.
>
> However, most of the grotto is filled by a large lake, with clammy-looking black water and a few patches of green surface scum. Floating in the water are the bodies of several blind whitefish covered with leeches. Across the lake, nearly 100′ away, another shore can be dimly seen. It may be reached by taking a narrow path (5′ wide) along the east wall of the grotto.
>
> Strange clumps of vegetation litter the path, but beyond the marshy beach of the far shore an opening can be seen in the grotto wall.

If a character attempts to swim across the lake, dozens of leeches (normal size) will attach themselves to the character's body the moment he or she enters the water. The leeches will inflict a total of 2-12 points of damage before they can be removed.

The caps of the giant fungi are easy to cut off and are quite buoyant. They can serve as rafts; each cap can carry 2 characters across the lake. If the players spend more than two minutes of actual time deciding what they are going to do, then the shambling mound (see below) will attack them at once. **Tournament only:** If the players try to cross the lake by water, the shambling mound will come out and attack one of the rafts. The players **must** fight the shambling mound, or abandon several characters to it.

If the party takes the path:

b. Shambling Mound

> The path grows increasingly soft and wet. As you approach the halfway point, a huge heap of rotting vegetation rises from the muck. It is alive, and attacks.

The creature is a shambling mound (AC 0; MV 6″; HD 8; hp 37; #AT 2; D 2-16/2-16; SA if both attacks hit the same target suffocation will occur in 2-8 rounds unless the monster is slain; SD weapons do half damage, fire does no damage, cold does half damage, lightning causes it to grow 1 HD in size). The shambling mound will continue to attack until either all the adventurers are dead or have escaped. It will not leave the grotto or enter area **8**, but will return to its original location. If the shambling mound is killed and area **8b** is searched, treasure can be found amidst the rotting vegetation: a potion of **extra-healing; gauntlets of dexterity**; and a **sword +2**.

C8. THE SINISTER SNAKES

> As you reach the far shore, two giant snakes appear from holes in the ground and attack!

These are giant constrictor snakes (AC 5; MV 9″; HD 6+1; hp 37, 35; #AT 2; D 1-4/2-8; SA constriction). The snakes will pursue escaping characters, but will not fight the shambling mound.

STOP! READ THIS BEFORE CONTINUING!

If the DM is using this module in a tournament the party will *be* defeated in the **Council Chamber of the Slave Lords** (**C9**—the next area). This is necessary because in module A4 **(In the Dungeons of the Slave Lords)** the party will begin as prisoners of the Slave Lords. Use the TOURNAMENT VERSION outcome for room **C9**.

If this module is not being used as part of a tournament, then a climactic final battle can ensue! Use the NON-TOURNAMENT VERSION outcome for room **C9**. Instructions will be given at the end of that section to enable continued adventuring into module A4.

C9. COUNCIL CHAMBER OF THE SLAVE LORDS

This long corridor is well-lit by many small oil lamps set into the wall. After about 100′ the corridor dead-ends.

The concealed door at the end of the corridor will be found after one round of searching. It can be opened easily by any member of the party.

The door opens into a great room (70′ × 70′ × 40′ high) lit by large torches set in wall sconces. There are nine large throne-like chairs in a semicircle facing the concealed door. A large iron staircase spirals upward in the southwest part of the room. Every odd numbered chair is occupied (five in all). Seated there are five large, dangerous-looking men wearing many jewels and fine robes—and for some the glint of concealed armor can be seen.

TOURNAMENT VERSION (Outcome for Room C9)

Although the men are clearly laughing, no sound can be heard coming from the room. As the party observes this scene, the man sitting in the central throne (a fighter-type with a black eye-patch) gestures to an unseen henchman. Suddenly a wall of stone drops 20′ down the corridor, blocking any hope of retreat!

The stone wall is impenetrable. If the characters try to move forward into the room they will discover an invisible **wall of force** in a 10′ radius hemisphere from the door.

As you struggle to win free of this trap, a small panel in the ceiling opens and a vial of fluid is hurled against the floor. The vial shatters, releasing a thick green gas as the opening in the ceiling is hastily closed. Slowly, one by one, you fall to the ground unconscious—prisoners of the Slave Lords.

NON-TOURNAMENT VERSION (Outcome for Room C9)

The five Slave Lords present have observed the party's progress by means of a **crystal ball with clairaudience**. They have spells and weapons ready and cannot be surprised. The Slave Lords are impressed with this party's tenacity and skill and view the coming battle with some amusement. This will change, however, as soon as one of the Slave Lords takes damage. It will then become a fight to the death. The cleric Mordrammo will prepare to use his **word of recall** (in his **ring of spell storing**) to escape. The DM must allow Mordrammo to escape, for he appears again in module A4.

The thrones are numbered 1-9 on the DM's map. The magic-user **Ajakstu** sits in #1; **Nerelas** the assassin is in #3; **Feetla** the fighter/buccaneer sits in throne #5; **Brother Milerjoi the monk** is in seat #7; and **Mordrammo** the Evil High Priest is in seat #9. The DM should study the brief personality sketches of these Slave Lords, as these will influence their actions during battle.

Ajakstu, the magic-user, has been quite useful to the Slave Lords with his **staff of power**, **crystal ball** and **ring of spell storing**. The **crystal ball** in particular has enabled them to escape traps set for them and eliminate any dissent. Ajakstu is worried now, because his precious staff only has 3 charges remaining; he will not use the final charge.

Nerelas the assassin is a silent, cunning fighter. As soon as the party appears, Nerelas will sip a small amount of his potion of **invisibility**. Then he will sneak around until he gets a chance to *backstab* someone (after the area-effect spells are finished, of course). If not immediately engaged in melee, Nerelas will sip more of his potion and repeat the process.

Feetla is a master buccaneer and current leader of the Slave Lords. His daring raids and naval strength have helped the Slave Lords dominate the region. Feetla will enter melee with his cutlass as soon as the area-effect spells have been thrown.

Brother Milerjoi is a high-ranking monk from the Scarlet Brotherhood (see the WORLD OF GREYHAWK™ fantasy world setting). He and his disciple **Brother Kerin** mysteriously appeared at the first Council of the Slave Lords. It is an indication of the growing strength of the Scarlet Brotherhood that Brother Milerjoi was immediately accepted into the Council.

Mordrammo is the chief priest of the Temple of the Earth Dragon. He is a strong enemy, but his self-preservation instinct is strong. He realizes that the attacking party could very well get lucky, so he has a **protection from good 10′ radius** set up before the party enters the room. As soon as he throws his **flame strike**, Mordrammo will escape using his **word of recall**.

Mordrammo, Brother Kerin, and the other Slave Lords will reappear near the end of module A4 **(In the Dungeons of the Slave Lords)**.

> The men are laughing loudly. As the party observes this scene, a fighter-type with a black eyepatch (sitting in the central throne) gestures to an unseen henchman. Suddenly a wall of stone drops 20′ down the corridor, blocking any hope of retreat!

In this version Ajakstu has already expended his **wall of force**, thus the Slave Lords are forced into combat. Their recommended actions for each round are given below; however, the DM should use his or her good judgement. Remember, these are high-level, intelligent characters and they will fight to their best advantage.

IF THE PARTY LOSES ...

If the players lose this battle and the DM wishes to have them participate in module A4, it can be assumed that Mordrammo has returned and, over several days, has cast **raise dead** on all slain party members in order to torture and interrogate them. They will be carefully guarded as described in A4 and the DM may then proceed with that module.

IF THE PARTY WINS ...

Congratulations are due. That's quite a group of players, there!

The iron staircase leads up into building **B59**, the **Slave Lords' Stronghold** in the hidden city (map **B**). If the party tries to go this way, they will almost certainly be killed or captured. If they do not, they must still escape the catacombs, the town, and the vengeance of the surviving slavers.

If the players are to participate in module A4, the DM should arrange to have them captured at some point (and raised if necessary). The prisoners are interrogated and guarded as described in module A4. The DM may then proceed with the new adventure.

RECOMMENDED SLAVE LORD ACTIONS

ROUND 1:

Ajakstu throws **slow** spell (the first 6 characters are affected) as soon as they appear.

Mordrammo has already cast **protection from good 10′ radius** by the time the party appears. He now casts a **flame strike** on one of the spellcasters of the party (determine randomly).

Nerelas sips his potion of **invisibility**.

Feetla hurls a throwing axe at one of the lead party members.

Brother Milerjoi throws two of his daggers at the closest target.

ROUND 2:

Ajakstu throws a **fireball** targeted on the door behind the party. Previous experience has shown him that the burst from this point won't quite reach his seat, but will envelop the nine squares in front of the door.

Mordrammo uses his **word of recall** from behind the safety of his throne. If a character is charging him, he will cast a **blade barrier** first and then exit.

Nerelas maneuvers invisibly into position (but *not* into the nine squares—these tactics have been previously discussed among the Slave Lords).

Feetla fires a cocked heavy crossbow at a lead enemy.

Brother Milerjoi hurls two more daggers.

ROUND 3:

Ajakstu uses his staff to fire **magic missiles** (4) at the closest enemy.

Nerelas backstabs a random target.

Feetla engages in melee with strongest fighter using his **cutlass +2**.

Brother Milerjoi uses open-hand attacks upon some target.

ROUND 4:

Ajakstu fires **magic missiles** (4) from staff.

Nerelas attempts to sip potion or will melee if engaged.

Feetla continues to melee.

Brother Milerjoi continues to use open-hand attacks.

SUBSEQUENT ROUNDS:

DM's discretion using the above as guidelines.

THIEVING ABILITIES:	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Nerelas	75%	72%	60%	75%	61%	30%	98%	45%
Brother Milerjoi	70%	62%	60%	70%	56%	30%	98%	45%

OPEN HAND ATTACKS	ATT/RND	Damage	Kill %
(Brother Milerjoi):	2	3-12	2% + victim's AC, if stunned

THE SLAVE LORDS

Character	Feetla	Nerelas	Mordrammo	Ajakstu	Brother Milerjoi
Level/CLS	10th/Ftr	11th/As	11th/Clr	9th/M-U	9th/Monk
ALIGNMENT	NE	NE	NE	LE	LE
AC	–1	2	0	5	3
HP	90	58	52	32	35
MV	12″	12″	12″	12″	23″
STR	18/25	16	15	13	15
INT	15	14	14	18	14
WIS	12	17	17	10	15
DEX	15	17	17	17	15
CON	16	13	13	11	13
CHR	18	15	11	14	11
SAVING THROWS					
PARALYSIS	8	9	4	11	11*
PETRIFY	9	8	7	9	10*
RODS	10	8	8	6	10*
BREATH	9	12	10	11	14*
SPELLS	11	9	9	8	11*

*Brother Milerjoi is 9th level, which means he takes *no damage* with successful saves, and only ½ *damage* (where applicable) when a saving throw is failed.

ARMOR	Chain & shield	Leather	Chain	None	None
ATTACK ADJ	+3	+1	+2	+1	0
DAMAGE ADJ	+5	+1	+3	+1	+4½*
MISSILE ADJ	+1	+3	+3	0	+1**

*Brother Milerjoi will stun opponents up to 7′10″ and 700# with his open hand attack.

**Brother Milerjoi can *dodge* any non-magical missile attack by making his saving throw vs. petrification.

	Weapons	**Magic Items**	**SPELLS & NOTES**
Feetla	Cutlass, Crossbow, hvy. Throwing axe	**Cutlass +2** **Chain +2** **Shield +2**	(Treat cutlass + 2 as a **Scimitar**: Damage = 1-8/1-8 plus bonus)
Nerelas	Longsword Dagger	**Longsword +1** **Dagger +1** **Leather +1**	(Dagger +1 has **blade venom** type C: 35 hp if save is not made, no damage if save is made)
Mordrammo	Mace	**Mace +2** **Ring of protection +2** **Ring of spell storing (word of recall)**	**protection from good 10′ rad., flame strike blade barrier** (plus DM choice)
Ajakstu	Dagger	**Dagger +1** **Cloak of protection +2** **Staff of power** (3 charges) **Crystal ball** with clairaudience **Ring of spell storing**	(DM choice) **Ring: (dispel magic, fireball, shocking grasp, slow, wall of force at** L9**)**
Brother Milerjoi	Dagger (8)		

STOROPER

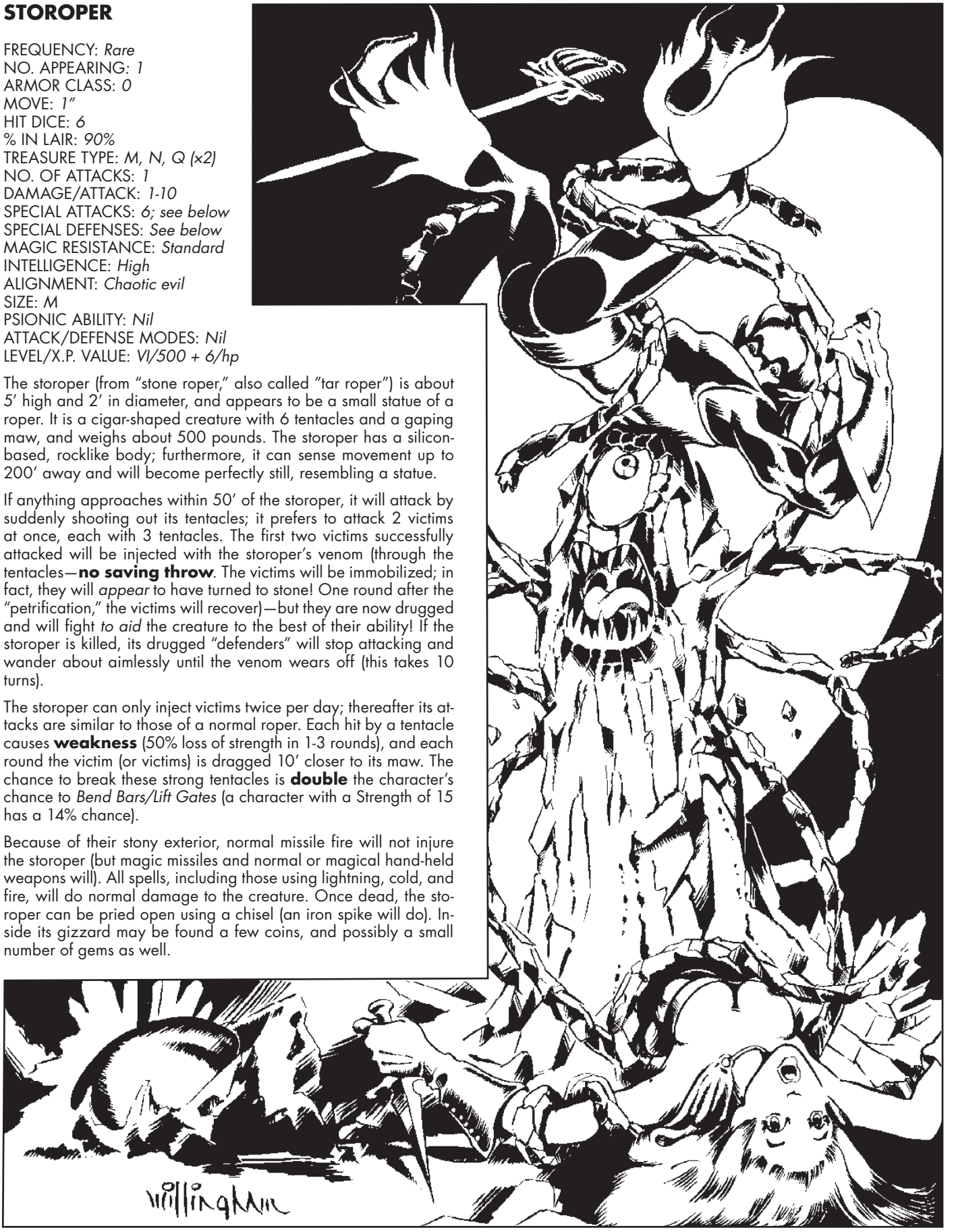
FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: *1"*
HIT DICE: *6*
% IN LAIR: *90%*
TREASURE TYPE: *M, N, Q (x2)*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-10*
SPECIAL ATTACKS: *6; see below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
ATTACK/DEFENSE MODES: *Nil*
LEVEL/X.P. VALUE: *VI/500 + 6/hp*

The storoper (from "stone roper," also called "tar roper") is about 5′ high and 2′ in diameter, and appears to be a small statue of a roper. It is a cigar-shaped creature with 6 tentacles and a gaping maw, and weighs about 500 pounds. The storoper has a silicon-based, rocklike body; furthermore, it can sense movement up to 200′ away and will become perfectly still, resembling a statue.

If anything approaches within 50′ of the storoper, it will attack by suddenly shooting out its tentacles; it prefers to attack 2 victims at once, each with 3 tentacles. The first two victims successfully attacked will be injected with the storoper's venom (through the tentacles—**no saving throw**. The victims will be immobilized; in fact, they will *appear* to have turned to stone! One round after the "petrification," the victims will recover)—but they are now drugged and will fight *to aid* the creature to the best of their ability! If the storoper is killed, its drugged "defenders" will stop attacking and wander about aimlessly until the venom wears off (this takes 10 turns).

The storoper can only inject victims twice per day; thereafter its attacks are similar to those of a normal roper. Each hit by a tentacle causes **weakness** (50% loss of strength in 1-3 rounds), and each round the victim (or victims) is dragged 10′ closer to its maw. The chance to break these strong tentacles is **double** the character's chance to *Bend Bars/Lift Gates* (a character with a Strength of 15 has a 14% chance).

Because of their stony exterior, normal missile fire will not injure the storoper (but magic missiles and normal or magical hand-held weapons will). All spells, including those using lightning, cold, and fire, will do normal damage to the creature. Once dead, the storoper can be pried open using a chisel (an iron spike will do). Inside its gizzard may be found a few coins, and possibly a small number of gems as well.



TOURNAMENT SCORING

In the "Slave Lords" Tournament, points are given to parties based on how far into the dungeons they penetrate and how many characters are alive at the end of the three hour time limit. Use the matrix below to arrive at each party's base score; use the encounter area number of the **last encounter completed** to determine the penetration score. For example: if a party was engaged in melee in room A9 when time ran out, they would be scored as completing area 8 and receive 360 points (assuming all nine characters were still alive).

SCORING ADJUSTMENTS

In a large tournament it is likely that at least some teams will be tied using the base scores. To prevent this, the **DM's Discretionary Bonus** system can be used. In each of the 9 encounter areas, the DM awards from +3 to –3 points depending on whether the party resolved the encounter intelligently, quickly, etc. +3 points are added for superior play, +2 for excellent play, +1 for good play, 0 for average play, etc. down to –3 for extremely poor play. This is not exactly the system used the first time this tournament was run, but should prevent ties.

AREAS ENCOUNTERED

Number of Characters Surviving	1	2	3	4	5	6	7	8	9
0.	0	45	90	135	180	225	270	315	360
1.	5	50	95	140	185	230	275	320	365
2.	10	55	100	145	190	235	280	325	370
3.	15	60	105	150	195	240	285	330	375
4.	20	65	110	155	200	245	290	335	380
5.	25	70	115	160	205	250	295	340	385
6.	30	75	120	165	210	255	300	345	390
7.	35	80	125	170	215	260	305	350	395
8.	40	85	130	175	220	265	310	355	400
9.	45	90	135	180	225	270	315	360	405

Tournament Missile Fire Into Melee

If characters wish to fire missiles into melee, the following simpler system shall be used in place of normal AD&D procedures (described in the **DUNGEON MASTERS GUIDE**):

1. A specific target is declared by the player.
2. The DM secretly determines the real target, as follows:
   a. Find the total "man-sized units" present in the **melee pairing** (as opposed to the entire melee); small creature = ½, man-sized = 1, larger = 1½, huge (e.g. anhkheg, dragon) = 2.
   b. Roll randomly to determine which man-sized unit becomes the target of the missile: determine by half-units if necessary.
3. The player rolls a "to hit" roll, announcing the adjusted total to the DM.
4. The DM compares the number to the armor class of the actual target (not necessarily the intended one) to determine hits.
5. ANY miss will miss the entire melee, and NEVER hits an alternate target.

EXAMPLE: Blodgett (halfling thief, AC 3, rear AC 7) tries to slip around behind a melee with gnolls, but is spotted and attacked by 2 of them. Freda the Forester decides to help with arrow fire. The total number of man-sized units is 3½ (1½ per gnoll, ½ for the halfling). The DM rolls a d8: 1-3 = 1st gnoll, 4-6 = 2nd gnoll, 7 = Blodgett, 8 = reroll. Unfortunately, a 7 is rolled, and Freda's "to hit" roll is compared to Blodgett's REAR AC (7) to determine the results of the shot.

In these cases, a character target's AC must be carefully determined: rear AC is the most commonly encountered, but occasionally only shieldless AC is used. If a character expects missile fire, include dexterity adjustments to AC.

CREDITS

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Tournament Coordinator: Bob Blake

Special Thanks to the many great DMs who worked so hard to make this adventure and the entire tournament a success!

TOURNAMENT CHARACTERS (PART A)

CHARACTER	Elwita	"Ogre"	Freda	Kar-raway	Blodgett	Dread Delgath	Phan-stern	Eljayess	Kayen Telva
NUMBER	**1.**	**2.**	**3.**	**4.**	**5.**	**6.**	**7.**	**8.**	**9.**
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Level/CIs	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/Ill	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3′10″	6′	5′3″	6′	3′	6′1″	5′8″	5′4″	5′6″
WEIGHT	131 lbs.	183 lbs.	129 lbs.	175 lbs.	60 lbs.	162 lbs.	204 lbs.	123 lbs.	98 lbs.
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	–2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	9″	12″	12″	6″	12″	12″	12″	9″	12″
STR	17	18 (56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	6	11	13	9	7	14	14	10	13
PETRIFY	12	12	14	12	10	13	13	13	13
RODS	8	13	15	13	7	11	11	14	11
BREATH	13	13	16	15	14	15	15	16	15
SPELLS	9	14	16	14	8	12	12	15	12
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None shield	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	(+1)**
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	(+2)**
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%

THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language
	65%	62%	50%	60%	56%	25%	75%	20%

* Blodgett's Thieving Abilities.

** Racial Bonus with bow or sword

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	**Shield +1** **War hammer +2**	Pouch belt, (lg) 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50′ rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	**Long sword +1** **Splint mail +2**	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50′ of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Eight **arrows +2** **Chainmail +3** Potion of **Healing**	Backpack, quiver & 12 arrows, tinderbox, 6 torches, 50′ rope	
Karraway	Footman's mace Hammer	Potion of **Clair-audience**, Scroll of **Raise dead**	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes	**Bless, Command, Cure lt. wounds** (×2)**, Light, Find trap, Hold person** (×2)**, Silence, Spiritual hammer, Cure disease, Dispel magic**
Blodgett	Short sword Dagger Sling	**Ring of protection +1, Boots of elvenkind**	Pouch belt (sm) tinderbox, 2 flasks of oil, 20 bullets, 20′ of rope, 4 spikes, waterskin, thieves' tools	
Dread Delgath	Dagger Staff	**Bracers of Defense** AC6, **Wand of fire** (4 charges)	Pouch belt (lg) 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	**Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow**
Phanstern	Dagger (silver)	Potion of **Extra healing**, Scroll of **Blindness** and **Blur**	Pouch belt, bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	**Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation**
Eljayess	Spear Long bow Hammer Long sword	**Spear +1** Potion of **Speed**	Quiver & 20 arrows, vial of holy water, wooden holy symbol, small pouch, 50′ of rope, waterskin	**Command, Cure lt. wounds** (×2)**, Light, Chant, Hold person, Silence 15′ radius**
Kayen Telva	Long sword Long bow Hand axe Javelin Dagger	Two **Javelins of piercing**, Scroll of **Hold portal** and **Suggestion**	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle	**Charm person, Shocking grasp, Sleep, Invisibility, Knock**

TOURNAMENT CHARACTERS: SEMIFINAL ROUND (PARTS B & C)

CHARACTER NUMBER	Elwita 1.	"Ogre" 2.	Freda 3.	Kar-raway 4.	Blodgett 5.	Dread Delgath 6.	Phan-stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Level/CIs	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/Ill	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3′10″	6′	5′3″	6′	3′	6′1″	5′8″	5′4″	5′6″
WEIGHT	131 lbs.	183 lbs.	129 lbs.	175 lbs.	60 lbs.	162 lbs.	204 lbs.	123 lbs.	98 lbs.
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	–2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	9″	12″	12″	6″	12″	12″	12″	9″	12″
STR	17	18 (56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	6	11	13	9	7	14	14	10	13
PETRIFY	12	12	14	12	10	13	13	13	13
RODS	8	13	15	13	7	11	11	14	11
BREATH	13	13	16	15	14	15	15	16	15
SPELLS	9	14	16	14	8	12	12	15	12
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None shield	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	(+1)**
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	(+2)**
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%
THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language	
	65%	62%	50%	60%	56%	25%	75%	20%	

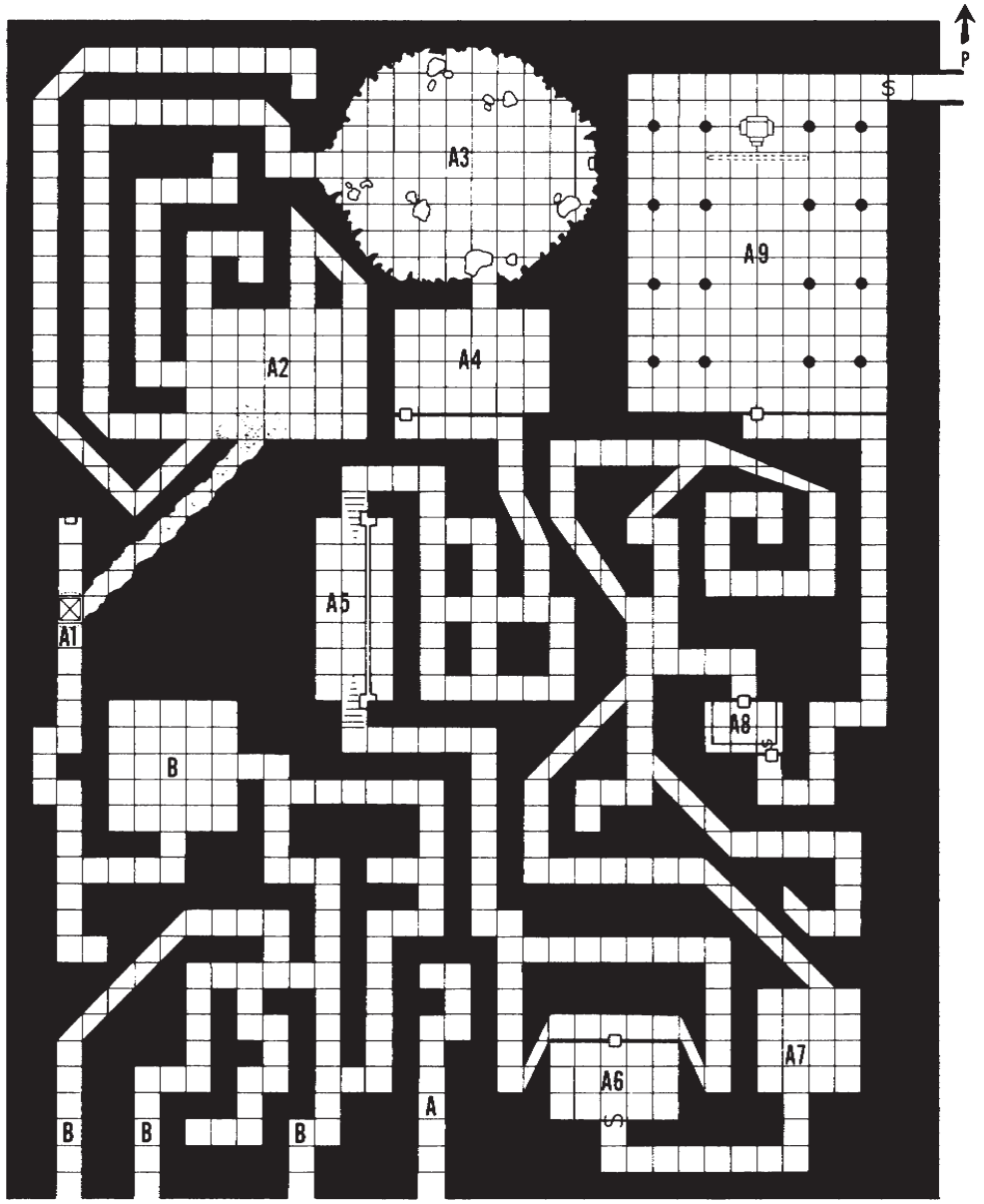
* Blodgett's Thieving Abilities.

** Racial Bonus with bow or sword

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	**Shield +1** **War hammer +2**	Belt pouch (lg), 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50′ rope	
"Ogre"	Long sword Short bow (comp) Throwing knife	**Broadsword +1** **Splint mail + 2**	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50′ of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	**Bastard sword +1** Four **arrows +2** **Chainmail +3** Potion of **Healing**	Backpack, quiver & 12 arrows, tinderbox, 4 torches, 50′ rope, 2 oil flasks, 2 pearls (100 gp each)	
Karraway	Footman's mace Hammer	**Hammer +2** Potion of **Clairaudience,** Scroll of **Cure serious wounds**	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes, 2 moonstones (50 gp each)	**Bless, Command, Cure lt. wounds** (×2)**, Light, Find trap, Hold person** (×2)**, Silence, Spiritual hammer, Cure disease, Dispel magic**
Blodgett	Short sword Dagger Sling	**Sword of speed +1** **Ring of protection +1,** **Boots of elvenkind**	Belt pouch (sm), tinderbox, 2 flasks of oil, 12 bullets, 20′ of rope, 4 spikes, waterskin, thieves' tools	**(Note:** The sword of speed gives a free blow at the beginning of each combat round. Initiative for the normal blow is determined normally.)
Dread Delgath	Dagger Staff	**Bracers of Defense** AC6, **Ring of spell storing (fly, cold cone, magic missile,** at L9)	Pouch belt (lg), 2 oil flasks, material spell components, 3 tallow candles, 1 tinderbox	**Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow**
Phanstern	Dagger (silver)	**Cloak of protection +2** Scroll of **Blindness** and **Blur**	Belt pouch (sm), bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	**Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation**
Eljayess	Spear Long bow Hammer Long sword	**Spear +1** Potion of **Fire resistance**	Quiver & arrows, vial of holy water, wooden holy symbol, small pouch, 50′ of rope, waterskin	**Command, Cure lt. wounds** (×2)**, Light, Chant, Hold person, Silence 15′ radius**
Kayen Telva	Long sword Long bow Hand axe Javelin Dagger	**Javelins of piercing**, Scroll of **Suggestion**	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle, amethyst (100 gp)	**Charm person, Shocking grasp, Sleep, Invisibility, Knock**

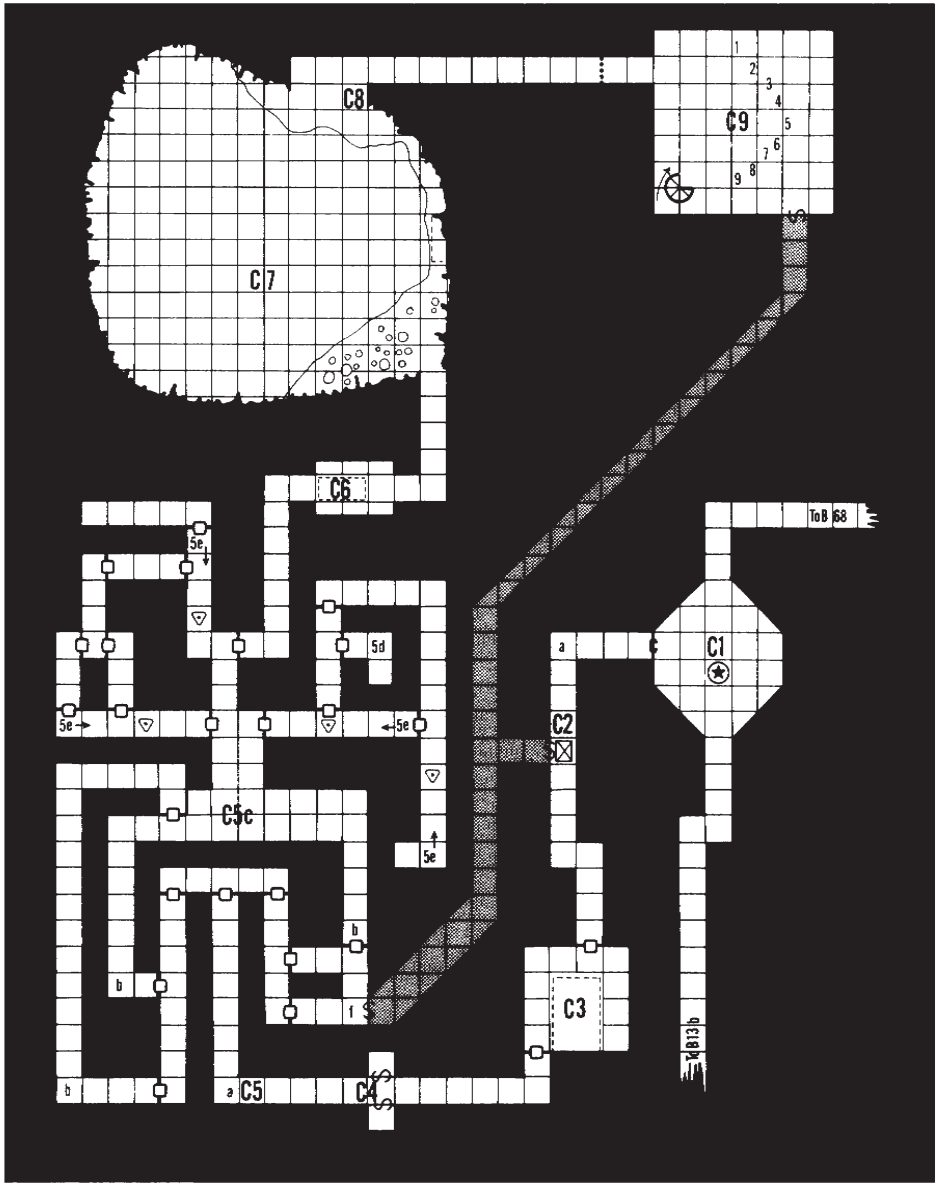
CAVE MAP

1 square = 10′



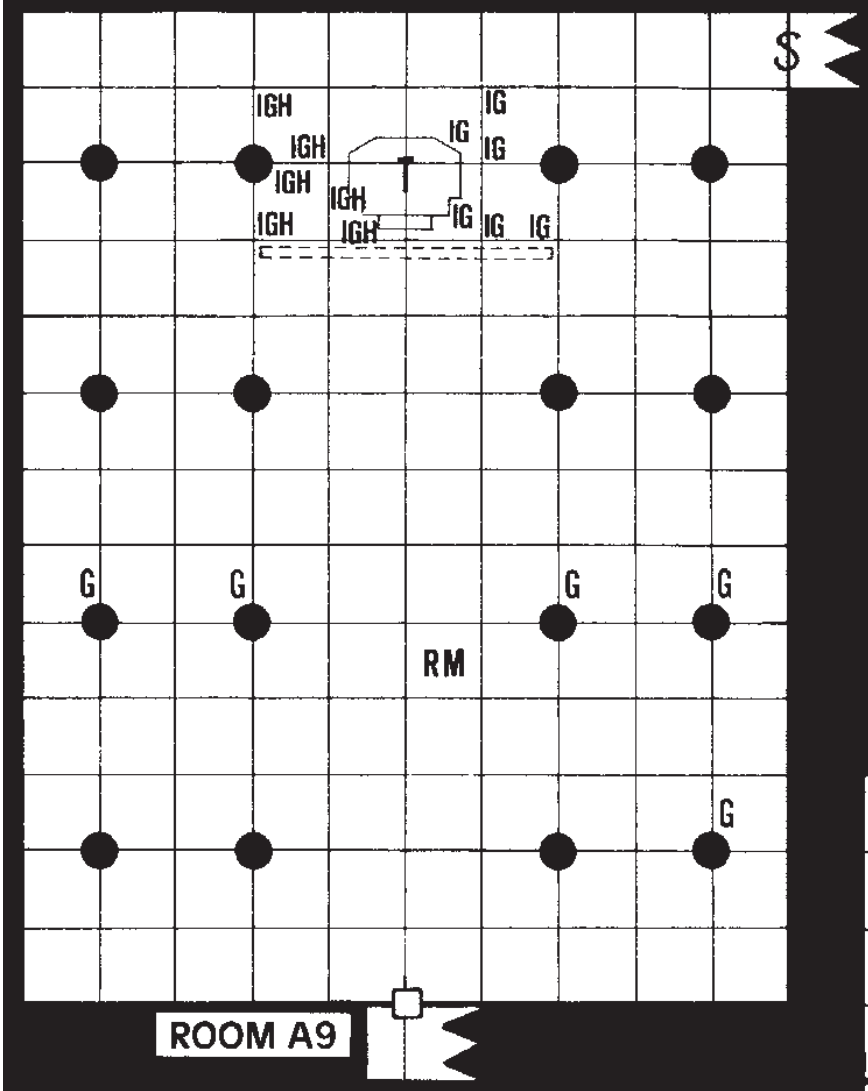
SEWER MAP

1 square = 10′

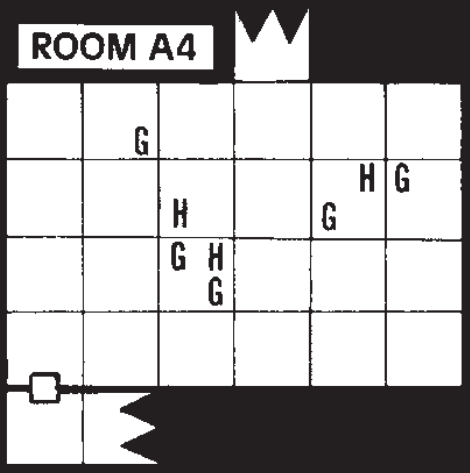


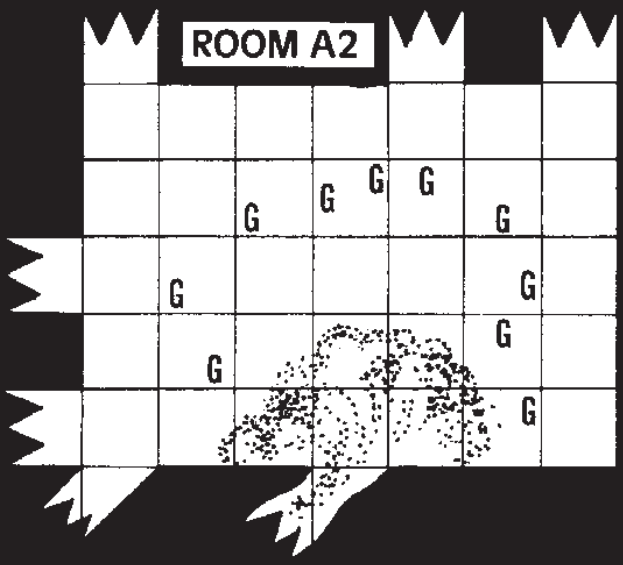
SHADED AREA FOR NON-TOURNAMENT USE ONLY

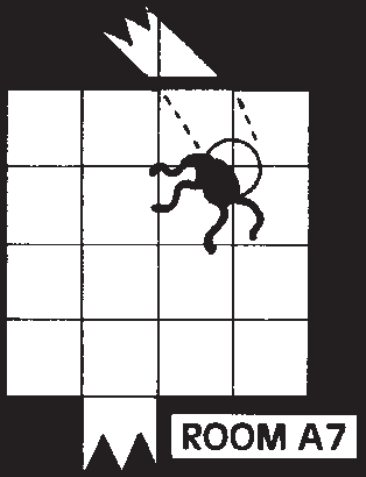
TACTICAL SITUATIONS A3-A

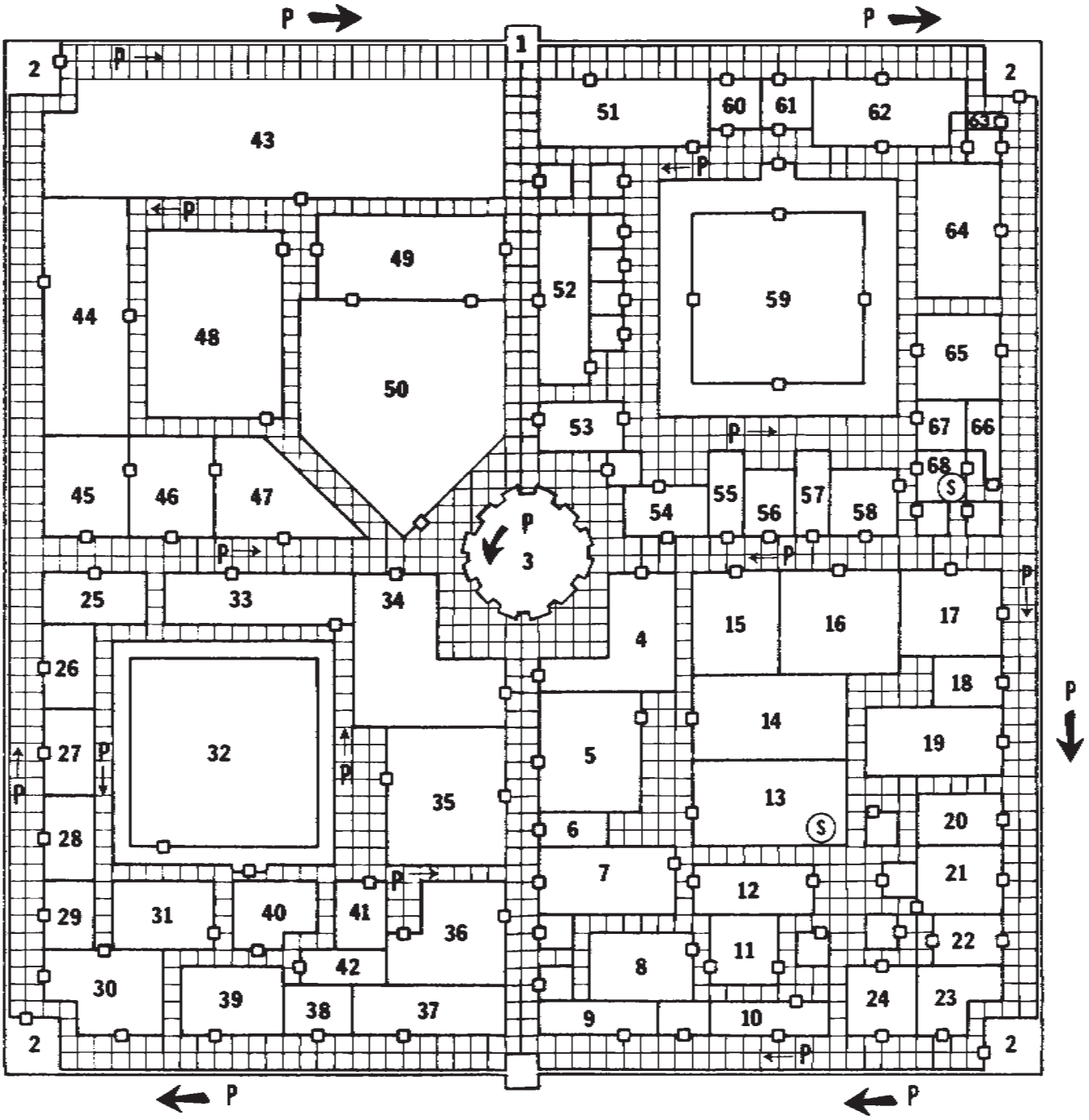


●	PILLAR
G	GNOLL
RM	RUST MONSTER/ ANKYLOSAURUS
IGH	ILLUSIONARY GHOUL
IG	ILLUSIONARY GNOLL
▭	WALL OF GLASS
T	THRONE (AND ILLUSIONIST)
H	HYENADON
○	HOLE
	STOROPER





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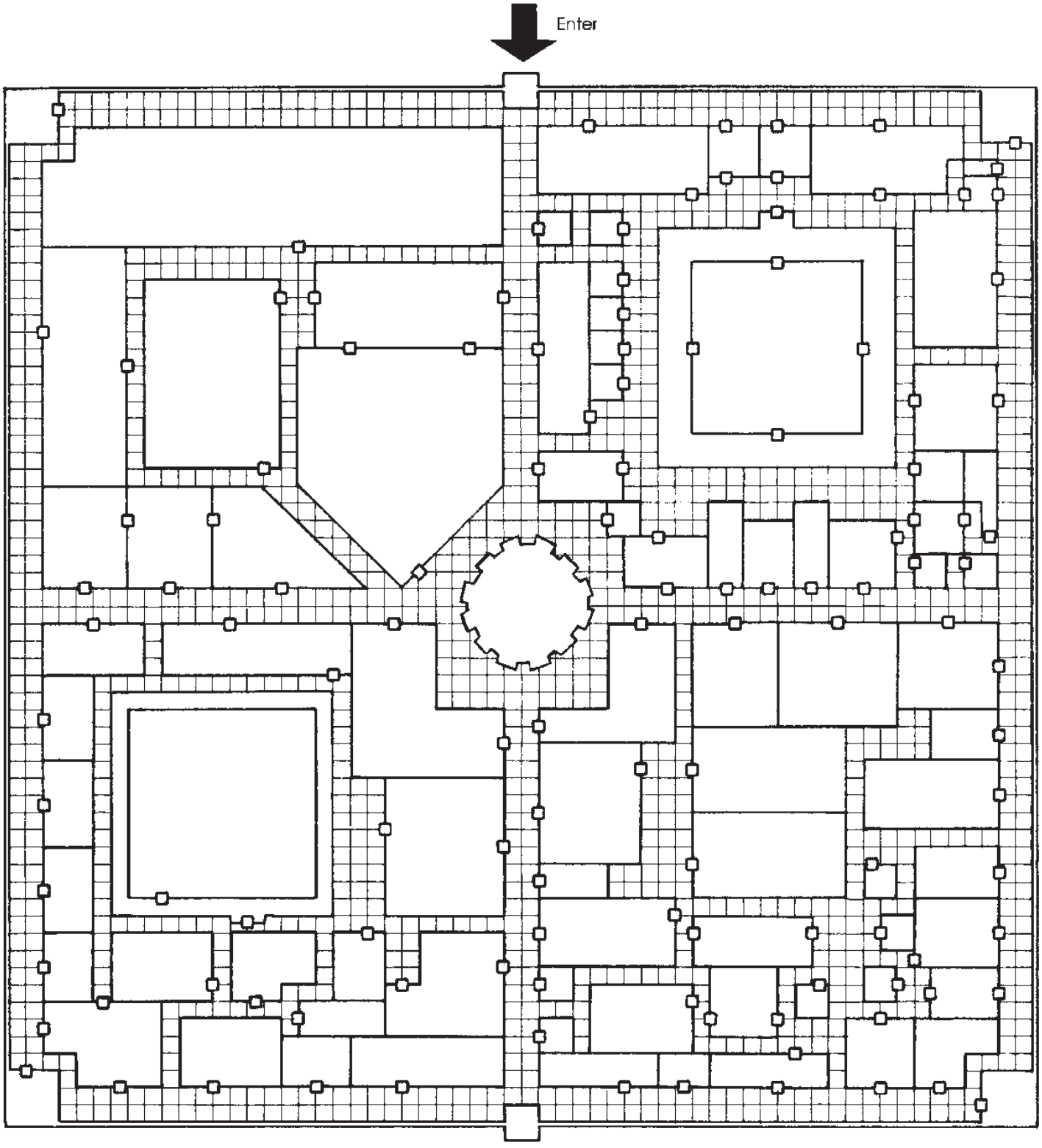
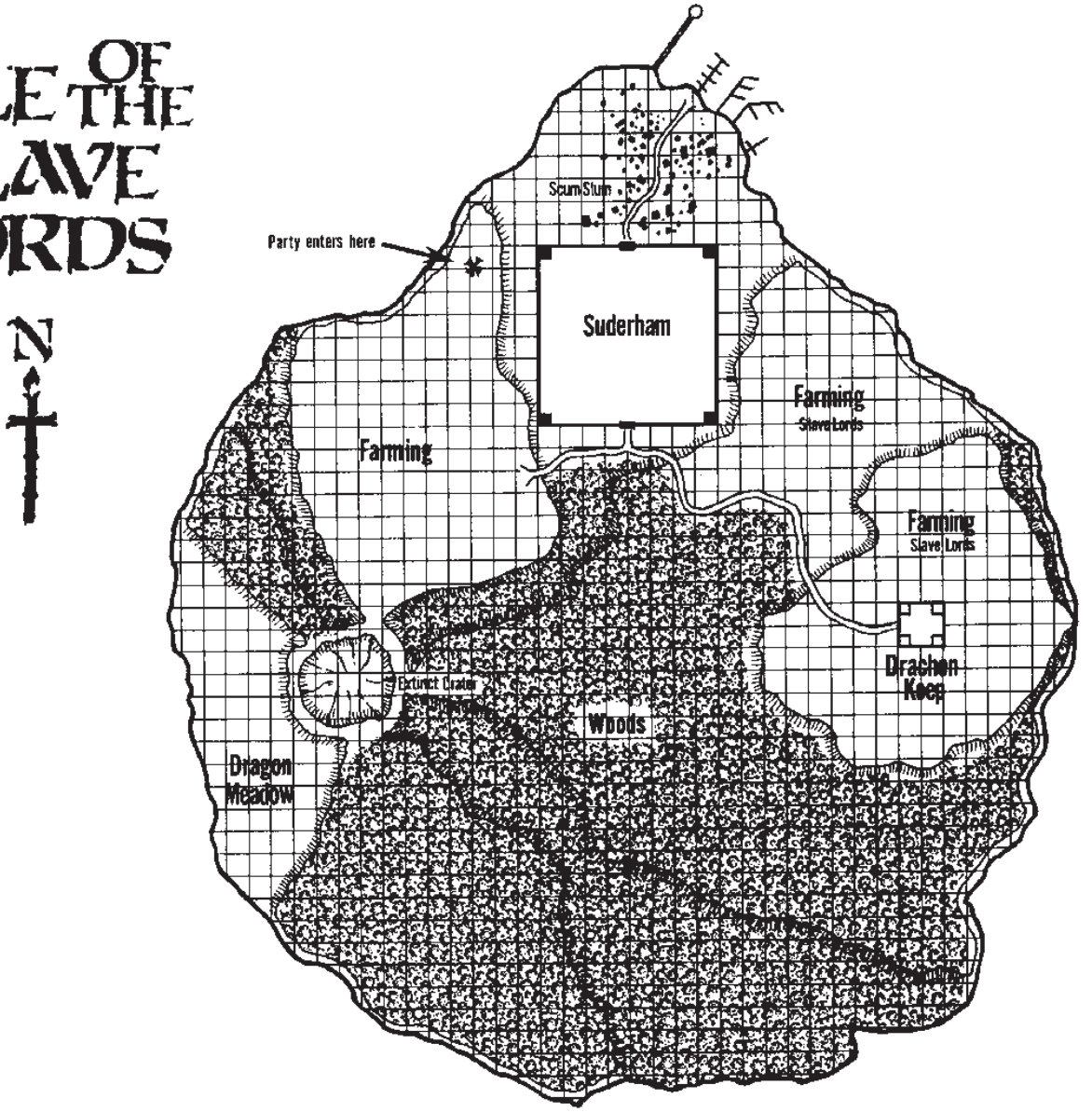
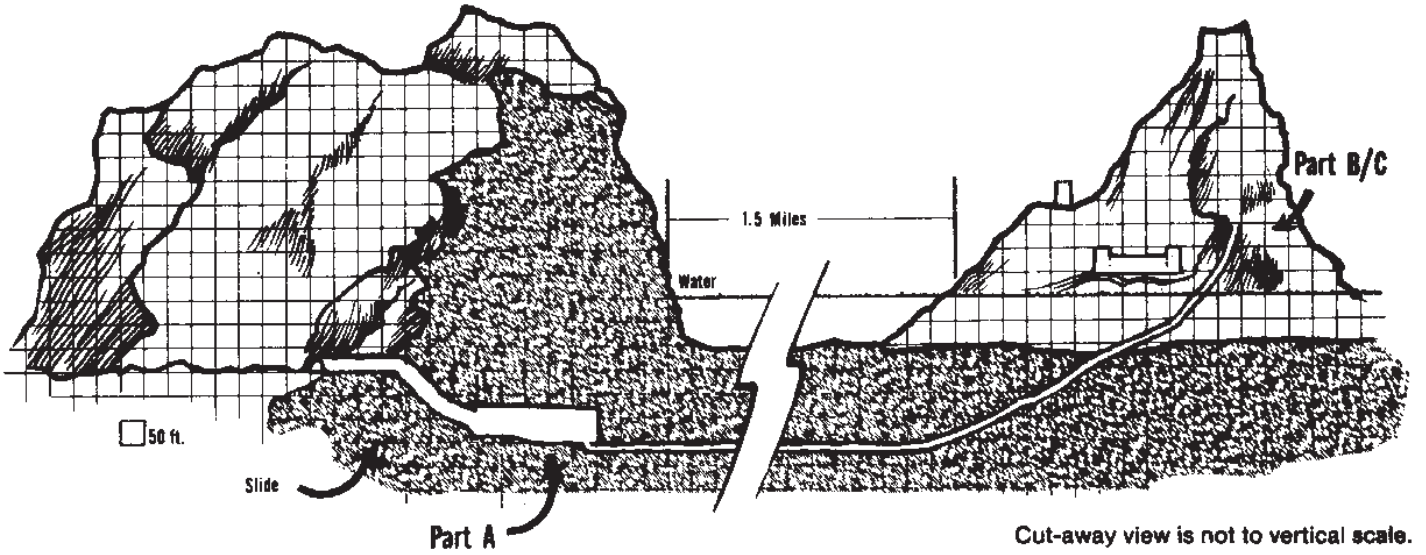
PLAYERS' MAP: CITY OF SUDERHAM



ISLE OF THE SLAVE LORDS



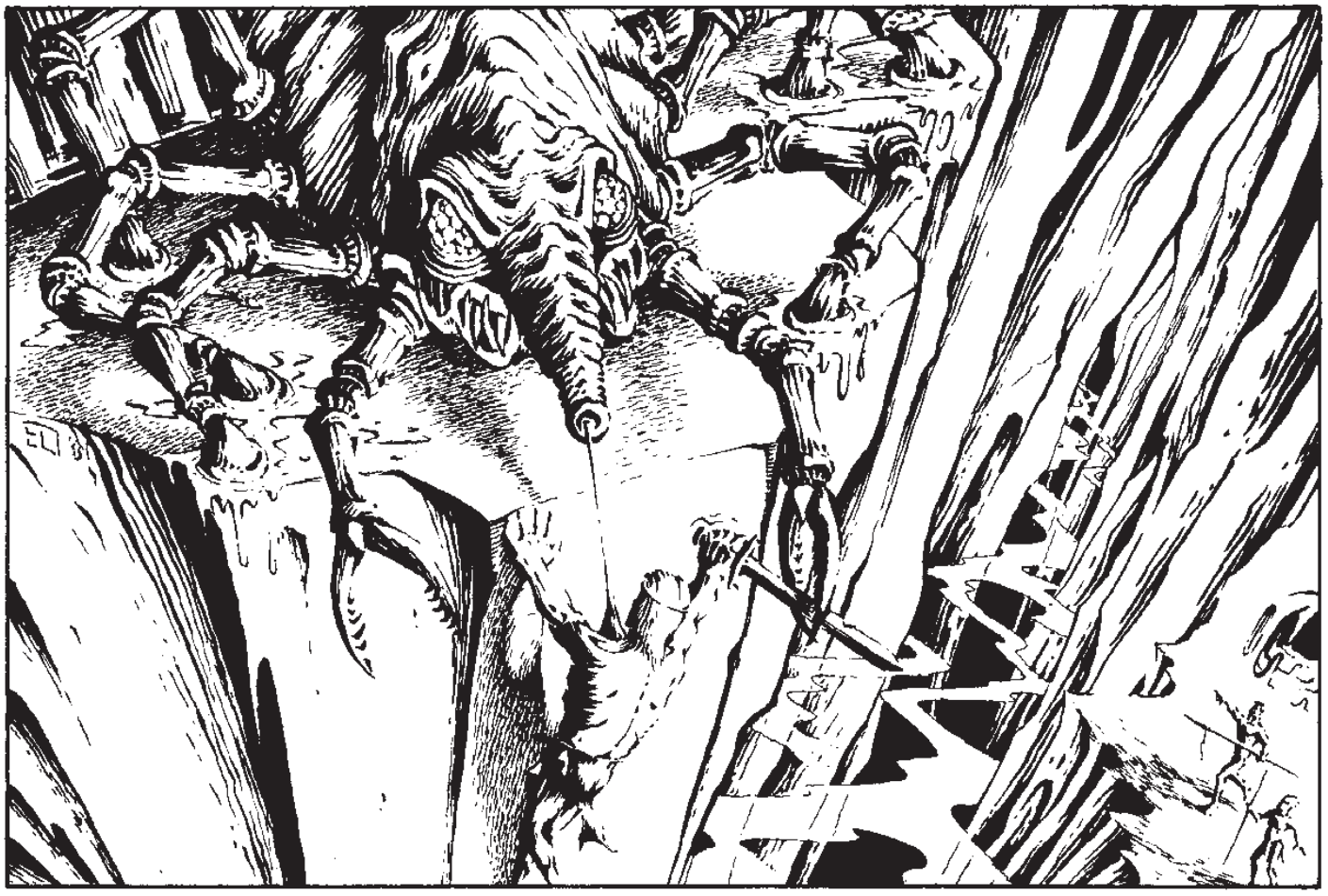


Cut-away view is not to vertical scale.

Dungeon Module A4
In the Dungeons of the Slave Lords

by Lawrence Schick

AN ADVENTURE FOR CHARACTER LEVELS 4-7



Trapped in the dungeons of the Slave Lords! The hardy adventurers must find a way out, with only their wits and courage to help them. But can they do it before everything is destroyed by the dreaded Earth Dragon?

This module was originally used for the final round of the official ADVANCED DUNGEONS & DRAGONS Open Tournament at the GEN CON XIII Game Convention, and is the culmination of a series of four related tournament modules.

This module contains a challenging scenario for experienced players, the tournament scoring system, and nine fully equipped, playtested tournament characters. Also included are large-scale referee's maps, playing aids, notes, and background information. A4 is a complete adventure in itself, but can also be used in conjunction with A1 (Slave Pits of the Undercity), *A2* (Secret of the Slavers Stockade), *and A3* (Assault on the Aerie of the Slave Lords).

AD&D Module A4:

IN THE DUNGEONS OF THE SLAVE LORDS

by Lawrence Schick

Background:

For several years, organized bands of pirates and slavers have made a living by raiding the coastal towns on the Sea of Gearnat. Although these marauders were certainly not welcomed by the lords and rulers of the lands they raided, they were allowed to continue their depredations. Feuding among the lords and lack of funds prevented all but the gradual fortification of towns and an occasional naval skirmish with the villains. Recently, however, the slavers' attacks have become more frequent and vicious. Believing their prey to be weak and helpless, the raiders have burnt entire villages and pulled down the walls of towns, enslaving everyone they capture.

The lords of the afflicted states finally determined to take action, forgetting their petty squabbles to unite against the marauders of the yellow sails. The lords traced the slavers to one of the ports from which they launch their swift attacks on the coast—the despoiled city of Highport in the wasted Pomarj. Rather than send troops, the lords first cautiously dispatched bands of adventurers. Their mission: find the ultimate stronghold of the slavers and destroy the Slave Lords, thus ending their power.

With cleverness and courage, the adventurers followed the route of the Pomarj. After penetrating the outer defenses, they came through to the slavers' mountain fastness in the heart of the Drachensgrab, the rocky spine of the mountain wall, to see a town on an island in the middle of a vast crater lake. This was Suderham—the Aerie of the Slave Lords.

The adventurers attacked the Slave Lords in their lair beneath Suderham, but on the verge of victory, the party was defeated by an impassable sleeping-gas trap. The sleeping adventurers were ignominiously stripped of their belongings and dragged to the dungeon cells beneath Drachen Keep, the forbidding tower on a plateau above the town.

MODULE BACKGROUND:

The dungeon portion of this module was used as the final round of the ADVANCED DUNGEONS & DRAGONS Open Tournament at the GEN CON XIII gaming convention, 1980. Instructions are given for using this module (along with the other modules of the A series) to reconstruct this tournament. For this purpose, the scoring system and the characters used in the AD&D Open are included. Occasionally, information presented in the dungeon portion will not apply to tournament use, and these instances are clearly marked. The DM should take special note of such instances to prevent confusion.

Notes for the Dungeon Master

In the Dungeons of the Slave Lords has been designed for six to eight characters of moderate levels (4 to 7). However, the unusual nature of the dungeon makes it uniquely suited to adaptation for play by characters of almost any level by simply increasing or decreasing the number of hit dice of the monsters.

In this module the player's skill, not the character's level, will determine success. However, a party attempting to complete this module should contain several fighters and at least one cleric, one magic-user, and one thief. The characters provided at the end of the module are ideally suited for the scenario, as certain aspects of the module were designed with their capabilities in mind.

Before commencing play, the DM must read the module *thoroughly* and become familiar with the scenario. Otherwise the DM may give information away accidentally, and may have to spend a lot of time during play carefully reading the encounter areas. This disrupts the flow of play, and can cause serious time problems if the tournament scenario is in use. After reading, the DM should decide whether to use this module as part of a regular campaign, or as if in the tournament it was designed for. If the latter course is chosen, special attention should be paid to the **TOURNAMENT NOTES** section.

As in the other A-series modules, the information in the key is usually divided into two sections. The boxed material includes the information that will be obvious to the characters upon casual inspection of the encounter area. Unlike the other modules of this series, in this module the boxed text is NOT to be read to the players word-for-word. The DM should convey the information to the players in the standard style of description and question-and-answer. The unboxed text is DM information which players may or may not uncover, depending on how things go in the encounter area.

This is an unusual scenario in that the characters start almost totally bereft of equipment and spells. Many players think of their characters in terms of their powers and possessions, rather than as people. Such players will probably be totally at a loss for the first few minutes of play. It is likely that they will be angry at the DM for putting them in such an "unfair" situation. They will demand or beg concessions. DO NOT GIVE THEM ANY HELP, even if they make you feel sorry for them. Inform the players that they must rely on what they have, not what they used to have, and that this includes their brains and their five senses. Good players will actually welcome the challenge of this scenario. All players will ultimately enjoy the module much more if they get out on their own resources, rather than with what hints and clues the DM gives them.

The dungeon labyrinth is far from a normal AD&D dungeon. To escape, the player characters will have to make the best of the ***opportunities*** offered by the contents of the various encounter areas. These opportunities may seem meager to the players at first, but this dungeon contains more than enough material for the players to escape from any of the exits if they have the wits and resourcefulness to recognize and utilize it. However, this module is also a test of the ability of the Dungeon Master! It is a virtual certainty that good players, forced to rely on their own initiative, will attempt to use what they find to do things not covered by the rules. In these situations, it is entirely up to the DM to handle these requests with fairness, objectivity, and imagination. Some things the DM can think about ahead of time; for example, how will the party make light, or ropes, or mark their way? Consider such things, but be prepared also, for the players will probably think of things that never occurred to you.

An essential mechanism of this scenario is the impending earthquake and volcanic eruption which will destroy the dungeon and Suderham. The earthquake (and its attendant foreshocks) serves two purposes: it prods the players on to act quickly in the dungeon, and it sets the stage for the island scenario at the end of the module. A number of tremors precede the earthquake, each of which should be slightly greater than the last. The first comes as the DM reads the **START** section to the players. The second should come shortly after the players wake up in area **1.** (Describe the walls trembling, sand shifting underfoot, dust and grit falling from the ceiling, and a deep growling from within the surrounding rock.) After that, the tremors should be brought back at regular intervals, with a slight increase in magnitude each time. The following schedule is suggested: stage a tremor after 40 minutes of play, the next one after 35 more minutes, the next after 30, then 25, 20, 15, etc., until the tremors are rocking every couple of minutes, if the players haven't escaped yet. (Be discreet; clever players will notice obvious clock-watching.) This is a chance for the DM to inject some drama and suspense into the game. Above all, never let the players suspect that the ceiling ***won't*** really fall on their heads, and that the whole dungeon will collapse behind them as soon as they escape! Make them think that they will all be killed

if they don't get out in time (which is exactly what happens in the tournament scenario).

There is another purpose which the final earthquake can serve. If the players are totally unable to escape the dungeon, because of damage, inadequacy, or some fatal error, the earthquake can a) kill them all and put them out of their misery, or b) open an escape route to the outer world. The DM may choose to award fewer or no experience points for the labyrinth if the latter expedient proves necessary.

Starting fires: Certain materials have been placed in the labyrinth to enable quick-witted players to gather the wherewithal from which to construct a fire. It is likely that every group of adventurers will at one time attempt to use these or other materials in a manner not intended or foreseen by the author. In all such cases, the carefully considered judgement of the DM must be the final authority. It would be quite impossible to anticipate every given action a party might take and give instructions here on how to handle the situation. However, a few tips are listed below covering the starting of fires, which is one of the most crucial and clear-cut problems facing the adventurers.

— Sharp blows of flint against ferrous metal (iron or steel) will produce a spark. For example: the rusty dagger (area **4**) and flint spearheads (area **6**). Flint striking flint, bone, or other rock will *not* produce sparks.

— The wood found in area **5** is too crumbly to be rubbed together to produce a flame. If this is attempted, the wood will merely break into smaller fragments.

— The glow-fungi (area **11**) and fire beetles (area **15**) give off *light* but not *heat*, in the manner of fire flies. It is a total waste of time for a party to try to set a fire with these.

The above notes are intended as a supplement to the information provided under the encounters themselves.

Climbing: all of the walls in the dungeon caves can be climbed by thieves at normal percentages except where indicated otherwise.

Fighting in the dark is at –4 "to hit" for characters without infravision.

Infravision will enable characters to note the general outlines of cave walls and the presence of creatures, but that's about it. Everything non-living in the dungeon is about the same temperature as everything else. Characters with infravision will be able to see fish and other creatures in the water at area **10** and **12**. Infravision does *not* enable a character to read a scroll! Reading parchment requires visible light.

Footprints and other marks on the floor will be wiped out by the shaking of the sand with each earth tremor, and thus will not be reliable "road marks."

Resting: Characters may decide at some point to rest and/or sleep, particularly in order to regain clerical spells. There are several ways to dissuade them from this. One way is to tell the players, "You rest for 40 minutes but then there is an earth tremor, slightly larger than the last. Your rest is spoiled." The best way to deal with this in a time-important situation such as a tournament is to have the characters' rest time equal real time. To do this, the DM simply leans back and does nothing, responding to hurry-up exhortations with, "You're still resting." Most parties will catch on within a minute or two and give up on this particular ploy.

Mapping: No mapping is possible by players until characters acquire something to map with! Mapping requires light and a reliable writing instrument. (Note: a pricked finger is too messy and the blood will keep coagulating.) Characters do not know which way north is (unless they have a Stoutish halfling with them who thinks to check for direction); all directions should be given to them in terms of right and left. This will make it difficult for the players to keep track of where they are and where they've been, but not impossible. If they think they've been some place before, do not confirm or deny it; describe the place and let them decide.

Travelling: This may be difficult without light. Characters without infravision will have to feel their way through the dark, and the party will be able to move no faster than ½ the speed of its slowest member with normal vision. Ultravision is of no use here. If the group travels without linking hands or using some other method to keep together, each unlinked character with normal vision has a 20% chance of making a wrong turn at an intersection. If the party is accidentally split in this way, it will take 1-2 turns to notice the split and reform the party (possibly longer, if the group is attempting to remain silent).

Standard Monster Statistics: For the convenience of the Dungeon Master, monster statistics are given in the following abbreviated format: Armor Class (AC); Movement (MV); Hit Dice (HD) or Level and Class; hit points (hp); No. of Attacks (#AT); Damage (D); Special Attacks (SA); and Special Defenses (SD). For example: "1 pseudo-dragon (AC 2; MV 6"/24"; HD 2; hp 12; #AT 1; D 1-3; SA poison; SD chameleon power; 35% magic resistance) is riding on the magistrate's shoulder."

TOURNAMENT NOTES

Originally run at GEN CON® XIII convention, this module contains only part of the seven-part ADVANCED DUNGEONS & DRAGONS Open tournament. The first six parts of the tournament are contained in modules **A1 (Slave Pits of the Undercity), A2 (Secret of the Slavers Stockade),** and **A3 (Assault on the Aerie of the Slave Lords)**. In the original tournament, modules A1, A2, and part of A3 were used for the first rounds, the second part of A3 was the semifinal, and the **labyrinth** part of this module was the final round. A1 and A2 each contain two interlinked scenarios. Therefore there are 5 first rounds, each requiring nine players, for a total of 45 players in the tournament (minimum). Since this number of players is beyond most groups wishing to try tournament play, it is suggested that each of the first 3 modules be handled as one entire round instead of two.

Certain conventions are followed in tournament play of this module to insure that many situations are handled in the same way:

1. The players are presented with precreated characters. All characteristics have been listed, along with equipment, spells, and magic items (if any). **Players may not add to or alter this list**, except through play. This will guarantee that all players start with the same chances. Players should be allowed the use of the **PLAYERS HANDBOOK**, but not of the **MONSTER MANUAL** nor the **DUNGEON MASTERS GUIDE**, although all magic items they possess will be completely known and understood by the owner.
2. Except where noted, monsters will fight to the best of their ability, and show no mercy or quarter; attempts to bargain with them will result in failure. Monsters encountered in tournament play need never check morale and will not retreat or flee unless it is so noted in the text. Monsters will be fully aware of the capabilities of their weapons, magic items and spells and will use these to their advantage.
3. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions.
4. To standardize time spent in the labyrinth from team to team, the DM should describe the turns and distances of each tunnel section traversed by the party. This should be done in a measured, steady voice. Description should be something like the following: "You leave the chamber and go roughly straight for about 30 feet, turn left approximately 90 degrees and go 20 feet, turn right about 75 degrees and go 25 feet, go left around a 30-foot curve and then go straight for 30 feet, turn left about

90 degrees and go 40 feet, and now characters with infravision can see another chamber ahead of you." Doing this for all of the tunnels the party passes through can become tedious for both DM and players, but it is necessary to ensure that all parties spend about the same amount of time when covering the same amount of ground. If several DMs are running this tournament round, they should practice together a little bit beforehand to ensure that they are all describing at the same speed.

START

The characters have been kept in separate cells in a dungeon for an unknown period of time. The only clue as to the duration of their imprisonment is the fact that all of their wounds have healed. Spell-casters' spells are all long gone from their memories, cast in desperate and clever attempts to escape from the dungeon. Unfortunately, all attempts were failures, though they succeeded in giving the jailers a very hard time.

Clerics have received special treatment: the jailers, knowing that clerics can regain their spells by prayer after sufficient rest, have not allowed the clerics to sleep more than three hours in succession, and have given them even smaller rations of food and water than the other characters have received. Despite this treatment, the clerics' faith has enabled them to persevere, and the jailers have occasionally slipped up in their routine abuse. This has allowed the clerics to quickly pray for (and receive) spells useful to their current condition: **cure light wounds, purify food and drink, resist cold, create water.**

Something finally occurs to break the monotony of imprisonment: the stone shudders and the earth growls as a large tremor rocks the island. Dust filters down from the ceilings of the cells, and the adventurers can hear much shouting and commotion among their captors. After a short period, the doors to the dungeon clang open, and in walks the stronghold's evil High Priest, surrounded by guardsmen. "The Earth Dragon has spoken!" he announces. "He is hungry, and the time has come to feed you to him, as is our sacred custom. O miscreants, now you shall pay for the havoc you have wrought. Guards, subdue them with the Smoke of the Little Death."

He turns and leaves, and the guards go with him. Shortly, however, there is a click as a small aperture is opened in the dungeon door. Through it comes the end of a tube, which spews out the green sleep smoke the characters remember so well....

Standard Dungeon Features

The ceilings of all dungeon tunnels and chambers are approximately 10 feet high, except where otherwise noted. The tunnels vary from 6 to 12 feet in width, averaging about 9 feet wide. All tunnels and chambers are of fine sandstone, except in wet and drippy areas, where the walls are limestone. (This is strange geology for a volcanic island. Perhaps it can be explained by the legend that the Earth Dragon wanted a pleasant isle for his crater lake, so he carried away an entire tropical island and dropped it here. But perhaps not.) Except where noted, it is not possible to chip rock pieces out of the wall to get weapons or slingstones. The limestone is too hard, and the sandstone is too crumbly. The floors of the tunnels and chambers are covered with fine sand to a depth of one foot. The floors in the limestone areas are generally smooth. Stalactites and stalagmites are too thick to break off except as noted.

KEY TO THE LABYRINTH

1. ENTRANCE TO FEAR

> The party awakens in a place where there is no light and no sounds but their own. Characters with infravision can ascertain that all party members are present. The place they are in looks and feels like a natural cave, about 30 feet in diameter. There are four 10' high exit tunnels somewhat evenly spaced around the perimeter. Characters with infravision cannot see a ceiling; apparently it is too high. The floor is covered with sand.
>
> None of the party have any possessions save a dirty cotton loincloth. They have no weapons, no food, nothing: only their wits, and a small closed cloth tube which rests on the floor in the center of the room. It is a foot-and-a-half long, about the size of a wand or scroll tube.
>
> If the players look down the exit tunnels, they will see nothing down three of them, but they will see a distant, dim light down the fourth (northernmost) tunnel. This light occasionally flickers and moves slightly.

It is 110 feet to the ceiling of this room, where a heavy stone block plugs the hole the characters were lowered through. The walls are crumbly and will not support a climber's weight above a height of 15' even if the climber is using a **spider climb** spell to adhere to the walls.

The scroll tube is made of cloth, with a light wooden ring at each end to give it its shape. (It can be used to hold one breath of air, or two if covered with pitch—see area **10**). The tube contains three scrolls, one with spells for illusionists and two for magic-users. There is also a short note. All of the spells listed are at the seventh level of ability. (Note: C means casting time, R = range, DR = duration, S = segments, r = rounds, t = turns.)

Scroll A:
Audible glamer (C 5s, R 13", DR 21r)
Dancing Lights (C 1s, R 11", DR 14r)
Wall of fog (C 1s, R 3", DR 2-8 + 7r)
Invisibility (C 2s, R touch, DR special)

Scroll B:
Spider climb (C 1s, R touch, DR 8r)
Feign death (C 1s, R touch, DR 13r)
Dig (C 4s, R 3", DR 7r, 5' cube can be dug each round)

Scroll C:
Affect normal fires (C 1s, R 3½", DR 7r)
Light (C 1s, R 6", DR 7t)
Jump (C 1s, R touch, DR special, 3 leaps possible, see *PHB*)
Read magic (C 1r, R 0, DR 14r) This spell is permanently written in a common magic-user's script (as in a spell book), and will not disappear once read, unlike the other spells on the scrolls.

Of course, it is impossible to read normally with infravision, so these scrolls must remain a mystery to the party until they can find a light source. The special **read magic** spell will enable magic-users to read the scrolls. (An illusionist does not need a **read magic** to read illusionist writings.)

The tube also includes a note, which reads: "This is the best I could do to help. May your gods be with you. If you escape, your equipment is being held on the Slave Lords' private boat, the Water Dragon, at the Suderham docks. Signed, your Friend from the Gate."

If the players think of it, they will find that it is possible to make crude blackjacks with their loincloths and sand, which they can wield at –2 "to hit." Wet sand is better, as it is heavier, and use of such will cause the attacks to be made at only –1. (All the sand in this room is dry.) Sand blackjacks will strike for 1-4 points of damage, but only half of this will be permanent damage.

If the party does a careful hand-search of the floor of the chamber, they will find 12 small sling-sized stones. (These have fallen from the crumbly walls, and have not yet been collected by the kobolds at area **6**.) The characters may attempt to make crude slings from their loincloths. These will have only half the range of normal slings with stones, i.e. short range = 2", medium range = 4", and long range = 8." Of course, any character not proficient in the use of the sling will suffer the usual "to hit" penalties applicable to a non-proficient member of his or her class. Sling stones inflict 1-4 points of damage.

2. THE LURE OF LIGHT

> The faint flickering light down this passageway seems to move away slightly as characters approach.

This is an ancient, feeble will-o-wisp (AC –8; MV 18"; HD 6; hp 21; #AT 1; D 1-8; SD the only spells that affect it are **protection from evil**, **magic missile**, and **maze**). The creatures of this labyrinth have learned to avoid it, and it has not fed for a long time. As characters approach its position, it will gradually recede, attempting to draw the players to area **3**, the abode of the sandling. If it is successful in luring the party into a battle with the sandling, it will hover about during the fight, waiting to consume the life force of dying creatures. If 3 or more creatures are killed (including the sandling), it will feel strong enough to defend its lair at **4**. Otherwise, it will flee to the dead end and become as dim as possible, hiding until the party is long gone.

3. REALM OF THE SANDLING

This shaded section of tunnel is the territory of a sandling. (See listing at the end of the module.) As the party enters this area, one member (chosen at random) will feel something rasp across his or her foot. Almost immediately thereafter, other characters will feel something touch *their* feet. Infant sandlings are scurrying all about this area, running into characters just by chance. They are invisible to infravision, and cannot be caught due to their speed and mutable forms. Though players may be somewhat alarmed by these creatures, they are harmless.

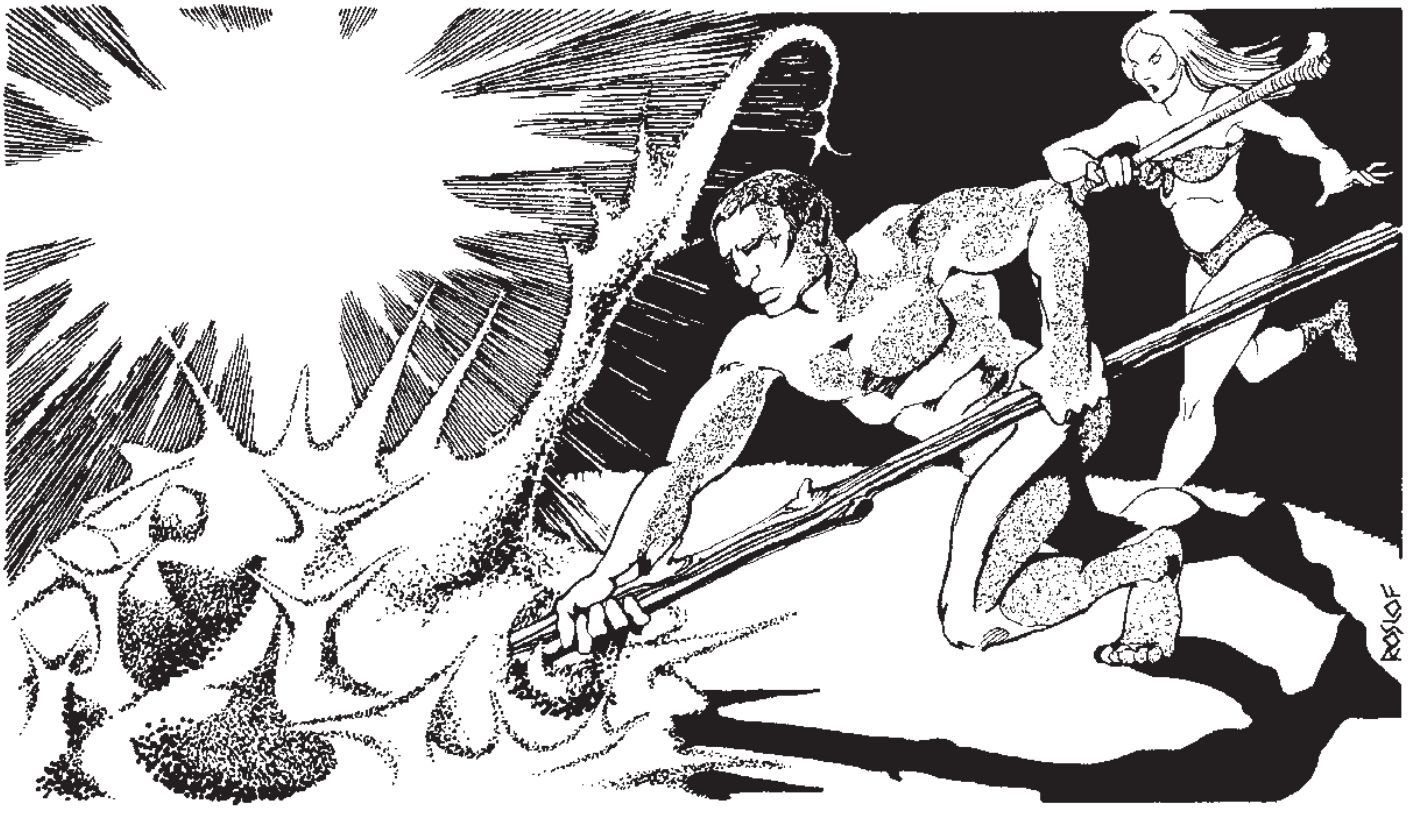
Their parent is not harmless at all. When the party reaches the center of the territory, the adult sandling (AC 3; MV 12" (6"); HD 4; hp 20; #AT 1; D 2-16; SD immune to **sleep**, **hold**, and **charm**-type spells) will attack the foremost character. If no light source is being used by the party, it will surprise on a 1-5 (d6); otherwise it will surprise only on a 1-3. The will-o-wisp will not be near enough to act as a light source until the second round, when it will come rushing to the battle.

4. WEALTH OF THE WISP

This is the lair of the will-o-wisp (at **2**). The aged creature's treasure consists of only two items: a human skull, and a rusty dagger. (Over the years, the sandling has corroded and destroyed the wisp's other possessions.) The skull can be thrown with the same range and damage as a club, but it is useless as a hand-to-hand melee weapon. The lower jaw of the skull is missing. The rusted dagger has a 35% chance per successful hit of snapping off at the hilt.

5. LOST TREASURE

Lying here on the floor of the tunnel are an intact human thigh bone and about 2 pounds of pine wood, smashed to flinders. The thigh bone can be wielded as a club, but the pieces of wood are too small to be used as weapons, including "wood daggers." The wood is quite dry. The party will stumble over these things even if they can't see.



6. KINGDOM OF THE KOBOLDS

This is the lair of the remnants of a kobold tribe. They have been gradually dying out for decades, and now only 16 are left. They were driven down into the labyrinth when the Slave Lords came and took over the upper caves. They have been barely surviving ever since. Their weapons are all constructed of bone and flint, and only the leader has a shield (thus their armor classes are worse than the usual 7). They have forgotten the use of fire and live entirely on raw fish, which they catch in the pool at **6C**. They are dying out and they know it; they will attack any intruders with desperate fury, fighting to the death. If an alarm is raised, all of the kobolds will come to defend their lair except the female guarding the kobold cubs at **6C**. All of the caves and passageways are natural, except the 4′ tall tunnel from **6A** to **6E**, which was carved out.

6A. ENTRANCEWAY

> A party entering this area will notice that the floor is clean of sand here, and is quite smooth. There is a shrieker next to the wall where the corridor begins to turn. Beyond it a faint green light glows from a 4′ high tunnel opening.

The tunnel floor has been swept clean of sand all the way up to chamber **6B**. The shrieker (AC 7; MV 1″; HD 3; hp 6; #AT 0; D nil) will howl for 1-3 rounds if any non-kobold approaches within 10′, or if any flaming light source comes within 30′. Shrieking will alert the kobolds, who will take up defensive positions in **6B** and **6E**. This shrieker was raised by the kobolds from a tiny fungus; they feed it, and it recognizes them as no threat.

6B. CHAMBER OF THE HUNTERS

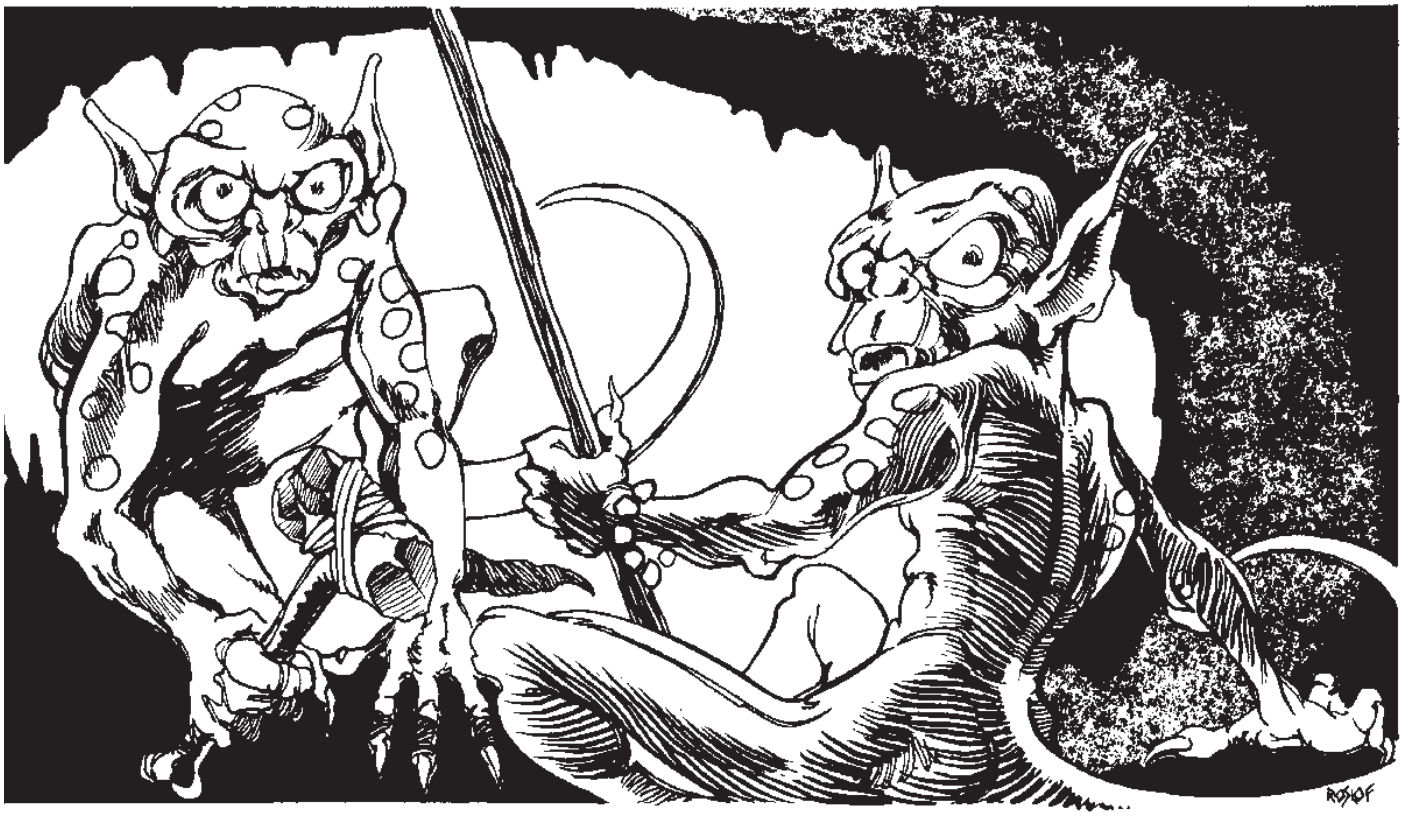
There are four male adult kobolds in this chamber (AC 8; MV 6″; HD ½; hp 3 each; #AT 1; D spear for 1-6 or sling stone for 1-4). The smooth passageway slants slightly upward towards this room, and if intruders approach, the kobolds will dump a six-gallon skin of fish oil down the tunnel. (This oil will spread 20′ down the passageway in one round.) All characters are probably in their bare feet, and any character attempting to move across the slippery area will have to roll his or her dexterity score or below on a d20 to avoid falling. Fallen characters will lose a round as they regain their balance and footing, and the kobolds will be able to strike at any front-rank fallen characters at a +2 "to hit." Two fallen characters will block the passage until they regain their feet. (The fish oil, incidentally, is quite flammable, but the kobolds are not in it and will not burn if it should somehow be set alight.) The kobolds will then take up a defensive position at the mouth of the tunnel: two in front will wield spears set vs. charge (double damage on a hit if opponents charge into them), and the other two will stand behind them on a slab of rock, slinging over the heads of the spearmen as long as they can.

This chamber contains very little, all total: 4 sand mounds where the kobolds sleep, a pothole full of sling bullets (18 in all), and two half-finished spears. All of the kobolds' spears are constructed of bone, with flint spearheads. They are held together by animal sinew.

6C. KOBOLDS' KITCHEN

A waterfall-fed pool of water in the northeast corner dominates this chamber. The water rushes out of a hole in the ceiling and falls into the pool, where it drains out of another hole. (Neither is large enough for even a halfling to pass through.) Fish occasionally come in with the stream, and the kobolds catch them in a much-repaired 2′ diameter net which hangs beneath the falls. The pool is only 2 feet deep. The stream brings in food and water, and carries off refuse. The whole room has an extremely offensive dead-fish smell.

There is a 2′ high niche or horizontal crack in the northwest wall of the chamber, and various things are stored there, including: two bone knives, a flint knife, some sharp seashell scraping tools, another skin of fish oil (3 gallons), a third skin with lumps of fish fat in the bottom, and 47 fish heads in various stages of decomposition.



There are also two kobolds in this room, a male (AC 8; MV 6"; HD ½; hp 3; #AT 1; D spear for 1-6 or sling stone for 1-4) and a female (AC 8; MV 6"; HD ½; hp 2; #AT 1; D club for 1-6). Both will run to aid the males in **6B**.

6D. NURSERY

In this chamber are 1 female (AC 8; MV 6"; HD ½; hp 2; #AT 1; D club for 1-6) and 4 young kobolds (AC 10; MV 6"; HD ½; hp 1 each; #AT 0; D nil). If the lair is attacked, the female will hustle the children into the west end of the chamber and will take up a defensive position behind the stalactite columns that divide the room. She will defend the young to the death. The room is otherwise bare except for some raw fish and a few kobold-child toys (rat bones, etc.).

6E. CHIEFTAIN'S CHAMBER

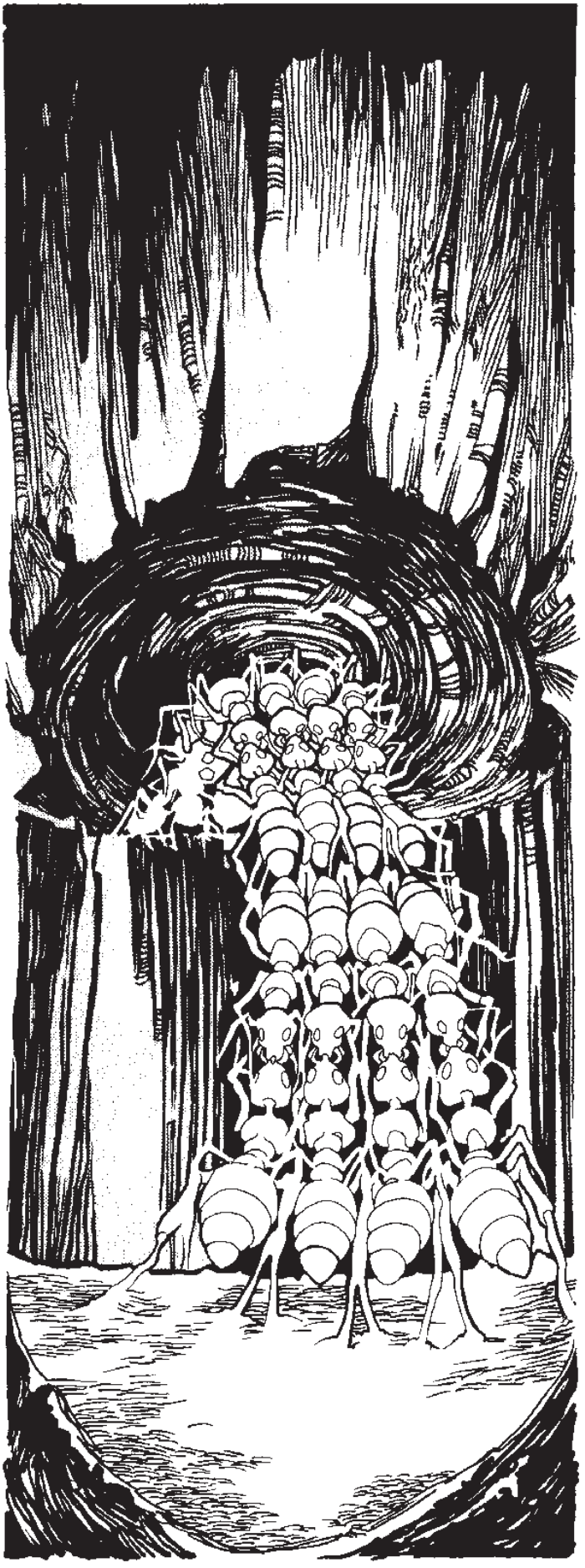
This is the kobold chieftain's chamber, and it is considerably more elaborate than the others. The room is lit by a dim green glow from patches of phosphorescent mold on the walls. The walls themselves are covered with lurid murals done in black and red-brown (tar and blood), depicting savage scenes of kobolds triumphing over huge enemies, and the like. There is a crude raised seashell mosaic of Kurtulmak, god of the kobolds, on the south wall. The chieftain's throne is a pile of rocks and sand between three large stalagmites. Many raw fish are scattered around—some have obviously been here too long. There is a 2' high pile of stones across the mouth of the short passage to **6A**. This serves as a barricade in case of assault, providing the kobolds with 50% cover (+4 armor class bonus vs. missile fire).

In this room are 4 females (AC 8; MV 6"; HD ½; hp 2 each; #AT 1; D club for 1-6), 3 males (AC 8; MV 6"; HD ½; hp 3 each; #AT 1; D spear for 1-6 or sling stone for 1-4), and the chieftain, Klobt-a-lozn (AC 7; MV 6"; HD 1–1; hp 6; #AT 1; D short sword for 1-6). Klobt wields an ancient short sword, a sacred tribal relic which his fathers had for generations. He is also the only kobold with a shield, an elaborate affair made of hide and bone. Klobt will direct the defense intelligently, but he will not surrender.

Buried under the pile of sand and rocks that serves as the chieftain's throne is the kobold's great treasure. In a small pit, covered with a flat stone, are 4 cp, 6 sp, one-half of a gold piece, and 3 white pearls, each of which is a base 100 gp gem.

7. POOL OF PITCH

At this point in the tunnel there is a small pool of tar, or pitch, off to one side. A party seeing only by infravision will not notice the pool until one member steps in it. This black gooey substance will burn slowly if ignited, and it is useful for torch-making. A torch coated liberally with this pitch will give standard torch illumination (40' radius), and will burn for 6 turns. There are about two gallons of tar in this small pool. If it is all removed from the pit, the pool will gradually re-fill itself, but this will take days, as the pitch oozes rather than flows.



8. GIANT ANTS' LAIR

As characters near this area, they will detect a bitter smell which will become much stronger as they approach. They will also hear scuttling and clicking noises. As they round the final bend, their progress will be blocked by a chasm, 20′ across and of greater depth than vision can determine. Beyond the chasm, the corridor widens into an oval cul-de-sac, the walls of which are pierced by 17 one-foot-wide openings. Giant ants are moving all about on the other side of the chasm, on the floors, walls, and even the ceiling, darting in and out of the holes. They are carrying food, larvae, or other nondescript organic material. At any given time, there are at least a dozen giant ants in view, all occupied with their own business. They will pay no attention to observers.

Two worker ants are working industriously at the wall on the lower right-hand side of the cul-de-sac, apparently carving a new tunnel. One holds a sharp stone in its mouth, and the other is using what looks like an iron spike.

The walls on either side of the chasm are of slick, porous rock. A continual film of water runs down their surfaces, feeding a slimy algae which lives on the rock.

There is a slim bridge across the center of the chasm, of astounding construction: it is made entirely of dried giant ant bodies, linked together by locked mandibles, clawed legs and some dried mortar-like substance.

Giant ants' mandibles are not strong enough to carve quickly through the soft rock, so two of the ants are employing tools. One is using a sharpened piece of flint and the other is holding an iron spike. This spike has been sharpened by long use, and can now function like a dagger, if taken from the ants. (The spike was stolen from humans on the surface.)

The wet side walls are extremely slippery, and are impassable to man or ant.

The bridge will support up to 300 pounds (3,000 gp weight) before collapsing. It is about 2 feet in diameter, and very irregular, as ant heads, thoraxes and legs stick out in all directions. Any character attempting to *walk* across this bridge must roll his or her dexterity score or below on a d20 to avoid falling into the chasm (fallen characters are considered lost). Any who attempt to cross the bridge on all fours may do so safely.

The most unusual aspect of the bridge is that characters may find it to be easily portable. The entire bridge weighs only 300 pounds, as the ant bodies are but dried husks. There is a place near the center where several ant jaws can be easily unlocked (or locked), breaking the bridge down into two sections, one 9′ long, one 11′ long.

Any character who crosses the bridge to the giant ants' side will be attacked by 7 worker ants (AC 3; MV 18″; HD 2; hp 9 each; #AT 1; D 1-6) and 2 soldier ants (AC 3; MV 18″; HD 3; hp 14 each; #AT 1; D 2-8; SA if mandibles hit, soldier ants will attempt to sting for 3-12 points of damage, save vs. poison to 1-4 points) attempting to repel the intruder(s). Additional giant ants will come to their aid, one per round; every fifth reinforcement will be a soldier. They will issue at random from the exit holes.

Characters killed by the ants will be dismembered by workers, and the pieces will be carried off into the nest to serve as food. Each round another limb or extremity will be severed and carried off, the whole process taking 8 rounds total.

Though it is not likely that characters will be able to enter the nest through the one-foot-diameter ant-holes, the unlikely often happens in AD&D games, so some information about the nest will be given here.

The maze of the giant ant nest includes well over 300 miles of tunnels and several dozen chambers. Some of the tunnels lead to the surface, and ants forage both above ground and below ground. They also grow edible fungus in several chambers, fertilizing it with rotted organic material and excrement. At the very bottom chamber of the maze is the queen's chamber. The queen is huge, being 6 feet in diameter and 20 feet in length, and having 10 hit dice and 45 hit points. However, she does not move or attack, and cannot leave the chamber. She is surrounded by the pretty baubles and objects that her subjects have stolen for her from the surface. These include 3 gems of 10 gp size, 1 base 50 gp gem, 2 base 500 gp gems and 1 base 5,000 gp piece of jewelry. There is also a **potion of extra-healing** and a **potion of delusion**.

9. HANGING ROOTS

The tunnel must near the surface at this point, for here long taproots from plants above pierce the ceiling. Three long, hairy roots dangle from the ceiling to the floor. Though these roots are harmless, the DM may wish to lead the players to think otherwise by describing how wiry and tough they appear. (If there has been a tremor recently, they may still be trembling!) Also, the corridor is narrow at this point, only 5′ wide, and it is impossible for characters to pass without touching a root.

These roots are flexible, but very tough. A hard sharp object, such as a dagger, flint knife or sharpened seashell, is needed to saw through the tough fibers (they could also be "cut" by fire). Each root is ten feet long. More length cannot be pulled down through the ceiling. If used as improvised ropes, they are easily strong enough to support the weight of several characters.

10. CRABS' TUNNELS (EXIT)

This chamber's far end is taken up by a deep pool. There are several fair-sized fish in the pool, but not blind, white cave fish: they appear to be normal freshwater fish. Two pieces of wood are washed up on the sandy shore of the pool.

This room is the lair of a giant crab (AC 3; MV 9"; HD 3; hp 18; #AT 2; D 2-8/2-8; SA surprise on 1-4). It will be hiding in the pool when a party approaches, watching with its tiny stalked eyes. If anyone comes within 10′ of the pool, the crab will rush out and attack, surprising on a 1-4 (d6). The crab will chase prey as far as 50′ down the corridor.

The fish in the pool are harmless, but they are wary and not easily caught without a net, spear, or hook and line. In fact, only a ranger can catch them by hand, scooping up a number of fish per hour equal to his or her level. The two pieces of wood are long and sturdy enough to be used as clubs.

There is an underwater exit from this room, one of the three ways by which resourceful characters can escape the labyrinth.

Swimming and Drowning:

Unencumbered characters can swim underwater 100′ per round (or 10 ten-foot squares on the detail map): in other words, 10′ a segment. Encumbered characters (for example, any person holding anything in one of his or her hands) cut movement by 1/3. A character may remain underwater without drowning ("hold his breath") for a number of segments equal to his or her constitution score. Thus, a character with a 16 constitution could remain underwater for 16 segments and could swim 160′, or 16 squares. After 16 segments (in that character's case), the character would cease all activity and would begin to drown. Drowning takes 3-18 segments, and during this period the character can do nothing but writhe in panic, though it is possible he or she could be dragged to safety. Such a saved character will suffer hit points of damage equal to the number of segments spent drowning. If not brought to air before the segments of drowning are up, the character is dead. If any cure spell is cast on the character within 5 rounds of death, the character will revive to the 1 hit point level. One breath of air taken, for example, from a sealed scroll case or worm tube (see below), will enable a swimmer to remain underwater for another time period equal in segments to his or her constitution score.

Explanation of the Detail Map:

Area **10A** is the entrance, the lair of the giant crab. Area **10B** is a niche where strange giant underwater tube worms live. The worms feed on passing plankton and tiny water animals. The gray tubes are 2′-3′ long, and are anchored to the rock. They are about 2" in diameter. The bright red worms live within these tubes, and protrude from the end, retreating if endangered. They protect themselves by issuing a mild electrical discharge if disturbed. Each time a worm or its tube is touched, it inflicts 1 hit point of electrical damage on the toucher. If a tube is struck a decent blow it will snap off at the base, killing the worm. (The attacker, of course, will be zapped for 1 point of damage unless using a non-conductive weapon such as a wood club.) Clever players may note that, if the worms are removed, the tubes are watertight, and if sealed properly (with worm membranes, for example), they can be used by a swimmer to carry an extra two breaths of air. There are only 8 adult tube worms—the young ones growing here are quite tiny.

Area 10C is another cave with a sandy beach. The distance from the air in **A** to the air in **C** is 140′, or 14 squares. Thus, a character of 14 or better constitution could swim the distance underwater. The separate cave to the rear of the beach is the lair of another giant crab (AC 3; MV 9"; HD 2; hp 9; #AT 2; D 2-5/2-5; SA surprise on 1-4), a smaller specimen than the one at **A**. It will attack suddenly from this second cave.

Area 10D is a dead end, a death trap to any who swim this far without extra air.

Area 10E marks the place where the ceiling rises high enough to allow breathable air. This tunnel leads to freedom, a water cave on the lake in the volcanic crater. The distance from **A** to **E** is 180′; from **C** to **E** the distance is 150′. There is no light here, as it is still quite a way to the exit.

Area 10F is the exit onto the beach of the island.

The DM should be careful to keep swimming characters informed as to how far they have gone, and how well they're holding out. (For example: "You feel like your air's about half used up.") Be sure that they have an opportunity to tell you they're turning back. If a character is exploring alone, separate from the party, tell only that player what he or she sees, in case the character doesn't make it back.

The dividing passageways may cause the players some concern. Any swimmer who attempts to look for currents to give him or her the right direction will notice a slight flow toward the exit. This will not cost the player any lost time.

11. FEARSOME FUNGUS

A party approaching this area will notice a dull green glow from ahead, starting at about 60′ from the chamber (unless the party has a light source of their own, in which case they won't notice the glow until they enter the area).

This is a damp chamber, where the slow dripping has formed stalactites and stalagmites. There are about a dozen (piercer-sized) stalactites hanging from the ceiling. One has recently fallen, and shattered bits lie on the floor in the center of the chamber. The glow comes from 17 round phosphorescent fungi clustered in the center of the chamber. Each is about 6" in diameter. In the center of the fungus cluster stand two larger fungi. Both are man-sized, and both resemble shriekers, but one has four 4′ long branches.

The branchless fungus *is* a shrieker (AC 7; MV 1"; HD 3; hp 19; #AT 0; D nil); but the branched growth is a violet fungus (AC 7; MV 1"; HD 3; hp 20; #AT 4; D flesh-rotting poison). The branches of the violet fungus form a protective canopy over the shrieker and the glow-fungi, for if any creature comes within 4′ of the big fungus, it will lash out with its oozing branches (able to attack any given target with two of its branches). If characters attempt to harvest the glow-fungi with sticks or attack the violet fungus by staying just outside its range, they will find that the violet fungus can suddenly shamble forward several feet and attack them nonetheless! Any creature struck by a branch must save vs. poison for each successful strike—failure means death due to the powerful flesh-rotting

poison that oozes from the branches.

The shrieker, of course, will shriek if anything comes within 10′ of it. If the violet fungus moves, the shrieker will also move in order to keep up with it.

The glow-fungi are also mobile (MV 1″), and will get out of the way if the big fungi start moving, scuttling frantically to keep near but avoid being crushed, while making annoyed little squeaking noises. A single glow-fungus will shed decent (though green) light in a 10′ radius, two will provide a 20′ glow, and three or more will give a good light in a 30′ radius. If set down, however, they will walk away.

The fallen stalactite shattered into six good-sized chunks with sharp edges, but these are also in the center of the room, around the bases of the fungi. (Other bits fell outside the range of the fungi, but scavengers have taken them, leaving the only chunks in the danger zone.) If used as weapons, these stones will inflict 1-4 points of damage if thrown (short range 10′, medium range 20′, long range 30′) or used as hand-held bludgeons. If used as tools, they can be used to snap off further stalagmite and stalactite edges, thus arming the whole party. Thirteen more chunks can be removed in this manner.

12. POOL OF THE OLD ONE

All entrances lead here to the edge of an underground pool. The depth varies from 7 to 15 feet. If a light source is in use, it is possible to look right through the still, crystal-clear waters. The bottom of the pool is covered by clumps of white cave-shellfish. Occasionally, observers will see blind white fish and crayfish. A small stream trickles into the pool from the mouth of one of the tunnels (the passageway that leads to area **15**, from whence the stream comes).

This is where the kobolds (at area **6**) obtain their shellfish. The shells of these creatures are long and oval, like mussels, and if sharpened, they will make serviceable daggers or tools. As daggers they can be used to strike at –2 to hit, and they will inflict 1-4 points of damage. However, they will have a 35% (non-cumulative) chance of breaking on each successful hit.

Section **12A** on the map is the visible part of the pool that occupies the northern portion of this cavern. Actually, the pool extends much further (Section **12B**), under the rocks where there are no air pockets. Deep in **12B** is its secret source and exit, both too small for a person to pass through. Characters may wish to investigate **12B.** The DM is referred to area **10** for rules on swimming underwater.

Section **12B** is also the home of a giant crayfish (AC 4; MV 6″/12″; HD 4+4; hp 20; #AT 2; D 2-12/2-12) which will attack anyone who intrudes into that section, surprising on a 1-3 (d6). This 9′ horror is truly the king of the pool, having eaten all of its competition. Unlike its tiny blind cousins, it has full vision. The ancient crustacean is used to creatures passing through **12A**, but any who trespass into **12B** will be savagely attacked. It will even pursue the intruder into the outer cavern (**12A**), halting only if its prey should somehow escape into the dry tunnels. It will then retire to its own section.

13. MINERAL CORNER

13A. An irregular-shaped outcropping here is the source of flint for the kobolds (at **6**). No large chunks of flint can be gotten out without tools, but there are many tiny flint chips about.

13B. There is a vein of soft coal in the wall at this point. It will be noticed only if a light source is being used—infravision will not differentiate it from the rest of the wall. If tools are used, about 6 pounds of coal can be dug from the wall; if no tools are used, only one pound may be obtained. If ignited, one pound of coal will burn for three hours, casting light in a 40′ radius. Coal burns much hotter than most combustibles, and requires more than just a spark to light it (i.e. a full fire is necessary).

14. THE BEASTLY BADGER

This is the lair of a giant badger (AC 4; MV 9"; HD 3; hp 12; #AT 3; D 1-3/1-3/1-6). It once had a tunnel connected to the surface, but the Slave Lords' hunters drove it permanently underground, and the escape tunnel has collapsed. It has learned to live on shellfish grubbed out of the pool (area **12**) and whatever else it can catch, including the occasional kobold. It is an ill-tempered beast, and will attack any creature that enters the section of tunnel it considers its territory.

15. MUSHROOM GARDEN

A small stream runs from this chamber down the tunnel to the pool (area **12**). The water drips steadily from the ceiling of this damp chamber, creating large (and unbreakable) stalagmites and stalactites and providing a humid environment for the scores of strange fungi and molds that grow here. These come in all colors, shapes, and sizes, including some mushrooms that are 9' tall, and have thick log-like trunks. The room is faintly lit by a reddish, flickering glow.

None of the growths in this chamber are harmful unless eaten (60% chance of being safe, 30% chance deadly poisonous, save vs. poison necessary, and 10% chance causes hallucinatory insanity for one week, no saving throw). The mushroom logs are light but fairly strong, and though they are easily portable, it will take crude tools at least to hack the giant mushrooms apart.

Also in this chamber, near the northwest wall, are three fire beetles (AC 4; MV 12"; HD 1+2; hp 7 each; #AT 1; D 2-8), the source of the reddish glow. These giant insects live on the many types of fungus found here. They will ignore intruders unless they come within 5', in which case the beetles will consider them attackers and will fight. If removed, the three glowing glands from each beetle will radiate light for 1-6 days, illuminating a 10' radius.

16. ABODE OF THE MYCONIDS

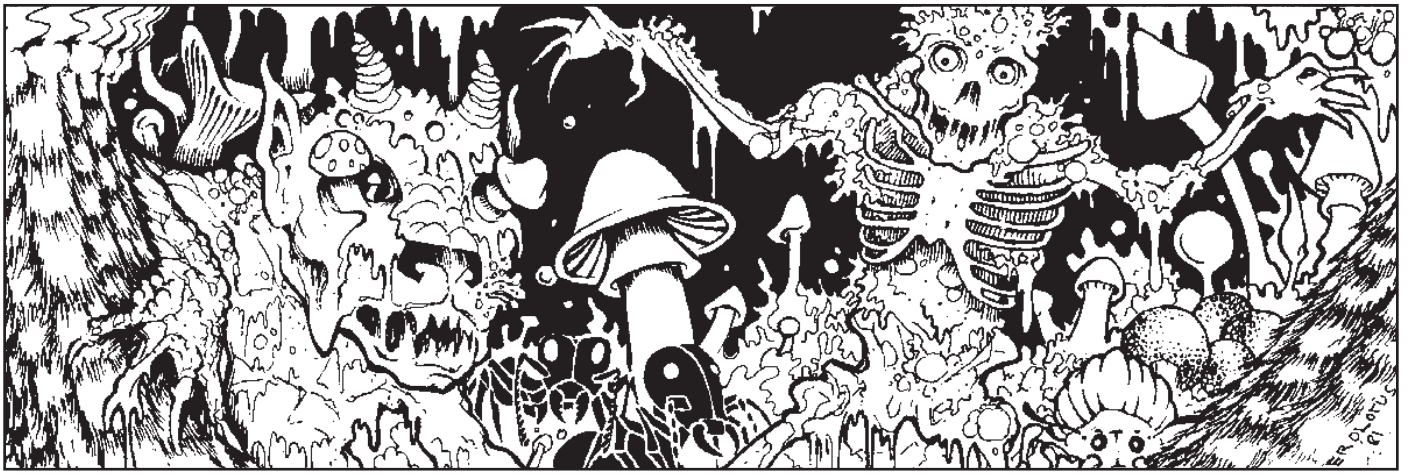
In general, all of these chambers are quite damp, with water practically running from the ceiling in places. Excess water seeps away through cracks in the floor. Stalactites abound here, except where the myconids (see below) have cleared them away. All of the chambers are dimly lit by glow-fungi (see area **11**). Some huge, one-foot-diameter specimens may even be encountered, ambling about slowly and grumbling to themselves. (These large ones each give light in a 20' radius.) Every nook and cranny of these chambers is occupied by fungi and all growing luxuriantly to sizes rarely seen elsewhere. Except where noted, these are harmless unless eaten (see area **15**).

16A. WELCOMING COMMITTEE

The entrance to this chamber is flanked by two 7' tall shriekers (AC 7; MV 1"; HD 3; hp 23, 22; #AT 0; D nil). They will begin to howl as soon as they sense any non-fungus movement within 10' of them. On the second round after shrieking, a motley collection of gate guards will appear from among the stalagmites and giant mushrooms. They will attempt to prevent further progress into this area, fighting if they must. This group consists of the following creatures:

A rotting, zombie-like kobold (AC 9; MV 6"; HD ½; hp 2; #AT 1; D flint dagger for 1-4). This creature looks as if it died two weeks ago. Its body is covered with slime and mold, and toadstools grow out of its eye sockets.

Two giant worker ants (AC 3; MV 12"; HD 2; hp 7, 6; #AT 1; D 1-6). Their antennae droop and drag on the ground, they make no noise, and they move more slowly than normal giant ants.



A fire beetle (AC 4; MV 9″; HD 1+2; hp 5; #AT 1; D 2-8). It does not glow, and it seems to move more slowly than normal.

A human corpse (AC 10; MV 9″; HD 1; hp 4; #AT 2; D bony claws for 1-3/1-3). Very little flesh is left on this skeleton, but it still moves. In many places, a bulbous purple fungus seems to have taken the place of flesh and blood. Mixed in with the purple is a yellow fungus-like growth. (This is a yellow mold colony. There is a 40% chance each time the corpse is hit that the mold's spores will erupt in a 10′ × 10′ × 10′ cloud. All within this cloud must save vs. poison or die.)

These dead creatures were all animated by special spores secreted by the myconid king (see listing at end of module for full details on myconids). They strike last in any melee round, but they are not undead and cannot be turned. The myconids rely on these guards to deter intruders, and they will not investigate a battle.

16B. FUNGUS FOREST

This is a huge domed chamber, 80′ in diameter and 50′ high at its apex. A phosphorescent mold on the ceiling casts a weird blue glow over the giant mushrooms and toadstools of the fungus forest which covers the floor. There is no breeze, but the fungi occasionally seem to rustle and sway, as if a wind were passing through. Trails wind through the towering mushroom forest, connecting the exits and often leading seemingly nowhere.

This chamber houses the myconid village, though this fact will not be immediately apparent to visitors. The myconid houses are actually huge hollow puffball-shaped fungi which dwell among the other growths—32 in all are scattered randomly around the chamber. The myconids enter and leave their houses through 5-9′ tall oval ooze-membranes. These membranes are self-sealing; the myconids merely step through them.

The myconids in this chamber are all at rest in their houses. Active myconids will usually only be found in areas **16C**, **D**, and **E**. Unless their homes are meddled with, there is only a 30% (non-cumulative) chance per turn spent in this chamber that visitors will encounter a myconid (AC 10; MV 9″; HD 2-5; #AT 1; D variable, equal to d4 per HD; SA spore attacks, see information at the end of the module, SD poisonous skin, touch causes 1-4 hit points of damage). A 2-HD myconid will flee at the sight of strangers, running to a house to contact an elder. A 3-HD or greater myconid will approach the party and attempt to open communications by spraying the lead member with *rapport* spores. (This will enable the fungus man to communicate by **ESP** with the target on the next round.)

If the myconid is allowed to communicate with the enspored character, it will ask what the party is doing here. If the party asks for help, it will offer to lead them to its king (in **16E**). If the party is rude or arrogant and demanding, the fungus man will simply turn and leave, moving by the shortest possible route to inform the king about the intruders. If the myconid is attacked, before or after communication is attempted, it will defend itself while releasing a cloud of *distress* spores. These spores will alert every myconid in the huge chamber within 4 rounds, and one-quarter of them will join the fray each round. The reinforcements will also release *distress* spores, eventually alerting every myconid in the colony.

There is one "circle" of myconids at rest in the various houses of the village. This group consists of four of each of the following types:

HD	hp	Size	D	Spores
1	4 each	2′	1-4	distress
2	8 each	4′	2-8	+ reproducer
3	12 each	6′	3-12	+ rapport
4	16 each	8′	4-16	+ pacifier
5	20 each	10′	5-20	+ hallucinator

AC 10; MV 9″; #AT 1; SD poisonous skin, touch causes 1-4 points of damage.

If the party attempts to escape when confronted by myconid reinforcements, they will be allowed to go, so long as they leave by way of **16A**. If the party fights, the myconids will attempt to incapacitate party members with *pacifier* and *hallucinator* spores whenever possible. Those not enspored will be threatened by many myconids unless they surrender. Captured or surrendering characters will be taken before the king.

16C. FUNGUS FARM

This large but low cavern is lit by many glow-fungi. Edible fungus of all different types grows here in neat rows, circles, and other geometric designs, for this is the myconids' agricultural cave. A "circle" of fungus men equal in number and type to those in **16B** are working here amongst their strange unearthly crops. Among the other fungus crops is a row of tiny myconids.

16D. MYCONID MELD

This small chamber is the myconids' melding chamber, where a "circle" of beings the same as that described in **16B** sits in hallucinatory rapport. The rapport will be broken if *distress* spores are sensed.

16E. ROYAL CHAMBER

This is the chamber of the king (AC 10; MV 9″; HD 6; hp 30; #AT 1; D 6-24; SA all myconid spore clouds, SD poisonous skin, touch causes 1-4 hit points of damage). It is a bare chamber, lit only by several glow-fungi.

The king coordinates all activities in the myconid city, resolves disputes, and deals with outsiders. It is always eager for news of the labyrinth, and will quiz the party by means of *rapport* spores about what they have seen and what they have done. If the party cooperates and answers the king's questions, and then requests aid of the king in escape from the labyrinth, the king will bargain with them: if the party will kill the giant crayfish (at **12**), and bring back proof that they have accomplished the deed, the king will tell them how to get to an escape route (the chimney at **19**). The king sees the giant crayfish as the greatest local threat to myconid foraging parties.

If the party doesn't agree to slay the giant crayfish, or if the party had to be subdued and taken to the king after attacking the myconids, the king will still ask them questions about doings in the dungeon. However, the party will then be totally divested of all belongings and escorted back out into the labyrinth. The party will not even be allowed a glow-fungus. A "circle" of myconids will make sure that the party leaves the area.

The small room behind the king's chamber is where the myconid leader keeps a supply of potions, used only in emergencies. All of these potions were made by the king using fungal alchemy, but they duplicate the effects of normal potions. They are in potion bottles made from the heads of giant ants. The potions are: **extra-healing, growth, healing, invisibility, speed,** and **water-breathing.**

17. ROPER'S LAIR

There is a steady drip, drip of water from the ceiling at this nexus of tunnels, and there are many stalactites and stalagmites on the floor and ceiling.

One of the stalagmites is actually a half-grown roper (AC 3; MV 3"; HD 5; hp 25; #AT 1; D 2-12; SA 6 sticky strands that cause *weakness*, SD 45% magic resistance, immune to lightning, takes only half damage from cold). The roper's strands can extend to a 20' length, and the creature will attack as soon as any are within this radius, surprising on a 1-4. A hit from one of the roper's six strands causes *weakness*: the victim loses 50% of his or her strength in 1-3 rounds. Furthermore, the hit person will be dragged 10' per round toward the roper's toothed maw. The chance for breaking a strand is the same as for opening a door. Successive hits by strands do not cause cumulative weakness—only 50% of strength will be lost. Strength will return to weakened characters in 6 turns minus a number of turns equal to the character's constitution bonus to hit dice, if any.

If the roper is killed, it will immediately go completely limp, relaxing its strands to their full length of 20' each. If severed from the roper, these strands will make strong rope, each holding up to 400 lbs. (4,000 gp) of weight. Within the roper's gizzard are three gems, 1 of base 100 gp, 1 of base 500 gp, and 1 of base 5,000 gp value.

18. CHASM

At this point the floor of the tunnel disappears into a 20′ wide chasm that blocks further progress. The sides of the chasm are sheer, and the pit itself is 200′ deep. At the bottom there are no exits. The walls around the chasm are dry rock, and a thief can climb them at his or her normal percentage. Check every 10′, i.e., twice if the thief is climbing to the other side of the pit.

19. CHIMNEY (EXIT)

> The corridor ends here in a 20′ wide chamber. The walls are covered in a slimy, greasy mold from the floor up to the ceiling, 20′ above. The center of the ceiling is pierced by a 4′ wide opening, a rock chimney. This chimney goes straight up to the limit of vision.

This is another possible exit-way for the characters. The walls of this chamber are slippery and unclimbable, and furthermore the slime mold which covers them has a high acid content, burning exposed flesh for 1-3 points on contact.

There are several ways by which players might reach the chimney 20′ from the floor. The ant bridge from **8** or stacked giant fungus logs from **15** or **16** could suffice. A human pyramid could do it, provided it is constructed intelligently (strongest on the bottom, lightest on the top, etc.), and at least 6 people are used to form it. Resourceful players may come up with other feasible methods. Note that a **jump** spell only allows a 10′ vertical leap.

The chimney is about 4′ wide, and a series of ledges make it easy to climb, even for a non-thief. The chimney goes up 120′—to a dead end. However, when a character or characters have gone to the top and ascertained that the chimney is a dead end, the person(s) will be attacked halfway down on his or her way back by a huge trapdoor spider (AC 6; MV 18″; HD 2+2; hp 14; #AT 1; D 1-6; SA poison, save at +1 on the die roll), which will leap out from behind its secret door, surprising on a 1-5 (d6). It will attack the lead person, if more than one are present. Characters will be –2 to hit while fighting in the chimney, due to the constricted quarters and the necessity of hanging on.

The spider's lair is a chamber about 5′ in diameter, 60′ up from the opening in the ceiling below. Amidst the brush and litter of the spider's nest is a small leather pouch, still attached to the belt the owner wore. In the pouch are 27 electrum pieces and two base 500 gp gems.

There is one small crawlway exit from the spider's lair, a tight, winding tunnel that leads up 40′ to the spider's secret trapdoor exit to the surface. This is concealed behind a fallen tree in an overgrown beech grove.

20. PIERCER PERIL

> This is another nexus of tunnels, a damp area of stalactites and stalagmites.

Six piercers (AC 3; MV 1″; HD 3; hp 9 each; #AT 1; D 3-18) hide here among the stalactites. They cluster on the ceiling in the center of the chamber. If any people pass through the center of the room, the piercers will drop and attack. If characters move around the outside of the room, the piercers will be unable to attack and will ignore them.

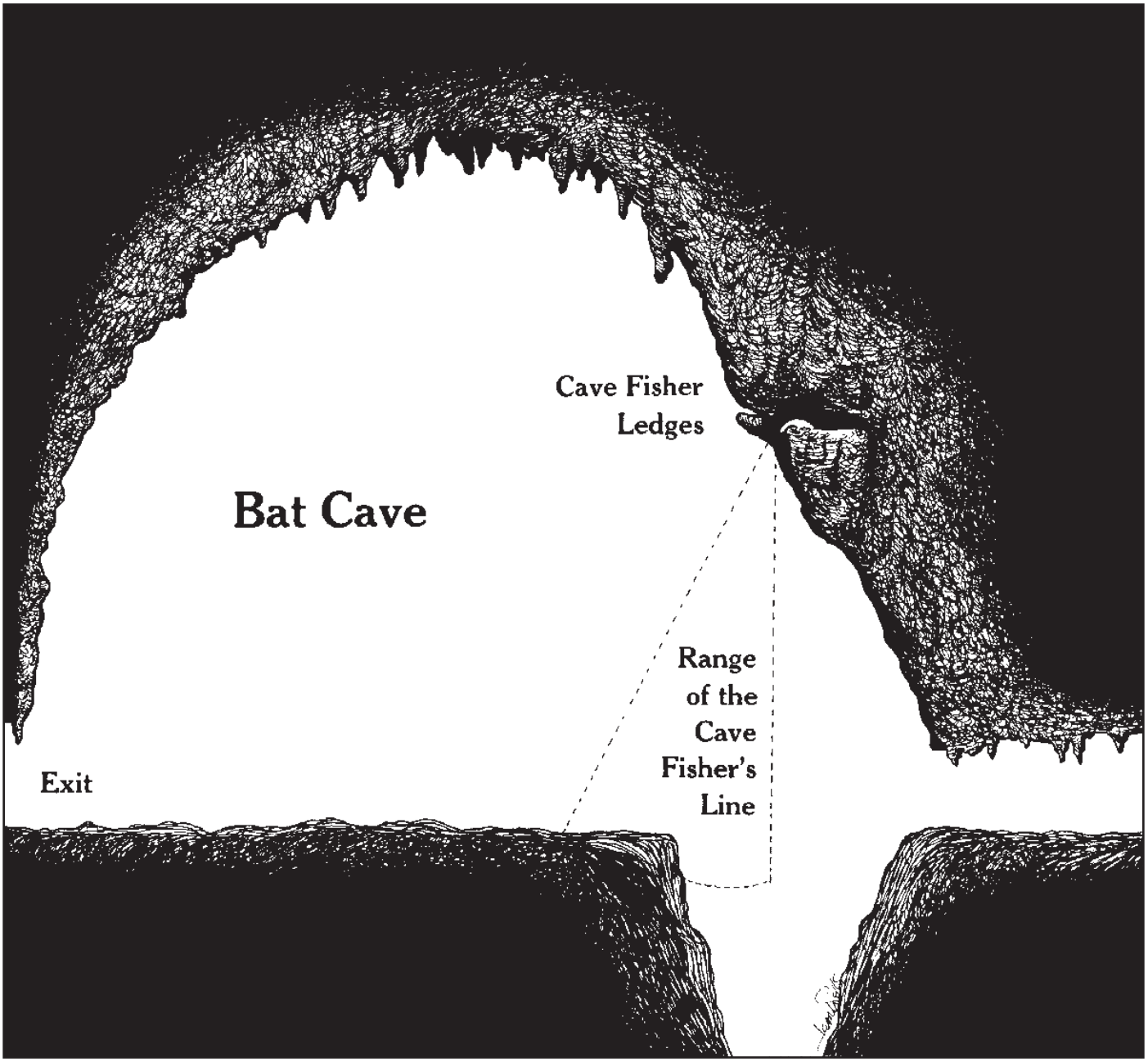
21. CAVE OF THE BATS (EXIT)

> Here the corridor opens into a large chamber, at least 60′ × 60′, with a ceiling 60′ above the floor. There is an exit on the far side of the chamber and a slight breeze definitely moves towards it. The ceiling is swarming with bats, and they can be seen leaving and entering the tunnel on the far side of the chamber. Unfortunately, a large pit separates the main floor of the chamber from the tunnel into the labyrinth. The pit is 25′ across and appears bottomless, but the sound of distant running water can be heard rising from the depths.

The pit is 170′ deep and ends, not in running water, but on a rock ledge. A short side passage leads to a place where an underground stream touches air at the only point along its entire length. There is no escape here.

On hidden ledges, 40′ above the pit, 3 cave fishers lie in wait (AC 4; MV 0′; HD 3; hp 15, 12, 12; #AT 2; D 2-8/2-8; SA adhesive trap filament, shot as if by 6-HD monster—see listing at end of module for complete information). Each fisher's filament is already strung from its hiding place to a point on the western edge of the pit, hoping to catch a stray bat. (If a magic-user casts a **jump** spell to leap the pit, he or she has a 50% chance of colliding with and sticking to one of the trap lines.) If a party finds a means to cross the pit, or somebody starts climbing the walls to pass around it, the cave fishers will silently reel in their lines and start shooting at whatever targets are offered. Once one cave fisher snags a target, the others will ignore it, leaving that victim to their fellow. The fishers cannot shoot at any targets on the east side of the pit, but they *can* shoot up to 10′ west of the west edge of the pit. (See the diagram of the chamber on the next page.)

The tunnel on the west edge of the chamber twists and turns for 520′ to an exit in the side of the cliff. Freedom!


Cave Fisher
Ledges
Bat Cave
Range
of the
Cave
Fisher's
Line
Exit

ESCAPE FROM THE ISLAND

Explanation of the Island Map

The numbered points (**10**, **19**, and **21**) mark the exits from the dungeon labyrinth (and also correspond to the appropriate encounter area in the dungeon from which the players made their escape). The lettered areas (**A** through **L**, except **I** which has been deleted from this list) are outdoor encounters.

Notes for the Dungeon Master

Only the labyrinth part of this module should be used for tournament play. For tournament purposes, just getting out of the labyrinth in time is enough, but this leaves too many unanswered questions for campaign play. The following outdoor scenario gives the characters a chance to escape from the island, regain their equipment, and finally crush the Slave Lords for all time.

The general situation the characters encounter upon their escape from the dungeon is not good. The same earthquake that caused the labyrinth to collapse has devastated the rest of the island. Suderham and Drachen Keep are in ruins, and Scumslum is ablaze. The "extinct" volcano is now erupting steadily, oozing lava and poisonous gases, and sending up a huge cloud of smoke and ash that blots out the sun. Worst of all, the mischievous magmen (see the monsters section at the end of the module) have come out with the lava flow and are leaping about the landscape, igniting every combustible they can find. It is a disaster rapidly reaching epic proportions.

As in the labyrinth, the general theme of the outdoor adventure is escape. It should become clear to even the slowest party that staying on the island would be a fatal mistake. If characters move south or west, they will encounter burning forests or fields and the magmen. If they try to move through Suderham or the valley south of it, they will be deterred by poisonous gases. Unless they swim for it (see **Leaving the Island**), player characters will probably end up at the docks area. There they will find possible escape boats and the surviving Slave Lords.

To aid the DM in describing the situation, a paragraph is included herein on what the characters can see from each of the three exits from the labyrinth. Use the appropriate description, but be familiar with all three, in case the characters, after escaping, wander into one of the other areas.

Water Cave Exit (10)

The cave behind the party has collapsed, pushing water out in a big wave. The party has emerged on the shore of the crater lake. The lake froths as white-capped waves toss wildly back and forth, colliding and building on one another. Everywhere fish, lake eel and fresh-water squid leap from the surface of the lake, crazily trying to escape the unaccustomed vibrations. The far rim of the crater lake, a mile and a half away, seems to tremble slightly as the characters look at it.

On the island behind the characters is a 30′ tall bluff. Parts of it seem to have just crumbled, and stones are dislodging themselves and tumbling down in the continuing tremors. A huge dark cloud rises from somewhere on the western part of the island beyond the bluff and fills half the sky. The island quivers and quakes continuously. Just to the north and south of this point begin beaches which run around the curve of the island. In both directions the bluff recedes from the beach and trees (many now fallen) grow in the space between hill and lake. A fishing boat, making its way with great difficulty toward the outer shore, can be seen on the lake about half a mile to the north. Southwest, maybe a quarter of a mile away, crackling flames leap above the treetops.

Spider Cave Exit (19)

The characters push their way out through the spider's trapdoor exit onto a slight slope in a thick grove of beech trees. About 40% of the trees have been knocked down by the quakes, and the grove is a tangle of fallen trunks, broken boughs and leafy debris. (Movement through this is at 1/3 normal rate.) To the southwest, south, east, and northeast the slope rises to a 30′ tall bluff; the top appears to be unwooded. Downslope to the west, about 300′ distant, there seems to be a road running roughly north-south, but many trees have fallen across it. To the northwest it would appear that the woods end in cleared land, 200′-300′ away.

The whole island rumbles and shakes, and to the west a huge pillar of smoke rises skyward. There seems to be a lot of fire and burning vegetation to the west also. There is distant shouting to the northwest, and to the north hoofbeats and loud bleating can be heard.

Bat Cave Exit (21)

The party emerges from a hole in the ground in the midst of a beech and pine forest. About half of the trees seem to have been knocked down or damaged (movement in this fallen forest is at 1/3 normal rate). The woods seem to be burning to the south and west, and a huge pall of black smoke rises beyond the flames, blocking out the sunlight. A continuous low growl comes from the direction of the smoke, and the ground rocks beneath the characters' feet.

Northwest, a few hundred feet away, there is some sort of great commotion, with a loud, animal-like roaring and snapping of branches. The cause of the trouble cannot be seen from this point. About 300 feet north the forest ends, with a road running east to west at its edge. Far to the north there seems to be a great deal of shouting and screaming. Eastward the characters can only see more tangled forest, with the land beginning to slope upward.

KEY TO THE ISLAND ENCOUNTERS

The letters on the map indicate the approximate locations of these encounters.

A. GREEN SLIME

> This section of beach is covered with wrack and wreckage tossed up by the waves. Sticks, seaweed, thick algae, and flopping fish cover the sand in windrows of organic debris.

One of these globs of thick algae is actually a green slime (AC 9; MV 0"; HD 2; hp 15; #AT 0; D nil; SA turns flesh into green slime; SD weapons and most spells cannot harm it). It lies across half of the beach, and if characters do not state that they are avoiding or inspecting the patches of algae, there is a 40% chance that a party member will step in it. Even if the slime is scraped off immediately, the character will take 2-16 points of damage. This slime normally dwells in the muck on the bottom of the lake, but it has been dislodged by the tremors and washed up by the waves.

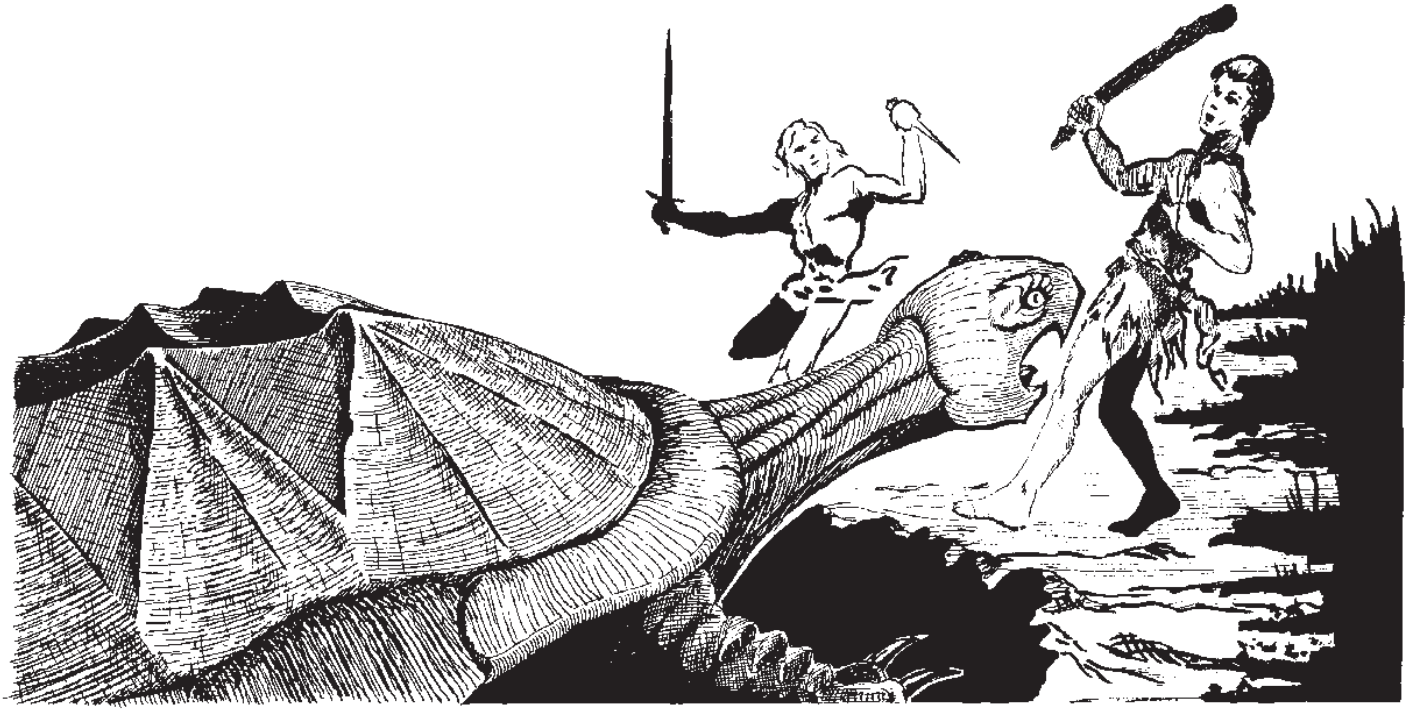
C. FRENZIED GOATS

This is a large field of grain, now being trampled by a herd of four giant goats (AC 7; MV 18; HD 3+1; hp 15 each; #AT 1; D 2-16; SA +4 damage when charging). These giant goats were kept in a pen at Drachen Keep, but sensing the imminent earthquake, they broke out and ran downhill to this field. The Slave Lords' men originally captured them in the nearby hills, and had hoped to domesticate them. Their methods consisted of cruelty and mistreatment, and this, combined with the quakes and fires, has driven the goats totally amok. They will charge any people that come within 200' of the center of the field, seeing in them their former persecutors. They will not pursue beyond the edges of the field.

D. SQUAD OF LOOTERS

A motley crew of degenerate mercenaries is here making its way up the road toward Drachen Keep. A watchful party, proceeding through the woods or farmland with caution and alertness, will hear the ruffians shouting at each other when the characters reach a point within 120' of the section of road marked **D**. The looters will not be visible from this point and the party will be unable to clearly distinguish words or languages. A party that fails to behave cautiously or is blindly running will not hear the looters until closing to within 60' of them. In these circumstances, the looters themselves will hear the noise of the party's approach and will immediately cease their talking and draw their weapons. The party will thus be unable to **surprise** them. Because of the trees or crops, neither group will be visible to the other at this point. The looters will *not* leave the roadway to investigate the noise, but will warily continue on their way.

This band is a savage and unscrupulous lot: two town guardsmen, two hobgoblins, a gnoll, an orc archer, a half-orc fighter/assassin (all of the above in chain mail, the guardsmen with shields), a bandit from Scumslum, and a thief (the latter two in leather armor). Their statistics are given on the following table for easy reference:



B. ENRAGED SNAPPER

A giant snapping turtle has just swum up to the beach at this point. It is not yet full-grown (AC 0/5; MV 3"//2"; HD 6; hp 25; #AT 1; D 3-18), but it is a formidable creature nonetheless. Normally bad-tempered, this reptile has been whipped into an absolute fury by the changes in its habitat. It is hiding in a pothole at the edge of the water, and will attack any creature that comes within 10', suddenly extending its long neck to bite with its powerful beak. Attacking this way, it will surprise on a 1-4 (d6). If creatures pass its position beyond 10 feet away, it will attack regardless, shambling out of its pothole in a short but surprising burst of speed (6").

The snapper's shell is AC 0, but its head, neck and limbs are armor class 5. If they are withdrawn into the shell, the extremities become armor class 2. The snapping turtle is too crazed and stupid to know when it is losing, and will fight to the death. If anyone takes an hour to dismember the body, they will find some human or human-like bones, some rotting leather, and a silver bracelet worth 375 gp in its gullet.

Looter	AC	MV	HD/LVL	hp	#AT	D	Weapon
Guard #1	4	6″	FTR 1	9	1	1-8	long sword
Guard #2	4	6″	FTR 1	6	1	1-8	long sword
Hobgoblin #1	5	9″	1+1	8	1	1-8	long sword
Hobgoblin #2	5	9″	1+1	7	1	2-8	long sword
Gnoll	5	9″	2	13	1	1-10	two-handed sword
Orc	5	6″	1	5	1	1-6	short sword or bow
Half-Orc	3	6″	FTR 3	15	1	1-8	long sword
Bandit	8	9″	0	4	1	1-6	short sword
Thief	6	9″	2	9	1	1-6	short sword

This unsavory lot was outside Suderham, drinking and gambling, when the earthquake hit. As the town tumbled down, the thief instantly realized that Drachen Keep must likewise have fallen, and he persuaded the others to go after the great riches they think are kept within. Each is trying to impress the others with his ferocity and toughness, and they will certainly attempt to slay anybody they encounter, just to show each other they can't be pushed around. However, if five of them are slain or otherwise knocked out of the fight, the others will have second thoughts and attempt to flee.

When they attack, the guards, hobgoblins and gnoll will wade right into the melee. The half-orc will try to attack the most powerful party member, while the bandit will be looking for the weakest or most-wounded opponent. The orc archer will try to pick a good spot from which to shoot, and the thief will attempt to slip around to the enemy's rear to try *backstabbing*.

The guards each have 5 gp; the first hobgoblin has 2 ep, 7 gp and a 10 gp gem; the second hobgoblin has 12 gp and 2 pp; the half-orc has 3 sp and 15 gp; the bandit has 8 sp and 2 ep; and the thief has 10 sp, 12 ep, 25 gp, 3 pp, and a base 50 gp gem.

E. RAMPAGING FIRE LIZARD

Here, in a small glade, a fire lizard is thrashing about, rolling on its back and snapping at everything. The party will be able to hear the reptile's frenzied movement and outcries at a distance of 120′ from the center of the glade. Because of the trees, however, they will be unable to clearly see the cause of the disturbance without venturing to at least the edge of the glade. Any loud noise or quick movement will attract the fire lizard's attention. The wounded creature (AC 4; MV 9″; HD 10; hp 23 (45); #AT 3; D 1-8/1-8/2-16; SA breathe puff of flame 10′ for 2-12 points; SD immune to fire-based attacks) is covered with patches of burned skin. Aware of its immunity to fire, this huge dragon-cousin became overconfident, and tried to take a bath in molten lava! Its fire-resistant nature kept it from being instantly cooked, but the resultant unaccustomed burns sent it rampaging across the island. Now it is attempting to scrape imagined tormentors from its skin. If it sees anyone, it will assume that they are its tormentors and attack immediately. It will fight until all its opponents are dead or have fled.

The fire lizard lived in a cave north of Dragon Meadow (see Island Map). The devotees of the Earth Dragon took it for a wingless red dragon and have given it offerings of livestock regularly. The Slave Lords allowed it to remain on the island, pretending to have control over the beast and occasionally invoking it as a threat.

F. SLAVES' REVENGE

Here several dozen nearly nude people (obviously ex-slaves) are in the process of impaling their former masters. A few of them are hurriedly making stakes from a stack of logs. Nearby, several

struggling overseers and guardsmen are being held, each pinned by several ex-slaves. As soon as a stake is finished, another slaver is brought forth and impaled, and a cheer goes up from the mob.

If the party approaches this group wearing few clothes (as they were in the labyrinth), they will be taken for more escaped slaves, and the mob will let them by as long as they cause no trouble. If the party tries to free the slavers and/or stop the impaling, or if any of the party are wearing clothes obtained from the squad of looters (area **D**), the most aggressive of the ex-slaves will attack, wielding a motley assortment of knives, daggers, and stone bludgeons.

The statistics of the attacking ex-slaves will vary slightly, but for convenience an average is given here. Nineteen ex-slaves: AC 10; MV 12"; Level 0; hp 4; #AT 1; D 1-4. They have no treasure. They are subject to normal morale as per the **DUNGEON MASTERS GUIDE**, and will flee if things go against them too badly.

A character with high charisma in a non-hostile party may be able to sway this mob to do as he or she asks, as long as what the character wants will hurt the minions of the Slave Lords and not endanger the ex-slaves unduly. The DM will have to adjudicate such situations. The slaves will certainly want to finish impaling their captives before undertaking another task. They cannot be persuaded to attack the Slave Lords' boat (at **H**), as they still fear the Slave Lords' power.

G. A FRIEND INDEED

> This is the beginning of the docks area. To the west, the rattletrap houses of Scumslum are going up in flames, the fire leaping from one to the next. Northeast remove is the first dock. Only one boat is tied there, a small galley emblazoned with a finned dragon. Without warning, a man dressed as a Slave Lord lieutenant runs toward the party from behind a nearby house, shouting loudly.

This person is a secret agent of the pirate-troubled Lords who hired the party; he was the beggar who met them at the gates of Suderham (Module A3, **Assault on the Aerie of the Slave Lords**), and the mysterious benefactor who dropped the scroll-case into the labyrinth for the party to find when they awakened. It was while performing the latter deed that he assumed the role of a lieutenant of the Slave Lords. If the party allows him to get within 20' without killing him, somebody will recognize him from the encounter at the gate.

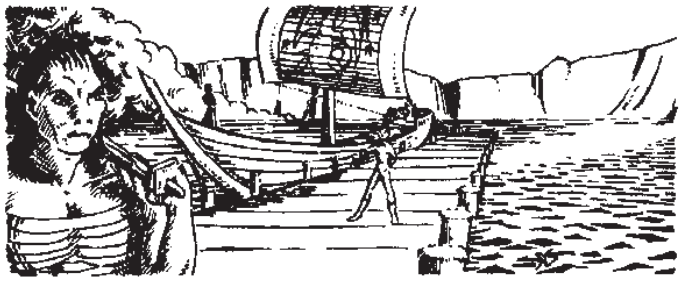
The agent's real name is Selzen Murtano (AC 4; MV 9"; 6th-level thief; hp 30; #AT 1; D 1-8 from long sword; S 7, I 16, W 6, D 18, C 15, Ch 14; AL neutral good). He is wearing leather armor with the characteristic Slave Lords' insignia. He'll tell the party that he was hiding out from the ex-slaves, trying to figure out how to get on board the *Water Dragon* before he was either burned, impaled, or eaten by monsters. The *Water Dragon* is the Slave Lords' private galley, the boat at the end of the first dock. On that boat is all of the player characters' equipment, and a portion of the Slave Lords' treasure, as well as the Slave Lords themselves. If they are allowed to escape, they will be able to continue their operations from another headquarters. Unfortunately, the boat is heavily guarded and the bandit chiefs are getting ready to leave right now.

Murtano will give the party two scrolls he managed to filch from Drachen Keep: a clerical scroll of four spells (**cure serious wounds** and 3 **cure light wounds**), and a magic-user's scroll of five spells (**sleep, invisibility, strength, dispel magic,** and **hold person**). All spells are at the 7th level of use. He will also give the characters a crystal monocle with a permanent **read magic** cast on it, to enable the spellcasters of the party to make immediate use of the scrolls.

Murtano will stay near the back of the party in any combat, preferring to "guard the rear." He will fight if he must.

H. THE WATER DRAGON

Tied up to the northwest side of the far end of the pier is the *Water Dragon*, the Slave Lords' private galley. It is being readied for immediate departure. A score of bedraggled islanders cluster halfway out on the pier, too frightened of the Slave Lords and their minions to advance any further. Near the end of the pier three guards warily eye the mob. One is an ogre in a suit of banded mail (AC 2; MV 9"; HD 4+1; hp 20; #AT 1; D 3-12 from two-handed sword), the other two are sergeants of the Slave Lords' troops (AC 4; MV 6"; 2nd-level fighters; hp 12, 9; #AT 1; D 1-8 from long swords).



Beyond these guards, 14 men are loading and preparing the boat. Eight of these are men-at-arms (AC 7; MV 9"; 0-level; hp 5 each; #AT 1; D 1-8 from long swords); the other six are the surviving Slave Lords (see below). The detail map of this area shows the starting positions of the guards and the Slave Lords.

If the party approaches the end of the pier (including by swimming—the guards are watching the water very closely for lacedons), the Slave Lords will order their men-at-arms to back up the guards at the first sign of trouble. At the first indication that the characters are more than just an ill-assorted crowd of mercenaries, the Slave Lords will recognize them and immediately spring into coordinated action:

The **evil High Priest**, Stalman Klim, will cast offensive spells from the bow of the boat for as long as possible, and then he will leap to the attack. He will start by trying to **silence** any spell-casters among his opponents. He may **command** enemies near the edge of the pier or boat to "Dive!" The cleric is AC 3; MV 12"; 11th-level cleric; hp 31 (52); #AT 1; D 4-9 (d6+3); S 15, I 14, W 17, D 17, C 13, Ch 11; AL neutral evil. Klim wields a **footman's mace +2** and is wearing **bracers of AC 6.** His spells are: **command** (×2), **light, silence 15' radius, continual light, cure blindness, dispel magic, divination, neutralize poison,** and **true seeing**. (His other spells have been previously used, as explained later on in this section.) In a pouch at his belt, carefully wrapped up, is a jeweled idol of the Earth Dragon worth 4,000 gp.

Stalman Klim is the high priest of the Earth Dragon cult, and he blames the adventurers for stirring up the wrath of the Sacred Scaly One.

The **half-orc fighter/assassin**, Theg Narlot, will wade right into the heart of the battle, trusting to his combat ability to carry him through. He will shout and charge, trying to attract attention away from the Slave Lord spell-casters and the thief. Theg is AC 7; MV 12"; 7th-level fighter/7th-level assassin; hp 35 (53); #AT 3/2; D 2-9 (d8+1); SA poison (see below); S 17 (+1 to hit, +1 to damage), I 16, W 12, D 10, C 17, Ch 7; AL lawful evil. Theg's sword is envenomed with insinuative poison, type A (see **DUNGEON MASTERS GUIDE**). On a successful hit, the victim must save vs. poison at +4 or take 15 additional hit points of damage in 2-5 rounds. This blade venom wears off with use: it will do full damage on the first hit, half damage on the second hit, and by the third hit it will be gone. An opponent has a 80% chance of noticing the venom on the blade before the attack phase.

Theg is wearing leather armor and a shield. In a pouch at his belt are 50 pp and a diamond worth 1,000 gp (this is his "emergency escape fund" pouch). Also in his belt is a scroll listing all of the Slave Lords' agents among the Lords of the Gearnat area, and an order for the assassination of all the relatives of the adventurers that can be found. Theg Narlot is in charge of all espionage activities for the Slave lords.

The **Drow fighter/cleric**, Edralve, will try to **silence** opponent spellcasters. She will then try to cast **levitate** on the enemy's best fighter and raise him or her 20' into the air. She will then join the melee. Edralve is AC 5; MV 12"; 5th-level fighter/4th-level cleric; hp 20; #AT 1; D 3-10 (d8+2); SD 60% magic resistance, and save vs. spells at +2; S 9, I 17, W 11, D 16, C 10, Ch 15; AL chaotic evil. She wields a **long sword +2** and wears black leather armor, a black shield, and a **ring of warmth**. Her natural Drowic spells are **dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion,** and **dispel magic**. Her remaining clerical spell is **silence, 15' radius**.

Edralve is an exile from Erelhei Cinlu, from which she barely escaped after an abortive coup. The other Slave Lords both respect her abilities and fear her devious cruelty. She devised the morale-breaking fear tactics employed by the slavers in their raids. In a pocket she has 5 drow brooches, each worth 500 gp.

The **illusionist**, Lamonsten, will cast **hypnotic pattern** at the party. He will save his **fear** spell until he has a clear shot at the party without hitting his allies. Lamonsten is AC 8; MV 12"; 8th-level illusionist; hp 21; #AT 1; D 2-5; SD **cloak of displacement**, first attacks will miss; S 7, I 16, W 10, D 17, C 15, Ch 12; AL lawful evil. If he must fight, he will use his **dagger +1**. His spells are: **wall of fog, hypnotic pattern, invisibility,** and **fear**.

In a waterproof case on Lamonsten's back is a deed to mining rights in the hills near Hardby, worth 1,200 gp, and his spell book, which contains the following spells:

FIRST LEVEL:
Change self
Detect illusion
Detect invisibility
Hypnotism
Phantasmal force
Wall of fog

SECOND LEVEL:
Detect magic
Hypnotic pattern
Invisibility

THIRD LEVEL:
Dispel illusion
Fear

FOURTH LEVEL:
Improved invisibility
Phantasmal killer

Lamonsten specializes in using **phantasmal killer** on the enemies of the Slave Lords.

The **thief**, Slippery Ketta, will immediately dive overboard and swim under the dock, planning to climb up behind the party at the right moment and *backstab* somebody. Her normal chance to move silently is 88%, but when wet, this will decrease to 68%. She is AC 2; MV 12"//15"-18"; 10th-level thief; hp 30; #AT 1; D 1-8; S 10, I 15, W 13, D 18, C 12, Ch 16; AL neutral evil. She is armed with a long sword, wears **leather armor +2** and **gauntlets of swimming and climbing**, and backstabs at +4 "to hit" for quadruple damage. She wears a pair of earrings worth 700 gp each and a jeweled dagger worth 900 gp.

Ketta's corps of thief infiltrators are present in all the towns along the Sea of Gearnat, and it is through these informants that the slavers always know exactly when to strike.

The **monk**, Brother Kerin, will leap to the dock and into the fray, supporting Theg Narlot. He is AC 6; MV 20"; 6th-level monk; hp

81

21; #AT 3/2 (open hand); D 2-8; SD **feign death**; immune to **slow**; S 15, I 12, W 16, D 17, C 16, Ch 10; AL lawful evil. Brother Kerin is unarmed.

Brother Kerin was second-in-command to Brother Milerjoi, and took his place when his superior died (in either the earthquake or in the fight at the end of module A3, depending on how the DM has handled this). Brother Kerin is the representative of the Scarlet Brotherhood, who helped finance and set up the Slave Lords.

All of the Slave Lords will fight to the death, as they are in desperate straits and they know it. Only these six survived the earthquake and the resultant chaos. Most of them were wounded in their flight to the docks, and the group's cure spells were all expended in healing some of their wounds. (The half-orc and the cleric are still slightly wounded.) Several of the illusionists' spells were also used in fighting their way to the Water Dragon.

Most of the Slave Lords' riches and equipment are buried under tons of rock, but they did manage to grab some of the more valuable items and bring them along. In a locked wooden chest at the stern of the galley is the following treasures:

a gold brooch with gems worth 3,000 gp.

a platinum ring set with a fire opal worth 5,000 gp.

a gem-studded ceremonial silver dagger of the Earth Dragon cult worth 1,100 gp.

a scroll of drawings of the demons of the Abyss by the great Drow artist Ool Eurts, worth 900 gp.

a box of gems, containing 21 moonstones (base 50 gp), 10 pieces of jade (base 100 gp), 5 white pearls (base 100 gp), one black pearl (base 500 gp), a tourmaline (base 100 gp), an amethyst (base 100 gp), a topaz (base 500 gp), and an emerald (base 1,000 gp).

In addition, all of the equipment taken from the characters when they were captured is stored below in the tiny hold. It was to be sent to the coast to be **identified**, and eventually sold. The equipment is stored securely among other trade goods (these goods are worth a total of 350 gp).

NOTE: If the players are using the characters provided with the module, the stored equipment will include the following magical possessions (some of which, such as magic arrows, may have been lost):

Elwita's **shield +1** and **war hammer +2**

"Ogre's" **battle axe +1**, **splint mail +2**, and 5 **arrows +1**

Freda's 4 **arrows +2, chain mail +3**, and **bastard sword +1**

Karraway's **sling of seeking**

Blodgett's **+1 sword of speed, ring of protection +1**, and **boots of elvenkind**

Delgath's **bracers of AC 6** and book of spells

Phanstern's **cloak of protection +2** and book of spells

Eljayess' **spear +1** and book of spells

Kayen Telva's **javelin of piercing**

Their other normal possessions are also stored here. If the above characters are not being used, the listed equipment will NOT be there! Instead, the equipment the characters were carrying when they were captured will be there in its place.

J. PANIC AT THE DOCKS

There seems to be a huge melee underway on and around these three docks, but it's not always clear who is on whose side, if there are any sides. There are three fishing boats at each of the three long piers. Several more out on the lake are moving toward the far shore and one appears to be capsized. Townsmen, slum-dwellers, guardsmen, ex-slaves, and assorted humanoids are all fighting over possession of these boats. To add to the confusion, a number of grotesque gray-green humanoids are climbing out of the water and falling indiscriminately on the other combatants, biting and clawing them to death. There are at least 200 figures battling it out in this area.

The easternmost pier is a terrible scene of carnage. (See detail map **J**.) The boat at the end of the long dock had been taken over by 13 hobgoblins, who were just figuring out how to use the oars when 8 lacedons (marine ghouls: AC 6; MV 9"//9"; HD 2; hp

9 each; #AT 3; D 1-3/1-3/1-6; SA paralyzation) clambered out of the water and attacked. The battle is still in progress: 2 lacedons and 5 hobgoblins are down, and the rest are fighting back and forth in the boat. On the pier, 30′ away, stands a mixed group of 9 humans, watching the battle. If the lacedons win, the humans will flee, but if the hobgoblins win, the humans will attack the weakened squad and attempt to take the boat from them.

A band of Slave Lords' mercenaries (16 in all) are contending with 13 city guardsmen over possession of the other two boats. The city guards have been pushed to the end of the dock and are gradually being cut down by the mercenaries. Both groups are 0 level fighters in leather armor (AC 8). Neither group has noticed that the westernmost of the two boats is slowly sinking—a hole was stove through the side when the guardsmen wrested the boat from its original owner.

The middle pier is one huge swirling melee, strictly every man for himself. Involved are 32 townspeople (0 level), 19 ex-slaves (0 level), 9 men-at-arms (0 level), a thief (level 3), a fighter (level 2), a cleric (level 2), 4 orcs, and 3 lacedons who are picking off stragglers and wounded. The northernmost boat has caught fire somehow. An organized, coordinated group could push its way through this mob, but it would have to fight some of them for possession of a boat.

The westernmost pier is a bizarre scene of greed over fear. At the second cross-pier six huge gnolls (AC 5; MV 9″; HD 2; hp 16, 15, 13, 13, 12, 11; #AT 1; D 1-10) armed with halberds are holding at bay a mob of nearly a hundred screaming townspeople (0 level). With the gnolls is their leader, a man in black leather armor and shield (AC 7; MV 9″; 5th-level assassin; hp 20; #AT 1; D 1-8; from long sword), who is only allowing people to pass to the boats if they will give him 50 gp or more. Naturally, few of the townspeople are carrying this much wealth. Some of the people are trying to organize a rush on the heavily armed gnolls, without much success, while others are fighting and robbing each other to get the 50 gold pieces. At the end of one of the docks, seven people are ripping up the flooring to make a raft. Beneath the pier, 4 cunning lacedons wait patiently for the rafters to come down to the water.

The lacedon colony normally lives off shore, where they devour the dead bodies (mostly slaves), garbage, and unusable fish parts the town dumps in the lake. Occasionally one or two would sneak into Scumslum and grab a derelict, who as likely as not would never be missed. They are taking advantage of the chaos to slay as many of the hated nondead as possible.

K. RUINED SUDERHAM

> The guard towers of Suderham have fallen, but the outer walls are mostly intact, except for the south wall. Ugly yellow vapors from the volcano are flowing down the shallow gorge, over the tumbled south wall, and into the town. Wisps of the ground-hugging gas occasionally pass around the corners of the walled town. Wherever people encounter the vapors, they cough and choke, and flee if they can.

Less than an hour after the beginning of the eruption, Suderham is already a town of the dead. The poisonous gases flowing into the town have asphyxiated all those who could not or would not leave. The vapors are heavier than air, but they are gradually rising as more gas flows down the shallow gorge and is trapped within the walls of the town. Eventually it will reach the top of the walls and spill over, sending toxic gases out over Scumslum and the docks area.

If any characters are foolish enough to enter into or permit themselves to be enveloped by these vapors, they will suffer the same fate as befell many Suderham unfortunates. The first round of breathing will produce uncontrollable coughing and choking in the victim. For each round thereafter spent in the gases, the character must save vs. poison at +2 or die. (The DM can use this threat to spur on the players, if the approaching magmen aren't enough. If the players pass close to the town, they may see enough to make them aware of the danger. If not, they will hear of it from Selzen Murtano or a fleeing citizen. It will be dramatic if, just as the party is escaping the island, the vapors start to pour out of Suderham and cover the north end.)

L. MAGMEN ON THE MARCH

There are three magmen (AC 6; MV 9″ (6″); HD 2; hp 9 each; #AT 1; D 3-24; SA **combustion touch**; SD +1 or better weapon to hit, immune to fire-based attacks; see information at the end of the module) at each of these locations. In general, they are having a grand time setting everything they contact on fire. The woods on almost the entire south end of the island are ablaze. Two groups of magmen are igniting the corn and wheat fields west of Suderham. One group has reached the ruins of Drachen Keep, and is gleefully setting the whole place ablaze.

If any creature comes within 30′ of a magman, the para-elemental will move up to it and "attack" with its **combustion touch**. Its purpose is just to have the poor cold creature join the fun of the flaming ones. A magman will pursue for 2-5 rounds, and then become distracted and set something else on fire.

The magmen groups are converging on the northeast part of the island at a rate of 200′ a turn. Unless something stops them, they will burn the whole island clean and then return to the volcano, before they stiffen from the cold.

Leaving the Island

The only way to leave the island of the Slave Lords is by crossing the lake. The rim of the crater lake is 1½ miles in any direction from the island. The lake surface is choppy, with whitecaps. Due to the eruption, the waves are irregular and unpredictable.

If characters try to swim for it, they will find it difficult but not impossible. To swim the distance successfully, an unencumbered character must roll his or her constitution score or below on 3d6. (Unencumbered in this context means basically naked. Light, tight clothes and a belt with a dagger are about the limits of this class.) Encumbered characters must roll one-half their constitution or below (round up) on 3d6. Encumbered characters will notice the excessive weight and drag of their possessions, and should be given a chance to dump them.

If characters decide to make a raft (assuming reasonable materials are available), the DM should take into account the approach of fire and gas and decide if they have time to do it. If they succeed in time, it will take them at least two hours to paddle to shore.

If characters commandeer an intact fishing boat, they should have no trouble reaching shore. If they succeed in capturing the *Water Dragon*, they will have a harder time of it. The galley sports a small sail, but only characters with sailing experience will be able to handle it properly. If the sail can be used, no more than eight

additional people are needed to man the oars, plus one on the rudder. If no one can handle the sail, at least twelve oarsmen will be needed.

It is conceivable that the characters could beat the Slave Lords across the lake without actually tangling with them first; for example, by successfully making a raft or commandeering a fishing boat. Should this occur, the DM may wish to arrange a meeting of the party and the Slave Lords on the other side of the lake on a road or trail leading to the nearest place of refuge. The DM should take care that if such an encounter does occur, the characters have a reasonable chance of winning (either through Murtano's help or from some other anti-Slave Lord source).

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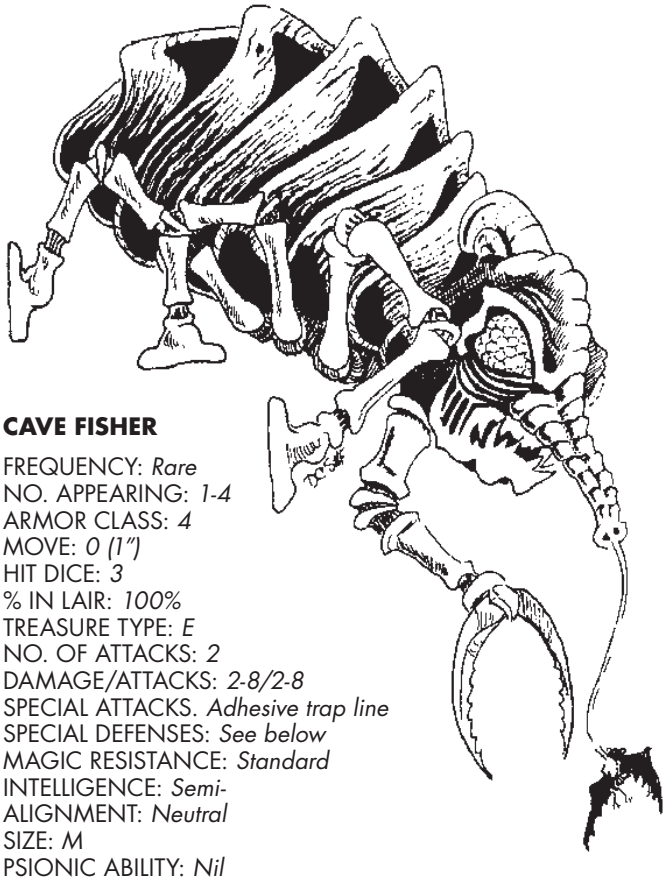


CAVE FISHER

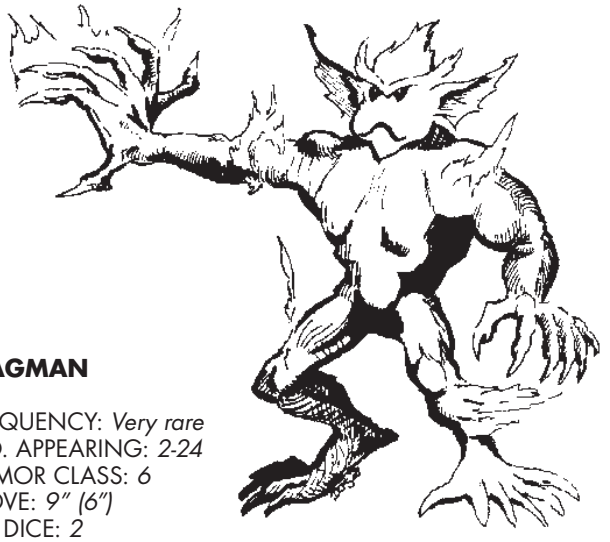
FREQUENCY: *Rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *4*
MOVE: *0 (1")*
HIT DICE: *3*
% IN LAIR: *100%*
TREASURE TYPE: *E*
NO. OF ATTACKS: *2*
DAMAGE/ATTACKS: *2-8/2-8*
SPECIAL ATTACKS. *Adhesive trap line*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *III/85 + 3 per hp*

Cave fishers are hard-shelled, many-legged creatures that live by trapping animals in the subterranean world. To trap its prey, a cave fisher employs a super-strong, highly adhesive filament which extends from its proboscis. This filament is 60' long, and tipped with a powerful adhesive sucker. A cave fisher can shoot this filament from its proboscis with great speed and accuracy, striking as a 6 hit dice monster. It will then "reel in" its prey at a rate of 15' per round, using a complex organic winch housed in an armored protuberance behind the creature's head. A cave fisher can pull in prey weighing up to 400 lbs. (4,000 gp weight). The adhesive on the sucker-head also coats the filament, and it can be dissolved by liquids with a high alcohol content or a cave fisher's blood (which also contains a lot of alcohol). The filaments are so strong that they can only be cut by a +1 or better edged weapon, and so thin that there is only a 20% chance of noticing them within 10', and no chance beyond that distance.

When the cave fisher's prey is drawn in, the creature kills and dismembers it with its pincers, cutting it into pieces suitable for ingestion. Two of the cave fisher's eight legs end in powerful claws. The other six the creature uses to attach itself to the rock of its hiding place, cementing itself in place with the same adhesive its filament is coated with.

Cave fishers prefer to hide on ledges over much-traveled areas, with their filaments already strung across a likely spot for catching small flying creatures. If something enters the cave fisher's range but does not blunder into its filament, the creature will silently reel its filament in (taking one round to do so) and then fire at the potential victim. If it misses, it will try again, as long as the prey is in range.

A cave fisher's ledge or niche is usually covered in the bones and belongings of its victims. If the local animals learn to avoid a cave fisher's abode, it will dissolve its bindings and crawl on to a new area where the prey is less wary.



MAGMAN

FREQUENCY: *Very rare*
NO. APPEARING: *2-24*
ARMOR CLASS: *6*
MOVE: *9" (6")*
HIT DICE: *2*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACKS: *3-24*
SPECIAL DEFENSES: *+1 or better weapon to hit; immune to fire-based attacks.*
SPECIAL ATTACKS: *Combustion touch*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic neutral*
SIZE: *S (3')*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X. P. VALUE: *III/97 + 2 per hp*

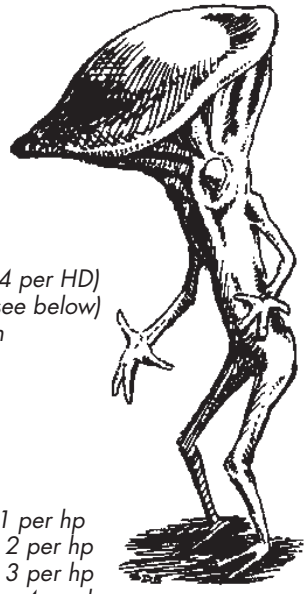
The magmen are creatures of the *para-elemental plane of Heat* (see ADVANCED DUNGEONS & DRAGONS *DEITIES & DEMI-GODS™* Cyclopedia). Occasionally they pass into the *Prime Material Plane* through gaps created by the great pressure and heat of subterranean lava. The molten rock of the *Prime Material Plane* has a different "taste" from that on the *plane of Heat*, and the magmen like to visit it to absorb its essences.

Magmen especially like to swim around in active volcanoes, for when they erupt, the magmen are released to engage in their favorite sport of igniting all the combustibles they can reach. They are not very smart, but they are mischievous, and love to watch creatures of the *Prime Material Plane* scurrying away from the (to them) harmless flames.

Magmen are not really interested in fighting, but whenever they encounter a creature they will try to set it afire, just for fun. Their **combustion touch** ignites all the inflammable items of any creature they hit, burning for 1-8 points of damage each round for 3-6 (1d4 + 2) rounds (plus incidental damage from inflammables like carried flasks of oil). Combustible magic items, such as scrolls, gain a save vs. normal fire. If attacked and actually hurt, a magman will run away, but if cornered, it will defend itself, striking with a molten fist for 3-24 points of damage (fire-resistant creatures, including those protected by magical means, take only half damage). However, magmen are not easy to hurt: a +1 or better weapon is required to hit them, but any weapon of less than a +2 bonus that contacts a magman will melt! In addition, they are immune to all fire-based attacks.

Magmen are small (3' tall) glowing human-shaped creatures. Small puffs of flame burst constantly from their skin, and each magman radiates heat like a small bonfire, making the area near them quite uncomfortable. Magmen are simple beings who just love to set things on fire; it never occurs to them that other creatures might be actually hurt. Magmen can only stay out of lava for 6 hours before they stiffen and become immobile. They rarely stay out more than 2 or 3 hours, as they consider anything under 1,000 degrees to be cold. Magmen speak no *Prime Material Plane* languages.

MYCONID (Fungus Man)



FREQUENCY: *Rare*
NO. APPEARING: *1-12 (20-200)*
ARMOR CLASS: *10*
MOVE: *9"*
HIT DICE: *1 to 6*
% IN LAIR: *70%*
TREASURE TYPE: *S (x2)*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1-4 to 6-24 (d4 per HD)*
SPECIAL ATTACKS: *Spore clouds (see below)*
SPECIAL DEFENSES: *Poisonous skin*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful neutral*
SIZE: *S to L (2' per hit die)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X. P. VALUE: *1 HD: I/14 + 1 per hp*
2 HD: II/28 + 2 per hp
3 HD: II/50 + 3 per hp
4 HD: III/150 + 4 per hp
5 HD: IV/205 + 5 per hp
6 HD: V/425 + 6 per hp

The myconids, or fungus men, resemble walking toadstools in humanoid form. Their flesh is bloated and spongy, and varies in color from purple to gray. Their skin, except on their hands, oozes a substance poisonous to animal flesh. Personal contact with a myconid in most places will result in 1-4 points of damage to the toucher. Each of their pudgy hands has two stubby fingers, with a thumb on either side. The myconids live deep underground, in conditions suitable to fungi. They never venture out onto the surface, and they have a deathly fear of direct sunlight. (The exact effects of sunlight on a myconid are unknown, but they must be detrimental, or the fungus men wouldn't fear it so.)

Myconid society is based on "circles," extremely tight social groups linked by group work and melding sessions. Each circle's "day" is rigidly structured: eight hours of rest, followed by eight hours farming the fungus crops or doing other necessary work, followed by eight hours of *melding*. For the myconids, melding is entertainment, worship, and social interaction combined. The fungoids gather in a tight circle, and the elder members release *rapport* and *hallucinator* spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for existence. Only *distress* spores will bring a circle out of meld early.

A myconid circle usually consists of twenty members, four of each hit dice size from 1 to 5, i.e. four 1 hit dice mycos, four 2 hit dice mycos, etc. As myconids age, they continue to grow in height and weight, gaining 2' of height with each hit die. A 1-HD myconid is only 2' tall, but the 6-HD king stands 12' tall. The damage they do in melee combat also increases with their size. Fungus men fight by clubbing with their clasped hands, doing 1d4 points of damage per hit die of size, i.e., 1-HD myconids do 1-4 points of damage, 2-HD myconids do 2-8 points, etc., up to the 6-HD king who inflicts 6-24 points of damage on a hit.

The myconids also have the ability to spew forth clouds of specialized spores. The number and kind of spores they can emit increases as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day each type of spore can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its hit dice. For example, at three hit dice, a myconid will be able to spray 3 different types of spores, and each may be sprayed 3 times a day. The spore types are listed and explained below, in the order in which the abilities are gained:

Distress: This spore type is used to alert other myconids to danger or a need for aid. The quickly expanding cloud will gain the

immediate attention of all myconids around the emitter, expanding at the rate of 40′ per round. It will expand to 120′ maximum. This ability is gained at the 1-HD level.

Reproducer: These spores are emitted only at the proper time for growing new myconids, so that the population may be properly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2-HD level.

Rapport: These spores are used primarily in the melding process. However, they can also be used by the myconids to communicate with other species (since the fungus men do not talk). A small cloud of spores may be puffed at one creature; if the being fails to save vs. poison, it will be able to go into telepathic rapport with myconids, speaking mind-to-mind in a normal manner. Willing recipients of the spores may deliberately fail their save. The duration of the effect is equal in turns to the HD of the myconid originator. This spore ability is gained at the 3-HD level.

Pacifier: This type of spore cloud may be spewed at a single creature. If the creature fails to save vs. poison, it will be unable to do anything, becoming totally passive. The affected creature may only observe; it may take no action, even if under attack. This effect lasts for a number of rounds equal to the HD of the myconid spore-spewer. The *pacifier* spore ability is gained at the 4-HD level.

Hallucinator: These spores are also primarily used in the melding ritual. However, they will affect other creatures as well. The spore cloud may be shot at one creature, and if that creature fails its save vs. poison, it will suffer violent hallucinations for a number of turns equal to the HD of the myconid responsible. Hallucinating creatures will react as follows (d20):

Die roll	Effect
1-10	cower whimpering
11-15	stare into nothingness
16-18	flee shrieking in a random direction
19-20	attack closest creature to kill

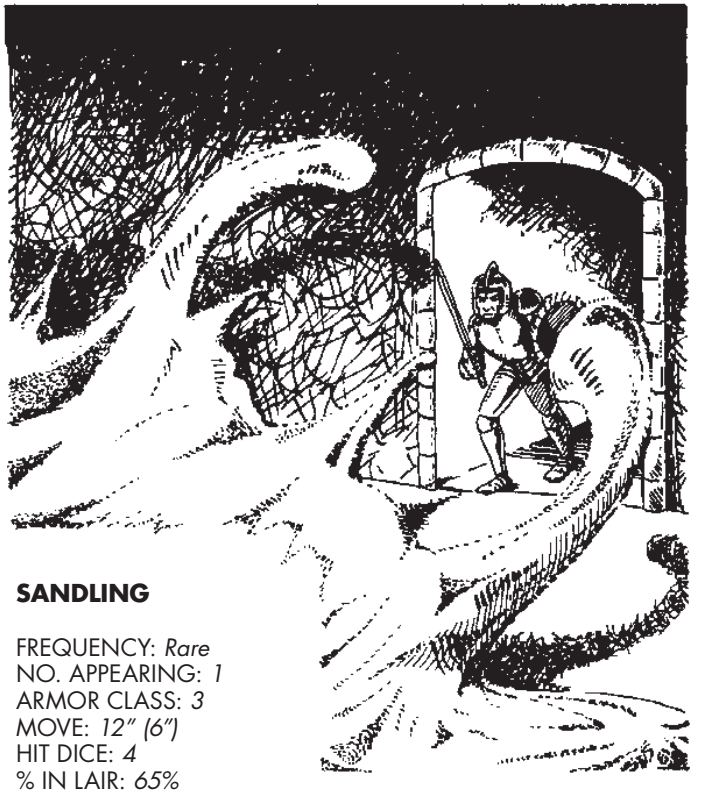
The ability to emit *hallucinator* spores is gained at the 5-HD level.

Animator: This spore ability is gained at the 6-HD level, the level which only the king may achieve. The king can use these spores to infect a dead person or animal body. A purple fungus will cover the corpse, taking over the dead body's systems and putting them back to work, animating the corpse so that it resembles a zombie. It is not undead, however, and cannot be turned by a cleric. The animated bodies are slower than they were in life, and they always strike last in a melee round (another resemblance to zombies). The body continues to rot and the fungus gradually replaces missing parts, specializing to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, at rest at last. Animation takes place 1-4 days after infection, and the corpse will be animated for 2-5 weeks before it decays. Animated creatures will follow simple orders (given by the animator with *rapport* spores) to the best of their ability. Orders take priority over self-preservation.

The myconid king is always the largest member of the fungoid colony, the only member at the 6-HD level. It is also the only myconid who is not a member of a circle. The other myconids regard separation from their circle with horror, and pity the lonely king. The leadership role is thought of as a very unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5-HD myconid always assumes the role of the new king. The king

must remain outside circle affairs to ensure that it will remain objective and pay close attention to the duties of leadership. The king animates guardians for the colony so that the myconids need not commit violence. It coordinates the work schedule, and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions which may be useful in a time of trouble.

In general, the myconids are a peaceful race, desiring only to work and meld in peace. In combat, they will avoid killing, if they can, as violence adversely affects their meld hallucinations. However, accord has never been reached between fungoid and humanoid: each views the other as a disgusting threat, and population pressures in the limited underworld inevitably cause conflicts.



SANDLING

FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOR CLASS: *3*
MOVE: *12″ (6″)*
HIT DICE: *4*
% IN LAIR: *65%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACKS: *2-16*
SPECIAL DEFENSES: *Immune to sleep, hold, charm and other mind influencing spells*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *None*
ALIGNMENT: *Neutral*
SIZE: *L*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X. P. VALUE: *III/85 + 4 per hp*

A sandling appears to be an amorphous mass of moving, sliding sand. An adult sandling is a solitary creature, and it dwells in lonely sandy areas such as uninhabited deserts, siliceous caverns and deserted beaches. Sandlings are savagely territorial, and will attack any creatures that trespass upon their areas. They fight by slashing and lacerating with a coarse, abrasive pseudopod. Sandlings' flexible, shifting forms are difficult to damage by physical assault (thus the armor class of 3). If a sufficient quantity of water or other liquid (10 gallons or more) is cast upon the creature, it will have the same effects as a **slow** spell, and will cause the sandling to strike for only one-half damage (1-8).

Sandlings are apparently silicon-based creatures, and some sages believe that they originated on the *Elemental Plane of Earth*. A sandling grows until it reaches full size (10′ diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about 2″ in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than ½′ in diameter. When one grows above this size, the parent sandling perceives it as a threat, and kills it. When the parent sandling dies, the largest infant grows to take its place, killing all rivals (if it can).

Sandlings sense heat, sound and moisture. They dislike wetness, and will burrow underground to avoid rain or water (unless already defending their territories). There have been reports of huge sandlings three times as large as normal adults, but these have not been substantiated. Sandlings are always the same color as the sand of their territories. They are also the same temperature as their surroundings, and thus are invisible to infravision.

TOURNAMENT CHARACTERS

CHARACTER	Elwita	"Ogre"	Freda	Kar-raway	Blodgett	Dread Delgath	Phanstern	Eljayess	Kayen Telva
NUMBER	**1.**	**2.**	**3.**	**4.**	**5.**	**6.**	**7.**	**8.**	**9.**
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Class	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/M-U	5th/III	3rd/Clr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3′10″	6′	5′3″	6′	3′	6′1″	5′8″	5′4″	5′6″
WEIGHT (lbs.)	131	183	129	175	60	162	204	123	98
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	10	10	7	9	6	10	6	10	8
HP	54	45	40	42	25	25	25	25	25
MV	12″	12″	12″	12″	12″	12″	12″	12″	12″
STR	17	18 (56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHA	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	6	11	13	9	8	14	14	10	13
PETRIFY	12	12	14	12	11	13	13	13	13
RODS	8	13	15	13	8	11	11	14	11
BREATH	13	13	16	15	15	15	15	16	15
SPELLS	9	14	16	14	9	12	12	15	12
ATTACK ADJ	+1	+2	0	0	0	0	0	0	0
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	+1

OTHER NOTES

Blodgett's thieving abilities are as follows:

Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language
65%	62%	50%	60%	56%	25%	75%	20%

Karraway's spells are: **cure light wounds, resist cold** and **create water**.

Eljayess' spells are: **cure light wounds, purify food and drink.**

TOURNAMENT SCORING

For tournament purposes, only the *dungeon labyrinth* part of this module is used. The following method of handling the final round is suggested: read the **Start** section to the players, then "start the clock". The team now has 4 hours to escape from the labyrinth. Prepared character sheets are handed out to the players. They may take as long as they like to inspect them and get ready. When they tell the DM they are ready, he or she should start with the party waking up at area **1**.

Scoring is simple, and is based upon group success in getting out safely.

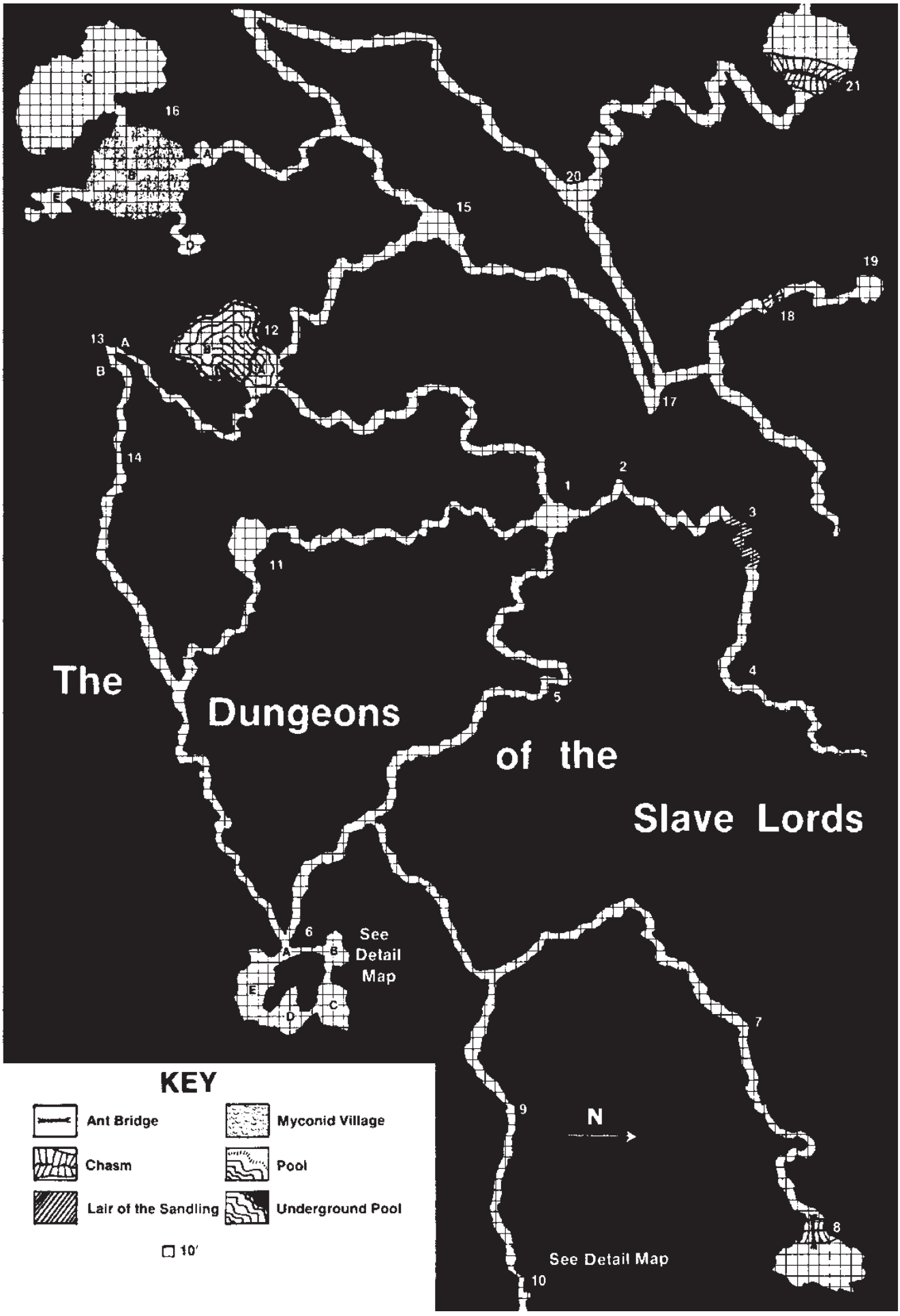
SCORING

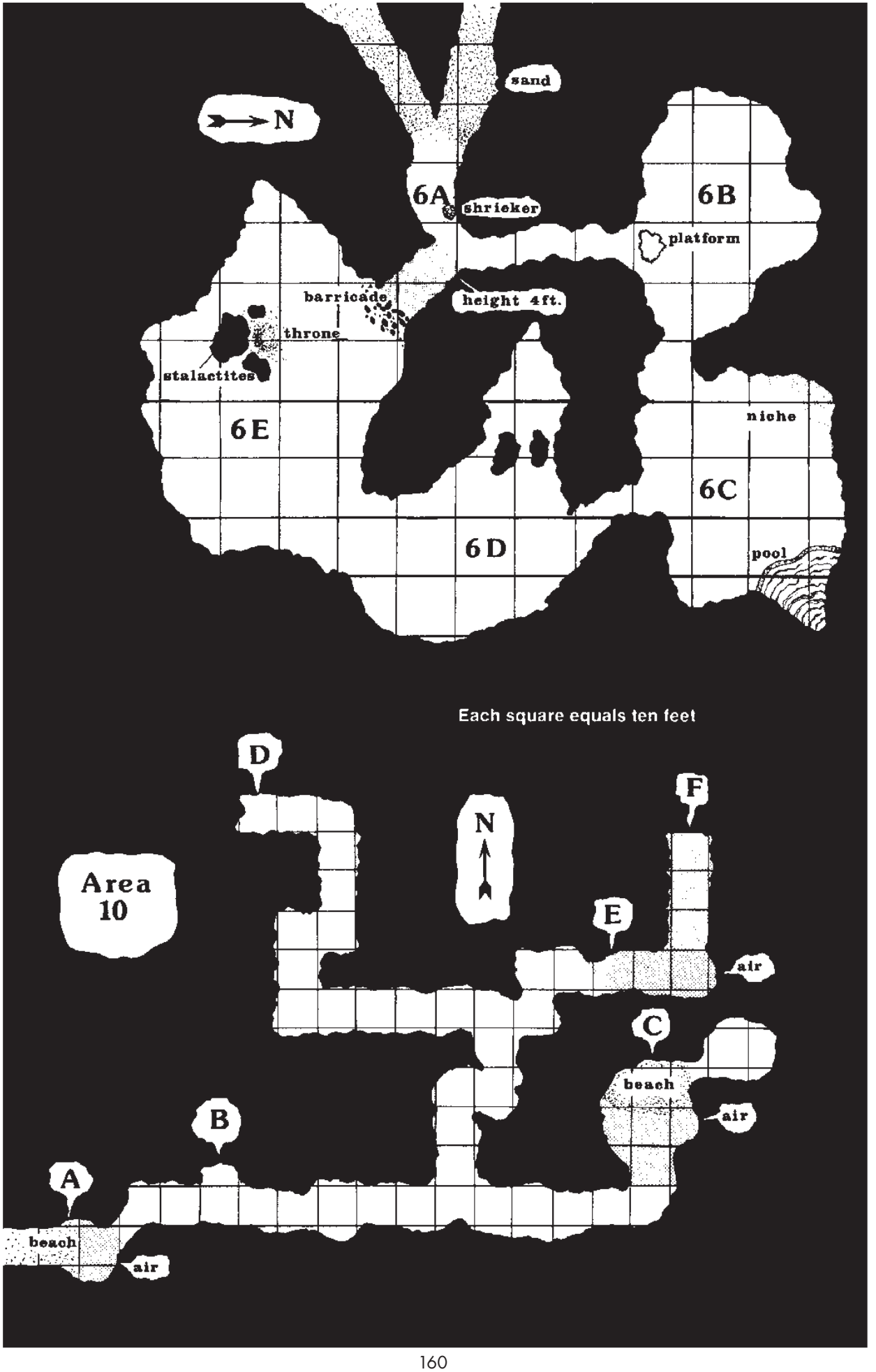
1. Each character who gets out alive:	+30 points (maximum 270 pts.)
2. Each minute spent getting out:	–1 point (maximum -240 pts.)
3. Each encounter area where risk is taken or benefit gained*:	+5 points (maximum 100 pts.)

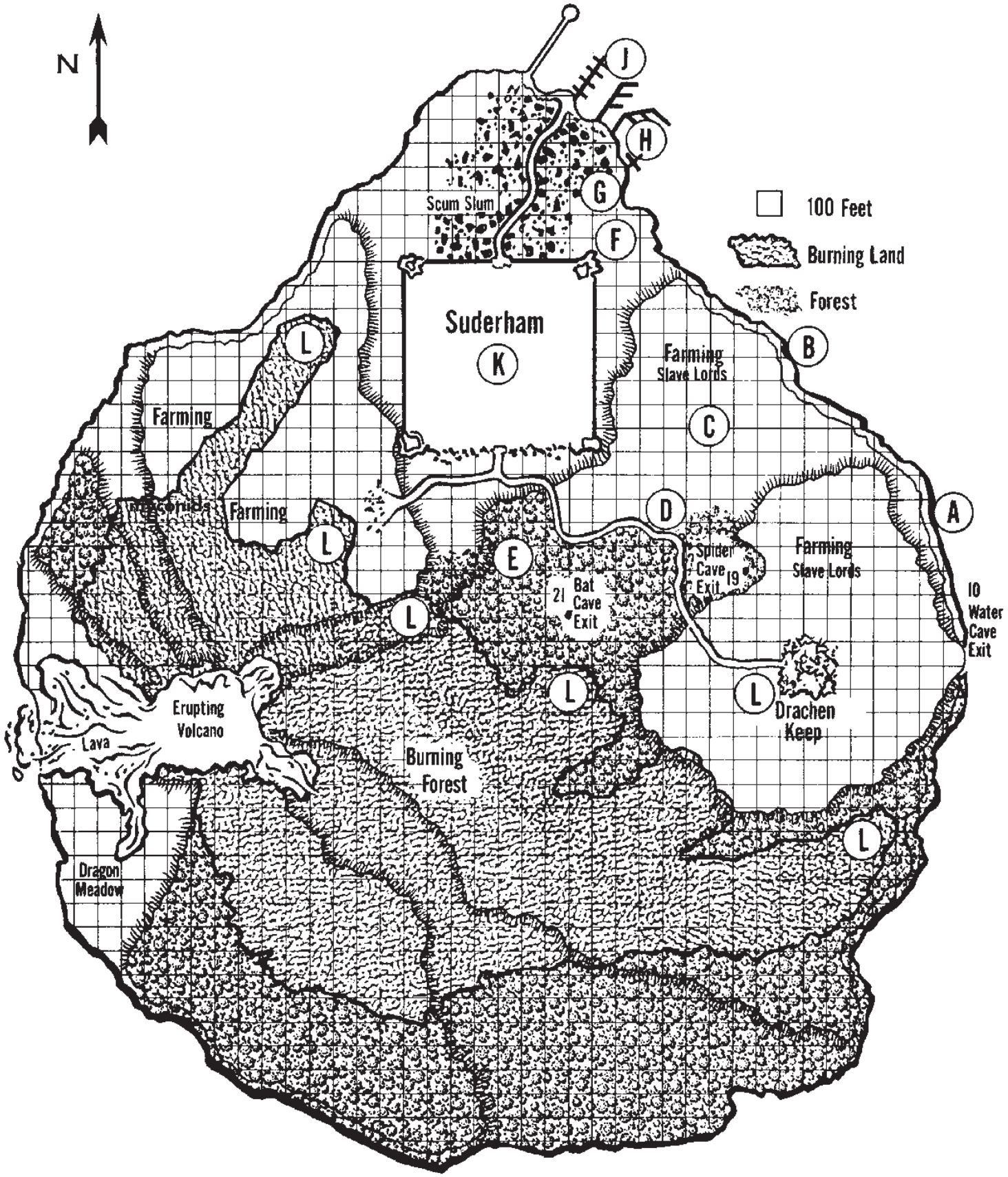
*One award per encounter area, **#1** is not counted. Encounter areas that the party passes right through without stopping or noticing do not count.

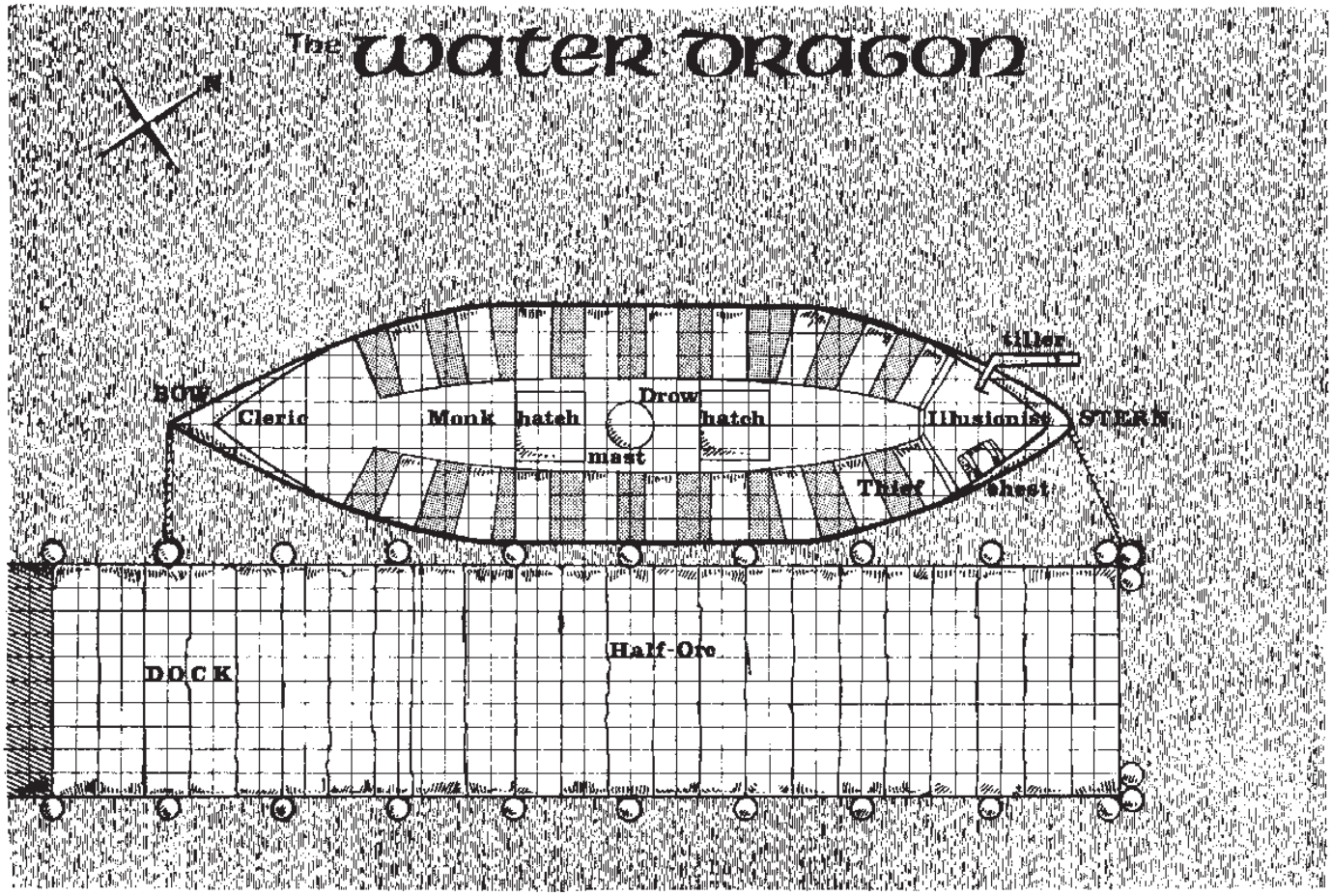
If the party does not escape before the time is up, the final earthquake collapses the labyrinth and the party is killed. If all competing teams end up with negative points, the team with the least negative points is the winner.

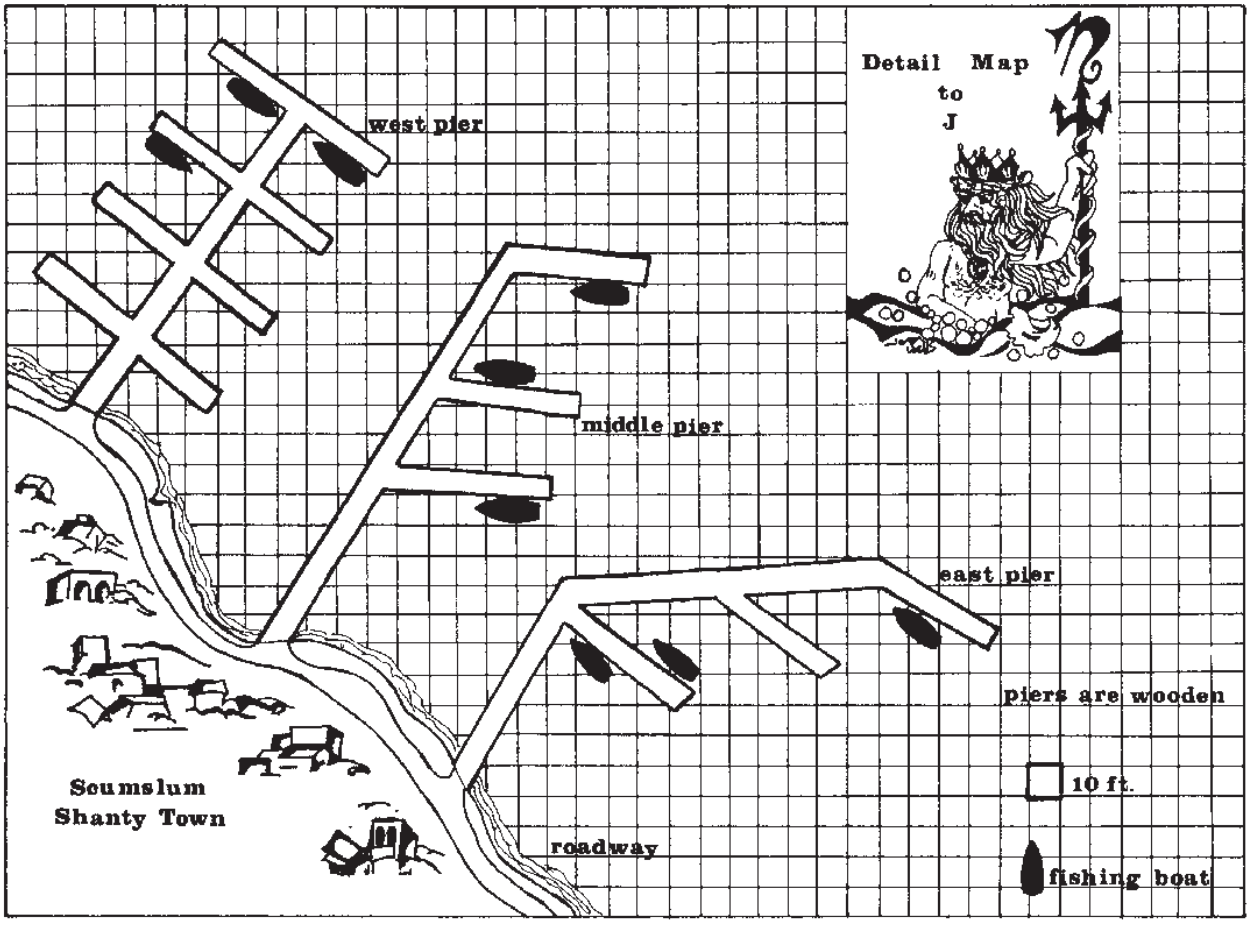
Use the blank area below for recording notes and encounter areas passed through during play.


The Dungeons of the Slave Lords
See Detail Map
See Detail Map
N
KEY
Ant Bridge
Myconid Village
Chasm
Pool
Lair of the Sandling
Underground Pool
10'


sand
N
6A
shrieker
6B
platform
barricade
height 4ft.
throne
stalactites
6E
niche
6C
6D
pool
Each square equals ten feet
D
F
N
Area
10
E
air
C
beach
air
B
A
beach
air


N
100 Feet
Burning Land
Forest
Scum Slum
Suderham
K
J
H
G
F
B
C
A
D
E
L
Farming
Farming
Farming
Slave Lords
Farming
Slave Lords
Spider
Cave
Exit
19
21
Bat
Cave
Exit
10
Water
Cave
Exit
Drachen
Keep
Erupting
Volcano
Lava
Burning
Forest
Dragon
Meadow


The Water Dragon
tiller
BOW
Cleric
Monk
hatch
Drow
hatch
Illusionist
STERN
mast
Thief
chest
Half-Orc
DOCK


Detail Map
to
J
west pier
middle pier
east pier
piers are wooden
10 ft.
fishing boat
Scumslum
Shanty Town
roadway

FAN ILLUSTRATIONS

Wizards of the Coast invited fans of the original Slave Lords adventures to submit illustrations inspired by their D&D gaming experiences. Here's a selection of the entries that we received. Thanks to everyone who participated!

Alexander Fatis

Bernardo F. Hasselmann

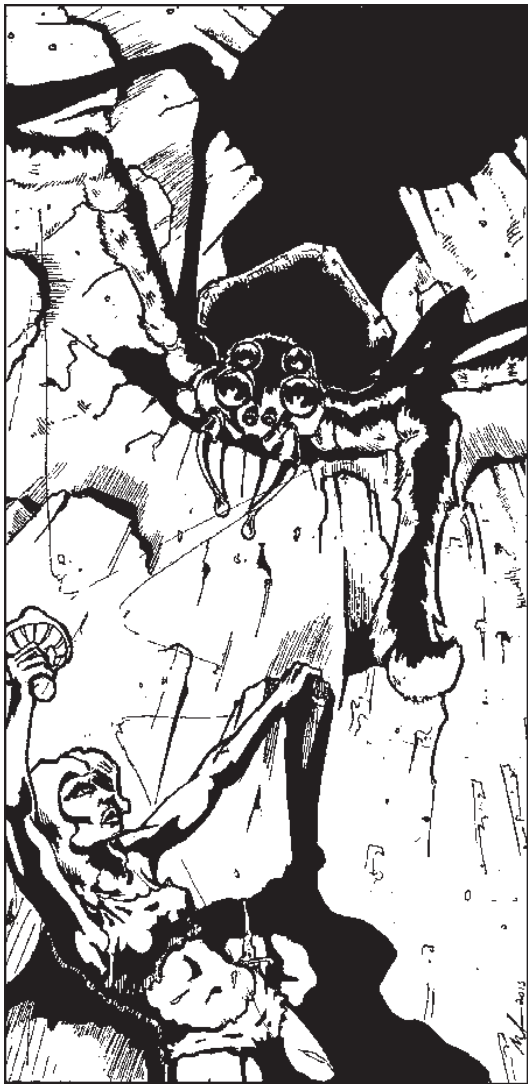
Amanda Mickelson

Chandra Reyer

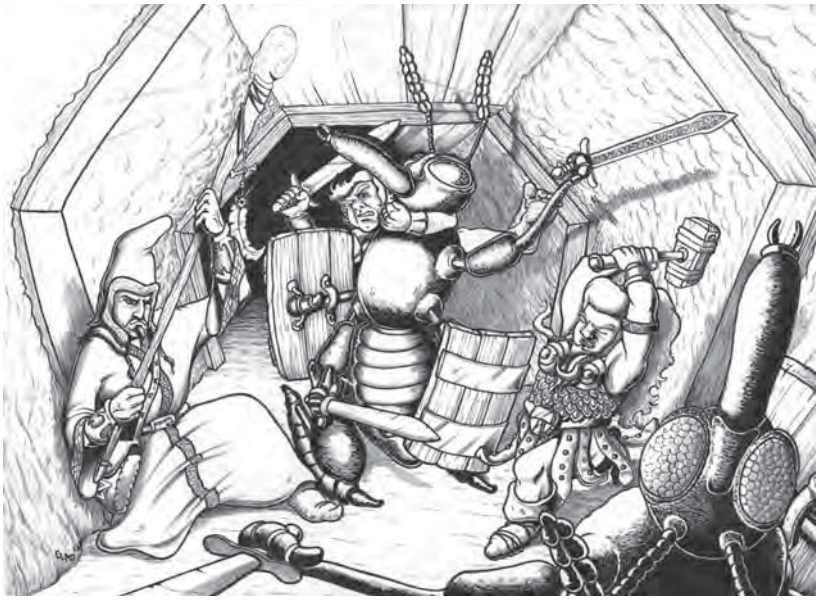
Carlton Stevens

Bryant Paul Johnson

Craig Brasco

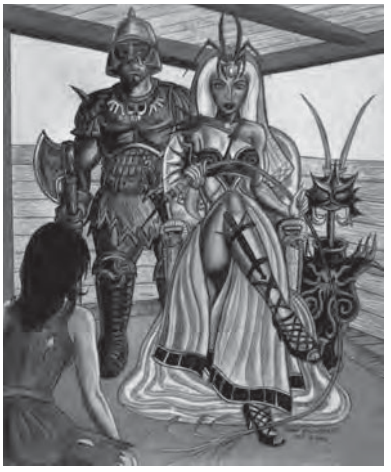


Max Acree



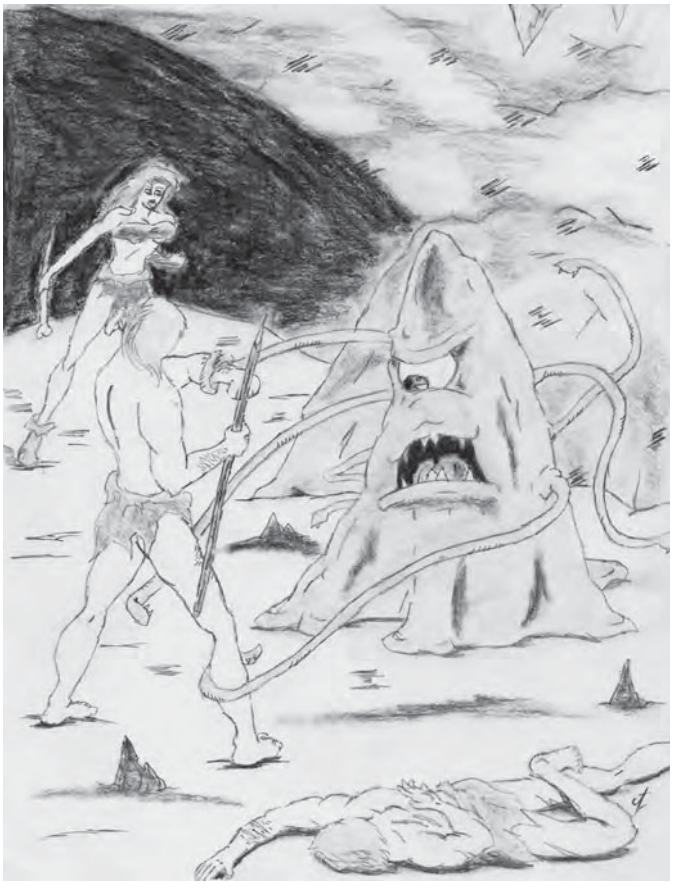
Brian "Glad" Thomas

Christopher Conklin



John Musniskey, Jr.

Emanuele Galletto

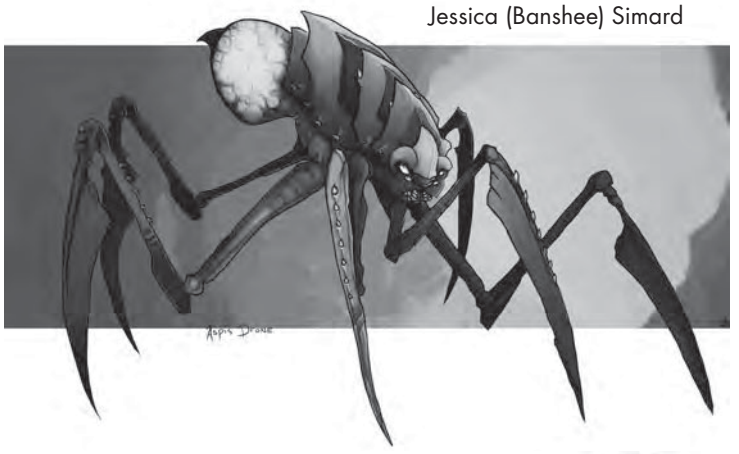


J. L. LaMastus

Giancarlo Fusco

Dan Bruington

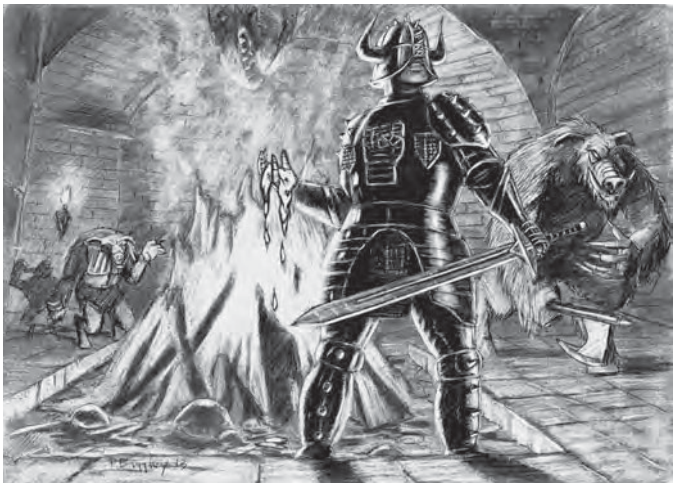
Jessica (Banshee) Simard



James Burton

Chet Minton

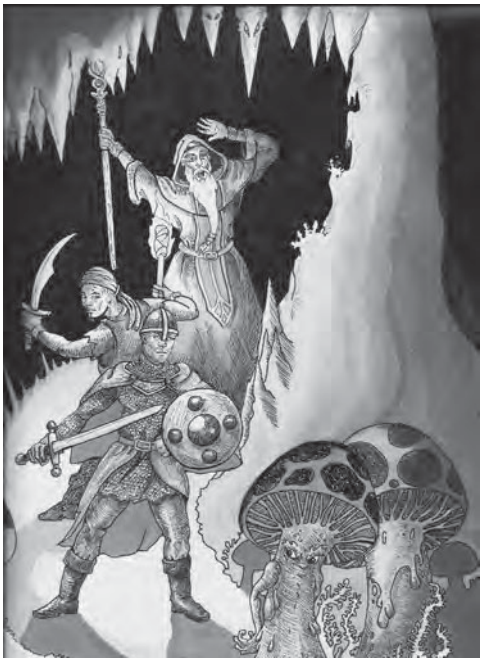
Johnathan L. Bingham



Ian Baggley

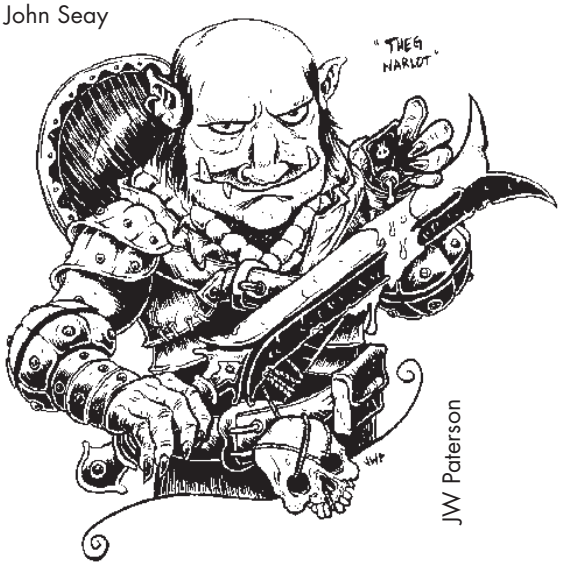
Francis RP Navarro

Greg Allen

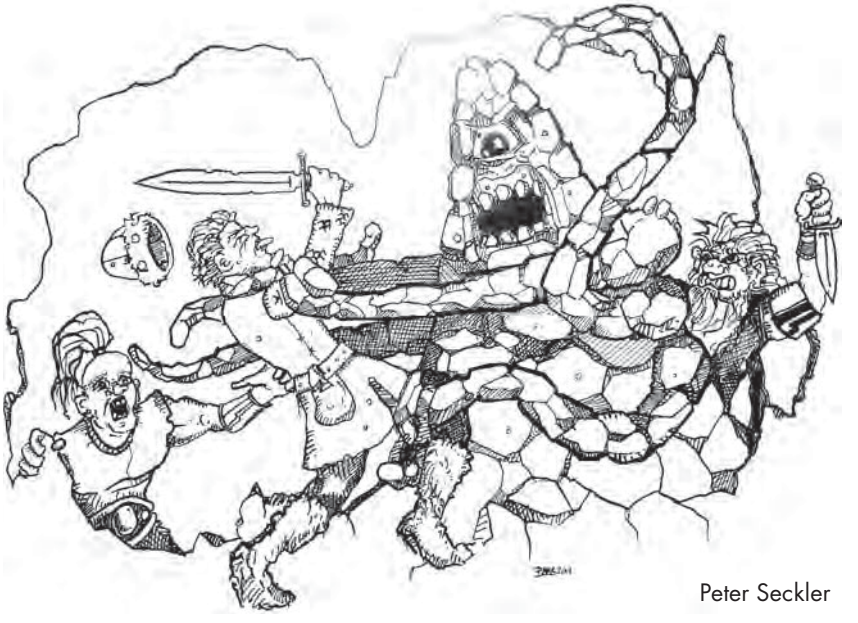


John Seay

Hinchel Or



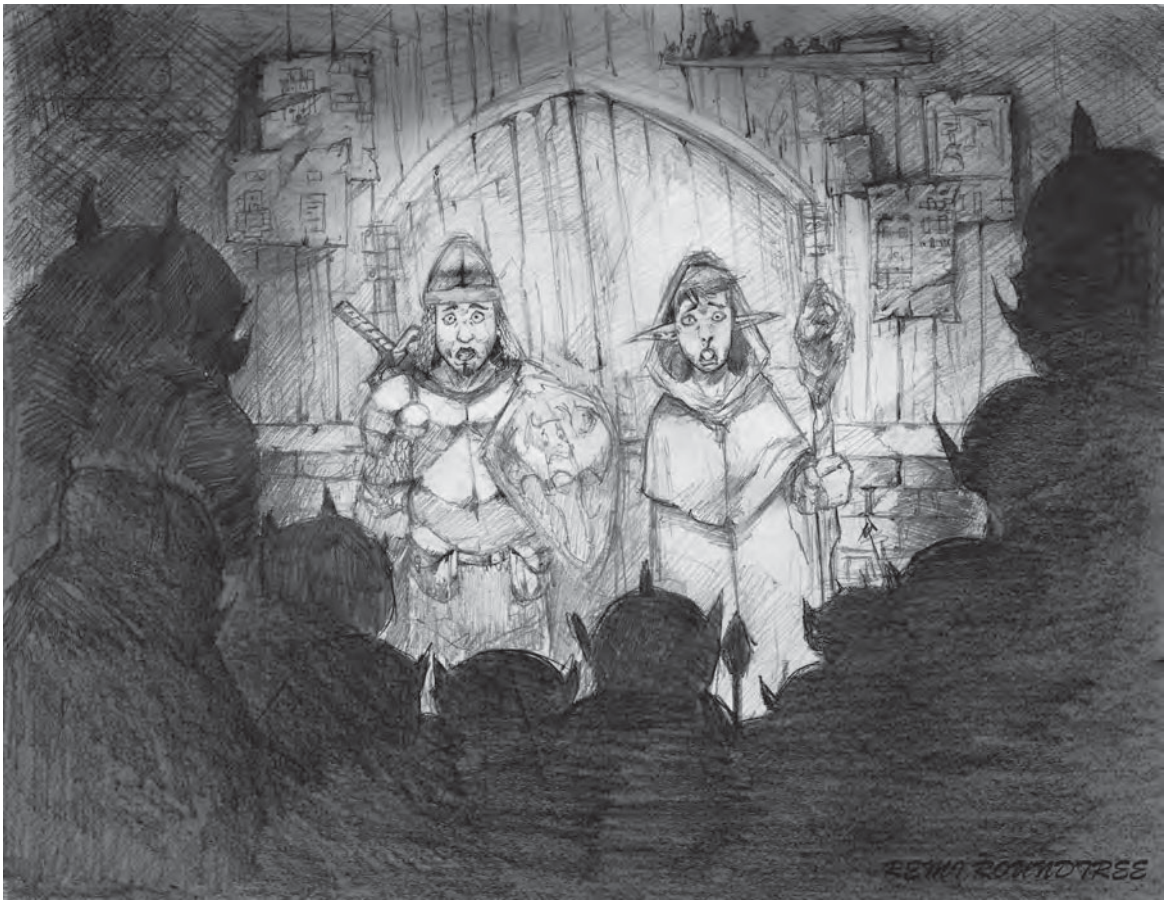
JW Paterson



Peter Seckler

Michal Domanski

James Tillman



Remi Roundtree

Hugo Magalhaes

S. Michael Twitchell

Tuomas Salmela

Jason Cody Reynolds

Andy ATOM Taylor

Joey A. Docil

Vitor Dias

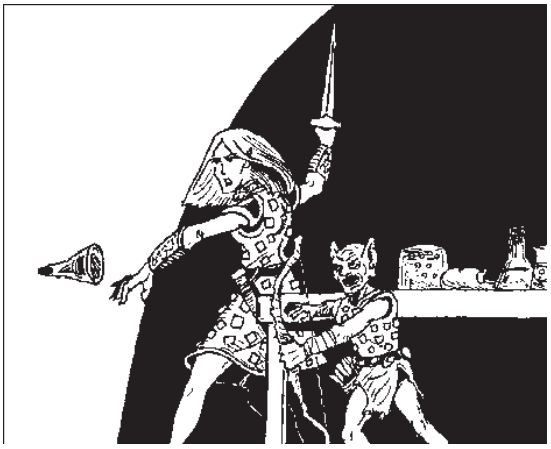
Kait Howard

Scott "-enkainen" Casper

Morgan Carmichael

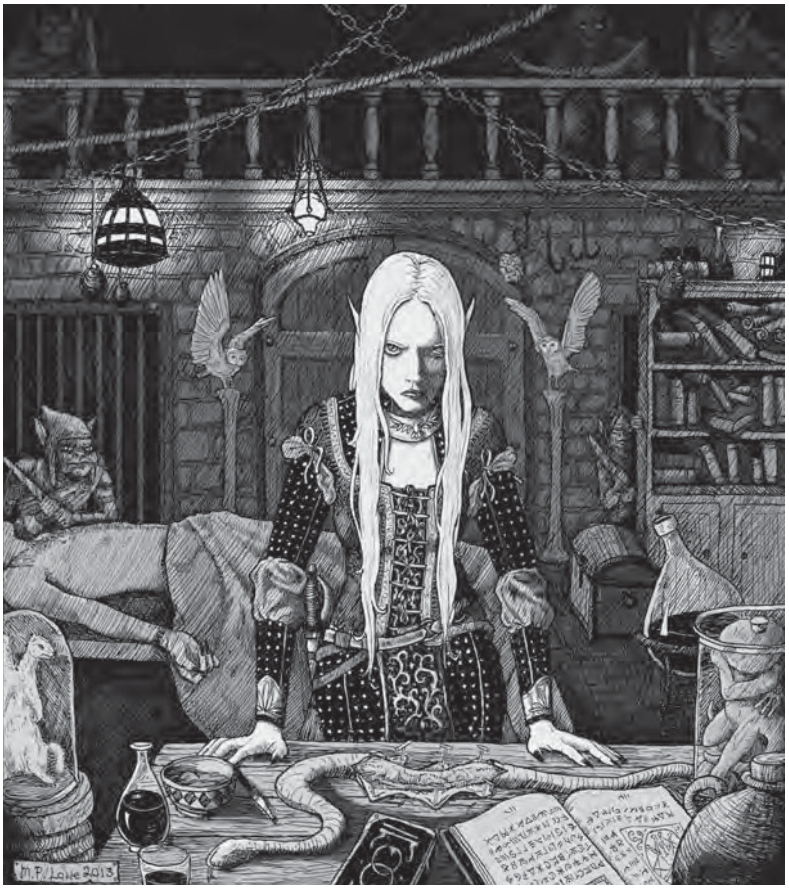
Luigi Castellani

Laura Lavrov



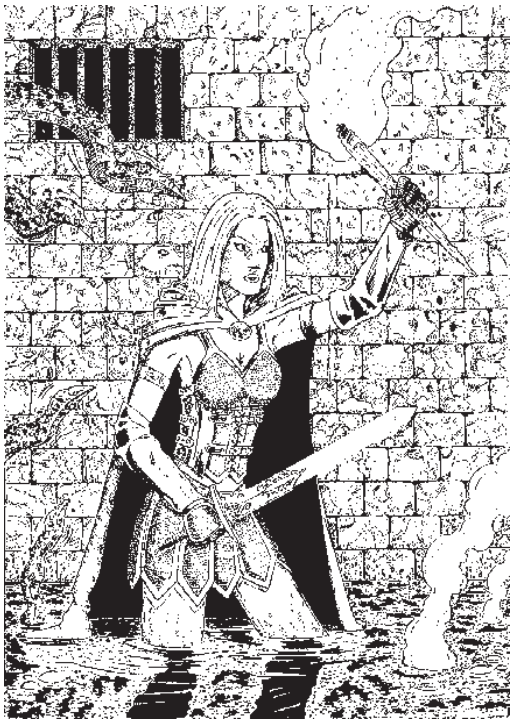
Mike "mortellan" Bridges

Stacey Allan



Mike Lowe

Sarah Howard



rattan bhagwandin

Paige M. Connelly

Robert Waluchow

Raymond R Roberge

Stephen Hippleheuser

Rev. J. R. N. III

Tim Lavrov

Sarah Naomi Radford

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